ELECTRONIC CASH REGISTER

CE-6000

GROCERY
DAIRY
H.B.A.

FROZEN
FOOD
DELICATESSEN

USER'S MANUAL

CI Canada

CASIO

Introduction

Congratulations on your selection of a CASIO CE-6000 electronic cash register. This ECR is the product of the world's most advanced electronic technology, for outstanding versatility and reliability.
Simplified operation is made possible by a specially designed keyboard layout and a wide selection of automated, programmable functions.
A specially designed keyboard layout and a bright, easy-to-read display help to take the fatigue out of long hours operation.

GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THE UNIT IN THE U.S.A.
(Not applicable to other areas)

WARNING: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus as set out in the Radio Interference Regulations of Canadian Department of Communications.

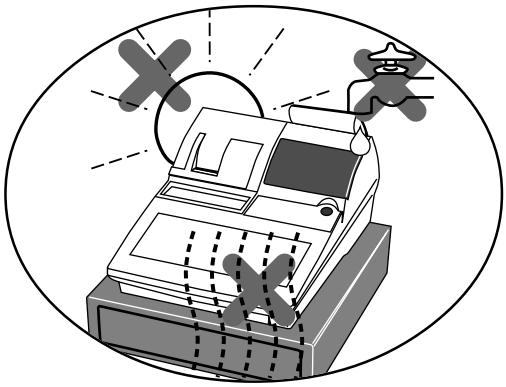
The main plug on this equipment must be used to disconnect mains power.
Please ensure that the socket outlet is installed near the equipment and shall be easily accessible.

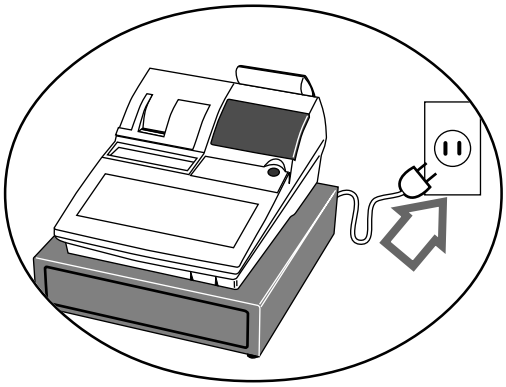
Please keep all information for future reference.

Important!

Your new cash register has been carefully tested before shipment to ensure proper operation. Safety devices eliminate worries about breakdowns resulting from operator errors or improper handling. In order to ensure years of trouble-free operation, however, the following points should be noted when handling the cash register.

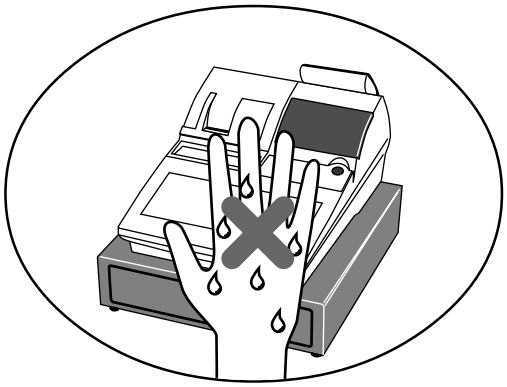
Do not locate the cash register where it will be subjected to direct sunlight, high humidity, splashing with water or other liquids, or high temperature (such as near a heater).

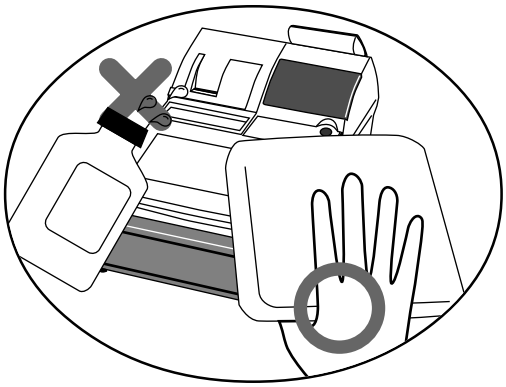




Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in the area.

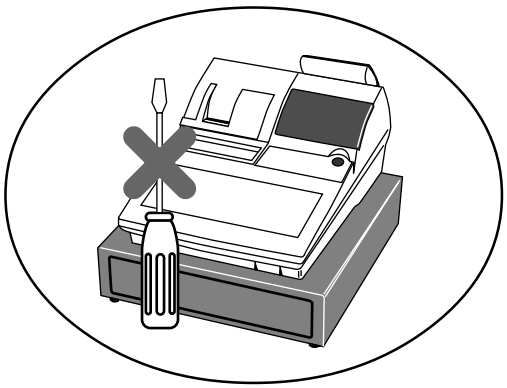
Never operate the cash register while your hands are wet.





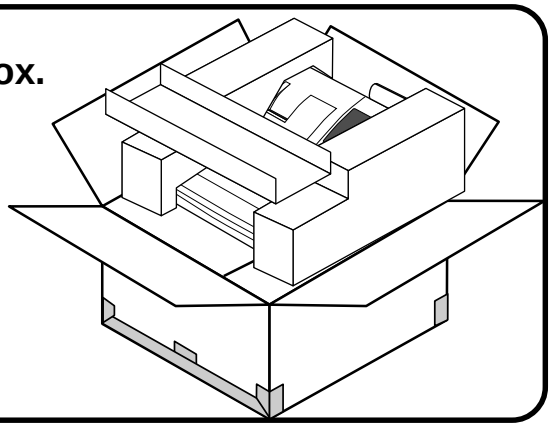
Use a soft, dry cloth to clean the exterior of the cash register. Never use benzene, thinner, or any other volatile agent.

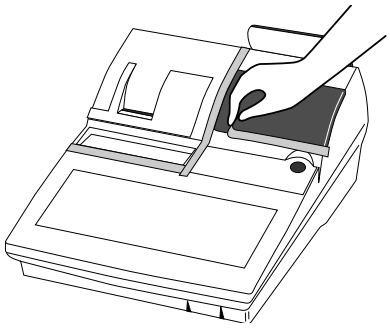
Never try to open the cash register or attempt your own repairs. Take the cash register to your authorized CASIO dealer for repairs.



This section outlines how to unpack the cash register and get it ready to operate. You should read this part of the manual even if you have used a cash register before. The following is the basic set up procedure, along with page references where you should look for more details.

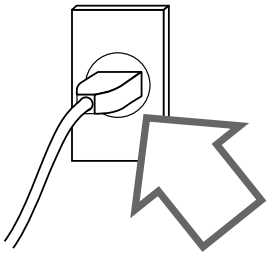
1. Remove the cash register from its box.





2. Remove the tape holding parts of the cash register in place.

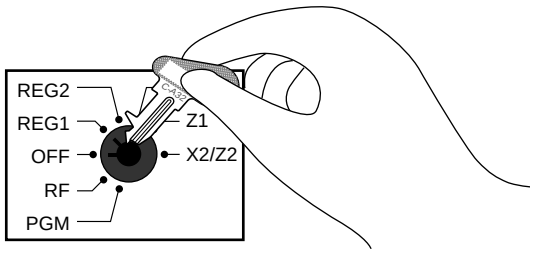
Also remove the small plastic bag taped to the printer cover. Inside you will find the mode keys.



3. Plug the cash register into a wall outlet.

Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in your area. The printer will operate for a few seconds. Please do not pass the power cable under the drawer.

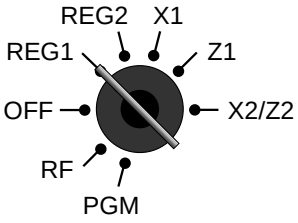
4. Insert the mode key marked “PGM” into the mode switch.



5. Install receipt/journal paper.

Loading journal paper

The same type of paper (45 mm × 83 mm i.d.) is used for receipts and journal. Load the new paper before first operating the cash register or when red paper appears from the printer.



① Use a mode key to set the mode switch to REG1 position.

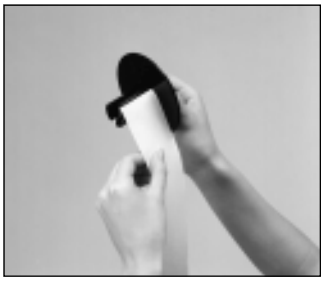
② Open the printer cover.

③ Cut off the leading end of the paper so it is even.

④ Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.

⑤ Drop the paper roll gently and insert paper to the paper inlet.

⑥ Press the JOURNAL FEED key until about 20 cm to 30 cm of paper is fed from the printer.



⑦ Slide the leading end of the paper into the groove on the spindle of the take-up reel and wind it onto the reel two or three turns.

Loading receipt paper

Follow steps ① through ③ under “Loading journal paper” on the previous page.

④ Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.

⑤ Drop the paper roll gently and insert paper to the paper inlet.

⑥ Press the RECEIPT FEED key until about 20 cm to 30 cm of paper is fed from the printer.

⑦ Set the printer cover, passing the leading end of the paper through the paper outlet. Close the printer cover and tear off the excess paper.

⑧ Place the take-up reel into place behind the printer, above the roll paper.

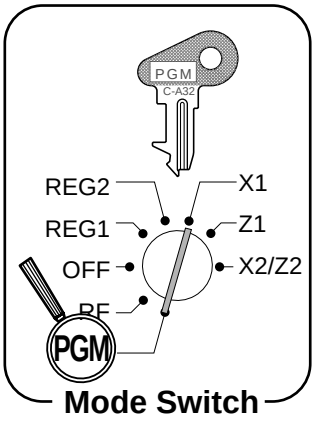
⑨ Press the JOURNAL FEED key to take up any slack in the paper.

⑩ Close the printer cover.

Important!

Never operate the cash register without paper. It can damage the printer.

6. Set the date.



→ 1 SUB TOTAL → □□□□□□ → X / FOR DATE TIME → C

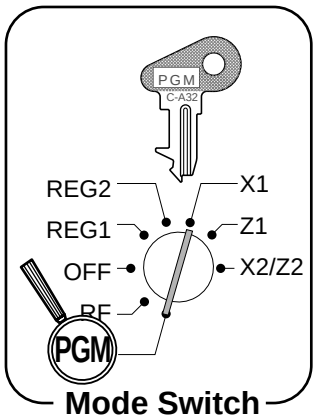
Current date

Example:

March, 4, 2000 ⇨ 0 0 0 3 0 4

Year Month Day

7. Set the time.



→ 1 SUB TOTAL → □□□□ → X / FOR DATE TIME → C

Current time

Example:

08:20 AM ⇨ 0 8 2 0

09:45 PM ⇨ 2 1 4 5

(24-hour military time)

8. Tax table programming

Programming automatic tax calculation

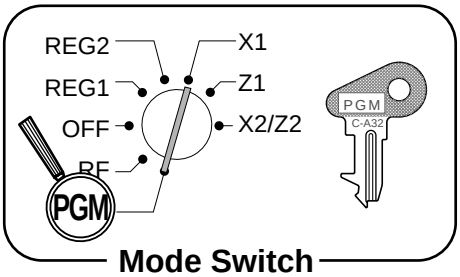
Important!

