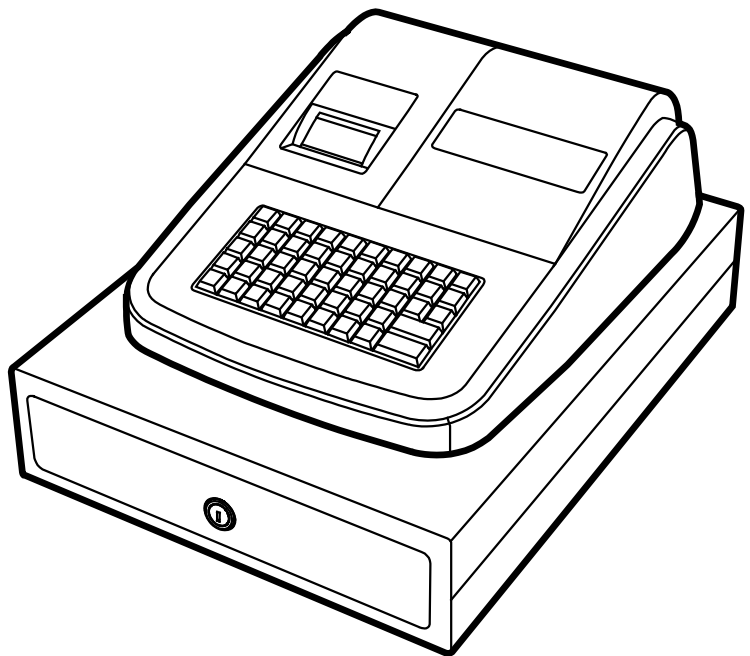


# SAM4S

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ER-180U Electronic Cash Register

# Operator's and Programming Manual



All specifications are subject to change without notice.

#### ATTENTION

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

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

#### WARNING

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

#### CAUTION

RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATERIES ACCORDING TO THE INSTRUCTIONS.

#### LICENSE DETAILS



##### FreeRTOS

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

# Precaution Statements

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

## 1-1 Safety Precautions

1. Be sure that all built-in protective devices are replaced. Restore any missing protective shields.
2. When reinstalling the chassis and its assemblies, be sure to restore all protective devices, including nonmetallic control knobs and compartment covers.
3. Make sure there are no cabinet openings through which people - particularly children - might insert fingers and contact dangerous voltages. Such openings include excessively wide cabinet ventilation slots and improperly fitted covers and drawers.
4. Design Alteration Warning:  
Never alter or add to the mechanical or electrical design of the SECR. Unauthorized alterations might create a safety hazard. Also, any design changes or additions will void the manufacturer's warranty.
5. Components, parts and wiring that appear to have overheated or that are otherwise damaged should be replaced with parts that meet the original specifications. Always determine the cause of damage or over-heating, and correct any potential hazards.
6. Observe the original lead dress, especially near the following areas: sharp edges, and especially the AC and high voltage supplies. Always inspect for pinched, out-of-place, or frayed wiring. Do not change the spacing between components and the printed circuit board. Check the AC power cord for damage. Make sure that leads and components do not touch thermally hot parts.
7. Product Safety Notice:  
Some electrical and mechanical parts have special safety-related characteristics that might not be obvious from visual inspection. These safety features and the protection they give might be lost if the replacement component differs from the original - even if the replacement is rated for higher voltage, wattage, etc.  
Components that are critical for safety are indicated in the circuit diagram by shading, () or (). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

### CAUTION

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

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

Dispose used batteries according to the manufacturer's instructions.

### ATTENTION

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

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

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

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



## 1-2 Servicing Precautions

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

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

1. Servicing precautions are printed on the cabinet. Follow them.
2. Always unplug the units AC power cord from the AC power source before attempting to:
  - (a) Remove or reinstall any component or assembly
  - (b) Disconnect an electrical plug or connector
  - (c) Connect a test component in parallel with an electrolytic capacitor
3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.
4. After servicing, always check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.
5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples: metal panels and input terminals).
6. Insulation Checking Procedure: Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.

The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.
7. Never defeat any of the B+ voltage interlocks. Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.
8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead; always remove the instrument's ground lead last.

## 1-3 Precautions for Electrostatic Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatic Sensitive Devices (ESDs); examples include integrated circuits and some field-effect transistors. The following techniques will reduce the occurrence of component damage caused by static electricity.
2. Immediately before handling any semiconductor components or assemblies, drain the electrostatic charge from your body by touching a known earth ground. Alternatively, wear a discharging wrist-strap device. (Be sure to remove it prior to applying power - this is an electric shock precaution.)
3. After removing an ESD-equipped assembly, place it on a conductive surface such as aluminum foil to prevent accumulation of electrostatic charge.
4. Do not use Freon-propelled chemicals. These can generate electrical charges that damage ESDs.
5. Use only a grounded-tip soldering iron when soldering or unsoldering ESDs.
6. Use only an anti-static solder removal device. Many solder removal devices are not rated as anti-static; these can accumulate sufficient electrical charge to damage ESDs.
7. Do not remove a replacement ESD from its protective package until you are ready to install it. Most replacement ESDs are packaged with leads that are electrically shorted together by conductive foam, aluminum foil or other conductive materials.
8. Immediately before removing the protective material from the leads of a replacement ESD, touch the protective material to the chassis or circuit assembly into which the device will be installed.
9. Minimize body motions when handling unpackaged replacement ESDs. Motions such as brushing clothes together, or lifting a foot from a carpeted floor can generate enough static electricity to damage an ESD.



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# Getting Started

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## About the *ER-180U*

The *ER-180U* features a 48-position keyboard with traditional raised keys. This keyboard will accommodate up to 16 DEPT keys and works best in retail stores, or shops where it is not necessary to place a large number of preset item keys on the keyboard

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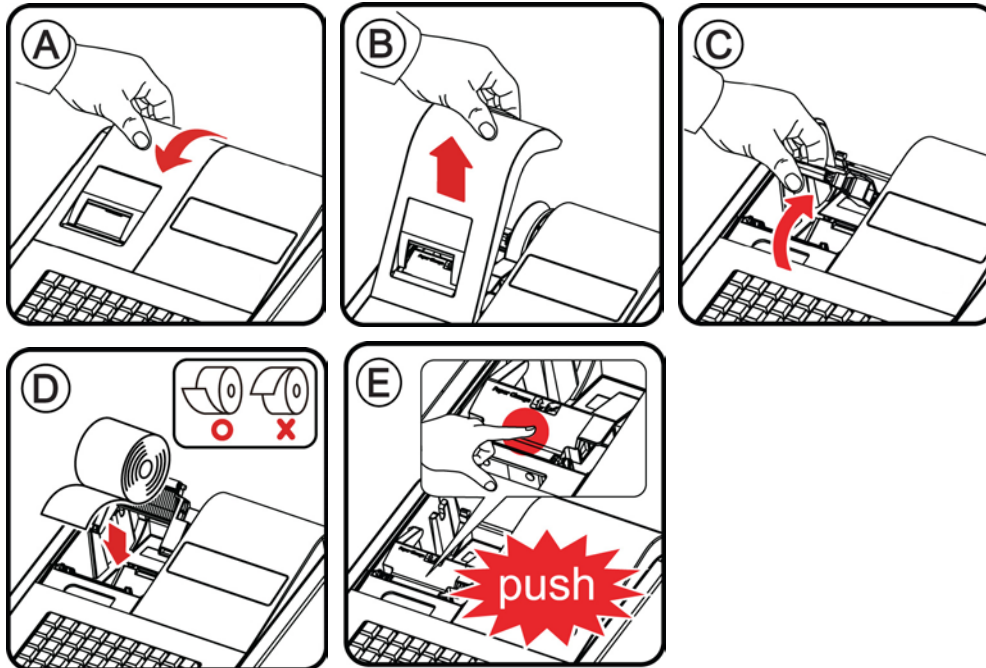
## Unpacking

1. Unpack and unwrap the cash register.
2. Locate in the packing the following items:
  - 1 roll of paper
3. Remove the cardboard protectors from the cash drawer.
4. Plug the register power adaptor into a grounded outlet, connect the adaptor cord to the right-side of the register.

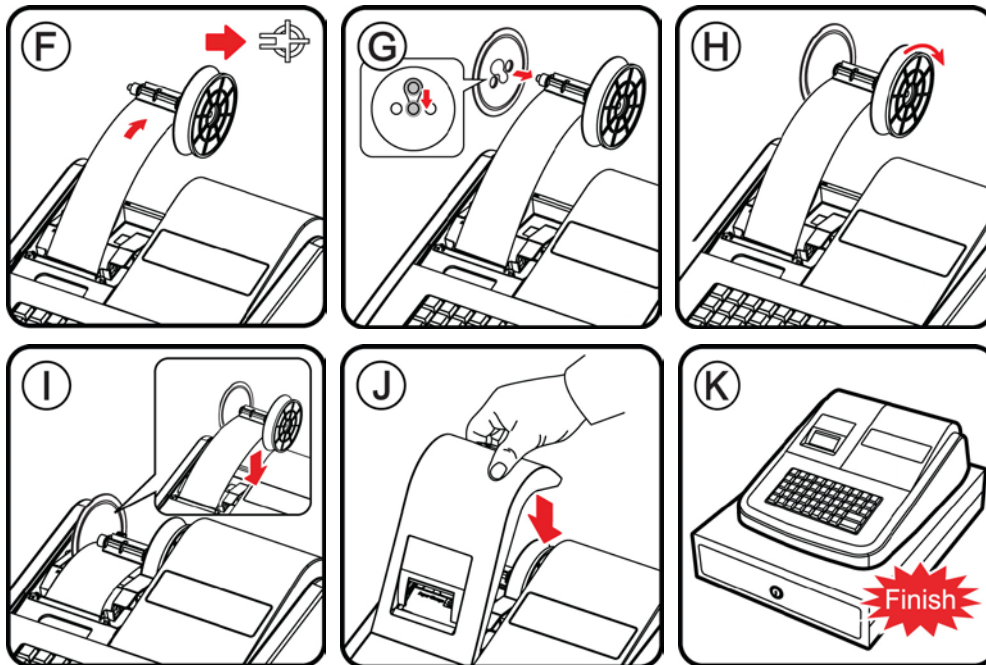
---

## Installing the Paper Roll

Load paper as shown in steps A through E.



