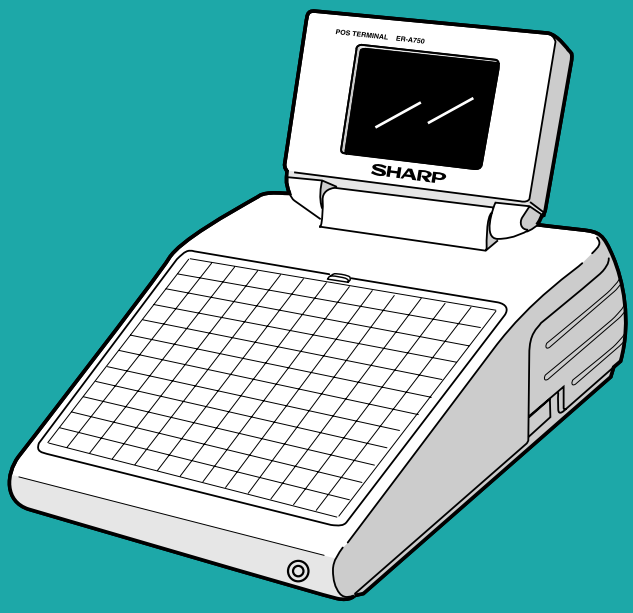
SHARP®

POS TERMINAL

MODEL

ER-A750

INSTRUCTION MANUAL



INTRODUCTION

Thank you very much for your purchase of the SHARP POS Terminal Model ER-A750. 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 (official (nominal) voltage).**
  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 terminal 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.

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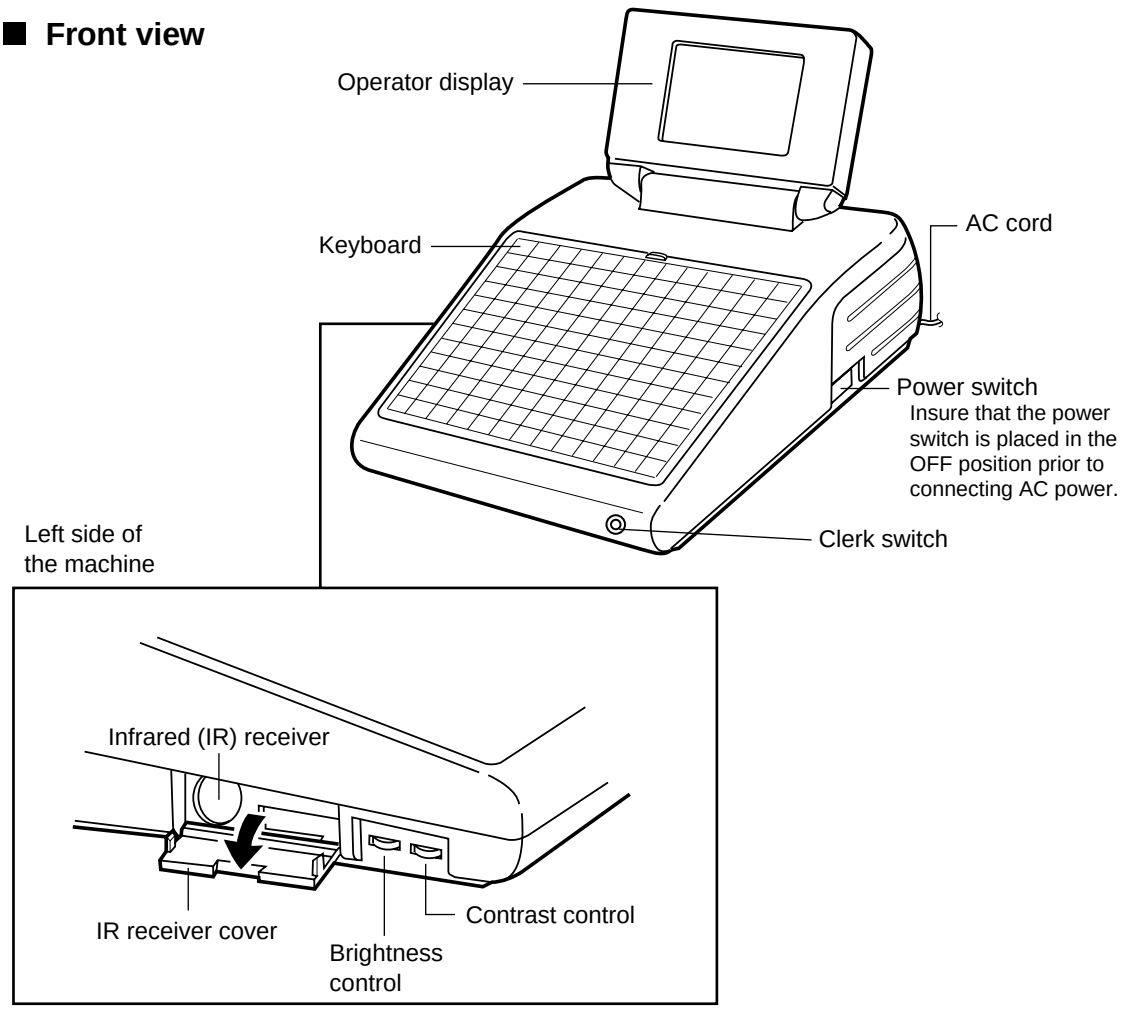
1 Part Names and Functions

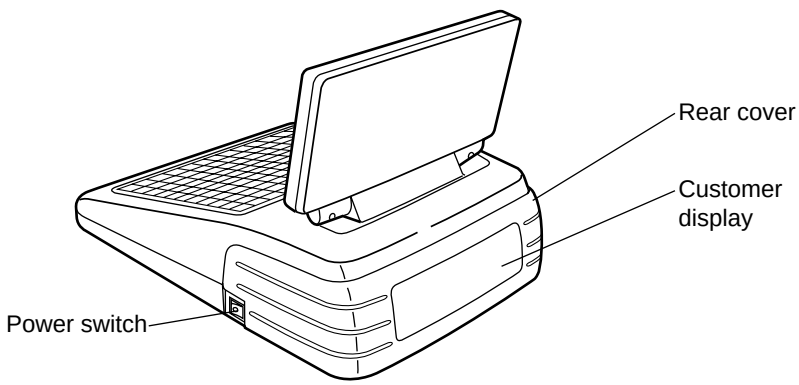
This chapter describes the part names and functions of this POS terminal.

External View

■ Front view

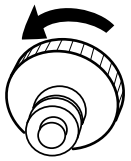


■ Rear view



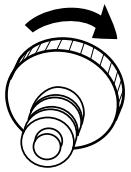
■ Tilt control screws

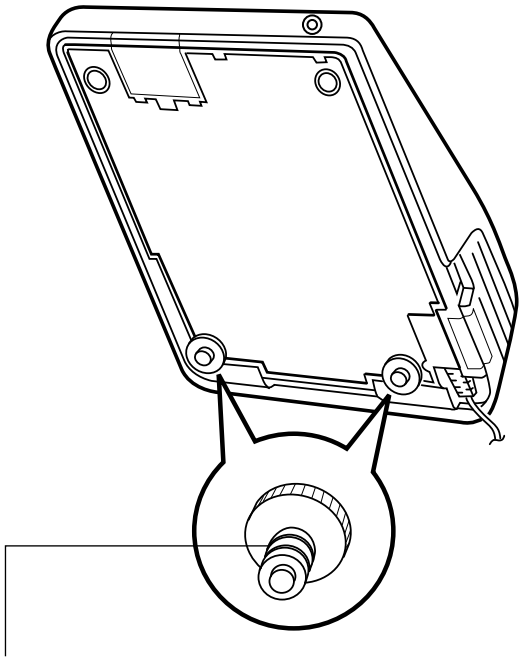
1. Loosen the outer screw.



2. Adjust the height of the inner screw.

3. Tighten the outer screw to fix it.

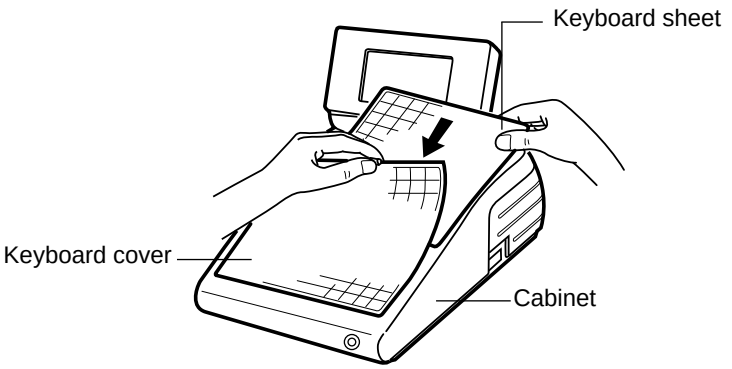




Keyboard

■ Inserting the keyboard sheet

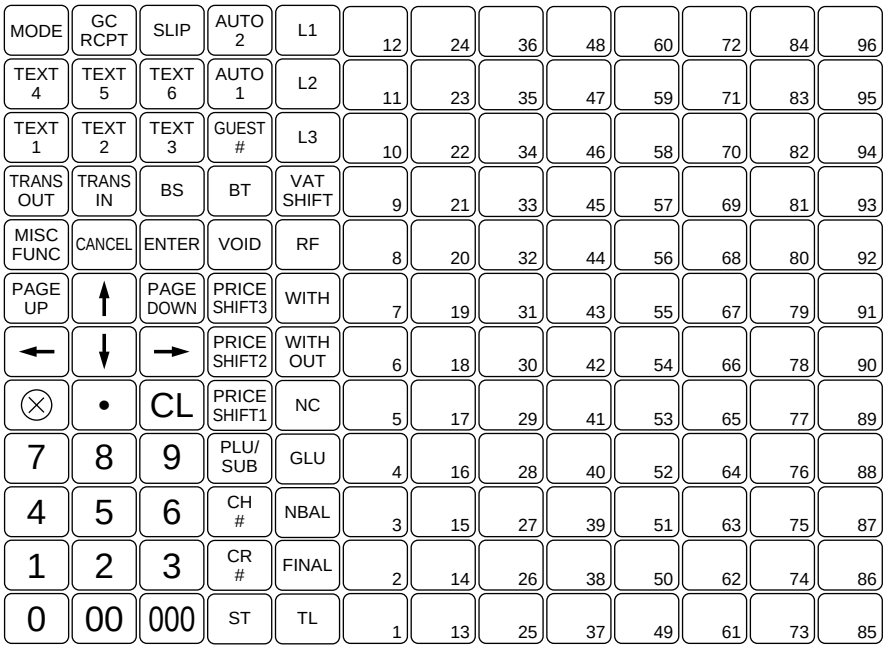
Insert the keyboard sheet between the keyboard cover and the cabinet as illustrated below.



NOTE

- *Do not spread the keyboard cover too far as it might tear.*
- *Replace the keyboard sheet with a new one if by chance it gets wet. Use of a wet keyboard sheet may cause problems.*
- *Be sure to use only SHARP-supplied keyboard sheets. Thick or hard sheets make key operation difficult.*
- *Smooth the keyboard sheet evenly under the keyboard cover, without any folds or wrinkles, to ensure easier operation.*
- *If you require a new keyboard sheet, please contact your dealer.*
- *The keyboard cover will eventually wear out. If your keyboard cover is dirty or broken, replace the cover with a new one. For details, contact your authorized SHARP dealer.*

■ Standard keyboard layout



NOTE

If you want to change the layout, contact your authorized SHARP dealer.

0 ~ 9, 00, 000 — Numeric keys

• — Decimal point key

CL — Clear key

⊗ — Multiplication key

RF — Refund key

VOID — Void key

PLU/SUB — Price lookup/subdepartment key

WITH — With key

WITH OUT — Without key

FINAL — Tentative finalization key

TEXT 1 ~ TEXT 6 — Direct text 1 through 6 keys

PRICE SHIFT1 ~ PRICE SHIFT3 — Price level shift 1 through 3 keys

GC RCPT — Guest check receipt key

1 ~ 96	Direct price lookup keys
L1 ~ L3	PLU level shift 1 through 3 keys
GUEST #	Guest number entry key
NC	New check key
GLU	Guest lookup key
NBAL	New balance key
MISC FUNC	Miscellaneous function key
MODE	Mode menu key
ENTER	Enter key
VAT SHIFT	Value-added tax shift key
AUTO 1 / AUTO 2	Automatic sequencing 1 and 2 keys
CR #	Credit menu key

CH #	Check menu key
TRANS OUT	Transfer out key
TRANS IN	Transfer in key
SLIP	Slip print key
BS	Bill separation key
BT	Bill totalize/bill transfer key
ST	Subtotal key
TL	Total key
PAGE UP / PAGE DOWN	Page up/down keys
→ / ← / ↑ / ↓	Cursor (right/left/up/down arrow) keys
CANCEL	Cancel key

■ Optional keys

97 ~ 135	Direct price lookup keys
1 ~ 99	Department keys
TEXT 7 ~ TEXT 10	Text 7 through 10 keys
%1 ~ %9	Percent 1 through 9 keys
⊖1 ~ ⊖9	Discount 1 through 9 keys
CR1 ~ CR8	Credit 1 through 8 keys
CA2	Cash total 2 key
EX1 ~ EX9	Foreign currency exchange 1 through 9 keys
RA1 / RA2	Received-on-account 1 and 2 keys
PO1 / PO2	Paid-out 1 and 2 keys
AUTO 3 ~ AUTO 25	Automatic sequencing 3 through 25 keys

CH1 ~ CH4	Check 1 through 4 keys
AMT	Amount entry key
DRV NC	New check 2 key (for drive-through)
DRV GLU	Guest lookup 2 key (for drive-through)
VAT	Value-added tax key
CASH TIP	Cash tip key
NON-CASH TIP	Non-cash tip key
TIP PAID	Tip paid key
1/2	1/2 key
#	Non-add code entry key
NS	No-sale key

MGR #	Manager code entry key
CLERK #	Clerk code entry key
SCALE	Scale entry key
OPEN TARE	Tare entry key
PERSON #	Person number entry key
IND. PAYMENT	Individual payment key
RCPT	Receipt print key
RCP. SW	Receipt ON/OFF key
PINT	Pint key
DEPO (+)	Deposit plus entry key
DEPO (–)	Deposit minus entry key
TEXT #	Text number key
EMP #	Employee code entry key
TIME IN	Time in key
SBTL VOID	Subtotal void key

TIME OUT	Time out key
BREAK IN/OUT	Break in/out key
VP	Validation print key
RTN	Return key
DEPT SHIFT1 ~ DEPT SHIFT4	Department shift 1 through 4 keys
RCPT SHIFT	Receipt shift key
DIFFER ST	Difference subtotal key
C.BILL	Cumulated bill key
GC COPY	Guest check copy key
REPEAT	Repeat key
EX #	Foreign currency exchange menu key
VIP	VIP sale key
H.T.	Hotel transfer key
CLK 1 ~ CLK 10	Clerk entry 1 through 10 keys

Clerk Keys

This POS terminal allows the operator to use the following four clerk identification systems:

- Real clerk keys (standard 6 clerks/max. 126 clerks)
- Clerk code entry (max. 255 clerks)
- Clerk entry keys (max. 10 clerks)
- WMF clerk keys (max. 127 clerks)

The standard POS terminal has been shipped with the real clerk key system being programmed. If you want to change the clerk identification system, contact your authorized SHARP dealer.

Real clerk keys (1, 2, 3, 4, 5, and 6)

These keys serve to identify clerks. Put one of the 1 through 6 keys in the clerk switch.

Clerk code entry (1 through 9999)

Enter the clerk code by using the following procedure:

XXXX → CLERK # →

Clerk code

Clerk entry keys

CLK 1 ~ CLK 10

These keys identify clerks. Press any one of these keys.

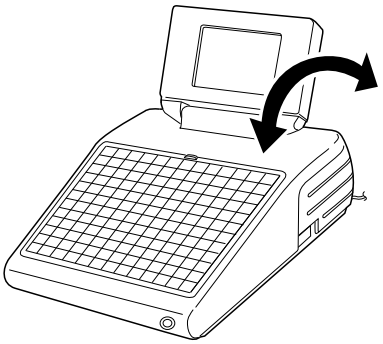
WMF clerk keys

Put one of the WMF clerk keys in the WMF clerk switch.

Display

This POS terminal is provided with an LCD operator display and a 7-segment customer display.

■ Operator display

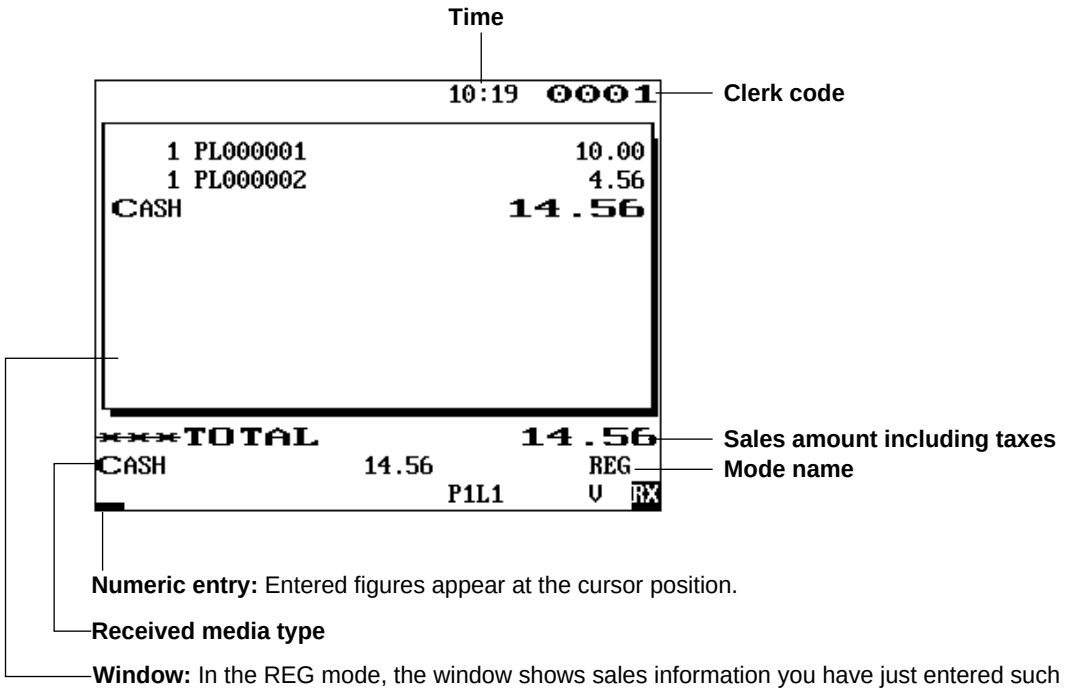


The display can be tilted to the best viewing angle.

NOTE

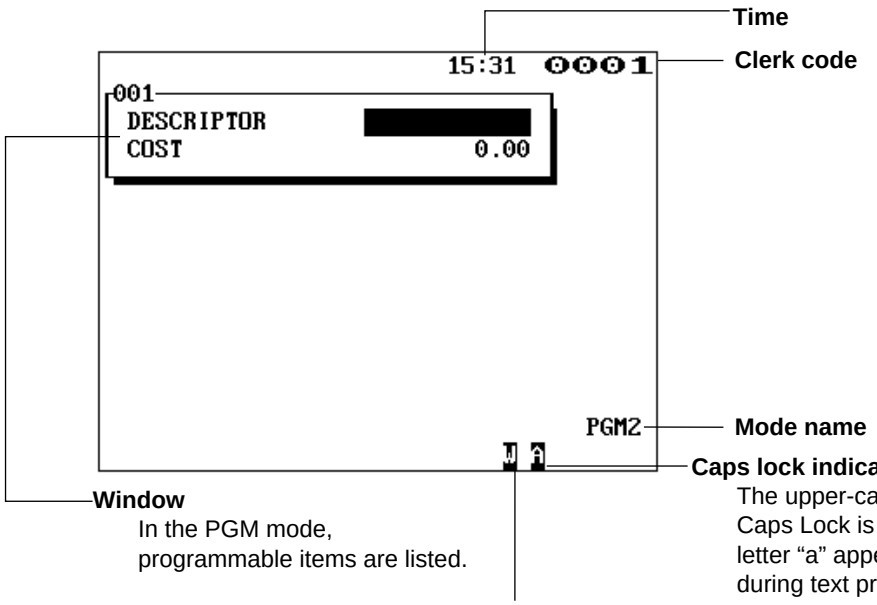
Do not try to force the display beyond its full opened position.

• Screen example 1 (REG mode)

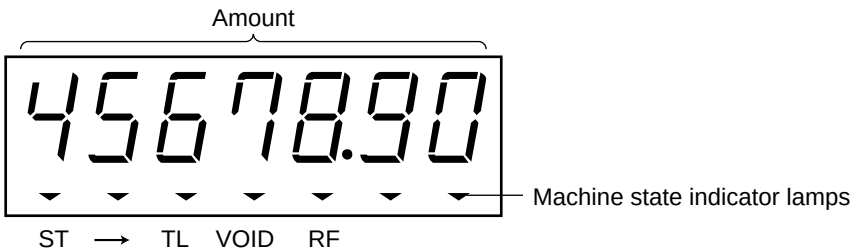


Price level shift indicator (P1-P3) : Shows the PLU price level currently selected.
PLU level shift indicator (L1-L3) : Shows the PLU level currently selected.
Stock alarm indicator (!) : Appears when the stock of the PLU which you entered is zero or negative.
Department shift status indicator (D1-D4) : Shows the department shift status currently selected.
VAT shift status indicator (V) : Appears when the VAT status is shifted.
Receipt ON/OFF status indicator (R) : Appears when the receipt ON-OFF function signs OFF.
Sentinel mark (X) : Appears in the lower right corner of the screen when the cash in drawer exceeds a programmed sentinel amount. The sentinel check is performed for the total cash in drawer.

• **Screen example 2 (PGM mode)**



■ Customer display



ST: Lights up when a subtotal is displayed.

→: Lights up when the change due amount appears in the display or when the total sale amount is negative.

TL: Lights up when you finalize a transaction without any amount tendered entry.

VOID: Lights up when the VOID key is pressed or when an item void entry is made.

RF: Lights up when the RF key is pressed or when a refund item entry is made.

■ Screen save mode

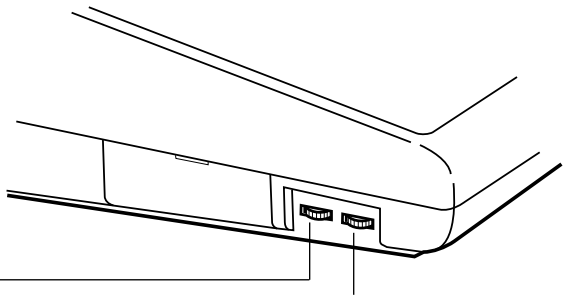
When you want to save the electric power or save the display’s life, use the screen save function. This function can turn the LCD backlight off when any server does not operate the POS terminal for an extended period of time. You can program the time for which your POS terminal should keep the normal status (in which the backlight is “ON”) before it goes into the screen save mode.
To go back to the normal mode, press any key.

2 Before Operating the POS Terminal

This chapter describes those steps required to take when you use 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.

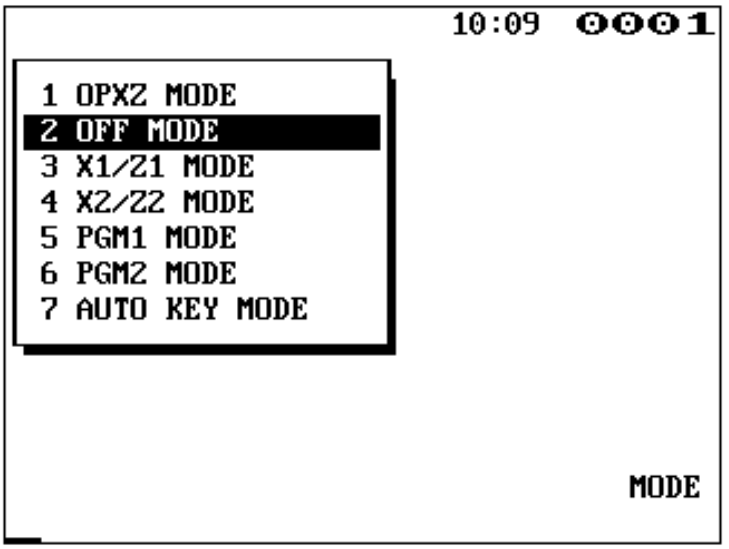
Connecting the Printer and Installing the Paper Rolls

Before using the POS terminal, connect a printer and install paper rolls. For those operations, see the printer's manual.
The ER-A750 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

When you turn the POS terminal on, the mode selection window will appear on the display, listing available operating modes as shown below.

Mode selection window



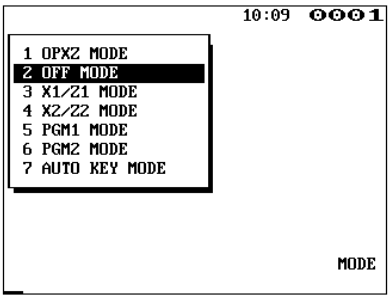
Operating Modes

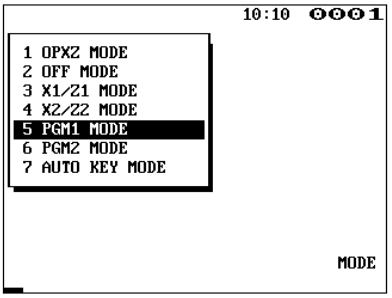
You can select any mode other than REG from the list in the mode selection window. Your POS terminal supports the following eight operating modes:

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, press the CANCEL key.
OPXZ mode	This mode allows clerks to take X or Z reports on their sales information. It can also be used to manage the number of hours for which employees work.
OFF mode	This mode locks all the operations of the POS terminal. When you select this mode, the window will disappear. Pressing any key turns the POS terminal “ON.”
X1/Z1 mode	This mode is used to take various daily total reports (X1/Z1 reports).
X2/Z2 mode	This mode is used to take various weekly or monthly reports (X2/Z2 reports).
PGM1 mode	This mode allows you to program those items which need to be changed often such as unit prices of departments or PLUs and 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 functions.
AUTO KEY mode	This mode allows you to program automatic sequencing keys.

Mode Selection

Procedure





■ Selecting a mode

1. Use one of the following two ways:
- Move the cursor to a desired option by using the ↑ or ↓ key.
- Enter the desired option number by using a numeric key.

NOTE

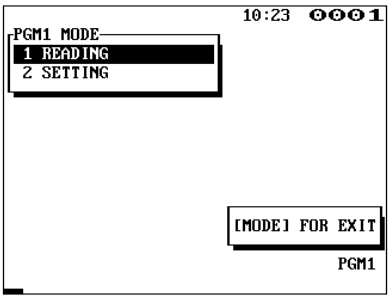
You can assign usable modes to each clerk.

2. Press the ENTER key.

NOTE

When you want to enter the REG mode, simply press the CANCEL key.

Procedure



■ Returning to the mode selection window

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

1. Press the MODE key with the menu screen for the selected mode displayed.
- You will enter the REG mode.

2. Press the MODE key.
- You will return to the mode selection window.

4 Receipts

Type of Receipts

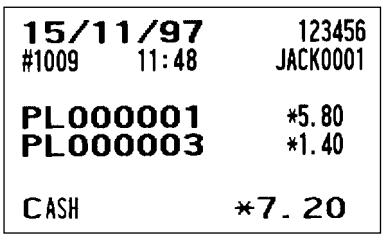
You can select one of the following 5 types of receipts. These types of receipts are available in the REG, MGR or VOID mode. By default, the addition receipt type is selected. If you want to change the type of receipts, contact your authorized SHARP dealer.

- Addition receipt type
- Addition without payment receipt type
- Single/double receipt type
- Single/double + addition receipt type
- Addition + single receipt type

■ Addition receipt type

The addition receipt is a standard type. Several items can be printed on one receipt.

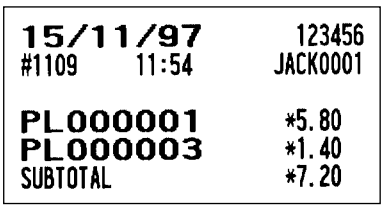
Addition receipt



■ Addition without payment receipt type

Your POS terminal prints in the same manner as for the addition receipt type. However, it does not print the total part which shows payment methods such as “CASH” and “CHECK” with the total amount.

Addition without payment receipt

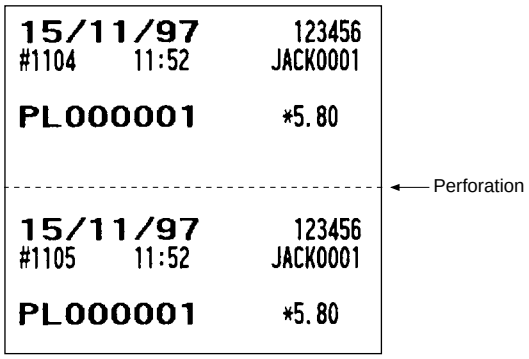


■ Single/double receipt type

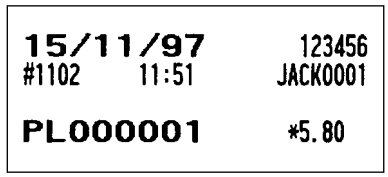
When you select this type:

- One receipt is issued and the transaction is finalized each time you enter an item.
- A single receipt or a double receipt is issued depending on the PGM2 programming for the department.
- Each sales transaction is automatically handled as a cash deal.
- Items specified as SICS or SIF are treated as a single type.
- PBLU entry is allowed. (However, the receipt type is regarded as the single/double + addition mode receipt type.)
- Only the top logo is printed on the first part of the double receipt and the single receipt.
  No logo is printed on the second part of the double receipt.

Double receipt



Single receipt

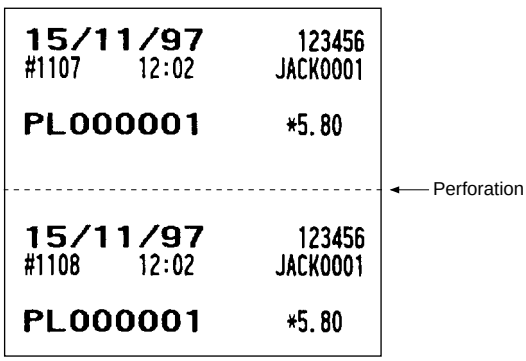


■ Single/double + addition receipt type

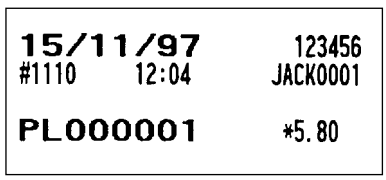
When you select this type:

- Each item receipt is issued in series after you finalize the transaction.
- A single receipt or a double receipt is issued depending on the PGM2 programming for the department.
- PBAL receipts and a total part of receipt are not issued in a PBLU entry.
- Items specified as SICS or SIF are treated as single type.
- Only the top logo is printed on the first part of the double receipt and the single receipt.
  No logo is printed on the second part of the double receipt.

Double receipt



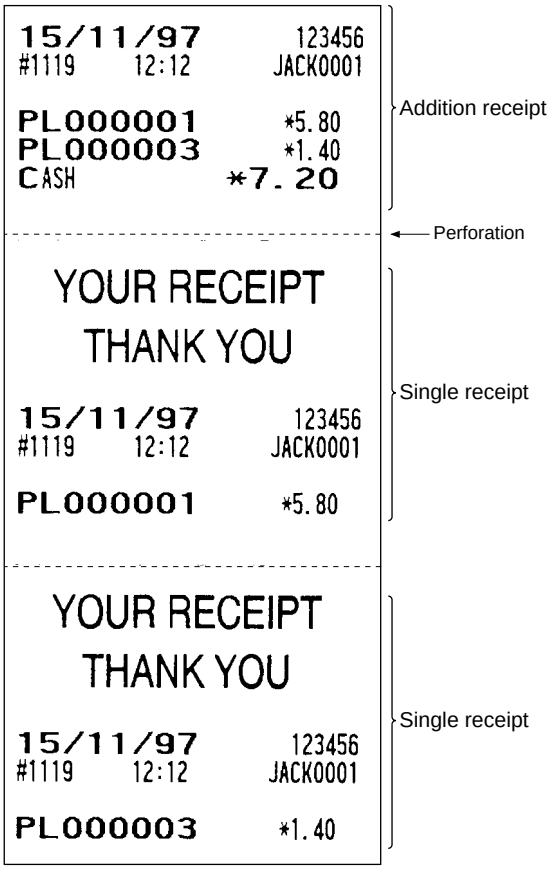
Single receipt



■ Addition + single receipt type

When you select this type:

- An addition receipt and each single receipt are issued in series after you finalize the transaction.
- Footer logo message is printed at the end of the addition receipt part.
- PBAL receipts and a total part of receipt are not issued in a PBLU entry.
- The information on multiplication entry will be printed on a single receipt.
- Only the top logo is printed on each single receipt.



Sorted Receipt Function

When the sorted receipt function is programmed for your POS terminal, PLUs are printed in sorted form by PLU group regardless of the order that you entered items.

NOTE

This function is ineffective when the single/double receipt type is selected.

Example

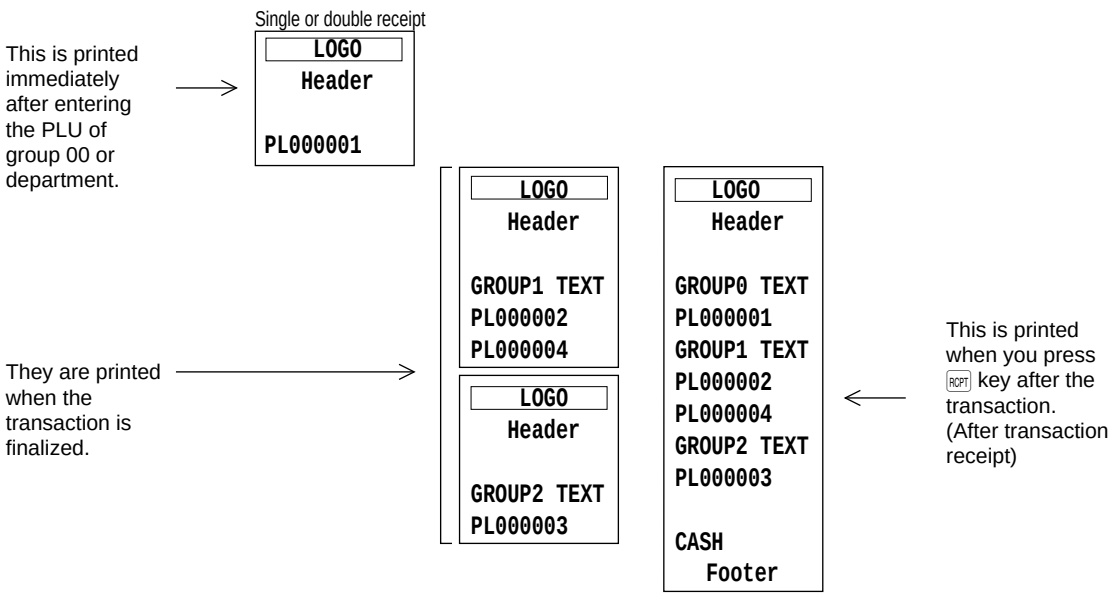
It is assumed that you enter the items in the following order:

Key operation

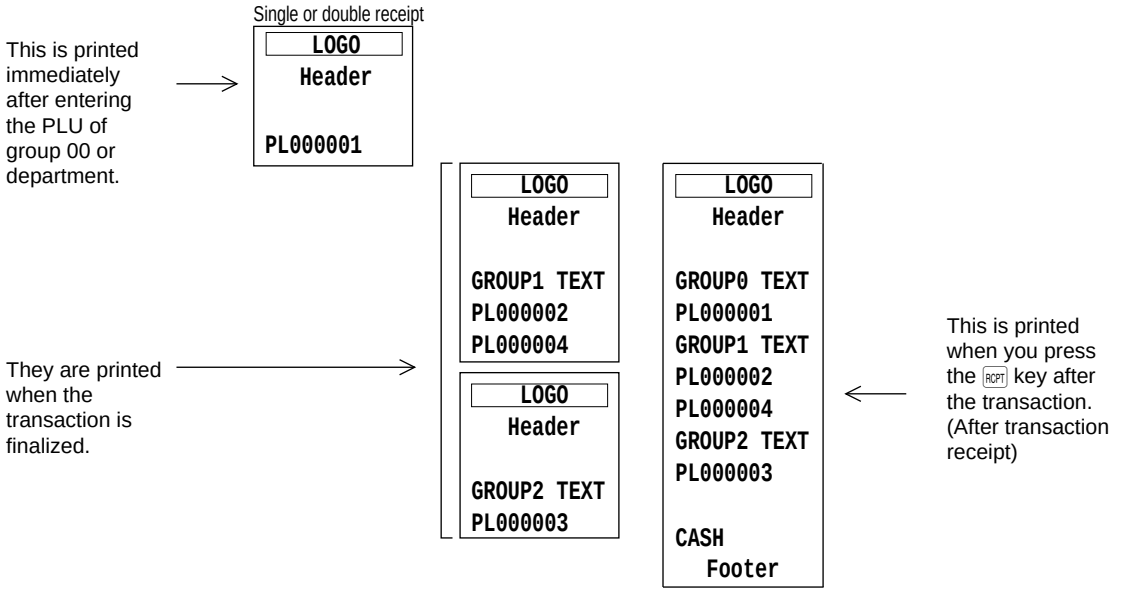
Group 0 → 1
Group 1 → 2 PLU/SUB
Group 2 → 3
Group 1 → 4
TL

The print format differs depending on the programmed receipt type as follows:

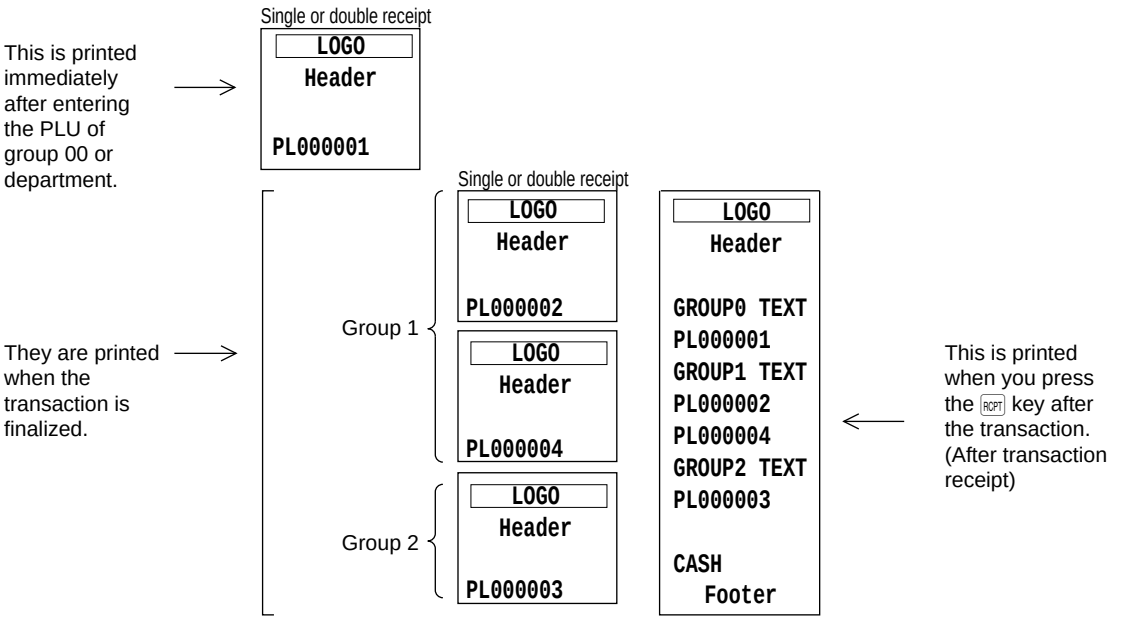
• Addition receipt type



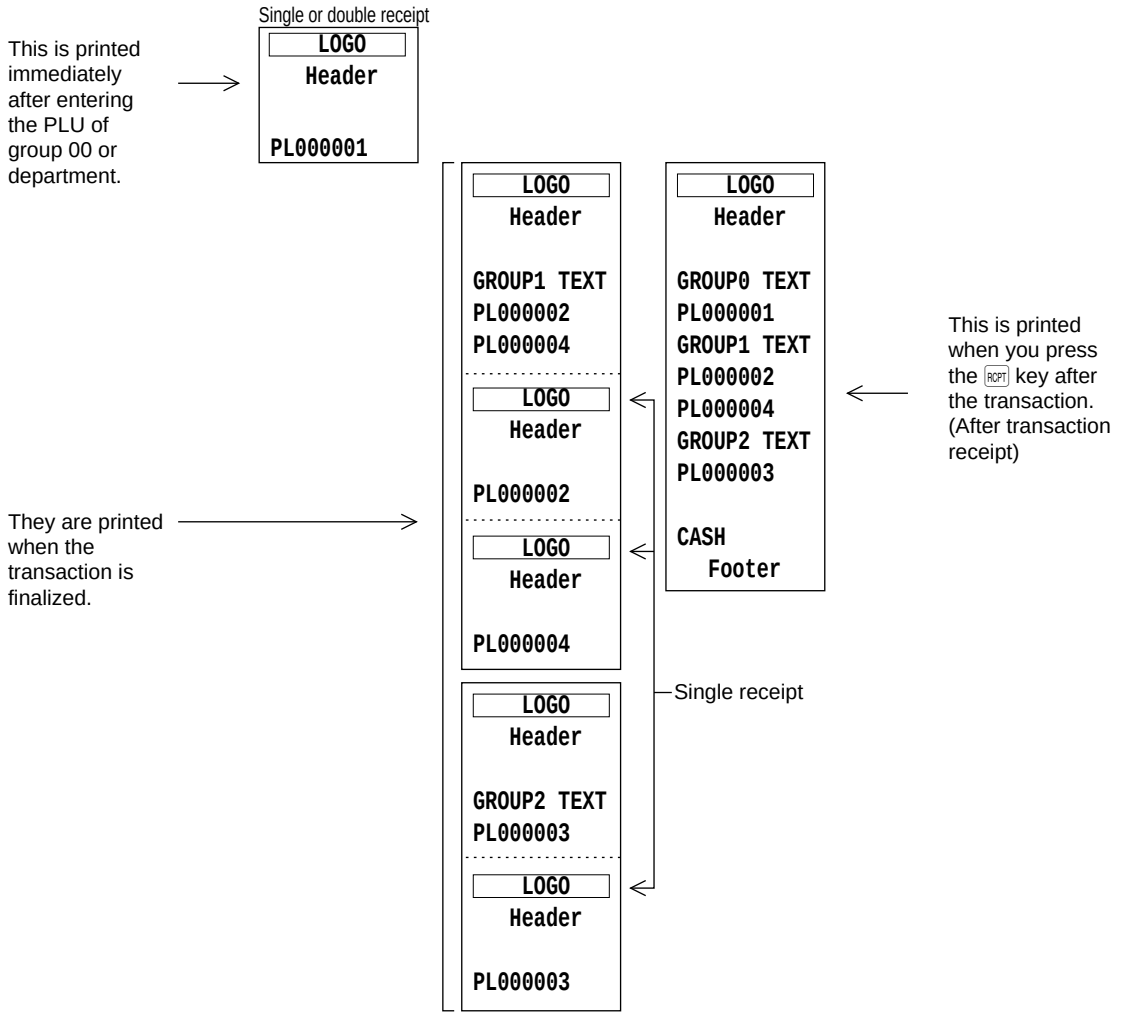
• **Addition without payment receipt type**



• **Single/double + addition receipt type**



• Addition + single receipt type



Receipt Shift

You can shift the printing mode of items for the receipt.
Any receipt type selected can be shifted as follows by pressing the RCPT SHIFT key before item entry.

NOTE

The receipt type cannot be changed to any other type by pressing the RCPT SHIFT key.

- Addition receipt type
- Addition without payment receipt type

→ Separated receipt mode (one receipt is issued for each item.)

- Single/double receipt type
- Single/double + addition receipt type

→ Addition receipt mode (several items can be printed on one receipt.)

"Addition + single" receipt type cannot be shifted.

Cancellation of receipt shift

For the single/double receipt type:
The initial receipt type can be resumed by pressing the RCPT SHIFT key again.
For any receipt types other than the above:
The initial receipt type is automatically resumed after the transaction is finalized.

Example

When your POS terminal is programmed for addition receipt type:

Ordinary receipt mode

```
15/11/97          123456
#1134   12:46     JACK0001

PL000001          *5.80
PL000003          *1.40

CASH              *7.20
```

Separated receipt mode

```
15/11/97          123456
#1135   12:46     JACK0001

PL000001          *5.80
```

```
15/11/97          123456
#1136   12:46     JACK0001

PL000003          *1.40
```

5 Prior to Entries

REG MODE
OPXZ MODE

Preparations for Entries

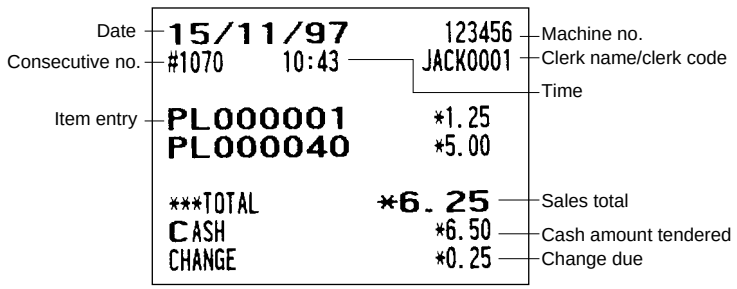
1. Select the REG mode from the mode selection menu by pressing the CANCEL key.
2. Insure that all printers in your system have adequate paper rolls prior to beginning entries. For more information, please refer to the applicable printer's manual.

Error Warning

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

- When you exceed a 32-digit number (entry limit overflow):
  Cancel the entry and reenter 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 pressing the CL key and press a media key to finalize the transaction.

Sample Receipt



Clerk Assignment

Clerks can be assigned on four systems: real clerk key, clerk code entry, clerk entry key and WMF clerk key systems. Contact your authorized SHARP dealer for their selection.

Real clerk key system (factory-set)
If you select this system, clerks can be assigned by inserting corresponding real clerk keys. Any registration cannot be performed unless a real clerk key is inserted.

Clerk code entry system
If you select this system, clerks can be assigned by entering his or her clerk code in advance.

Procedure

XXXX (Clerk code) → [CLERK #] → *XXXX (*Secret code) → [ENTER]

* The pop-up window for entering a secret code will appear after pressing the [CLERK #] key.

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

To sign off a clerk: → [CLERK #]

Clerk entry key system
If you select this system, clerks can be assigned by pressing corresponding clerk keys on the keyboard.

WMF clerk key system
If you select this system, clerks can be assigned by inserting WMF clerk keys.

NOTE

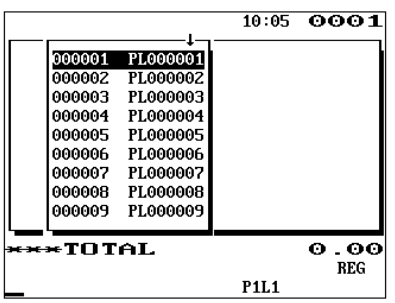
If another clerk is signed on while a clerk is signed on, the latter will automatically be signed off.

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 check 1 sale, select the option “CHECK1” from the “CHECK” menu instead of pressing the [CH1] key. Each menu can be opened as follows:

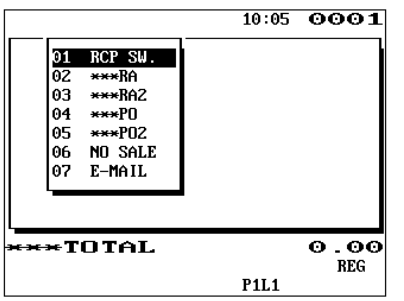
• PLU menu window

[PLU/SUB] →

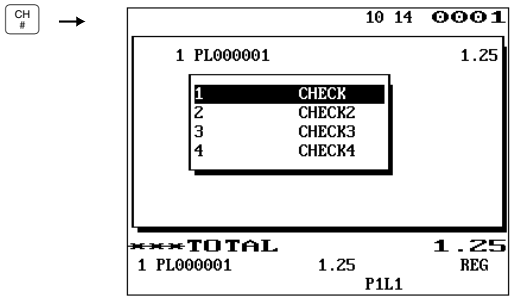


• Miscellaneous menu window

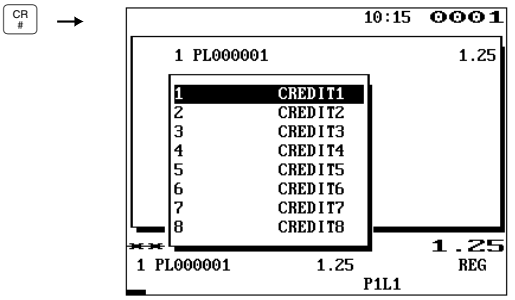
[MISC FUNC] →



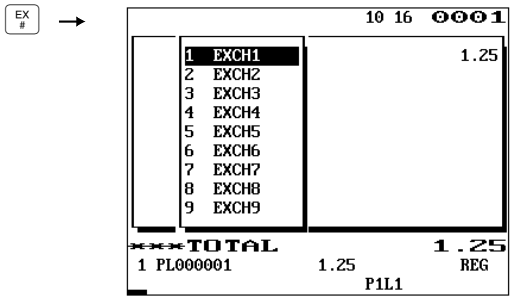
• **Check menu window**



• **Credit menu window**

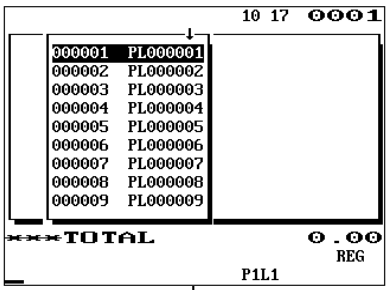


• **Exchange menu window**



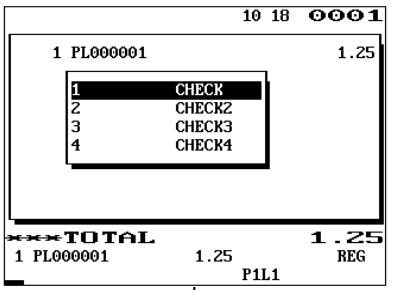
Example

Selling a PLU code 1 item and finalize through check 1



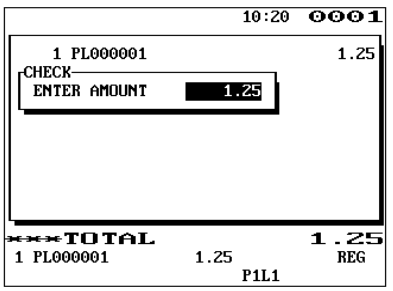
1. Press the PLU/SUB key.
- The PLU menu window will appear.

2. Select “PL000001.”



3. Press the CH # key.
- The CHECK menu window will appear.

4. Select “CHECK.”



5. Enter the amount.

Starting Cash Memory Entry

If you enter the amount of the cash for the change due (starting cash) in the drawer before starting entry operations, you can discriminate that amount from the sales amount when reports are generated.
Your POS terminal can be programmed to enforce the entry of starting cash into memory. For details, contact your authorized SHARP dealer.

Procedure

Select the OP X/Z mode and perform the following operation:

Select SCM(+) or SCM(–) → XXXXXXXX (Amount (max. 8 digits)) → ENTER

```
15/11/97                123456
#1106     12:04         JACK0001

***TOTAL

                        *0.00
SCM (+)                 *55.50
SCM TTL                 *55.50
```

6 Entries

REG MODE

Item Entries

■ Single item entries

Department entries

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

Procedure

When using a programmed unit price

→ *Open price (max. 7 digits) → DEPT

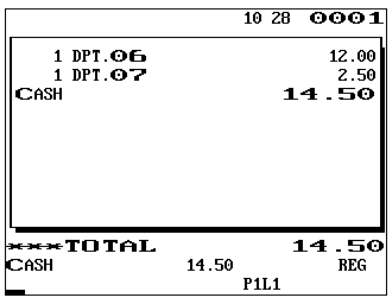
*Less than a programmed upper limit amount

Example

Key operation

1200 6
7
TL

Display



NOTE

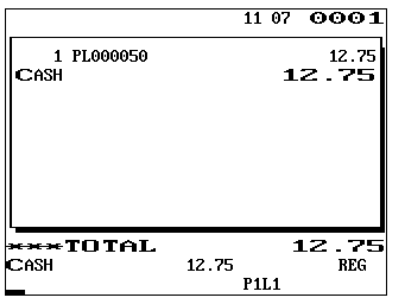
When those departments for which the unit price has been programmed as zero (0) are entered with the preset unit price, only the sales quantity is added.

PLU entries (direct PLU entries)
Follow this procedure:

Procedure

→ [Direct PLU]

Example

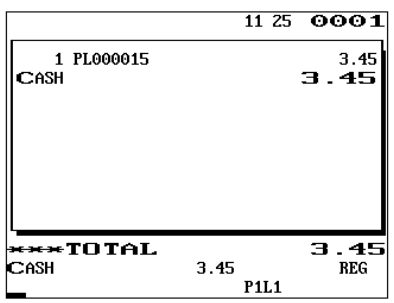
Key operation	Display
[50] [TL]	

PLU entries (indirect PLU menu-based entries)
Follow this procedure:

Procedure

→ [PLU/SUB] → Item selection from the window → [ENTER]

Example

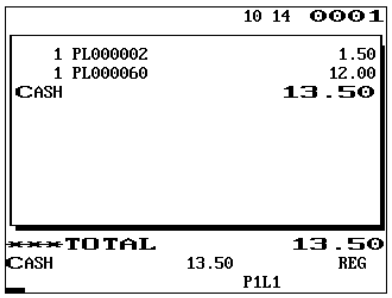
Key operation	Display
[PLU/SUB] [Select PLU code 15 from the window.] [ENTER] [TL]	

PLU entries (indirect PLU entries)
Follow this procedure:

Procedure

→ PLU code → [PLU/SUB]

Example

Key operation	Display
2 [PLU/SUB] 60 [PLU/SUB] [TL]	

NOTE

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

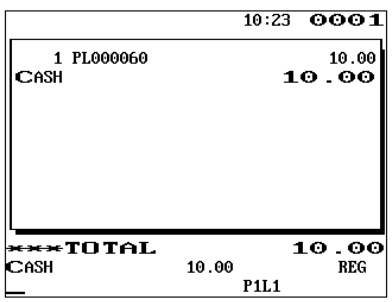
Subdepartment (open PLU) entries
Follow this procedure:

Procedure

→ * Open price → [AMT] → PLU code → [PLU/SUB]

* Less than a programmed upper limit amount

Example

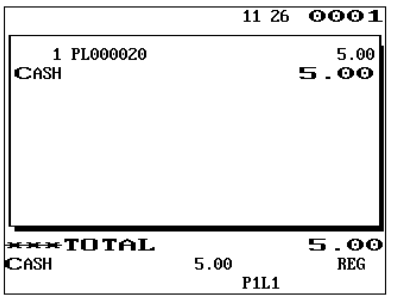
Key operation	Display
1000 [AMT] 60 [PLU/SUB] [TL]	

Subdepartment entries (open PLU menu-based entries)
Follow this procedure:

Procedure

→ Open price → [AMT] → [PLU/SUB] → Item selection from the window → [ENTER]

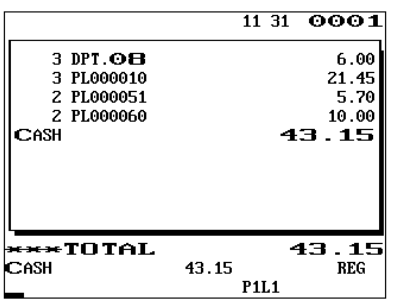
Example

Key operation	Display
500 [AMT] [PLU/SUB] [Select PLU code 20 from the window.] [ENTER] [TL]	

■ Repeat entries

You can use this function for entering a sale of two or more the same items.