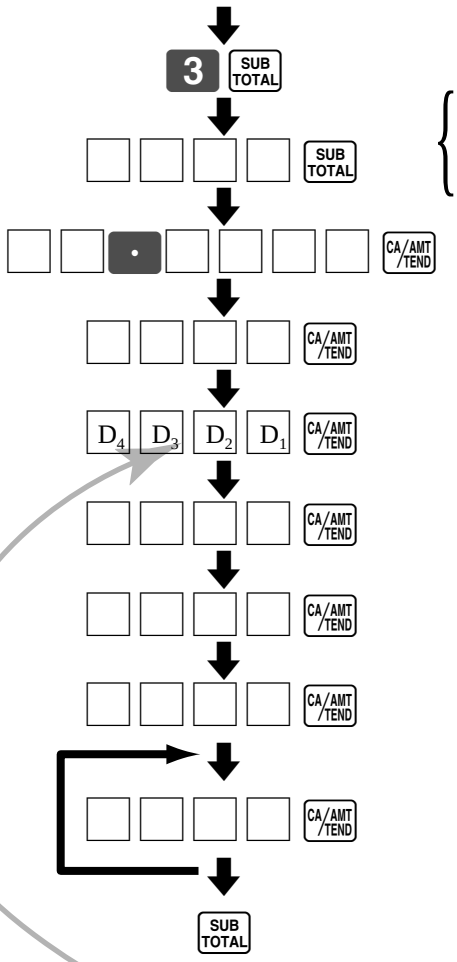
After you program the tax tables, you also have to individually specify which departments (page 27) and PLUs (page 30) are to be taxed.

And also set the appropriate tax system (U.S. or Canadian) in the general function program address 0422 (see page 65).

For this cash register to be able to automatically register state sales tax, you must program its tax tables with tax calculation data from the tax table for your state. There are three (U.S.)/four (Canada) tax tables that you can program for automatic calculation of separate sales taxes.

Tax table programming (continued…)
Programming procedure





Tax table 1 = 0 1 2 5
Tax table 2 = 0 2 2 5
Tax table 3 = 0 3 2 5
Tax table 4 = 0 4 2 5 (only for Canada)

Tax rate (4-digit for integer + 4-digit for decimal)

Tax table maximum value ("0" means unlimited).

Rounding/tax table system code [*1]

Sum of a cyclic pattern

Number of values in each cyclic pattern

Number of values in each non-cyclic pattern

Actual value of difference of the non-cyclic and cyclic values
You must enter these values in 4-digit block. If the last block comes out to be only two digits, add two zeros.

Loop to input the next block.

[*1] Rounding/tax table system code

Rounding code specification

D_4	D_3	Rounding
5	0	Rounding off two decimal places
9	0	Rounding up to two decimal places
0	0	Cut off to two decimal places

Tax system code specification

D_2	D_1	Rounding
0	1	Tax table only
0	2	U.S. tax table with tax rate or add-on tax rate only
0	3	Add-in tax rate
0	4	Canadian tax system (Tax-on-tax)

Canadian tax system
For both add-on and add-in tax systems.
To program Tax-on-tax system, you must use the tax address "0225", "0325" or "0425."

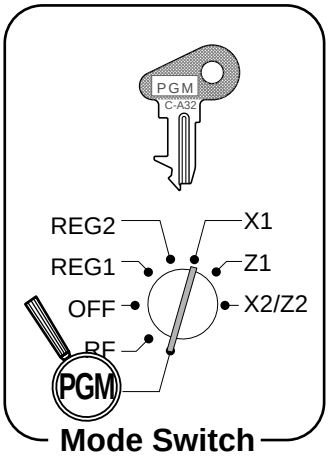
Tax table programming (continued…)
Programming U.S.tax tables

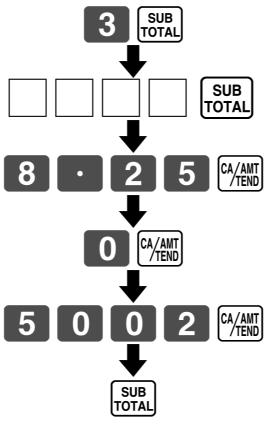
Before you can program a U.S. tax table, you must first calculate the program data.
The partial tax table shown below is for a tax rate of 6%. A tax amount is applied for each price range, which is defined by a low end minimum break point. If you subtract each maximum break point from the next lower maximum break point, you should soon be able to see certain patterns. In a cyclic pattern, the differences in maximum breakpoints form a regularly repeating cycle. A pattern which does not fit the cyclic pattern is called non-cyclic pattern.
Though rate, it is conceivable that you can find that subtracting maximum breakpoints results in an one big non-cyclic pattern. In this case, you won't be able to use automatic tax calculation, and must enter the tax for each transaction manually or use a tax rate.

Example 1, Add-on rate tax:

Programming procedure:

Tax rate (2-digit for integer + 4- digit for decimal) ---------- 8.25%
Tax table maximum value ("0" means unlimited). ---------- 0 (no limitation)
Rounding/tax table system code ---------- 5002 (Round off)
Sum of a cyclic pattern ---------- 0
Number of values in each cyclic pattern ---------- 0
Number of values in each non-cyclic pattern ---------- 0
} No need to enter.
Actual value of difference of the non-cyclic and cyclic values ------- 0





Tax table 1 = 0 1 2 5
Tax table 2 = 0 2 2 5
Tax table 3 = 0 3 2 5

Tax rate (2-digit for integer + 4-digit for decimal)

Tax table maximum value ("0" means unlimited).

Rounding/tax table system code

Tax table programming (continued…)

Example 2, Without rate tax:

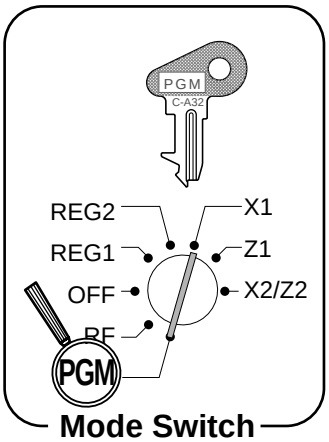
Preparation

TAX (6%)	Price range	
	Min. break point	Max. break point
$ .00	$ .01	$ .10
.01	.11	.24
.02	.25	.41
.03	.42	.58
.04	.59	.74
.05	.75	.91
.06	.92	1.08
.07	1.09	1.24

Max. break point			Difference	Pattern
Upper		Lower		
10	−	0 =	10	Non-cyclic
24	−	10 =	14	
41	−	24 =	17	Cyclic
58	−	41 =	17	
74	−	58 =	16	
91	−	74 =	17	Cyclic
108	−	91 =	17	
124	−	108 =	16	
		124 =	17	
			17	

Tax rate (2-digit for integer + 4- digit for decimal) ---------- 0% (Table only)
Tax table maximum value ("0" means unlimited). ---------- 0 (Table only)
Rounding/tax table system code ---------- 01 (Table only)
Sum of a cyclic pattern ---------- 50 (17 + 17 + 16)
Number of values in each cyclic pattern ---------- 3
Number of values in each non-cyclic pattern ---------- 24 (10 + 14)
Actual value of difference of the non-cyclic and cyclic values ------- 10, 14, 17, 17, 16

Programming procedure:



Mode Switch

3 SUB TOTAL
□ □ □ □ SUB TOTAL
0 CA/AMT/TEND
0 CA/AMT/TEND
0 1 CA/AMT/TEND
5 0 CA/AMT/TEND
3 CA/AMT/TEND
2 4 CA/AMT/TEND
1 0 1 4 CA/AMT/TEND
1 7 1 7 CA/AMT/TEND
1 6 0 0 CA/AMT/TEND
SUB TOTAL

Tax table 1 = 0 1 2 5
Tax table 2 = 0 2 2 5
Tax table 3 = 0 3 2 5

Tax rate (2-digit for integer + 4-digit for decimal)

Tax table maximum value (“0” means unlimited).

Rounding/tax table system code

Sum of a cyclic pattern

Number of values in each cyclic pattern

Number of values in each non-cyclic pattern

Actual value of difference of the non-cyclic and cyclic values

You must enter these values in 4-digit block. If the last block comes out to be only two digits, add two zeros.

Tax table programming (continued…)

Example 3, With rate tax:

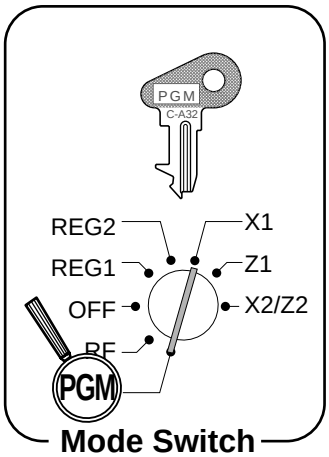
Preparation:

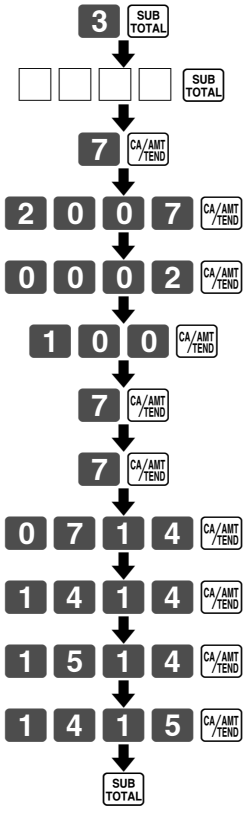
TAX (7%)	Price range	
	Min. break point	Max. break point
$ .00	$ .01	$ .07
.01	.08	.21
.02	.22	.35
.03	.36	.49
.04	.50	.64
.05	.65	.78
.06	.79	.92
.07	.93	1.07
.08	1.08	1.21
.09	1.22	1.35
.10	1.36	1.49
.11	1.50	1.64
.12	1.65	1.78
.13	1.79	1.92
.14	1.93	2.07
1.40	19.93	20.07
On all sales above $20.07, compute the tax at the rate of 7 %.		

Max. break point			Difference	Pattern
Upper		Lower		
7	– 0 =		7	Non-cyclic
21	– 7 =		14	Cyclic
35	– 21 =		14	
49	– 35 =		14	
64	– 49 =		15	
78	– 64 =		14	
92	– 78 =		14	
107	– 92 =		15	
121	– 107 =		14	Cyclic
135	– 121 =		14	
149	– 135 =		14	
164	– 149 =		15	
178	– 164 =		14	
192	– 178 =		14	
207	– 192 =		15	

Tax rate (2-digit for integer + 4- digit for decimal) ---------- 7%
Tax table maximum value (“0” means unlimited). ---------- 2007
Rounding/tax table system code ---------- 0002 (Cut off & table + rate)
Sum of a cyclic pattern ---------- 100 (14+14+14+15+14+14+15)
Number of values in each cyclic pattern ---------- 7
Number of values in each non-cyclic pattern ---------- 7
Actual value of difference of the non-cyclic and cyclic values ------- 14, 14, 14, 15, 14, 14, 15

Programming procedure:





Tax table 1 = 0 1 2 5
Tax table 2 = 0 2 2 5
Tax table 3 = 0 3 2 5

Tax rate (2-digit for integer + 4-digit for decimal)

Tax table maximum value (“0” means unlimited).