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



---

Note: Spool is optional function. If you wish to use spool function, then contact your local SAM4s dealer for assistance.

---

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# Basic Features and Functions

## Standard Hardware

- 8 position front and rear displays with a rear display standard.
- 48 position keyboard.

## Software Features

- 16 Department Keys on the Keyboard
- 500 Price Look Ups (PLUs) for Open or Preset Item Registration
- 12-Character Programmable Descriptors for Departments and PLUs
- 8-Character Programmable Descriptors for Functions
- Cash, Check & Charge Payment Functions
- Currency Conversion
- Calculator Operation
- Operation for up to 10 clerks
- Tax Calculation by Percentage for up to Four Tax Rates
- Electronic Sales Journal (2,000 line capacity)

## Display

The rear display is a 8 digit florescent display that allows your customer to monitor the transaction and view the sale total. The rear display can be lifted and turned for easy customer viewing.

### *Rear Display Information*

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

### *Rear Display Message*

<b>C</b>	Change Due
<b>-</b>	Negative entry
<b>Sub</b>	Subtotal of the sale
<b>=</b>	Total of the sale

### *Change Due*



### *Numbered Error Conditions*



## The list of ERROR MESSAGES

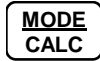
<b>E00</b>	SEQUENCE ERROR
<b>E01</b>	PLU NO DATA
<b>E02</b>	CLERK ERROR
<b>E03</b>	AMOUNT COUNT OVER
<b>E04</b>	TIME AND DATE
<b>E05</b>	LIMIT OVER
<b>E06</b>	REQ.DRAWER
<b>E07</b>	CONSOL OVER
<b>E08</b>	REQ.SUBTOTAL
<b>E09</b>	NO VOID PLU
<b>E10</b>	REQ.PRESET VALUE
<b>E11</b>	REQ.OPEN VALUE
<b>E12</b>	REQ. AMOUNT
<b>E13</b>	INVALID FUNCTION
<b>E14</b>	EJ FULL
<b>E15</b>	REQ.CASH DECLARATION
<b>E16</b>	REQ. Z REPORT
<b>E17</b>	INACTIVE
<b>E20</b>	REQ. MODE PASSWORD
<b>E21</b>	STOP PRINTING FOR COOLING OF PRINTER
<b>PER</b>	RECEIPT PRINTER PAPER END

## Mode Key

### Mode Select Method

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

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



### Fast Track Method

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

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



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



## Keyboards

The *ER-180U* keyboard is shown below with the default legends and key assignments.

This configuration has 16 keyboard Department locations. Programmable key locations are shown with a bold border.

FEED	CLEAR	PLU	X/TIME (X)	RCPT ON/OFF C/CONV	CLERK -	-%	+%	NO SALE (÷)	MODE CALC
RETURN	<b>7</b>	<b>8</b>	<b>9</b>	1	5	9	13	RA (+)	PO (-)
VOID	<b>4</b>	<b>5</b>	<b>6</b>	2	6	10	14	CHECK	CHARGE
CANCEL	<b>1</b>	<b>2</b>	<b>3</b>	3	7	11	15	SUBTOTAL	
TAX	<b>0</b>	<b>00</b>	<b>.</b>	4	8	12	16	CASH/TEND (=)	

---

# Ram Clearing

## All Memory Clear

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

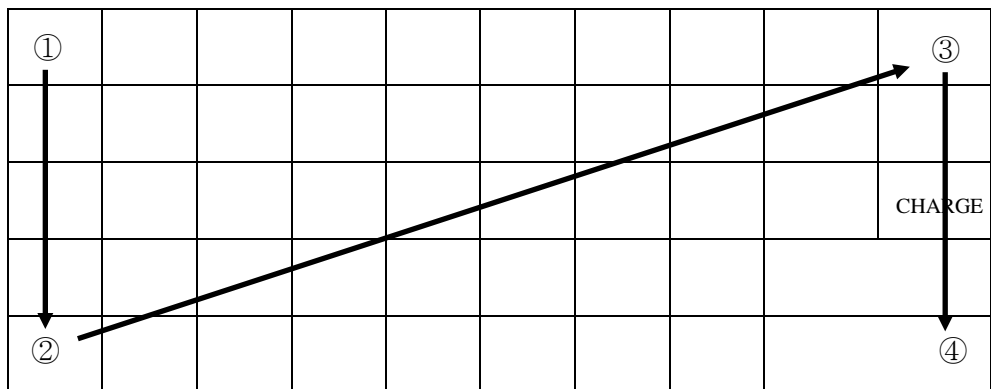
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**WARNING:** This is a one time procedure. Do not repeat this procedure after the cash register is programmed; it causes all programs and totals to be erased.

---

Follow this procedure to clear totals from memory:

1. Unplug the ECR.
2. Press and hold the **CHARGE** key on key board and plug the ECR into a power source. Display show 'ALLCLEAR'.
3. When the buzzer beeps release the **CHARGE** key. Press the upper left key of the keyboard, then the lower left key, then the upper right key, and finally press the lower right key. Display will show "gOOd", if you press correct keys.



4. Display will show "===== " while proceeding.
5. When memory is cleared, the register prints a message "RAM ALL CLEAR OK!" Memory is cleared and the default program is installed.

## Initial Clear

---

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

---

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

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

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- An initial clear may be necessary as part of servicing, or troubleshooting.

### ***To Perform an Initial Clear:***

1. Unplug the ECR.
2. Press and hold the key position where the **SUBTOTAL** key is located on the default keyboard layout.
3. Continue to hold the **SUBTOTAL** key and turn the power switch **ON**.
4. The message "\*\*\*\*\* INITIAL CLEAR OK! \*\*\*\*\*" prints when the initial clear is complete.

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



# Operating Instructions

---

## Key Descriptions

Key	Description
<b>FEED</b>	Press to advance the printer paper.
<b>Numeric Keypad: 0-9 and 00</b>	Use the numeric keypad to enter amounts, other numeric values.
<b>CLEAR</b>	Press to clear numeric errors made on keyboard prior to pressing the registration key. Also press to stop the error alarm when incorrect entries are made.
<b>Department Keys</b>	There are 16 department keys on the keyboard to register different types of merchandise. Departments may be used to accept open priced entries, or may be programmed to register preset prices
<b>MODE</b>	Press <b>MODE</b> when outside of a sale to change mode position.
<b>CALC</b>	Press <b>CALC</b> when outside of a sale to use the ER-180U as a basic calculator.
<b>NO SALE (/)</b>	Press to open the cash drawer when you have not already started a transaction. No sale activity is logged on the financial report. Also, may be used to print any number (up to 8 digits) on the printer paper.  Also use to perform the division function in calculator mode..
<b>X/TIME (x)</b>	Enter a quantity and then press the X/TIME key to enter multiple items. Use to enter “split pricing” items, such as 1 item at 3 for \$.89. Also use to perform the multiplication function in calculator mode.
<b>VOID</b>	Press to void (or erase) the last item entered. You can also void an item previously entered within a transaction by pressing <b>CLEAR</b> , then <b>VOID</b> then re-entering the item you wish to correct.
<b>RETURN</b>	If you wish to return or refund an item, press Return Merchandise, then re-enter any item you wish to return.
<b>CLERK - (MINUS)</b>	Outside of a sale, use to sign on or sign off a clerk. Inside of a sale use this key to enter a negative amount (such as a coupon or deposit) by entering a price, then pressing the - (MINUS) key.
<b>CANCEL</b>	Press to void (or erase) all items entered in any transaction.

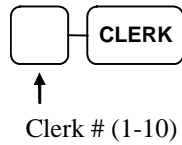
<b>Key</b>	<b>Description</b>
<b>RCPT ON/OFF C/CONV</b>	Outside of a sale, press to toggle the receipt from OFF to ON. Inside of a sale use the Currency Conversion key to convert the sale subtotal into an equivalent value in foreign currency. You must first program foreign currency exchange rates.
<b>-% , +%</b>	Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of the sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage.
<b>PLU</b>	Use to register a Price Look Up (PLU).
<b>RA (RECD ACCT) (+)</b>	Use to accept cash into the cash drawer when you are not actually selling merchandise. For example, use the Received on Account key to accept payments for previously sold merchandise or record loans to the cash drawer.  Also use as the <i>add</i> key when in calculator mode.
<b>PO (PAID OUT) (-)</b>	Use to track cash paid out for merchandise or to record loans from the cash drawer.  Also use as a <i>subtract</i> key in calculator mode (press first before entering an amount to subtract.)
<b>. (Decimal)</b>	Use the Decimal key to enter fractions of percentages. For example to enter a one third off discount, enter 33.33 before pressing the -% key.
<b>SUB TOTAL</b>	Press to see the subtotal of a sale.
<b>CHARGE</b>	Press to total a transaction paid by charge or credit card.
<b>CHECK</b>	Press to total a transaction paid by check. Also if the check amount is over the amount purchased, enter the amount of the check, then press the CHECK key. The drawer will open and the cash change will be computed.
<b>CASH/TEND (=)</b>	Press to total a transaction paid by cash. Also if the cash amount tendered is over the amount purchased, enter the amount of the tender, then press the CASH/TEND key. The drawer will open and the cash change will be computed.  Also use at the <i>total</i> function in calculator mode.
<b>TAX</b>	Enter the tax number and press <b>TAX</b> to reverse the programmed tax status of a department or PLU key. For example, by using the TAX key prior to registering a taxable item, the item will be sold without sales tax added.

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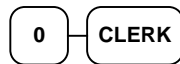
# Clerk Sign-On/Sign-Off

## Direct Sign-On

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

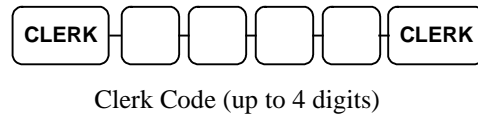


To sign the clerk off, enter 0 (Zero) and press the clerk key.



## Coded Sign-On

To sign on a clerk, press the clerk key, enter the clerk code, and then press the clerk key again.



To sign the clerk off, enter 0 (Zero) and press the clerk key.



---

## Mode Password

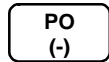
You can use 'Mode Password' function on X/Z/P/S mode.