Example

Key operation	Display
Repeated department entry: 200 [8] [8] [8] Repeated PLU entry (indirect): 10 [PLU/SUB] [PLU/SUB] [PLU/SUB] Repeated PLU entry (direct): [51] [51] Repeated subdepartment entry: 500 [AMT] 60 [PLU/SUB] [PLU/SUB] [TL]	

NOTE

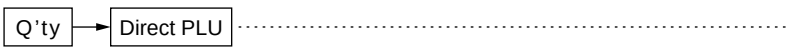
You can use the [REPEAT] key for repeat entries instead of the department key, [PLU/SUB] key, or direct PLU key.

■ Multiplication entries

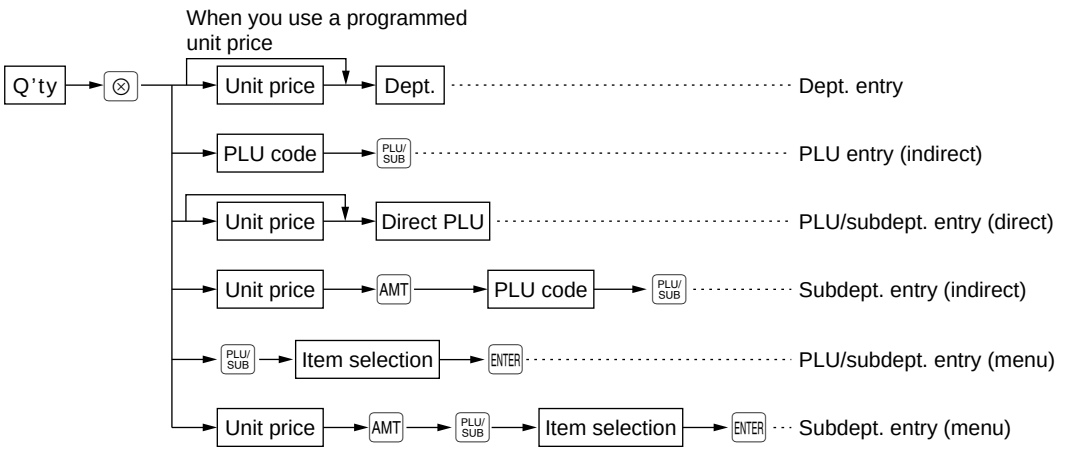
Use this feature when you need to enter two or more the same items.
This feature helps you when you sell a large quantity of items or need to enter quantities that contain decimals.

Procedure

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



Normal method



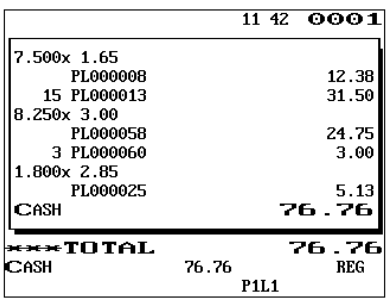
- Q'ty: Up to four-digit integer + three-digit decimal
- Unit price: Less than a programmed upper limit
- Q'ty x unit price: Up to seven digits

Example

Key operation

7 • 5 ⊗
8
15 ⊗
13 PLU/SUB
8 • 25 ⊗
58
3 ⊗
100 AMT
60 PLU/SUB
1 • 8 ⊗
285 AMT
PLU/SUB [Select PLU code 25 from the window.]
ENTER
TL

Display

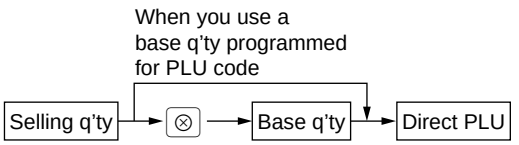


■ Split-pricing entries

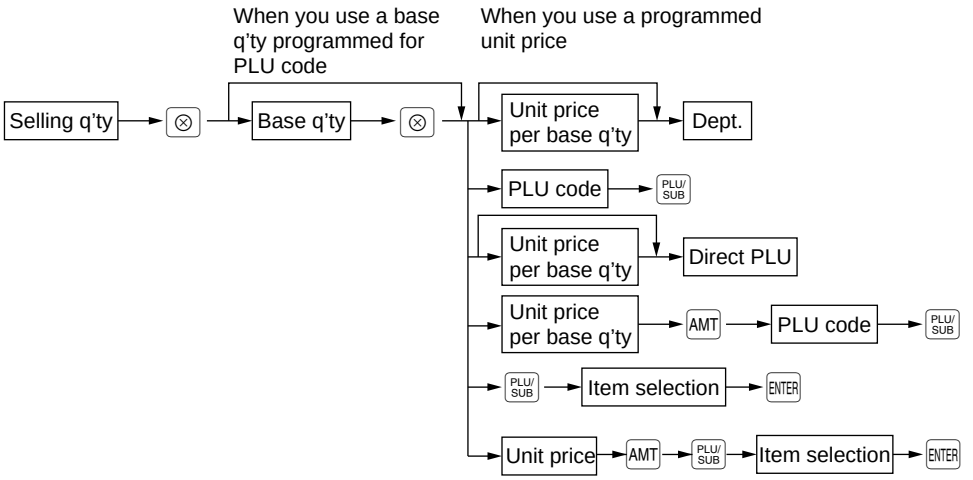
You will use this function when your customer wants to purchase more or less than the base quantity of a loose item.

Procedure

FF method



Normal method



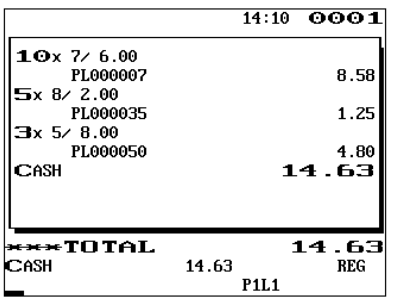
- Selling quantity: Up to four-digit integer + three-digit decimal
- Base quantity: Up to two digits (integer)

Example

Key operation

10 ⊗ 7 ⊗
600 AMT
7 PLU/SUB
5 ⊗ 8 ⊗
35 PLU/SUB
3 ⊗ 5 ⊗
PLU/SUB [Select PLU code 50 from the window.]
ENTER
TL

Display



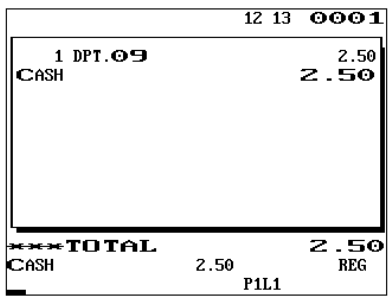
■ Single item cash sale (SICS)/single item finalize (SIF) entries

The operation is the same as that for normal department/PLU entries. The SICS and SIF functions can be available only when the receipt type is “addition receipt type.”

SICS entries

- This function is useful when a sale is for only one item and is for cash; such as a pack of cigarettes. This function is applicable only to those departments that have been set for SICS or to their associated PLUs or subdepartments.
- The transaction is finalized and the drawer opens as soon as you press the department key, [PLU/SUB] key or the direct PLU key.

Example

Key operation	Display
250 For finishing the transaction → [9]	

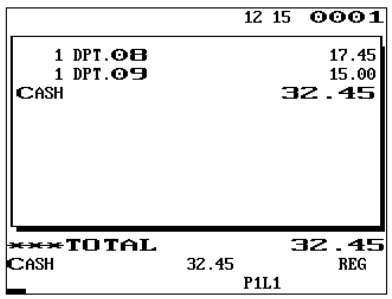
NOTE

If a ring-up to a department or PLU/subdepartment set for SICS follows the ones to departments or PLUs/subdepartments not set for SICS, it does not finalize and results in a normal sale.

SIF entries

- If a ring-up to a department or PLU/subdepartment set for SIF follows the ones to departments or PLUs/subdepartments not set for SIF, the transaction is finalized immediately as a cash sale.
- Like the SICS function, this function is available for single-item cash settlement.

Example

Key operation	Display
1745 [8] 1500 For finishing the transaction → [9]	

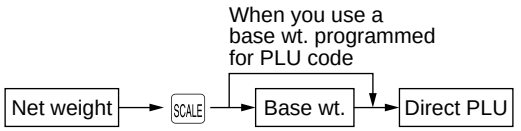
■ Scale entries

You have a choice of either the manual or automatic method for scale entry.
If the first method is chosen, the clerk 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 auto scale entries, contact your authorized SHARP dealer.

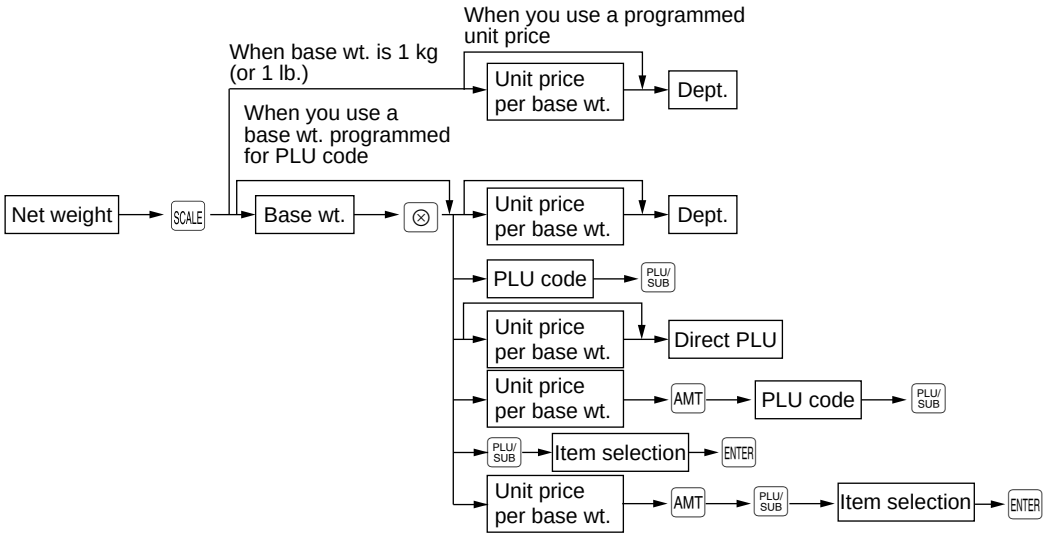
Manual scale entries

Procedure

FF method



Normal method



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

NOTE

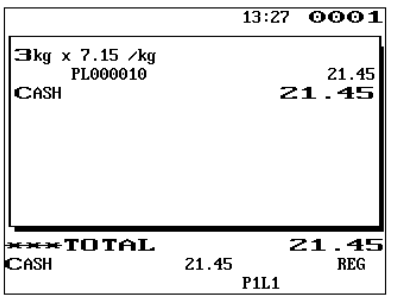
The net weight is automatically calculated using the programmed tare weight.

Example

Key operation

3 SCALE 10 TL

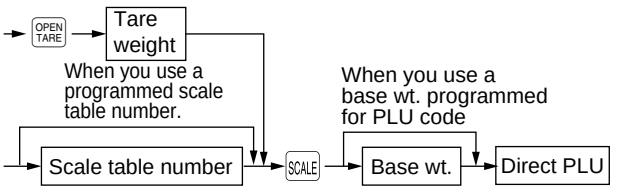
Display



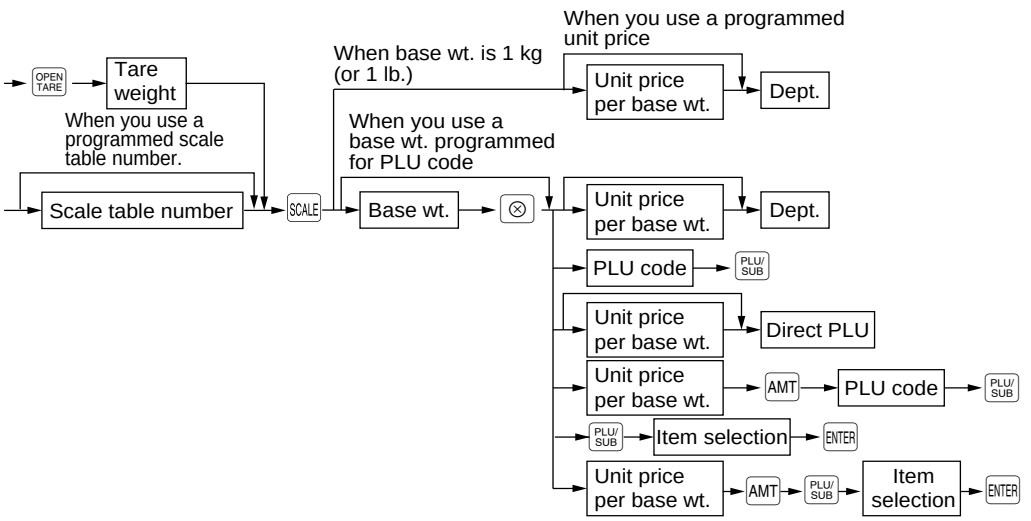
Auto scale entries

Procedure

FF method



Normal method



- Tare weight: Up to 4 digits (integer + decimal)
- Net weight: Up to 5 digits (integer + decimal)
- Base weight: Up to 2 digits (integer)
- Scale table number: 1 to 9

NOTE

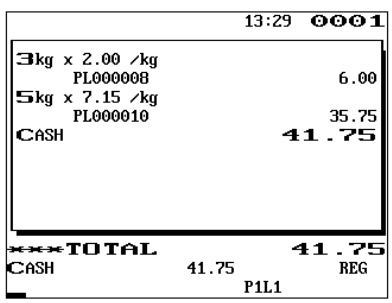
- *The POS terminal can be programmed with up to nine scale tables and allows different tares to be assigned to them.*
- *When the SCALE key is pressed, the net weight is automatically read from the connected scale (option) and appears in the POS terminal display.*
- *When the PLU is programmed for "Compulsory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

Example

Key operation

SCALE 200 AMT
8 PLU/SUB
SCALE 10
TL

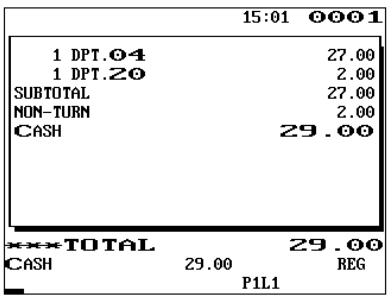
Display



■ Non-turnover sales

This function is used to perform transaction other than ordinary sales (turnover) as is the case when cigarettes or bouquets are ordered in a restaurant and the like. In this case, a clerk once pays the bill and demands together with other payment.
It is performed by entering a department belonging to the non-turnover group or PLU belonging to the department. If you need this function, contact your authorized SHARP dealer.

Example

Key operation	Display
2700 [4] Non-turnover sale ⟶ 200 [20] [TL]	

Special Entries for PLUs

■ Promotion (normal selling) function

This function is convenient for matching several PLU items and selling them in a lump (e.g. value meal, etc.). Operation is the same as for normal PLUs. The promotion table consists of the discount amount, the trip level for discount (satisfying count of entered item), and the text for a table. One table can be assigned max. 5 kind of items. If the transaction that the promotion item is registered is finalized, the sales amount may be discounted as follows:

Promotion items of table no. 1: Item-A (*2.30), Item-B (*3.10), Item-C (*2.50)
Trip level for discount: 3
Discount amount: *1.00

<Sale 1>

Item-A	*2.30
Item-B	*3.10
Item-C	*2.50
Subtotal	*7.90
Discount	-1.00
Total	*6.90

<Sale 2>

Item-C	*2.50
Item-C	*2.50
Item-C	*2.50
Subtotal	*7.50
Discount	-1.00
Total	*6.50

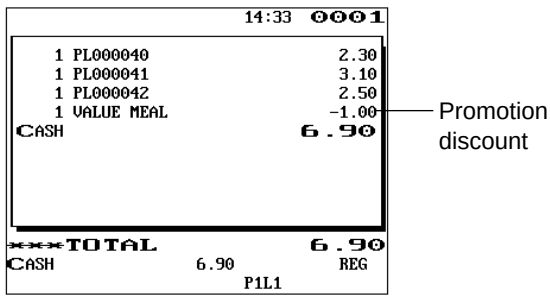
Example

In the case of <Sale 1> above

Key operation

Treated as *2.30 item → 40
Treated as *3.10 item → 41
Treated as *2.50 item → 42
TL

Display



■ Promotion (set selling) function

This function is convenient for matching several PLU items and selling them in a lump (e.g. value meal etc.). Operation is the same as for normal PLUs. The promotion table consists of the text for a table, the discount amount, and the trip level for discount (satisfying count of entered item) for each PLU. One table can be assigned max. 5 kind of items. If the transaction is finalized under the following condition, the sales amount may be discounted as follows:

- The total quantity of the sales meet the trip level which is programmed in the promotion table.
- Items of the sales are programmed in the promotion table.

Promotion items of table no. 2: Item-A (*3.00), Item-B (*2.50), Item-C (*2.10)
Trip level for each item: Item-A (1), Item-B (1), Item-C (2)
Discount amount: *4.00

<Sale 1>

Item-A	*3.00
Item-B	*2.50
Item-C	*2.10
Item-C	*2.10
Subtotal	*9.70
Discount	-4.00
Total	*5.70

<Sale 2>

Item-A	*3.00
Item-A	*3.00
Item-B	*2.50
Item-C	*2.10
Subtotal	*10.60
Discount	-0.00
Total	*10.60

Discount is not allowed. (Q'ty of the item-C should be two.)

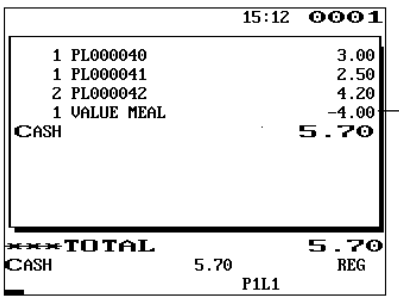
Example

In the case of <Sale 1> above

Key operation

Treated as *3.00 item → 40
Treated as *2.50 item → 41
Treated as *2.10 item → 42
Treated as *2.10 item → 42
TL

Display

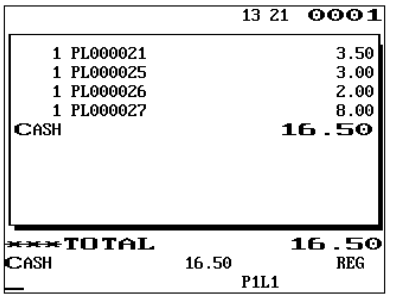


Promotion discount

■ 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 VAT shift key. The percent calculation is in effect for the amount of the 1st-ranking PLU.

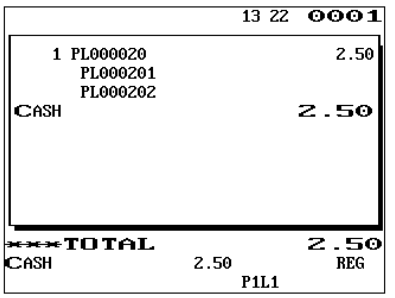
Example

Key operation	Display
21 TL	

■ Set PLU entries

Operation is the same as that for normal PLU entries.
When a set PLU is entered, an entered or preset amount is printed as the unit price and then the labels of those PLUs linked to the set PLU are printed automatically.

Example

Key operation	Display
20 TL	

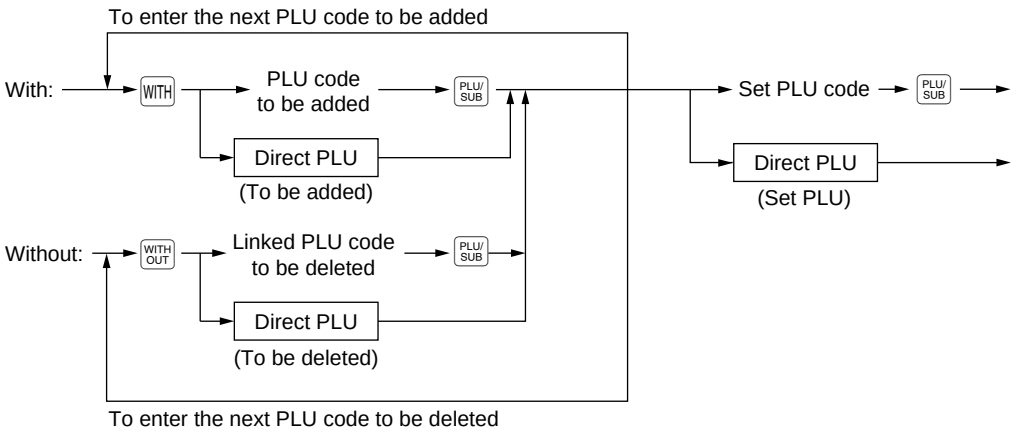
NOTE

The unit price of a set PLU (ex. PLU 20) refers to the entered amount of the set PLU. The reduction in the unit price of the set PLU, which is the total of the unit prices of its linked PLUs, is placed in the set PLU discount memory.

■ With/without entries

A maximum of 25 linked PLUs of the set PLU can be modified (added or deleted) temporarily by using [WITH OUT] and [WITH] keys.
With: To add a PLU to the set PLU.
Without: To delete a linked PLU from the set PLU.

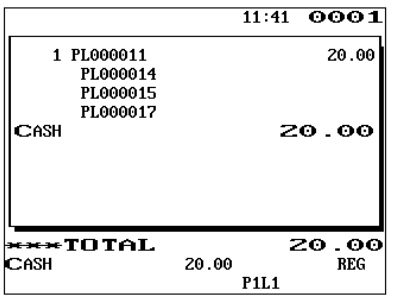
Procedure



NOTE

The "with" and "without" operation is allowed a total of 25 times.

Example

Key operation	Display
[WITH OUT] 16 [PLU/SUB] [WITH] 17 [PLU/SUB] 11 [PLU/SUB] [TL]	

■ PLU level shift (for direct PLUs)

This shift can double or triple the code of direct PLUs on your POS terminal without adding additional direct PLU keys. You can use direct PLUs in three levels by utilizing the PLU level shift keys [L1], [L2], and [L3]. These keys have the following functions:

[L1]: Shifts the PLU level from level 2 or 3 to level 1 (normal level).
[L2]: Shifts the PLU level from level 1 or 3 to level 2.
[L3]: Shifts the PLU level from level 1 or 2 to level 3.

You must program your POS terminal 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.

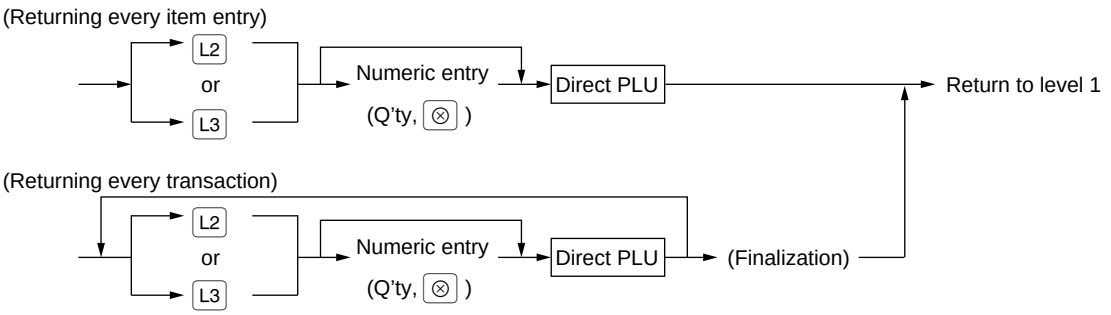
* The automatic return mode automatically shifts the PLU level back to level 1 after pressing a direct PLU key or finalizing each transaction.

** The lock shift mode holds the current PLU level until depression of a PLU level shift key.

Automatic return mode

If you want to shift the PLU level in the automatic return mode, press a desired PLU level shift key before a numeric entry.

Procedure



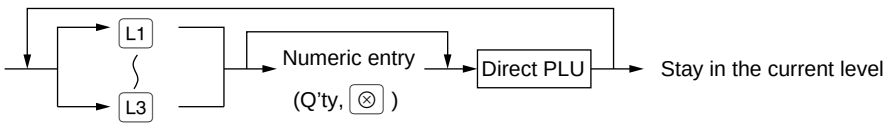
NOTE

When you use the FF method, you need not press the [⊗] key on numeric entry.

Lock shift mode

If you want to shift the PLU level in the lock shift mode, press a desired PLU level shift key before a numeric entry.

Procedure



NOTE

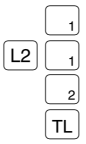
- *If you select the automatic return mode, it is not necessary to use the* [L1] *key on the keyboard, but if you select the lock shift mode, it is necessary to use the key.*
- *When you use the FF method, you need not press the* [⊗] *key on numeric entry.*

Example

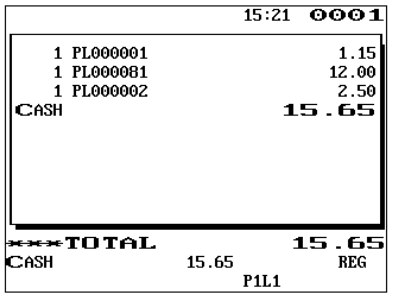
Level 1 : PLU code 1, PLU code 2
Level 2 : PLU code 81, PLU code 87

• When your CODE terminal has been programmed for the automatic return mode:

Key operation

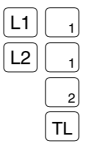


Display

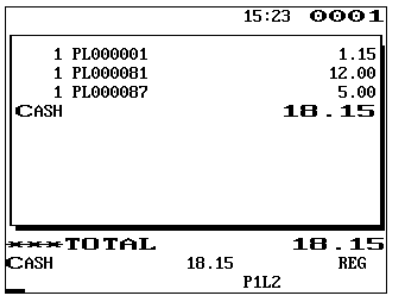


• When your POS terminal has been programmed for the lock shift mode:

Key operation



Display



■ PLU price level shift

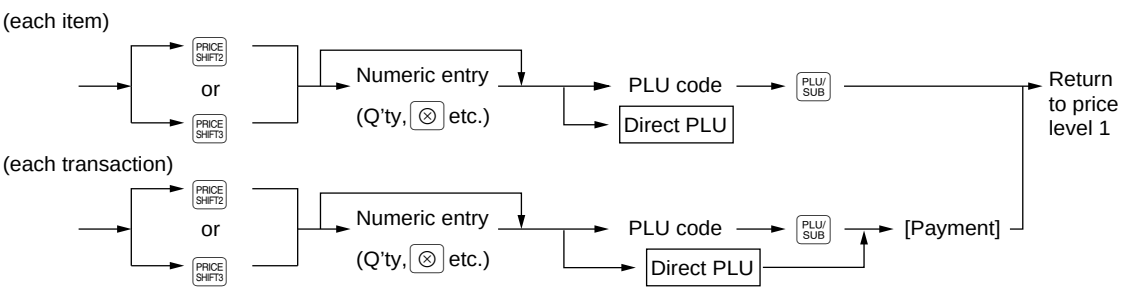
Three different price levels can be programmed for each PLU.
The price levels can be changed for PLU registrations.
These keys have the following functions:

[PRICE SHIFT1]: Shifts the PLU price level from level 2 or 3 to level 1 (base level).
[PRICE SHIFT2]: Shifts the PLU price level from level 1 or 3 to level 2. When you press this key, the price level shift indicator will turn to "P2."
[PRICE SHIFT3]: Shifts the PLU price level from level 1 or 2 to level 3. When you press this key, the price level shift indicator will turn to "P3."

You must program a PLU price level shift mode (i.e. automatic return mode* or lock shift mode**) and the operating modes to be used for PLU price level shift (i.e. both REG and MGR modes or MGR mode alone).
* 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 depression of a price level shift key.

Automatic return mode
If you want to shift the PLU price level in the automatic return mode, press a desired price level shift key before a numeric entry.

Procedure

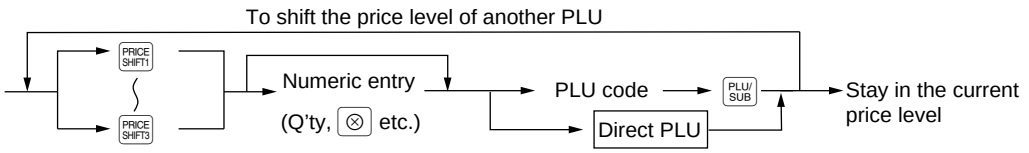


NOTE

When you use the FF method, you need not press the [⊗] key on numeric entry.

Lock shift mode
If you want to shift the PLU price level in the lock shift mode, press a desired price level shift key before a numeric entry.

Procedure



NOTE

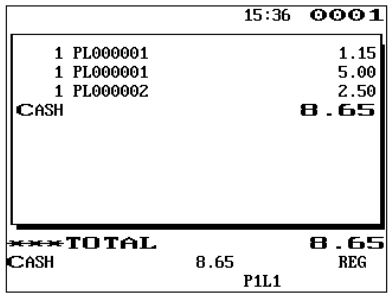
- *If you select the automatic return mode, it is not necessary to use the [PRICE SHIFT1] key on the keyboard, but if you select the lock shift mode, it is necessary to use the key.*
- *When you use the FF method, you need not press the [⊗] key on numeric entry.*

Example

• When your POS terminal has been programmed for the automatic return mode:

Key operation

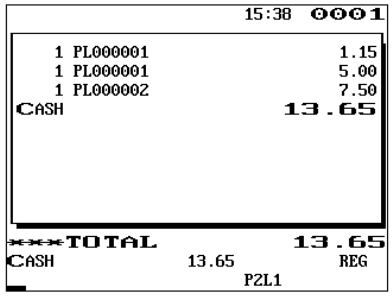
Display



• When your POS terminal has been programmed for the lock shift mode:

Key operation

Display



■ Condiment entries

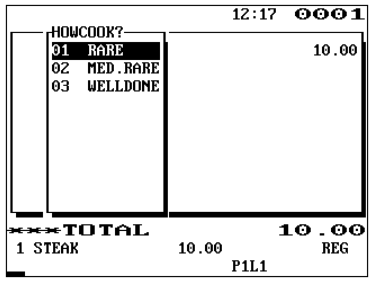
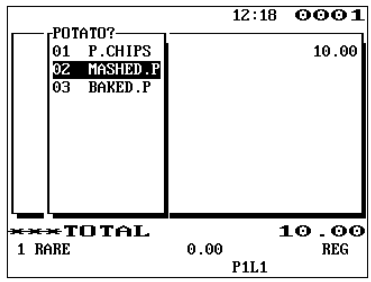
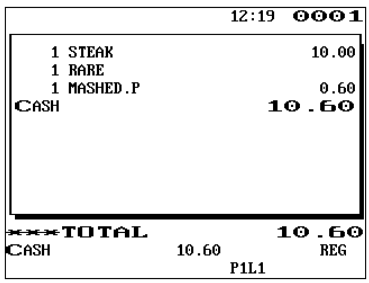
When you enter a menu-item PLU, a prompting message such as “HOWCOOK?” and a list of the “Following PLUs” will appear. You must specify one of the “Following PLUs” such as “without mustard” to meet a special order of the guest. In an example of the condiment table shown below, it is assumed that condiment table no.1 is assigned to PLU code 21 (programmed text “STEAK”) and table no. 4 is assigned to table no. 1 as the next table no. When you enter PLU code 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 press the TL 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 codes 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)	————

First PLU — Following PLUs

Example

Key operation	Display
[21]	
[Select "RARE" from the list.]	
[ENTER]	
[Select "MASHED.P" from the list.]	
[ENTER]	
[TL]	

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.*
- *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.*
- *The indirect void is not possible for the menu-item PLU and condiment type PLU.*
- *You may omit the compulsory condiment entry by depressing the [ST] key. (Please contact your authorized SHARP dealer for details.)*

■ Happy hour

If a time range is programmed for a price level, the price corresponding to the price level is automatically registered within the time range. When the entry time becomes to be out of the time range, the price level returns to the following levels:

Shift by price level shift key

The price level returns to the initial level.

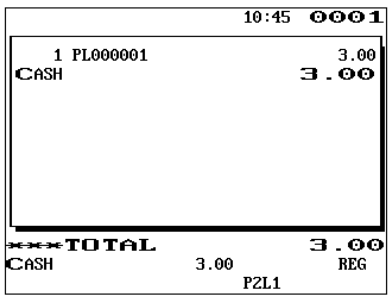
Shift by clerk

The price level returns to the level which is programmed for an assigned clerk.

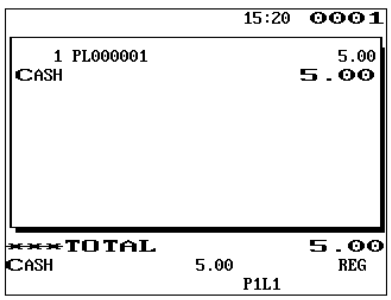
The following examples show that 9:00 AM and 11:00 AM are programmed for price level 2.

Example

• Between 9:00 AM and 11:00 AM

Key operation	Display
1 TL	

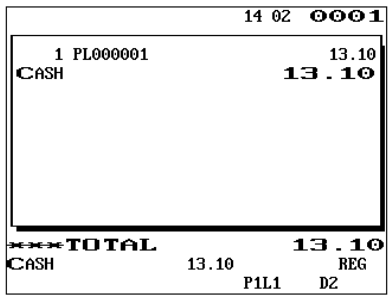
• Excepting the time range from 9:00 AM to 11:00 AM

Key operation	Display
1 TL	

■ Department shift

This shift can change the preset department to which a PLU belongs temporarily. When the DEPT SHIFT1 through DEPT SHIFT4 key is entered at the start of a transaction, the department codes to which all PLUs used in the transaction belong are changed to those which have been assigned to the DEPT SHIFT1 through DEPT SHIFT4 key used.
The following example shows that the PLU code 1 belongs to the department 1 and the DEPT SHIFT2 key is programmed for the department 10.

Example

Key operation	Display
DEPT SHIFT2 1 TL	

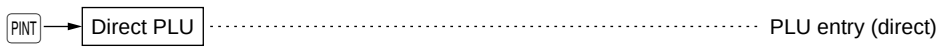
Dept. 10 totalizers are updated.
(Original preset (dept. 1) is ignored.)

■ Pint entries

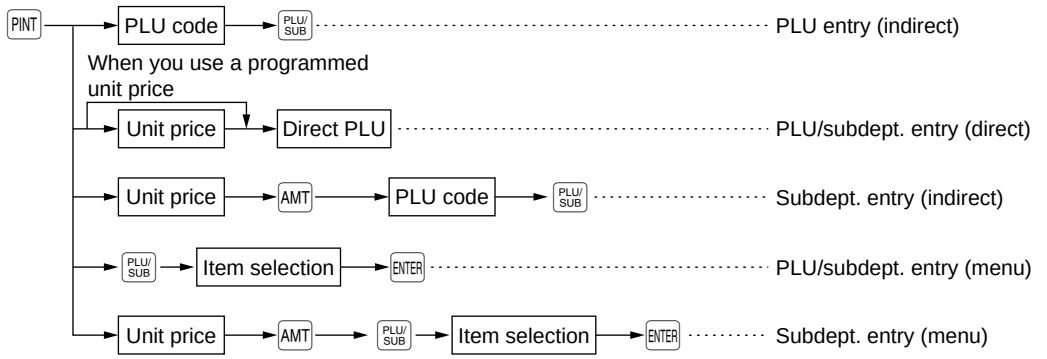
Using this function, you can sell an item with the desired quantity such as a half and a double.
To perform this function, press the [PINT] key and enter an item assigned a PLU code for which you have programmed a pint price and a pint quantity. The price for the pint quantity will appear on the receipt. For details, contact your authorized SHARP dealer.

Procedure

FF method



Normal method



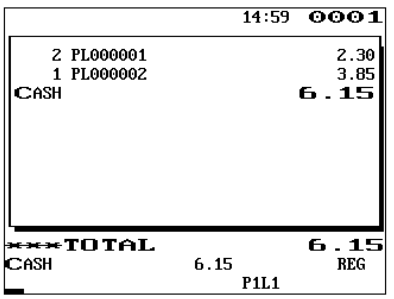
• Unit price: Less than a programmed upper limit

Example

Key operation

[PINT] 2 [⊗] [1]
[PINT] [2]
[TL]

Display



Display of Subtotals

Your POS terminal provides the following types of subtotals:

■ Subtotal

Press the [ST] key at any point during a transaction. The sales subtotal including tax will appear in the display.

■ Difference subtotal (Differ ST)

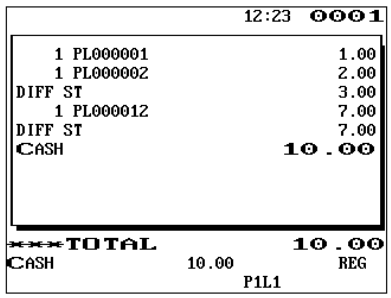
Press the [DIFFER ST] key at any point during a transaction. When you press it first, the subtotal of all entries which have been made is displayed and printed. If you press it second, you will get the subtotal of entries which have been made after you got the first subtotal. Taxes are calculated each time you press the [DIFFER ST] key, and taxes and taxable subtotals are displayed and printed on the receipt.

Example

Key operation

[1]
[2]
[DIFFER ST]
[12]
[TL]

Display



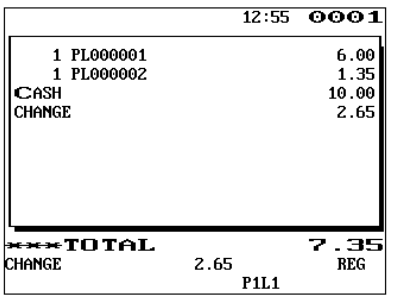
Finalization of Transaction

■ Cash or check tendering

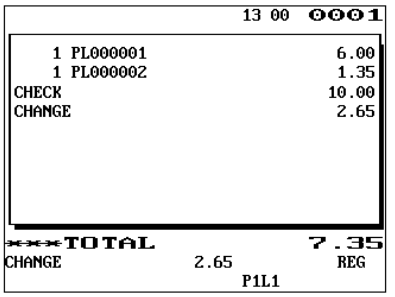
Press the [ST] key to get an including-tax subtotal, enter the amount tendered by your customer, then press the [TL] or [CA2] key if it is a cash tender or press the [CH1] through [CH4] key if it is a check tender. When the amount tendered is greater than the amount of the sale, your POS terminal will 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.

Example

Cash tendering

Key operation	Display
1000 [ST] [TL]	

Check tendering

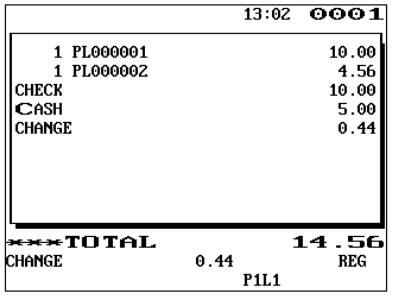
Key operation	Display
1000 [ST] [CH1]	

NOTE

You can also enter a check tender from the check menu window. Press the [CH #] key and select a pertinent check number and enter the amount.

■ Mixed tendering (check + cash)

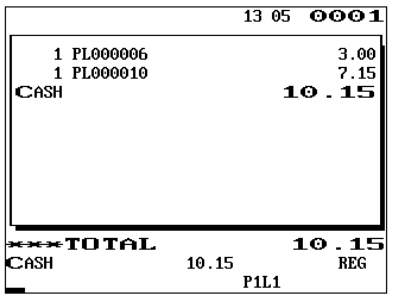
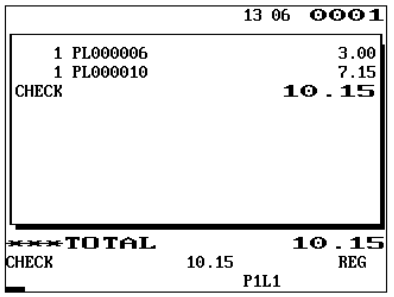
Example

Key operation	Display
≀ ST 1000 CH1 500 TL	

■ Cash or check sale that does not need any tender entry

Enter items and press the TL or CA2 key if it is a cash sale or press the CH1 through CH4 key if it is a check sale. Your POS terminal will display the total sales amount.

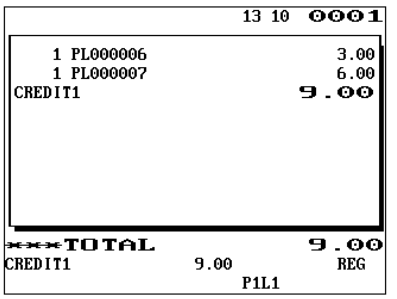
Example

Key operation	Display
6 10 PLU/SUB TL	 In the case of check sale 

■ Credit sale

Enter items and press the corresponding credit keys ([CR1] through [CR8]).

Example

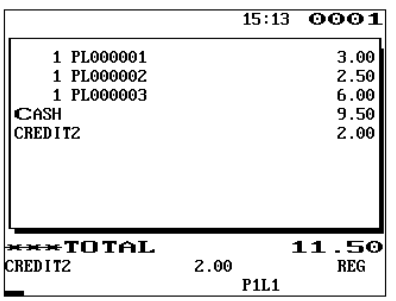
Key operation	Display
[6] [7] [CR1]	

NOTE

- *Amount tendering operations (i.e. change calculations) can be achieved by the [CR1] through [CR8] key when a PGM2-mode programming allows them.*
- *You can also enter a credit tender from the credit menu window. Press the [CR #] key and select a pertinent credit number and enter the amount.*

■ Mixed-tender sale (cash or check tendering + credit tendering)

Example

Key operation	Display
950 [ST] [TL] [CR2]	

NOTE

Press the [CH1] through [CH4] keys or the [CR1] through [CR8] keys in place of the [TL] key when your customer makes payment by checks or by credit account.

Computation of VAT (Value Added Tax)/Tax

■ VAT/tax system

The POS terminal may be programmed for the following six tax systems by your authorized SHARP dealer.

Automatic VAT 1 through 6 system (Automatic operation method using programmed percentages)
This system, at settlement, calculates VAT for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals by using the corresponding programmed percentages.

Automatic tax 1 through 6 system (Automatic operation method using programmed percentages)
This system, at settlement, calculates taxes for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals by using the corresponding programmed percentages, and also adds the calculated taxes to those subtotals, respectively.

Manual VAT 1 through 6 system (Manual entry method using programmed percentages)

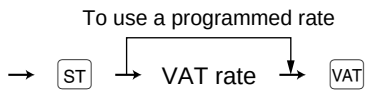
Procedure

→ [ST] → [VAT]

This system provides the VAT calculation for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals. This calculation is performed using the corresponding programmed percentages when the [VAT] key is pressed just after the [ST] key.

Manual VAT 1 system (Manual entry method for subtotals that uses VAT 1 preset percentages)

Procedure



This system enables the VAT calculation for the then subtotal. This calculation is performed using the VAT 1 preset percentages when the [VAT] key is pressed just after the [ST] key. For this system, the keyed-in tax rate can be used.

Manual tax 1 through 6 system (Manual entry method using programmed percentages)

Procedure

→ [ST] → [VAT]

This system provides the tax calculation for taxable 1, taxable 2, taxable 3, taxable 4, taxable 5, and taxable 6 subtotals. This calculation is performed using the corresponding programmed percentages when the [VAT] key is pressed just after the [ST] key. After this calculation, you must finalize the transaction.

Automatic VAT 1 through 3 and tax 4 through 6 system
This system enables the calculation in the combination with automatic VAT 1 through 3 and tax 4 through 6. This combination can be any of VAT 1 through 3 and tax 4 through 6. The tax amount is calculated automatically with the percentages previously programmed for these taxes.

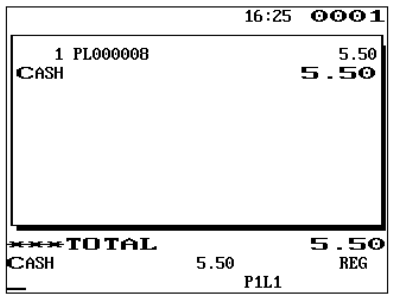
NOTE

VAT/tax assignment is printed at the fixed right position of the amount on the receipt and bill as follows:

VAT1/tax1 ⟶ A
VAT2/tax2 ⟶ B
VAT3/tax3 ⟶ C
VAT4/tax4 ⟶ D
VAT5/tax5 ⟶ E
VAT6/tax6 ⟶ F

When the multiple VAT/tax is assigned to a department or a PLU, a smaller number of the VAT/tax will be printed. For details, contact your authorized SHARP dealer.

Example

Key operation	Display
(When the manual VAT 1 through 6 system is selected) [8] [ST] [VAT] [TL]	

■ VAT shift entries

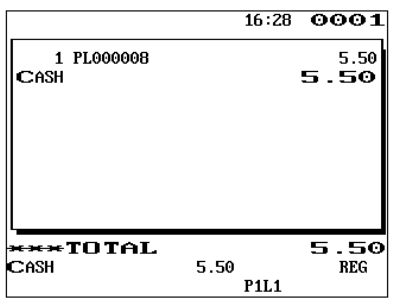
This feature is intended to shift the tax status of a particular department (or PLU) programmed for taxable 1 or taxable 1 and taxable 3.

1. When the VAT shift entry is made for a particular department or PLU programmed for taxable 1, their tax status shifts to taxable 2.
2. When this entry is made for a particular department (or PLU) programmed for taxable 1 and taxable 3, the tax status “taxable 1” remains unchanged, but the other, “taxable 3” is ignored.

Procedure

Press the [VAT SHIFT] key to activate the VAT shift prior to entering department(s) or PLU(s) concerned.

Example

Key operation	Display
[VAT SHIFT] [8] [ST] [VAT] [TL]	

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 stored by entering a guest check code (= a GLU code) when additional ordering occurs.

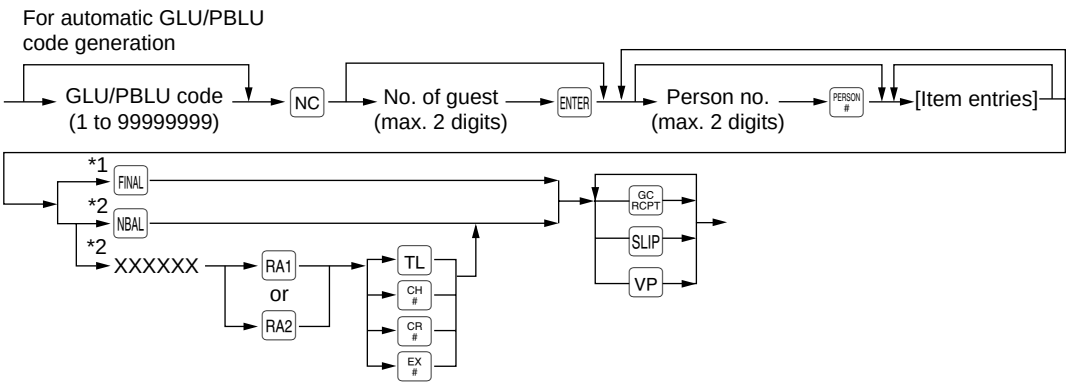
PBLU system: If this system is selected, the previous balance is stored in the previous balance lookup file (PB lookup file). The information can be automatically stored by entering a previous balance lookup code (= a PBLU code) when additional ordering occurs.

■ GLU/PBLU system

New guest

For a new guest, open a new guest check and assign a GLU/PBLU code.

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.*
- *The person number is assigned to each person. When you make registration by each person, the person number has to be entered.*
- *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 This is the optional function (Temporary finalization).
You can temporarily finalize a guest check by pressing the FINAL key. 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. The tax is calculated but is not added to the tax totalizer.

*2 The tax is not calculated.

Example

Key operation

1001 NC

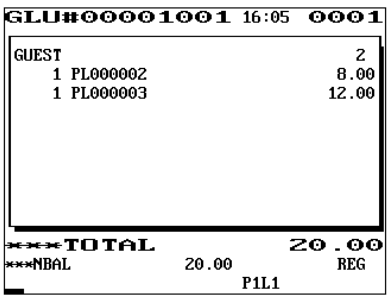
No. of guests → 2 ENTER

2

3

NBAL

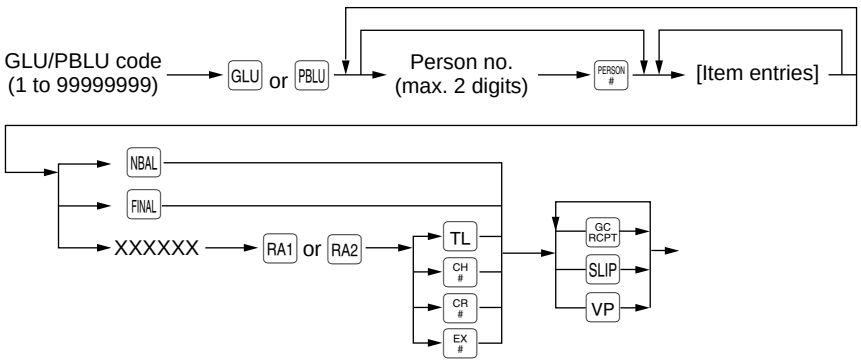
Display



Additional ordering

For making additional guest check entries, enter the GLU/PBLU code first for automatic guest lookup.

Procedure



Example

Key operation

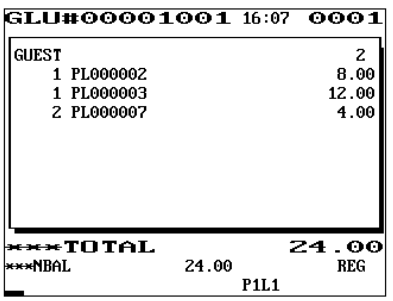
1001 GLU

7

7

NBAL

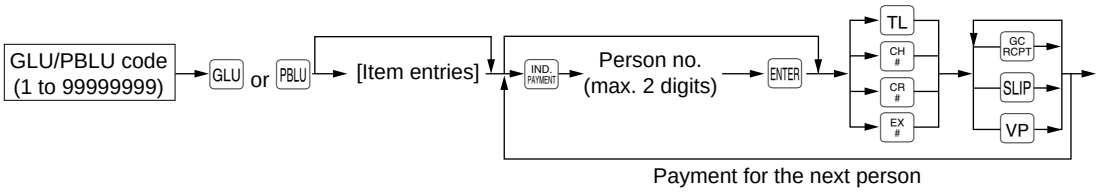
Display



Settlement

Use the following procedure:

Procedure



Payment for the next person

Example

Key operation	Display
1001 GLU 2000 CH1 400 TL	GLU#00001001 16:13 0001 GUEST 2 1 PL000002 8.00 1 PL000003 12.00 2 PL000007 4.00 CHECK 20.00 CASH 4.00 CHANGE 0.00 TOTAL 24.00 CHANGE 0.00 REG P1L1

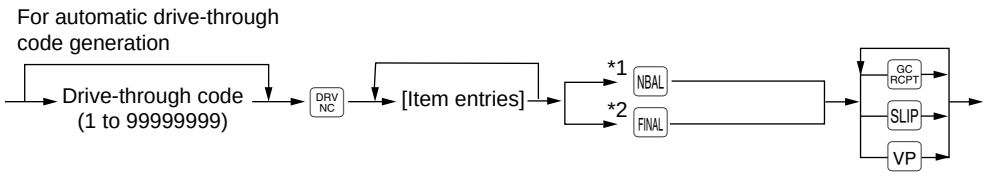
■ Drive-through function

The GLU/PBLU function can be used as the drive-through function. This system looks up drive-through codes automatically (First In/First OUT).

New guest

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

Procedure



NOTE

The drive-through code refers to a code that will be used whenever the guest check must be accessed for re-ordering or final payment.

*1 The tax is not calculated.

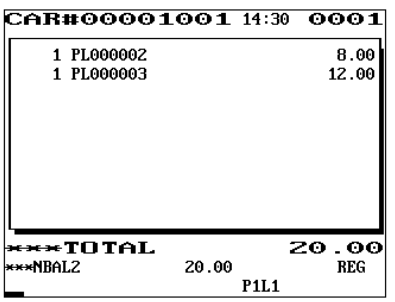
*2 This is the optional function (Temporary finalization).
You can temporarily finalize a guest check by pressing the FINAL key. This prints out a guest check to show the current balance, including tax. The guest check, however, is still "open." This means you can still make additional orders to it. The tax is calculated but is not added to the tax totalizer.

Example

Key operation

1001 DRV N.C.
2
3
NBAL

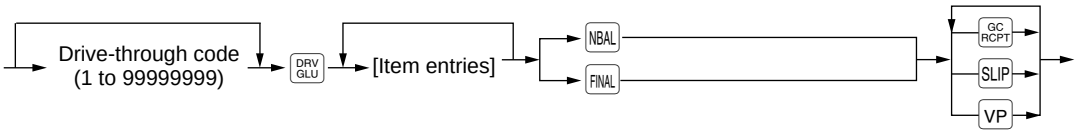
Display



Additional ordering

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

Procedure



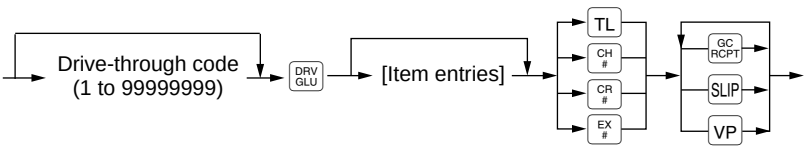
Example

Key operation	Display
1001 DRV GLU 7 8 NBAL	CAR#00001001 14:31 0001 1 PL000002 8.00 1 PL000003 12.00 1 PL000007 23.00 1 PL000008 33.00 ***TOTAL 76.00 ***NBAL2 76.00 REG P1L1

Settlement

Use the following procedure:

Procedure



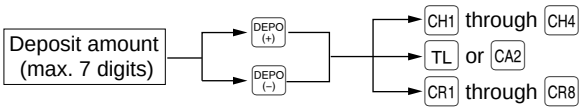
Example

Key operation	Display
1001 DRV GLU 7000 CH1 600 TL	CAR#00001001 14:32 0001 1 PL000002 8.00 1 PL000003 12.00 1 PL000007 23.00 1 PL000008 33.00 CHECK 70.00 CASH 6.00 CHANGE 0.00 ***TOTAL 76.00 CHANGE 0.00 REG P1L1

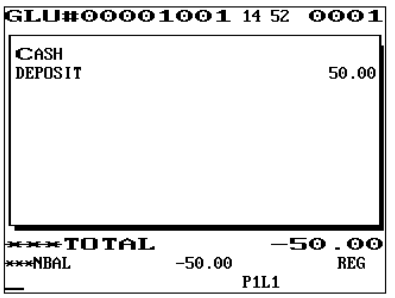
■ Deposit entries

Deposit refers to a prepayment on a guest check. It can be received in cash, by check or credit.
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 pressing the DEPO (–) key. You cannot attempt to refund an amount larger than the deposit balance.