Rounding/tax table system code

Sum of a cyclic pattern

Number of values in each cyclic pattern

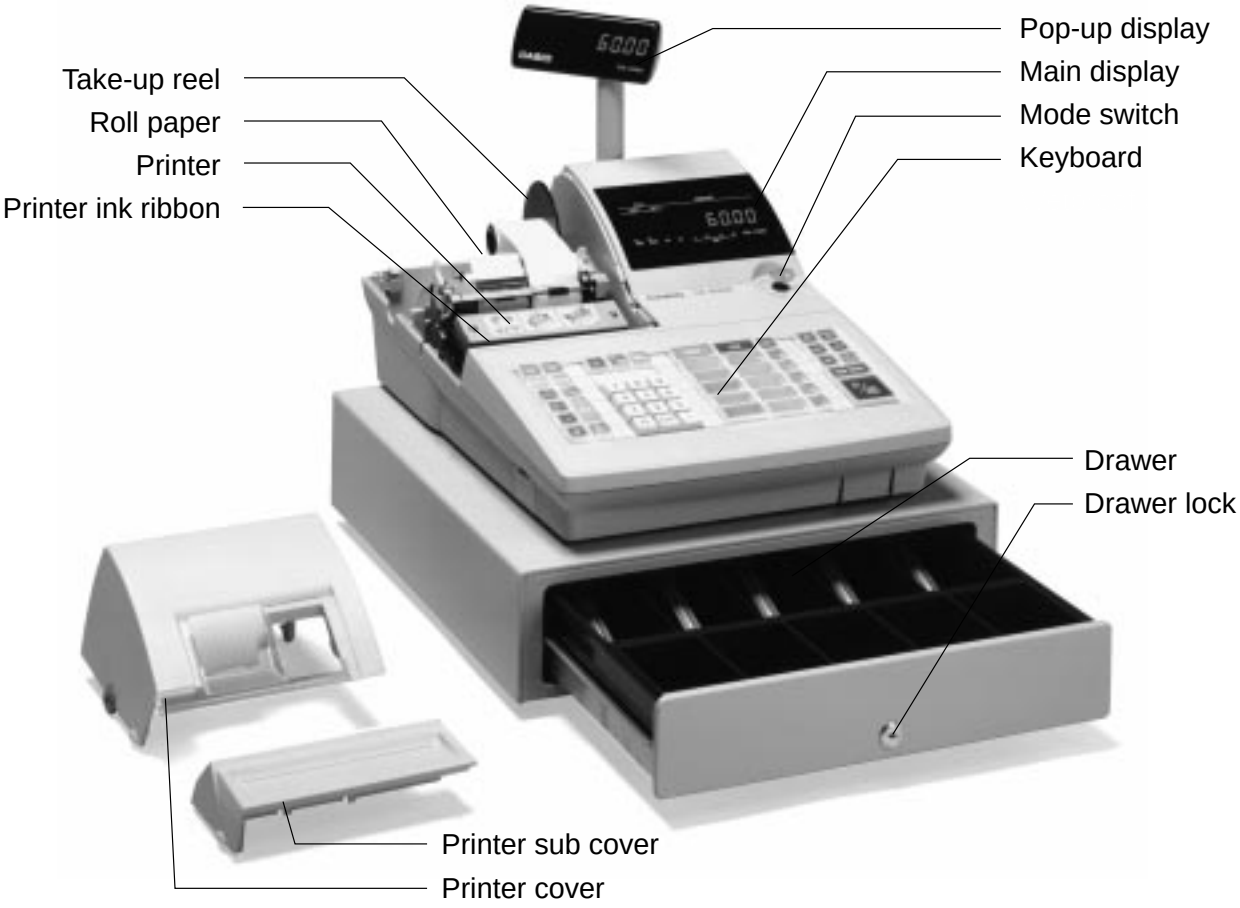
Number of values in each non-cyclic pattern

Actual value of difference of the non-cyclic and cyclic values

You must enter these values in 4-digit block. If the last block comes out to be only two digits, add two zeros.

General guide

This part of the manual introduces you to the cash register and provides a general explanation of its various parts.

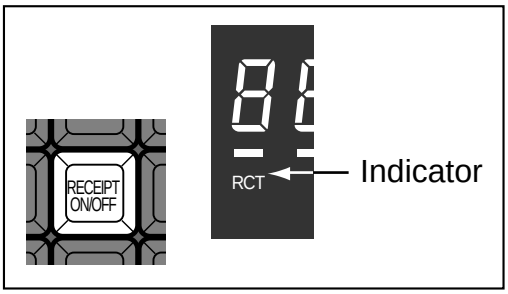


Roll paper

You can use the roll paper to print receipts and a journal (pages 9 ~ 10).

Receipt on/off key

Use the receipt on/off key in REG1, REG2 and RF modes to control issuance of receipts. In other modes, receipts or reports are printed regardless the receipt key setting.
A post-finalization receipt can still be issued after finalization when the key is set to off. The cash register can also be programmed to issue a post-finalization receipt even when the key is set to on.
When the register issues receipts, this indicator is lit.

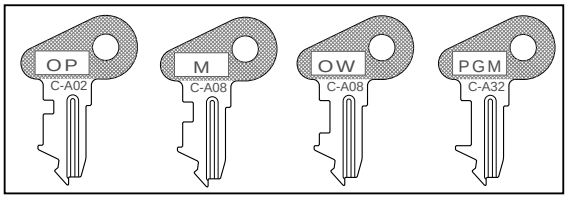


Printer ink ribbon

Provides ink for printing of registration details on the roll paper (page 103).

Mode key

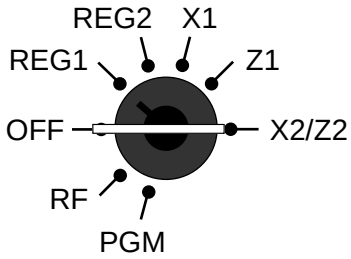
The following four types of mode keys are provided with the unit.



a. OP (Operator) key
   Switches between OFF and REG1.
b. M (Master) key
   Switches between OFF, REG1, REG2, X1 and RF.
c. OW (Owner) key
   Switches between OFF, REG1, REG2, X1, Z1, X2/Z2 and RF.
d. PGM (Program) key
   Switches to any position.

Mode switch

Use the mode keys to change the position of the mode switch and select the mode you want to use.



Mode switch	Mode name	Description
OFF	Stand-by	Any of the mode control keys can be inserted and removed from the mode switch in this position.
REG1	Register 1	Used for normal sales transactions. Any of the mode control keys can be inserted and removed from the mode switch in this position.
REG2	Register 2	Used for special operations. Since switching to REG2 requires a special key, such functions as discounts, credit sales, charge sales, check payments, and paid outs can be controlled by programming them as prohibited in REG1 and allowed in REG2.
RF	Refund Reg minus	Used for processing refunds. When the mode switch of the register is in RF position, you can access either the refund mode or the register minus mode.
X1	Daily sales read	Used to obtain daily reports without resetting (clearing) all total data.
Z1	Daily sales reset	Used to obtain daily reports while resetting (clearing) all total data.
X2/Z2	Periodic sale read/reset	Used to obtain periodic sales reports without resetting total data or while resetting all total data.
PGM	Program	Used when programming functions and preset data such as unit prices and tax rates. Also used when reading program data.

Drawer

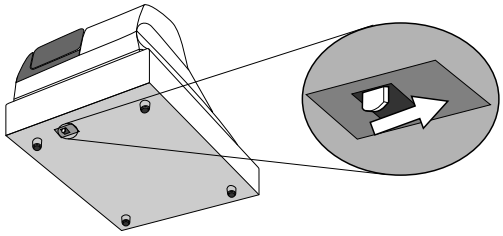
The drawer opens automatically whenever you finalize a registration and whenever you issue a read or reset report. The drawer will not open if it is locked with the drawer key.

Drawer lock

Use the drawer key to lock and unlock the drawer.

When the cash drawer does not open!

In case of power failure or the machine is in malfunction, the cash drawer does not open automatically. Even in these cases, you can open the cash drawer by pulling drawer release lever (see below).



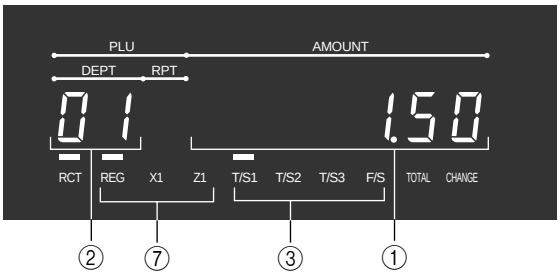
Important!

The drawer will not open, if it is locked with a drawer lock key.

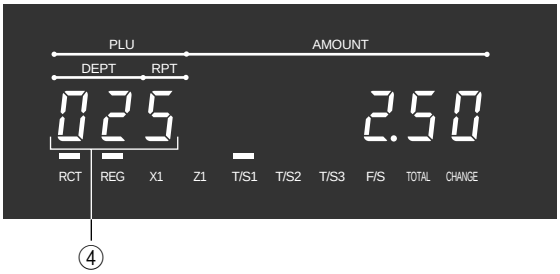
Display

Main display for the U.S.

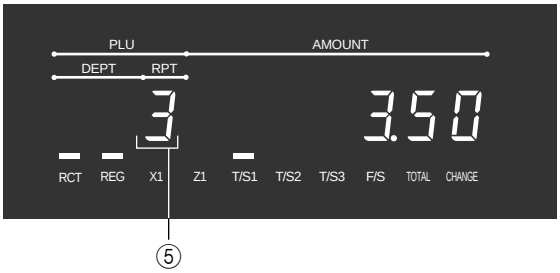
Department registration



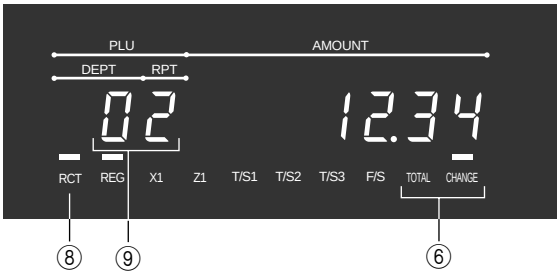
PLU registration



Repeat registration

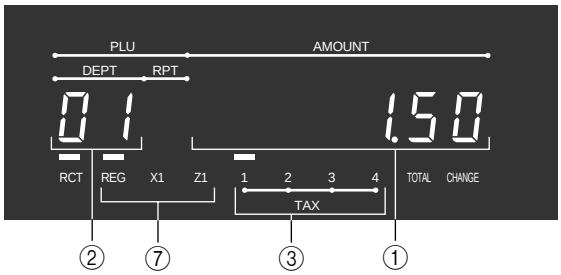


Totalize operation

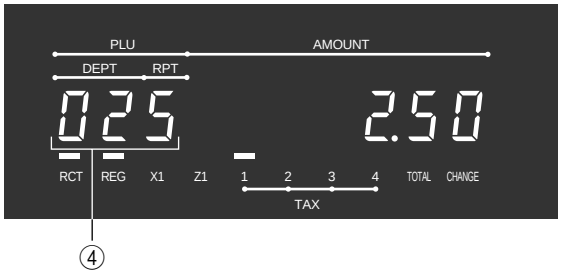


Main display for Canada

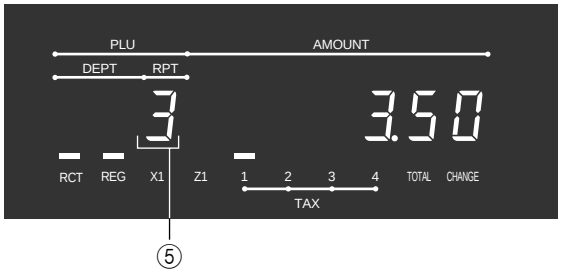
Department registration



PLU registration

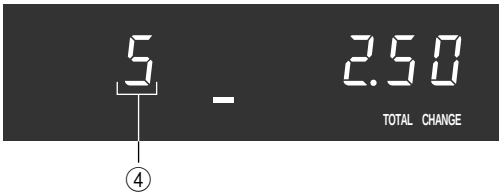


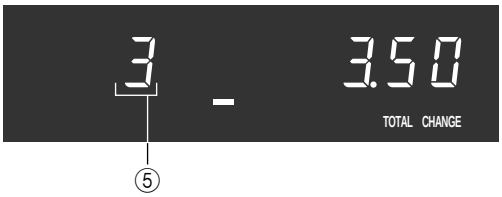
Repeat registration



Totalize operation

Customer display for all area





① Amount/Quantity
This part of the display shows monetary amounts. It also can be used to show the current date and time.

② Department number
When you press a department key to register a unit price, the corresponding department number (01 ~ 15) appears here.