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

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

### To enter Mode

1. Press the **PO** key.



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



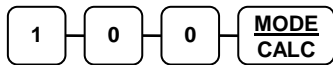
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## Calculator Function

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

Move to **REG-Mode**. Enter **1 0 0** and press **CALC** key. To exit from Calculator mode, press **CLEAR** key.

- Enter **1 0 0** and press the **CALC** key to enter calculator mode:



### Addition

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

### Subtraction

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

### Multiplication

Enter amount, press **X/TIME (x)** Enter amount, press **CASH/TEND (=)**

### Division

Enter amount, press **NO SALE (÷)** Enter amount, press **CASH/TEND (=)**

- Press the **CLEAR** key to exit calculator mode:





---

## Department Registrations

All registrations on *ER-180U* are made into open or preset Departments.

- Registrations can be into Departments by pressing the Department key on the keyboard.

This system simplifies reporting by listing all items (regardless of how they are entered) on the financial report.

## Department Entries

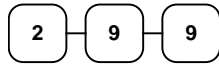
As you make registrations, you can follow your entries by viewing the display. The digit marked **RPT** counts items as they are repeated or multiplied.

In the following examples:

- Dept 1 is programmed for open entries, and is taxable by Tax 1.
- Dept 2 is programmed for open entries, and is taxable by Tax 2.
- Dept 3 is programmed with a preset price of \$3.00, and is taxable by Tax 3.
- Tax 1 is programmed at 5%; Tax 2 is programmed at 10%, Tax 3 is programmed at 15%.

## Open DEPT Entry

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



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



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT1		\$2.99
<b>TOTAL</b>		<b>\$2.99</b>
<b>CASH</b>		<b>\$2.99</b>
CLERK 1	000011	000000

## Preset Price DEPT Entry

1. Press a preset DEPT key. For example, press DEPT 5:



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT5		\$2.99
<b>TOTAL</b>		<b>\$2.99</b>
<b>CASH</b>		<b>\$2.99</b>
CLERK 1	000012	000000

# DEPT Repeat Entry

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



- 2. Press a DEPT key. For example, press DEPT1:



- 3. To register a second item exactly as the first, press the DEPT key a second time. For example, press DEPT1:



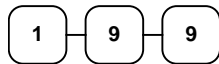
THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT1		\$2.99
DEPT1		\$2.99
<b>TOTAL</b>		<b>\$5.98</b>
<b>CASH</b>		<b>\$5.98</b>
CLERK 1	000012	000000

## DEPT Multiplication

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



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



3. Press a PLU key. For example, press **DEPT1**:

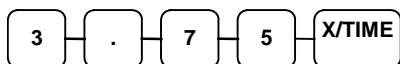


THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
4X		1.99
DEPT1		\$7.96
<b>TOTAL</b>		<b>\$7.96</b>
<b>CASH</b>		<b>\$7.96</b>
CLERK 1	000012	000000

## DEPT Multiplication with Decimal Point

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

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



2. Enter an amount on the ten keypad. *Do not use the decimal key.* For example, if the price is \$.99 per kilo, enter:



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

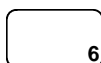


THANK-YOU CALL AGAIN		
25/05/2015 MON	09:23	
3.75X	0.99	
DEPT1	\$3.71	
<b>TOTAL</b>	<b>\$3.71</b>	
<b>CASH</b>	<b>\$3.71</b>	
CLERK 1	000012	000000

## Single Item Department

Single item departments automatically total as a cash sale immediately after registration. Use single item departments for speedy one item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can assign open or preset department single item department for ticket sales. After each registration, the drawer will immediately open, and a separate receipt is printed.

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



THANK-YOU CALL AGAIN		
25/05/2015 MON	09:23	
DEPT1	\$3.71	
<b>TOTAL</b>	<b>\$3.71</b>	
<b>CASH</b>	<b>\$3.71</b>	
CLERK 1	000012	000000

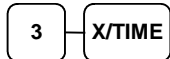
## Split Pricing

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

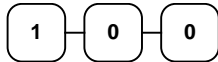
1. Enter the quantity purchased, press the **X/TIME** key. For example, enter:



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



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



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



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
2/3FOR		1.00
DEPT1		\$0.67
<b>TOTAL</b>		<b>\$0.67</b>
<b>CASH</b>		<b>\$0.67</b>
CLERK 1	000012	000000

---

# PLU (Price Look Up) Registrations

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

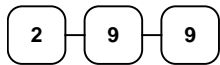
## Open PLU

If the PRESET status of a PLU is set to N (no), the PLU will operate as an open PLU. See "PLU Programming" in the "Program Mode Programming" chapter to program PLU descriptors and options.

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



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



3. Press the PLU key again.



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU2		\$2.99
<b>TOTAL</b>		<b>\$2.99</b>
<b>CASH</b>		<b>\$2.99</b>
CLERK 1	000012	000000

## Preset Price PLU

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



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1		\$2.99
<b>TOTAL</b>		<b>\$2.99</b>
<b>CASH</b>		<b>\$2.99</b>
CLERK 1	000012	000000

## PLU Multiplication

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

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



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



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
4X		2.99
PLU1		\$11.96
<b>TOTAL</b>		<b>\$11.96</b>
<b>CASH</b>		<b>\$11.96</b>
CLERK 1	000012	000000

---

## Shifting Tax

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

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

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



2. Enter the item. In this example department #1 is normally taxable:



3. The normal tax status is shifted.

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT1 T1		\$2.99
TAX1		\$0.30
<b>TOTAL</b>		<b>\$3.29</b>
<b>CASH</b>		<b>\$3.29</b>
CLERK 1	000012	000000



---

## Percent Key (+% and -%) Operations

Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of a sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage. Programming determines whether it is possible to enter a percentage when the key is also programmed with a preset percentage. See “- / -% / +% Key” on page 76 to set a preset percentage.

### Preset Percent on a Department or PLU Item

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

1. Register the discounted item.
2. Press the -% key:



3. The discount is automatically subtracted.

THANK-YOU		
CALL AGAIN		
25/05/2015 MON		09:23
DEPT1 T1		\$10.00
-%		-10.000%
AMOUNT		-1.00
<b>TOTAL</b>		<b>\$9.00</b>
<b>CASH</b>		<b>\$9.00</b>
CLERK 1	000012	000000

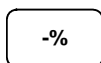
### Enter a Percent on a Department or PLU

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

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



3. Press the -% key:



4. The discount is automatically subtracted.

THANK-YOU		
CALL AGAIN		
25/05/2015 MON		09:23
DEPT1 T1		\$10.00
-%		33.333%
AMOUNT		-3.33
<b>TOTAL</b>		<b>\$6.67</b>
<b>CASH</b>		<b>\$6.67</b>
CLERK 1	000012	000000

---

## Percent On Sale Total

In this example a surcharge of 15% is applied.

1. Register the items you wish to sell.
2. Press SUBTOTAL:

**SUB  
TOTAL**

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

**1** **5**

4. Press the +% key:

**-%**

5. The surcharge is automatically added.

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT1 T1		\$10.00
+%		15.000%
AMOUNT		\$1.50
<b>TOTAL</b>		<b>\$11.50</b>
<b>CASH</b>		<b>\$11.50</b>
CLERK 1	000012	000000

---

## - (Minus) Key Registrations

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

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

**5** **0**

Press the CLERK/ - (Minus) key.

**CLERK  
-**

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT1 T1		\$10.00
-		-0.50
<b>TOTAL</b>		<b>\$9.50</b>
<b>CASH</b>		<b>\$9.50</b>
CLERK 1	000012	000000

---

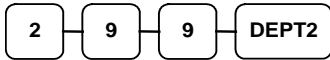
# Return Merchandise Registrations

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

1. Press **RETURN**:



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



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

THANK-YOU		
CALL AGAIN		
25/05/2015	MON	09:23
RETURN *****		
DEPT2		-2.99
<b>TOTAL</b>		<b>-2.99</b>
<b>CASH</b>		<b>-2.99</b>
CLERK 1	000012	000000

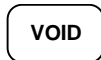
---

# Voids

## Void Last Item

This function corrects the last item entered.

1. Register the item you wish to sell.
2. Press the **VOID** key.



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT 2		\$1.29
ERRCORR*****		
DEPT 2		-1.29
<b>TOTAL</b>		<b>\$0.00</b>
<b>CASH</b>		<b>\$0.00</b>
CLERK 1	000012	000000

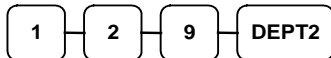
## Void Previous Item

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

1. Register an item. Then register a second item.
2. To correct the first item, press **CLEAR**, then press **VOID**:



3. Enter the price of the first item, and then press the DEPT2 key where it was registered originally.



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
DEPT2		\$1.29
VOID *****		
DEPT2		-1.29
<b>TOTAL</b>		<b>\$0.00</b>
<b>CASH</b>		<b>\$0.00</b>
CLERK 1	000012	000000

## Cancel

The **CANCEL** key allows you to stop any transaction. Anything registered within the transaction before the **CANCEL** key is pressed is automatically corrected. The **CANCEL** key can be inactivated through programming, see "Function Key Programming" in the "Program Mode Programming" chapter.

1. Register the items you wish to sell.
2. Press the **CANCEL** key

**CANCEL**

```
THANK-YOU
CALL AGAIN

25/05/2015 MON    09:23

PLU1 T1          $2.29
CANCEL *****
TOTAL            $0.00
CLERK 1  000012  000000
```

## Void Mode Operations

You can use the **VOID-MODE** to correct any complete transaction. To correct any transaction:

1. Move to the **VOID-MODE**.
2. Enter the transaction you wish to correct exactly as it was entered originally in the **REG-Mode**. You can enter discounts, voids, returns, tax exemptions or any other function.
3. All totals and counters are corrected as if the original transaction did not take place.

```
THANK-YOU
CALL AGAIN

25/05/2015 MON    09:23

VOID MODE *****
DEPT2              -2.99
TOTAL            -2.99
CASH             -2.99
CLERK 1  000012  000000
```

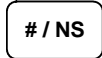
---

# No Sale Operations

## Open Drawer

The **#/NS** key will open the cash drawer when you have not already started a transaction.

1. Press **#/NS**:



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

THANK-YOU	
CALL AGAIN	
25/05/2015 MON	09:23
NOSALE-----	
CLERK 1 000011	00001

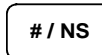
## Non Add Number

You can also use the **#/NS** key to print any number (up to 8 digits) on the printer paper. You can enter the number any time during a transaction. For example, if you wish to record a charge account number, enter the number and press the **#/NS** key before totaling the sale with the **CHARGE** key.