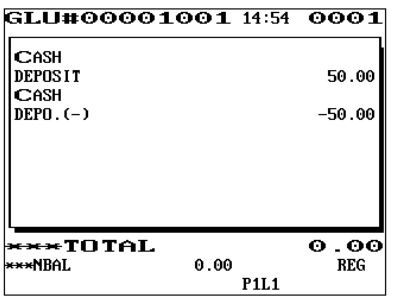
Procedure



Example

Key operation	Display
1001 NC 5000 DEPO (+) TL NBAL	

Example

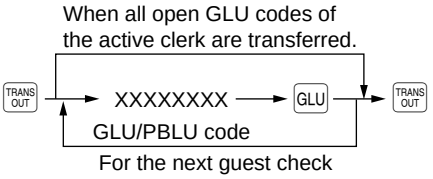
Key operation	Display
1001 GLU 5000 DEPO (–) TL NBAL	

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

Transferring guest checks out

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

Procedure



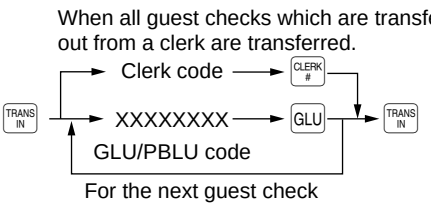
Example

Key operation	Display
1001 [TRANS OUT] [GLU] [TRANS OUT]	15:02 0001 GLU#00001001 ***PBAL 26.00 ***TOTAL 0.00 TRAN.OUT REG P1L1

Transferring guest checks in

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

Procedure



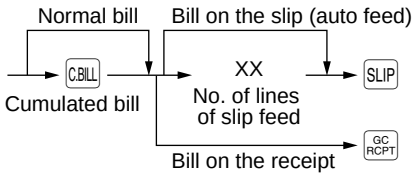
Example

Key operation	Display
1001 [TRANS IN] [GLU] [TRANS IN]	15:03 0001 GLU#00001001 ***PBAL 26.00 ***TOTAL 0.00 TRAN.IN REG P1L1

■ Bill printing

This function is used for issuing the bill to the guest. Your POS terminal can print the bill (normal bill or cumulated bill) on the slip, receipt, or journal printer. For selecting these printers, contact your authorized SHARP dealer.

Procedure



NOTE

This function is available immediately after the finalization of transaction (including after pressing the NBAL or the FINAL key).

Example

• When you select normal bill printing:

Key operation	Print
GC RCPT	15/11/97 123456 #1075 10:57 JACK0001 *BILL* PL000001 *1.25 PL000002 *7.50 CASH *8.75

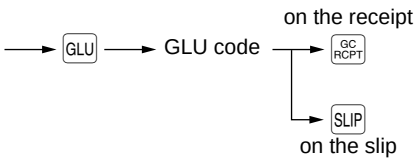
• When you select cumulated bill printing:

Key operation	Print
C.BILL GC RCPT	15/11/97 123456 #1076 10:59 JACK0001 *BILL* ALL FOODS & DRINKS *8.75 CASH *8.75

■ Intermediate GLU reading (only for GLU system)

This function is used for temporary inspection of the guest check. The details of the guest check can be printed on the receipt or the slip. For selecting these printers, contact your authorized SHARP dealer.

Procedure



NOTE

This function is available after finishing the guest check entry.

Example

Key operation

GLU
1001
GC RCPT

Print

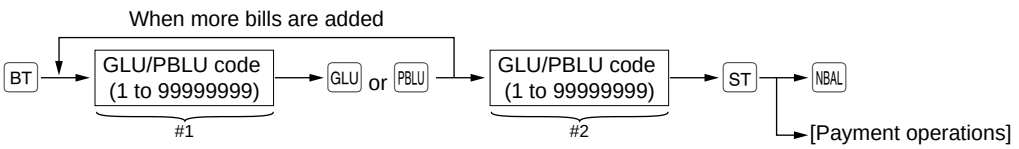
```
15/11/97          123456
#1077    11:01    JACK0001

        *INTERMED.*
     GLU#00001001
***PBAL           *0.00
GUEST                2
PL000003          *1.40
PL000005          *2.25
PL000002          *8.00
***NBAL          *11.65
```

■ 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.

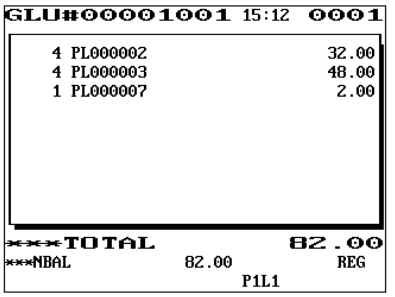
Procedure



NOTE

- *All #1 bills are added to a #2 bill. A maximum of 5 bills is available for #1.*
- *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 clerk, the guest check(s) must have been made "Transferring out."*
- *After the bill totalizing operation, the individual payment is not allowed.*

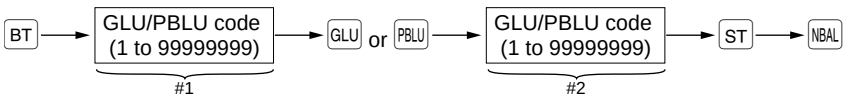
Example

Key operation	Display
BT 1002 GLU 1003 GLU 1001 ST NBAL	

Bill transfer

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

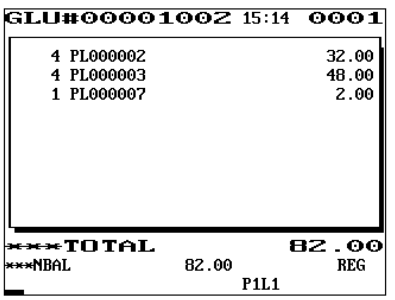
Procedure



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.*

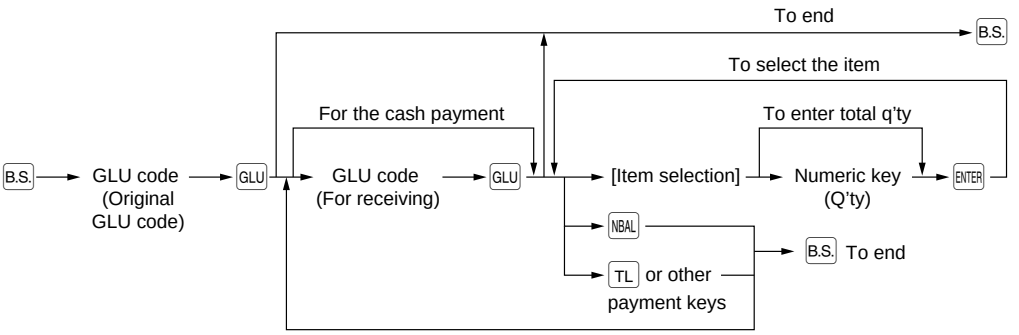
Example

Key operation	Display
BT 1001 GLU 1002 ST NBAL	

■ Bill separating

This 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

- *The items can be transferred from the destination (receiving) window to the original windows.*
- *The items which are refunded or discounted can not be separated.*
- *If a receiving GLU code is already in use, the error message "NOT FREE" will appear after entering the code.*

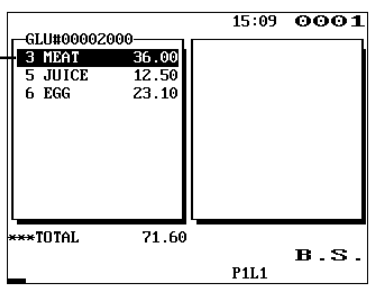
Example

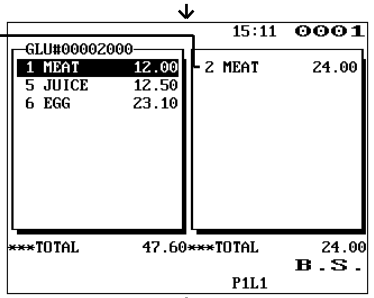
In this example, it is assumed that you receive payment from a group for two "MEAT"s and five "EGG"s stored in a guest check (GLU code 2000).

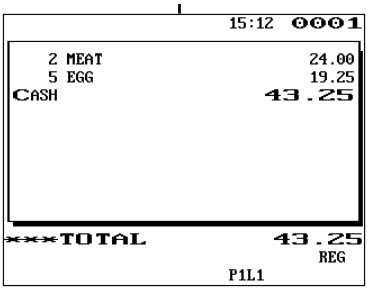
Key operation

B.S.
2000 GLU
Select "3 MEAT" from the original window.
2 ENTER
Select "6 EGG" from the original window.
5 ENTER
TL
B.S.

Display

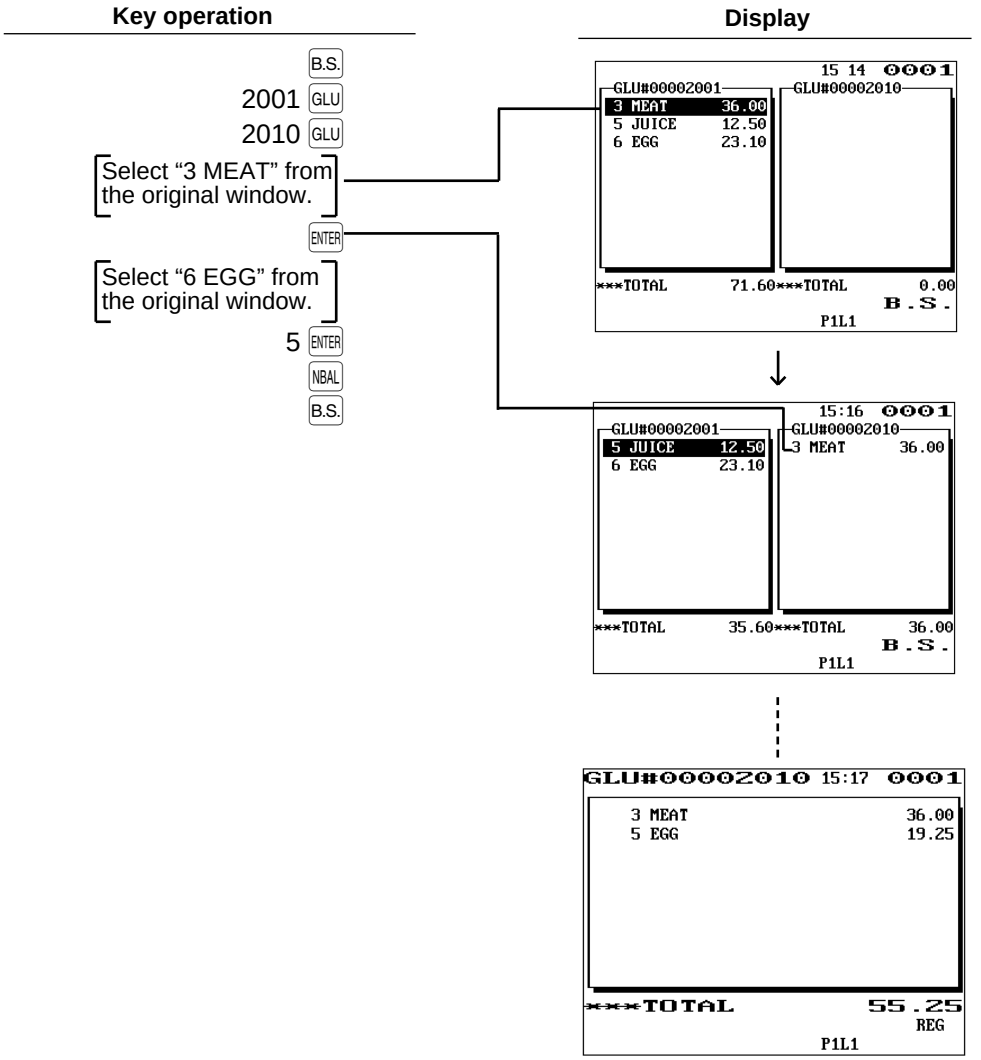






Example

In this example, it is assumed that you transferred three “MEAT”s and five “EGG”s stored in a guest check (GLU code 2001) to a new guest check (GLU code 2010).



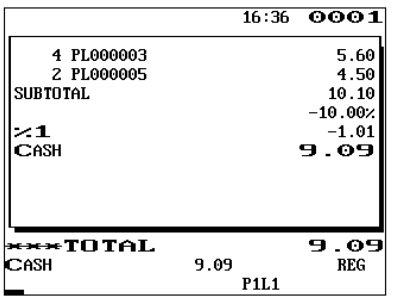
Auxiliary Entries

■ Percent calculations (premium or discount)

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

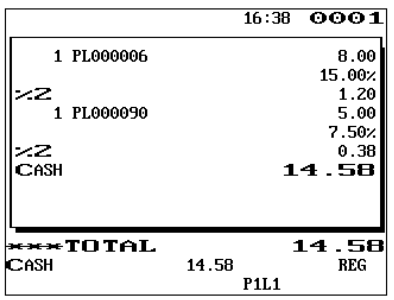
Percent calculation for a subtotal

Example

Key operation	Display
(When a discount of 10% is programmed for the %1 key.) 4 ⊗ 3 5 5 ST %1 TL	

Percent calculation for item entries

Example

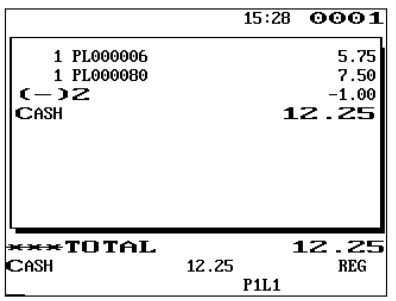
Key operation	Display
(When a premium of 15% is programmed for the %2 key.) 90 PLU/SUB 7 • 5 %2 6 %2 TL	

■ Discount entries

Your POS terminal allows you to deduct a certain amount less than a programmed upper limit after the entry of an item or the computation of a subtotal.

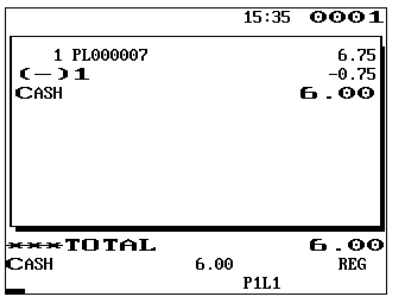
Discount for a subtotal

Example

Key operation	Display
6	
80 PLU/SUB	
ST	
100 ⊖2	
TL	

Discount for item entries

Example

Key operation	Display
7 PLU/SUB	
75 ⊖1	
TL	

■ Refund entries

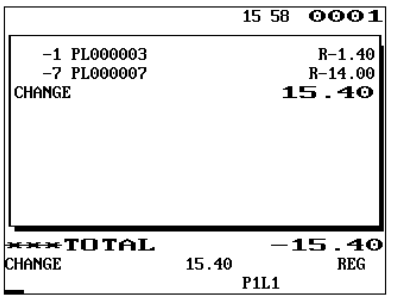
If a refunded item is to be entered into a department, enter the amount of the refund, then press the [RF] key and a corresponding department key in this order; and if an item entered into a PLU is returned, enter a corresponding PLU code, then press the [RF] and [PLU/SUB] keys, or press the [RF] and direct PLU keys in this order without entering any PLU code.

Example

Key operation

[RF] [3]
7 [⊗]
7 [RF] [PLU/SUB]
[TL]

Display



■ Return entries

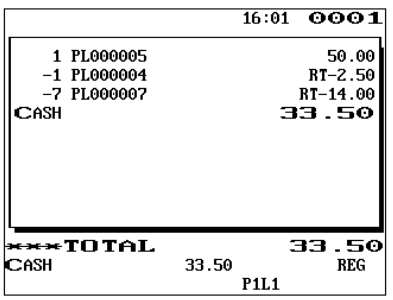
If a returned item is the one entered into a department, enter the amount of the return, then press the [RTN] key and a corresponding department key in this order; and if an item entered into a PLU is returned, enter a corresponding PLU code, then press the [RTN] and [PLU/SUB] keys, or press the [RTN] and direct PLU keys in this order without entering any PLU code.

Example

Key operation

[5]
[RTN] [4]
7 [⊗]
7 [RTN] [PLU/SUB]
[TL]

Display



■ Printing of non-add code numbers

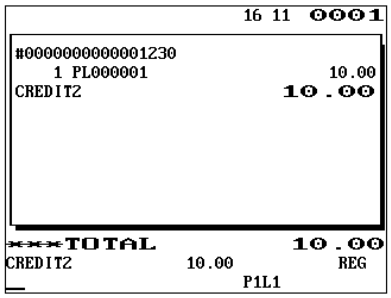
Enter a non-add code number such as a guest code number and credit card number within a maximum of 16 digits and press the # key at any point during the entry of a sale.

Example

Key operation

1230 #
1
CR2

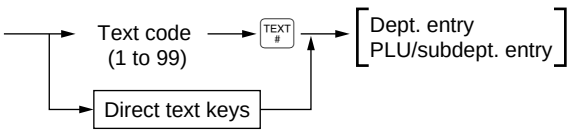
Display



■ Printing of free text

Free text programmed in the PGM mode can be printed out by entering the corresponding text code and pressing the TEXT # key or by pressing a corresponding direct text key. You can describe your item together with departments and PLUs.

Procedure

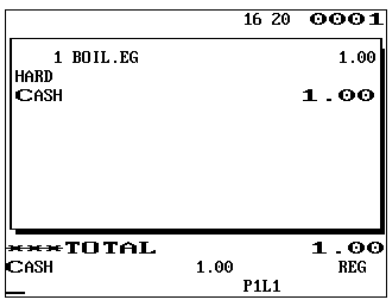


Example

Key operation

1 TEXT #
11
TL

Display



Payment Treatment

■ Tip-in entries

Your POS terminal allows the entry of tips that your guests give to clerks in cash or other media (check or credit). The tip in entry assumes that it is carried out in the following system:

- Tip paid by a guest to a clerk is entered in the POS terminal by tip entry, and the restaurant pays the tip amount to the clerk later in cash.
- Tip amount entry to the POS terminal is normally performed by a clerk.

The entry is allowed before payment operation is performed. After the tip entry is performed, item entry is not allowed. The transaction operation must be finalized by payment operation. Two types of tip, cash tip and non-cash tip, are not allowed to be mixed in entry during one transaction operation. Tip entry only in either of them is allowed.

Cash tip entry: In a transaction in which cash tip entry is made, when payment operation is started, the process is as follows:
Cash tender (which may be foreign money) is compulsory until total cash tender exceeds or equals to cash tip amount. Then, check (or credit) tender operation is allowed.

Non-cash tip entry: In a transaction in which non-cash tip entry is made, when payment operation is started, the process is as follows:
Check (or credit) tender is compulsory until total check (or credit) tender exceeds or equals to non-cash tip amount. Then, cash tender operation is allowed.

Procedure

Cash tip entry

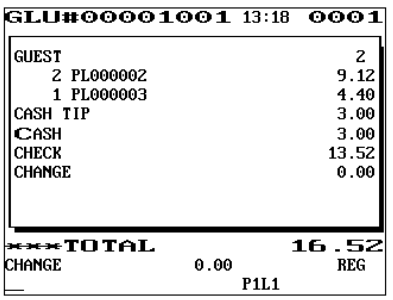
→ Tip amount → [CASH TIP] →

Non-cash tip entry

→ Tip amount → [NON-CASH TIP] →

Example

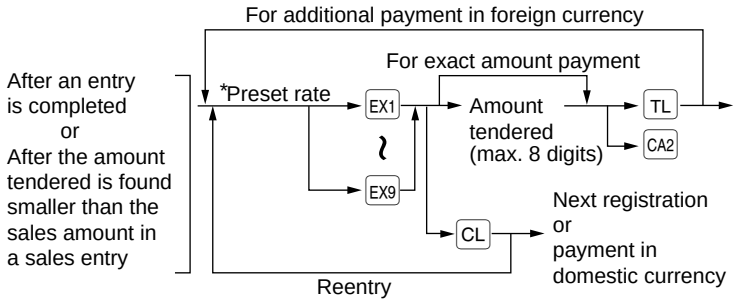
Key operation	Display
1001 [GLU]	
300 [CASH TIP]	
300 [TL]	
1352 [CH1]	



■ Currency exchange

Your POS terminal allows payment entries in foreign currency. Pressing the [EX1] through [EX9] key creates a subtotal in foreign currency. Cash alone can be handled after currency exchange.

Procedure



*Preset rate: 0.0000 to 9999.9999

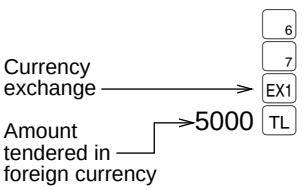
NOTE

- *When the amount tendered is short, its equivalent in deficit is shown in domestic currency.*
- *You can also enter a foreign currency tender from the exchange menu window. Press the [EX #] key and select a pertinent exchange number and enter the amount.*
- *Change amount will be displayed in domestic currency.*

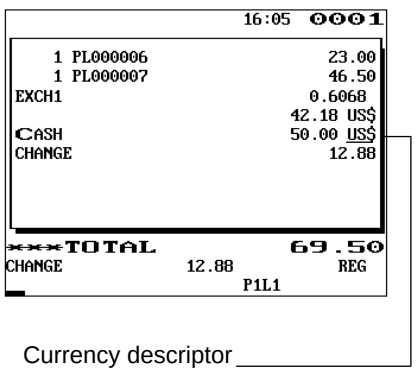
Example

Preset rate : 0.6068
Currency exchange key used : EX1

Key operation



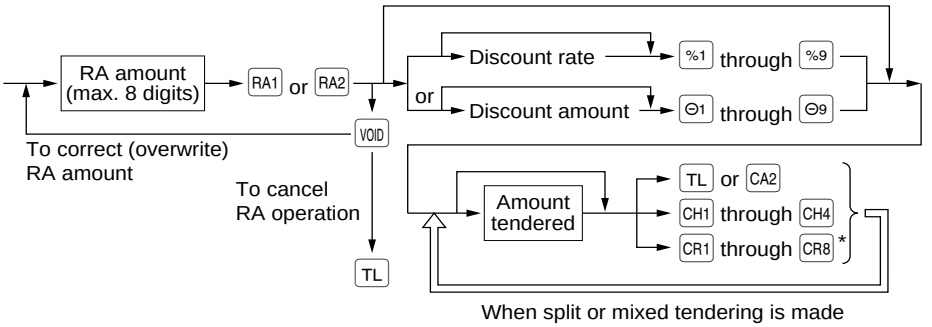
Display



■ Received-on-account entries

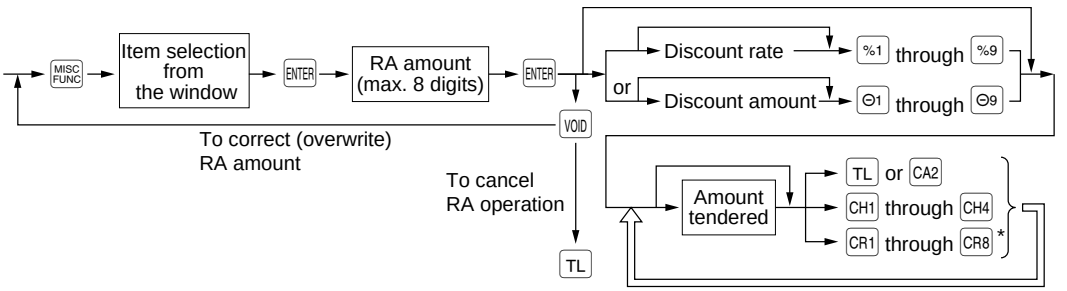
Procedure

Direct key entries



When split or mixed tendering is made

Menu-based entries



When split or mixed tendering is made

NOTE

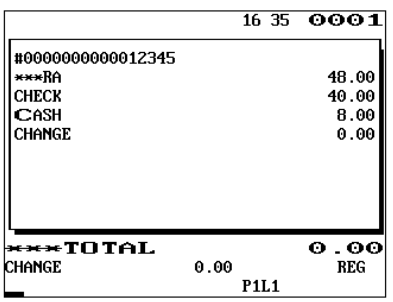
** Of the CR1 through CR8 keys, you may use only the one that is programmed to be capable of entering amounts tendered.*

Example

Key operation

12345 #
4800 RA1
4000 CH1
800 TL

Display

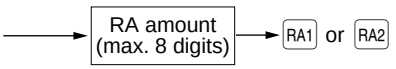


NOTE

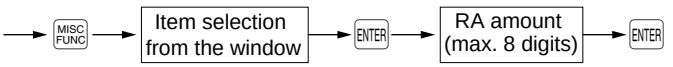
You may also choose the RA procedure instead of the above procedure only for cash payment. Contact your authorized SHARP dealer to change the procedure.

Procedure

Direct key entries



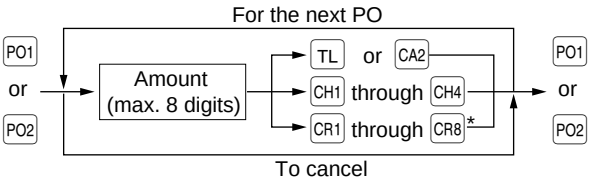
Menu-based entries



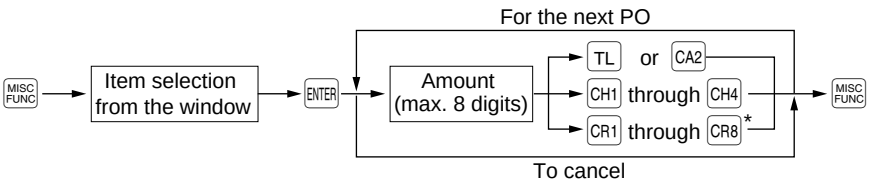
■ Paid-out entries

Procedure

Direct key entries



Menu-based entries



NOTE

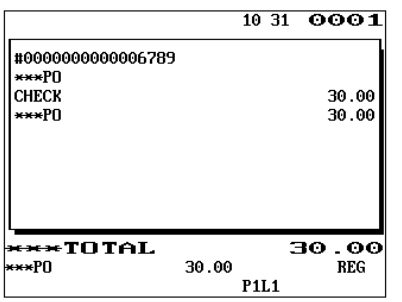
** Of the CR1 through CR8 keys, you may use only the one that is programmed to be capable of entering amounts tendered.*

Example

Key operation

6789 #
PO1 3000
CH1
PO1

Display

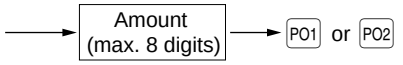


NOTE

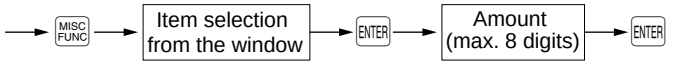
You may also choose the PO procedure instead of the above procedure only for cash payment. Contact your authorized SHARP dealer to change the procedure.

Procedure

Direct key entries



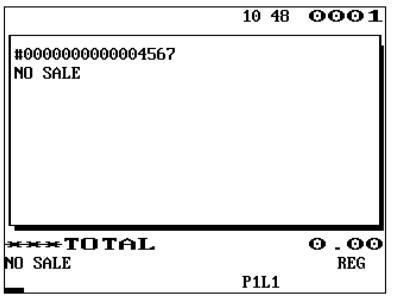
Menu-based entries



■ No-sale (exchange)

Simply press the NS key without any entry. The drawer will open and the printer will print the caption "NO SALE." If you let your POS terminal print a non-add code number before pressing the NS key, a no-sale entry will be achieved with a non-add code number printed.

Display



NOTE

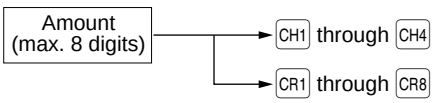
You can also enter "No-sale" from the miscellaneous menu window. Press the MISC FUNC key and select "06 NO SALE" from the window.

■ Transferring cash

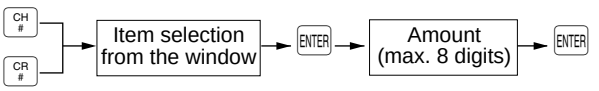
This function is used to change cash sales amount for credit or check sales amount. For example, you can use this function when your guest asks you to credit the payment or to receive payment with check after entering the payment as cash.

Procedure

Direct key entries



Menu-based entries

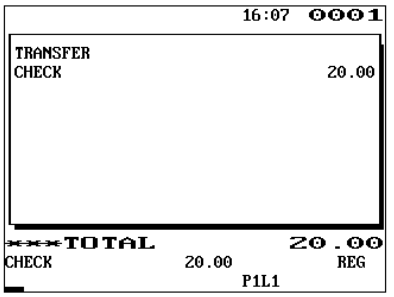


Example

Key operation

2000 [CH1]

Display



■ Cashing a check

Enter the check amount, then press the [CH1] through [CH4] keys. You cannot use this function when your POS terminal is set for “cash transferring is available.” For selecting cash transfer or check cashing, contact your authorized SHARP dealer.

Procedure

Direct key entries

Check amount → [CH1] through [CH4]

Menu-based entries

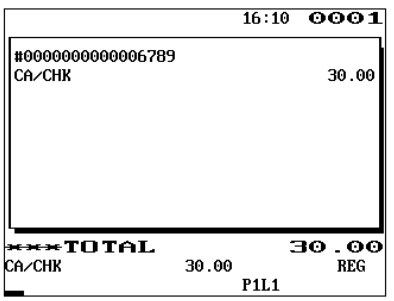
[MISC FUNC] → Item selection from the window → [ENTER] → Check amount → [ENTER]

Example

Key operation

6789 [#]
3000 [CH1]

Display



■ Service charge

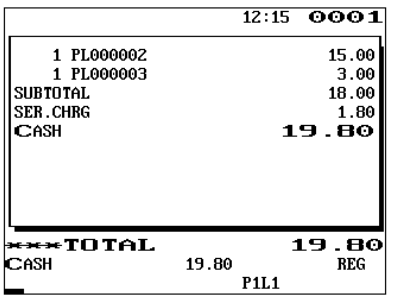
When the payment operation is made for sales registrations, the service charge amount is calculated and printed. You can program a percent rate for calculating the service charge. If the percent rate is programmed as 0%, the POS terminal does not print any service charge. Service charge is available in automatic VAT 1-6, automatic tax 1-6, automatic VAT 1-3 and automatic tax 4-6 system.

Example

Key operation

2
3
ST
TL

Display



■ VIP sales

This function is used for transaction for the important guest who is free of charge. In this mode, any unit price is not counted.

Procedure

→ VIP → [Item entries] → TL

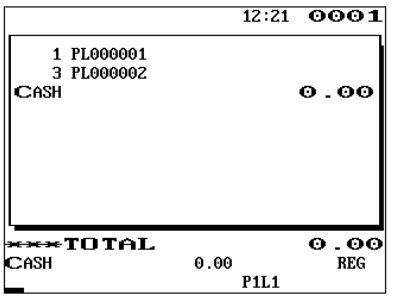
Example

Key operation

Unit price programmed for PLU1: 1.15
Unit price programmed for PLU2: 15.00

3 ⊗ VIP 1 2 TL

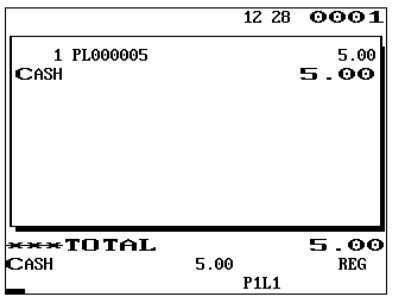
Display



Automatic Sequencing Key Entries

You can achieve a programmed transaction simply by pressing a previously programmed automatic sequencing key.

Example ([AUTO 1] = [5] [TL])

Key operation	Display
[AUTO 1]	

Employee Function

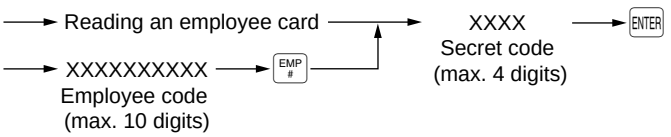
You can use the following functions by using employee codes:

■ Clerk/manager sign-on

Clerks 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:

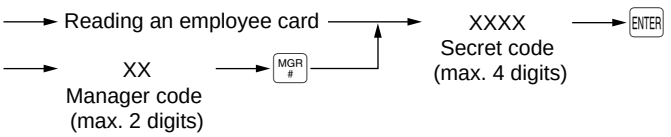
• Clerk sign-on



NOTE

In the case of "real clerk key system," sign-on cannot be done by this procedure. ("Clerk sign-on/off" is only done by the "real clerk key system.")

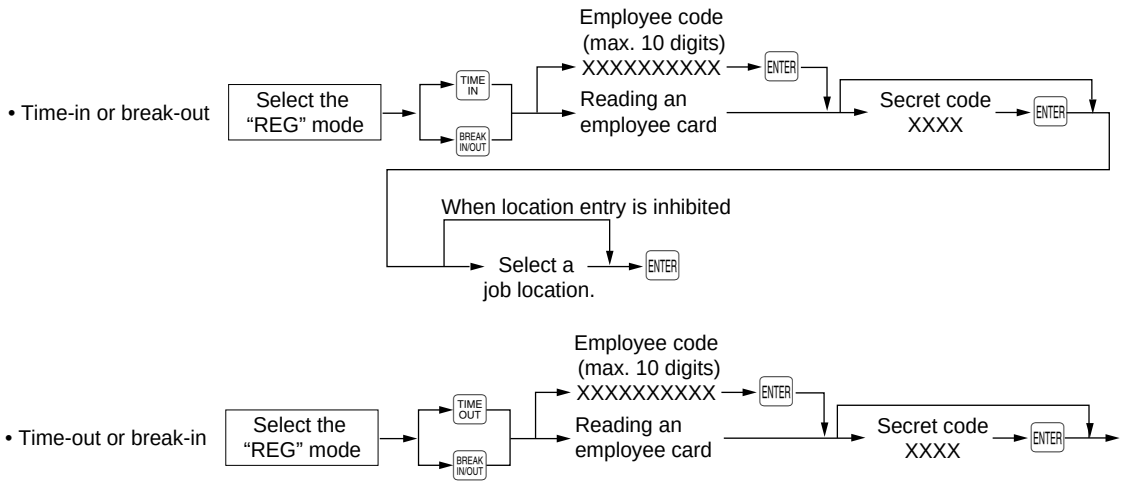
• Manager sign-on



■ 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

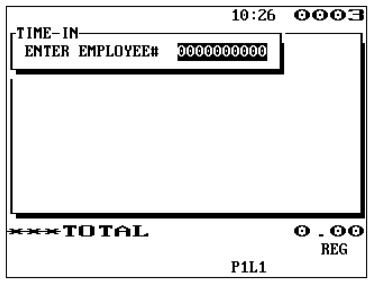
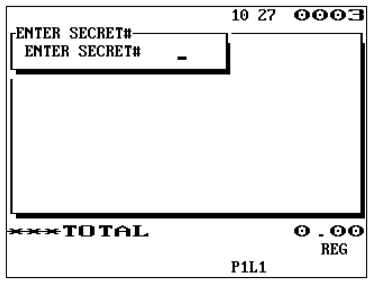
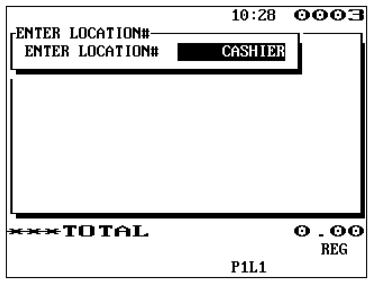


NOTE

• You can select a job location by using the [•] key.

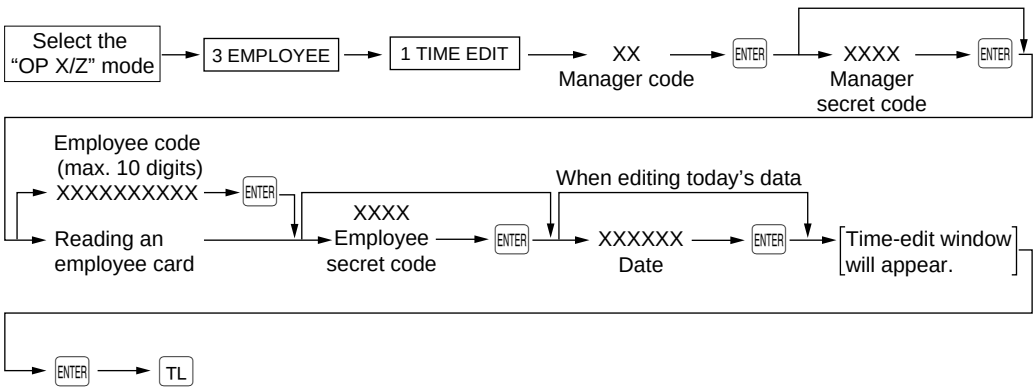
• The POS terminal allows a clerk to sign-on or off without checking the clerk's time-in or out.

Example

Key operation	Display
Employee code → 3 [TIME IN] [ENTER]	
Secret code → 1357 [ENTER]	
[ENTER]	

Time-edit operation

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



TRAINING Mode

The training mode is used when the operator or the manager practices POS terminal operations.

When a clerk set in training is selected, the POS terminal automatically enters the training mode. When a clerk not set in training is selected, the POS terminal automatically enters the ordinary REG mode. A training text and a maximum of two training clerks can be programmed. For programming of training clerk, contact your authorized SHARP dealer.

The training operations are valid in all modes.
A mark which is identifying a training receipt is printed on the receipt which is issued in the training mode.

The journal report completely stops in the training mode. The consecutive number is not updated. The preceding number is repeated in printing.

The memory in clerk is updated in the training mode. Other memories are not updated.

The GLU codes which are opened in the training mode are also printed on the GLU report. In this case, those GLU codes are distinguished from others by the character of “T.” The data of training GLU codes are not added to the total.

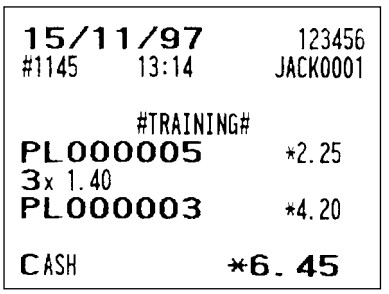
The reading and resetting of training clerks is printed on the clerk reports. However, the sales total of training clerks is not included in the clerk total on the full clerk report.

Key operation

Selecting the clerk set in training

3 [5] [⊗] [3] [TL]

Print



Supervisor Clerk

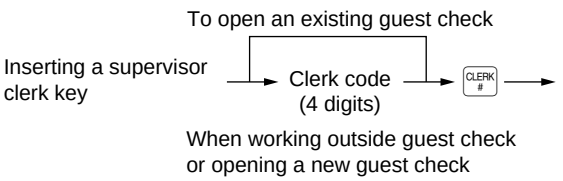
This function is used to substitute a supervisor clerk for an ordinary clerk. The supervisor clerk can make entry as an ordinary clerk by assigning the ordinary clerk code. You can use the supervisor clerk function only for substituting for an ordinary clerk. This function is available only in the real clerk key system.

To use this function, insert a clerk key assigned supervisor, enter the ordinary clerk code and press the CLERK # key. When you insert a supervisor clerk key and open an existing guest check, the original clerk who usually controls the guest check will automatically be assigned.

NOTE

This function is unavailable when the "overlapped clerk function" is enabled.

Procedure



Example

• When opening a new guest check (GLU code 1010) with this function:

Key operation	Display
Inserting a supervisor clerk key 11 CLERK # 1010 NC 1 NBAL	GLU#00001010 13:11 0011 1 PL000001 1.00 ****TOTAL 1.00 ***NBAL 1.00 REG P1L1

• When receiving payment for the order stored in the GLU code 1010:

Key operation	Display
Inserting a supervisor clerk key 1010 GLU 100 TL	GLU#00001010 13:12 0011 1 PL000001 1.00 CASH 1.00 CHANGE 0.00 ****TOTAL 1.00 CHANGE 0.00 REG P1L1

Overlapped Clerk Entry

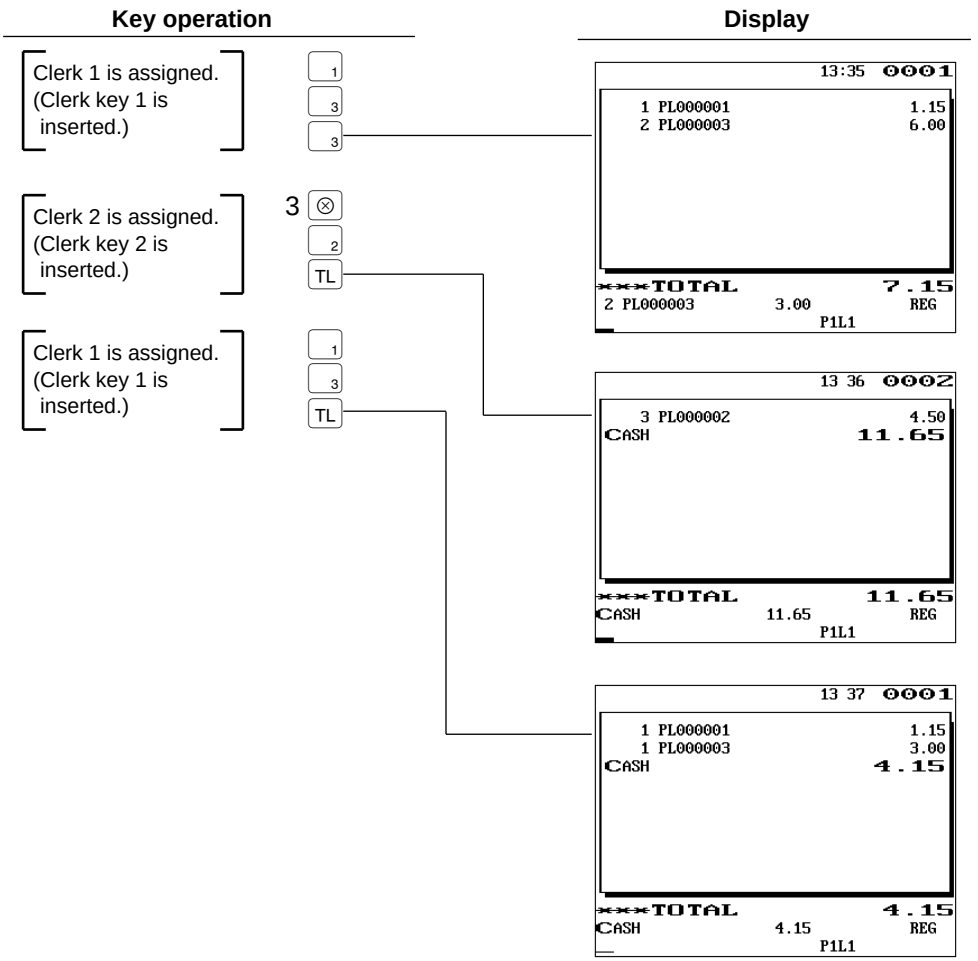
This function allows to switch from one clerk to another clerk and to interrupt the first clerk's entry. So the second clerk can do his or her entry in this mode. Interrupt handling is possible only in the overlapped clerk entry. For actual use of this function, contact your authorized SHARP dealer.

NOTE

- *The overlapped clerk entry is not effective while the tendering sale is going on.*
- *If any clerk is still making an entry (or has not finalized the transaction yet), the POS terminal does not run in any mode other than REG and MGR, and no X/Z reports can be printed. The message "CLERK REMAINED" is displayed at this time.*

Example

Clerk 1: Entry started
Clerk 2: Clerk change (1 to 2), interrupt initiated
Clerk 2: Transaction finished
Clerk 1: Clerk change (2 to 1), entry restarted



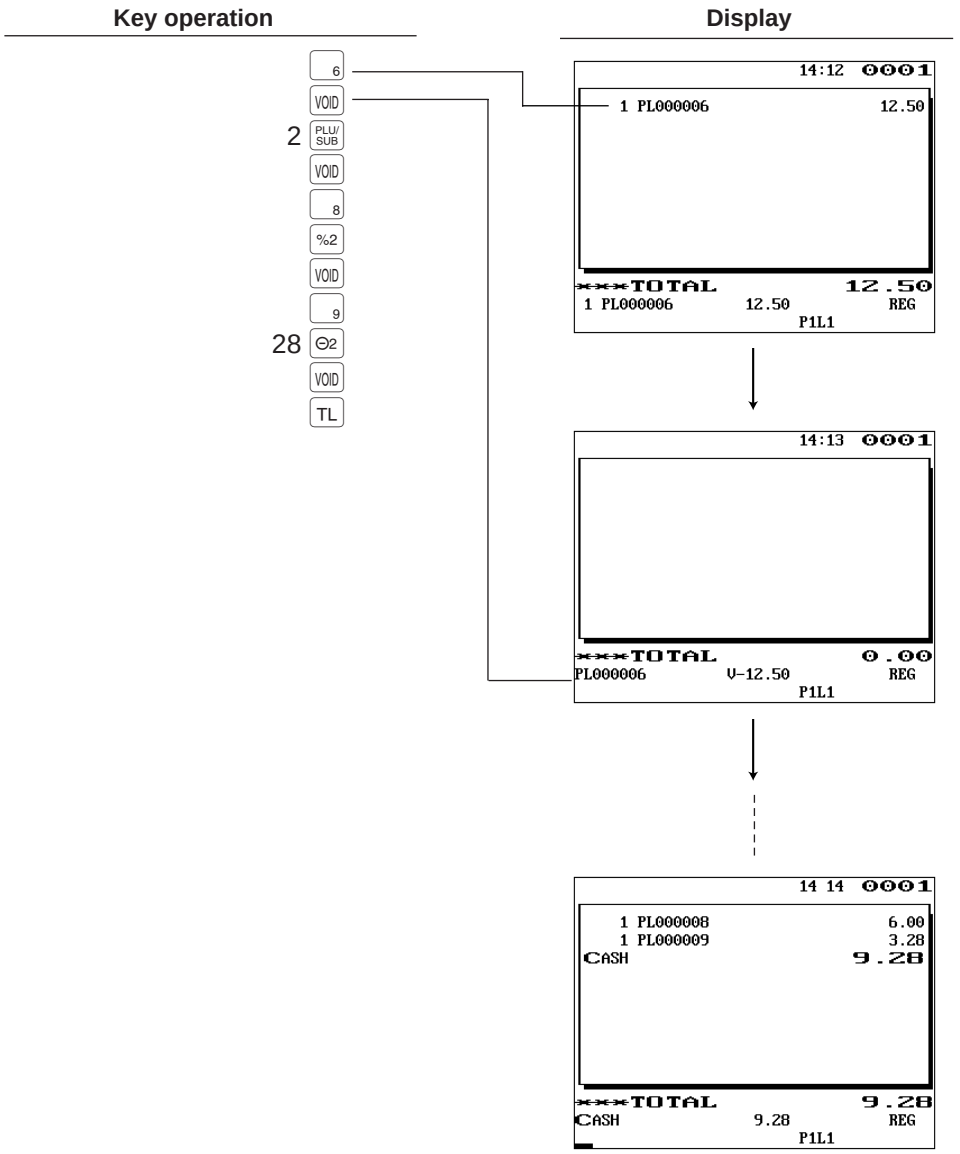
7 Correction

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 through %9), discount (⊖1 through ⊖9), item refund, or tip, you can void this entry by pressing the VOID key immediately.

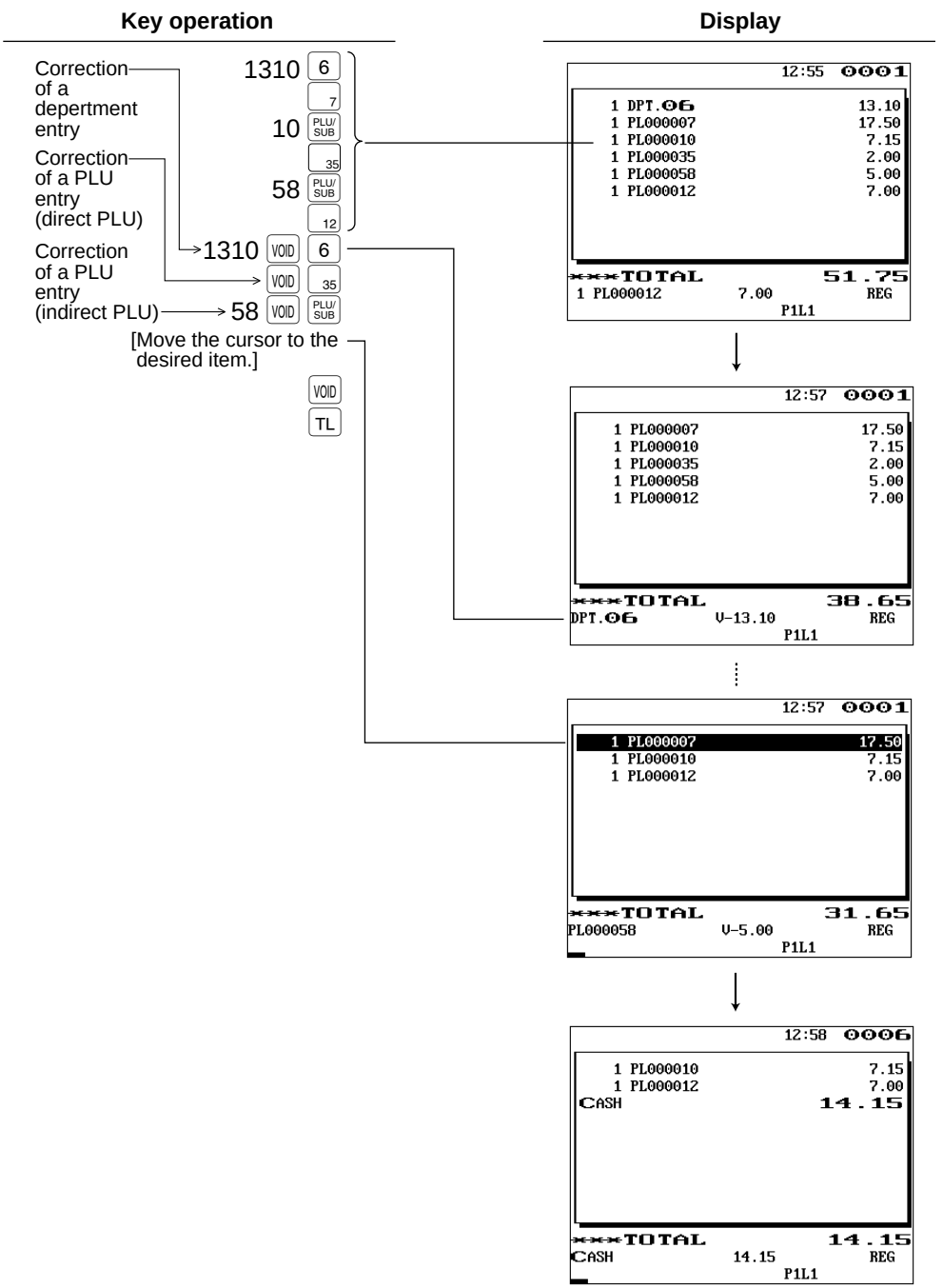
Example



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

With the [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 pressing the [TL] key). This function is applicable to plus department, PLU/subdepartment, and item refund entries only.

Example



Subtotal Void

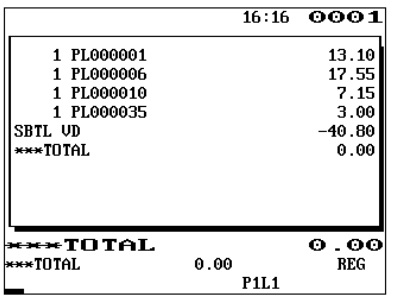
You can void an entire transaction. Once subtotal void is executed, the transaction is aborted and the POS terminal issues a receipt.

Example

Key operation

1
6
10 PLU/SUB
35 PLU/SUB
Subtotal void: ST, VOID, ST

Display



NOTE

You can press the SBTL VOID key instead of the VOID key for this function.

Correction of Incorrect Entries Not Handled by the Direct, Indirect or Subtotal 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 its cancellation.

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), press the [RCPT] key for receipting. 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 S. W.” from the window which is opened by pressing the [MISC FUNC] key.*
- *Press the [RCP SW] key to open the “RCP SW.” window.*

Example

Printing a receipt after making the entries shown below with the receipt ON-OFF function “OFF” status

Key operation

3 [×] [2] [1] [TL]

For receipting→ [RCPT]

Print

Print on the journal

```
15/11/97          123456
#1086   11:23     JACK0001
STEAK             *8.00
3x 1.25
PL000001          *3.75
CASH          *11.75
```

Print on the receipt

```
15/11/97          123456
#1086   11:23     JACK0001

STEAK             *8.00
3x 1.25
PL000001          *3.75

CASH          *11.75
```

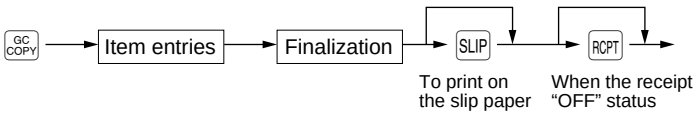
“COPY” is printed on the copy receipt.

```
15/11/97          123456
#1086   11:23     JACK0001

        *COPY*
STEAK             *8.00
3x 1.25
PL000001          *3.75

CASH          *11.75
```

Guest Check Copy

You can use this function when you want to take a copy of guest check.
Press the [GC COPY] key and make a desired entry.

Procedure



NOTE

- *The guest check copy has nothing to do with the memory.*
- *The operation is the same as normal entry. But the validation printing is disabled and the drawer does not open.*

Example

Key operation	Print
[GC COPY] [1] [TL]	15/11/97 123456 #1090 11:29 JACK0001 *G.C COPY* PL000001 *5.80 CASH *5.80

Validation Printing Function

The POS terminal can perform validation printing when it is connected with the slip printer. For the details of slip printer, contact your authorized SHARP dealer.

■ Validation printing

1. Set a validation slip to the slip printer.
2. Press the [VP] key. The validation printing will start.

NOTE

Programmed compulsory validation printing can be overridden by performing the following operation. If you need this function, contact your authorized SHARP dealer.

1. Enter the manager code and press the [MGR #] key, then enter the secret code if applicable.

2. → [•] → [VP]

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.

Entering the Manager Mode

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

Procedure

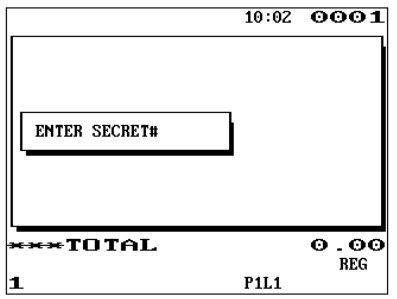
The display shown at right will appear.

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.

Display



Override Entries

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

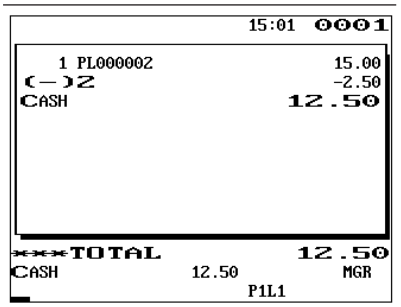
Example

This example presumes that the POS terminal has been programmed not to allow coupon entries over 2.00.

Key operation

REG-mode entries	250 [2] [⊖2] [CL]	……Error
To enter the manager mode	1 [MGR #]	
	1245 [ENTER]	
	250 [⊖2]	
Return to the REG mode.	[TL]	

Display



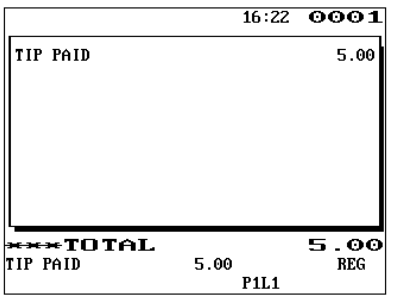
Tip Paid Entries

This operation is used when tips that guests have paid by using media other than cash (check or credit) are paid to respective clerks in cash.
You can make tip paid entries in the MGR mode only. The tips are paid to corresponding clerks according to their portions.

Procedure

Assignment of a clerk → TIP PAID →

Example

Key operation	Display
(The clerk key is inserted.) TIP PAID	

10 Correction after Finalizing a Transaction

MGR MODE

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

1. Enter the manager code and press the [MGR #] key, then enter the secret code if applicable.
2. Press 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

```
15/11/97          123456
#1079   11:07     JACK0001

PL000001          *1.25
STEAK             *8.00

CASH              *9.25
```

Cancellation receipt

```
15/11/97          123456
#1080   11:08     JACK0001

        *VOID*
PL000001          *1.25
STEAK             *8.00

CASH              *9.25
```

NOTE

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

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.