③ Taxable sales status indicators
When you register a taxable item, the corresponding indicator is lit.

④ PLU number
When you register a PLU item, the corresponding PLU number appears here.

⑤ Number of repeats
Anytime you perform a repeat registration (page 26), the number of repeats appears here.
Note that only one digit is displayed for the number of repeats. This means that a “5” could mean 5, 15 or even 25 repeats.

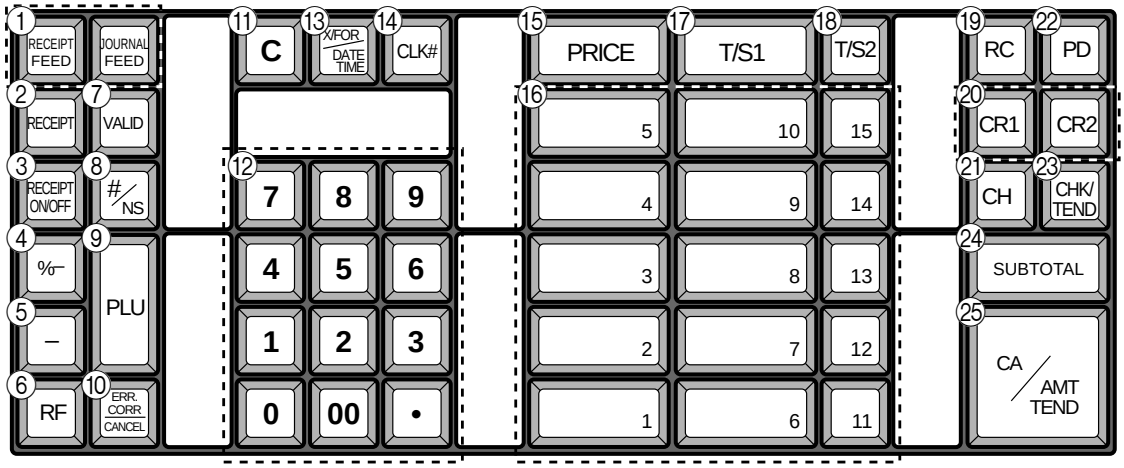
⑥ Total/Change indicators
When the TOTAL indicator is lit, the displayed value is monetary total or subtotal amount. When the CHANGE indicator is lit, the displayed value is the change due.

⑦ REG, X1, Z1 indicators
REG: Indicates register mode
X1: Indicates daily sales read mode
Z1: Indicates daily sales reset mode

⑧ RCT indicator
When the register issues receipts, this indicator is lit.

⑨ Food stamp change amount
This part of display shows change amount of food stamp in dollar. This means that a “02” means $2.00.

Keyboard



• Register Mode

① **Paper feed key** [RECEIPT FEED], [JOURNAL FEED]
Hold this key down to feed paper from the printer.

② **Post receipt key** [RECEIPT]
Use this key to produce a post-finalization receipt.

③ **Receipt on/off key** [RECEIPT ON/OFF]
Use this key pressing two times to change the status "receipt issue" or "no receipt." In case of "receipt issue", the "RCT" indicator is lit.

④ **Discount key** [%−]
Use this key to register discounts.

⑤ **Minus key** [−]
Use this key to input values for subtraction.

⑥ **Refund key** [RF]
Use this key to input refund amounts and void certain entries.

⑦ **Validation key** [VALID]
Use this key to validate transaction amounts on slip.

⑧ **Non-add/No sale key** [#/NS]
Non-add key: To print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.
No sale key: Use this key to open the drawer without registering anything.

⑨ **PLU key** [PLU]
Use this key to input PLU numbers.

⑩ **Error correction/Cancellation key** [ERR CORR. CANCEL]
Use this key to correct registration errors and to cancel registration of entire transactions.

⑪ **Clear key** [C]
Use this key to clear an entry that has not yet been registered.

⑫ **Ten key pad** [0], [1] ~ [9], [00], [•]
Use these keys to input numbers.

⑬ **Multiplication/For/Date/Time key** [× / FOR / DATE TIME]
Use this key to input a quantity for a multiplication operation and registration of split sales of packaged items. Between transactions, this key displays the current time and date.

⑭ **Clerk number key** [CLK#]
Use this key to sign clerk on and off the register.

⑮ **Price key** [PRICE]
Use this key to register an amount to an open PLU when a PLU is used as an open PLU.

⑯ **Department keys** [1], [2], [3] ~ [15]
Use these keys to register items to departments.

⑰ **Tax status shift 1 key** [T/S1]
Use this key to change the Taxable 1 status of the next item.

⑱ **Tax status shift 2 key** [T/S2]
Use this key to change the Taxable 2 status of the next item.

⑲ **Received on account key** [RC]
Use this key following a numeric entry to register money received for non-sale transactions.

⑳ **Credit key** [CR1], [CR2]
Use this key to register a credit sale.

㉑ **Charge key** [CH]
Use this key to register a charge sale.

㉒ **Paid out key** [PD]
Press this key following a numeric entry to register money paid out from the drawer.

㉓ **Check key** [CHK/TEND]
Use this key to register a check tender.

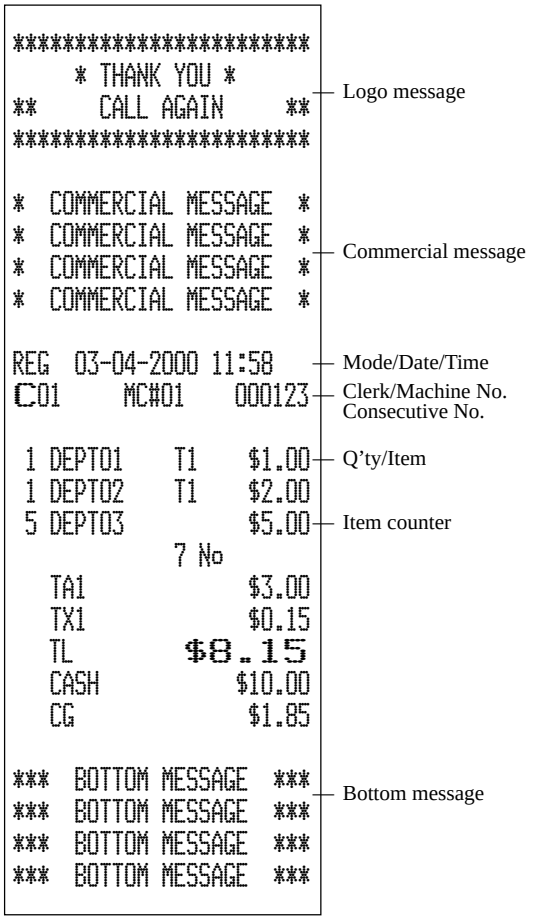
㉔ **Subtotal key** [SUB TOTAL]
Use this key to display and print the current subtotal (includes add-on tax) amount.

㉕ **Cash/Amount tendered key** [CA/AMT/TEND]
Use this key to register a cash tender.

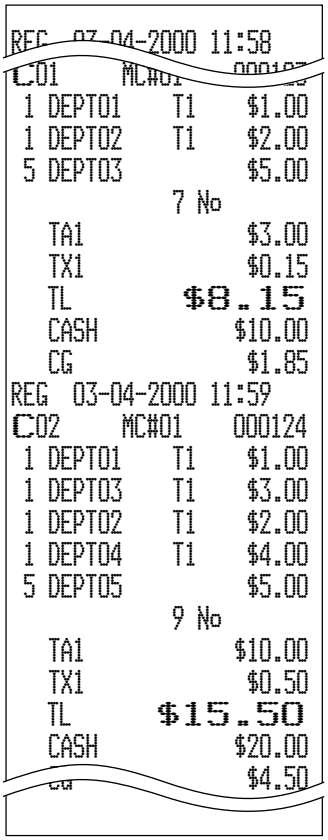
How to read the printouts

- The journal and receipts are records of all transactions and operations.
- The contents printed on receipts and journal are almost identical.
- You can choose the journal skip function (page 66).
  If the journal skip function is selected, the cash register will print the total amount of each transaction, and the details of premium, discount and reduction operations only, without printing department and PLU item registrations on the journal.
- The following items can be skipped on receipts and journal.
  - Consecutive number
  - Taxable status
  - Taxable amount
  - Item counter

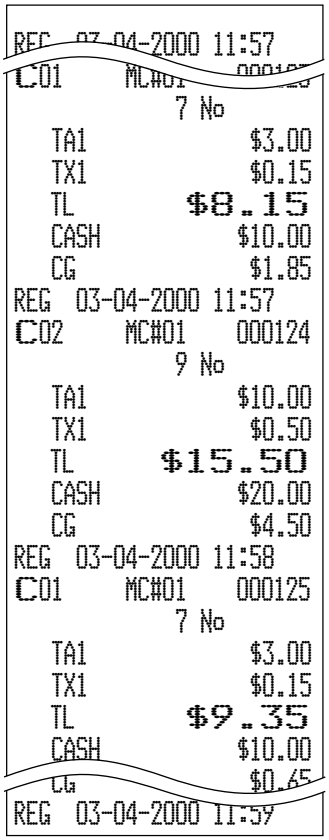
Receipt Sample



Journal Sample (Item lines Included)



Journal Sample (Item lines Skipped)

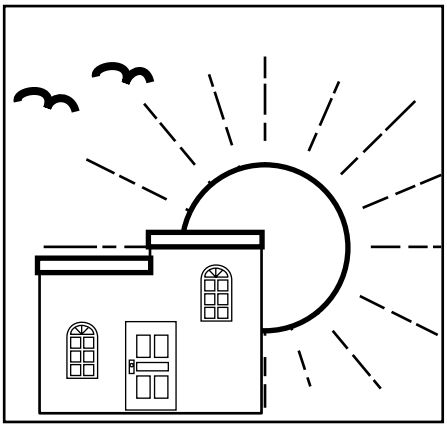


In the operation examples contained in this manual, the print samples are what would be produced if the roll paper is being used for receipts. They are not actual size. Actual receipts are 45 mm wide. Also, all sample receipts and journals are printout images.

How to use your cash register

The following describes the general procedure you should use in order to get the most out of your cash register.

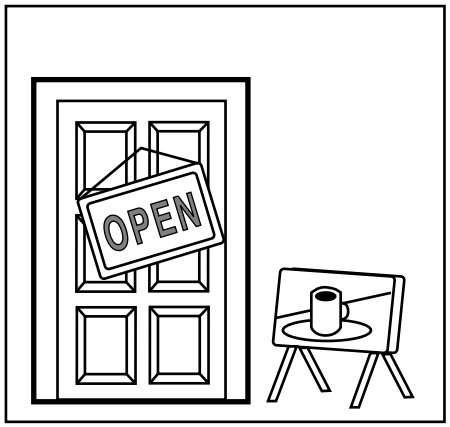
BEFORE business hours…



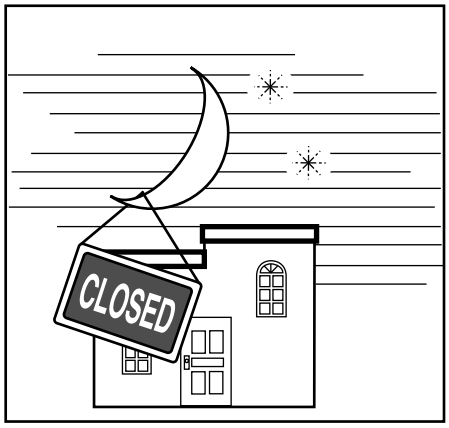
- Check to make sure that the cash register is plugged in securely. Page 8
- Check to make sure there is enough paper left on the roll. Pages 9, 10
- Read the financial totals to confirm that they are all zero. Page 91
- Check the date and time. Page 25

DURING business hours…

- Register transactions. Page 26
- Periodically read totals. Page 90



AFTER business hours…



- Reset the daily totals. Page 43
- Remove the journal. Page 104
- Empty the cash drawer and leave it open. Page 17
- Take the cash and journal to the office.