1. Register the items you wish to sell.
2. Enter the number you wish to record, for example enter:



3. Press **#/NS**:



4. Press **CHARGE**:



5. The display will indicate “=” for total, the drawer will open and the receipt will print as in the example on the right.

THANK-YOU	
CALL AGAIN	
25/05/2015 MON	09:23
DEPT1	\$2.99
NONADD #	1234
<b>TOTAL</b>	<b>2.99</b>
<b>CAHRGE</b>	<b>2.99</b>
CLERK 1 000011	00001

---

## Received On Account Operations

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

1. Press the received on account keys

RA

2. Enter the amount of cash received, press **CASH**.

1 0 0 0 CASH

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

1 0 0 0 CHECK

4. Enter the charge amount received, press **CHARGE**

1 0 0 0 CHARGE

5. You can continue to itemize receipts, or you can finalize by pressing or selecting the same received on account key.

RA

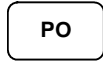
THANK-YOU	
CALL AGAIN	
25/05/2015 MON	09:23
RA	
CASH	\$10.00
CHECK	\$10.00
CHARGE	\$10.00
RA	\$30.00
CLERK 1 000011	00001

---

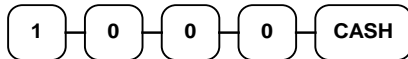
# Paid Out Operations

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

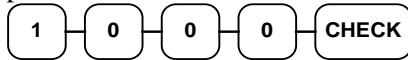
1. Press the paid out keys



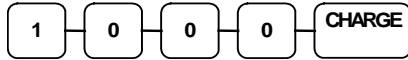
2. Enter the amount of cash paid out, press **CASH**.



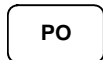
3. Enter the check amount paid out, and press **CHECK**.



4. Enter the charge amount received, press **CHARGE**



5. You can continue to itemize paid outs, or you can finalize by pressing or selecting the same paid out key.



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PO		
CASH		-10.00
CHECK		-10.00
CHARGE		-10.00
PO		-30.00
CLERK 1	000011	00001



---

## Subtotaling a Sale

1. Register the items you wish to sell.
2. Press **SBTL**. The subtotal will display with the message "Sub" indicated on the rear display.



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

---

## Totaling and Tendering

There are ten tender functions available to categorize sales. **CASH** and **CHECK** are individual keys on the keyboard

### Totaling a Cash Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CASH**:

**CASH**

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

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU2		\$7.96
<b>TOTAL</b>		<b>\$7.96</b>
<b>CASH</b>		<b>\$7.96</b>
CLERK 1	000011	00001

### Totaling a Check Sale

1. Register the items you wish to sell.
2. To total a check sale, press **CHECK**:

**CHECK**

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

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU2		\$7.96
<b>TOTAL</b>		<b>\$7.96</b>
<b>CHECK</b>		<b>\$7.96</b>
CLERK 1	000011	00001

## Tendering a Cash Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer. For example, for \$20.00 enter:

2 0 0 0

3. Press **CASH**:

CASH

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

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4X	\$1.99	
PLU2		\$7.96
TAX1		\$0.36
<b>TOTAL</b>		<b>\$14.30</b>
<b>CASH</b>		<b>\$20.00</b>
<b>CHANGE</b>		<b>\$5.70</b>
CLERK 1	000011	00001

## Tendering a Check Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer. For example, for \$20.00 enter:

2 0 0 0

3. Press **CHECK**:

CHECK

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

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4X	\$1.99	
PLU2		\$7.96
TAX1		\$0.36
<b>TOTAL</b>		<b>\$14.30</b>
<b>CHECK</b>		<b>\$20.00</b>
<b>CHANGE</b>		<b>\$5.70</b>
CLERK 1	000011	00001

## Totaling a Charge Sale

Use the charge keys to track charge or credit card sales. See "Function Key Programming" in the "Program Mode Programming" chapter to change the descriptors for the charge tender functions. For example, you can use CHARGE to track Visa card sales. The descriptor "VISA" will display on the function look up menu and print on the printer. You can also set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.
2. Press one of the charge key if it is located on the keyboard:

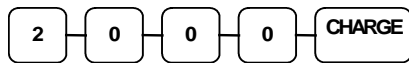
**CHARGE**

THANK-YOU CALL AGAIN		
25/05/2015 MON 09:23		
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4X	\$1.99	
PLU2		\$7.96
TAX1		\$0.36
<b>TOTAL</b>		<b>\$14.30</b>
<b>CHARGE</b>		<b>\$14.30</b>
CLERK 1	000011	00001

## Tendering a Charge Sale

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

1. Register the items you wish to sell.
2. Enter the amount of the charge and press one of the charge keys if it is located on the keyboard:



THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4X	\$1.99	
PLU2		\$7.96
TAX1		\$0.36
<b>TOTAL</b>		<b>\$14.30</b>
<b>CHARGE</b>		<b>\$20.00</b>
<b>CHANGE</b>		<b>\$5.70</b>
CLERK 1	000011	00001

## Split Tender

Split tendering is paying for one transaction by more than one payment method. For example, a \$20.00 sale could be split so \$10.00 is paid in cash, and the remaining \$10.00 is paid by a check. If necessary, you can make several different payments.

1. Register the items you wish to sell.
2. Enter the amount of cash tendered by the customer. For example, enter \$10.00 and press **CASH**:

1 0 0 0 CASH

3. The display will indicate the \$10.00 cash tender and the \$10.00 total still due.
4. Enter the amount of check tendered by the customer. For example, enter \$10.00 and press **CHECK**:

1 0 0 0 CHECK

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

THANK-YOU	
CALL AGAIN	
25/05/2015 MON	09:23
PLU2	\$20 00
<b>TOTAL</b>	<b>\$20.00</b>
<b>CASH</b>	<b>\$10.00</b>
TOTAL	\$10.00
<b>CHECK</b>	<b>\$10.00</b>
CLERK 1	000011 00001

## Post Tender

Post tendering means computing change after the sale has been totaled and the drawer is open. This feature is useful when a customer changes the amount of the tender or when a "quick change artist" confuses a clerk. Normally, this function is not allowed. If you wish to allow post tendering, you must set the appropriate system option.

1. Register the items you wish to sell.
2. Press **CASH**:

**CASH**

3. The display will indicate the total of the cash sale.
4. Enter the amount of the new tender,  
Press **CASH**:

2 0 0 0 **CASH**

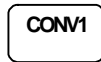
5. The display will indicate the change due.

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1 T1		\$2.00
TAX1		\$0.12
<b>TOTAL</b>		<b>\$2.12</b>
<b>CASH</b>		<b>\$2.12</b>
CLERK 1	000011	00001

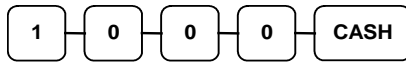
## Currency Conversion

If you normally accept currency from neighboring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor. For example, if the US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency), the conversion factor is 1.3720. See "Function Key Programming" in the "Program Mode Programming" chapter to set a conversion factor.

1. Register the items you wish to sell.
2. Press the **CONV1** key if it is located on the keyboard:



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



4. The display will indicate the amount of foreign currency tendered and display \$5.17 change due. **The change due is computed in home currency!**

THANK-YOU CALL AGAIN		
25/05/2015 MON		09:23
PLU1 T1		\$2.00
TAX1		\$0.12
<b>TOTAL</b>		<b>\$2.12</b>
CONV 1		¥2.90
CHANGE RATE	@1.3720	
HOME AMT.		\$10.00
<b>CHANGE</b>		<b>\$5.17</b>
CLERK 1	000011	00001

The currency symbol you program will display here. See "Print Option Programming".



# Management Reports

---

## X & Z Reports

System reports are divided into two basic categories:

- *FEAD* X reports, which read totals without resetting
- *FESE* Z reports, which read totals and reset them to zero

### Running a Report - General Instructions

1. Refer to the “Report Table“.
2. Select a report type and the report mode.
3. Move to the mode position indicated.
4. Enter the key sequence for the report you have selected.

### Report Table

Report Type	Report Number	Report Mode	Mode Position	Key Sequence
Financial/Dept	1	X	X – READ	1 – SBTL
		Z	Z – RESET	1 – SBTL
		X2	X – READ	201 – SBTL
		Z2	Z – RESET	201 – SBTL
All PLU	2	X	X – READ	2 – SBTL
		Z	Z – RESET	2 – SBTL
All Clerk	3	X	X – READ	3 – SBTL
		Z	Z – RESET	3 – SBTL
Print Electronic Journal	300	X	X – READ	300 - SBTL
Reset Electronic Journal	399	Z	Z – RESET	399- SBTL

---

# Cash Declaration

If compulsory cash declaration is required, you must declare the count of the cash drawer prior to taking X or Z financial and clerk reports.

You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and checks separately and let the register act as an adding machine. You can also use the X/TIME key to multiply the denomination of currency times your count.

Either way you choose to enter cash, the register will compare your declaration with the expected cash and check in drawer totals and print the over or short amounts on the report.