Entering the Manager Mode

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

Procedure

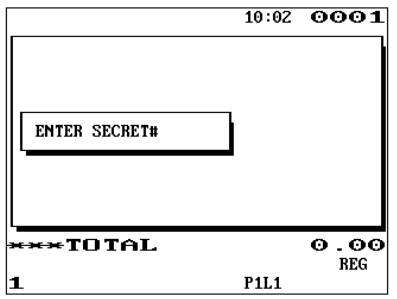
The display shown at right will appear.

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.

Display



Override Entries

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

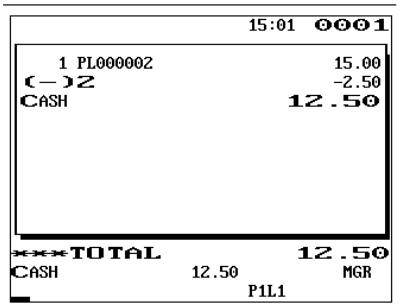
Example

This example presumes that the POS terminal has been programmed not to allow coupon entries over 2.00.

Key operation

REG-mode entries	250 [2] [⊖2] [CL]	……Error
To enter the manager mode	1 [MGR #]	
	1245 [ENTER]	
	250 [⊖2]	
Return to the REG mode.	[TL]	

Display



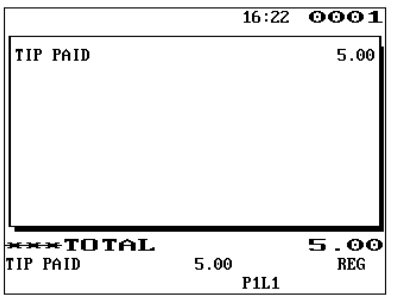
Tip Paid Entries

This operation is used when tips that guests have paid by using media other than cash (check or credit) are paid to respective clerks in cash.
You can make tip paid entries in the MGR mode only. The tips are paid to corresponding clerks according to their portions.

Procedure

Assignment of a clerk → TIP PAID →

Example

Key operation	Display
(The clerk key is inserted.) TIP PAID	

10 Correction after Finalizing a Transaction

MGR MODE

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

1. Enter the manager code and press the [MGR #] key, then enter the secret code if applicable.
2. Press 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

```
15/11/97          123456
#1079   11:07     JACK0001

PL000001          *1.25
STEAK             *8.00

CASH              *9.25
```

Cancellation receipt

```
15/11/97          123456
#1080   11:08     JACK0001

        *VOID*
PL000001          *1.25
STEAK             *8.00

CASH              *9.25
```

NOTE

Your POS terminal leaves the VOID mode whenever a transaction is canceled (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

X1/Z1 MODE
X2/Z2 MODE
OPXZ 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 through GT3, reset count, and consecutive number.
- X1 and Z1 reports show daily sales information. You can take these reports in the X1/Z1 mode.
- X2 and Z2 reports show periodic (monthly) consolidation information. You can take these reports in the X2/Z2 mode.
- If your POS terminal is set "X1/Z1 report in the X2/Z2 mode" is "ENABLE," you can select the X1/Z1 report from the X2/Z2 mode. For details, contact your authorized SHARP dealer.

■ How to take a X1/Z1 or X2/Z2 report

[To take a X1 or X2 report:]

By selecting an item from the menu

1. Select "1 READING" in the X1/Z1 or X2/Z2 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.

By entering a job code

1. Enter a job code listed in the table shown later and press the ⊗ key in the X1/Z1 or X2/Z2 mode menu window.

   XXX ⟶ ⊗

2. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
3. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.

[To take a Z1 or Z2 report:]

By selecting an item from the menu

1. Select "2 RESETTING" in the X1/Z1 or X2/Z2 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.
5. After the report has been taken, the message "ARE YOU SURE ?" will appear.
   Select one of the following actions:
   - Select "YES" to reset the sales information.
   - Select "NO" to save the sales information.

By entering a job code

1. Enter a job code listed in the table shown later and press the [•] and [⊗] keys in the X1/Z1 or X2/Z2 mode menu window.

   XXX ⟶ [•] ⟶ [⊗]

2. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
3. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.
4. After the report has been taken, the message "ARE YOU SURE ?" will appear.
   Select one of the following actions:
   • Select "YES" to reset the sales information.
   • Select "NO" to save the sales information.

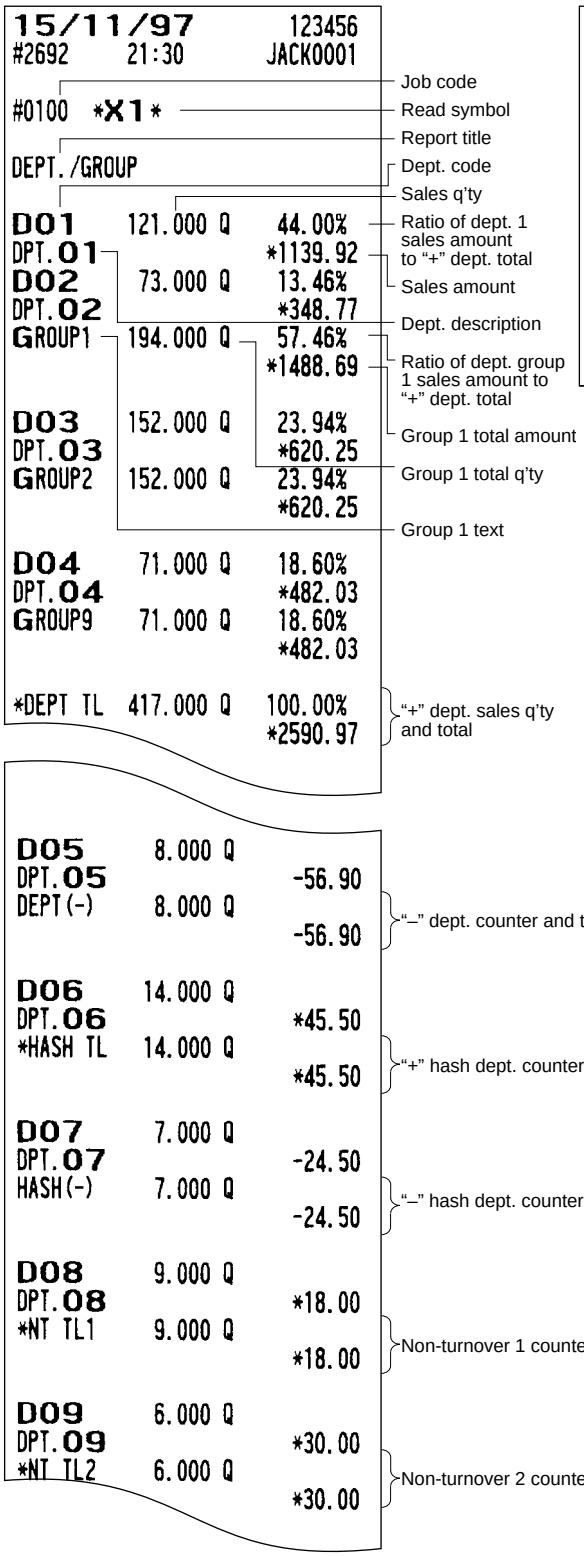
Item	Description	Available report type in each mode		Data to be entered
		X1/Z1(Job code)	X2/Z2(Job code)	
1 GENERAL	General	X1, Z1 (100)	X2, Z2 (200)	
2 DEPT./GROUP	Department by designated range	X1 (110)	X2 (210)	Starting department code/ending department code
3 DEPT.IND. GROUP	Individual group total of departments	X1 (112)	X2 (212)	Department group no.
4 DEPT.GROUP TOTAL	Full group total of departments	X1 (113)	X2 (213)	
5 PLU	PLU by designated range	X1, Z1 (120)	X2, Z2 (220)	Starting PLU code/ending PLU code
6 PLU BY DEPT	PLU by associated dept.	X1, Z1 (121)	X2, Z2 (221)	Department code
7 PLU IND. GROUP	Individual group of PLUs	X1 (122)	X2 (222)	PLU group no.
8 PLU GROUP TOTAL	Full group total of PLUs	X1 (123)	X2 (223)	
9 PLU STOCK	PLU stock	X1 (124)		Starting PLU code/ending PLU code
10 PLU COST	PLU cost	X1 (125)	X2 (225)	Starting PLU code/ending PLU code
11 PLU TOP 20	PLU top 20	X1 (126)	X2 (226)	Amount or q'ty
12 PLU ZERO SALES	PLU zero sales	X1 (127)	X2 (227)	All
	PLU zero sales by department	X1 (127)	X2 (227)	Department code
13 PLU MIN. STOCK	PLU minimum stock	X1 (128)		Starting PLU code/ending PLU code
14 PLU HOURLY GROUP	PLU group by hour	X1, Z1 (129)		Starting time/ending time
15 TRANSACTION	Transaction	X1 (130)	X2 (230)	
16 TL-ID	Total in drawer	X1 (131)		
17 COMMISSION SALES	Commission sales	X1 (132)	X2 (232)	

Item	Description	Available report type in each mode		Data to be entered
		X1/Z1(Job code)	X2/Z2(Job code)	
18 TAX	Tax	X1 (133)	X2 (233)	
19 CHIEF	Chief	X1 (134)		
20 ALL CLERK	Full clerk	X1, Z1 (140)	X2, Z2 (240)	
21 IND. CLERK	Individual clerk	X1, Z1 (141)	X2, Z2 (241)	
		(OP X/Z mode)	X, Z (41)	
22 DD ERROR	Drink dispenser error reading	X1, Z1 (143)		
23 DD RESET	Drink dispenser resetting	Z1 (179)		
24 EMPLOYEE	Employee		X2, Z2 (255)	Starting employee code/ ending employee code
25 EMP. ADJUSTMENT	Employee time adjustment		X2 (256)	Starting employee code/ ending employee code
26 EMP. ACTIVE STS.	Employee active status		X2 (257)	Starting employee code/ ending employee code
27 HOURLY	Hourly (full)	X1, Z1 (160)		
	Hourly (by range)	X1 (160)		Starting time/ending time
28 LABOR COST%	Labor cost %	X1 (161)		
29 DAILY NET	Daily net		X2, Z2 (270)	
30 INGREDIENT STOCK	Ingredient stock	X1 (175)		Ingredient no.
31 GLU	GLU/PBLU	X1, Z1 (180)		Starting GLU/PBLU code/ ending GLU/PBLU code
32 GLU BY CLERK	GLU/PBLU by clerk	X1, Z1 (181)		
33 DRIVE THRU	Drive-through	X1, Z1 (185)		Starting drive-through code/ ending drive-through code
34 D-THRU BY CLERK	Drive-through by clerk	X1, Z1 (186)		
35 BALANCE	Balance	X1 (101)	X2 (201)	
36 STACKED REPORT	Stacked report 1	X1, Z1 (190)	X2, Z2 (290)	
	Stacked report 2	X1, Z1 (191)	X2, Z2 (291)	

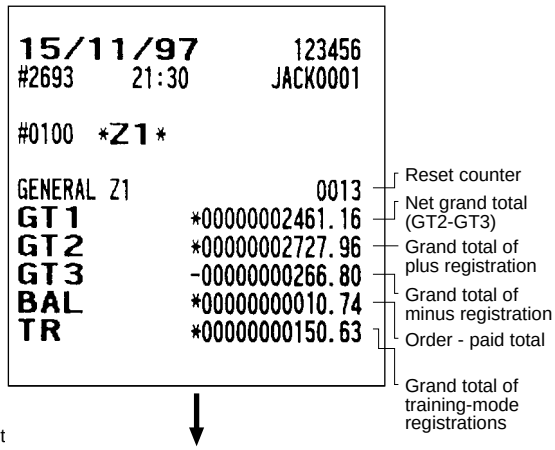
Daily Sales Totals

■ General report

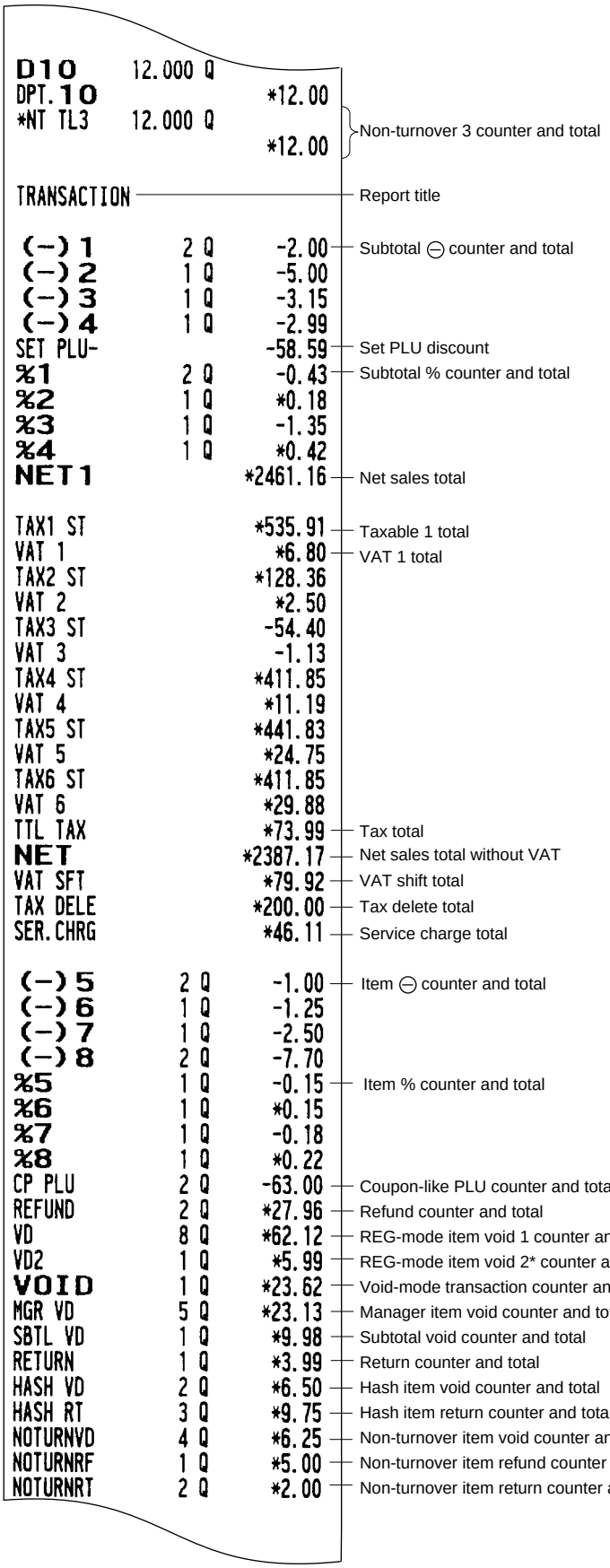
- **Sample X report**



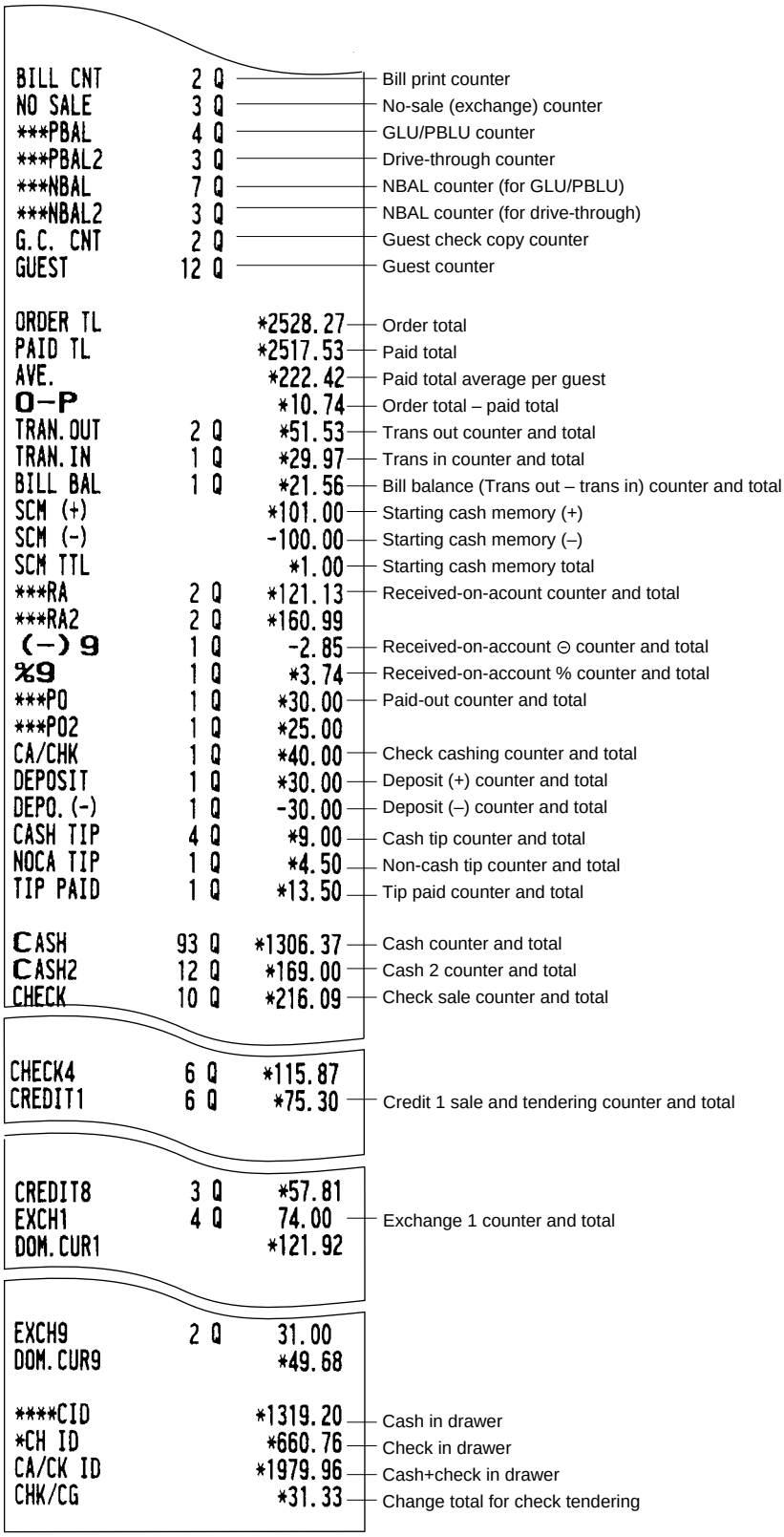
- **Sample Z report**



The subsequent printout occurs in the same format as in the sample X1 report.



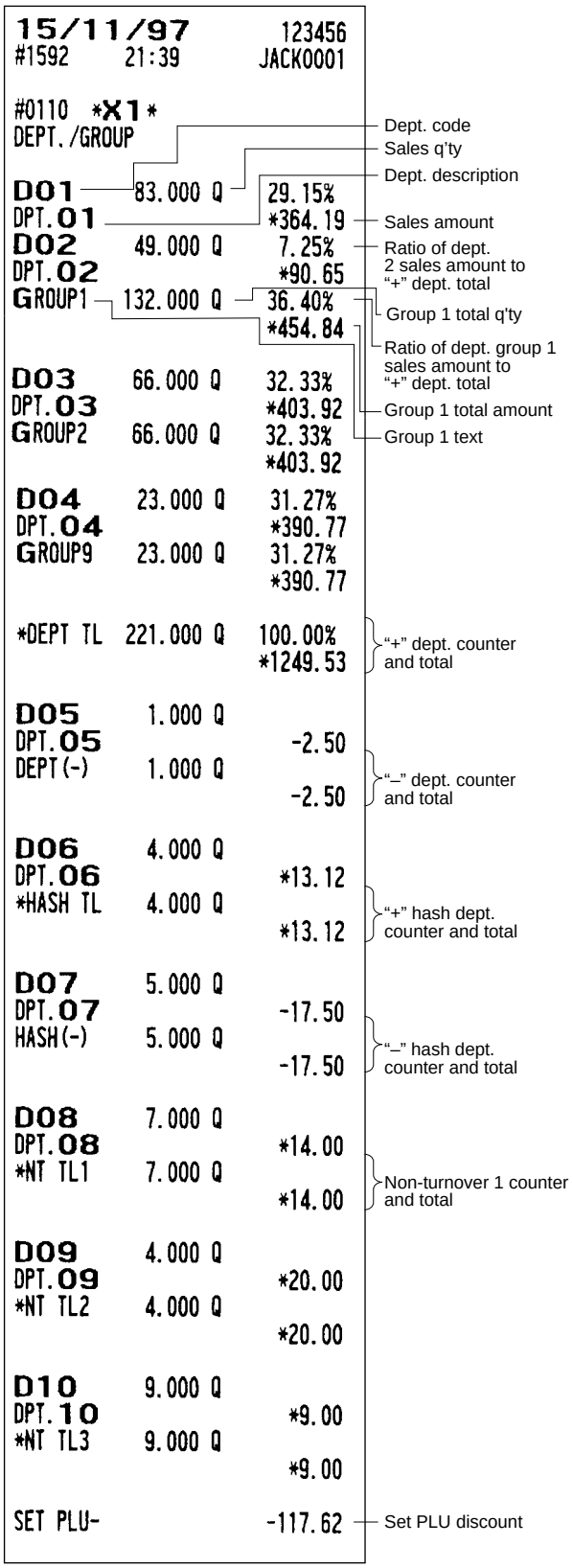
* This void is applied to PBAL.



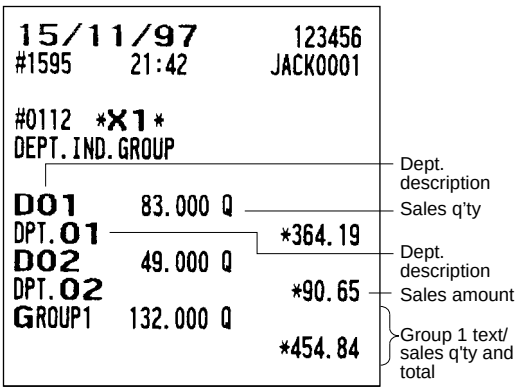
- Bill print counter
- No-sale (exchange) counter
- GLU/PBLU counter
- Drive-through counter
- NBAL counter (for GLU/PBLU)
- NBAL counter (for drive-through)
- Guest check copy counter
- Guest counter
- Order total
- Paid total
- Paid total average per guest
- Order total – paid total
- Trans out counter and total
- Trans in counter and total
- Bill balance (Trans out – trans in) counter and total
- Starting cash memory (+)
- Starting cash memory (–)
- Starting cash memory total
- Received-on-acount counter and total
- Received-on-account ⊖ counter and total
- Received-on-account % counter and total
- Paid-out counter and total
- Check cashing counter and total
- Deposit (+) counter and total
- Deposit (–) counter and total
- Cash tip counter and total
- Non-cash tip counter and total
- Tip paid counter and total
- Cash counter and total
- Cash 2 counter and total
- Check sale counter and total
- Credit 1 sale and tendering counter and total
- Exchange 1 counter and total
- Cash in drawer
- Check in drawer
- Cash+check in drawer
- Change total for check tendering

■ Department report

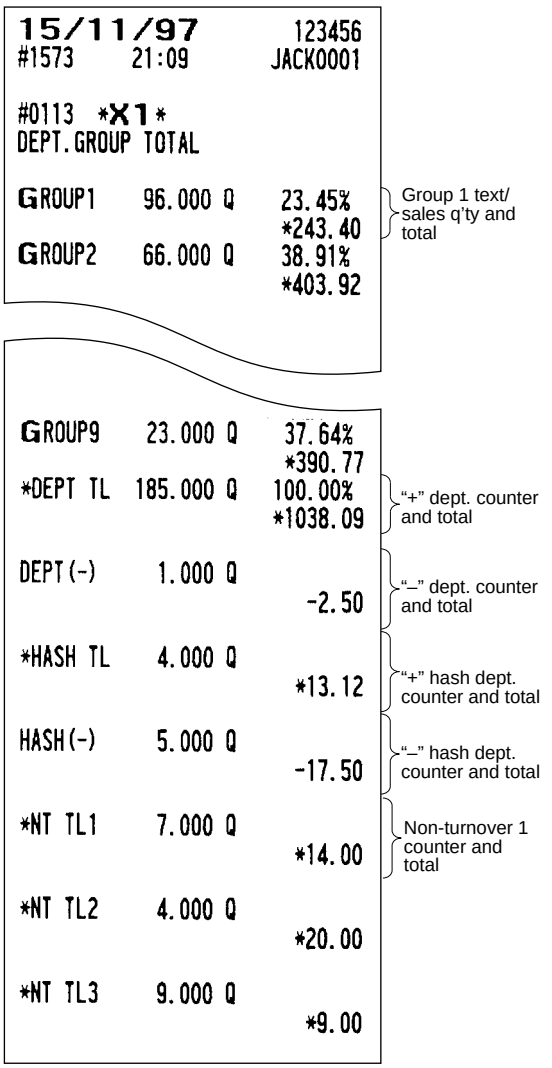
- **Sample X report**



■ Individual group total report on departments

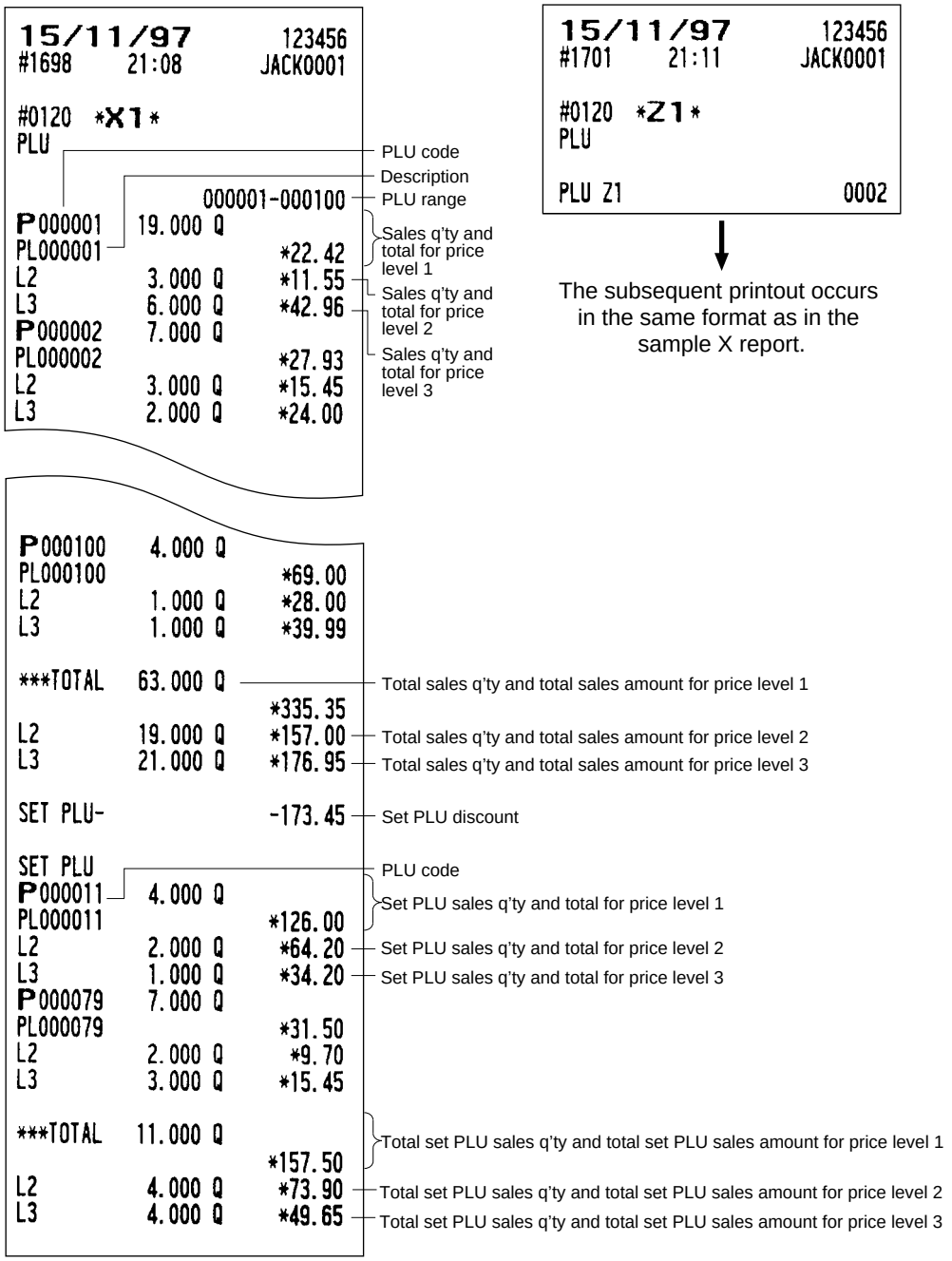


■ Full group total report on departments



■ PLU report by designated range

- **Sample X report**

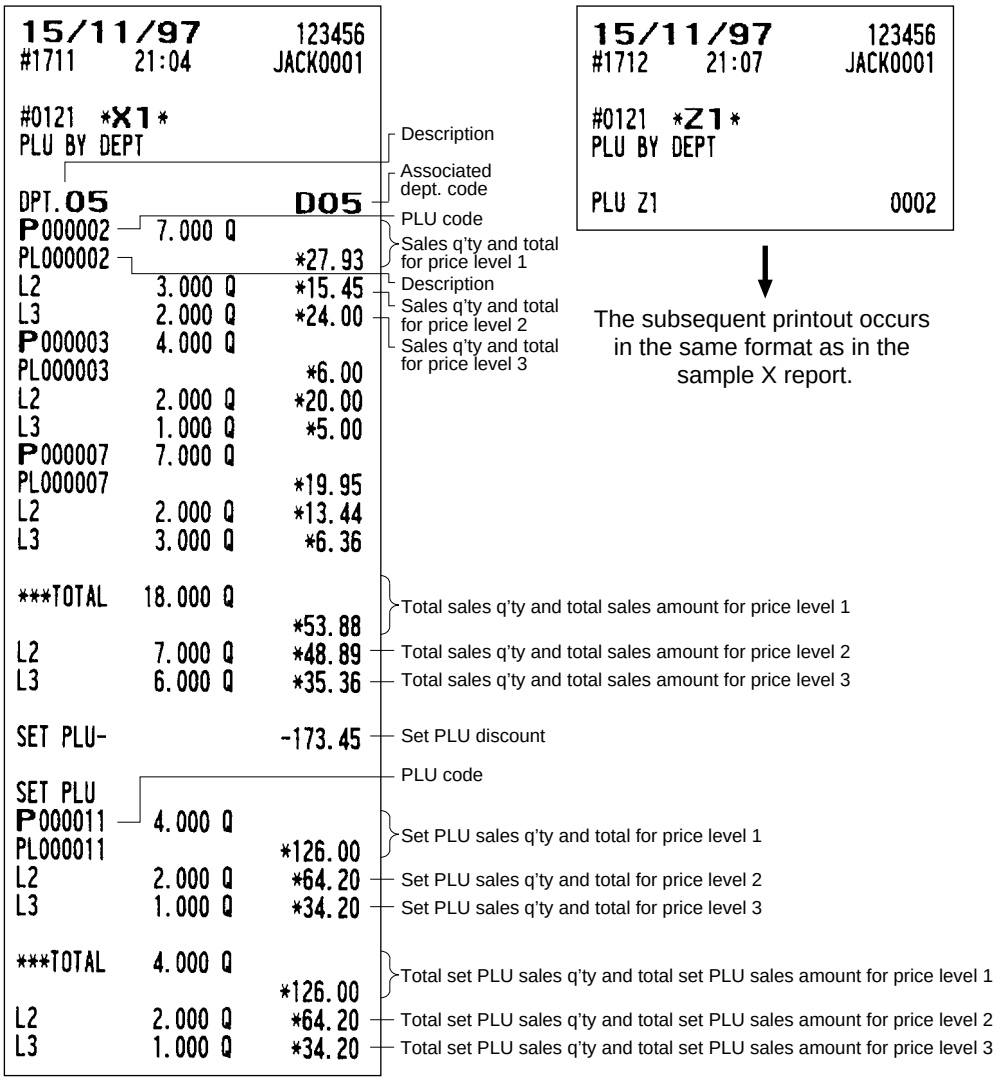


- **Sample Z report**

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

■ PLU report by associated department

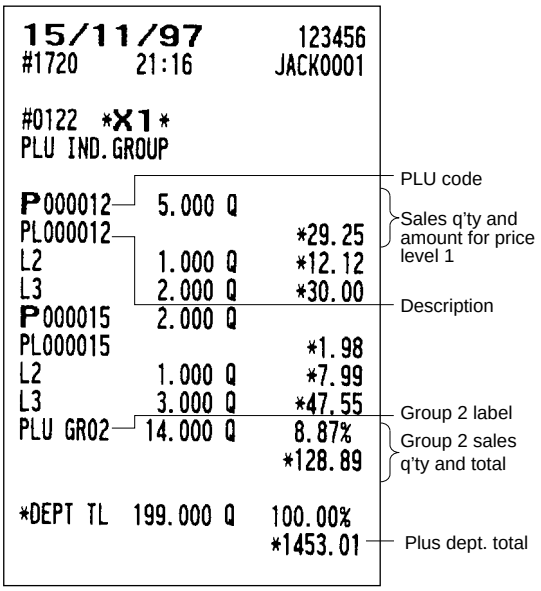
- **Sample X report**



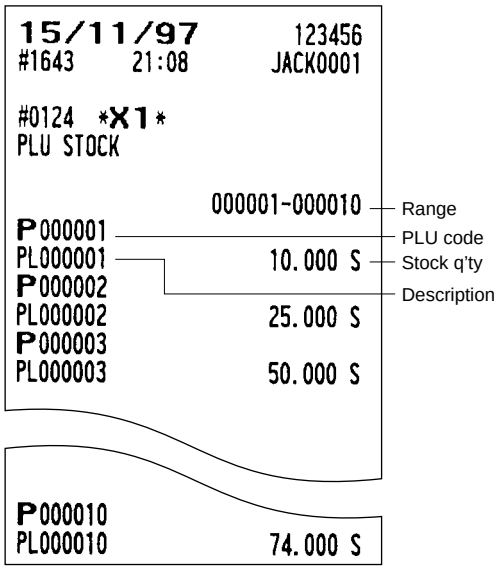
- **Sample Z report**

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

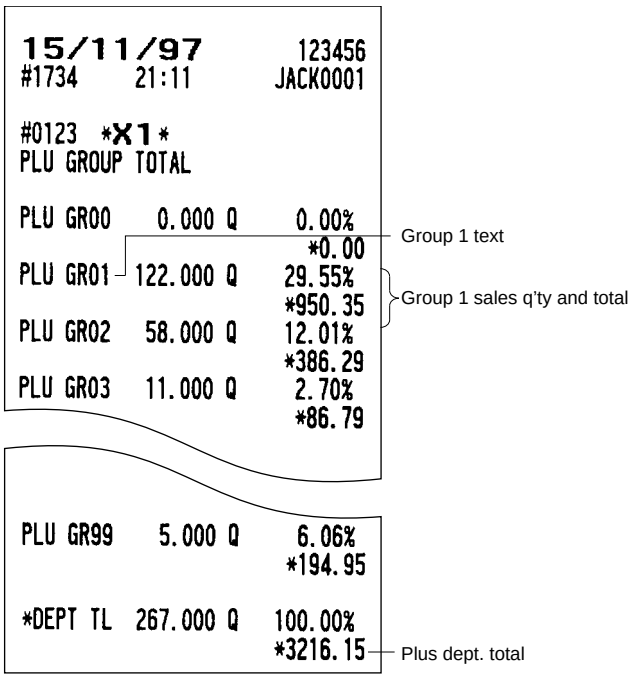
■ Individual group report on PLUs



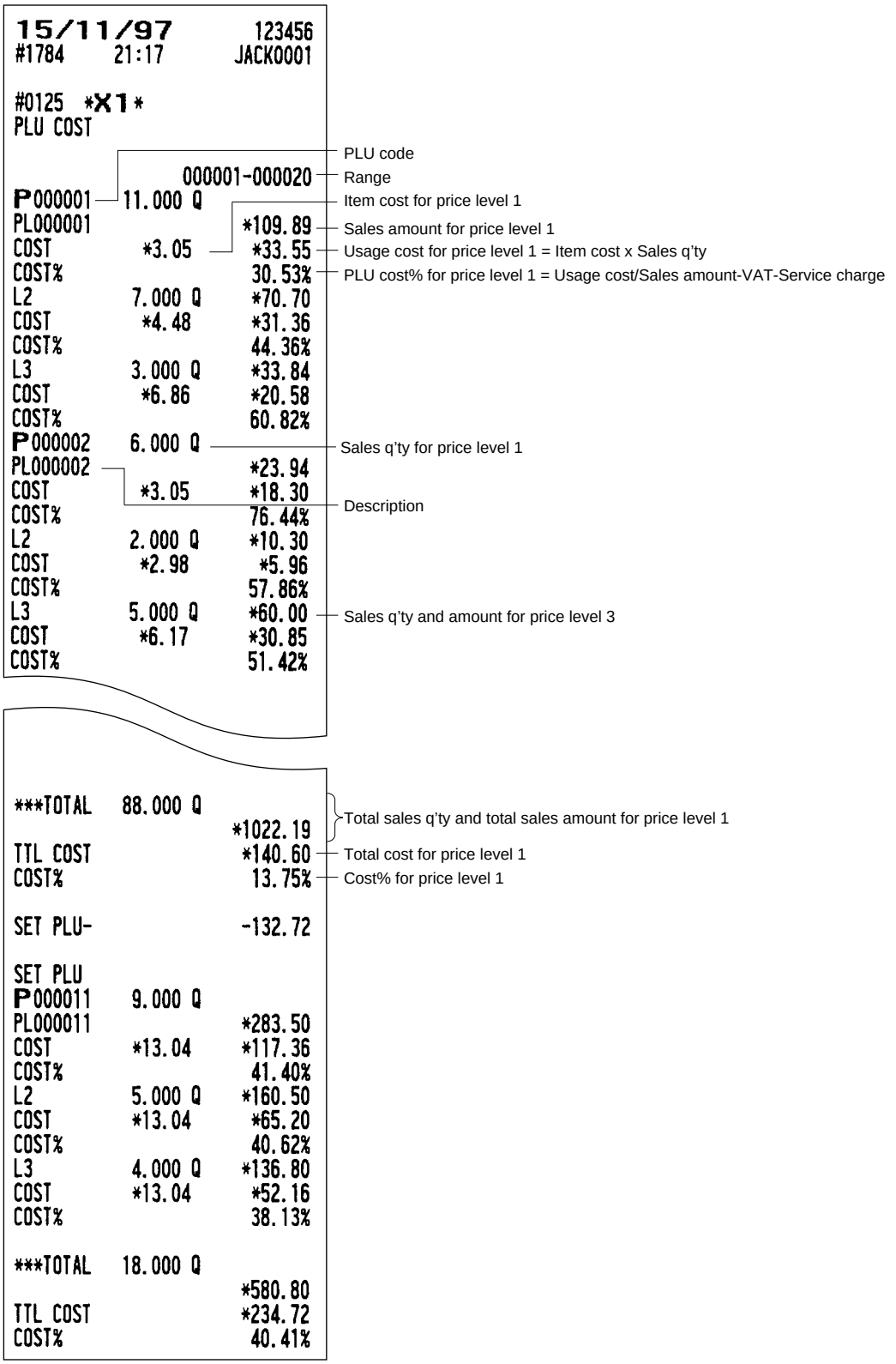
■ PLU stock report



■ Full group total report on PLUs

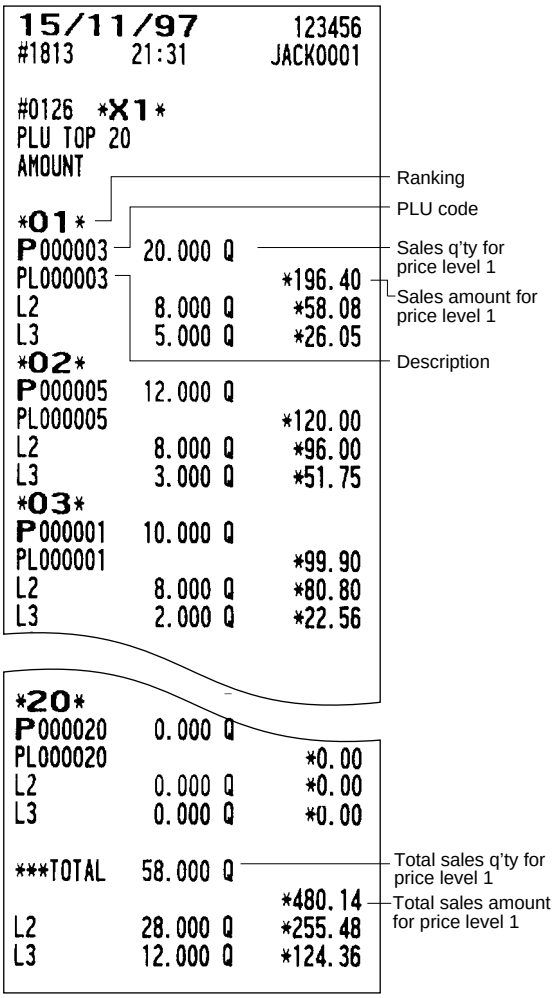


■ PLU cost report

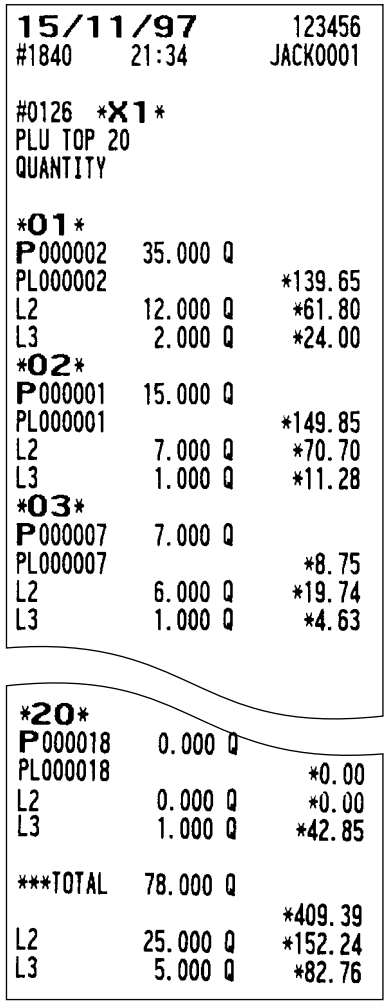


■ PLU top 20 report

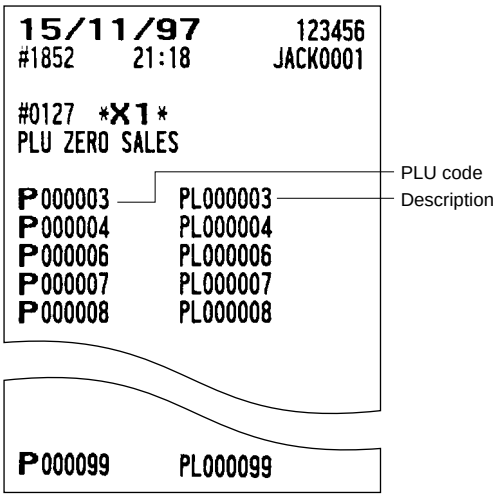
- **By amount**



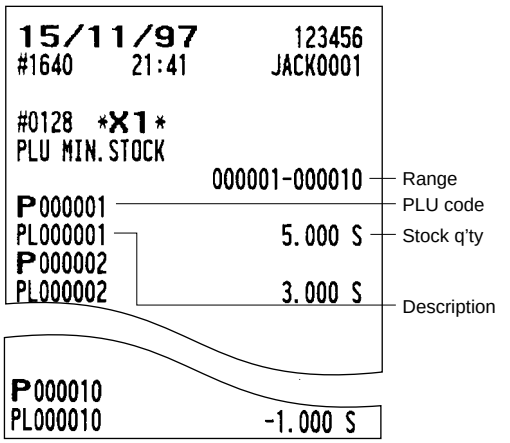
- **By q'ty**



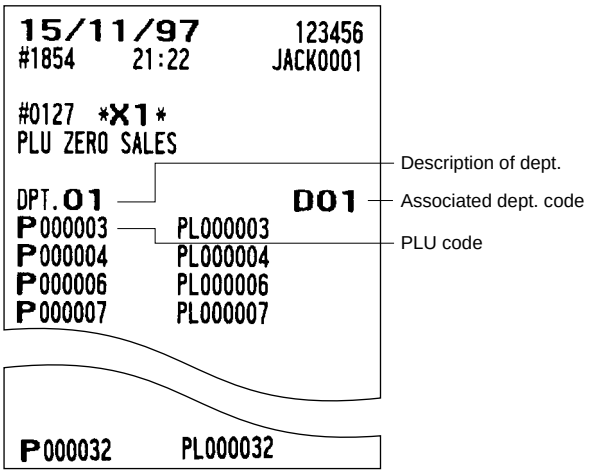
■ PLU zero sales report (full)



■ PLU minimum stock report

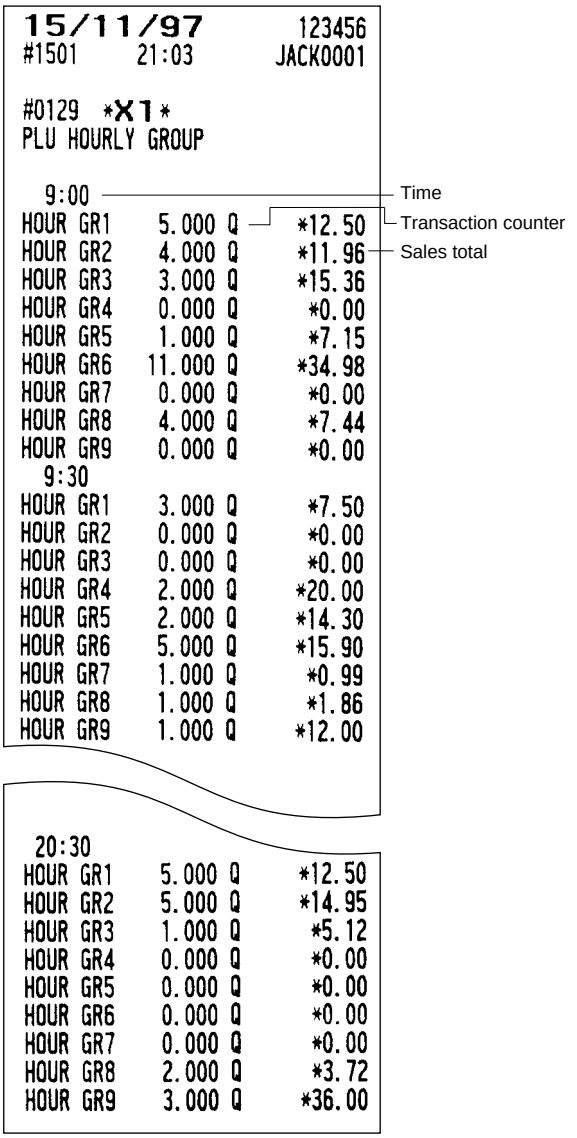


■ PLU zero sales report (by dept.)

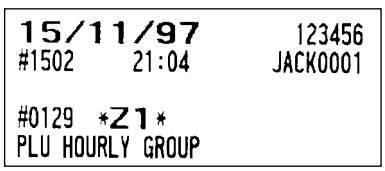


■ PLU group total report by hour

- **Sample X report**



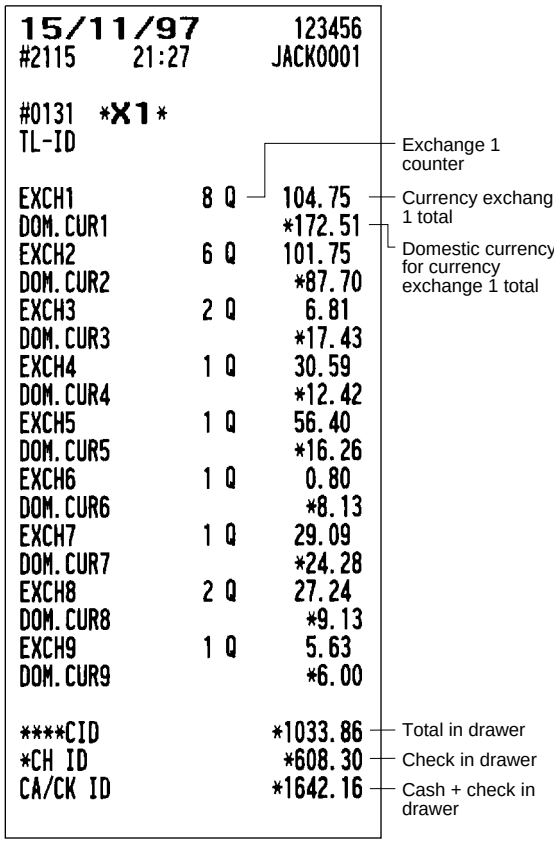
- **Sample Z report**



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

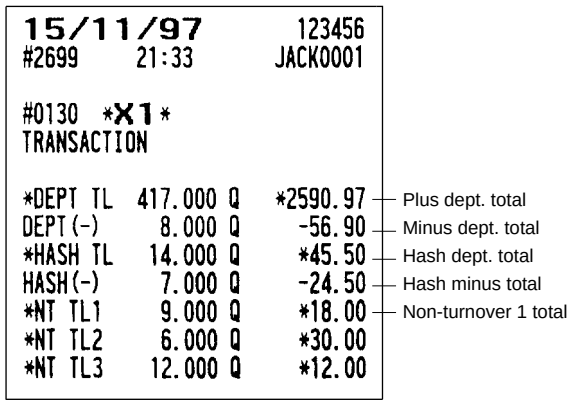
■ Total in drawer report

- **Sample X report**



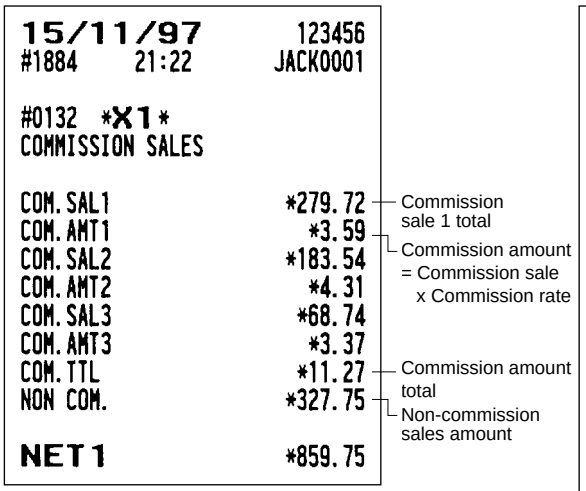
■ Transaction report

- **Sample X report**

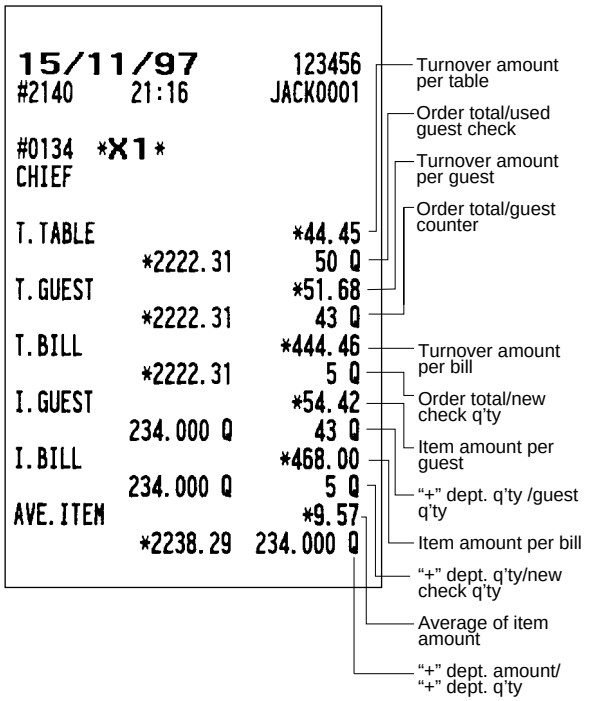


In this report, the same transaction data as those printed in the general report are printed.