Assigning a clerk

Clerk secret number key

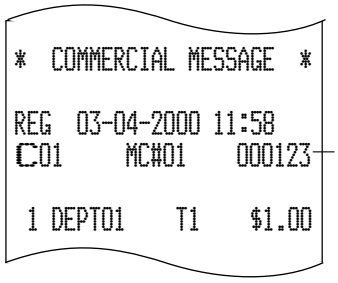
When the cash register is programmed to use clerk secret numbers for clerk or cashier assignment, the clerk buttons are not functional.

Clerk sign on

	OPERATION
Signing clerk 1 on:	1 ➡ CLK#
Signing clerk 2 on:	2 ➡ CLK#
Signing clerk 10 on:	1 0 ➡ CLK#

Clerk secret number
(1 ~ 10 is set as default.)

RECEIPT



Clerk name/machine No./consecutive No.

- If you do not want the clerk secret number to be shown on the display, press CLK# before entering the number.

Clerk sign off

	OPERATION
Signing clerk off: (except PGM mode)	0 ➡ CLK#

- The current clerk is also signed off whenever you set the mode switch to OFF position.

Important!

- The error code “E008” appears on the display whenever you try to perform a registration, a read/reset operation without signing on.
- A clerk cannot sign on unless other clerk is signed off.
- The signed on clerk is also identified on the receipt/journal.

Displaying the time and date

REG
Mode switch

You can show the time or date on the display of the cash register whenever there is no registration being made.

To display and clear the time

OPERATION	DISPLAY
[×/FOR DATE TIME]	08-30.
Time appears on the display	Hour Minutes
[C]	0.00
Clears the time display	

To display and clear the date

OPERATION	DISPLAY
[×/FOR DATE TIME]	08-31.
	(Time is displayed first)
[×/FOR DATE TIME]	03-04-2000
Date appears on the display	Month Day Year
[C]	0.00
Clears the date display	

Preparing coins for change

REG
Mode switch

You can use the following procedure to open the drawer without registering an item. This operation must be performed out of a sale.
(You can use the [RC] key instead of the [#/NS] key. See page 42.)

Opening the drawer without a sale

OPERATION	RECEIPT
[#/NS]	REG 03-04-2000 10:00 C01 MC#01 000001 #/NS .....

Preparing and using department keys

Registering department keys

REG
Mode switch

The following examples show how you can use the department keys in various types of registrations.

Single item sale

Example 1

Item	Unit price	$1.00
	Quantity	1
	Dept.	1
Payment	Cash	$1.00

OPERATION

1 00
Unit price

1
Department

CA/AMT TEND

RECEIPT

```
REG  03-04-2000 10:05
C01     MC#01    000002

1 DEPT01          $1.00
  TL             $1.00
  CASH            $1.00
```

Date/time
Mode/consecutive No.
Department No./unit price
Total amount

Example 2 (Subtotal registration and change computation)

Item	Unit price	$12.34
	Quantity	1
	Dept.	1
Payment	**Cash**	**$20.00**

OPERATION

1 2 3 4
Unit price

1
Department

SUB TOTAL

2 0 00 CA/AMT TEND
Amount tendered

RECEIPT

```
REG  03-04-2000 10:10
C01     MC#01    000003

1 DEPT01         $12.34
  TL            $12.34
  CASH            $20.00
  CG               $7.66
```

Total amount
Amount tendered
Change

Repeat

Item	Unit price	$1.50
	Quantity	**3**
	Dept.	1
Payment	Cash	$10.00

OPERATION

1 5 0 1
1
1
SUB TOTAL
1 0 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 10:15
C01     MC#01    00004

1 DEPT01          $1.50
1 DEPT01          $1.50
1 DEPT01          $1.50
  TL             $4.50
  CASH            $10.00
  CG               $5.50
```

Repeat
Repeat

Multiplication

Item	Unit price	$1.00
	Quantity	**12**
	Dept.	1
Payment	Cash	$20.00

OPERATION

1 2 [X/FOR DATE TIME]
Quantity
(4-digit integer/2-digit decimal)

1 00 [1]

[SUB TOTAL]

2 0 00 [CA/AMT TEND]

RECEIPT

```
REG  03-04-2000 10:20
C01     MC#01    000005

12 PLU0001          $12.00   — Quantity/result
                             or *
  12          @1/ 1.00       — Quantity/unit q'ty/@
PLU00001           $12.00    — Result

  TL            $12.00
  CASH           $20.00
  CG              $8.00
```

Split sales of packaged items

Item	**Unit price**	**4 for $10.00**
	Quantity	**3**
	Dept.	1
	Taxable	No
Payment	Cash	$10.00

OPERATION

3 [X/FOR DATE TIME]
Quantity being purchased
(4-digit integer/2-digit decimal)

4 [X/FOR DATE TIME]
Package quantity
(4-digit integer/2-digit decimal)

1 0 00 [1]
Package price

[SUB TOTAL]

1 0 00 [CA/AMT TEND]

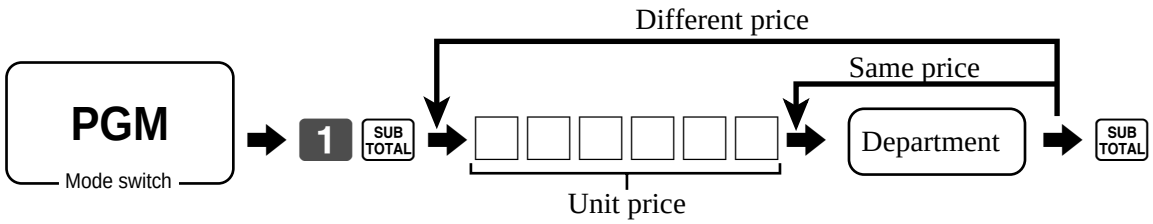
RECEIPT

```
REG  03-04-2000 10:25
C01     MC#01    000006

 3 DEPT01           $7.50   — Quantity/result
                            or *
   3          @4/ 10.00     — Quantity/unit q'ty/@
DEPT01             $7.50    — Result

  TL            $7.50
  CASH           $10.00
  CG              $2.50
```

* See address 0522 of the general function program.

Programming department keys

To program a unit price for each department

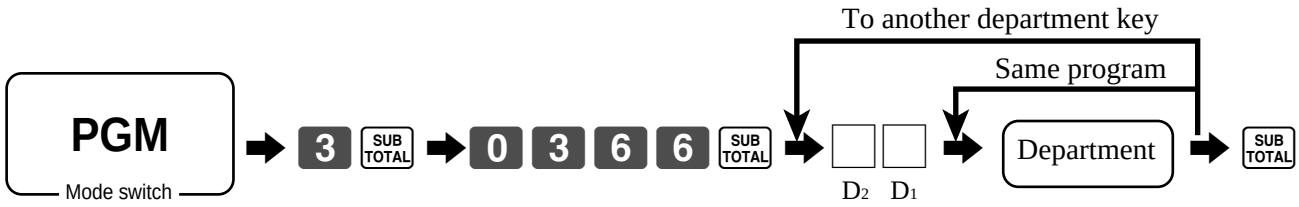


To program the tax calculation status for each department

Tax calculation status

This specification defines which tax table should be used for automatic tax calculation.
See page 11 for information on setting up the tax tables.

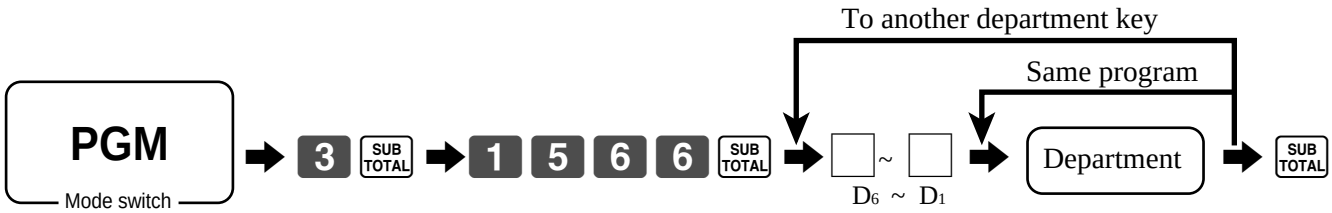
Programming procedure



for the U.S.			
Food stamp		Yes = 1 No = 0	□ D2
Taxable 1 status	a	Yes = 1 No = 0	□ (a+b+c) D1
Taxable 2 status	b	Yes = 2 No = 0	
Taxable 3 status	c	Yes = 4 No = 0	
for Canada			
Donuts status		Yes = 1 No = 0	□ D2
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3 Taxable 4 = 4 Taxable 1 & 2 = 5 Taxable 1 & 3 = 6 Taxable 1 & 4 = 7		Significant number	□ D1

To program high amount limit for each department

Programming procedure



Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	□□~□□ D6 D5 ~ D2 D1

Registering department keys by programming data

REG
Mode switch

Preset price

		OPERATION	RECEIPT
Item	**Unit price**	**($1.00)**$_{preset}$	2
	Quantity	1	CA/AMT TEND
	Dept.	2	
Payment	Cash	$1.00	

```
REG  03-04-2000 10:30
C01      MC#01     000007

 1 DEPT02            $1.00
   TL              $1.00
   CASH              $1.00
```

Department No./unit price

Preset tax status

		OPERATION	RECEIPT
Item 1	Unit price	($2.00)$_{preset}$	5 ×/FOR DATE TIME
	Quantity	5	3
	Dept.	3	4
	Taxable	**(1)**$_{preset}$	SUB TOTAL
Item 2	Unit price	($2.00)$_{preset}$	2 0 00 CA/AMT TEND
	Quantity	1	
	Dept.	4	
	Taxable	**(2)**$_{preset}$	
Payment	Cash	$20.00	

```
REG  03-04-2000 10:35
C01      MC#01     000008

 5 DEPT03    T1    $10.00
 1 DEPT04    T2     $2.00
   TA1             $10.00
   TX1              $0.40
   TA2              $2.00
   TX2              $0.20
   TL           $12.60
   CASH            $20.00
   CG               $7.40
```

Tax status
Taxable Amount 1
Tax 1
Taxable Amount 2
Tax 2

Locking out high amount limitation

		OPERATION	RECEIPT
Item	Unit price	$1.05	1 0 5 0 3
	Quantity	1	**ERROR ALARM (E037)**
	Dept.	3	(Exceeding high amount)
	Max.amount	**($10.00)**$_{preset}$	C
Payment	Cash	$2.00	1 0 5 3
			SUB TOTAL
			2 00 CA/AMT TEND