For example:

1. Move to the **X-Mode (READ-Mode)**.
2. Enter 90 and press the SUBTOTAL key.

9 0 SUBTOTAL

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

9 8 7 6 CASH

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

2 0 0 0 CHECK

5. Press the CASH key to total the declaration.

CASH

```
THANK-YOU
CALL AGAIN
25/05/2015 MON    09:23

** CASH DECLARATION **

CASH                $98.76
CHECK                $20.00
INPUT AMT           $118.76
DRAWER TOTAL        $375.83
DIFFERENCE           $257.07
CLERK 1    000091  000000
```

# Report Samples

## Financial Report

**Note: This sample report is shown with items of zero value listed on the report. Your report may only show totals with values other than zero, depending on the setting for print option #2.**

Date, Day & Time ->	25/05/2015 MON	09:23
Report Type/Reset (Z) Counter ->	Z 1 REPORT	00002
Report Name ->	-----	
Department Name ->	FINANCIAL	
Department Sales Activity Counter & Total ->	DEPT1	
Department Counters and Totals are listed for each department)	21	\$192.45
	DEPT2	
	5	\$3.10
	DEPT16	
	0	\$0.00
Count & Total of all Departments ->	DEPT TTL	
	26	\$195.55
	-----	
Total of non-taxable sales ->	NONTAX	\$0.00
Taxable sales for each tax ->	TAX1 SALES	\$10.00
	TAX2 SALES	\$0.00
	TAX3 SALES	\$0.00
	TAX4 SALES	\$0.00
Tax collected for each tax ->	TAX1	\$0.04
	TAX2	\$0.00
	TAX3	\$0.00
	TAX4	\$0.00
Taxable sales exempted for each tax ->	XMPT1 SALES	\$0.00
	XMPT2 SALES	\$0.00
	XMPT3 SALES	\$0.00
	XMPT4 SALES	\$0.00
Count and total for amount discount ->	-(MINUS)	0
(- key used as amount discount)		\$0.00
Count and total for item discounts by percentage ->	ITEM -% TTL	0
(-% key used as item % discount function)		\$0.00
Count and total for sale discounts by percentage ->	SALE -% TTL	0
(-% key used as sale % discount function)		\$0.00
Count and total for item surcharges by percentage ->	ITEM +% TTL	0
(+% key used as item % surcharge function)		\$0.00
Count and total for Sale surcharges ->	SALE +% TTL	0
(+% key used as sale % surcharge function)		\$0.00

Continued on the next page ...

```

Customer Count ->
Net Sales Amount ->
Count of Return Merchandise items ->
Total of Return Merchandise ->
Count of Last Item Voids (Error Corrections) ->
Total of Last Item Voids (Error Corrections) ->
Count of Previous Item Voids ->
Total of Previous Item Voids ->
Number of VOID mode position transactions ->
Dollar amount of VOID mode position ->
# of canceled transactions ->
Amount of canceled transactions ->
Gross Sales ->
# of Cash sales ->
Dollar amount of Cash sales ->
# of Check sales ->
Dollar amount of Check sales ->
# of Charge sales ->
Dollar amount of Charge sales ->
# of Rec'd on Account transactions ->
Total of Rec'd on Accounts ->
# of Paid Out transactions ->
Total of Paid Out transactions ->
Count of no sales ->
# of Cash in Drawer ->
Cash in drawer amount ->
# of Checks in Drawer ->
Check in drawer amount ->
# of Charge Sales ->
Total of Charges in Drawer ->
Total of all Media in Drawer ->
Foreign Currency Total ->

Non-resettable Grand Total ->

```

```

NET SALE          1
                  $10.50
RETURN            0
                  $0.00
ERROR CORR        0
                  $0.00
PREVIOUS VD       0
                  $0.00
VOID MODE         0
                  $0.00
CANCEL            0
                  $0.00
GROSS SALES      10
                  $10.50
CASH SALES        1
                  $10.50
CHECK SALES       0
                  $0.00
CHARGE SALES      0
                  $0.00
R/A               0
                  $0.00
P/O               0
                  $0.00
NO SALE           0
CASH-IN-D         0
                  $10.50
CHECK-IN-D        0
                  $0.00
CHARGE-IN-D       0
                  $0.00
DRWR TTL          0
FOREIGN           0
                  .00
*****
GRAND             11
                  $221.40

CLERK 2  000045  000000

```

## PLU Report

```

Date, Day & Time ->
Report Type/Reset (Z) Counter ->
Report Name ->
PLU Name ->
PLU Sales Activity Counter & Total ->

Count & Total of all PLUs ->

```

```

25/05/2015 MON    09:23
X 1 REPORT        00002
-----
PLU
DEPT22
CNT 1             $4.95
DEPT25
CNT 5             $8.85
*****
TOTAL CNT         6
TOTAL AMT         $13.80

CLERK 2  000045  000000

```

# Clerk Report

Date, Day & Time ->  
 Report Type/Reset (Z) Counter ->  
 Report Name ->  
 Clerk Name ->  
 Clerk's Net Sales ->  
 Clerk's Gross Sales ->  
 Clerk's Drawer Total ->

25/05/2015 MON	09:23
X 1 REPORT	00002
-----	
ALL CLERK	
CLERK 1	
NET SALE	\$207.40
GROSS SALES	\$210.90
DRWR TTL	\$209.40
*****	
CLERK 2	
NET SALE	\$71.85
GROSS SALES	\$76.75
DRWR TTL	\$71.85
*****	
CLERK 3	
*****	
CLERK 4	
NET SALE	\$10.50
GROSS SALES	\$10.50
DRWR TTL	\$10.50
*****	
CLERK 5	
*****	
CLERK 6	
*****	
CLERK 7	
*****	
CLERK 8	
*****	
CLERK 9	
*****	
CLERK 10	
*****	
CLERK 2	000071 000000

---

## Balancing Formulas

### Net Sales Total

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

### Gross Total

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

### Grand Total

+	Yesterdays Grand Total
+	Gross Sales Total
=	GRAND TOTAL

# Service Mode Programming

---

## Overview

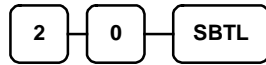
The following procedures are done from the Service Mode menu:

- Clear all totals
- Clear grand total
- EPROM Information

---

## Clear Total

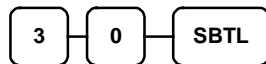
1. Move to the **S-Mode**.
2. To Reset Total, enter **20**, and then press the **SBTL** key.



---

## Clear Grand Total

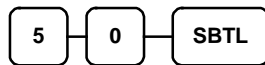
1. Move to the **S-Mode**.
2. To Reset Grand Total, enter **30**, and then press the **SBTL** key.



---

## EPROM Information

1. Move to the **S-Mode**.
2. To Scan EPROM Information, enter **50**, and then press the **SBTL** key.





# Program Mode Programming

---

## Default Programming

All programming (unless otherwise noted) is done in the **PGM-MODE**. Each section details a specific area of register programming.

# Tax Programming

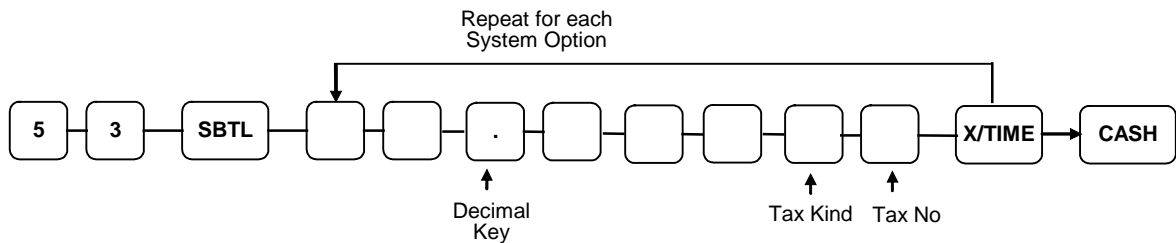
You can program four tax rates on this ECR

1. Move to the **PGM-Mode**.
2. Press 53 and SBTL key.
3. Input each tax rate and press X/TIME. 5 digits are tax rate and 6<sup>th</sup> digit is Tax kind and 7<sup>th</sup> Tax No.

If the tax is a percentage added to the sale (normal add on tax), enter:	<b>0</b>
If the tax is a percentage value added tax (VAT; calculated as part of the sale), enter:	<b>2</b>

**EX.) Tax 1: Vat on 12.345%**

**53 + SBTL + 12 + DECIMAL + 34521 + X/TIME + CASH**



## Tax Table Programming

In some cases, a tax that is entered as a percentage does not follow exactly the tax charts that apply in your area (even if the tax chart is based on a percentage). In these cases, we recommend that you enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table.

Before programming, obtain a copy of the tax table you wish to program. You will need the printed tax table if you wish to determine the break point entries yourself.

---

Note: You can enter up to 60 break points.

---

### *Determining Break Point Entries*

1. Examine the printed tax table for the tax you are programming.
2. Refer to the “Tax Table Programming Example - Illinois 6% Tax Table” to help with this exercise.
3. Calculate the break point differences by subtracting the high side of the previous range from the high side of the dollar range.
4. Examine the pattern of break point differences to determine when the break points begin to repeat. Mark the beginning break points that do not fit a pattern as “non-repeat breaks.” Mark the break points that are repeating in a pattern as “repeat breaks.”

### *Programming a Tax Table*

1. Move to the **PGM-Mode**.
2. Enter **10**.
3. Enter a digit to represent the tax you are programming:  
**1** for TAX 1  
**2** for TAX 2  
**3** for TAX 3  
**4** for TAX 4
4. Press the **TAX** key.
5. Enter the maximum amount that is not taxed and press the appropriate **TAX** key.
6. Enter the first tax amount charged and press the appropriate **TAX** key.
7. For each non-repeat break point, up to the last non-repeat break point, enter the high side from the sale dollar range and press the appropriate **TAX** key.
8. For the last non-repeat break point, enter the high side from the sale dollar range and press the **X/TIME** key.
9. For each repeat break point, enter the high side from the sale dollar range and press the appropriate **TAX** key.
10. Press the **CASH** key to end the tax table program.

## Tax Table Programming Example - Illinois 6% Tax Table

Tax Charged	Sale Dollar Range	Break point Differences	
\$0.00	\$0.00 - \$0.10		
\$0.01	\$0.11 - \$0.21	11	Non-Repeat
\$0.02	\$0.22 - \$0.38	17	
\$0.03	\$0.39 - \$0.56	18	
\$0.04	\$0.57 - \$0.73	17	
\$0.05	\$0.74 - \$0.91	18	
\$0.06	\$0.92 - \$1.08	17	Repeat
\$0.07	\$1.09 - \$1.24	16	
\$0.08	\$1.25 - \$1.41	17	
\$0.09	\$1.42 - \$1.58	17	
\$0.10	\$1.59 - \$1.74	16	
\$0.11	\$1.75 - \$1.91	17	
\$0.12	\$1.92 - \$2.08	17	
\$0.13	\$2.09 - \$2.24	16	
\$0.14	\$2.25 - \$2.41	17	

To enter the sample program for the Illinois 6% tax table in tax 1:

1. Enter **1 0 1** press the **TAX** key.
2. Enter **1 0** (the maximum amount that is not taxed), press the **TAX** key.
3. Enter **1** (the first tax amount charged), press the **TAX** key.
4. Enter **2 1** (non-repeat break point), press the **TAX** key.
5. Enter **3 8** (non-repeat break point), press the **TAX** key.
6. Enter **5 6** (non-repeat break point), press the **TAX** key.
7. Enter **7 3** (non-repeat break point), press the **TAX** key.
8. Enter **9 1** (non-repeat break point), press the **X/TIME** key.
9. Enter **1 0 8** (repeat break point), press the **TAX** key.
10. Enter **1 2 4** (repeat break point), press the **TAX** key.
11. Enter **1 4 1** (repeat break point), press the **TAX** key.