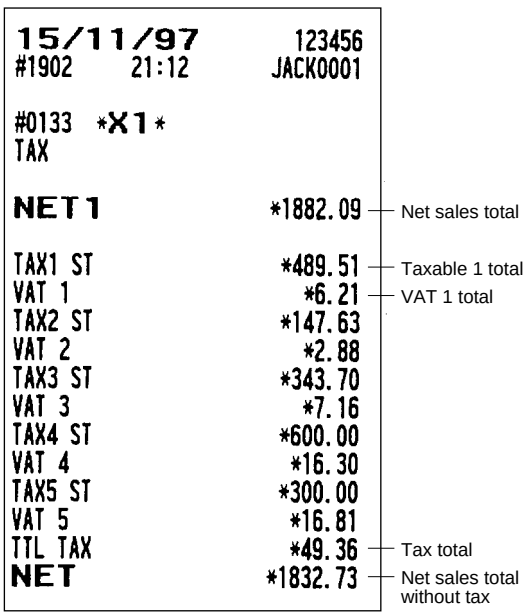
■ Commission sales report



■ Chief report

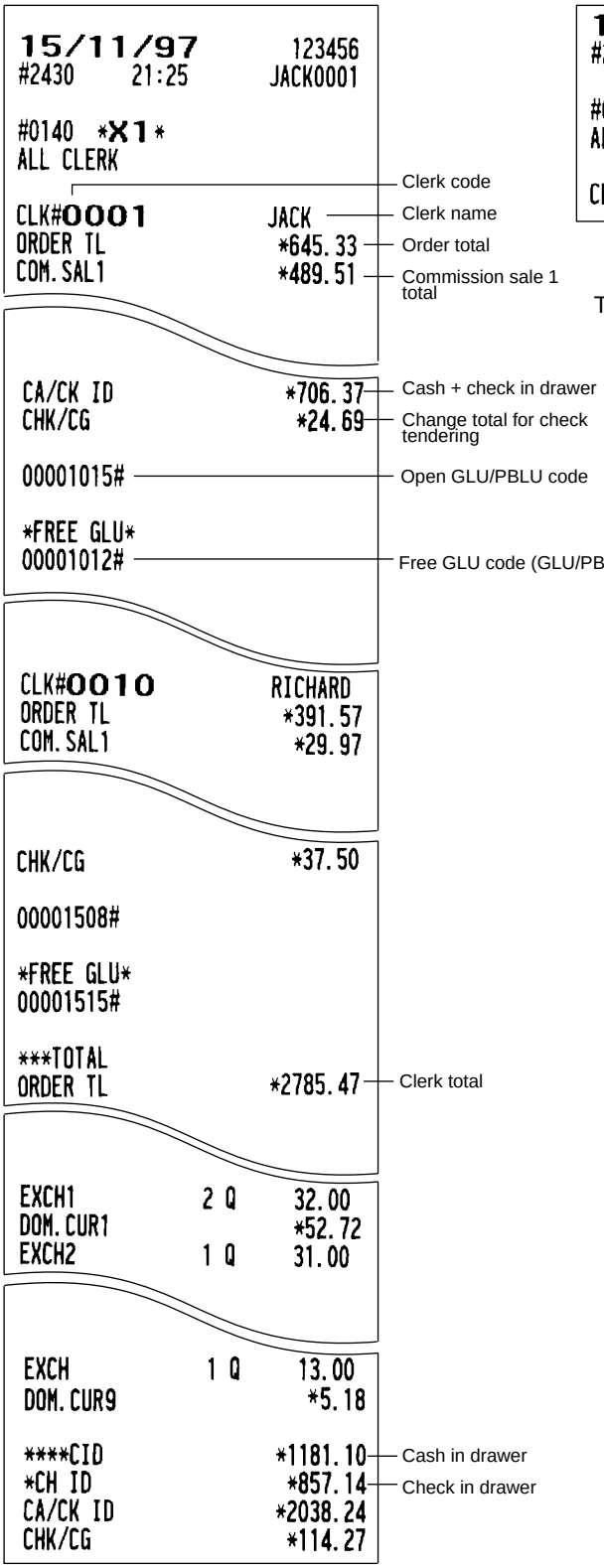


■ Tax report

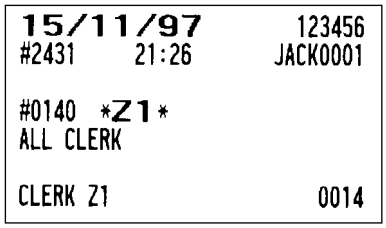


■ Full clerk report

- **Sample X report**



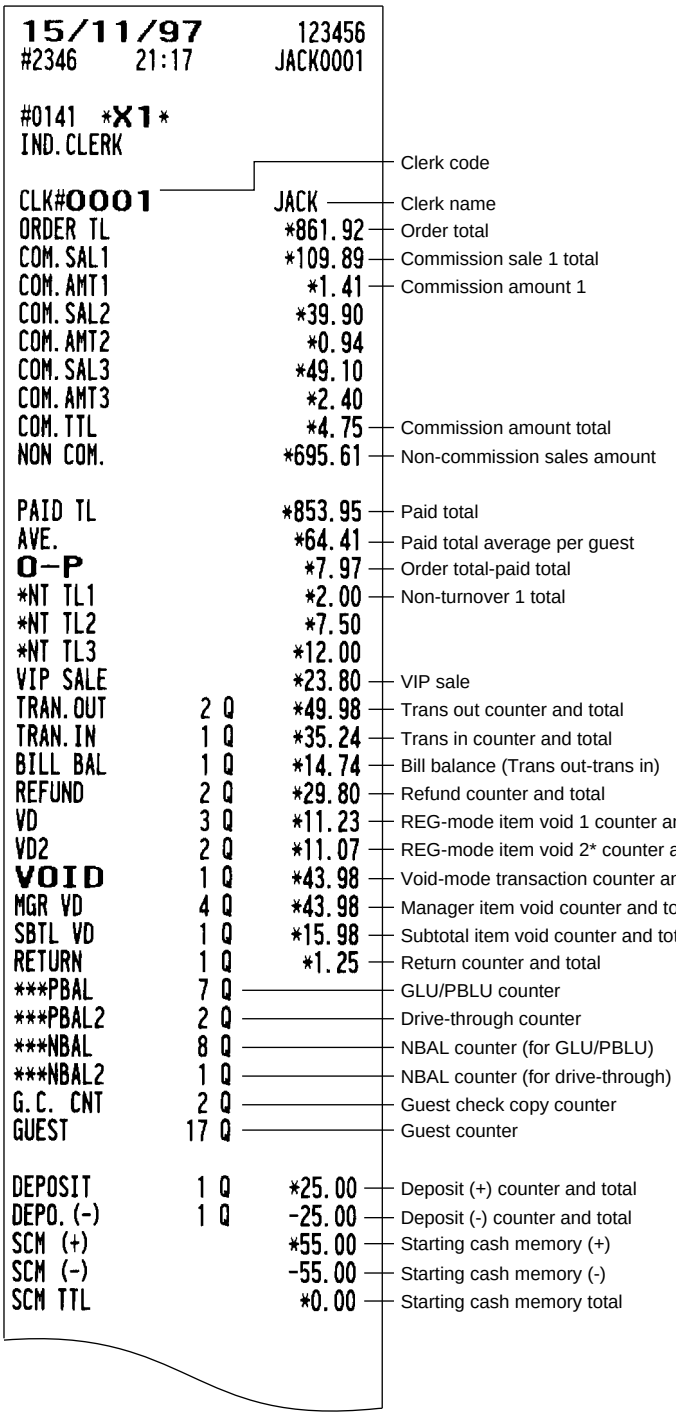
- **Sample Z report**



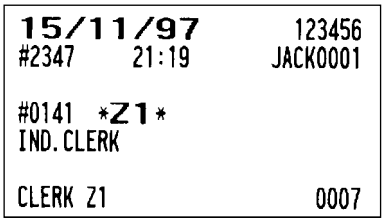
The subsequent printout occurs in the same format as in the sample X report.

■ Individual clerk report

- **Sample X report**

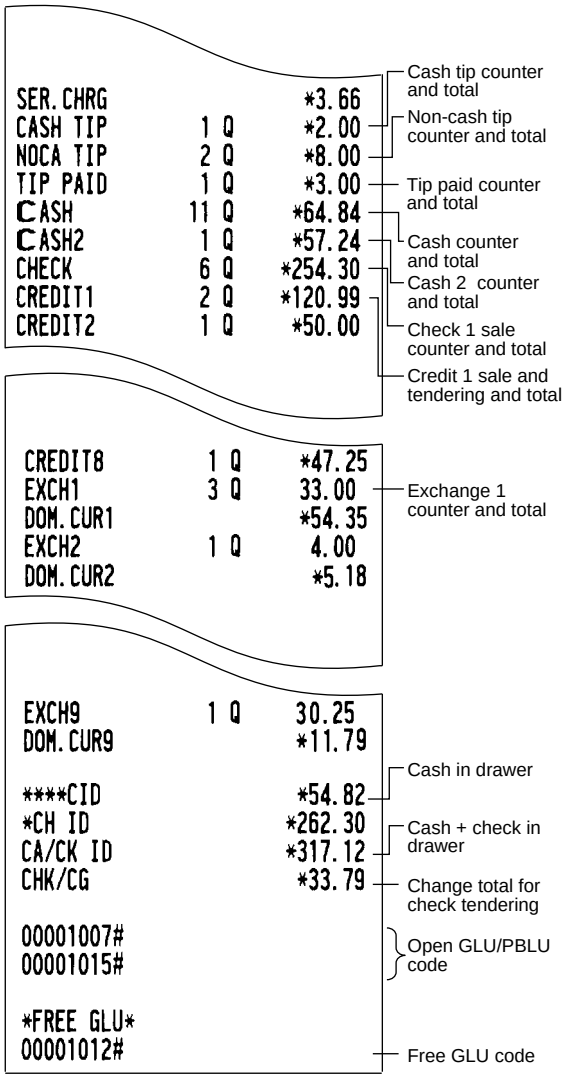


- **Sample Z report**

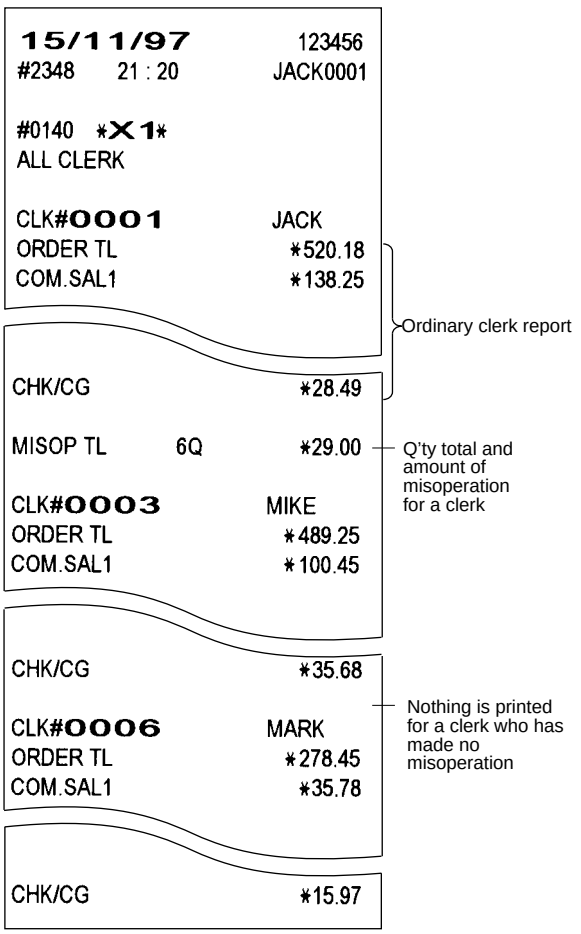


The subsequent printout occurs in the same format as in the sample X report.

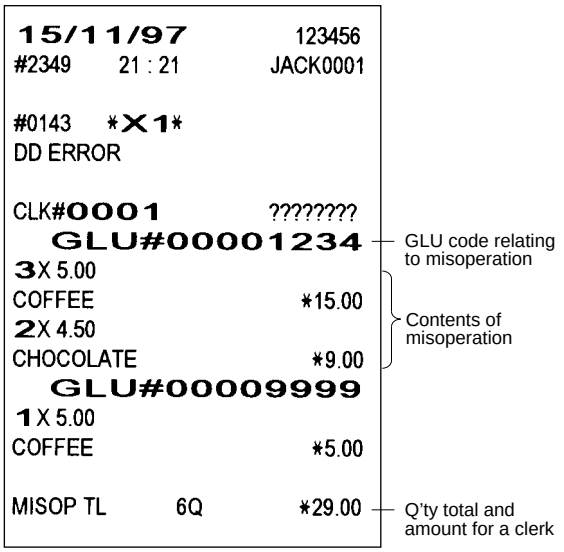
* This void is applied to PBAL.


SER.CHRG *3.66
CASH TIP 1 Q *2.00
NOCA TIP 2 Q *8.00
TIP PAID 1 Q *3.00
CASH 11 Q *64.84
CASH2 1 Q *57.24
CHECK 6 Q *254.30
CREDIT1 2 Q *120.99
CREDIT2 1 Q *50.00
CREDIT8 1 Q *47.25
EXCH1 3 Q 33.00
DOM.CUR1 *54.35
EXCH2 1 Q 4.00
DOM.CUR2 *5.18
EXCH9 1 Q 30.25
DOM.CUR9 *11.79
****CID *54.82
*CH ID *262.30
CA/CK ID *317.12
CHK/CG *33.79
00001007#
00001015#
FREE GLU
00001012#
Cash tip counter and total
Non-cash tip counter and total
Tip paid counter and total
Cash counter and total
Cash 2 counter and total
Check 1 sale counter and total
Credit 1 sale and tendering and total
Exchange 1 counter and total
Cash in drawer
Cash + check in drawer
Change total for check tendering
Open GLU/PBLU code
Free GLU code

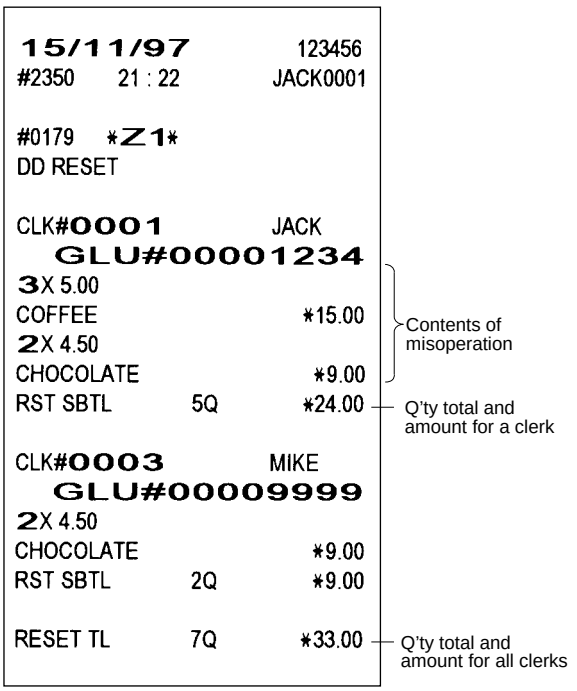
■ Clerk report (Drink dispenser misoperation)



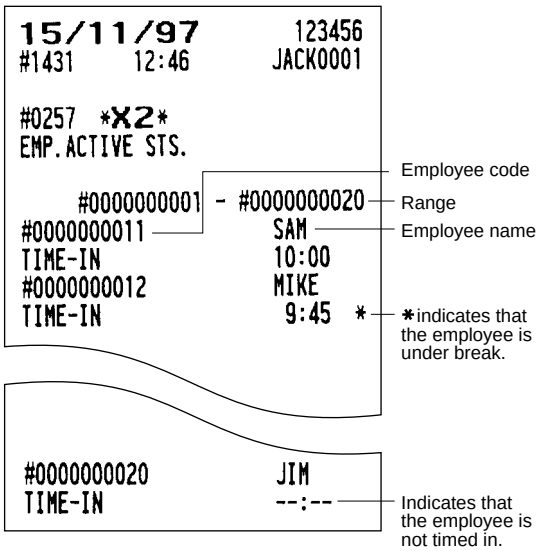
■ Drink dispenser error reading report



■ Drink dispenser resetting report

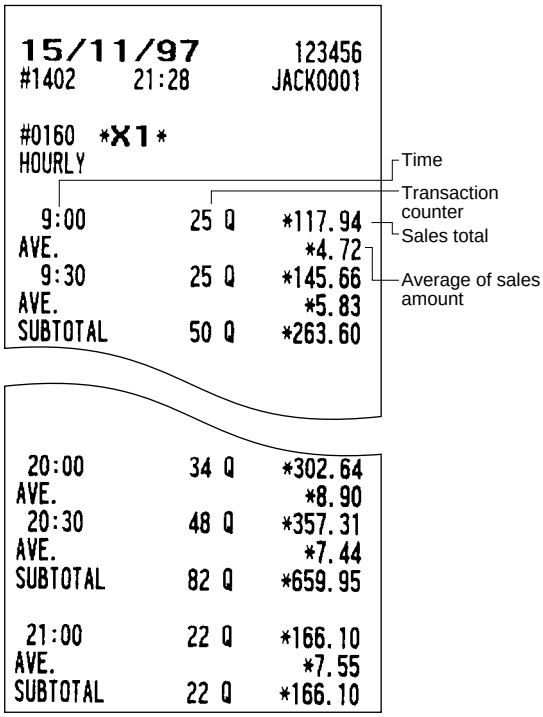


■ Employee active status report

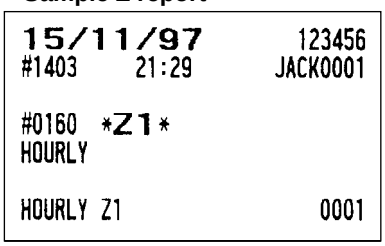


■ Hourly report

- **Sample X report**

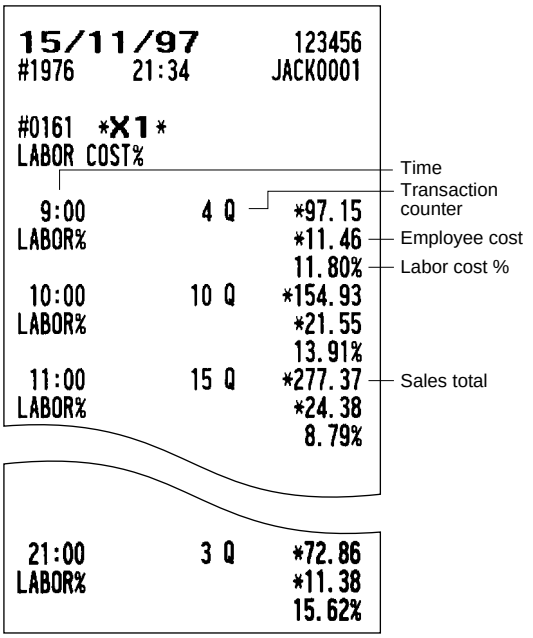


- **Sample Z report**

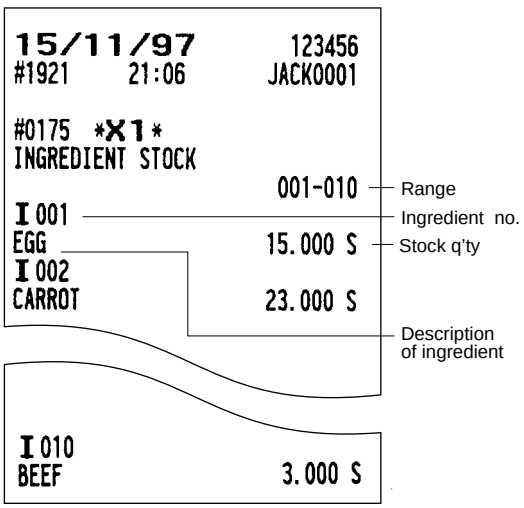


The subsequent printout occurs in the same format as in the sample X report.

■ Labor cost % report

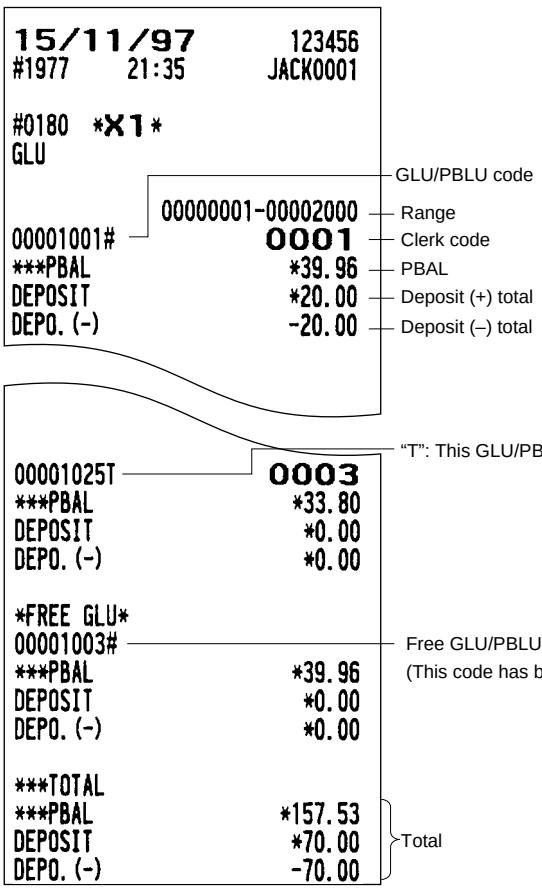


■ Ingredient stock report

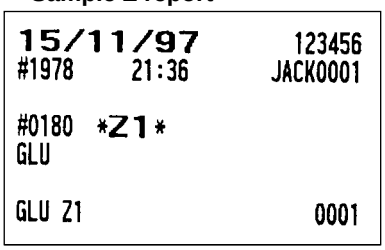


■ GLU/PBLU report

- **Sample X report**



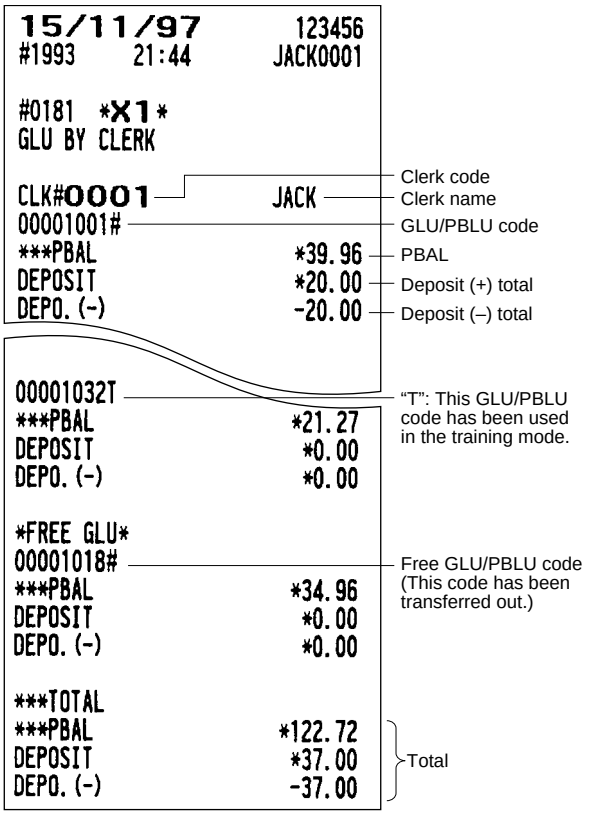
- **Sample Z report**



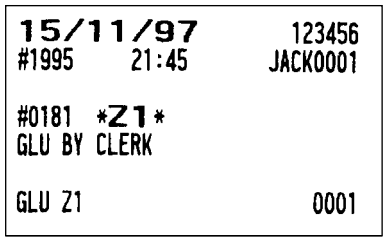
The subsequent printout occurs in the same format as in the sample X report.

■ GLU/PBLU report by clerk

- **Sample X report**



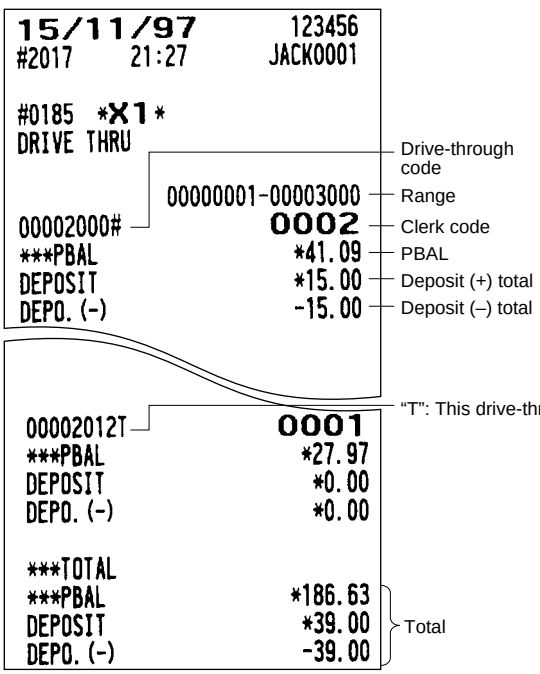
- **Sample Z report**



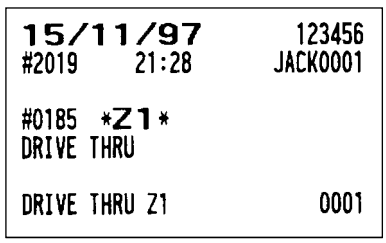
The subsequent printout occurs in the same format as in the sample X report.

■ Drive-through report

- **Sample X report**



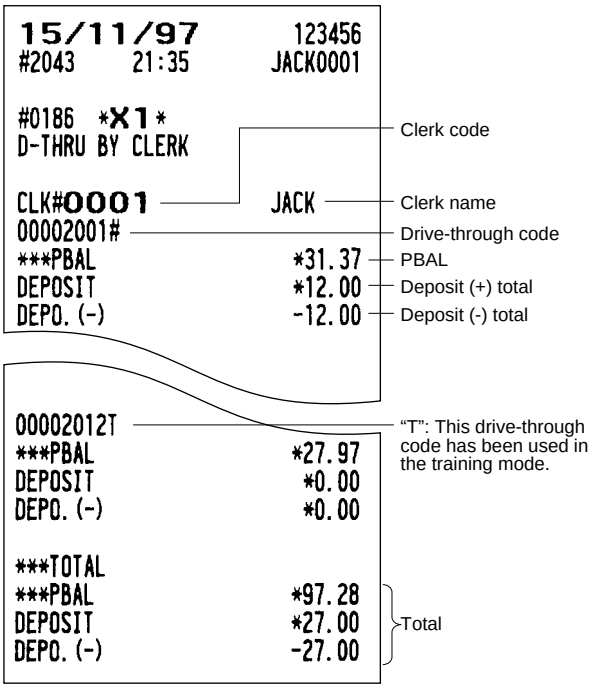
- **Sample Z report**



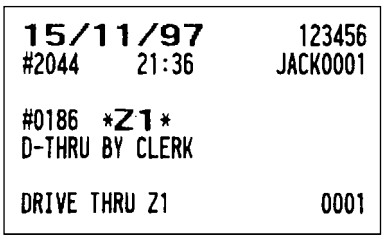
The subsequent printout occurs in the same format as in the sample X report.

■ Drive-through report by clerk

- **Sample X report**

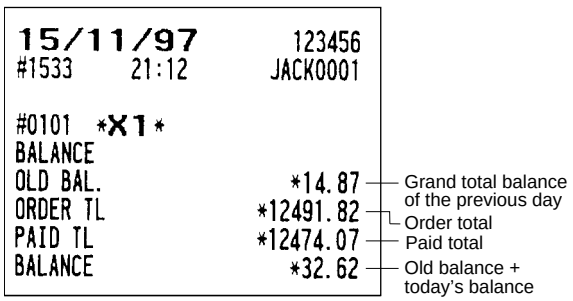


- **Sample Z report**



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

■ Balance 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 Section "Report Programming" in Chapter 13 "Programming."

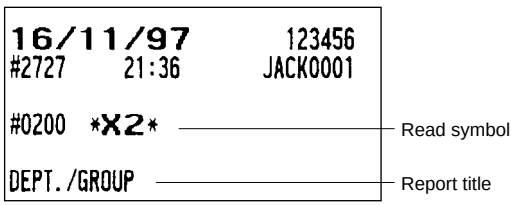
Periodic Consolidation

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

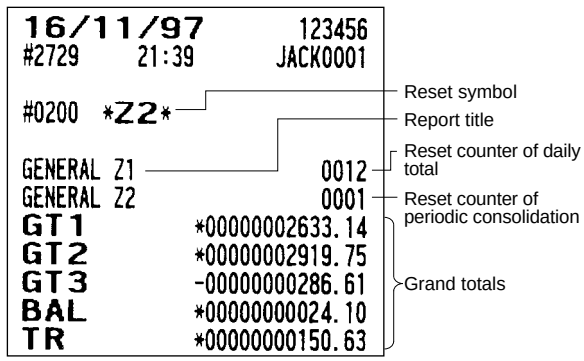
■ General information

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. (#2XX) and mode indication (“X2” or “Z2”).

- **Sample X report**



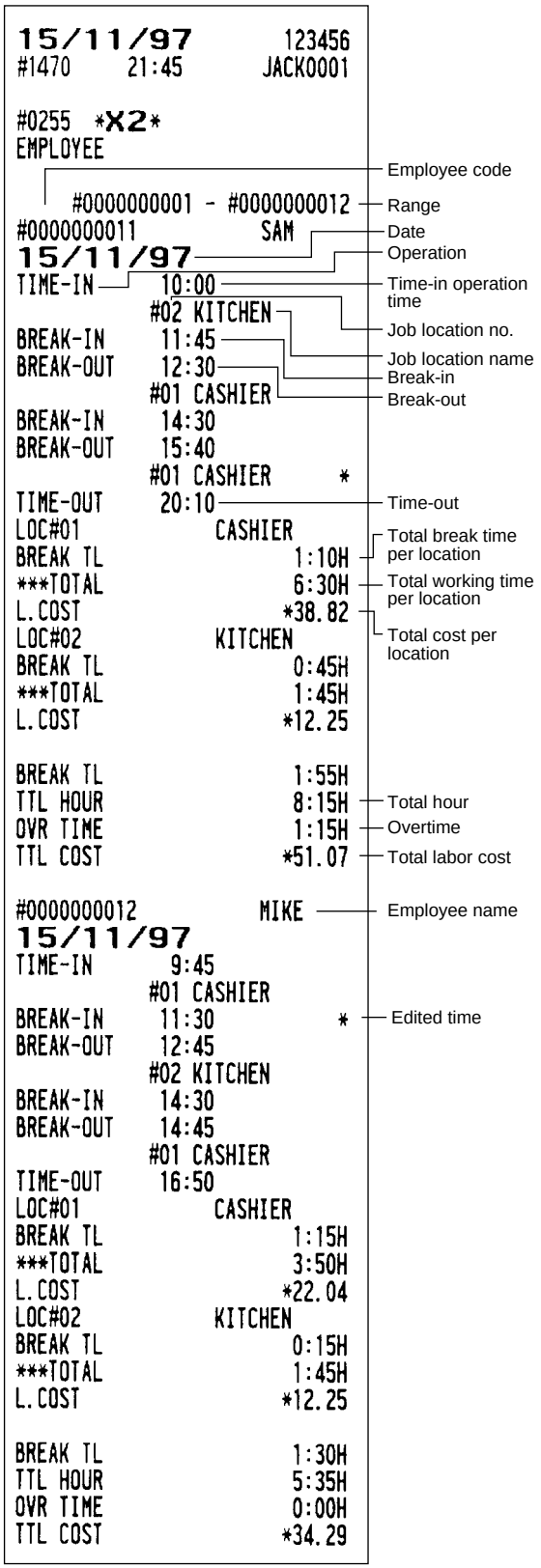
- **Sample Z report**



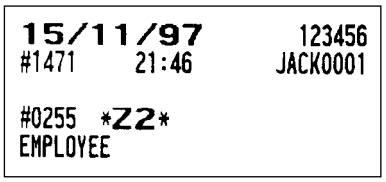
The subsequent printouts are the same in format as those in the X/Z report on daily totals.

■ Employee report

- **Sample X report**

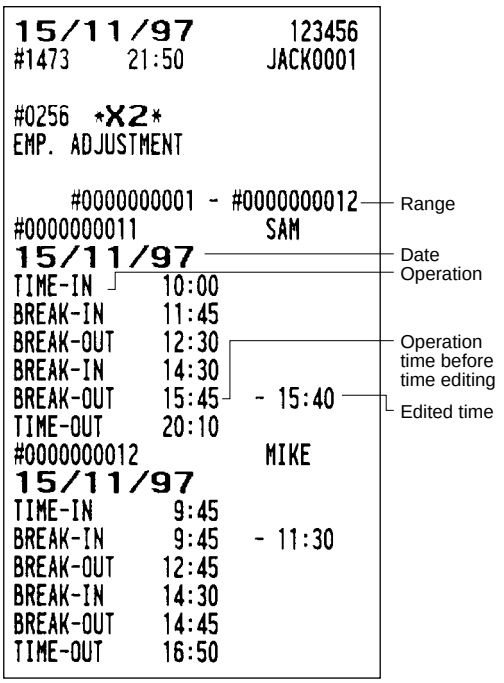


- **Sample Z report**



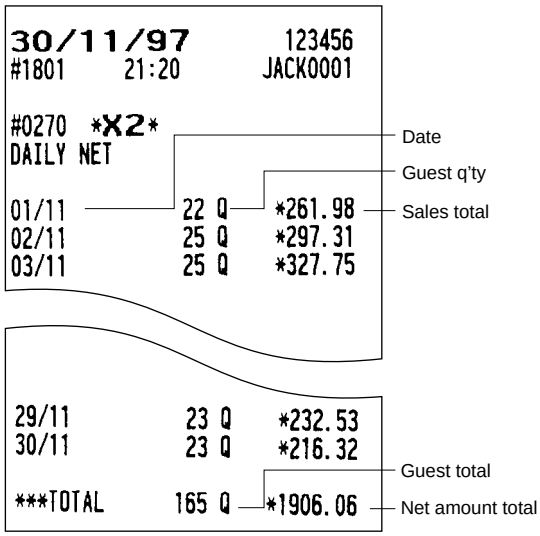
The subsequent printout occurs in the same format as in the sample X1 report.

■ Employee time adjustment report

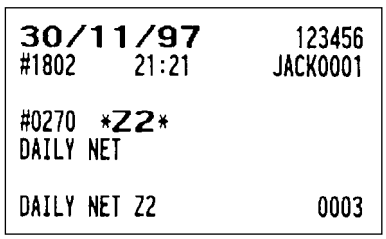


■ Daily net report

- **Sample X report**



- **Sample Z report**



The subsequent printout occurs in the same format as in the sample X 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 Section “Report Programming” in Chapter 13 “Programming.”

Compulsory Cash/Check Declaration

If your POS terminal has been programmed for compulsory cash/check declaration, you must declare cash/check in drawer in advance according to the type of the declaration when you take clerk Z reports.

Use the procedure shown in “Key operation” below for this declaration.

Types of compulsory cash/check declaration

- Compulsive when individual clerk resetting is taken
- Compulsive when full clerk resetting is taken

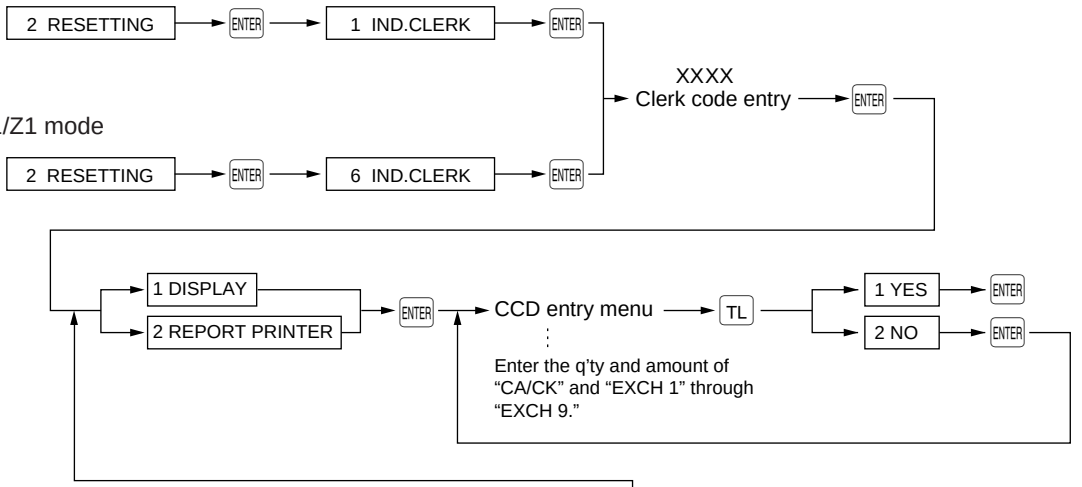
NOTE

Compulsory cash/check declaration is available in the above two types. You can choose either of these. Contact your authorized SHARP dealer for details.

Key operation

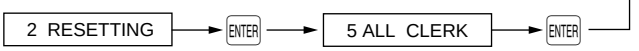
- **Individual clerk Z report**

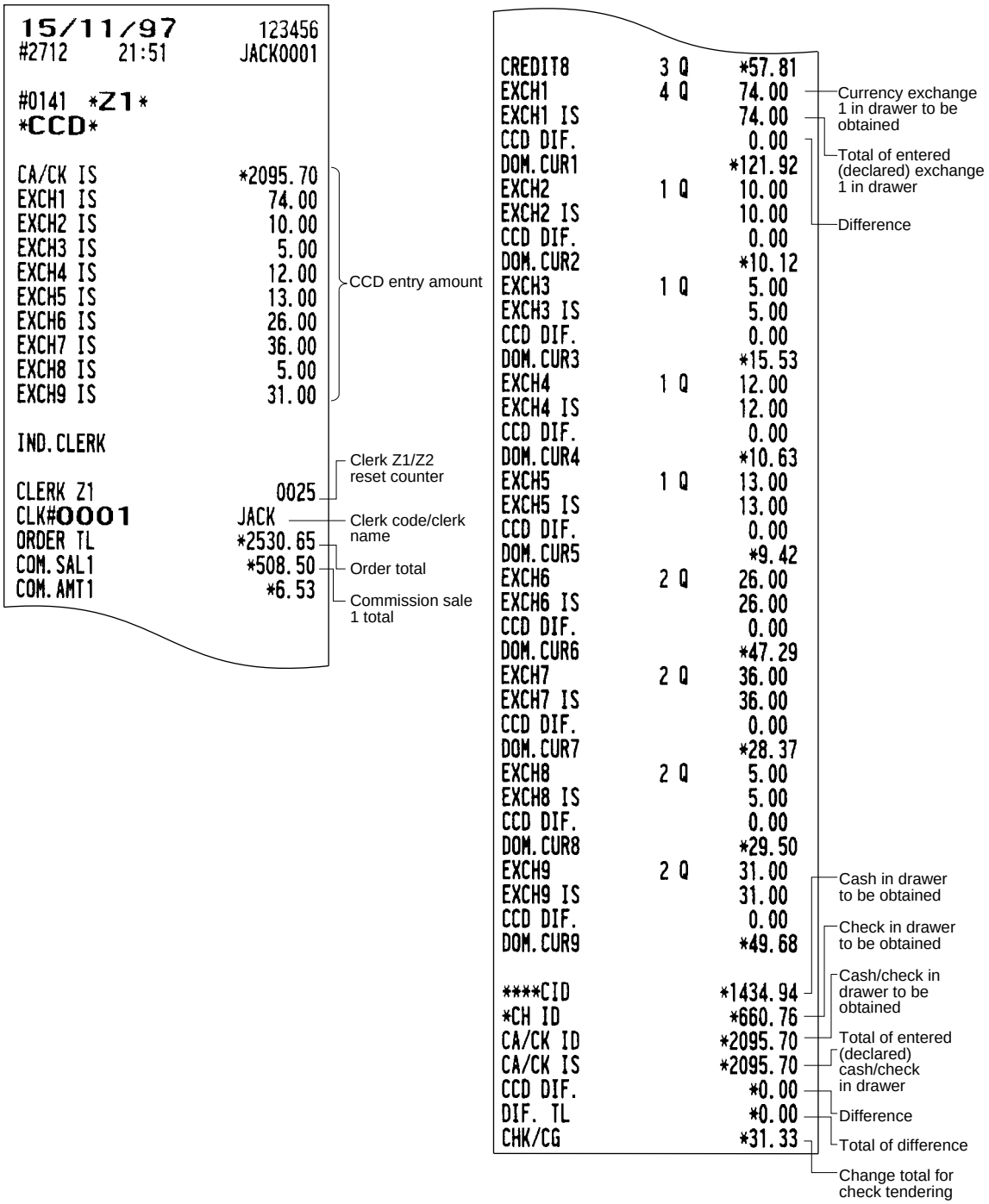
OP X/Z mode



- **Full clerk Z report**

X1/Z1 mode

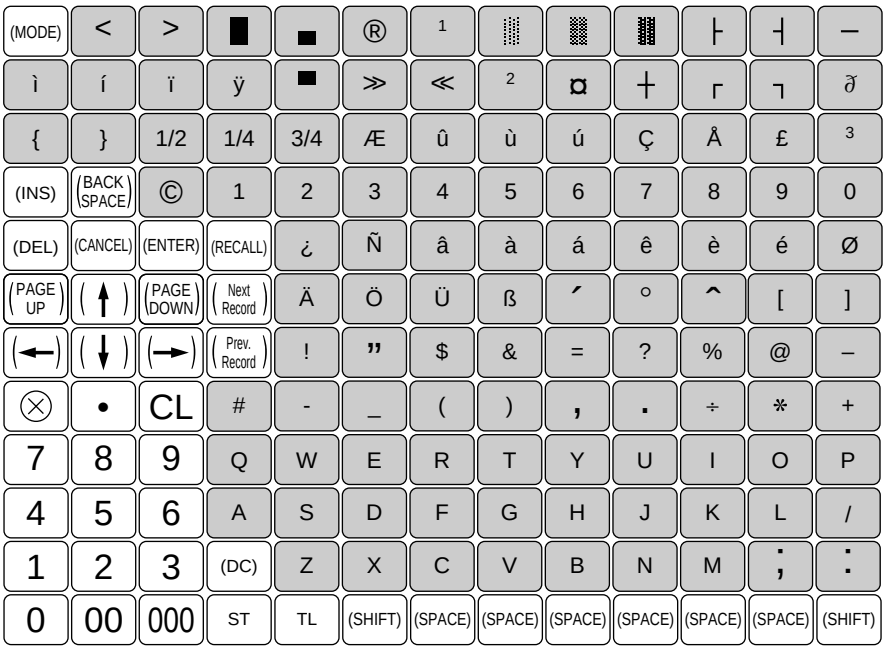



15/11/97 123456
#2712 21:51 JACK0001
#0141 *Z1*
CCD
CA/CK IS *2095.70
EXCH1 IS 74.00
EXCH2 IS 10.00
EXCH3 IS 5.00
EXCH4 IS 12.00
EXCH5 IS 13.00
EXCH6 IS 26.00
EXCH7 IS 36.00
EXCH8 IS 5.00
EXCH9 IS 31.00
IND.CLERK
CLERK Z1 0025
CLK#0001 JACK
ORDER TL *2530.65
COM.SAL1 *508.50
COM.AMT1 *6.53
CCD entry amount
Clerk Z1/Z2 reset counter
Clerk code/clerk name
Order total
Commission sale 1 total
CREDIT8 3 Q *57.81
EXCH1 4 Q 74.00
EXCH1 IS 74.00
CCD DIF. 0.00
DOM.CUR1 *121.92
EXCH2 1 Q 10.00
EXCH2 IS 10.00
CCD DIF. 0.00
DOM.CUR2 *10.12
EXCH3 1 Q 5.00
EXCH3 IS 5.00
CCD DIF. 0.00
DOM.CUR3 *15.53
EXCH4 1 Q 12.00
EXCH4 IS 12.00
CCD DIF. 0.00
DOM.CUR4 *10.63
EXCH5 1 Q 13.00
EXCH5 IS 13.00
CCD DIF. 0.00
DOM.CUR5 *9.42
EXCH6 2 Q 26.00
EXCH6 IS 26.00
CCD DIF. 0.00
DOM.CUR6 *47.29
EXCH7 2 Q 36.00
EXCH7 IS 36.00
CCD DIF. 0.00
DOM.CUR7 *28.37
EXCH8 2 Q 5.00
EXCH8 IS 5.00
CCD DIF. 0.00
DOM.CUR8 *29.50
EXCH9 2 Q 31.00
EXCH9 IS 31.00
CCD DIF. 0.00
DOM.CUR9 *49.68
****CID *1434.94
*CH ID *660.76
CA/CK ID *2095.70
CA/CK IS *2095.70
CCD DIF. *0.00
DIF. TL *0.00
CHK/CG *31.33
Currency exchange 1 in drawer to be obtained
Total of entered (declared) exchange 1 in drawer
Difference
Cash in drawer to be obtained
Check in drawer to be obtained
Cash/check in drawer to be obtained
Total of entered (declared) cash/check in drawer
Difference
Total of difference
Change total for check tendering

12 How to Use the Programming Keyboard Sheet

The programming keyboard sheet is used for programming in the PGM 1 or 2 mode.
This sheet is transparent. Place the sheet over the standard key sheet or blank key sheet when programming.

Programming Keyboard Layout



: The shaded area contains the character keys which are used for programming characters.

(SHIFT) (DC) (INS) (DEL) (BACK SPACE) — Used for programming characters. For more information about programming characters, see the section “How to Enter Alphanumeric Characters.”

→ ← ↑ ↓ — Used to move the cursor.

ENTER : Used to program each setting.

TL : Used to finalize programming.

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

MODE : Used for changing the operating mode.

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

(NEXT RECORD) : Used to go to the next record, for example, in order to program unit prices for sequential departments.

(PAGE DOWN) : Used to scroll the window to go to the next page.

(PAGE UP) : Used to scroll the window to go back to the previous page.

CL : Used to clear the last setting you have programmed or clear the error state.

• : Used to toggle between two or more options.

ST : Used to list those options which you can toggle by the • key.

(RECALL) : Used to call up a desired code.

Numeric keys: Used for entering figures.

For more information about using these keys, see “Basic Instructions” section in Chapter 13 “Programming.”

How to Program Alphanumeric Characters

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

■ Using character keys on the keyboard

Entering alphanumeric characters

To enter a character, simply press a corresponding character key on the programming keyboard sheet.
To enter a digit, simply press a corresponding numeric key.

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.

Entering upper-case letters

(SHIFT) : You can enter an upper-case letter by using this key. Press this key just before you enter the upper-case letter. You should press this key each time you enter an upper-case letter.

Editing text

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

To select a text editing mode

(INS) : Toggles between the insert mode (“_”) and the overwrite (“■”) mode.

To move the cursor

← or → : Moves the cursor.

To delete a character or figure

(DEL) : Deletes a character or figure in the cursor position.

(BACK SPACE) : 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.

■ Entering character codes

Numerals, letters and symbols are programmable by entering the [00] key and character codes. Use the following procedure with the cursor placed at the position where you want to enter characters:

[00] ⟶ XXX XXX : character code (3 digits)

Character code:

032 - 047	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047
		!	"	#	$	%	&	'	(	)	*	+	,	−	.	/
048 - 063	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063
	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
064 - 079	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079
	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
080 - 095	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095
	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
096 - 111	096	097	098	099	100	101	102	103	104	105	106	107	108	109	110	111
	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
112 - 127	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	p	q	r	s	t	u	v	w	x	y	z	{	¦	}	~	⌂
128 - 143	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Å
144 - 159	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	ø	£	Ø	×	ƒ
160 - 175	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
	á	í	ó	ú	ñ	Ñ	ª	º	¿	®	¬	½	¼	¡	«	»
176 - 191	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
	▒	▒	▓	│	┤	Á	Â	À	©	╣	║	╗	╝	¢	¥	┐
192 - 207	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
	└	┴	┬	├	─	┼	ã	Ã	╚	╔	╩	╦	╠	═	╬	¤
208 - 223	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
	ð	Ð	Ê	Ë	È	ı	Í	Î	Ï	┘	┌	▉	▄	¦	Ì	▀
224 - 239	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
	Ó	ß	Ô	Ò	ő	Õ	µ	þ	Þ	Ú	Û	Ù	ý	Ý	¯	´
240 - 255	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
		±	‗	¾	¶	§	÷	¸	°	¨	·	¹	³	²	■	(DC)

*(DC) : Double-size character code

13 Programming

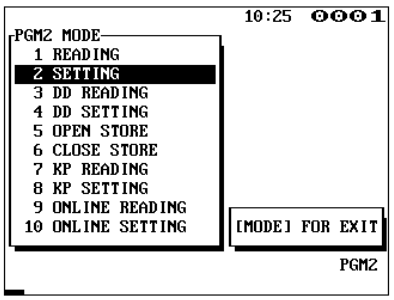
PGM1 MODE
PGM2 MODE
AUTO KEY MODE

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

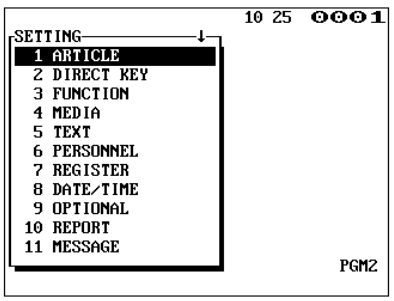
Basic Instructions

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

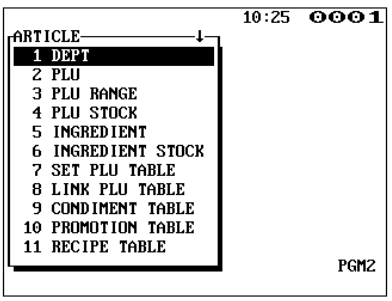
Procedure



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 “taxable 2 yes” for department 1.

1. In the PGM2 MODE window, select “2 SETTING” by using the ↑ or ↓ key and press the ENTER key.
- The SETTING window will appear.

NOTE

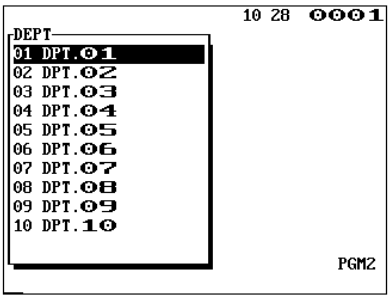
• You can also select “2 SETTING” by using numeric key “2,” then press the ENTER key.
• If you return to the previous screen, press the CANCEL key.

2. Select “1 ARTICLE.”
- The ARTICLE window will appear.

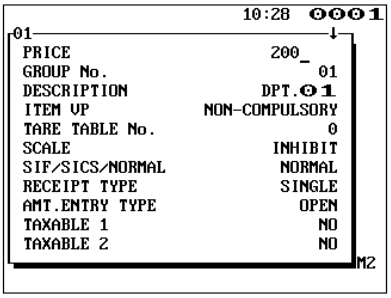
NOTE

The arrow mark in the upper-right corner of the window shows that the window contains more options than are now on the screen. To scroll the window, press the PAGE DOWN key.
To return to the previous page, press the PAGE UP key.

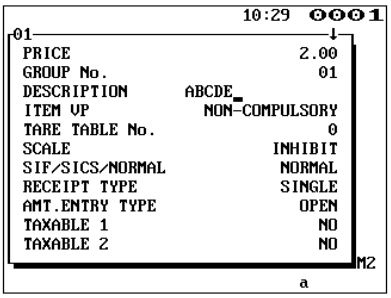
3. Select “1 DEPT.”
- The DEPT window will appear, listing programmable departments.



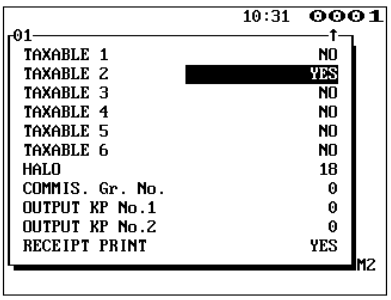
ENTER ↓ ↑ CANCEL



↓ ↑



PAGE DOWN ↓ ↑ PAGE UP



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 press the ENTER key. ➔ **Numeric entry**
- Move the cursor to “DESCRIPTION,” enter “ABCDE” by using character keys, then press the ENTER key. ➔ **Character entry**

If you want to clear setting, press the CL key before you press the ENTER key.

6. Press the PAGE DOWN key to go to the next page of the “01” window, then program the machine to set “taxable 2” as follows:
- Move the cursor to “TAXABLE 2,” press the • key to select “YES,” then press the ENTER key. ➔ **Selective entry**

NOTE

The • key toggles between two options as follows: NO➔YES➔NO➔....
Pressing the ST key displays all pertinent options.

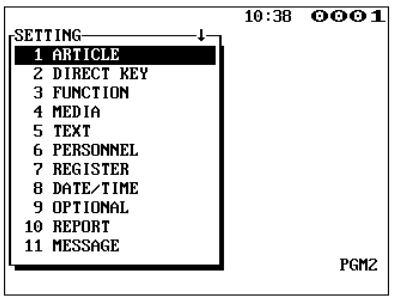
7. Select one of the following actions:
- To cancel the programming, press the CANCEL key. Select “1 YES” in the “ARE YOU SURE ?” window.
- To finalize the programming, press the TL key, then press the CANCEL key. You will return to the “DEPT” window.
- To program for the following department, press the NEXT RECORD key. The “02” window will appear. To return to the “01” window, press the PREV. RECORD key.

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

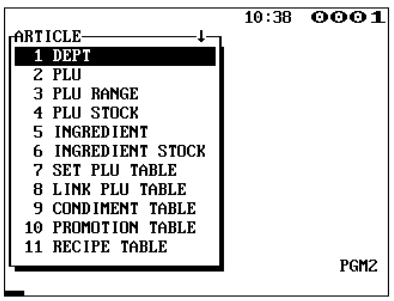
Article Programming

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

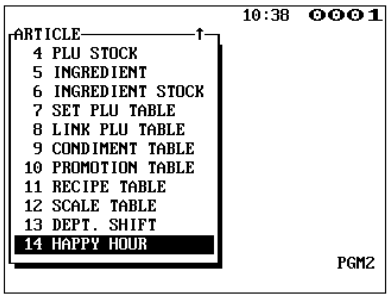
Procedure



ENTER ↓ ↑ CANCEL



PAGE DOWN ↓ ↑ PAGE 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	SET PLU TABLE:	Set PLU table
8	LINK PLU TABLE:	Link PLU table
9	CONDIMENT TABLE:	Condiment table
10	PROMOTION TABLE:	Promotion table
11	RECIPE TABLE:	Recipe table
12	SCALE TABLE:	Scale table
13	DEPT. SHIFT:	Department shift
14	HAPPY HOUR:	Happy hour

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

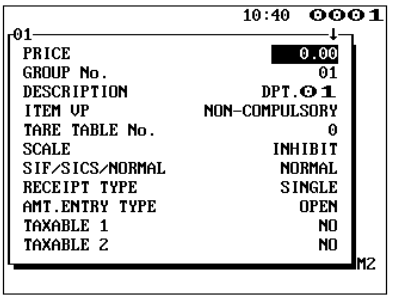
1 ARTICLE
- 1 DEPT ➡ See “■Department” on page 128.
- 2 PLU ➡ See “■PLU” on page 130.
- 3 PLU RANGE ➡ See “■PLU range” on page 133.
- 4 PLU STOCK ➡ See “■PLU stock” on page 134.
- 5 INGREDIENT ➡ See “■Ingredient” on page 135.
- 6 INGREDIENT STOCK ➡ See “■Ingredient stock” on page 136.
- 7 SET PLU TABLE ➡ See “■Set PLU table” on page 137.
- 8 LINK PLU TABLE ➡ See “■Link PLU table” on page 138.
- 9 CONDIMENT TABLE ➡ See “■Condiment table” on page 139.
- 10 PROMOTION TABLE ➡ See “■Promotion table” on page 140.
- 11 RECIPE TABLE ➡ See “■Recipe table” on page 142.
- 12 SCALE TABLE ➡ See “■Scale table” on page 143.
- 13 DEPT. SHIFT ➡ See “■Department shift” on page 144.
- 14 HAPPY HOUR ➡ See “■Happy hour” on page 144.

■ Department

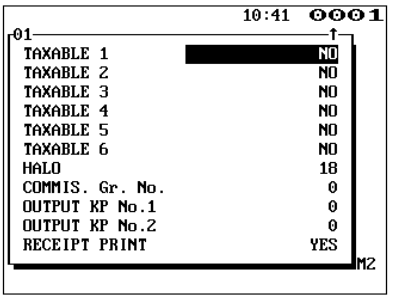
Your POS terminal is equipped with 10 standard departments.
Use the following procedure to program for departments.

Procedure

Select a pertinent dept. code from the departments list.



The screen continues.



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)

• GROUP No. (Use the numeric entry)
01-09: Plus department
10: Minus department
11: Plus hash department
12: Minus hash department
15-17: Non-turnover 1-3
- If the "Hash" and "non-turnover" functions are disabled, you are not allowed to select any hash or non-turnover department.

• DESCRIPTION (Use the character entry)
Description for a department (max. 12 characters). Up to 16 characters can be entered.

• ITEM VP (Use the selective entry)
COMPULSORY: Makes item validation printing compulsory.
NON-COMPULSORY: Makes item validation printing non-compulsory.

• TARE TABLE No. (Use the numeric entry)
Scale table number associated with scale entry (1 through 9).

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

• SIF/SICS/NORMAL (Use the selective entry)
Department type selection
SIF: SIF department
SICS: SICS department
NORMAL: Department other than SIF or SICS department

■ Department (continued)

• RECEIPT TYPE (Use the selective entry)

Receipt type selection (When the receipt type is “single/double” or “single/double + addition.”)

DOUBLE: Double receipt type

SINGLE: Single receipt type

• 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 through 6 (Use the selective entry)

Tax status

YES: Taxable

NO : Non-taxable

NOTE

• The tax system of your POS terminal has been factory-set to automatic VAT1 - 6. If you desire to select any of automatic tax 1 - 6, manual VAT1 - 6, manual VAT1, manual tax 1 - 6, and the combination of the automatic VAT 1 - 3 and the automatic tax 4 - 6, contact your authorized SHARP dealer.

• When the combination of the automatic VAT1 - 3 and automatic tax 4 - 6 system is selected, one of the taxable 1 - 3 can be selected in combination with taxable 4 - 6.

• 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 x 10^B

A: Significant digit for HALO (1 through 9)

B: Number of zeros to follow the significant digit for HALO (0 through 8)

• COMMIS. Gr. No. (Use the numeric entry)

Commission group number (1 through 3)

If the number “0” is entered, no commission group number will be assigned to a department.

You can assign each department to a commission group.

• OUTPUT KP No. 1 and No. 2 (Use the numeric entry)

ID number of the network remote printer 1 or 2 (1 through 9)

If the number “0” is entered, no remote printer will operate.