```
REG  03-04-2000 10:40
C01      MC#01     000009

 1 DEPT03            $1.05
   TL              $1.05
   CASH              $2.00
   CG                $0.95
```

Preparing and using PLUs

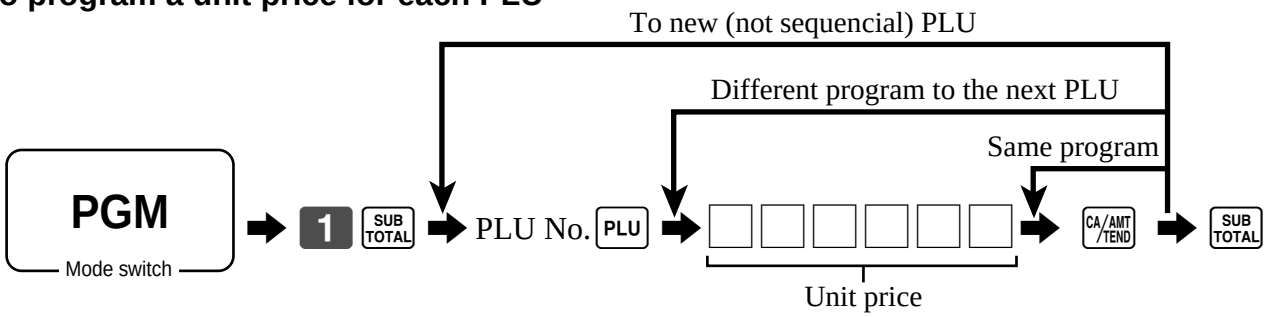
This section describes how to prepare and use PLUs.

CAUTION:

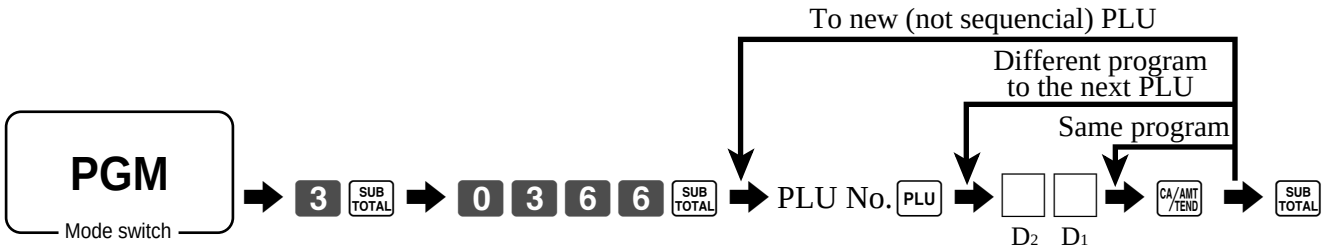
- Before you use PLUs, you must first program the unit price.

Programming PLUs

To program a unit price for each PLU



To program tax calculation status for each PLU



for the U.S.			
Food stamp		Yes = 1 No = 0	□ D_2
Taxable 1 status	a	Yes = 1 No = 0	□ (a+b+c) D_1
Taxable 2 status	b	Yes = 2 No = 0	
Taxable 3 status	c	Yes = 4 No = 0	
for Canada			
Donuts status		Yes = 1 No = 0	□ D_2
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3 Taxable 4 = 4 Taxable 1 & 2 = 5 Taxable 1 & 3 = 6 Taxable 1 & 4 = 7		Significant number	□ D_1

Registering PLUs

REG
Mode switch

The following examples show how you can use PLUs in various types of registrations.

PLU single item sale

Item	Unit price	($2.50)$_{preset}$
	Quantity	1
	PLU	**14**
Payment	Cash	$3.00

OPERATION

1 4 — PLU code
PLU
SUB TOTAL
3 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 10:45
C01     MC#01    000010

 1 PLU0014          $2.50
   TL             $2.50
   CASH               $3.00
   CG                 $0.50
```

PLU No./unit price

PLU repeat

Item	Unit price	($2.50)$_{preset}$
	Quantity	**3**
	PLU	14
Payment	Cash	$10.00

OPERATION

1 4 PLU
PLU
PLU
SUB TOTAL
1 0 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 10:50
C01     MC#01    000011

 1 PLU0014          $2.50
 1 PLU0014          $2.50
 1 PLU0014          $2.50
   TL             $7.50
   CASH              $10.00
   CG                 $2.50
```

PLU multiplication

Item	Unit price	($2.00)$_{preset}$
	Quantity	**10**
	PLU	7
Payment	Cash	$20.00

OPERATION

1 0 X/FOR DATE TIME
Quantity
(4-digit integer/2-digit decimal)
7 PLU
SUB TOTAL
2 0 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 10:55
C01     MC#01    000012

10 PLU0007         $20.00
    10         @1/ 2.00
PLU0007            $20.00
   TL             $20.00
   CASH              $20.00
   CG                 $0.00
```

Quantity/result
or *
Quantity/unit q'ty/@
Result

* See address 0522 of the general function program.

Split sales of packaged item

Item	Unit price	(5for$20.00)$_{preset}$
	Quantity	**3**
	PLU	28
Payment	Cash	$15.00

OPERATION

3 [X/FOR/DATE/TIME]
Quantity being purchased
(4-digit integer/2-digit decimal)

5 [X/FOR/DATE/TIME]
Package quantity
(4-digit integer/2-digit decimal)

2 8 [PLU]

[SUB TOTAL]

1 5 00 [CA/AMT/TEND]

RECEIPT

```
REG  03-04-2000 11:00
C01     MC#01    000013

 3 PLU0028          $12.00   — Quantity/result
                             or *
   3        @5/ 20.00        — Quantity/unit q'ty/@
PLU0028             $12.00   — Result

   TL            $12.00
   CASH          $15.00
   CG             $3.00
```

* See address 0522 of the general function program.

Shifting the taxable status of an item

REG
Mode switch

By pressing "Tax Shift" key, you can shift the taxable status of an item.

Calculation merchandise subtotal

Item 1	Dept. 1	$4.00
	Quantity	1
	Taxable	**(2)**$_{preset}$
Item 2	Dept. 2	$2.00
	Quantity	1
	Taxable	**(No)→1**
Item 3	Dept. 3	$6.00
	Quantity	1
	Taxable	**(1)→1, 2**
Item 4	Dept. 4	$7.00
	Quantity	1
	Taxable	**(2)→No**
Payment	Cash	$20.00

OPERATION

4 00 [1]

[T/S1]

2 00 [2]

Pressing [T/S1] changes the tax status from Nontaxable to Taxable 1

[T/S2]

6 00 [3]

Pressing [T/S2] changes the tax status from Taxable 1 to Taxable 1, 2

[T/S2]

7 00 [4]

Pressing [T/S2] changes the tax status from Taxable 2 to Nontaxable

[SUB TOTAL]

2 0 00 [CA/AMT/TEND]

RECEIPT

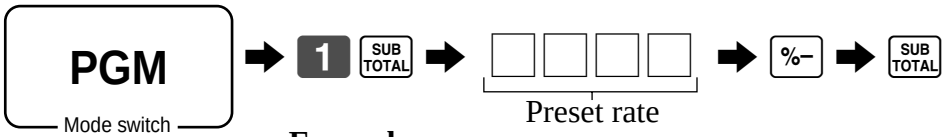
```
REG  03-04-2000 11:05
C01     MC#01    000014

 1 DEPT01    T1    $4.00
 1 DEPT02    T2    $2.00
 1 DEPT03    T12   $6.00
 1 DEPT04          $7.00
   TA1             $8.00
   TX1             $0.32
   TA2            $10.00
   TX2             $0.50
   TL           $19.82
   CASH           $20.00
   CG              $0.18
```

Preparing and using discounts

This section describes how to prepare and register discount.

Programming discounts

To program a rate to the %− key



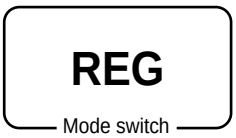
Example:

10% ⇨ 1 0

5.5% ⇨ 5 · 5

12.34% ⇨ 1 2 · 3 4

Registering discounts



The following example shows how you can use the %− key in various types of registration.

Discount for items and subtotals

Item 1	Dept. 1	$5.00
	Quantity	1
	Taxable	$(1)_{preset}$
Item 2	PLU 16	$($10.00)_{preset}$
	Quantity	1
	Taxable	$(2)_{preset}$
Discount	**Rate**	**$(5\%)_{preset}$**
Subtotal discount	**Rate**	**3.5%**
	Taxable	**Nontaxable**
Payment	Cash	$15.00

OPERATION

5 00 1

1 6 PLU

%−

Applies the preset discount rate to the last item registered.

SUB TOTAL

3 · 5 %−

The input value takes priority of the preset value.

SUB TOTAL

1 5 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 11:10
C01     MC#01     000015

 1 DEPT01     T1     $5.00
 1 PLU0016    T2    $10.00
   5%
  %-                -0.50
  ST                $14.50
   3.5%
  %-                -0.51
  TA1                $5.00
  TX1                $0.20
  TA2                $9.50
  TX2                $0.48
  TL              $14.67
  CASH              $15.00
  CG                 $0.33
```

- You can manually input rates up to 4 digits long (0.01% to 99.99%).

Taxable status of the %− key

- Whenever you perform a discount operation on the last item registered, the tax calculation for discount amount is performed in accordance with the tax status programmed for that item.
- Whenever you perform a discount operation on a subtotal amount, the tax calculation for the subtotal amount is performed in accordance with the tax status programmed for the %− key (see page 76).

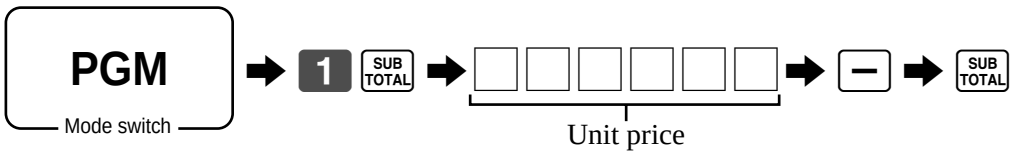
Preparing and using reductions

This section describes how to prepare and register reductions.

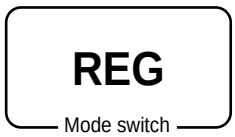
Programming for reductions

You can use the [−] key to reduce single item or subtotal amounts.

To program preset reduction amount



Registering reductions



The following examples show how you can use the [−] key in various types of registration.

Reduction for items

Item 1	Dept. 1	$5.00
	Quantity	1
	Taxable	$(1)_{preset}$
Reduction	**Amount**	**$0.25**
Item 2	PLU 45	$($6.00)_{preset}$
	Quantity	1
	Taxable	$(1)_{preset}$
Reduction	**Amount**	**$($0.50)_{preset}$**
Payment	Cash	$11.00

OPERATION

5 00 1

2 5 −

Reduces the last amount registered by the value input.

4 5 PLU

−

SUB TOTAL

1 1 00 CA/AMT TEND

RECEIPT

```
REG  03-04-2000 11:15
C01     MC#01     000016

 1 DEPT01    T1     $5.00
   -         T1     -0.25
 1 PLU0045   T1     $6.00
   -         T1     -0.50
   TA1              $10.25
   TX1               $0.41
   TL            $10.66
   CASH             $11.00
   CG                $0.34
```

- You can manually input reduction values up to 7 digits long.
- If you want to subtract the reduction amount from the department or PLU totalizer, program “Net totaling” (refer to page 67).

Reduction for subtotal

OPERATION **RECEIPT**

Item 1	Dept. 1	$3.00
	Quantity	1
	Taxable	$(1)_{preset}$
Item 2	Dept. 2	$4.00
	Quantity	1
	Taxable	$(2)_{preset}$
Subtotal Reduction	**Amount**	**$0.75**
	Taxable	**$(No)_{preset}$**
Payment	Cash	$7.00

3 00 1
4 00 2
SUB TOTAL
7 5 −
Reduces the subtotal by the value input here.
SUB TOTAL
7 00 CA/AMT TEND

```
REG  03-04-2000 11:20
C01     MC#01    000017

 1 DEPT01    T1     $3.00
 1 DEPT02    T2     $4.00
   -                -0.75
   TA1              $3.00
   TX1              $0.12
   TA2              $4.00
   TX2              $0.20
   TL             $6.57
   CASH             $7.00
   CG               $0.43
```

Registering credit and check payments

REG
Mode switch

The following examples show how to register credits and payments by check.

Check

OPERATION **RECEIPT**

Item	Dept. 1	$11.00
	Quantity	1
Payment	**Check**	**$20.00**

1 1 00 1
SUB TOTAL
2 0 00 CHK/TEND