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

# Overlay Descriptor Programming Methods

Overlay Descriptors are programmable for each **DEPARTMENT, PLU, CLERK, DEPARTMENT SOME FUNCTION KEYS** and **RECEIPT MESSAGE** using the following programming procedure.



**NOTE : Refer to “ALPH AKEYBOARD LAYOUT” for entering characters.**

STANDARD DESCRIPTOR	ADDRESS	NUMBER	CHARACTER LENGTH	REMARKS
	Y	X X X X		
DEPARTMENT	1	0001 ~ 0016	12 CHAR.	
PLU	2	0001 ~ 0500	12 CHAR.	
RCPT MSG	3	0001 ~ 0006	24 CHAR.	PREAMBLE
RCPT MSG	4	0001 ~ 0006	24 CHAR.	POSTAMBLE
CLERK	5	0001 ~ 0010	8 CHAR.	
RETURN	6	0 0 3 0	8 CHAR.	
PREV VOID	6	0 0 3 1	8 CHAR.	
ALL CANCEL	6	0 0 3 2	8 CHAR.	
CONV	6	0 0 3 4	8 CHAR.	
-	6	0 0 3 5	8 CHAR.	
-%	6	0 0 3 6	8 CHAR.	
+%	6	0 0 3 7	8 CHAR.	
X/TIME	6	0 0 4 0	8 CHAR.	
NO SALES	6	0 0 4 1	8 CHAR.	
RECD ACCT	6	0 0 4 3	8 CHAR.	
PAID OUT	6	0 0 4 4	8 CHAR.	
CHECK	6	0 0 4 5	8 CHAR.	
CHARGE	6	0 0 4 6	8 CHAR.	
SUBTOTAL	6	0 0 4 7	8 CHAR.	
CASH	6	0 0 4 8	8 CHAR.	
HOME CURRENCY	7	0 0 0 1	5 CHAR.	
FOREIGN CURRENCY	8	0 0 0 1	5 CHAR.	

## Alpha Keyboard LAYOUT

RETURN DOUBLE	7	8	9	DEPT1 @:/	DEPT5 ABC	DEPT9 DEF
VOID CAPS	4	5	6	DEPT2 GHI	DEPT6 JKL	DEPT10 MNO
CANCEL BACK	1	2	3	DEPT3 PQRS	DEPT7 TUV	DEPT11 WXYZ
TAX SPACE	0	00	.	DEPT4 *	DEPT8 .,?!	DEPT12 #

<SAMPLE>

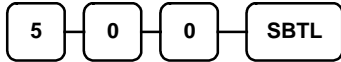
ABC	[[ DEPT 5 ]] [[ Wait 2 Seconds or TAX(Space) ]] [[ DEPT 5 * 2 Times ]] [[ Wait 2 Seconds or TAX(Space) ]] [[ DEPT5 * 3 Times ]] [[ Wait 2 Seconds or TAX(Space) ]]
aBG9	[[ VOID ]] [[ DEPT 5 ]] [[ VOID ]] [[ DEPT 5 * 2 Times ]] [[ DEPT 2 ]] [[ 9 ]] [[ Wait 2 Seconds or TAX(Space) ]]
AA	[[ DEPT 5 ]] [[ RETURN ]] [[ DEPT 5 ]] [[ Wait 2 Seconds or TAX(Space) ]]

---

# Department Programming

## Program 500 - DEPARTMENT Status Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 0 0**, press the **SBTL** key.



3. Select the DEPARTMENT or DEPARTMENTS you wish to program in one of the following ways:

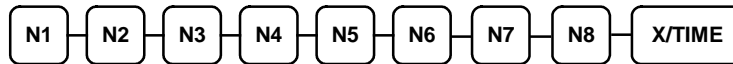
- Press a DEPARTMENT key on the keyboard, or



- For programming from DEPT1 to DEPT16 with same status, press as below..



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



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

### **Department Status Chart**

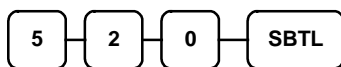
<b>Address</b>	<b>Program Option</b>	<b>Value</b>
<b>N1</b>	Department is negative item	Yes = 1 No = 0
<b>N2</b>	Department is single item	Yes = 1 No = 0
<b>N3</b>	Department is taxable by rate 4?	Yes = 1 No = 0
<b>N4</b>	Department is taxable by rate 3?	Yes = 1 No = 0
<b>N5</b>	Department is taxable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



## Program 520 - DEPARTMENT Price/HALO Programming

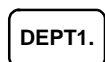
If a DEPARTMENT is open, set the HALO (high amount lock out) here. If a DEPARTMENT is preset set the preset price here.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 2 0**, press the **SBTL** key.



3. Select the DEPARTMENT or DEPARTMENTS you wish to program in one of the following ways:

- Press a DEPARTMENT key on the keyboard, or



- For programming from DEPT1 to DEPT16 with same status, press as below..

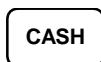


4. If the DEPARTMENT is open, enter a HALO of up to 7 digits. If the DEPARTMENT is preset, enter a preset price. (The maximum preset price you can enter is \$50,000.00.)



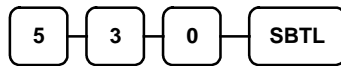
Price/HALO

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



## Program 530 - DEPARTMENT Descriptor Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 3 0**, press the **SBTL** key.



3. Select the DEPARTMENT or DEPARTMENTS you wish to program in one of the following ways:

- Press a DEPARTMENT key on the keyboard



4. Enter 12 three character codes. Refer to the descriptor code chart shown in the below.



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



### Descriptor Code Chart

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

---

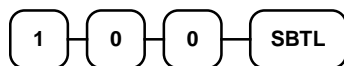
## PLU Programming

All PLUs, whether they are registered by pressing a PLU key on the keyboard, or by entering the PLU number and pressing the **PLU** key, have the same programming options. These options are set through separate programs:

- Program 100 – PLU Status Programming determines whether the PLU is open or preset. Also selected here are tax, negative, and single item options.
- Program 200 - PLU Price/HALO Programming determines the PLU price if the PLU is preset, or the high amount lock out (HALO) if the PLU is open.
- Program 300 – PLU Descriptor Programming allows you to set a unique, up to 12-character descriptor for each PLU.
- Program 350 - PLU Link Programming allow you to link DEPTs.

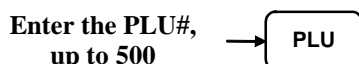
## Program 100 - PLU Status Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 0 0**, press the **SBTL** key.

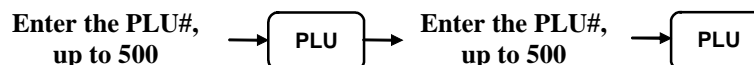


3. Select the PLU or PLUs you wish to program in one of the following ways:

- Enter up to 500 of the PLU and press the **PLU** key, or



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



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



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



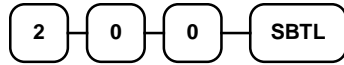
### PLU Status Chart

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

## Program 200 - PLU Price/HALO Programming

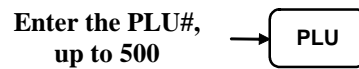
If a PLU is open, set the HALO (high amount lock out) here. If a PLU is preset set the preset price here.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **2 0 0**, press the **SBTL** key.

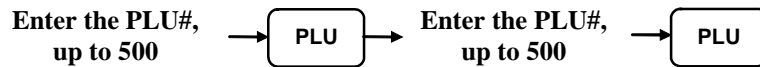


3. Select the PLU or PLUs you wish to program in one of the following ways:

- Enter up to 500 of the PLU and press the **PLU** key, or



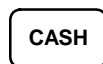
- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last number in the range; press the **PLU** key.



4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price.

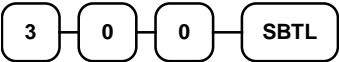


5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

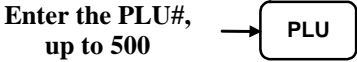


# Program 300 - PLU Descriptor Programming

- 1. Move to the **PGM-Mode**.
- 2. To begin the program, enter **3 0 0**, press the **SBTL** key.



- 3. Select the PLU you wish to program in one of the following ways:
  - Enter up to 500 of the PLU and press the **PLU** key, or



- 4. Enter 12 three character codes. Refer to the descriptor code chart.



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



## Program 350 - PLU Link Programming

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

---


**Note: If a PLU is not linked to a Department, it’s sales will by default link to Department #1.**

---

1. Move to the **PGM-Mode**.
2. To begin the program, enter **3 5 0**, press the **SBTL** key.



3. Select the PLU you wish to program in one of the following ways:
  - Enter up to 500 of the PLU and press the **PLU** key

Enter the PLU#,  
up to 500 → 

4. Press a DEPARTMENT key on the keyboard you wish the PLU linked to



A rounded rectangular button containing the text DEPT1.

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



A rounded rectangular button containing the text CASH.



---

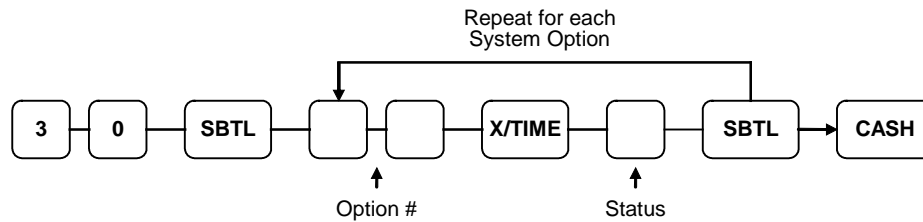
# System Option Programming

Refer to the “System Option Table” to review the system options. Read each option carefully to determine if you wish to make any changes.

## ***Programming a System Option:***

1. Move to the **PGM-Mode**.
2. Enter **3 0**, press the **SBTL** key.
3. Enter a system option address, and then press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SBTL** key.
5. Repeat from step 3 for each system option you wish to change.
6. Press the **CASH** key to end system option programming.