• RECEIPT PRINT (Use the selective entry)

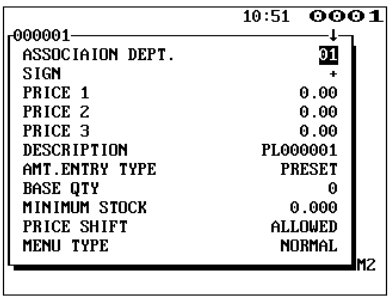
YES: Prints the department sales information on the receipt.

NO: Prints nothing on the receipt.

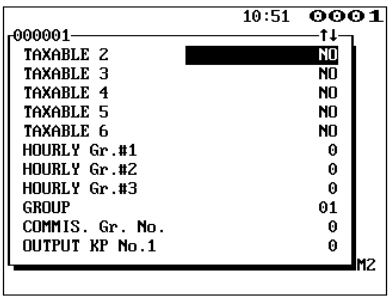
■ PLU

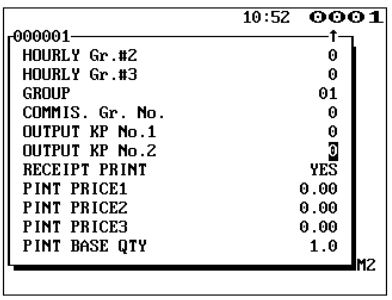
Procedure

Select a pertinent PLU code from the PLUs list.



The screen continues.





Program each item as follows:

• ASSOCIATION DEPT. (Use the numeric entry)

Department code to be associated with the entered PLU (01 through 99)

When a PLU is associated with a department, the following functions of the PLU depend on the programming for the department.

- Grouping (group 1 through 17)
- Item validation print compulsory/non-compulsory
- Single item cash sale/Single item finalize
- Single receipt/double receipt
- 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 through 3 (Use the numeric entry)

Unit price of each price level (max. 6 digits).

By default, only a price for PRICE 1 can be entered. If you want to enter a price for PRICE 2 and 3, contact your authorized SHARP dealer.

• DESCRIPTION (Use the character entry)

Description for a PLU (max. 12 characters). Up to 16 characters can be entered.

• 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 that should be applied only to split-pricing entries (max. 2 digits: 0.0 to 9.9)

• MINIMUM STOCK (Use the numeric entry)

Minimum stock quantity for a PLU (max. 7 digits)

■ PLU (continued)

• PRICE SHIFT (Use the selective entry)
COMPULSORY: Makes PLU price level shift compulsory.
INHIBIT: Inhibits PLU price level shift.
ALLOWED: Allows PLU price level shift.

• MENU TYPE (Use the selective entry)
PLU menu type selection
SET: Set PLU
LINK: Link PLU
NORMAL: Normal PLU

• SET/LINK TBL# (Use the numeric entry)
Table number for set PLUs/link PLUs (1 through 99)

• PROMOTION TBL# (Use the numeric entry)
Table number for promotion (1 through 99)

• CONDIMENT TBL# (Use the numeric entry)
Table number for condiment entry (1 through 99)

• 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.

• RECIPE TBL#1 through #3 (Use the numeric entry)
Table number for recipe (1 through 999)

• TARE TABLE No. (Use the numeric entry)
Scale table number associated with scale entry (1 through 9)

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

• TAXABLE 1 through 6 (Use the selective entry)
YES: Makes the PLU taxable.
NO: Makes the PLU non-taxable.

NOTE

• The tax system of your POS terminal has been factory-set to automatic VAT1 - 6. If you desire to select any of automatic tax 1 - 6, manual VAT1 - 6, manual VAT1, manual tax 1 - 6, and the combination of the automatic VAT1 - 3 and the automatic tax 4 - 6, contact your authorized SHARP dealer.
• When the combination of the automatic VAT1 - 3 and automatic tax 4 - 6 system is selected, one of the taxable 1 - 3 can be selected in combination with taxable 4 - 6.
• A PLU not programmed for any of these tax status is registered depending on the tax status of the department which the PLU belongs to.

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

■ PLU (continued)

• GROUP (Use the numeric entry)
PLU group number (00 through 99)

• COMMIS. Gr. No. (Use the numeric entry)
You can assign a PLU to a commission group (1 through 3).
If the number “0” is entered, no commission group number will be assigned to a PLU.

• OUTPUT KP No.1 and No.2 (Use the numeric entry)
ID number of the network remote printer 1 or 2 (1 through 9)
If the number “0” is entered, no remote printer will operate.

• RECEIPT PRINT (Use the selective entry)
YES: Prints the PLU sales information on the receipt.
NO: Prints nothing on the receipt.

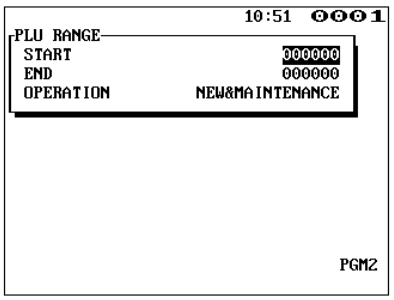
• PINT PRICE1 through 3 (Use the numeric entry)
Pint price of each price level (max. 6 digits)

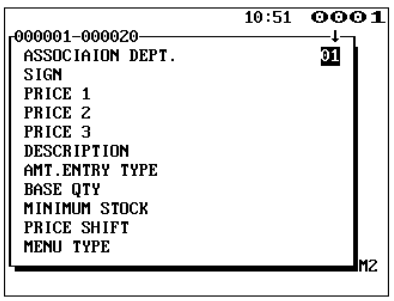
• PINT BASE QTY (Use the numeric entry)
Base quantity for each PLU/subdepartment that should be applied only to half/double pint entries (max. 2 digits: 0.0 to 9.9)

■ PLU range

You can program PLUs by range as follows:

Procedure





The screen continues in the same format as those screens shown in section “■PLU” on page 130.

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

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

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

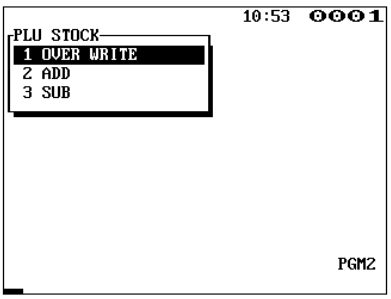
- **OPERATION (Use the selective entry)**

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

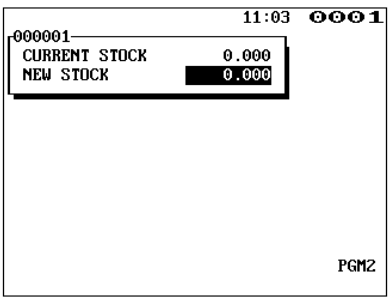
■ PLU stock

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

Procedure



Select a pertinent PLU code from the PLUs list.



After selecting “1 OVER WRITE,” select a pertinent PLU code. 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(9999999))

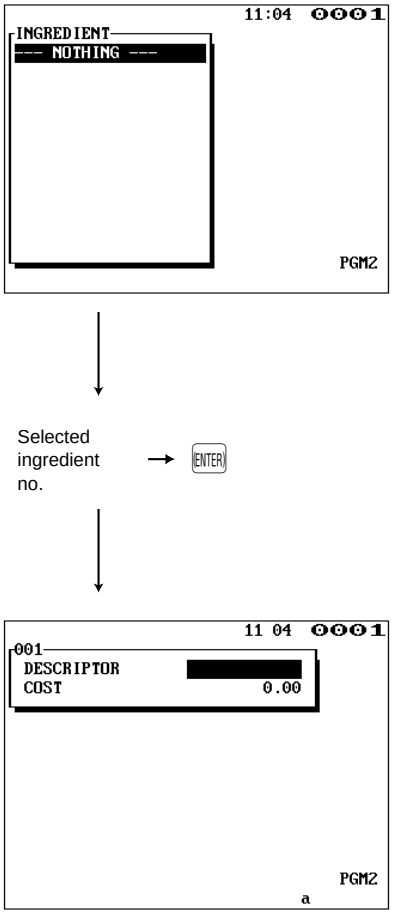
NOTE

- *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.*
- *The entry of a new stock value will update to the PLU stock counter.*

■ Ingredient

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

Procedure



Program each item as follows:

- **INGREDIENT (Use the numeric entry)**
  Ingredient number (1 through 999)

NOTE

- *When you create a new number, enter the number, then press the ENTER key.*
- *If the DEL key is pressed 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 12 characters can be entered.

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

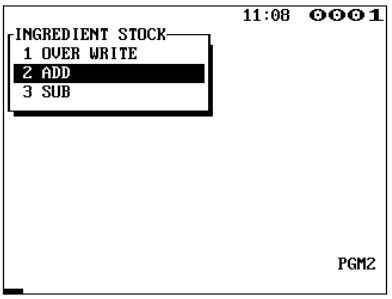
NOTE

Food cost is calculated by the following equations:
Food cost (PLU cost) = ∑(Ingredient cost x Usage)
*Food cost% = (Sales q'ty x Food cost) / (Sales amount – *VAT amount – **Service charge)*
** The VAT amount is calculated by using a VAT rate which is programmed for each PLU.*
VAT amount = Sales amount x r/(1+r)
***The service charge is calculated by using a service charge rate which is preset in the PGM2 mode. The service charge rate is shared by all PLUs.*
Service charge = Sales amount x Service charge rate

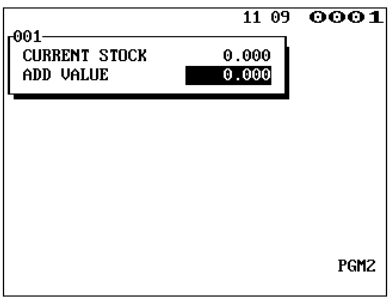
■ Ingredient stock

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

Procedure



Selected ingredient 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 to 9999.999(9999999)).

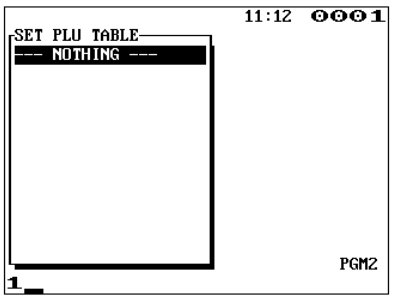
NOTE

- *If you need to 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.*

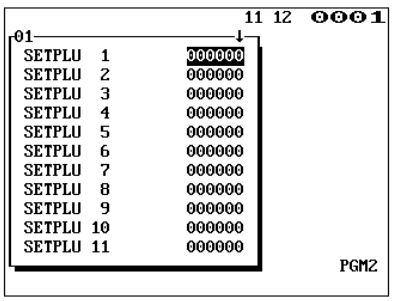
■ Set PLU table

When two or more menu items, consisting of PLUs related to a special offered, are to be programmed together, set PLUs should be specified. Up to 25 PLUs can be linked to each set PLU.

Procedure



Selected set PLU table no. → ENTER



The screen continues.

Program each item as follows:

- **SET PLU TABLE (Use the numeric entry)**
  Set PLU table number (1 through 99)

- **SETPLU XX**
  Enter set PLU codes (max. 25 PLUs).

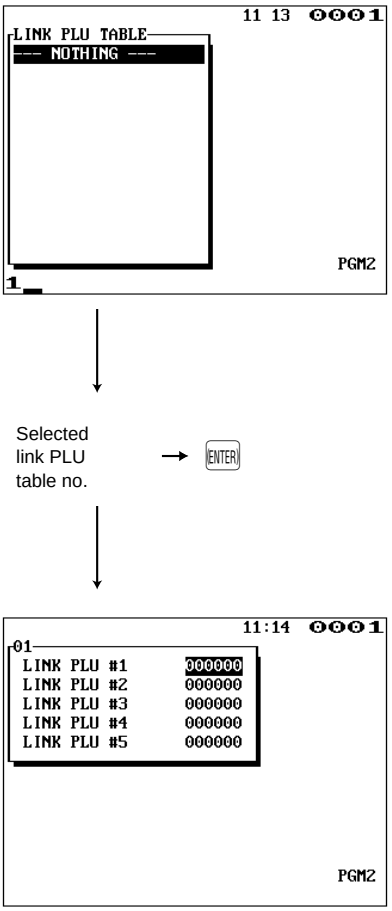
NOTE

- *PLU codes should be defined before programming a set PLU table.*
- *If the DEL key is pressed on the table number selection menu, the set PLU in the cursor position will be deleted.*

■ 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 through 99)

- **LINK PLU #X**
  Enter linked PLU codes (max. 5 PLUs).

NOTE

- *PLU codes should be defined before programming a link PLU table.*
- *If the (DEL) key is pressed 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 clerk can make such entries as “garnishing potato,” “with salad,” and “grilling steak rare.” When a clerk 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 codes for condiment entry (programmed description)					
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 19) — Next condiment table number

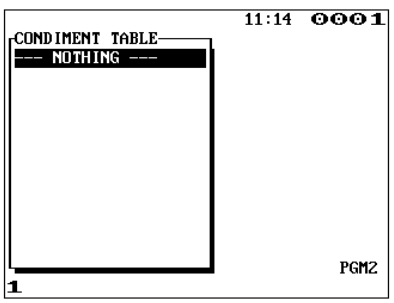
The condiment table should contain the following:

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 19 “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 clerk 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 through 99)

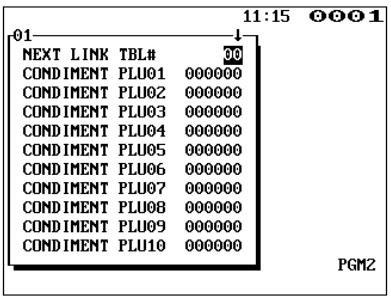
- **NEXT LINK TBL# (Use the numeric entry)**
  Enter the next condiment table number (max. 2 digits).

- **CONDIMENT PLUXX**
  Enter condiment PLU codes (max. 20 PLUs).

NOTE

- *The description of the first PLU (CONDIMENT PLU01) is used as the display prompt.*
- *PLU codes should be defined before programming a condiment table.*
- *If the (DEL) key is pressed on the table number selection menu, the table in the cursor position will be deleted.*

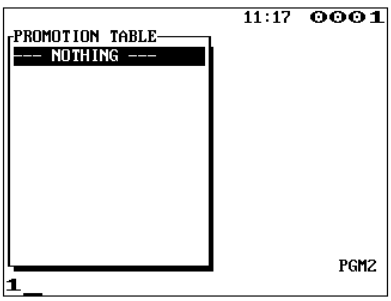
Selected condiment table number → ENTER



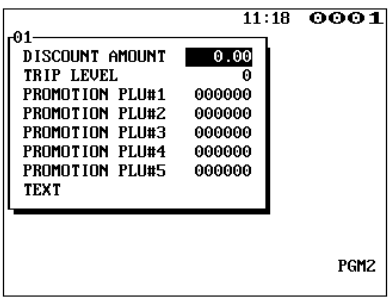
■ Promotion table (normal selling)

There are two types of promotion tables: a normal selling type and a set selling type. If you want to change the type, please contact your authorized SHARP dealer.

Procedure



Selected promotion table number → ENTER



Program each item as follows:

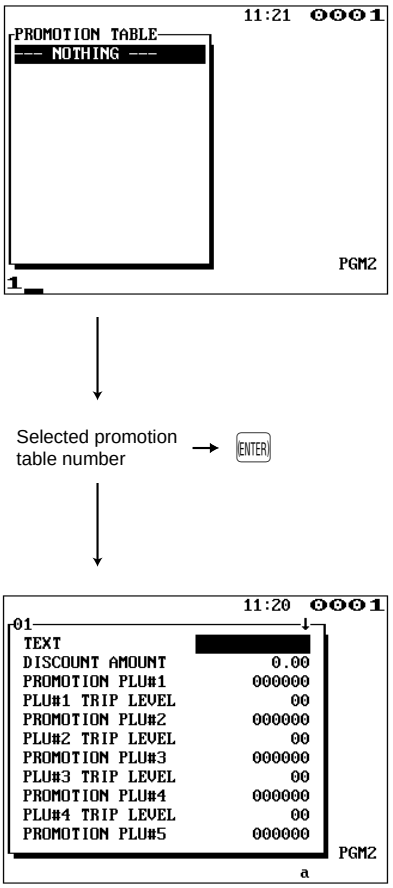
- **PROMOTION TABLE (Use the numeric entry)**
  Promotion table number (1 through 99)
- **DISCOUNT AMOUNT (Use the numeric entry)**
  Discount amount for each promotion table (max. 6 digits)
- **TRIP LEVEL (Use the numeric entry)**
  Trip level for discount (satisfying count of entered item)
- **PROMOTION PLU #1 through #5 (Use the numeric entry)**
  Enter promotion PLU codes.
- **TEXT (Use the character entry)**
  Description for each promotion table (max. 12 characters)

NOTE

- *PLU codes should be defined before programming a promotion table.*
- *If the DEL key is pressed on the table number selection menu, the table in the cursor position will be deleted.*

■ Promotion table (set selling)

Procedure



Program each item as follows:

- **PROMOTION TABLE (Use the numeric entry)**
  Promotion table number (1 through 99)

- **TEXT (Use the character entry)**
  Description for a promotion PLU (max. 12 characters)

- **DISCOUNT AMOUNT (Use the numeric entry)**
  Discount amount for a promotion table (max. 6 digits)

- **PROMOTION PLU#1 through #5 (Use the numeric entry)**
  Enter promotion PLU codes.

- **PLU#1 through #5 TRIP LEVEL (Use the numeric entry)**
  Trip level for discount (satisfying count of entered item) for each promotion PLU (max. 2 digits)

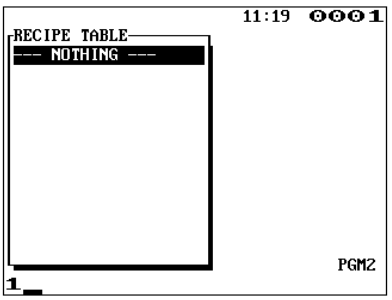
NOTE

- *PLU codes should be defined before programming a promotion table.*
- *If the (DEL) key is pressed on the table number selection menu, the table in the cursor position will be deleted.*

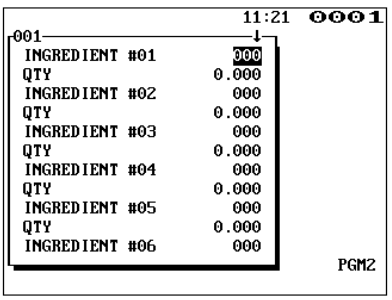
■ Recipe table

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

Procedure



Selected recipe table number → ENTER



Program each item as follows:

- **RECIPE TABLE (Use the numeric entry)**
  Recipe table number (1 through 999)

- **INGREDIENT #XX (Use the numeric entry)**
  Enter ingredient numbers (max. 10 ingredients).

- **QTY (Use the numeric entry)**
  Enter the usage of each ingredient.
  (max. 7 digits: 0 to 9999.999 (9999999)).

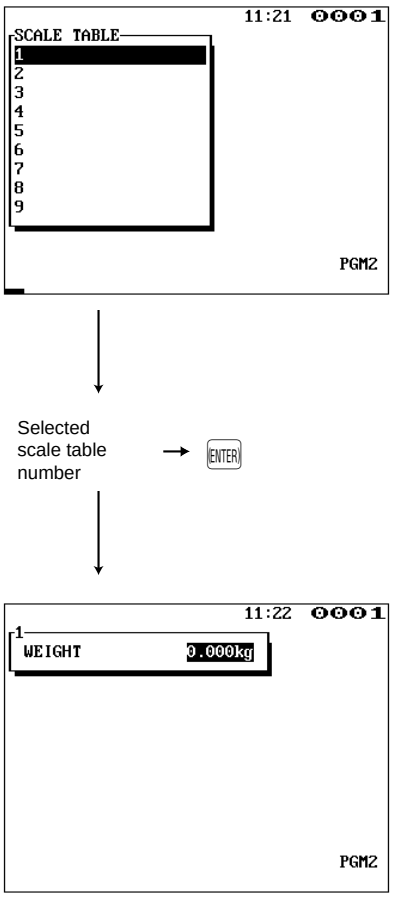
NOTE

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

■ Scale table

You can program up to nine scale tables and allows different tares to be assigned to them.

Procedure



Program each item as follows:

- **SCALE TABLE (Use the numeric entry)**
  Scale table number (1 through 9)

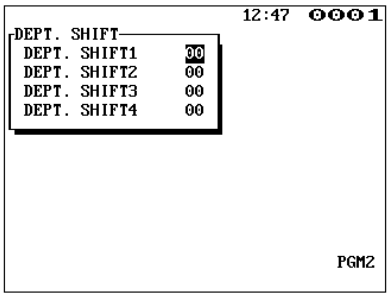
- **WEIGHT (Use the numeric entry)**
  Enter a tare weight for the scale table number (max. 4 digits: 1 to 9.999 kg (1 to 99.99 lbs.)).

NOTE

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

■ Department shift

Procedure



Program the item as follows:

• DEPT. SHIFT 1 through 4 (Use the numeric entry)
Enter an associated department code for each department shift key (max. 2 digits).

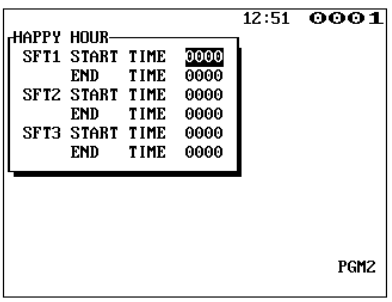
NOTE

If an associated department code which was changed by the [DEPT SHIFT1] through [DEPT SHIFT4] keys is "00," it will not change. In this case, an error will occur.

■ Happy hour

You can program a time range for each price level. When a clerk enters a PLU code, the price level for which you have programmed a time range will be automatically entered. For example, if you program the time range 9:00 AM to 11:00 AM for price level 2, only the price programmed for price level 2 is entered from 9:00 AM to 11:00 AM.

Procedure



Program the item as follows:

• SFT1 through SFT3 START TIME and END TIME (Use the numeric entry)
Enter the starting and ending times for each price level (time range: 0000 to 2359).

NOTE

When the starting and ending times are set at "0000," the "Happy hour" function is not available.

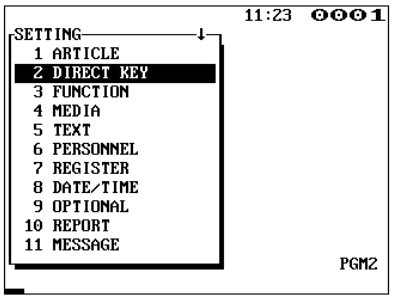
Direct Key Programming

Use the following procedure to select direct-key programming:

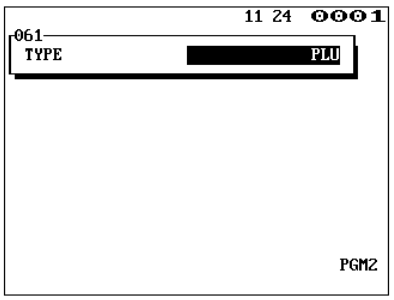
■ Direct key

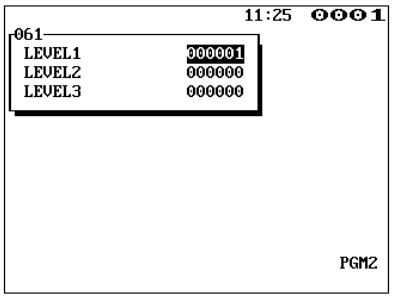
You can assign departments and PLUs directly to the keyboard. In the case of PLUs, you may assign up to 3 levels to be accessed directly on the keyboard. For key no. positions, refer to the illustration shown below.

Procedure



Select a pertinent key no. from the key numbers list.





In the case of selecting “061 DIRECT PLU”

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

NOTE

- *You can also select a direct PLU key by pressing the corresponding key when the PLU has been assigned directly on the keyboard instead of selecting the key from the menu.*
- *When selecting a department, the screen on which a department code is to be entered (the message “DEPT. CODE”) will appear.*

- **LEVEL1 through 3 (Use the numeric entry)**
  Enter a PLU code for each level. For example, if you want to use this key as PLU code 1 (level 1) and PLU code 101 (level 2), enter 1 for “LEVEL1” and 101 for “LEVEL2.”

Key numbers

12	24	36	48	60	72	84	96	108	120	132	144	156
11	23	35	47	59	71	83	95	107	119	131	143	155
10	22	34	46	58	70	82	94	106	118	130	142	154
9	21	33	45	57	69	81	93	105	117	129	141	153
8	20	32	44	56	68	80	92	104	116	128	140	152
7	19	31	43	55	67	79	91	103	115	127	139	151
6	18	30	42	54	66	78	90	102	114	126	138	150
5	17	29	41	53	65	77	89	101	113	125	137	149
4	16	28	40	52	64	76	88	100	112	124	136	148
3	15	27	39	51	63	75	87	99	111	123	135	147
2	14	26	38	50	62	74	86	98	110	122	134	146
1	13	25	37	49	61	73	85	97	109	121	133	145

Departments and PLUs programmable area

NOTE

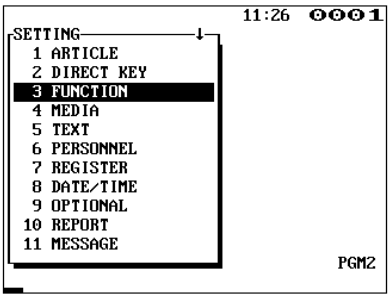
- *You can assign departments and PLUs only the “Departments and PLUs programmable area” shown above.*
- *You cannot assign a department or a PLU to the position to which a function key has been assigned.*

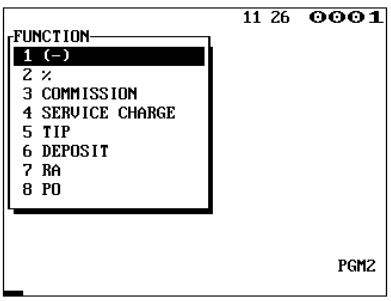
Functional Programming

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

Procedure

1. In the SETTING window, select “3 FUNCTION.”
- The FUNCTION window will appear.

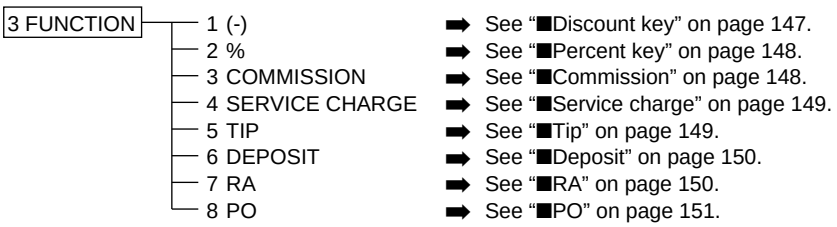




2. Select any option from the following options list:

1 (-):	Discount key
2 %:	Percent key
3 COMMISSION:	Commission
4 SERVICE CHARGE:	Service charge
5 TIP:	Tip
6 DEPOSIT:	Deposit
7 RA:	Received on account
8 PO:	Paid out

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

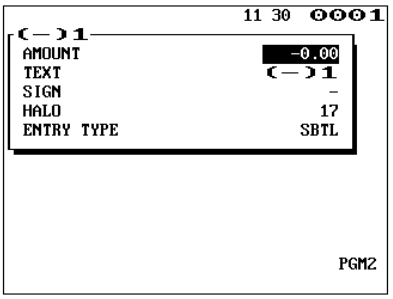


➡ See “■Discount key” on page 147.
➡ See “■Percent key” on page 148.
➡ See “■Commission” on page 148.
➡ See “■Service charge” on page 149.
➡ See “■Tip” on page 149.
➡ See “■Deposit” on page 150.
➡ See “■RA” on page 150.
➡ See “■PO” on page 151.

■ Discount key (⊖1 through ⊖9)

Procedure

Select a pertinent discount key from the discount keys list.



Program each item as follows:

• AMOUNT (Use the numeric entry)
Discount amount (max. 6 digits)

• TEXT (Use the character entry)
Description for the discount key. Up to 12 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)

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

• ENTRY TYPE (Use the selective entry)
RA: Received on account (-)
ITEM: Item (-)
SBTL: Subtotal (-)

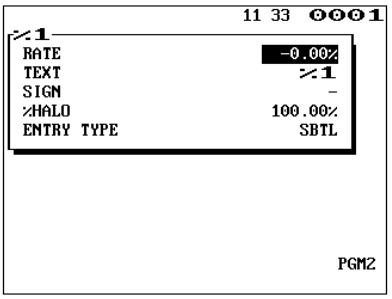
NOTE

You can also select a discount key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Percent key (%1 through %9)

Procedure

Select a pertinent percent key from the percent keys list.



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 12 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)

- **%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)**
  RA: Received on account %
  ITEM: Item %
  SBTL: Subtotal %

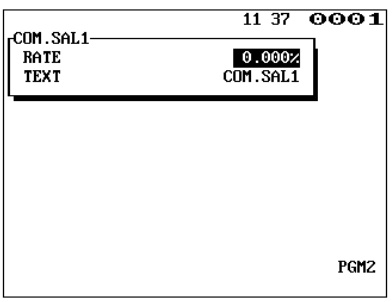
NOTE

You can also select a percent key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Commission

Procedure

Select a pertinent commission no. from the commission list.



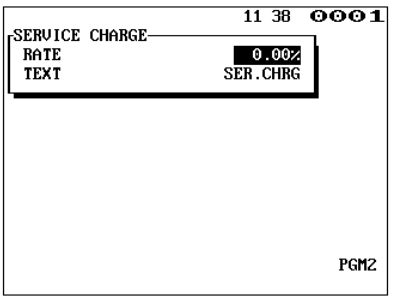
Program each item as follows:

- **RATE (Use the numeric entry)**
  Percent rate (0.000 to 99.999)

- **TEXT (Use the character entry)**
  Description for the commission. Up to 12 characters can be entered.

■ Service charge

Procedure



Program each item as follows:

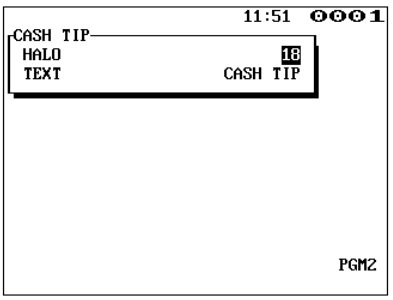
- **RATE (Use the numeric entry)**
  Percent rate (0.00 to 100.00)

- **TEXT (Use the character entry)**
  Description for the service charge. Up to 12 characters can be entered.

■ Tip

Procedure

Select a pertinent tip key from the tip keys list.



Program each item as follows:

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

- **TEXT (Use the character entry)**
  Description for the tip. Up to 12 characters can be entered.

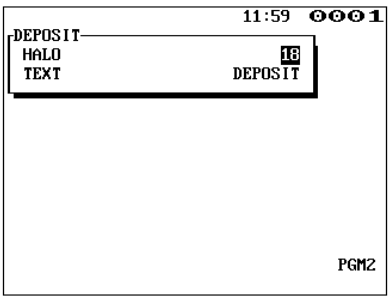
NOTE

You can also select a tip key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Deposit

Procedure

Select a pertinent deposit key from the deposit keys list.



Program each item as follows:

• HALO (High Amount Lockout) (Use the numeric entry)

A: Significant digit for HALO (1 through 9)

B: Number of zeros to follow the significant digit for HALO (0 through 8)

AB is the same as A x 10^{B}.

• TEXT (Use the character entry)

Description for the deposit. Up to 12 characters can be entered.

NOTE

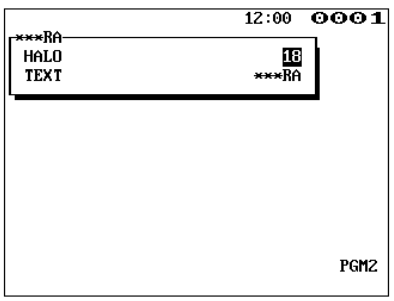
You can also select a deposit key by pressing the corresponding key directly instead of selecting the key from the menu.

■ 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 through 9)

B: Number of zeros to follow the significant digit for HALO (0 through 8)

AB is the same as A x 10^{B}.

• TEXT (Use the character entry)

Description for the received-on-account key. Up to 12 characters can be entered.

NOTE

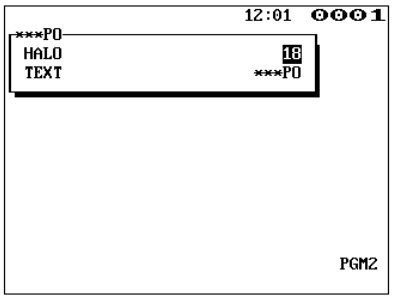
You can also select an RA key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ 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 through 9)

B: Number of zeros to follow the significant digit for HALO (0 through 8)

AB is the same as A x 10^{B}.

• TEXT (Use the character entry)

Description for the paid-out key. Up to 12 characters can be entered.

NOTE

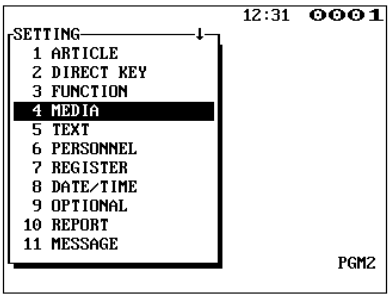
You can also select a PO key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

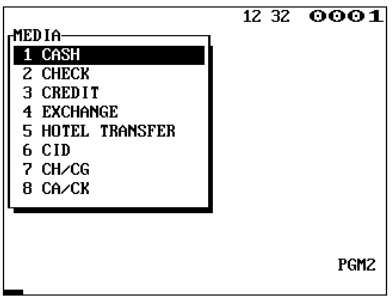
Media Key Programming

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

Procedure

1. In the SETTING window, select “4 MEDIA.”
- The MEDIA window will appear.

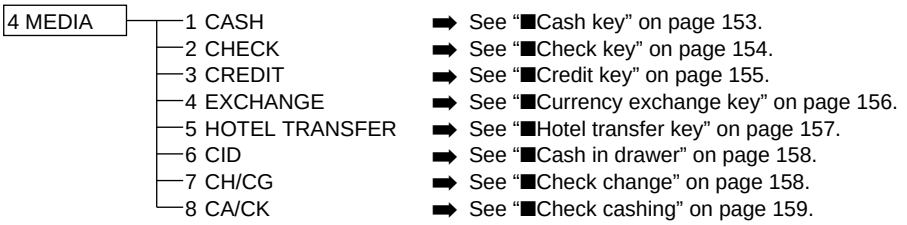




2. Select any option from the following options list:

1	CASH:	Cash key
2	CHECK:	Check key
3	CREDIT:	Credit key
4	EXCHANGE:	Currency exchange key
5	HOTEL TRANSFER:	Hotel transfer key
6	CID:	Cash in drawer
7	CH/CG:	Check change
8	CA/CK:	Check cashing

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

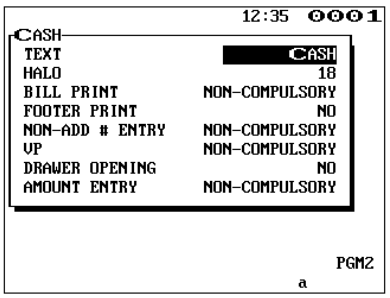


➡ See “■Cash key” on page 153.
➡ See “■Check key” on page 154.
➡ See “■Credit key” on page 155.
➡ See “■Currency exchange key” on page 156.
➡ See “■Hotel transfer key” on page 157.
➡ See “■Cash in drawer” on page 158.
➡ See “■Check change” on page 158.
➡ See “■Check cashing” on page 159.

■ Cash key

Procedure

Select a pertinent cash key from the cash keys list.



Program each item as follows:

• TEXT (Use the character entry)

Description for the cash key. Up to 12 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 through 9)

B: Number of zeros to follow the significant digit (0 through 8)

You can set AB at 18 for no limitation.

• BILL PRINT (Use the selective entry)

COMPULSORY: Makes bill printing compulsory.

NON-COMPULSORY: Makes bill printing non-compulsory.

• FOOTER PRINT (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

• VP (Use the selective entry)

COMPULSORY: Compulsory validation printing

NON-COMPULSORY: Non-compulsory validation printing

• DRAWER OPENING (Use the selective entry)

You can program each media key to open the drawer.

YES: Opens the drawer.

NO: Disables the drawer opening.

• 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

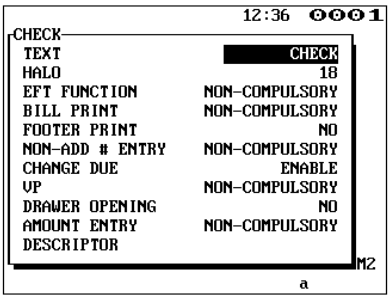
NOTE

You can also select a cash key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Check key (CH1 through CH4)

Procedure

Select a pertinent check key from the check keys list.



Program each item as follows:

• TEXT (Use the character entry)
Description for the check key. Up to 12 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 through 9)
B: Number of zeros to follow the significant digit (0 through 8)
You can set AB at 18 for no limitation.

• EFT FUNCTION (Use the selective entry)
COMPULSORY: Makes EFT function compulsory.
NON-COMPULSORY: Makes EFT function non-compulsory.

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

• FOOTER PRINT (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.

• VP (Use the selective entry)
COMPULSORY: Compulsory validation printing
NON-COMPULSORY: Non-compulsory validation printing

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

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

• DESCRIPTOR (Use the character entry)
Currency descriptor. Up to 4 characters can be entered.

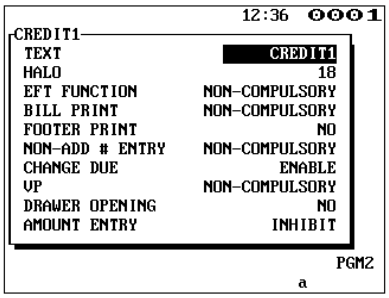
NOTE

You can also select a check key by pressing the corresponding key when it has been placed directly on the keyboard instead of

■ Credit key (CR1 through CR8)

Procedure

Select a pertinent credit key from the credit keys list.



Program each item as follows:

• TEXT (Use the character entry)
Description for the credit key. Up to 12 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 through 9)
B: Number of zeros to follow the significant digit (0 through 8)
You can set AB at 18 for no limitation.

• EFT FUNCTION (Use the selective entry)
COMPULSORY: Makes EFT function compulsory.
NON-COMPULSORY: Makes EFT function non-compulsory.

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

• FOOTER PRINT (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 credit key is used.
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: Disables change calculation.
ENABLE: Enables change calculation.

• VP (Use the selective entry)
COMPULSORY: Compulsory validation printing
NON-COMPULSORY: Non-compulsory validation printing

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

• AMOUNT ENTRY (Use the selective entry)
COMPULSORY: Makes amount tendered entry compulsory.
INHIBIT: Inhibits amount tendered entry.

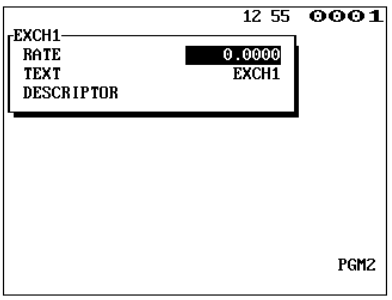
NOTE

You can also select a credit key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Currency exchange key ([EX1] through [EX9])

Procedure

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



Program each item as follows:

- **RATE (Use the numeric entry)**
  Currency exchange rate (0.0000 to 9999.9999)

- **TEXT (Use the character entry)**
  Description for the currency exchange key. Up to 12 characters can be entered.

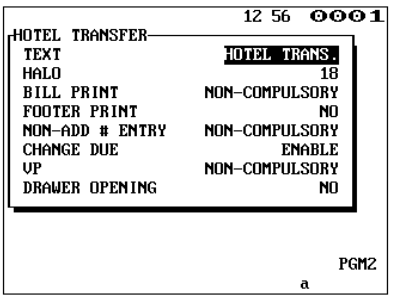
- **DESCRIPTOR (Use the character entry)**
  Currency descriptor. Up to 4 characters can be entered.

NOTE

You can also select a currency exchange key by pressing the corresponding key when it has been placed directly on the keyboard instead of selecting the key from the menu.

■ Hotel transfer key

Procedure



Program each item as follows:

• TEXT (Use the character entry)

Description for the hotel transfer key. Up to 12 characters can be entered.

• HALO (High Amount Lockout) (Use the numeric entry)

AB is the same as A x 10^{B}.

A: Significant digit for HALO (1 through 9)

B: Number of zeros to follow the significant digit for HALO (0 through 8)

• BILL PRINT (Use the selective entry)

COMPULSORY: Compulsory bill printing

NON-COMPULSORY: Non-compulsory bill printing

• FOOTER PRINT (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: Disables change due.

ENABLE: Enables change due.

• VP (Use the selective entry)

COMPULSORY: Compulsory validation printing

NON-COMPULSORY: Non-compulsory validation printing

• DRAWER OPENING (Use the selective entry)

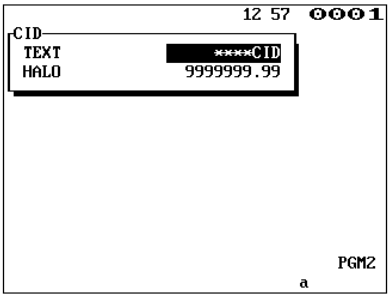
YES: Opens the drawer.

NO: Disables the drawer opening.

■ Cash in drawer

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

Procedure



Program each item as follows:

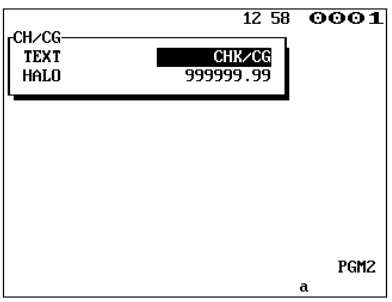
- **TEXT (Use the character entry)**
  Description for the cash in drawer. Up to 12 characters can be entered.

- **HALO (High Amount Lockout) (Use 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 12 characters can be entered.

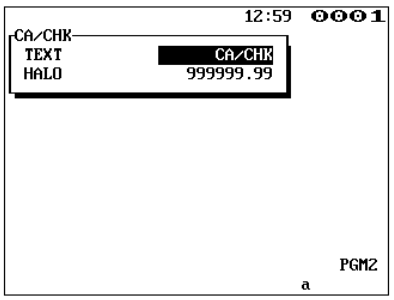
- **HALO (High Amount Lockout) (Use the numeric entry)**
  Limit amount: 0 to 999999.99

■ 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 12 characters can be entered.

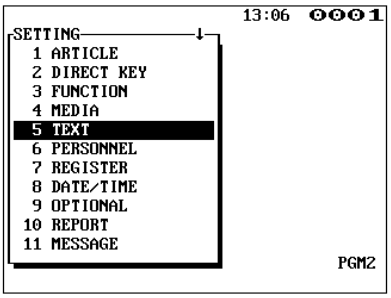
- **HALO (High Amount Lockout) (Use the numeric entry)**
  Limit amount: 0 to 999999.99

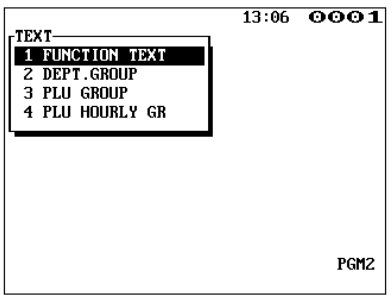
Text Programming

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

Procedure

1. In the SETTING window, select “5 TEXT.”
- The TEXT window will appear.

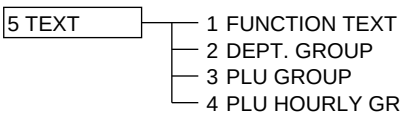




2. Select any option from the following options list:

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

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

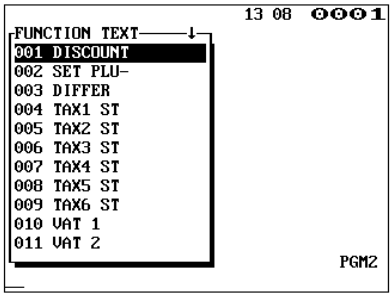


➡ See “■Function text” on page 161.
➡ See “■Department group text” on page 164.
➡ See “■PLU group text” on page 164.
➡ See “■PLU hourly group text” on page 165.

■ Function text

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

Procedure



The screen continues.

No.	Function	Default text
001	Promotion discount	DISCOUNT
002	Set PLU discount	SET PLU-
003	Difference	DIFFER
004	Taxable 1 subtotal	TAX1 ST
005	Taxable 2 subtotal	TAX2 ST
006	Taxable 3 subtotal	TAX3 ST
007	Taxable 4 subtotal	TAX4 ST
008	Taxable 5 subtotal	TAX5 ST
009	Taxable 6 subtotal	TAX6 ST
010	VAT/tax 1	VAT 1
011	VAT/tax 2	VAT 2
012	VAT/tax 3	VAT 3
013	VAT/tax 4	VAT 4
014	VAT/tax 5	VAT 5
015	VAT/tax 6	VAT 6
016	Net 1	**N E T 1**
017	Net 2	**N E T 2**
018	Coupon-like PLU	CP PLU
019	Void 1	VD
020	Void 2*	VD2
021	Subtotal void	SBTL VD
022	MGR void	MGR VD
023	Void	**V O I D**
024	Refund	REFUND
025	Return	RETURN
026	Hash void 1	HASH VD
027	Hash void 2*	HASH VD2
028	Hash refund	HASH RF
029	Hash return	HASH RT
030	Non-turnover void 1	NOTURNVD
031	Non-turnover void 2*	NOTR.VD2
032	Non-turnover refund	NOTURNRF
033	Non-turnover return	NOTURNRT

*This void is applied to PBAL.

■ Function text (continued)

No.	Function	Default text
034	VAT shift	VAT SFT
035	VAT/tax delete	TAX DELE
036	VP counter	VP CNT
037	Bill counter	BILL CNT
038	No sale	NO SALE
039	Guest check counter	G.C. CNT
040	PBAL (for GLU)	✻✻✻PBAL
041	PBAL (for drive-through)	✻✻✻PBAL2
042	NBAL (for GLU)	✻✻✻NBAL
043	NBAL (for drive-through)	✻✻✻NBAL2
044	Starting cash memory (+)	SCM (+)
045	Starting cash memory (-)	SCM (-)
046	Exchange 1 is	EXCH1 IS
047	Exchange 2 is	EXCH2 IS
048	Exchange 3 is	EXCH3 IS
049	Exchange 4 is	EXCH4 IS
050	Exchange 5 is	EXCH5 IS
051	Exchange 6 is	EXCH6 IS
052	Exchange 7 is	EXCH7 IS
053	Exchange 8 is	EXCH8 IS
054	Exchange 9 is	EXCH9 IS
055	Cash/check is	CA/CK IS
056	Cash/check in drawer	CA/CK ID
057	Guest	GUEST
058	Non-commission sale	NON COM.
059	VIP sale	VIP SALE
060	Order total	ORDER TL
061	Paid total	PAID TL
062	Transfer out	TRAN.OUT
063	Transfer in	TRAN.IN
064	Tip paid	TIP PAID
065	Domestic currency 1	DOM.CUR1

No.	Function	Default text
066	Domestic currency 2	DOM.CUR2
067	Domestic currency 3	DOM.CUR3
068	Domestic currency 4	DOM.CUR4
069	Domestic currency 5	DOM.CUR5
070	Domestic currency 6	DOM.CUR6
071	Domestic currency 7	DOM.CUR7
072	Domestic currency 8	DOM.CUR8
073	Domestic currency 9	DOM.CUR9
074	Non-turnover total 1	✻NT TL1
075	Non-turnover total 2	✻NT TL2
076	Non-turnover total 3	✻NT TL3
077	Check in drawer	✻CH ID
078	(+)dept. total	✻DEPT TL
079	(–)dept. total	DEPT(-)
080	Hash(+) total	✻HASH TL
081	Hash(–) total	HASH(-)
082	Net 1 (Taxable 1 - VAT/tax 1)	NET1
083	Net 2 (Taxable 2 - VAT/tax 2)	NET2
084	Net 3 (Taxable 3 - VAT/tax 3)	NET3
085	Net 4 (Taxable 4 - VAT/tax 4)	NET4
086	Net 5 (Taxable 5 - VAT/tax 5)	NET5
087	Net 6 (Taxable 6 - VAT/tax 6)	NET6
088	Subtotal	SUBTOTAL
089	Merchandise subtotal	MDSE ST
090	Total	✻✻✻TOTAL
091	Difference subtotal	DIFF ST
092	Non-turnover subtotal	NON-TURN
093	Change	CHANGE
094	English check print	CHECK PR
095	Due	DUE
096	Tip due	TIP DUE
097	Balance	BALANCE

■ Function text (continued)

No.	Function	Default text
098	Sales q'ty	ITEMS
099	PLU subtotal	PLU ST
100	Copy receipt title	**C O P Y**
101	Guest check copy title	G.C COPY
102	Bill totalize/transfer title	**B . T .**
103	Bill separation title	**B . S .**
104	Intermediate GLU reading title	INTERMED.
105	Bill on receipt title	**B I L L**
106	Cumulated bill title	C.BILL
107	VIP sale title	VIP SALE
108	Slip print journal message	SLIP PR.
109	Slip next page	NEXT P.
110	Average	AVE.
111	CCD	**C C D**
112	CCD difference	CCD DIF.
113	CCD difference total	DIF. TL
114	Order total - Paid total	**O - P**
115	Commission amount 1	COM.AMT1
116	Commission amount 2	COM.AMT2
117	Commission amount 3	COM.AMT3
118	Commission amount total	COM.TTL
119	Bill balance	BILL BAL
120	Free GLU	FREE GLU
121	Old balance	OLD BAL.
122	New balance	BALANCE
123	Starting cash memory total	SCM TTL
124	Turnover per table	T.TABLE
125	Turnover per guest	T.GUEST
126	Turnover per bill	T.BILL
127	Item per guest	I.GUEST
128	Item per bill	I.BILL
129	Average price per item	AVE.ITEM
130	Cost	COST

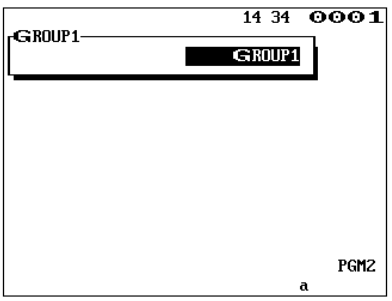
No.	Function	Default text
131	Cost %	COST%
132	Total cost	TTL COST
133	Job location number	LOC#
134	Job location cost	L.COST
135	Total hour	TTL HOUR
136	Overtime	OVR TIME
137	Time-in	TIME-IN
138	Time-out	TIME-OUT
139	Break-in	BREAK-IN
140	Break-out	BREAK-OUT
141	Break total	BREAK TL
142	Labor %	LABOR%
143	Person number	PERSON#
144	Total tax	TTL TAX
145	Net without tax	**N E T**
146	Town name 1	TOWNNAME
147	Town name 2	TOWNNAME
148	Cash transfer	TRANSFER
149	GLU code	**G L U #**
150	Drive-through code	**C A R #**
151	Pint sale	PINT SAL
152	Cumulated bill text (left half)	ALL FOODS &
153	Cumulated bill text (right half)	DRINKS
154	Independent payment	IND.PAY
155	Tare weight	TARE WT.
156	Receipt switch	RCP SW.
157	Subtotal of an individual clerk (drink dispenser reset)	RST SBTL
158	Total of all clerks (drink dispenser reset)	RESET TL
159	Total of an individual clerk in a drink dispenser misoperation file	MISOP TL

■ Department group text

You can program a maximum of twelve characters for each department group.

Procedure

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



Program the item as follows:

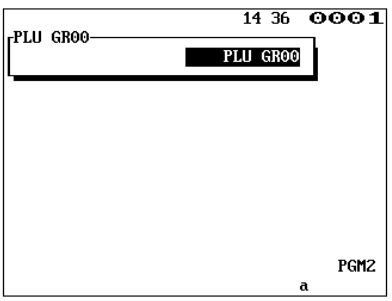
- **TEXT (Use the character entry)**
  Description for the department group. Up to 12 characters can be entered.

■ PLU group text

You can program a maximum of twelve characters for each PLU group.

Procedure

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



Program the item as follows:

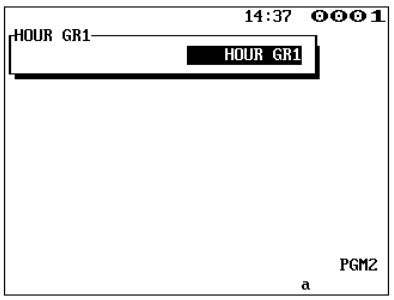
- **TEXT (Use the character entry)**
  Description for the PLU group. Up to 12 characters can be entered.

■ PLU hourly group text

You can program a maximum of twelve characters for each PLU hourly group.

Procedure

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



Program the item as follows:

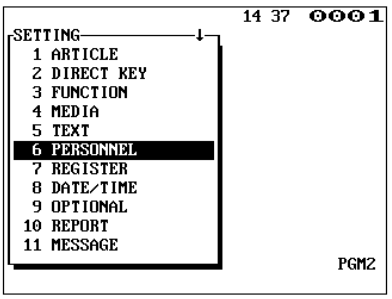
- **TEXT (Use the character entry)**
  Description for the PLU hourly group. Up to 12 characters can be entered.

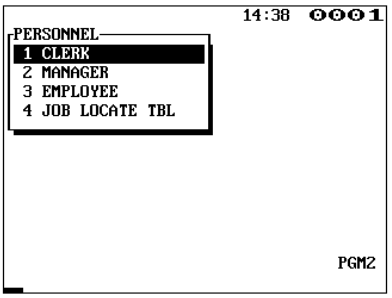
Personnel Programming

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

Procedure

1. In the SETTING window, select “6 PERSONNEL.”
- The PERSONNEL window will appear.





2. Select any option from the following options list:

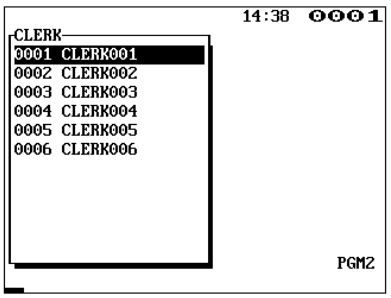
1 CLERK:	Clerk
2 MANAGER:	Manager
3 EMPLOYEE:	Employee
4 JOB LOCATE TBL:	Job location table

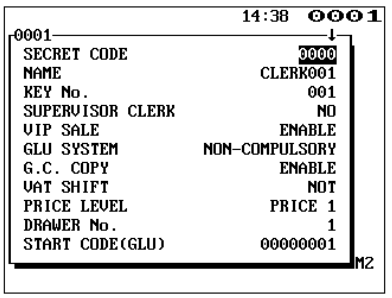
The following illustration shows those options included in the personnel programming group.

6 PERSONNEL
- 1 CLERK ➡ See “■Clerk” on page 167.
- 2 MANAGER ➡ See “■Manager” on page 169.
- 3 EMPLOYEE ➡ See “■Employee” on page 170.
- 4 JOB LOCATE TBL ➡ See “■Job location table” on page 171.

■ Clerk

Procedure





The screen continues.

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 clerk. Up to 8 characters can be entered.

• KEY No. (Use the numeric entry)
Key number (1 through 255)

• SUPERVISOR CLERK (Use the selective entry)
YES: Enables supervisor clerk.
NO: Disables supervisor clerk.

• VIP SALE (Use the selective entry)
DISABLE: Disables VIP sale.
ENABLE: Enables VIP sale.

• GLU SYSTEM (Use the selective entry)
GLU (PBLU): Makes GLU or PBLU system compulsory.
DRIVE THRU: Makes drive-through compulsory.
NON-COMPULSORY: Makes GLU system non-compulsory.

• G.C. COPY (Use the selective entry)
DISABLE: Disables guest check copy.
ENABLE: Enables guest check copy.