```
REG  03-04-2000 11:25
C01     MC#01    000018

 1 DEPT01         $11.00
   TL          $11.00
   CHECK            $20.00
   CG                $9.00
```

Credit

OPERATION **RECEIPT**

Item	Dept. 4	$15.00
	Quantity	1
Reference	**Number**	**1234**
Payment	**Credit**	**$15.00**

1 5 00 4
SUB TOTAL
1 2 3 4 #/NS
CR1

```
REG  03-04-2000 11:30
C01     MC#01    000019

 1 DEPT04         $15.00
   #/NS              1234
   TL          $15.00
   CREDIT1          $15.00
```

Reference No.

Mixed tender (cash, credit and check)

OPERATION **RECEIPT**

Item	Dept. 4	$55.00
	Quantity	1
Payment	**Check**	**$30.00**
	Cash	**$5.00**
	Credit	**$20.00**

5 5 00 4 SUB TOTAL
3 0 00 CHK/TEND
5 00 CA/AMT TEND
CR1

```
REG  03-04-2000 11:35
C01      MC#01     000020

 1 DEPT04          $55.00
   TL             $55.00
   CHECK          $30.00
   CASH            $5.00
   CREDIT1        $20.00
```

Validation printing

REG
Mode switch

You can perform total amount validation following finalization using CA/AMT TEND, CH, CHK/TEND, CR1, CR2 keys and RC, PD keys. Also you can perform single item validation.

Total amount validation

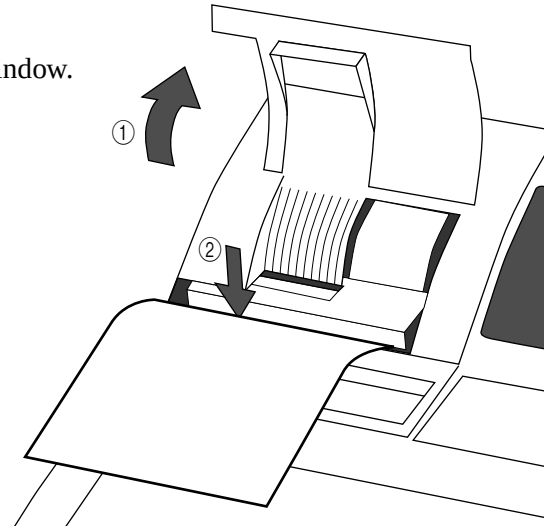
OPERATION **RECEIPT**

Item	Dept. 1	$14.00
	Quantity	1
Payment	Check	$20.00
Validation		

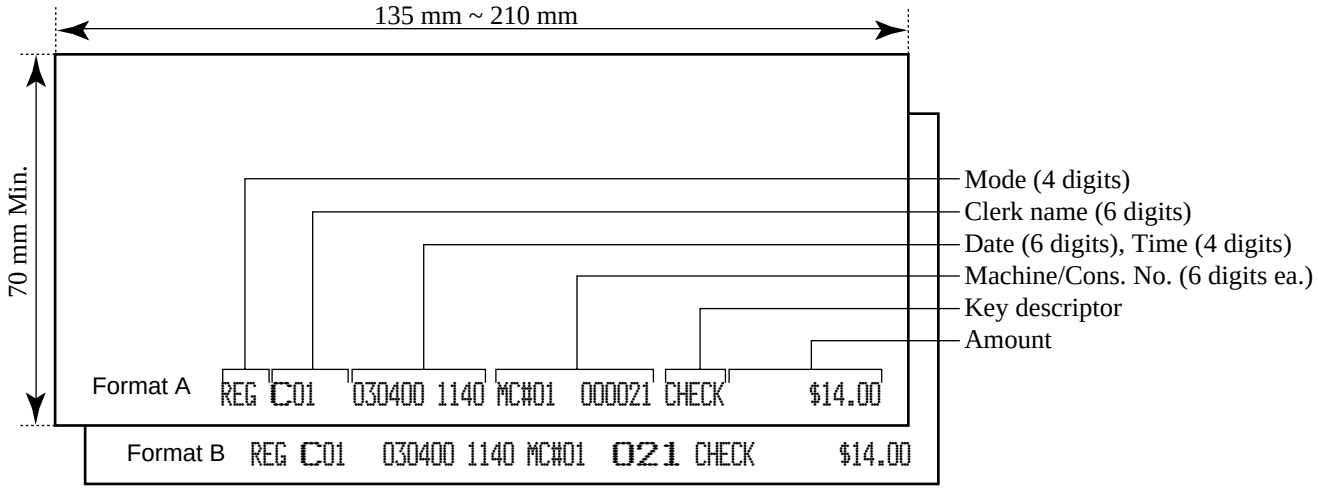
1 4 00 1 SUB TOTAL
2 0 00 CHK/TEND

```
REG  03-04-2000 11:45
C01      MC#01     000021

 1 DEPT01          $14.00
   TL             $14.00
   CHECK          $20.00
   CG              $6.00
```

① Open the journal window.
② Insert paper.
③ Press VALID.



Validation sample



Registering returned goods in the REG mode

REG
Mode switch

The following example shows how to use the RF key in the REG mode to register goods returned by customers.

Item 1	Dept. 1	$2.35
	Quantity	1
Item 2	Dept. 2	$2.00
	Quantity	1
Item 3	PLU 1	($1.20)$_{preset}$
	Quantity	1
Returned Item 1	**Dept. 1**	**$2.35**
	Quantity	**1**
Returned Item 3	**PLU 1**	**($1.20)$_{preset}$**
	Quantity	**1**
Payment	Cash	$2.00

OPERATION

2 3 5 1
2 00 2
1 PLU
RF
2 3 5 1

Press RF before the item you want to return.

RF
1 PLU
SUB TOTAL
CA/AMT TEND

RECEIPT

```
REG  03-04-2000 11:50
C01     MC#01    000022

 1 DEPT01          $2.35
 1 DEPT02          $2.00
 1 PLU0001         $1.20
   RF             ******
 1 DEPT01          -2.35
   RF             ******
 1 PLU0001         -1.20
   TL              $2.00
   CASH              $2.00
```

Registering returned goods in the RF mode

RF
Mode switch

The following examples show how to use the RF mode to register goods returned by customers.

Normal refund transaction

Returned Item 1	Dept. 1	$1.50
	Quantity	2
Returned Item 2	PLU 2	($1.20)$_{preset}$
	Quantity	6
Payment	Cash	$10.20

OPERATION

1 5 0 1
1
6 × / FOR / DATE TIME
2 PLU
CA / AMT TEND

RECEIPT

RF mode symbol

```
RF 03-04-2000 11:55
C01     MC#01     000023

 1 DEPT01          $1.50
 1 DEPT01          $1.50
 6 PLU0002         $7.20
   TL             $10.20
   CASH           $10.20
```

Reduction of amounts paid on refund

Returned Item 1	Dept. 3	$4.00
	Quantity	1
Reduction	Amount	$0.15
Returned Item 2	PLU 2	($1.20)$_{preset}$
	Quantity	1
Discount	Rate	(5%)$_{preset}$
Payment	Cash	$5.20

OPERATION

4 00 3
1 5 −
2 PLU
%−
SUB TOTAL
CA / AMT TEND

RECEIPT

```
RF 03-04-2000 12:00
C01     MC#01     000024

 1 DEPT03    T1     $4.00
   -         T1    -0.15
 1 PLU0002   T2     $1.20
   5%
   %-        T2    -0.06
   TA1             $3.85
   TX1             $0.15
   TA2             $1.14
   TX2             $0.06
   TL             $5.20
   CASH            $5.20
```

Important!

• To avoid miss registrations in the RF mode, return the mode switch to the former position immediately.

Registering money received on account

REG
Mode switch

The following example shows how to register money received on account. This registration must be performed out of a sale.

	OPERATION	RECEIPT
Received amount **$700.00**	7 00 00 RC Amount can be up to 8 digits.	REG 03-04-2000 12:05 C01 MC#01 000025 RC $700.00

Registering money paid out

REG
Mode switch

The following example shows how to register money paid out from the register. This registration must be performed out of a sale.

	OPERATION	RECEIPT
Paid out amount **$1.50**	1 5 0 PD Amount can be up to 8 digits.	REG 03-04-2000 12:10 C01 MC#01 000026 PD $1.50

Making corrections in a registration

REG
Mode switch

There are three techniques you can use to make corrections in a registration.

- To correct an item that you input but not yet registered.
- To correct the last item you input and registered.
- To cancel all items in a transaction.

To correct an item you input but not yet registered

OPERATION **RECEIPT**

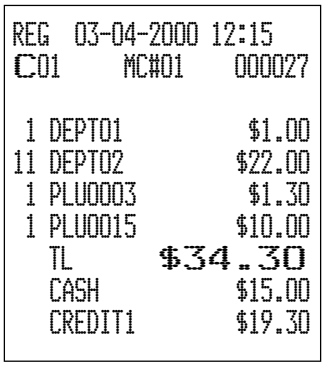
2 00
C
1 00 1
— Correction of unit price

1 2 ×/FOR /DATE TIME
C
1 1 ×/FOR /DATE TIME
2 00 2
— Correction of quantity

2
C
3 PLU
— Correction of PLU No.

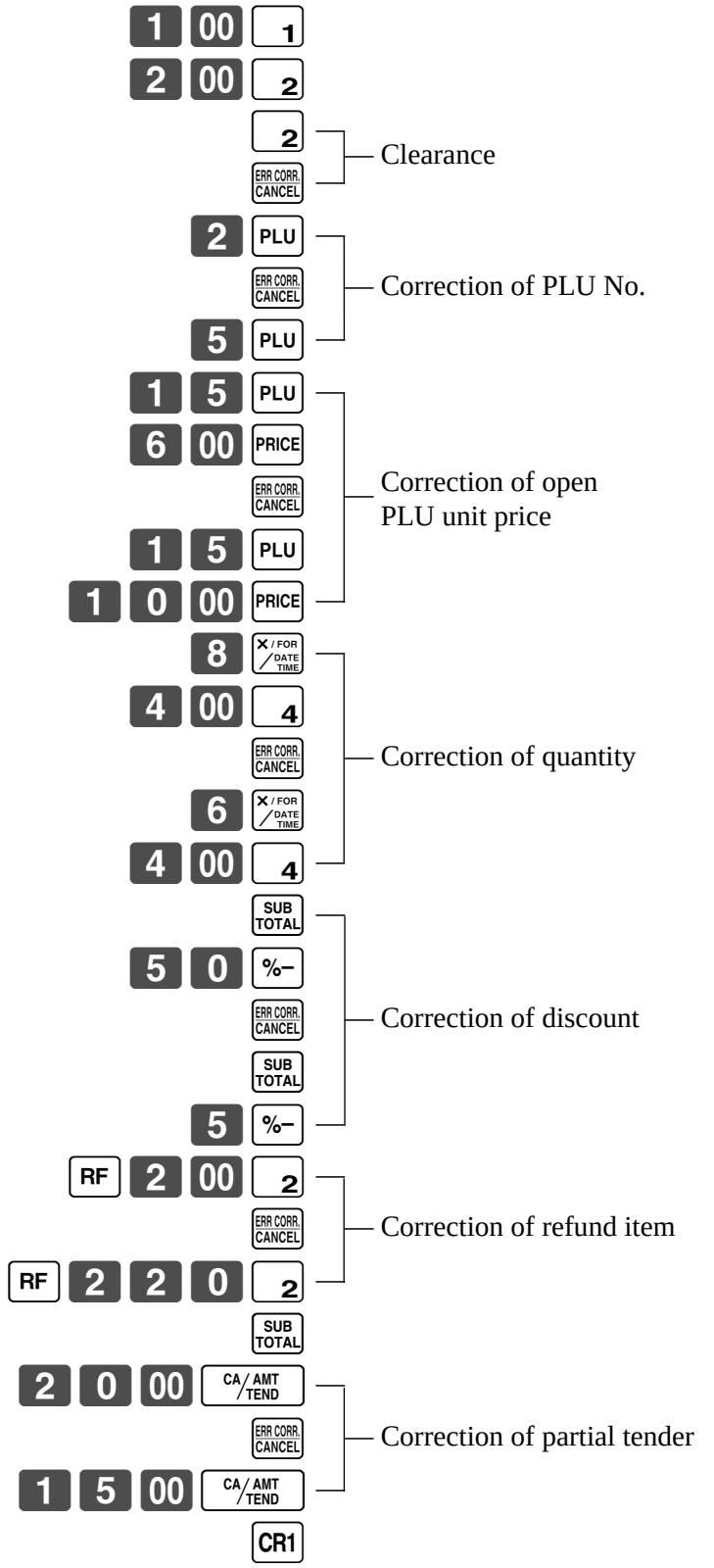
1 5 PLU
6 00
C
1 5 PLU
Enter PLU No. again.
1 0 00 PRICE
— Correction of open PLU unit price

SUB TOTAL
1 0 00
C
1 5 00 CA/AMT TEND
CR1
— Correction of partial tender amount



To correct an item you input and registered

OPERATION **RECEIPT**