## ***System Option Flowchart***



## System Option Table

Address	SYSTEM OPTION	VALUE
1	Beeper is active?	Yes = 1 No = 0
2	Date format is:	MMDDYY = 0(default)
		DDMMYY = 1
		YYMMDD = 2
3	Decimal place: (0,1,2,3) default=2	0-3
4	Cash drawer will open when reports are run?	Yes = 1 No = 0
5	Reserved	No = 0
6	Use Spool?	Yes = 1 No = 0
7	Enable Electronic Journal?	Yes = 1 No = 0
8	Prompt operator when Electronic Journal is full	Yes = 1 No = 0
9	Electronic Journal is Oldest?	Yes = 1 No = 0
10	Allow Direct Multiply?	Yes = 1 No = 0
11	Allow multiple receipts?	Yes = 1 No = 0
12	Allow the post tender function?	Yes = 1 No = 0
13	Cash Declaration Required before Z Financial report?	Yes = 1 No = 0
14	Consecutive number is reset after a financial report?	Yes = 1 No = 0
15	Reset Grand Total after Z financial Report?	Yes = 1 No = 0
16	Reset the Financial report Z counter after a Z1 Financial report?	Yes = 1 No = 0
17	Reset the PLU report Z counter after a Z1 PLU report?	Yes = 1 No = 0
18	Reset the Clerk report Z counter after a Z1 Clerk report?	Yes = 1 No = 0
19	Triple multiplication	Yes = 1 No = 0

Address	SYSTEM OPTION	VALUE	
<b>20</b>	Rounding option	Default	0
		European Round .00 - .02 = .00 .03 - .07 = .05 .08 - .09 = .10	1
		Swedish Round .00 - .24 = .00 .25 - .74 = .50 .75 - .99 = 1.00	2
		Thai Round .00 - .49 = .00 .50 - .99 = 1.00	3
		Newzealand Round .00 - .04 = .00 .05 - .09 = .10	4
<b>21</b>	Training Clerk	0-10	
<b>22</b>	Reserved	-	
<b>23</b>	Use Thousand separator	Yes = 1 No = 0	
<b>24</b>	Use Mode Password	Yes = 1 No = 0	

---

Note: Spool is optional function. If you wish to use spool function, then contact your local SAM4s dealer for assistance.

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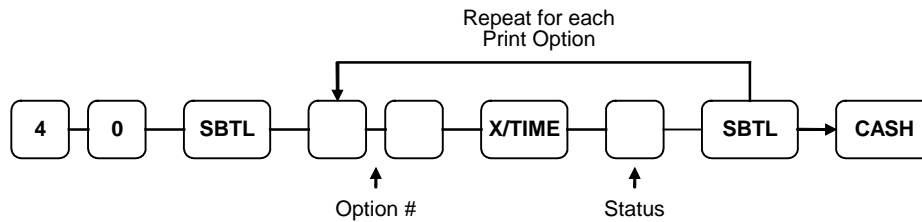
# Print Option Programming

Refer to the “Print Option Table” to review the print options. Read each option carefully to determine if you wish to make any changes.

## ***Programming a Print Option:***

1. Move to the **PGM-Mode**.
2. Enter **4 0**, press the **SBTL** key.
3. Enter a print option address, and then press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SBTL** key.
5. Repeat from step 3 for each print option you wish to change.
6. Press the **CASH** key to end print option programming.

## ***Print Option Flowchart***



## Print Option Table

Address	PRINT OPTION	VALUE
1	Print Z counter on reports?	Yes = 1 No = 0
2	Skip media totals with zero activity on the report?	Yes = 1 No = 0
3	Home Currency symbol	Up to 5 digit
4	Currency Symbol	Up to 5 digit
5	Issue a second receipt for the same transaction?	Yes = 1 No = 0
6	Subtotal is printed when the SBTL key is pressed?	Yes = 1 No = 0
7	Print consecutive number counter on receipt?	Yes = 1 No = 0
8	Print date on receipt?	Yes = 1 No = 0
9	Print time on receipt?	Yes = 1 No = 0
10	Print clerk name on receipt?	Yes = 1 No = 0
11	Void mode/Return totals will print on the Financial report?	Yes = 1 No = 0
12	Print PLU/DEPT sale item number?	Yes = 1 No = 0
13	Print tax symbol?	Yes = 1 No = 0
14	Print the tax amount on receipt?	Yes = 1 No = 0
15	Print taxable totals?	Yes = 1 No = 0
16	Print the tax rate?	Yes = 1 No = 0
17	Print a breakdown of the VAT eligible sale?	Yes = 1 No = 0
18	Print Grand total on the Financial report?	Yes = 1 No = 0
19	Print Gross total on the Financial report?	Yes = 1 No = 0
20	Grand total is:	Net sale = 1
		Gross sale = 0

<b>Address</b>	<b>PRINT OPTION</b>	<b>VALUE</b>
<b>21</b>	Print on NO SALE performed	Yes = 1 No = 0
<b>22</b>	Print preamble message on receipt?	Yes = 1 No = 0
<b>23</b>	Print postamble message on receipt?	Yes = 1 No = 0
<b>24</b>	Print report on Electronic Journal	Yes = 1 No = 0
<b>25</b>	Print training mode message on the receipt during training mode operations?	Yes = 1 No = 0
<b>26</b>	Print the PLU/DEPT number on the receipt?	Yes = 1 No = 0
<b>27</b>	Print the PLU number on PLU report?	Yes = 1 No = 0

---

## Function Key Programming

Three programs are used to program function keys:

- *Program 70* - is used to set each keys individual options
- *Program 80* - is used to program a 8 character alpha numeric descriptor
- *Program 90* - is used to set a high amount limit (HALO)

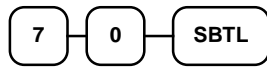
In this chapter you will find:

- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

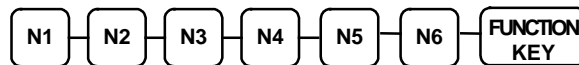
## Program 70 - Function Key Options

Use Program 70 to set options for function keys. Because of the differences inherent in function keys, individual options will be different. See the specific instructions for each key in this chapter to find the options for each key.

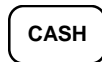
1. Move to the **PGM-Mode**.
2. To begin the program, enter **7 0**, press the **SBTL** key.



3. Enter the values for the option digit or digits. Depending on the function key you are programming, you may enter up to six digits **N1** through **N6**. Determine the values for **N1** through **N6** by referring to the specific function key information that follows. (**You do not need to enter preceding zeros.** For example, if the function key offers six digits, **N1** through **N6** and you are only selecting a value for **N6**, just enter the value for **N6**.) Press the function key you wish to program.



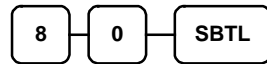
4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalize the program.



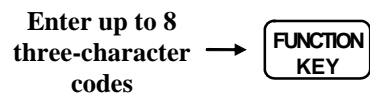


## Program 80 - Function Key Descriptor

1. Move to the **PGM-Mode**.
2. To begin the program, enter **8 0**, press the **SBTL** key.



3. Enter up to 8 three-character codes and press the **FUNCTION KEY**.



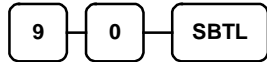
4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalize the program.



## Program 90 - Function Key HALO

Use Program 90 to program a high amount lock out (HALO) for a function key. Only specific keys require this program. For example, you can set a HALO for the **CASH**, **CHECK** or **CHARGE** keys. Refer to the specific function key programming information in this chapter to determine when the HALO option is available.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 0**, press the **SBTL** key.



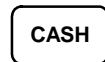
3. Enter a HALO of up to eight digits, (or "0" for no HALO).

**Enter 1-8 digit  
HALO**

4. Press the function key on the keyboard you wish to program.

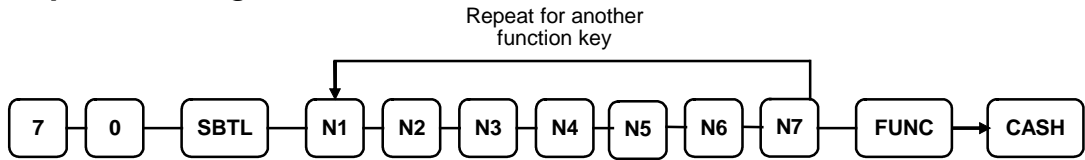


5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.



# CASH/CHECK/CHARGE

## Options - Program 70



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

### Descriptor

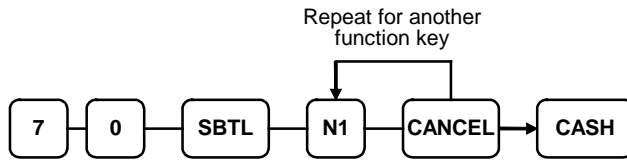
- Refer to "Program 80 – Function Key Descriptor"

### HALO

- Refer to "Program 90 – Function Key HALO"

# CANCEL

## Options - Program 70



Address	OPTION	VALUE
N1	Key is inactive?	Yes = 1 No = 0

## Descriptor

- Refer to "Program 80 – Function Key Descriptor"

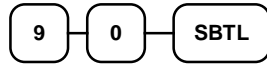
## HALO

- Refer to "Program 90 – Function Key HALO "

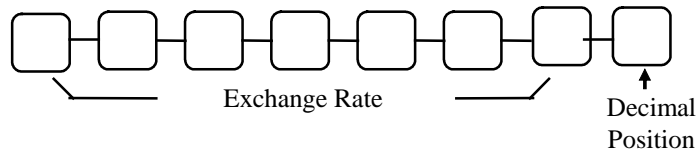
# CURRENCY CONVERSION

## Currency Conversion Rate - Program 90

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 0**, press the **SBTL** key.



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



4. Press the function key on the keyboard you wish to program.



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



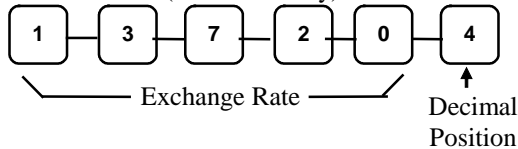
## Currency Exchange Rate Programming Examples

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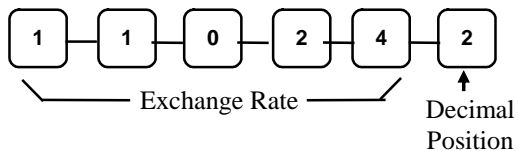
Note: Foreign currency exchange rates may be stated as “foreign currency in dollars”, or “dollars in foreign currency”. Use the rate stated in “dollars in foreign currency” when you are programming this section.