• VAT SHIFT (Use the selective entry)
STATE: Enables VAT shift entry.
NOT: Disables VAT shift entry.

• PRICE LEVEL (Use the selective entry)
PRICE 3: Selects price level 3.
PRICE 2: Selects price level 2.
PRICE 1: Selects price level 1.

• DRAWER No. (Use the numeric entry)
Drawer number (1 or 2)
The entry of “0” (zero) disables the drawer opening.

• START CODE(GLU) (Use the numeric entry)
Starting GLU/PBLU code (1 to 99999999)

• END CODE(GLU) (Use the numeric entry)
Ending GLU/PBLU code (1 to 99999999)

■ Clerk (continued)

• DEPT SHIFT 1 through 4 (Use the selective entry)
YES: Enables department shift entry.
NO: Disables department shift entry.

• PGM2 MODE (Use the selective entry)
DISABLE: Disables operation in the PGM2 mode.
ENABLE: Enables operation in the PGM2 mode.

• PGM1 MODE (Use the selective entry)
DISABLE: Disables operation in the PGM1 mode.
ENABLE: Enables operation in the PGM1 mode.

• X1/Z1 MODE (Use the selective entry)
DISABLE: Disables operation in the X1/Z1 mode.
ENABLE: Enables operation in the X1/Z1 mode.

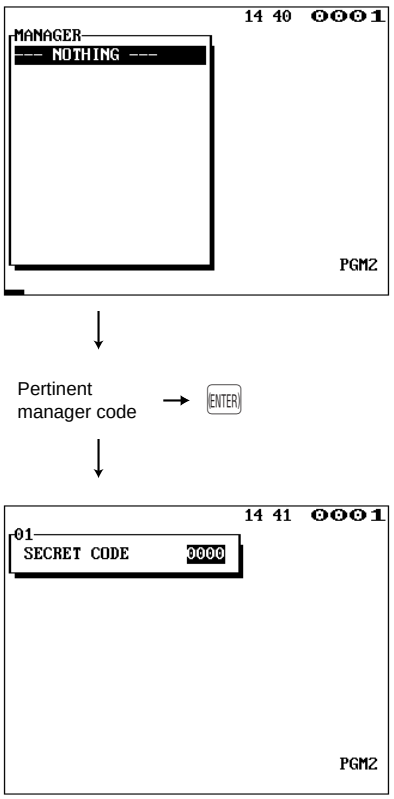
• X2/Z2 MODE (Use the selective entry)
DISABLE: Disables operation in the X2/Z2 mode.
ENABLE: Enables operation in the X2/Z2 mode.

• AUTO KEY PROG. (Use the selective entry)
DISABLE: Disables auto key programming operation.
ENABLE: Enables auto key programming operation.

■ Manager

You can program a secret code for each manager.

Procedure



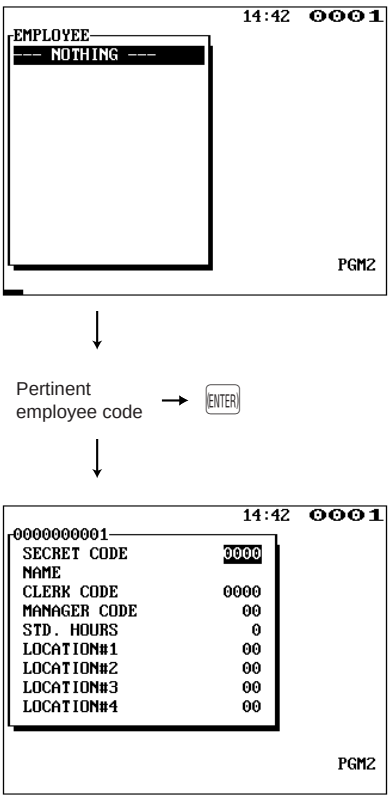
Program the item as follows:

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

■ Employee

You can program various items for each employee.

Procedure



Program each item as follows:

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

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

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

- **MANAGER CODE (Use the numeric entry)**
  Manager code (max. 2 digits: 01 to 99)
  The manager who is responsible or capable for adjustments to the employee's hours.

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

- ***2 LOCATION#1 through #4 (Use the numeric entry)**
  Job location table number (max. 2 digit: 01 to 99)

NOTE

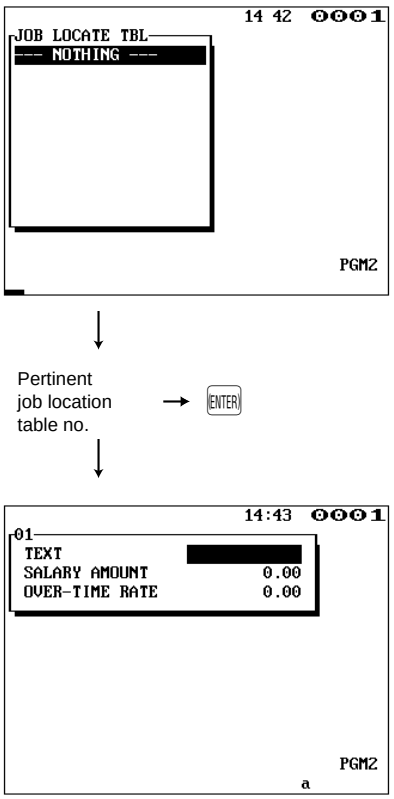
**1 The clerk whom an employee code has been assigned cannot time in unless the corresponding employee times in.*

**2 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



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 12 characters can be entered.

- **SALARY AMOUNT (Use the numeric entry)**
  Salary amount paid for the employee (max. 4 digits: 0 to 99.99)

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

NOTE

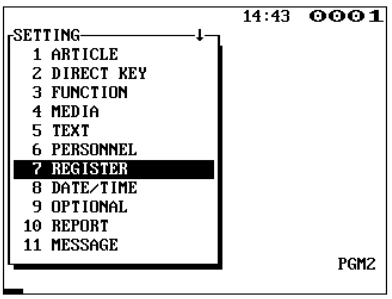
** Overtime pay = SALARY AMOUNT x OVER-TIME RATE*

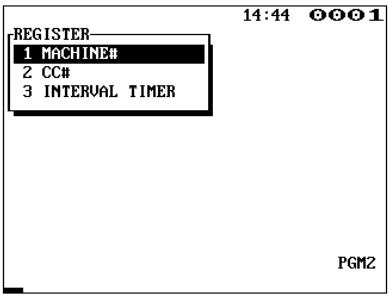
Register Programming

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

Procedure

1. In the SETTING window, select “7 REGISTER.”
- The REGISTER window will appear.





2. Select any option from the following options list:

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

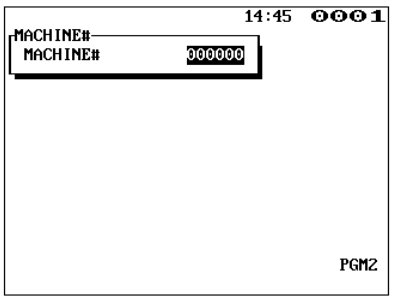
The following illustration shows those options included in the register programming group.

7 REGISTER
- 1 MACHINE# ➡ See “■Machine number” on page 173.
- 2 CC# ➡ See “■Consecutive number” on page 173.
- 3 INTERVAL TIMER ➡ See “■Interval timer” on page 173.

■ Machine number

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

Procedure



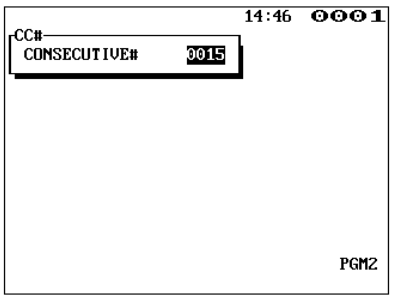
Program the item as follows:

- **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



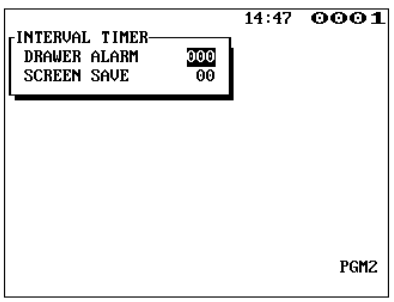
Program the item as follows:

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

■ Interval timer

You can program the timer for drawer opening and a screen save mode for the POS terminal.

Procedure



Program each item as follows:

- **DRAWER ALARM (Use the numeric entry)**
  Alarm length of time with drawer opening (0 to 255 seconds)
  - Your POS terminal starts to monitor how long the drawer is kept open the moment the drawer is opened at the end of a transaction in the REG/VOID mode. It stops the time monitoring when a valid key (except the [VP], [SLIP], and [RCPT] keys) is pressed for the next transaction. It restarts the time monitoring after that transaction is ended. You can stop the buzzer alarm by closing the drawer. No key entries can be made while the buzzer is sounding. If the number “0” is entered, this function will be unavailable.

- **SCREEN SAVE (Use the numeric entry)**
  Screen save mode timer (max. 2 digits: 0 to 99 minutes)
  If the number “0” is entered, this function will be unavailable.

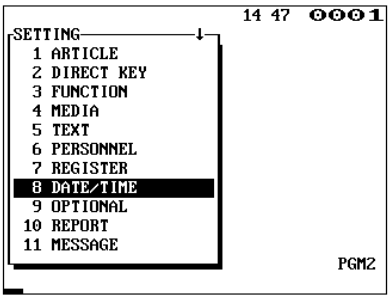
Date/Time Setting

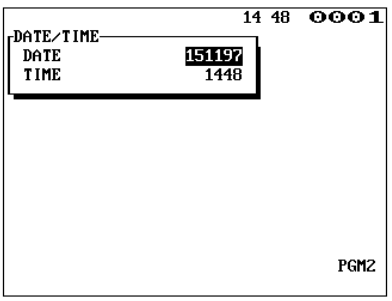
Use the following procedure to select the menu option “8 DATE/TIME”:

■ Date/time

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

Procedure





Set each item as follows:

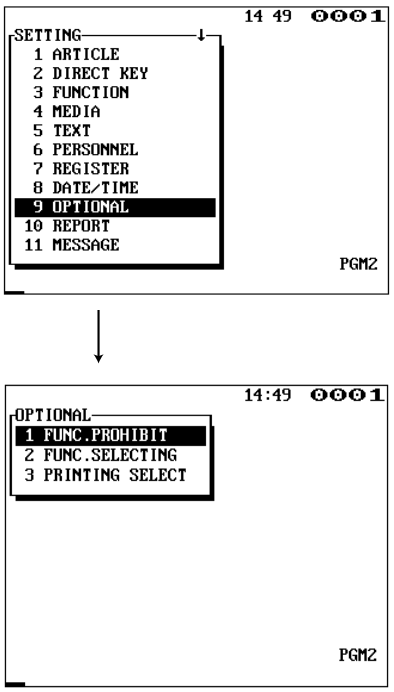
- **DATE (Use the numeric entry)**
  Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.

- **TIME (Use the numeric entry)**
  Set the time (max. 4 digits) on the 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. Once you set the time, the internal clock unit will continue to run as long as the built-in battery pack is charged and also update the date (day, month, 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 "9 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

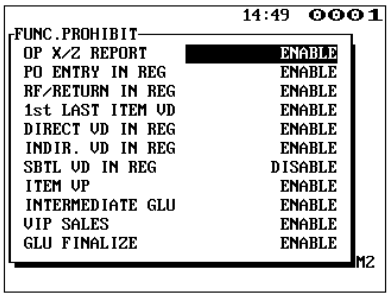
The following illustration shows those options included in the optional feature programming group.

9 OPTIONAL
- 1 FUNC.PROHIBIT ➡ See "■Function prohibition" on page 176.
- 2 FUNC.SELECTING ➡ See "■Function selection" on page 177.
- 3 PRNTING SELECT ➡ See "■Printing selection" on page 179.

■ Function prohibition

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

Procedure



Program each item as follows:

• OP X/Z REPORT (Use the selective entry)
- DISABLE: Disables clerk report printing in the OP X/Z mode.
- ENABLE: Enables clerk 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.

• ITEM VP (Use the selective entry)
- DISABLE: Disables item validation printing.
- ENABLE: Enables item validation printing.

• INTERMEDIATE GLU (Use the selective entry)
- DISABLE: Disables intermediate GLU reading in the REG mode.
- ENABLE: Enables intermediate GLU reading in the REG mode.

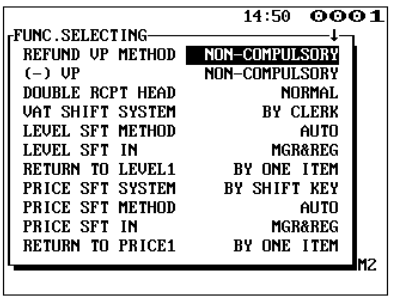
• VIP SALES (Use the selective entry)
- DISABLE: Disables VIP sales in the REG mode.
- ENABLE: Enables VIP sales in the REG mode.

• GLU FINALIZE (Use the selective entry)
- DISABLE: Disables GLU finalization after ordering.
- ENABLE: Enables GLU finalization after ordering.

■ Function selection

Your POS terminal enables you to select various functional selections.

Procedure



The screen continues.

Program each item as follows:

• REFUND VP METHOD (Use the selective entry)

COMPULSORY: Compulsory refund validation printing
NON-COMPULSORY: Non-compulsory refund validation printing

• (-) VP (Use the selective entry)

COMPULSORY: Compulsory minus validation printing
NON-COMPULSORY: Non-compulsory minus validation printing

• DOUBLE RCPT HEAD (Use the selective entry)

1 LINE: Prints a one-line header on a double receipt.
NORMAL: Prints a normal header on a double receipt.

• VAT SHIFT SYSTEM (Use the selective entry)

BY SHIFT KEY: Allows VAT shift to be accomplished by the shift key.
BY CLERK: Allows VAT shift to be accomplished by a clerk.

• 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.

• 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.

• PRICE SFT SYSTEM (Use the selective entry)

BY CLERK: Allows PLU price level shift to be accomplished by a clerk.
BY SHIFT KEY: Allows PLU price level shift to be accomplished by the shift key.

• 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.

■ Function selection (continued)

• RETURN TO PRICE1 (Use the selective entry)

When the PLU price level 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 price 1 by one receipt.
BY ONE ITEM: Returns the price level to price 1 by one item.

• PERSON NUMBER (Use the selective entry)

COMPULSORY: Makes a person number entry (GLU operations) compulsory
INHIBIT: Inhibits a person number entry (GLU operations).

• UPDATING OF QTY (Use the selective entry)

YES: Updates the sales quantity of VIP sale.
NO: Does not update the sales quantity of VIP sale.

• NON-TURNOVER (Use the selective entry)

YES: Enables non-turnover including VAT.
NO: Disables non-turnover including VAT.

• CREDIT IN RA/PO (Use the selective entry)

YES: Updates a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key.
NO: Does not update a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key.

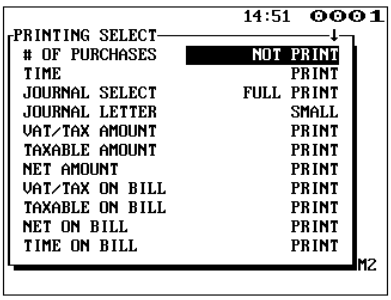
• SHIFT KEY ACTION (Use the selective entry)

CAPS LOCK: Locks the upper-case letter mode once the shift key is pressed.
SHIFT: Shifts the upper-case letter mode to the lower-case letter mode after a letter is entered.

■ Printing selection

You can program various printing functions.

Procedure



The screen continues.

Program each item as follows:

• # OF PURCHASES (Use the selective entry)

NOT PRINT: Does not print the number of purchases.
PRINT: Prints 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 information on all entries other than normal department entries (entries into "+" departments and their associated "+" PLUs) 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.

• VAT/TAX AMOUNT (Use the selective entry)

NOT PRINT: Does not print VAT or tax amounts on the receipt and journal.
PRINT: Prints VAT or tax amounts on the receipt and journal.

• TAXABLE AMOUNT (Use the selective entry)

NOT PRINT: Does not print taxable amounts on the receipt and journal.
PRINT: Prints taxable amounts on the receipt and journal.

• NET AMOUNT (Use the selective entry)

NOT PRINT: Does not print net amounts on the receipt and journal.
PRINT: Prints net amounts on the receipt and journal.

• VAT/TAX ON BILL (Use the selective entry)

NOT PRINT: Does not print VAT or tax amounts on the bill.
PRINT: Prints VAT or tax amounts on the bill.

• TAXABLE ON BILL (Use the selective entry)

NOT PRINT: Does not print taxable amounts on the bill.
PRINT: Prints taxable amounts on the bill.

■ Printing selection (continued)

• NET ON BILL (Use the selective entry)
NOT PRINT: Does not print net amounts on the bill.
PRINT: Prints net amounts on the bill.

• TIME ON BILL (Use the selective entry)
NOT PRINT: Does not print the time on the bill.
PRINT: Prints the time on the bill.

• BILL ON SLIP (Use the selective entry)
NOT PRINT: Does not print the bill on the slip.
PRINT: Prints the bill on the slip.

• BILL ON RECEIPT (Use the selective entry)
NOT PRINT: Does not print the bill on the receipt.
PRINT: Prints the bill on the receipt.

• INTERMED ON SLIP (Use the selective entry)
NOT PRINT: Does not print the details of intermediate GLU reading on the slip.
PRINT: Prints the details of intermediate GLU reading on the slip.

• INTERMED ON RCPT (Use the selective entry)
NOT PRINT: Does not print the details of intermediate GLU reading on the receipt.
PRINT: Prints the details of intermediate GLU reading on the receipt.

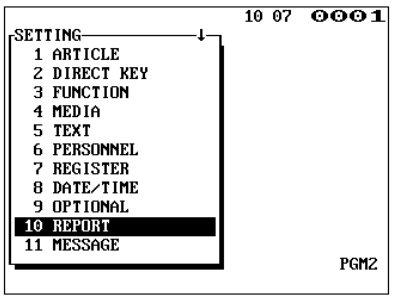
• SEPARATOR LINE (Use the selective entry)
SEPARATOR LINE: Prints separator lines in the report.
1 LINE: Creates one-line space instead of printing separator lines in the report.

• LINK PLU TEXT (Use the selective entry)
PARENT PLU TEXT: Prints parent PLU text of linked PLUs with totalizer.
EACH PLU TEXT: Prints each PLU text of linked PLUs.

Report Programming

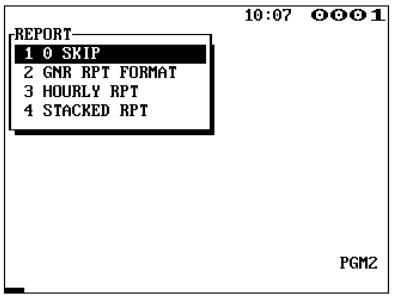
Use the following procedure to select any option included in the report group:

Procedure



1. In the SETTING window, select “10 REPORT.”

- The REPORT window will appear.



2. Select any option from the following options list:

1 0 SKIP:	Zero skip
2 GNR RPT FORMAT:	General report format
3 HOURLY RPT:	Hourly report
4 STACKED RPT:	Stacked report

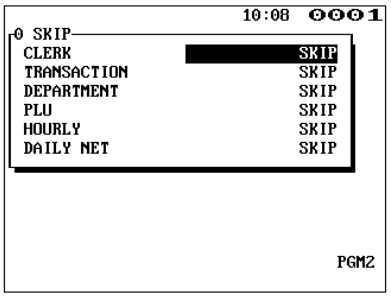
The following illustration shows those options included in the report programming group.

10 REPORT
- 1 0 SKIP ➡ See “■Zero skip” on page 182.
- 2 GNR RPT FORMAT ➡ See “■General report format” on page 183.
- 3 HOURLY RPT ➡ See “■Hourly report” on page 183.
- 4 STACKED RPT ➡ See “■Stacked report” on page 184.

■ Zero skip

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

Procedure



Program each item as follows:

• CLERK (Use the selective entry)

SKIP: Skips those data that are “0” in the clerk report.
NOT SKIP: Does not skip those data that are “0” in the clerk report.

• TRANSACTION (Use the selective entry)

SKIP: Skips those data that are “0” in the transaction report.
NOT SKIP: Does not skip those data that are “0” in the transaction report.

• DEPARTMENT (Use the selective entry)

SKIP: Skips those data that are “0” in the department report.
NOT SKIP: Does not skip those data that are “0” in the department report.

• PLU (Use the selective entry)

SKIP: Skips those data that are “0” in the PLU report.
NOT SKIP: Does not skip those data that are “0” in the PLU report.

• HOURLY (Use the selective entry)

SKIP: Skips those data that are “0” in the hourly report.
NOT SKIP: Does not skip those data that are “0” in the hourly report.

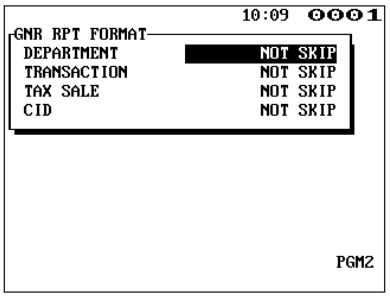
• DAILY NET (Use the selective entry)

SKIP: Skips those data that are “0” in the daily net report.
NOT SKIP: Does not skip those data that are “0” in the daily net report.

■ General report format

You can program whether or not to skip the following items in the general report.

Procedure



Program each item as follows:

- **DEPARTMENT (Use the selective entry)**
  - SKIP: Skips department data in the general report.
  - NOT SKIP: Does not skip department data in the general report.

- **TRANSACTION (Use the selective entry)**
  - SKIP: Skips transaction data in the general report.
  - NOT SKIP: Does not skip transaction data in the general report.

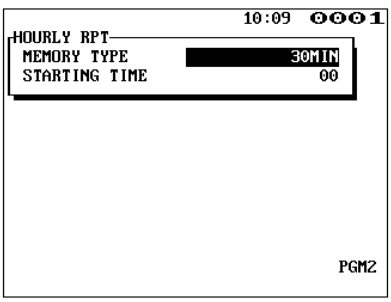
- **TAX SALE (Use the selective entry)**
  - SKIP: Skips tax data in the general report.
  - NOT SKIP: Does not skip tax data in the general report.

- **CID (Use the selective entry)**
  - SKIP: Skips cash-in-drawer data in the general report.
  - NOT SKIP: Does not skip cash-in-drawer data in the general 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.

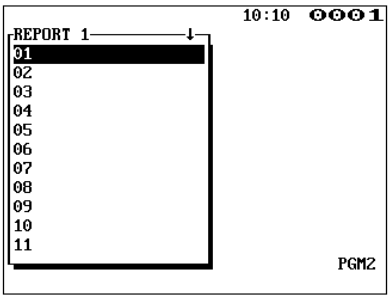
- **STARTING TIME (Use the numeric entry)**
  Starting time entry (max. 2 digits: 0 to 23)

■ Stacked report

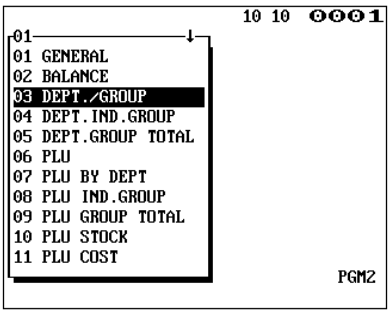
Your POS terminal is equipped with the stacked report printing function that enables multiple X/Z reports to be printed in sequence with a single request.

Procedure

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

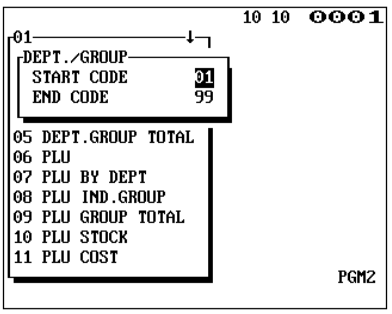


The screen continues.



The screen continues.

When you are allowed to set the parameter of a report, the following pop-up window will appear.



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 GENERAL**
  General report

- **02 BALANCE**
  Balance report

- **03 DEPT./GROUP (Use the numeric entry)**
  Full department report
  Parameter: Starting department code/ending department code (1 through 99)

- **04 DEPT.IND.GROUP (Use the numeric entry)**
  Individual group report on departments
  Parameter: Department group no. (1 through 17)

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

- **06 PLU (Use the numeric entry)**
  PLU report by designated range
  Parameter: Starting PLU code/ending PLU code (1 through 999999)

- **07 PLU BY DEPT (Use the numeric entry)**
  PLU report by associated department
  Parameter: Department code (1 through 99)

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

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

- **10 PLU STOCK (Use the numeric entry)**
  PLU stock report
  Parameter: Starting PLU code/ending PLU code (1 through 999999)

- **11 PLU COST (Use the numeric entry)**
  PLU cost report
  Parameter: Starting PLU code/ending PLU code (1 through 999999)

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

■ Stacked report (continued)

• 13 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 code (1 through 99).

• 14 PLU MIN. STOCK (Use the numeric entry)
PLU minimum stock report
Parameter: Starting PLU code/ending PLU code (1 through 999999)

• 15 PLU HOURLY GROUP (Use the numeric entry)
PLU hourly group report
Parameter: Starting time/ending time (0 through 2345)

• 16 TRANSACTION
Transaction report

• 17 TL-ID
Total in drawer report

• 18 COMMISSION SALES
Commission sales report

• 19 TAX
Tax report

• 20 CHIEF
Chief report

• 21 ALL CLERK
Full clerk report

• 22 IND. CLERK
Individual clerk report

• 23 DD ERROR
Drink dispenser error reading report

• 24 DD RESET
Drink dispenser resetting report

• 25 EMPLOYEE (Use the numeric entry)
Employee report
Parameter: Starting employee code/ending employee code (1 through 9999999999)

• 26 EMP. ADJUSTMENT (Use the numeric entry)
Employee adjustment report
Parameter: Starting employee code/ending employee code (1 through 9999999999)

• 27 EMP. ACTIVE STS. (Use the numeric entry)
Employee active status report
Parameter: Starting employee code/ending employee code (1 through 9999999999)

■ Stacked report (continued)

• 28 HOURLY (Use the numeric entry)
Hourly report
Parameter: Starting time/ending time (0 through 2345)

NOTE

To take the hourly Z report, you have to specify the full-range hourly report.

• 29 LABOR COST%
Labor cost percent report

• 30 DAILY NET
Daily net report

• 31 INGREDIENT STOCK (Use the numeric entry)
Ingredient stock report
Parameter: Starting ingredient no./ending ingredient no. (1 through 999)

• 32 GLU (Use the numeric entry)
GLU/PBLU report
Parameter: Starting GLU code/ending GLU code (1 through 99999999)

• 33 GLU BY CLERK
GLU/PBLU report by clerk

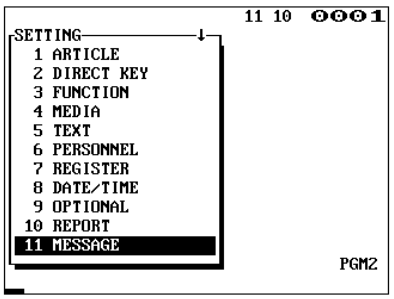
• 34 DRIVE THRU (Use the numeric entry)
Drive-through report
Parameter: Starting drive-through code/ending drive-through code (1 through 99999999)

• 35 D-THRU BY CLERK
Drive-through report by clerk

Message Programming

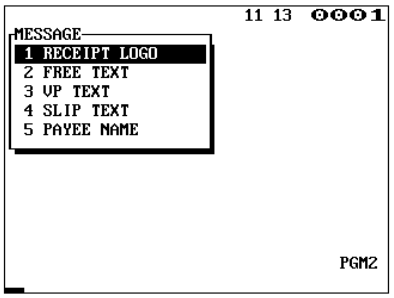
Use the following procedure to select any option included in the message group:

Procedure



1. In the SETTING window, select “11 MESSAGE.”

- The MESSAGE window will appear.



2. Select any option from the following options list:

1 RECEIPT LOGO:	Receipt logo
2 FREE TEXT:	Free text
3 VP TEXT:	Validation printing text
4 SLIP TEXT:	Slip text
5 PAYEE NAME:	Payee name (for English check)

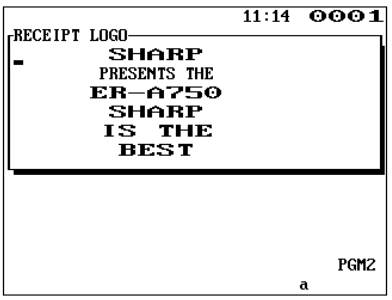
The following illustration shows those options included in the text programming group.

11 MESSAGE
- 1 RECEIPT LOGO ➡ See “■Receipt logo” on page 188.
- 2 FREE TEXT ➡ See “■Free text” on page 188.
- 3 VP TEXT ➡ See “■Validation printing text” on page 189.
- 4 SLIP TEXT ➡ See “■Slip text” on page 189.
- 5 PAYEE NAME ➡ See “■Payee name” on page 190.

■ 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)
  Entering sequential characters "=" will print the corresponding clerk name in the footer logo message. Enter four to eight characters "=."

NOTE

The programmable number of lines for a message varies according to the following message types:

- *3-line header message type*
- *Graphical logo only type*
- *Graphical logo and 3-line footer message type*
- *6-line header message type*
- *3-line header and 3-line footer messages type*
- *3-line header message, graphical logo, and 3-line footer message type*
- *Graphical logo and 3-line header and 3-line footer messages type*

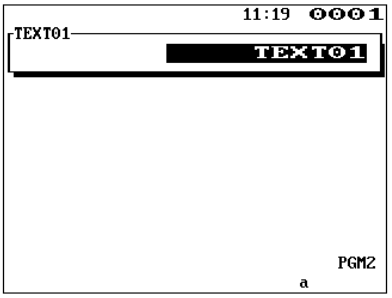
Please contact your authorized SHARP dealer.

■ Free text

Your POS terminal can print programmed texts for departments and PLUs on every receipt.

Procedure

Select a pertinent text number from the free texts list.



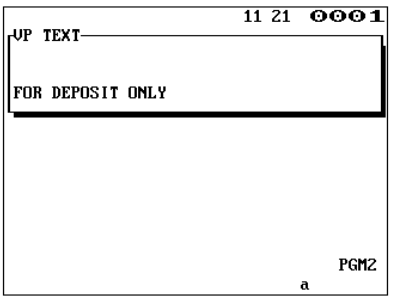
Program the item as follows:

- **FREE TEXT (Use the character entry)**
  Free texts for departments and PLUs (max. 99 texts/30 characters per text)

■ Validation printing text

Your POS terminal can print programmed messages for customers on the validation slip.

Procedure



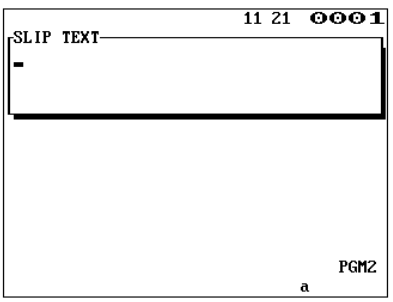
Program the item as follows:

- **VP TEXT (Use the character entry)**
  Texts for the validation slip (3 lines/max. 30 characters per line)

■ Slip text

Your POS terminal can print programmed messages for customers on the slip.

Procedure



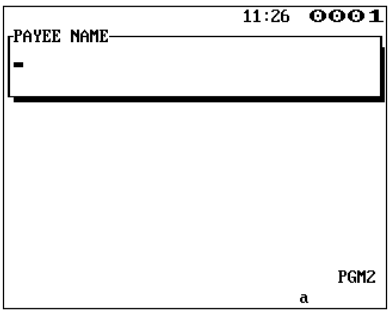
Program the item as follows:

- **SLIP TEXT (Use the character entry)**
  Texts for the slip (3 lines/max. 30 characters per line)

■ Payee name

Your POS terminal can print programmed payee names for English checks.

Procedure



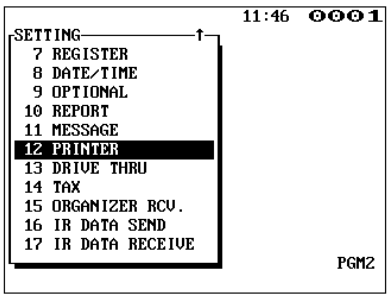
Program the item as follows:

- **PAYEE NAME (Use the character entry)**
  Name for the payee for English check (2 lines/max. 30 characters per line)

Printer Programming

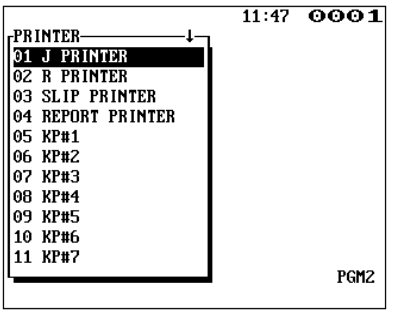
Use the following procedure to select a printer programming:

Procedure



1. In the SETTING window, select “12 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 SLIP PRINTER:	Slip 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.

12 PRINTER
- 01 J PRINTER ➡ See “■Printer” on page 192.
- 02 R PRINTER ➡ See “■Printer” on page 192.
- 03 SLIP PRINTER ➡ See “■Printer” on page 193.
- 04 REPORT PRINTER ➡ See “■Printer” on page 192.
- 05 KP#1
- 06 KP#2
- 07 KP#3
- 08 KP#4
- 09 KP#5
- 10 KP#6
- 11 KP#7
- 12 KP#8
- 13 KP#9

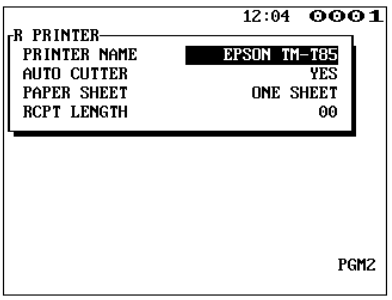
➡See “■Printer” on page 192.

■ Printer (journal printer, receipt printer, report printer and remote printer)

You can program various printing functions for each printer.

Procedure

Select a pertinent printer name from the printers list.



Program each item as follows:

• PRINTER NAME (Use the selective entry)

Select the printer to be used.
SHARP ER-01PU (Printer)
SHARP ER-03/04RP (Printer)
EPSON TM-T80 (Printer)
EPSON TM-T85 (Printer)
EPSON TM-T300 (Printer)

• AUTO CUTTER (Use the selective entry)

Auto cutter function
YES: Enables auto cutter function.
NO: Disables 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.

• RCPT LENGTH (Use the numeric entry)

Minimum length of the bill to be printed paper on the receipt paper

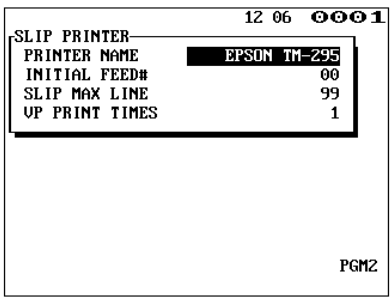
NOTE

This option is displayed only in the "R PRINTER" window.

■ Printer (slip printer)

Procedure

Select “04 SLIP PRINTER” from the printers list.



Program each item as follows:

- **PRINTER NAME (Use the selective entry)**
  Select the printer to be used.
  EPSON TM-295 (Slip printer)
  SHARP ER-FBP40 (Slip printer)

- **INITIAL FEED# (Use the numeric entry)**
  Initial line feed for a slip (0 to 64 lines)

- **SLIP MAX LINE (Use the numeric entry)**
  Maximum number of lines printable on a slip (0 to 99)

- **VP PRINT TIMES (Use the numeric entry)**
  Number of times of validation printing (0 to 9)

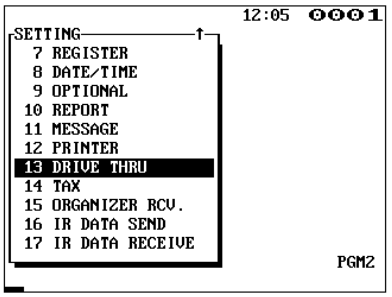
Drive-through Code Programming

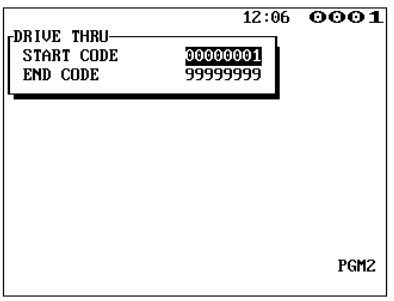
Use the following procedure to select the menu option “13 DRIVE THRU”:

■ Drive-through code

You can program the range of available drive-through codes.

Procedure





Program each item as follows:

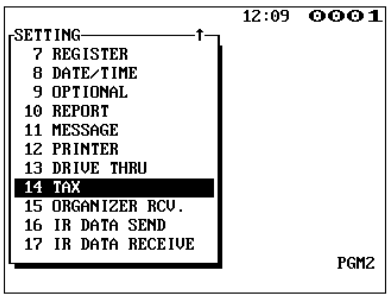
- **START CODE (Use the numeric entry)**
  Starting drive-through code (max. 8 digits: 1 to 99999999)

- **END CODE (Use the numeric entry)**
  Ending drive-through code (max. 8 digits: 1 to 99999999)

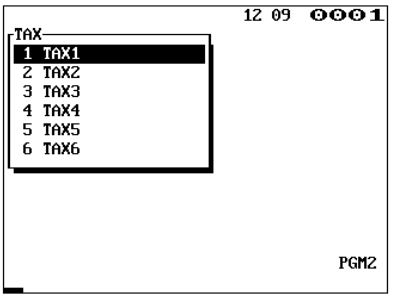
Tax Programming

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

Procedure



1. In the SETTING window, select “14 TAX.”
- The TAX window will appear.



2. Select any option from the following options list:

1 TAX1: Tax 1
2 TAX2: Tax 2
3 TAX3: Tax 3
4 TAX4: Tax 4
5 TAX5: Tax 5
6 TAX6: Tax 6

NOTE

If the (DEL) key is pressed on the tax number selection menu, the tax rate in the cursor position will be deleted.

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

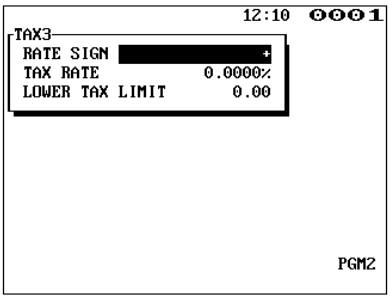
14 TAX
- 1 TAX1 ➡ See “■Rate (%) tax” on page 196.
- 2 TAX2 ➡ See “■Rate (%) tax” on page 196.
- 3 TAX3 ➡ See “■Rate (%) tax” on page 196.
- 4 TAX4 ➡ See “■Rate (%) tax” on page 196.
- 5 TAX5 ➡ See “■Rate (%) tax” on page 196.
- 6 TAX6 ➡ See “■Rate (%) tax” on page 196.

■ 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:

- **RATE SIGN (Use the selective entry)**
  –: Minus rate
  +: Plus rate

- **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)
  • This option is not available in the VAT system.

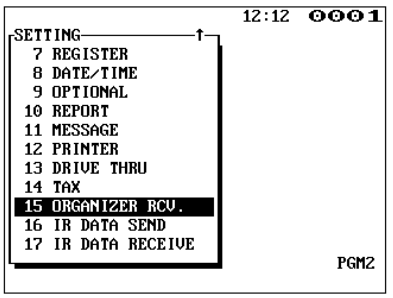
Organizer Programming

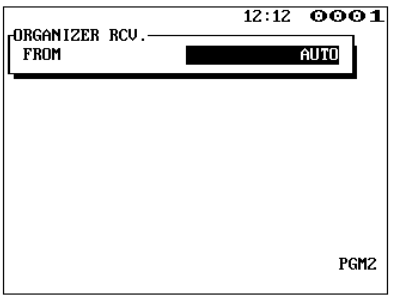
Use the following procedure to select the menu option “15 ORGANIZER RCV.”:

■ Organizer receive

Your POS terminal can receive data from an “Organizer.”

Procedure





Program the item as follows:

• FROM (Use the selective entry)

Receives data from the “Organizer.”

AUTO : Selects “IrDA” or “ASK” automatically as an appropriate communication system.

IrDA : Selects “IrDA” for the communication system.

ASK : Selects the “ASK” for the communication system.

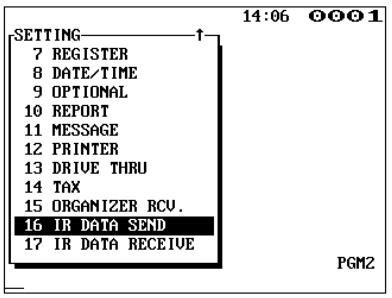
IR Data Send Programming

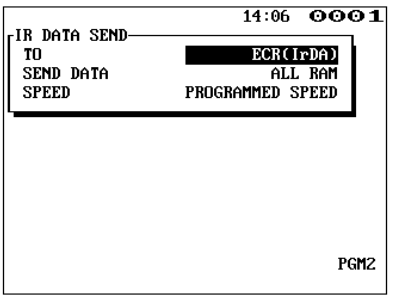
Use the following procedure to select the menu option “16 IR DATA SEND”:

■ IR data send

Your POS terminal can send data to another device by infrared rays.

Procedure





Program each 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
03MB/04MB(1)
03MB/04MB(2)
04MB(3)
04MB(4)
SSP
RESERVED 1
RESERVED 2

• 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.

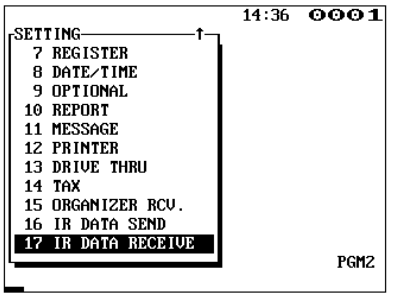
IR Data Receive Programming

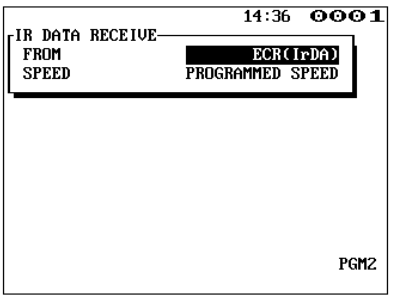
Use the following procedure to select the menu option “17 IR DATA RECEIVE”:

■ IR data receive

Your POS terminal can receive data from another device by infrared rays.

Procedure





Program each 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 (for “IrDA” only).

57600bps: Receives data at 57600 bps.

38400bps: Receives data at 38400 bps.

19200bps: Receives data at 19200 bps.

9600bps: Receives data at 9600 bps.

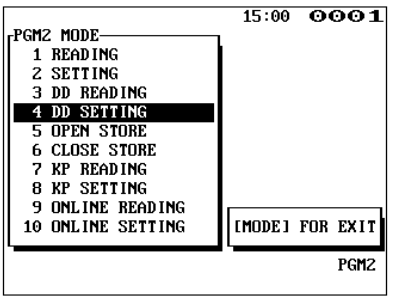
4800bps: Receives data at 4800 bps.

2400bps: Receives data at 2400 bps.

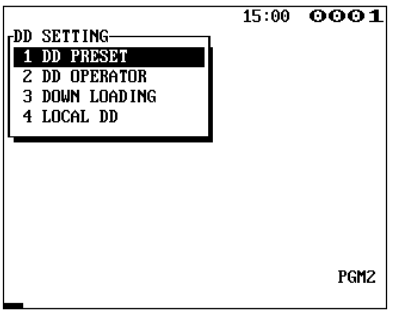
Drink Dispenser Programming

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

Procedure



1. In the PGM2 MODE window, select "4 DD SETTING."
- The DD SETTING window will appear.



2. Select any option from the following options list:

1 DD PRESET:	Drink dispenser preset
2 DD OPERATOR:	Drink dispenser operator
3 DOWN LOADING:	Downloading
4 LOCAL DD:	Local drink dispenser

NOTE

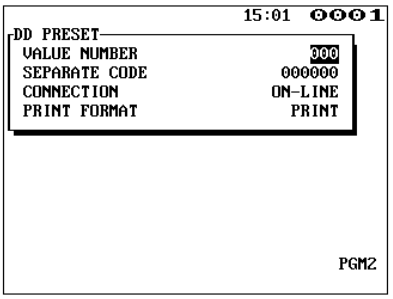
"4 LOCAL DD" is available only when your POS terminal is used in an inline system.

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

4 DD SETTING
- 1 DD PRESET ➡ See "■Drink dispenser preset" on page 201.
- 2 DD OPERATOR ➡ See "■Drink dispenser operator" on page 202.
- 3 DOWNLOADING ➡ See "■Downloading" on page 202.
- 4 LOCAL DD ➡ See inline manual.

■ Drink dispenser preset

Procedure



Program each item as follows:

• VALUE NUMBER (Use the numeric entry)

- You can set the link of sort number of drink dispenser and PLU code.
  AAA: Value in the hundred thousand's and ten thousand's and thousand's place of a PLU code (0 through 999)
- The conversion of a sort number to a PLU code is made as follows:
  Sort number = xxx (max. 3 digits)
  PLU code = AAAxxx (max. 6 digits)

NOTE

You cannot change the setting by this option while the received data on drink dispenser sales is stored in the buffer. In this case, a lock error will occur and the message "ENTRY ERROR" will be displayed.

• SEPARATE CODE (Use the numeric entry)

Enter a GLU/PBLU or drive-through separate code (1 through 999999).
For example, if you program "10" for the separate code, GLU/drive-through codes "1" through "10" are used for drive-through codes, and "11" through "999999" are used for GLU codes.

• CONNECTION (Use the selective entry)

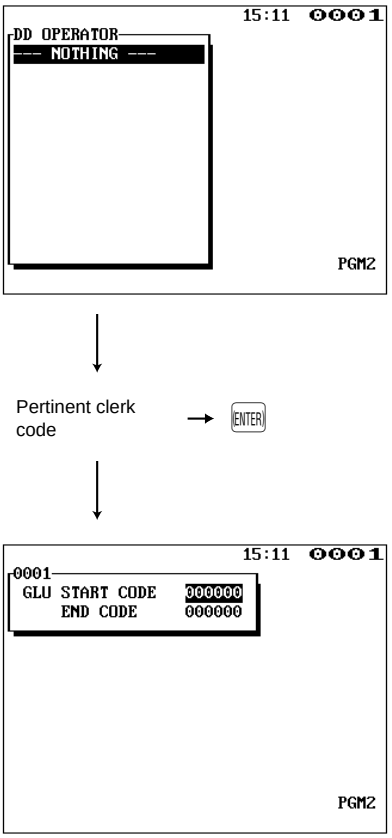
OFF-LINE: Makes drink dispenser off-line.
ON-LINE: Makes drink dispenser on-line.
If "OFF-LINE" is selected, data reception from the drink dispenser is disabled. If "ON-LINE" is selected, the manual entry of PLU assigned to the drink dispenser sales article results in error correction of drink dispenser misoperation.

• PRINT FORMAT (Use the selective entry)

NOT PRINT: Does not print a drink dispenser misoperation item when reading a drink dispenser misoperation file (in the clerk report).
PRINT: Prints a drink dispenser misoperation item when reading a drink dispenser misoperation file (in the clerk report).

■ Drink dispenser operator

Procedure



Program each item as follows:

- **CLERK CODE (Use the numeric entry)**
  Enter a clerk code to be assigned to a drink dispenser operator.

- **GLU START CODE (Use the numeric entry)**
  Starting GLU code to be assigned to a drink dispenser operator (1 through 999999)

- **GLU END CODE (Use the numeric entry)**
  Ending GLU code to be assigned to a drink dispenser operator (1 through 999999)

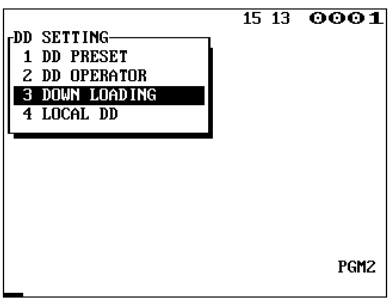
NOTE

If the ENTER key is pressed without setting the range after entering a clerk code, the drink dispenser sales by the entered clerk will be unavailable.

■ Downloading

This option is used to download drink dispenser clerk assignment information to drink dispenser.
To transfer this information, the drink dispenser must be initialized and set to on-line mode in advance. Initialization can be performed from the drink dispenser or from your POS terminal. To initialize from POS terminal, use X1/Z1 mode job.

Procedure



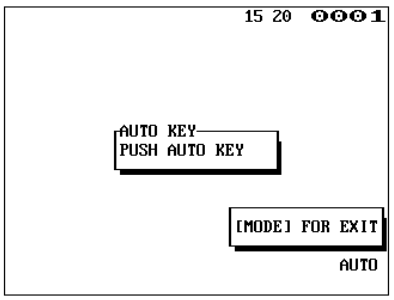
Automatic Sequencing Key Programming

If you program frequently performed key operations for the AUTO keys, you can enter those key operations simply by pressing the corresponding AUTO keys in key operations.

Procedure

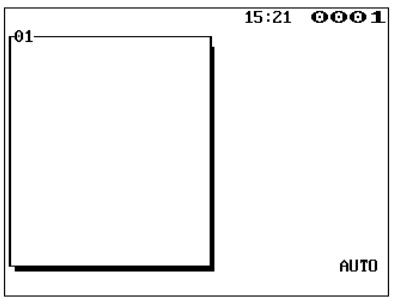
To program an automatic sequencing key as follows:

Select “7 AUTO KEY MODE” from the mode selection window.



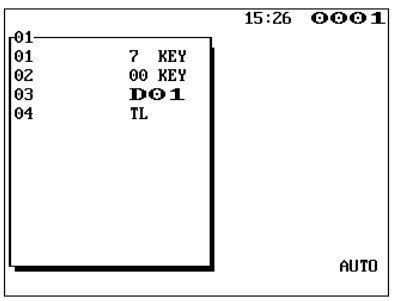
1. Press a pertinent automatic sequencing key which you want to program.

AUTO 1



2. Enter the desired sequence to use the automatic sequencing key in the programmed sequence.

700 ⟶ 1 ⟶ TL



3. Press the automatic sequencing key again.

AUTO 1

4. Press the MODE key 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 one of the following procedures:

Selecting an item from the menu

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 starting and ending codes to specify the range of the selected item.
4. Select a device (“DISPLAY” or “REPORT PRINTER”) to receive the output.

NOTE

To read “drink dispenser,” select “3 DD READING” in the PGM2 mode menu window.

Entering a job code

1. Enter a job code listed in the table shown later in the PGM1 or PGM2 mode menu window.

   XXXX ⟶ ⊗

2. If needed, enter starting and ending codes to specify the range of the selected item.
3. Select a device (“DISPLAY” or “REPORT PRINTER”) to receive the output.