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

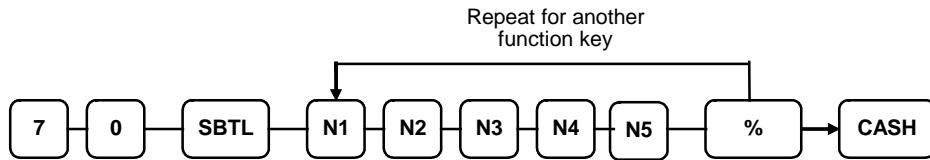


The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).



- / -% / +%

### Options - Program 70

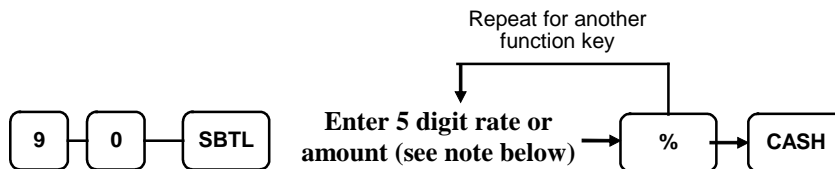


Address	OPTION	VALUE
N1	% Key is:	Open = 1
		Preset = 0
N2	% Amount taxable tax 1?	Yes = 1 No = 0
N3	% Amount taxable tax 2?	Yes = 1 No = 0
N4	% Amount taxable tax 3?	Yes = 1 No = 0
N5	% Amount taxable tax 4?	Yes = 1 No = 0
N6	% key is inactive?	Yes = 1 No = 0

### Descriptor

- Refer to “Program 80 – Function Key Descriptor”

### HALO - Program 90



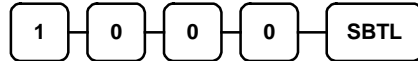
Note: If key is amount, enter 5 digit HALO, or 0 for no HALO. If key is percentage enter the percentage in a five-digit format, without the decimal (XX.XXX). For example: for 10%, enter 10000; for 5.55%, enter 05550; for 99.999%, enter 99999.

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# Miscellaneous Programming

## Clerk Secret Code Programming

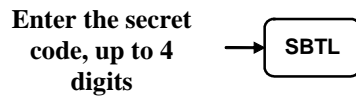
1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 0 0 0**, press the **SBTL** key.



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



4. Enter a secret code (up to 4 digits); press the **SBTL** key.

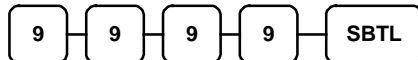


5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalize the program.

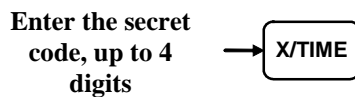


## Mode Password Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 9 9 9**, press the **SBTL** key.



3. Enter a secret code (up to 4 digits); press the **X/TIME** key.

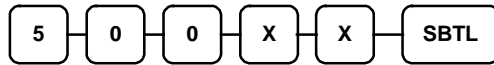


4. Press the **CASH** key to finalize the program.



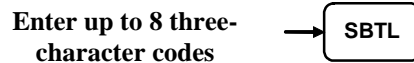
## Clerk Description Programming

1. Move to the PGM-Mode.
2. To begin the program, enter 5 0 0 X X, press the SUBTOTAL key.  
Where XX is the CLERK number (01 ~ 10) you want to program. Please refer to the table below to see some examples.



CLERK	XX	CLERK	XX	CLERK	XX	CLERK	XX	CLERK	XX
1	01	3	03	5	05	7	07	9	09
2	02	4	04	6	06	8	08	10	10

3. Enter up to 8 Characters using Keyboard Alpha Layout (see **page 52**), then press the SUBTOTAL key.

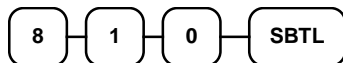


4. To program additional CLERK, repeat from step 2, or press the CASH key to finalize the program.



**OR** when Code Entry Method is the better choice...

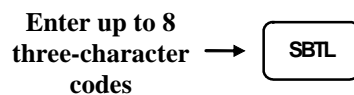
1. Move to the PGM-Mode.
2. To begin the program, enter 8 1 0, press the SBTL key.



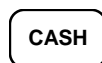
3. Enter the number of the clerk you wish to program; press the X/TIME key.



4. If you are programming



5. Press the CASH key to finalize the program.





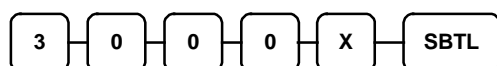
## Logo Description Programming

### *Programming the Preamble Logo Message*

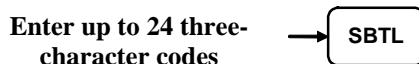
A preamble message of up to six lines can be printed at the top of each receipt. Each line can consist of up to 24 characters.

X	Message Line	X	Message Line
1	1 <sup>st</sup> line of Preamble	4	4 <sup>th</sup> line of Preamble
2	2 <sup>nd</sup> line of Preamble	5	5 <sup>th</sup> line of Preamble
3	3 <sup>rd</sup> line of Preamble	6	6 <sup>th</sup> line of Preamble

1. Move to the PGM-Mode.
2. To begin the program, enter 3 0 0 0 X, press the **SUBTOTAL** key. Where X is the Line number (1 ~ 6) you want to program. Please refer to the table above.



3. Enter up to 24 Characters using Keyboard Alpha Layout (see **page 52**), then press the **SUBTOTAL** key.

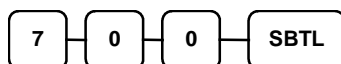


4. To program additional Line, repeat from step 2, or press the **CASH** key to finalize the program.

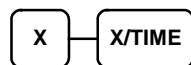


**OR** when Code Entry Method is the better choice...

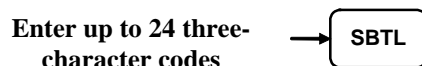
1. Move to the **PGM-Mode**.
2. To begin the program, enter 7 0 0, press the **SBTL** key.



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



4. If you are programming



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

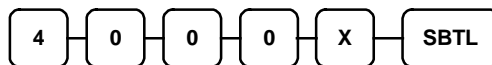


## Programming the Postamble Logo Message

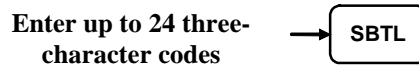
A postamble message of up to six lines can be printed at the bottom of each receipt. Each line can consist of up to 24 characters.

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

1. Move to the PGM-Mode.
2. To begin the program, enter 4 0 0 0 X, press the **SUBTOTAL** key. Where X is the Line number (1 ~ 6) you want to program. Please refer to the table above.



3. Enter up to 24 Characters using Keyboard Alpha Layout (see **page 52**), then press the **SUBTOTAL** key.

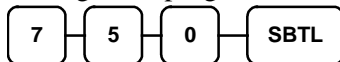


4. To program additional Line, repeat from step 2, or press the **CASH** key to finalize the program.

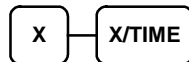


**OR** when Code Entry Method is the better choice...

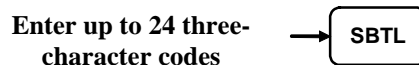
1. Move to the **PGM-Mode**.
2. To begin the program, enter 7 5 0, press the **SBTL** key.



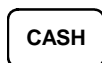
3. Refer to the chart above and enter the number that represents the line you wish to program; press the **X/TIME** key.



4. If you are programming



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

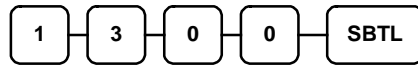


## Date and Time Programming

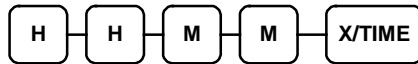
Use this program to set the clock and calendar on your *ER-180U*. The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending daylight savings time.

### Programming the Date and Time

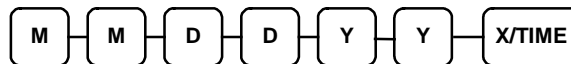
1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 3 0 0**, press the **SBTL** key.



3. Enter time in military standard time (based on 24 hours), must be four digits (i.e. 1300 hours = 1:00 PM); press the **X/TIME** key.



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



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

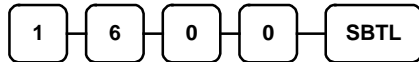


## Machine Number Programming

The machine number is printed on the register receipt. Program a machine number so that any receipt can be identified with the store or register where the transaction took place.

### *Programming the Machine Number*

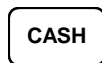
1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 6 0 0**, press the **SBTL** key.



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



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

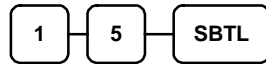


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## Program Scans

Since much time and energy has been invested in the planning and programming of your *ER-180U*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place.

1. Move to the **PGM-Mode**.
2. To print a program scan, enter **1 5**, press the **SBTL** key.



3. In this step, there are three different ways to scan program information. One is DEPTs, the other is PLUs, The third is Others.

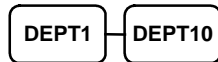
### DEPARTMENT PROGRAM SCAN

To read one Dept program information, press the dept key in the keyboard and Press the same dept key in the keyboard.



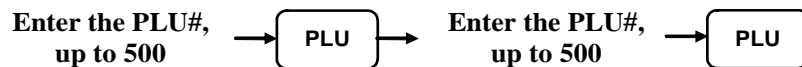
To read multiple Dept program information, Press the first dept key in the keyboard and

Press the second dept key in the keyboard.

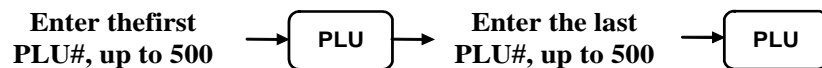


### PLU PROGRAM SCAN

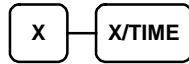
To read one PLU program information, enter the number of the PLU and press the same number and **PLU** key.



To read multiple PLU program information, enter the first number and press **PLU** key. Press the last number and press **PLU** key



## OTHERS PROGRAM SCAN



X	Program
1	Tax
2	System option
3	Print option
4	Function keys
5	Clerk
6	Preamble message/ Postamble message

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



**CE**

JK68-80182B(Rev.01)