Job code:	Item:	Description:	Available mode:
1100	1 DEPT *	Departments	PGM1 or PGM2
1200	2 PLU *	PLU	PGM1 or PGM2
2220	3 LINK PLU TABLE *	Link PLU table	PGM2
2221	4 SET PLU TABLE *	Set PLU table	PGM2
2223	5 CONDIMENT TABLE *	Condiment table	PGM2
2225	6 PROMOTION TABLE	Promotion table	PGM2
2226	7 RECIPE TABLE *	Recipe table	PGM2
2227	8 INGREDIENT *	Ingredient table	PGM1 or PGM2
2618	9 SCALE TABLE	Scale table	PGM2
2240	10 DEPT. SHIFT	Department shift	PGM2
2241	11 HAPPY HOUR	Happy hour	PGM2
1300	12 FUNCTION	Function	PGM1 or PGM2
2300	13 MEDIA	Media key	PGM2
1400	14 CLERK	Clerk	PGM1 or PGM2

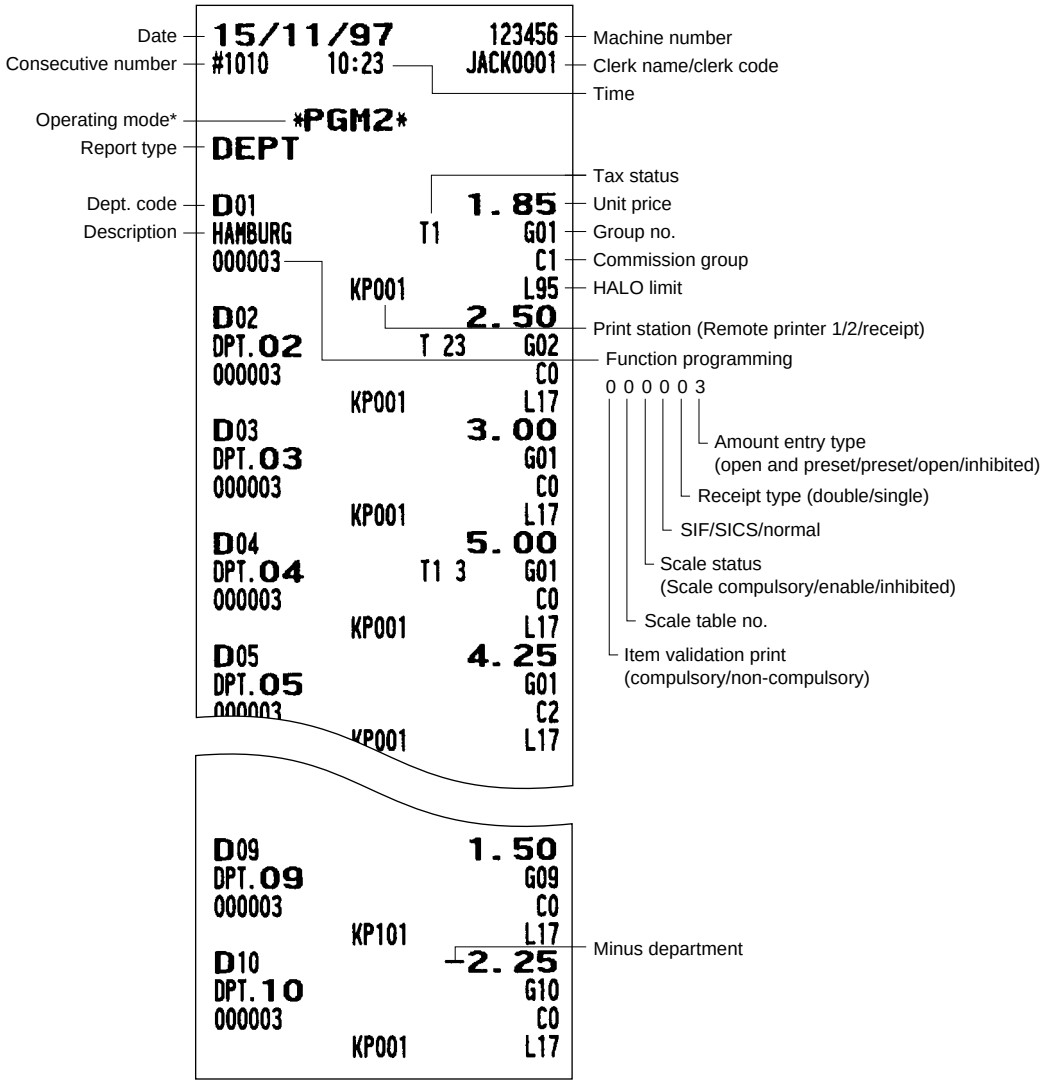
Job code:	Item:	Description:	Available mode:
2450	15 MANAGER	Manager	PGM2
2550	16 EMPLOYEE*	Employee	PGM2
2555	17 JOB LOCATE TBL	Job location table	PGM2
2600	18 OPTIONAL	Optional feature	PGM2
2314	19 FUNCTION TEXT	Function text	PGM2
2315	20 DEPT. GROUP	Department group	PGM2
2316	21 PLU GROUP	PLU group	PGM2
2317	22 PLU HOURLY GR	PLU hourly group	PGM2
2640	23 MESSAGE	Message	PGM2
2700	24 TAX	Tax	PGM2
2800	25 DRIVE THRU	Drive through code	PGM2
2900	26 AUTO KEY	Automatic sequencing key	PGM2
2991	27 PRINTER	Printer	PGM2
2219	28 DIRECT KEY	Direct key	PGM2
2370	DD READING	Drink dispenser	PGM2

NOTE

You can read those programmed items marked with "" by range.*

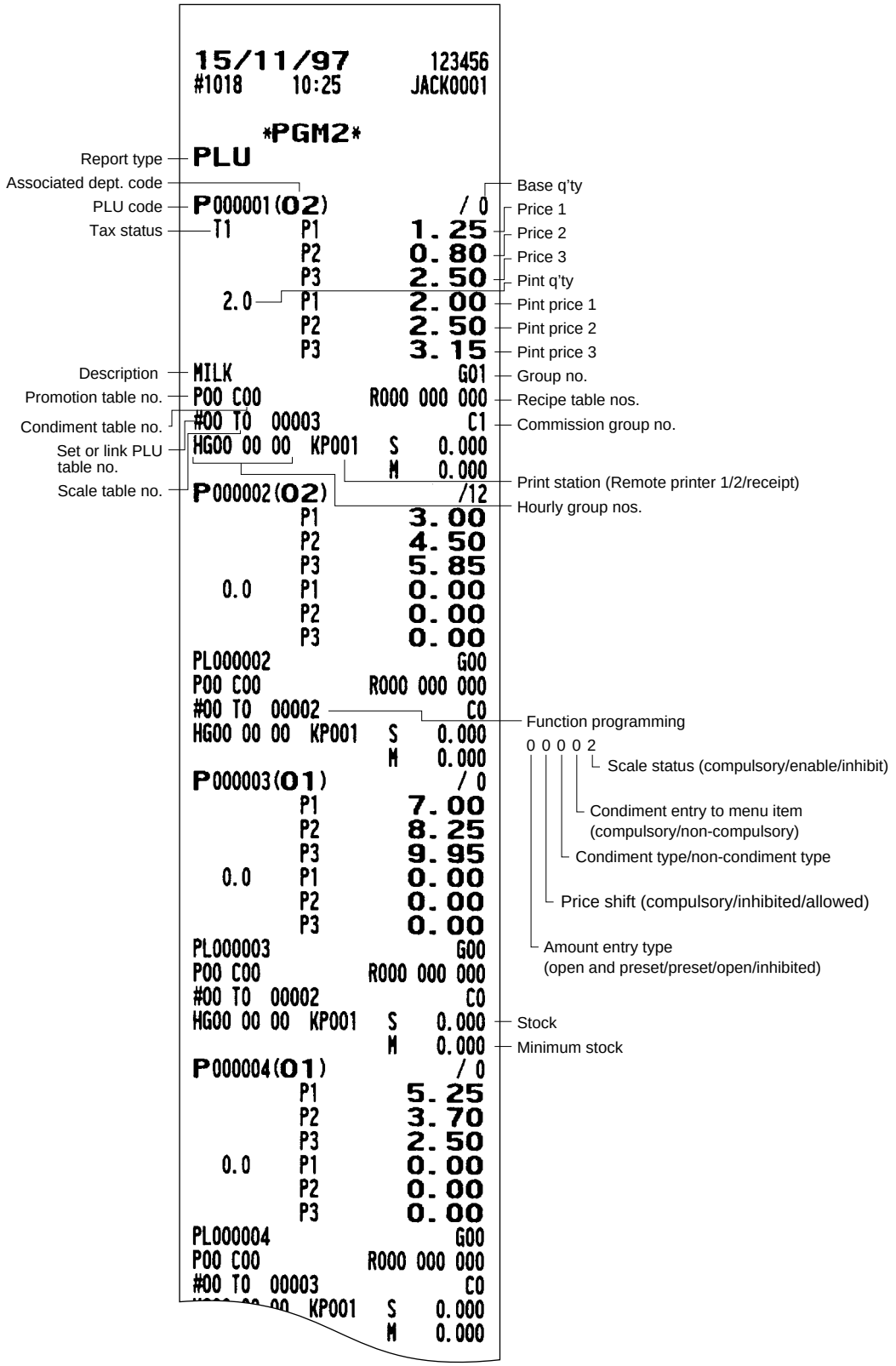
■ Sample printouts

• Departments (PGM1 or PGM2 mode)

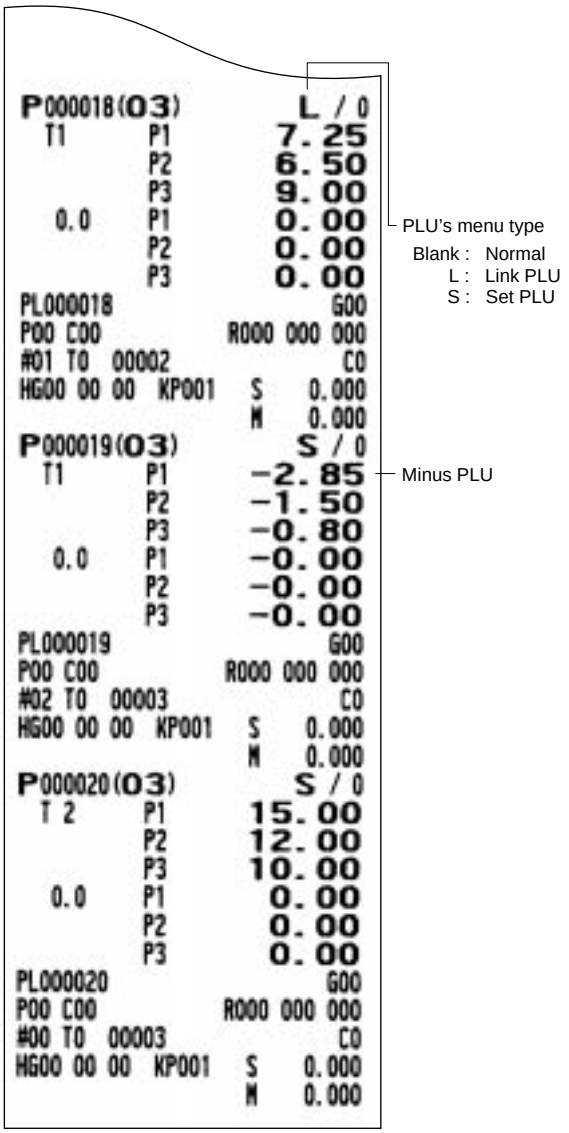


* When you take this report in the PGM1 mode, the PGM2 indication is replaced by a “PGM1.”

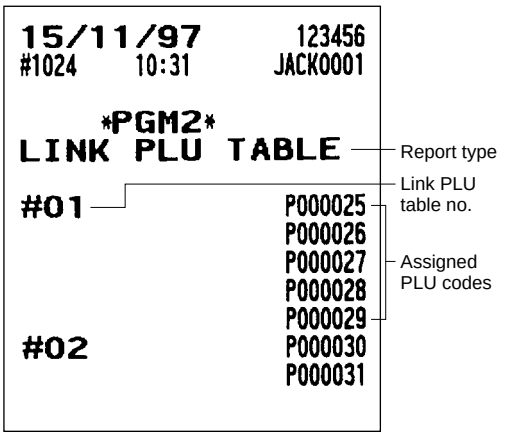
• **PLUs (PGM1 or PGM2 mode)**



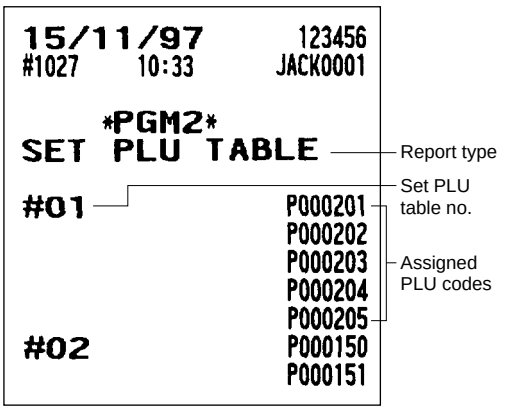
• **PLUs (continued)**



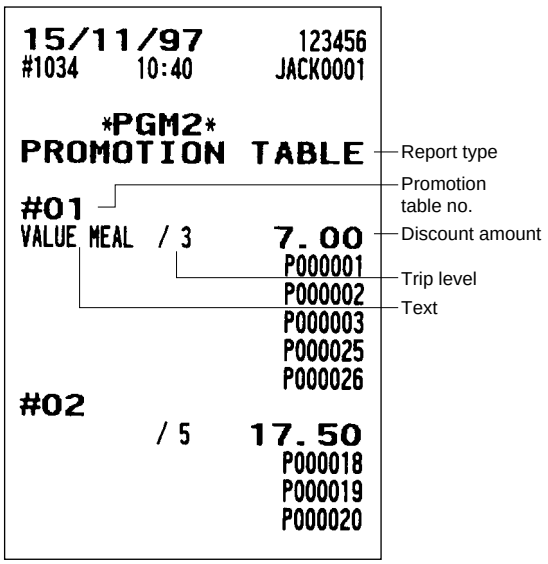
• **Link PLU table (PGM2 mode)**



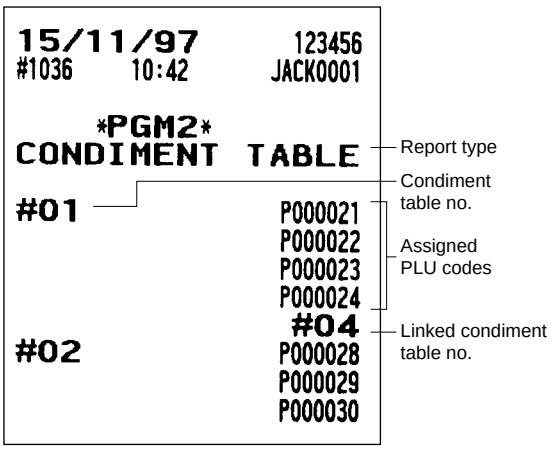
• **Set PLU table (PGM2 mode)**



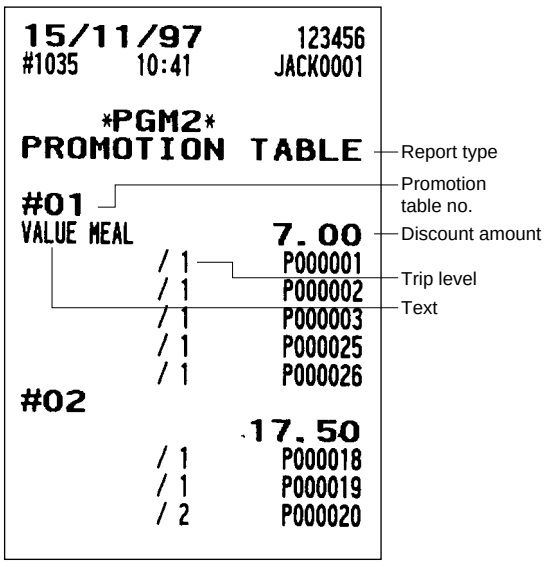
• **Promotion table (Normal selling)(PGM2 mode)**



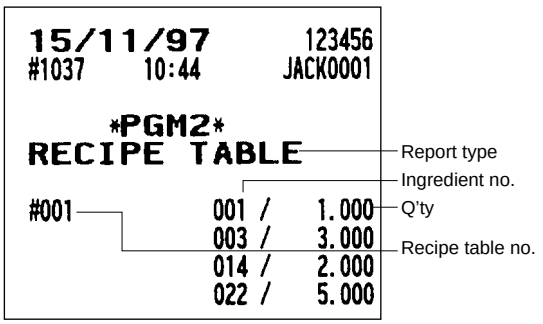
• **Condiment table (PGM2 mode)**



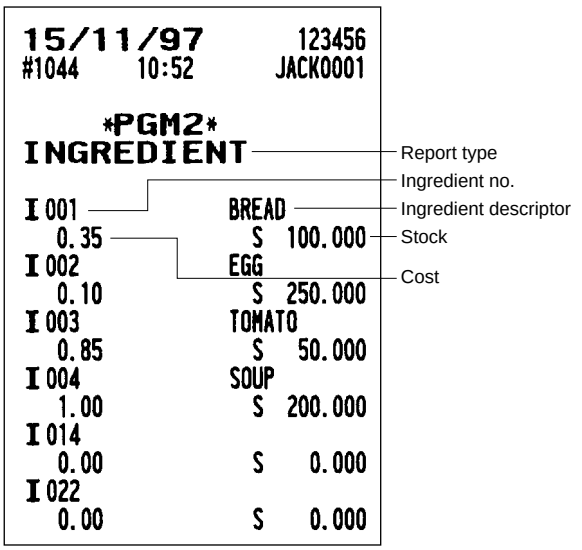
• **Promotion table (Set selling)(PGM2 mode)**



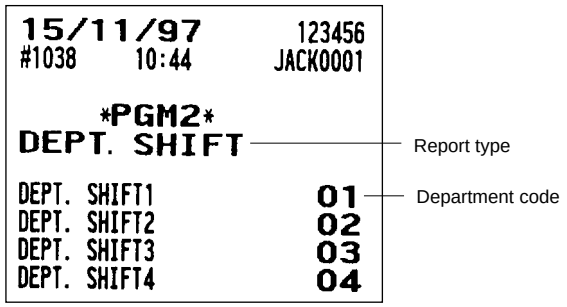
• **Recipe table (PGM2 mode)**



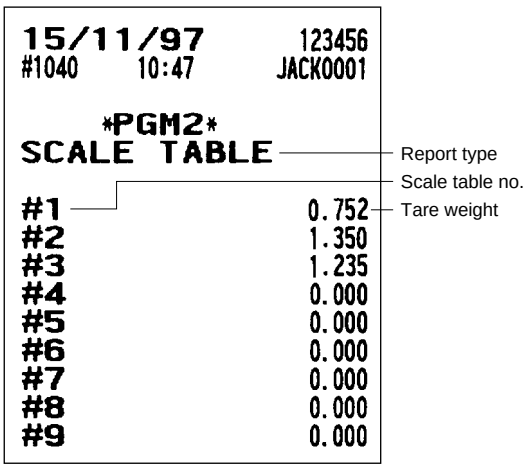
• **Ingredient (PGM1 or PGM2 mode)**



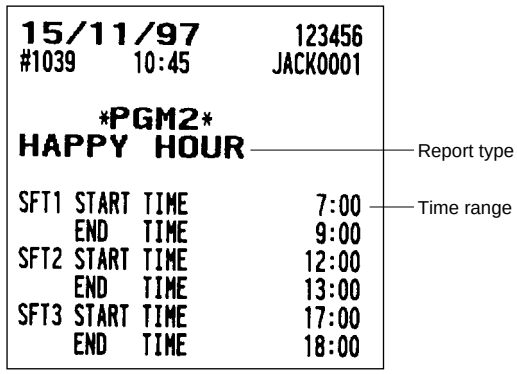
• **Department shift (PGM2 mode)**



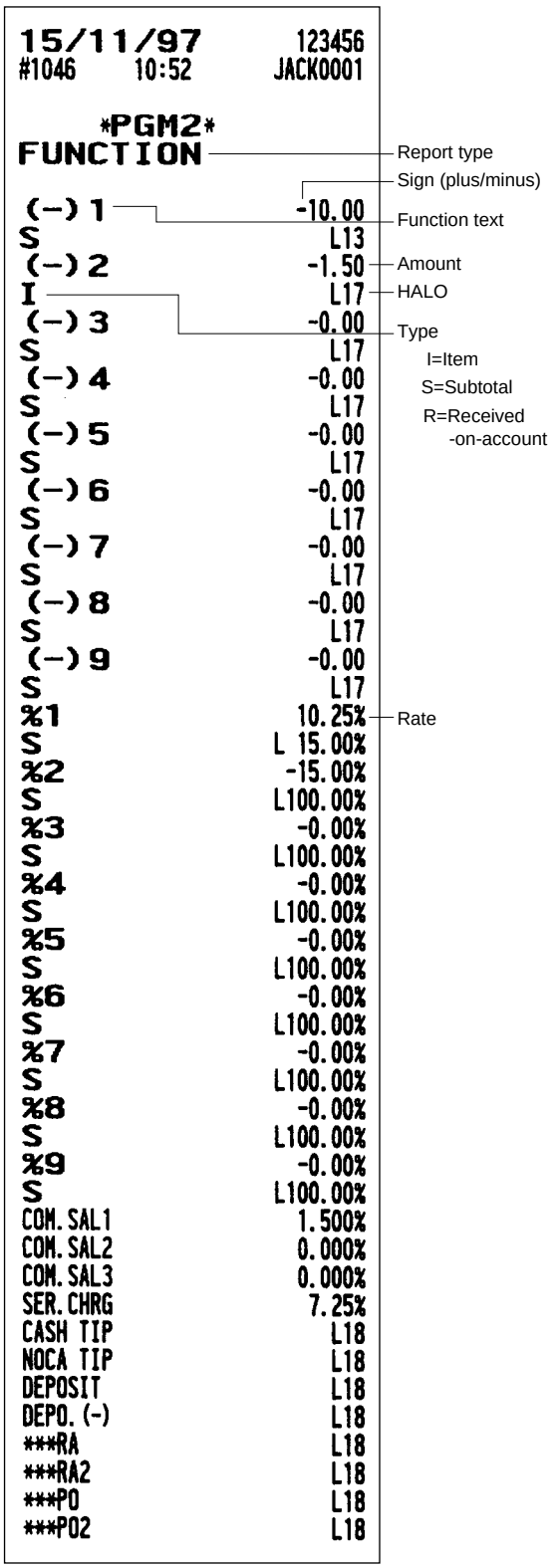
• **Scale table (PGM2 mode)**



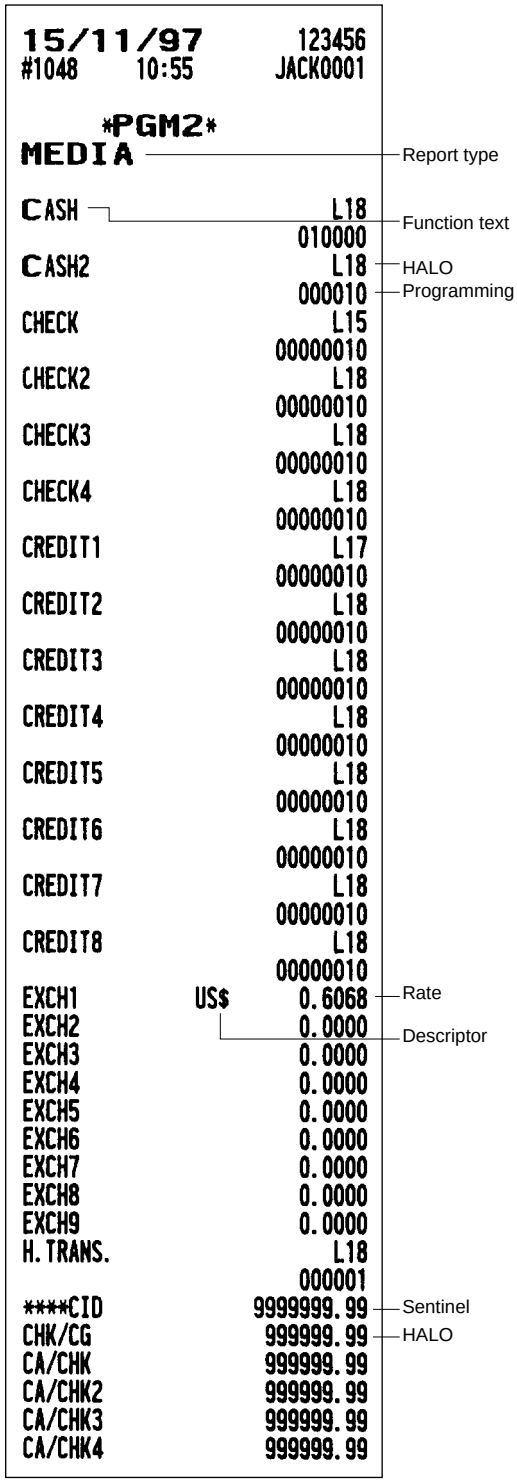
• **Happy hour (PGM2 mode)**



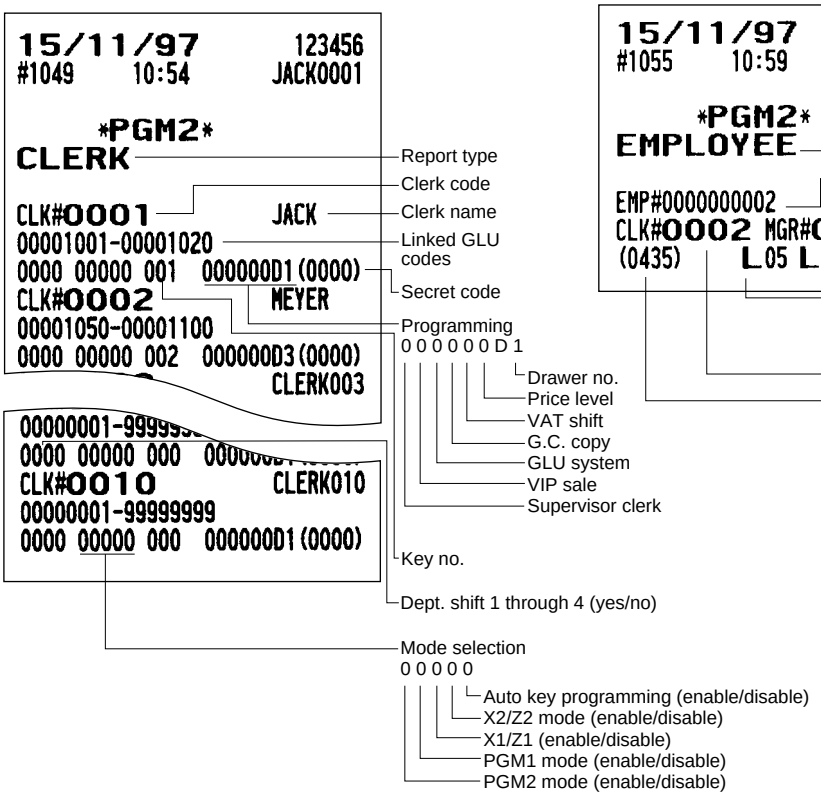
• **Functions (PGM1 or PGM2 mode)**



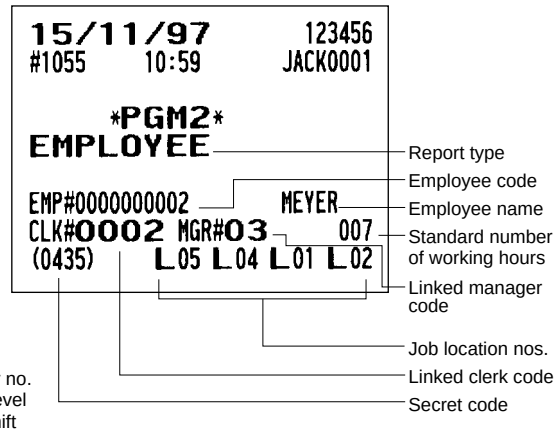
• **Media (PGM2 mode)**



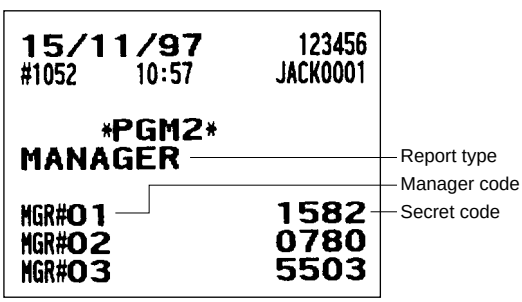
• **Clerk (PGM1 or PGM2 mode)**



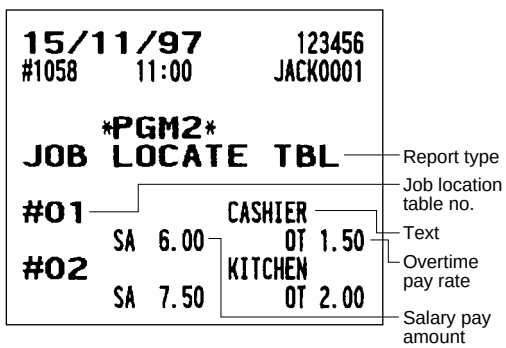
• **Employee (PGM2 mode)**



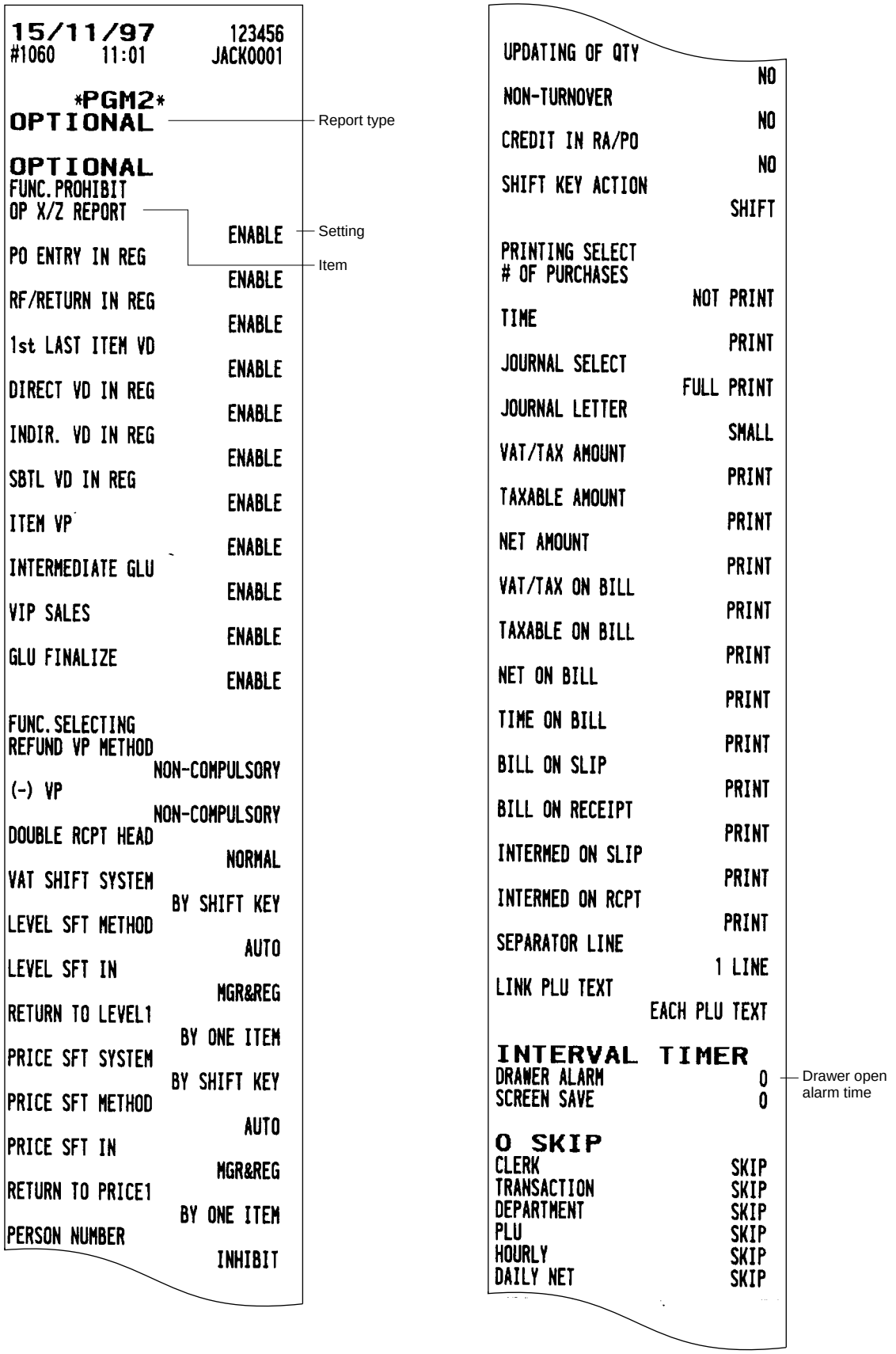
• **Manager (PGM2 mode)**



• **Job location table (PGM2 mode)**



• **Optional features (PGM2 mode)**



• **Optional features (continued)**

```
GNR RPT FORMAT
DEPARTMENT              NOT SKIP
TRANSACTION             NOT SKIP
TAX SALE                NOT SKIP
CID                     NOT SKIP

HOURLY RPT
MEMORY TYPE                 30
STARTING TIME               00

STACKED RPT
1
GENERAL
PLU TOP 20              AMOUNT
PLU ZERO SALES             ALL
ALL CLERK
EMPLOYEE 0000000001-9999999999
HOURLY

2
DEPT./GROUP             01-99
PLU                 000001-999999
```

Hourly report

Stacked report 1

Stacked report 2

• **Function text (PGM2 mode)**

```
15/11/97              123456
#1061     11:04       JACK0001

     *PGM2*
FUNCTION TEXT
```

DISCOUNT	DISCOUNT
SET PLU-	SET PLU-
TAX1 ST	TAX1 ST
TAX2 ST	TAX2 ST
TAX3 ST	TAX3 ST
TAX4 ST	TAX4 ST
TAX5 ST	TAX5 ST
TAX6 ST	TAX6 ST
VAT 1	VAT 1
VAT 2	VAT 2
VAT 3	VAT 3
VAT 4	VAT 4
VAT 5	VAT 5
VAT 6	VAT 6
NET1	NET1
NET2	NET2
CP PLU	CP PLU
VAT SFT	VAT SFT
TAX DELE	TAX DELE
BILL CNT	BILL CNT

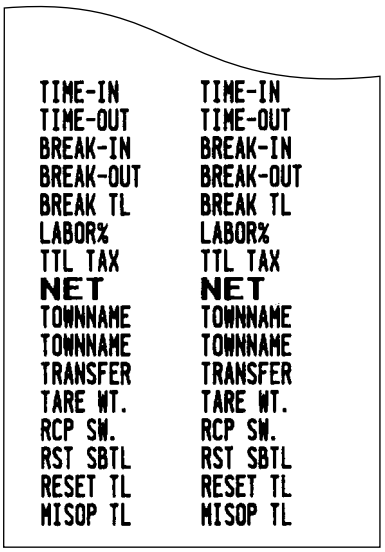
Report type

Function text (default)

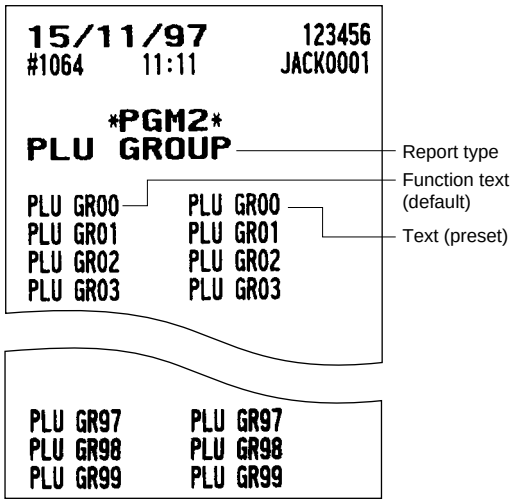
Text (preset)

NO SALE	NO SALE
SCM (+)	SCM (+)
SCM (-)	SCM (-)
CA/CK ID	CA/CK ID
GUEST	GUEST
NON COM.	NON COM.
ORDER TL	ORDER TL
PAID TL	PAID TL
*CH ID	*CH ID
*DEPT TL	*DEPT TL
DEPT(-)	DEPT(-)
NET 1	NET 1
NET 2	NET 2
NET 3	NET 3
NET 4	NET 4
NET 5	NET 5
NET 6	NET 6
SUBTOTAL	SUBTOTAL
MDSE ST	MDSE ST
***TOTAL	***TOTAL
CHANGE	CHANGE
DUE	DUE
TIP DUE	TIP DUE
BALANCE	BALANCE
ITEMS	ITEMS
PLU ST	PLU ST
COPY	COPY
AVE.	AVE.
O-P	O-P
COM. AMT1	COM. AMT1
COM. AMT2	COM. AMT2
COM. AMT3	COM. AMT3
COM. TTL	COM. TTL
BILL BAL	BILL BAL
FREE GLU	FREE GLU
OLD BAL.	OLD BAL.
BALANCE	BALANCE
SCM TTL	SCM TTL
T. TABLE	T. TABLE
T. GUEST	T. GUEST
T. BILL	T. BILL
I. GUEST	I. GUEST
I. BILL	I. BILL
AVE. ITEM	AVE. ITEM
COST	COST
COST%	COST%
TTL COST	TTL COST
LOC#	LOC#
L. COST	L. COST
TTL HOUR	TTL HOUR

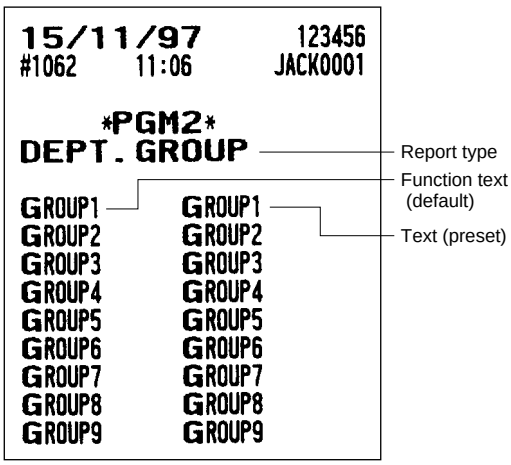
• **Function text (continued)**



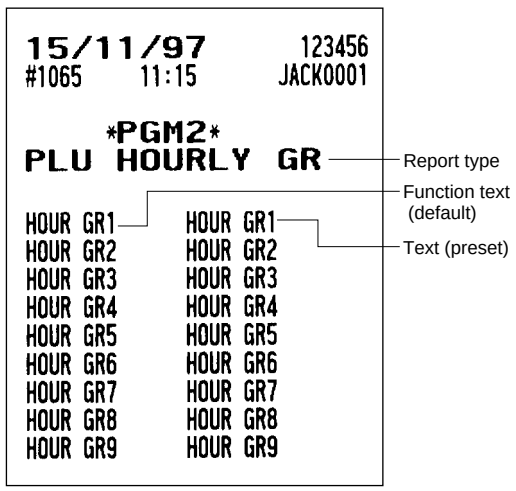
• **PLU group text (PGM2 mode)**



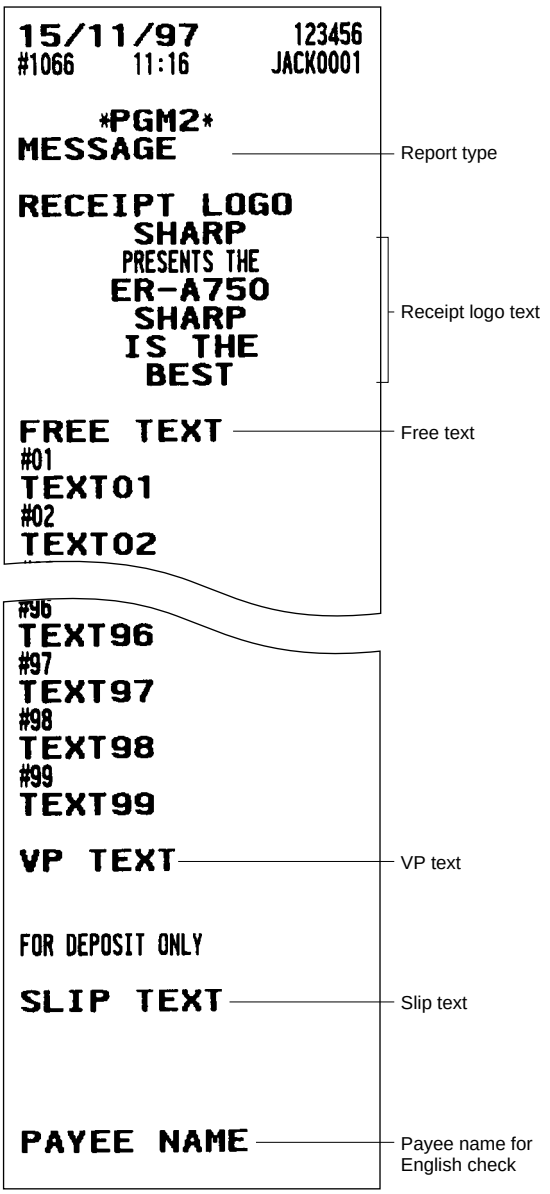
• **Department group text (PGM2 mode)**



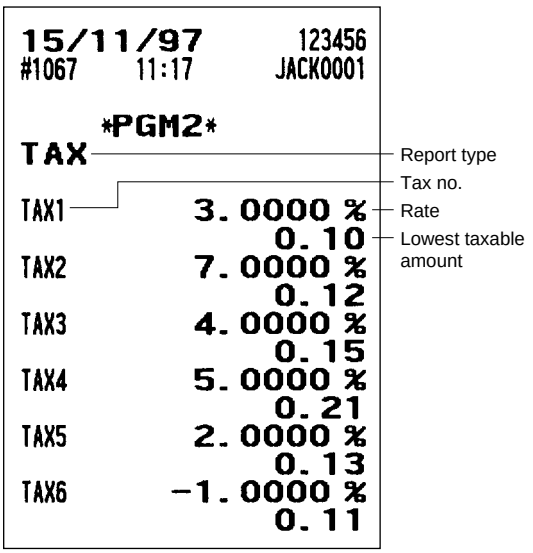
• **PLU hourly group text (PGM2 mode)**



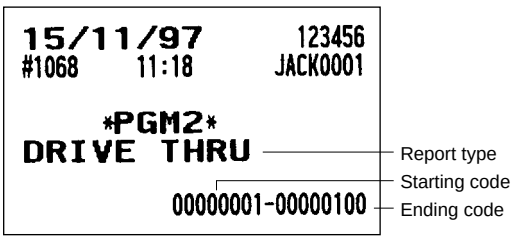
• **Message (PGM2 mode)**



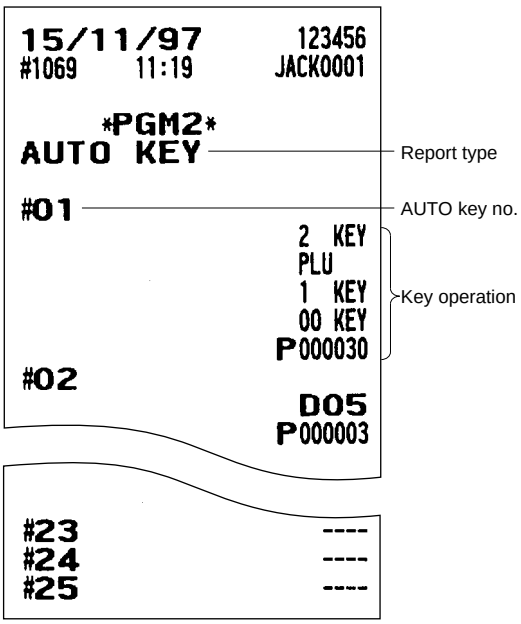
• **Tax rate (PGM2 mode)**



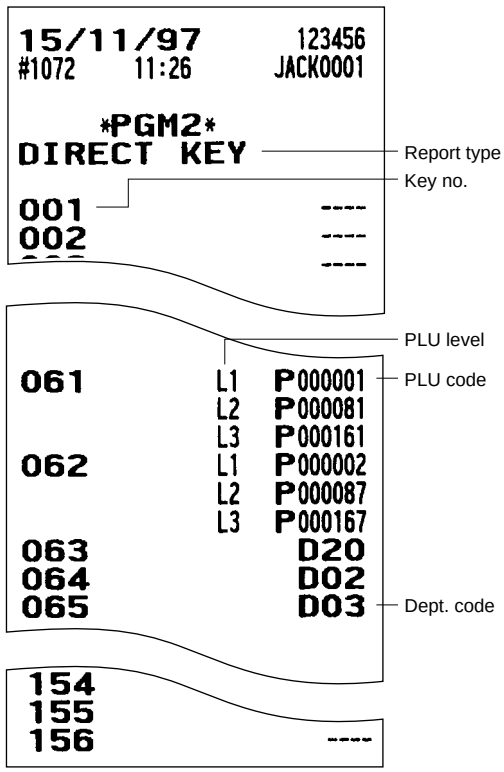
• **Drive-through code (PGM2 mode)**



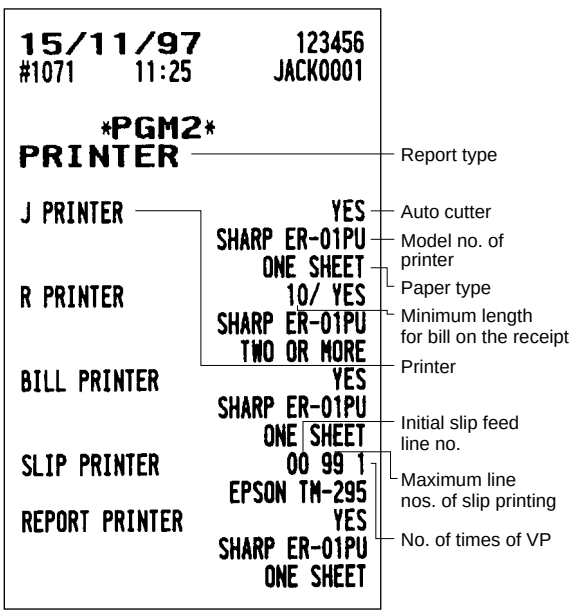
• **AUTO key (PGM2 mode)**



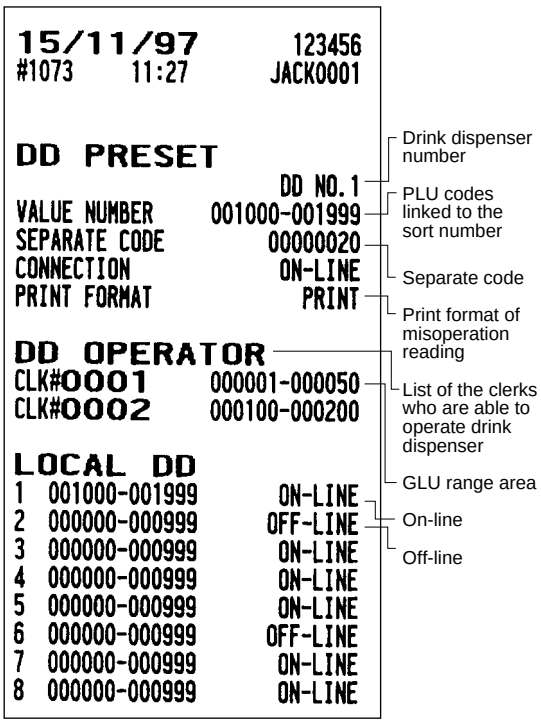
• **Direct key (PGM2 mode)**



• **Printer (PGM2 mode)**

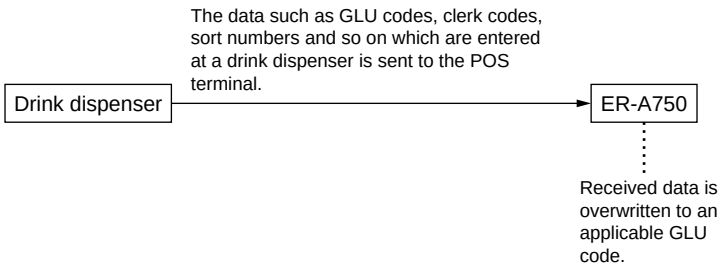


• **Drink dispenser (PGM2 mode)**



14 Drink Dispenser

Your POS terminal can be connected with a drink dispenser.
The summary of drink dispenser operations is shown below.



When an entry error is found, perform the following steps:

1. Check the error by the drink dispenser misoperation file reading or drink dispenser error reading.
Drink dispenser misoperation file reading → REG or MGR mode
Clerk report → OP X/Z or X1/Z1 mode
Drink dispenser error reading → X1/Z1 mode

2. Correct the error with the drink dispenser correction in the REG or MGR mode.
The error which relates to GLU codes can be corrected. However, the error which relates to PLU codes or clerk codes cannot be corrected with the drink dispenser correction.

3. Clear the data from the drink dispenser.
The data can be cleared with the drink dispenser reset in the Z1 mode.

■ Drink dispenser misoperation and misoperation file

The error caused by misoperation during drink dispenser sales registration or missetting is recorded in the drink dispenser misoperation file.

■ Causes of drink dispenser misoperation

	Causes	Processing	Error message (J/R print out)
For PLU	No PLU code	2	NO RECORD
	PLU code inhibited	2	ENTRY ERROR
	Preset price entry is inhibited.	2	ENTRY ERROR
	It's set PLUs, link PLUs, condiment PLUs or condiment type	2	ENTRY ERROR
For GLU	GLU exceeding 9 digits *	1	ENTRY ERROR
	GLU code not allowed to clerk *	1	ENTRY ERROR
	GLU code assigned to other clerk *	1	NO AUTHORITY
For clerk	Clerk code is not defined.	2	NO RECORD
Others	GLU buffer full *	1	ENTRY ERROR
	Transaction amount overflow * (Exceeding 9 digits)	1	ENTRY ERROR
	One item amount overflow * (Multiplication registration in the GLU/PBLU system)	1	ENTRY ERROR

* Causes of misoperation relating only to the GLU/PBLU system.

NOTE

Processing 1 or 2 discriminates the processing type explained on the following pages.

■ Disposal of misoperation

The following two types of misoperation disposal are possible:

Type 1: Misoperation in the case when there is established clerk code which has been defined by the POS terminal based on the clerk code inputted from the drink dispenser and the PLU assigned by using the sort number of drink dispenser sales.
Such a misoperation is recorded in the drink dispenser misoperation file. At this time the following data is updated:
• Totalizer for the associated department
• Totalizer for each PLU
• Stock counter (if controlled)
(Data of pertinent clerk)
• Order total
• Commission sales amount
• Non-commission sales amount

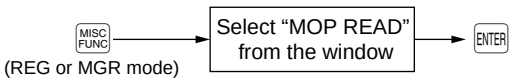
Type 2: Fatal error in the case when the clerk code and PLU code of information (clerk code, GLU code, sort number) sent from the drink dispenser cannot be identified and the totalizers for clerk or PLUs cannot be updated.
Such an error is recorded in the drink dispenser misoperation file without updating of totalizers. Accordingly, these errors are not registered in the POS terminal. They are recorded only in the drink dispenser misoperation file. These errors cannot be corrected with the correction operation.

These errors are roughly classified into the following two groups :
• Errors which make it impossible to identify the PLU code.
• Errors which make it impossible to identify the clerk code.
The former error is printed out with correction disabled mark when reading the drink dispenser misoperation or reading the drink dispenser misoperation of clerk report. If the clerk code cannot be identified, the error cannot be read by drink dispenser misoperation read operation but read/reset is possible in the X/Z mode. However, if the clerk code corresponding to the clerk code is defined in the POS terminal system after occurrence of error whose clerk code cannot be identified, it cannot be corrected with the correction operation. Accordingly, it is printed out as drink dispenser error read list, being distinguished from the ordinary misoperation read.

■ Misoperation file reading

Each clerk can print or display out only his/her misoperation data in the misoperation file in the REG or MGR mode.

Procedure



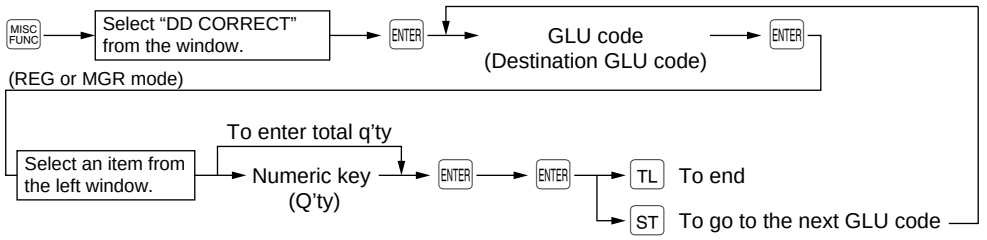
NOTE

The data of the drink dispenser misoperation file can be printed or displayed out as well in the OP X/Z and X1/Z1 modes.

■ Correction of drink dispenser articles in a drink dispenser misoperation file

When a clerk recognizes that a drink dispenser misoperation file has a record, the clerk can correct the drink dispenser operation by selecting of the drink dispenser article on the screen.

Procedure



NOTE

- *The contents of the first GLU code in the misoperation file are displayed in the left window.*
- *The pick-upped items from the left window are displayed in the right window. These items are stored in the destination GLU code when the [TL] key is pressed.*
- *The item which is moved is selected by the cursor ([↑] and [↓]) keys.*
- *When the [→] key is pressed, the cursor is moved to the right window. When the [←] key is pressed, the cursor is moved to the left window.*
- *When the [ST] key is pressed, the contents of the next GLU code in the misoperation file are displayed.*
- *When the [TL] key is pressed, the items in the right window are stored in the destination GLU code. And the contents are printed on receipt/journal printer. Then the entry of the next destination GLU code is displayed. If the [CANCEL] key is pressed at this time, the correction operation is finished.*

Function

Subtotal and taxable subtotals of corresponding GLU/PBLU are updated, but in the other totalizers are not updated. (Because they are already updated when misoperation has occurred.)

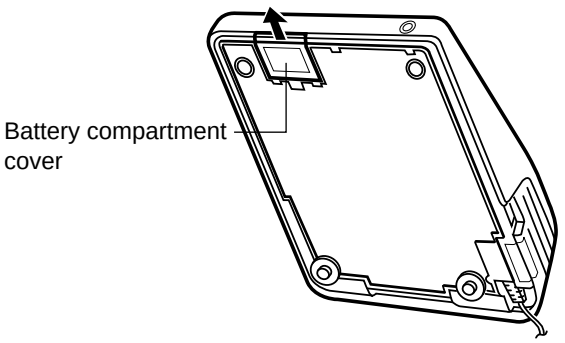
15 Operator Maintenance

Replacing the Backup Battery Pack

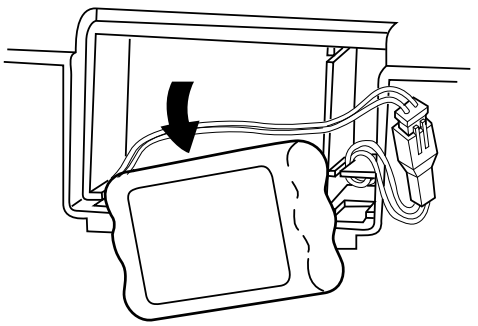
The memory backup battery pack has an expected life of approximately three years under normal conditions (temperature extremes can shorten the life of the battery). Replace the memory backup battery pack every three years.
The battery pack is not available on the market, so please contact your dealer and ask him or her for replacement when you need a new one. Be sure to use a battery pack specified by SHARP.
Use of other battery packs could damage your POS terminal.

Caution : When you replace the battery pack, keep the POS terminal turned on. If you replace the battery pack with the power switch off, all the data in memory will be lost.

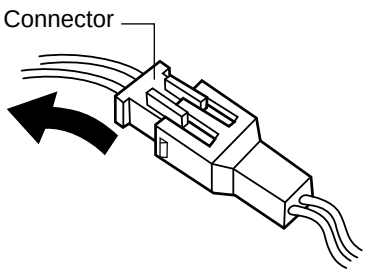
1. Remove the battery compartment cover located at the bottom of the machine by sliding in the direction of the arrow.



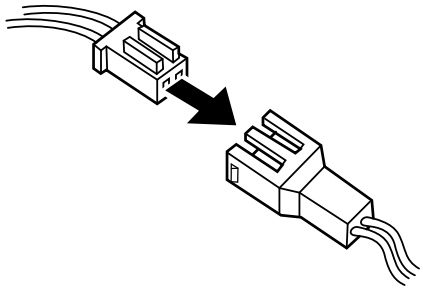
2. Take out the battery pack.



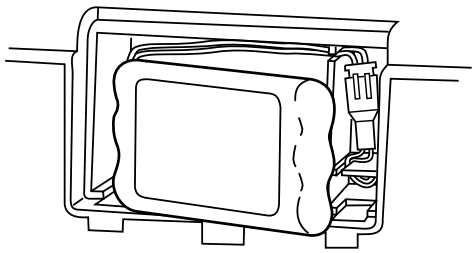
3. Disconnect the connector.



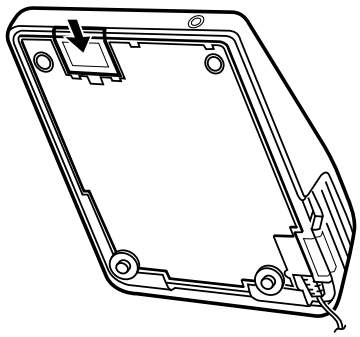
4. Connect the connector of a new battery pack.



5. Install the pack, placing the wires in the slit as shown in the figure at right.



6. Replace the battery compartment cover.



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?
• The display is illuminated, but the whole machine refuses entries.	• Is the clerk key inserted?
• No receipt is issued.	• See the printer manual.
• No journal paper is taken up.	
• Printing is unusual.	

16 Options

List of Options

For your ER-A750 POS terminal, the following options are available:
For details, contact your authorized SHARP dealer. Do not try to install any options yourself.

1. RAM memory board model ER-03MB or ER-04MB
2. Two-port RS-232 interface model ER-A7RS
3. External printer model ER-01PU
4. Remote printer model ER-03RP or ER-04RP
5. Remote drawer model ER-03DW, ER-04DW or ER-05W
6. Remote coin case model ER-48CC3, ER-48CC2 or ER-58CC3
7. Remote coin case cover model ER-02CV1-5, 01CV1-5 or ER-03CV
8. Magnetic card reader model ER-A8MR (ER-A7RS is needed for this option.)

17 Specifications

Model:	ER-A750	
External dimensions:	290(W) X 365(D) X 262(H) mm	
Weight:	5.1kg	
Power source:	Official (nominal) voltage and frequency	
Power consumption:	Stand-by: 22W	
	Operating: 26 W (max.)	
Working temperatures:	0 to 40 °C	
Electronics:	LSI (CPU) etc.	
Built-in battery:	Ni-Cd rechargeable battery pack, memory holding time of about 1 month (with fully charged built-in battery pack, at room temperature)	
Display:	Operator display:	LCD display 320 (W) X 240 (H) (0.33 mm/pixel) Dark blue and white
	Customer display:	7-segment fluorescent display (7 positions)
Accessories:	Instruction manual	1 copy
	Instruction manual for inline system	1 copy
	Standard key sheet	1 (placed under keyboard cover)
	Programming key sheet	1 (placed under keyboard cover)
	Blank key sheet	1 (placed under keyboard cover)
	Clerk keys (for 6 clerks)	12 (2 keys for each clerk)
	Ferrite cores	2

* Specifications and appearance subject to change without notice for improvement.

18 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
ENTRY REQUIRED	Entry is required.
AMOUNT TEND ONLY	Tendering operation is compulsory.
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.
CHANGE INHIBITED	The clerk is changed during the transaction.
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
INSERT SLIP	No line is left for printing on the slip.
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).
SYSTEM CLOSED	Entry is executed in close store state.
IS SIGNED ON	IRC clerk sign-on error (when all clerk 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?	System 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.
ORG.CODE ERROR	Organizer item code error
DATA SIZE ERROR	Organizer data size error
CHARACTER ERROR	Organizer item code error

Error message:	State:
DATA ERROR	Organizer data error
CHECK RS-PORT	Assigned serial port was not found.
CHECK CONNECTION	Printer connection error
CHECK LOW PAPER	Printer paper near end error
DRINK D/L END	Drink dispenser downloading is completed.
DRINK D/L ERROR	Drink dispenser downloading error.
CLERK REMAINED	There are clerks who have not finalized a transaction in overlapped clerk entry.

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