```
REG  03-04-2000 12:20
C01     MC#01    000028

 1 DEPT01           -1.00
 1 DEPT02           $2.00
 1 DEPT02           $2.00
   CORR             -2.00
 1 PLU0002          $1.20
   CORR             -1.20
 1 PLU0005          $1.50
 1 PLU0015          $6.00
   CORR             -6.00
 1 PLU0015          $10.00
 8 DEPT04           $32.00
   CORR             -32.00
 6 DEPT04           $24.00
   ST               $38.50
   50%
   %-               -19.25
   CORR             $19.25
   ST               $38.50
    5%
   %-               -1.93
   RF               .........
 1 DEPT02           -2.00
   CORR             $2.00
   RF               .........
 1 DEPT02           -2.20
   TL               $34.37
   CASH             $20.00
   CORR             -20.00
   CASH             $15.00
   CREDIT1          $19.37
```

To cancel all items in a transaction

OPERATION	RECEIPT
1 00 1 2 00 2 3 00 3 4 00 4 SUB TOTAL Pressing SUB TOTAL key is necessary to cancel the transaction. ERR CORR. CANCEL	REG 03-04-2000 12:25 C01 MC#01 000029 1 DEPT01 $1.00 1 DEPT02 $2.00 1 DEPT03 $3.00 1 DEPT04 $4.00 CANCEL **********

No sale registration

REG
Mode switch

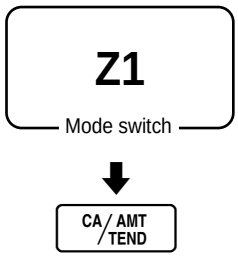
You can use the following procedure to open the drawer without registering a sale. This operation must be performed out of a sale.

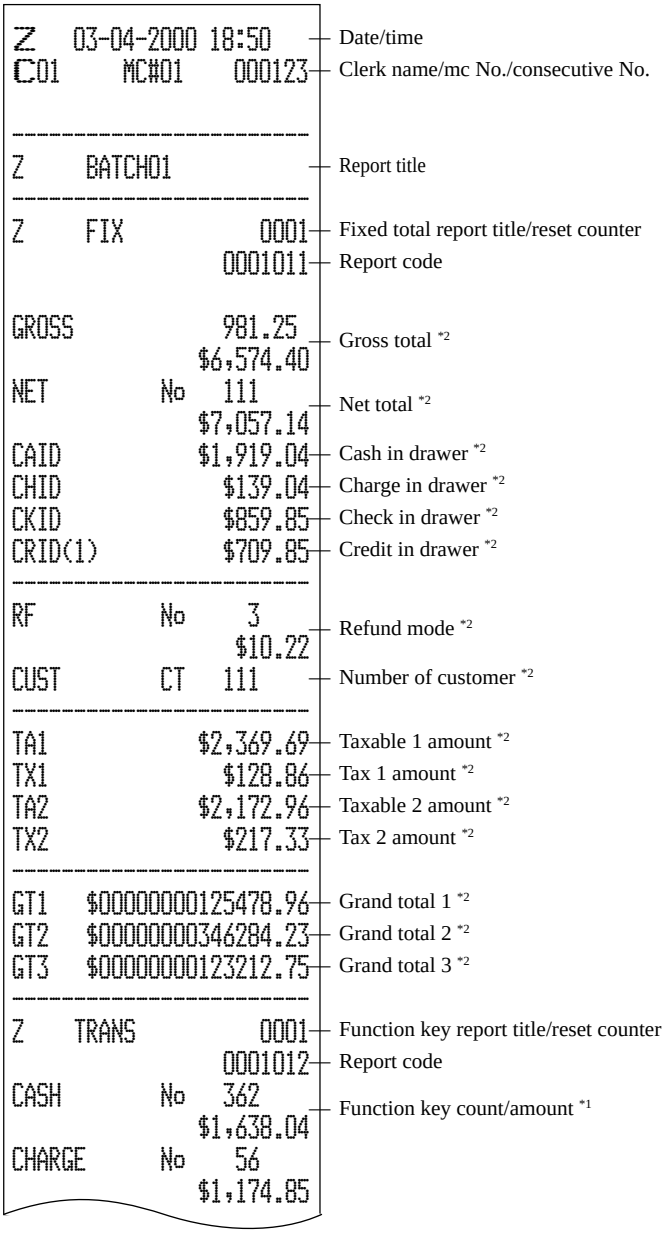
OPERATION	RECEIPT
#/NS	REG 03-04-2000 12:30 C01 MC#01 000030 #/NS **********

Printing the daily sales reset report

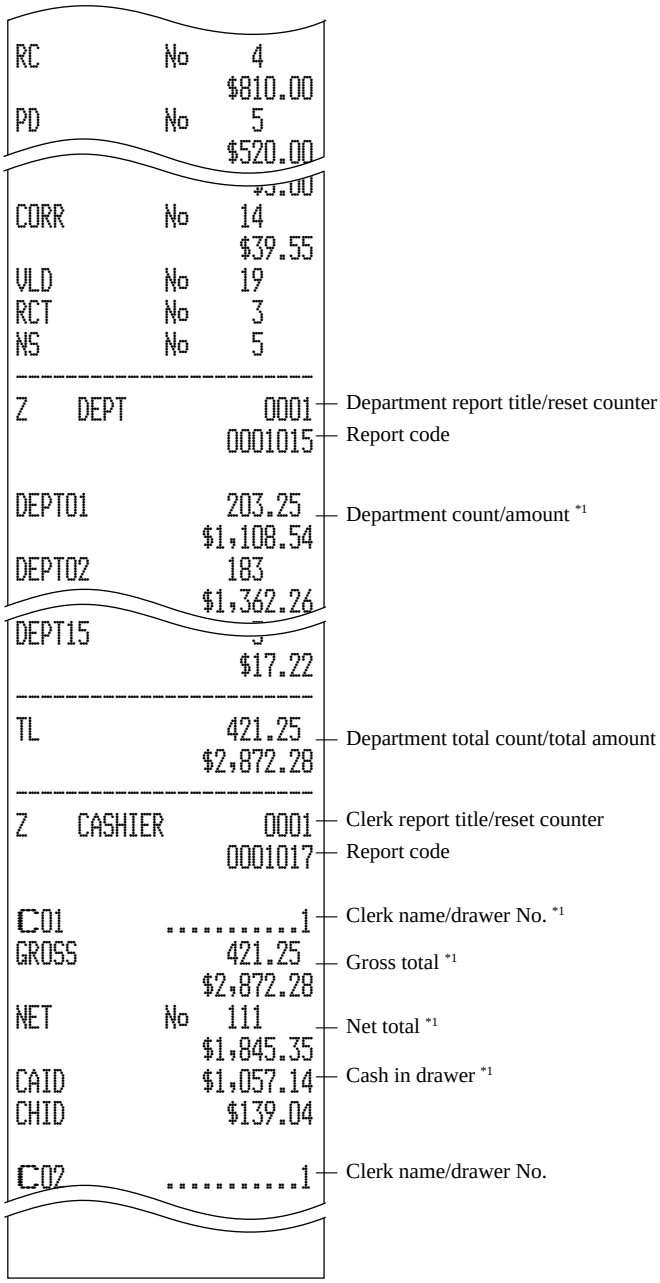
This report shows daily sales totals.

OPERATION **REPORT**





Date/time
Clerk name/mc No./consecutive No.
Report title
Fixed total report title/reset counter
Report code
Gross total *2
Net total *2
Cash in drawer *2
Charge in drawer *2
Check in drawer *2
Credit in drawer *2
Refund mode *2
Number of customer *2
Taxable 1 amount *2
Tax 1 amount *2
Taxable 2 amount *2
Tax 2 amount *2
Grand total 1 *2
Grand total 2 *2
Grand total 3 *2
Function key report title/reset counter
Report code
Function key count/amount *1



Department report title/reset counter
Report code
Department count/amount *1
Department total count/total amount
Clerk report title/reset counter
Report code
Clerk name/drawer No. *1
Gross total *1
Net total *1
Cash in drawer *1
Clerk name/drawer No.

*1 Zero totalled departments/functions/clerks are not printed by programming.

*2 These items can be skipped by programming.

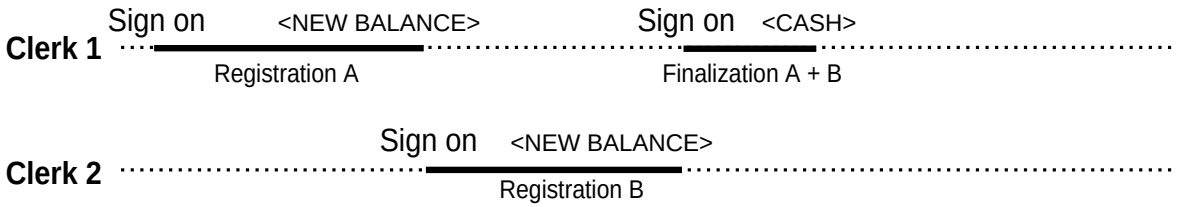
This chapter describes more sophisticated operations that you can use to suit the needs of your retail environment.

Clerk interrupt function

There are two types of clerk interrupt function, illustrated by PROCEDURE 1 and PROCEDURE 2 below.
• In PROCEDURE 1, each clerk possesses a unique clerk interrupt buffer, and so the clerk interrupt function gives each individual clerk the ability to perform an independent registration operation. In this case, each clerk is individually linked to a unique clerk interrupt buffer.
• In PROCEDURE 2, multiple clerks use the same clerk interrupt buffer, and so a single clerk interrupt operation (clerk change during registration) can be performed any registration is in progress.
In this case, multiple clerks are linked to a single clerk interrupt buffer.
Note the following important points concerning the clerk interrupt function.
1. The register must be programmed to allow the clerk interrupt function.
2. To use the clerk interrupt function, a clerk interrupt buffer must be allocated with the memory allocation operation. Next the manager control operation (X1 mode) should be used to perform clerk assignment for the clerk interrupt function. The clerk interrupt operation cannot be performed by clerks who are not linked to a clerk interrupt buffer.
In the REG1, REG2, and RF modes, clerks can be changed while a transaction is in progress, making it possible for multiple clerks to simultaneously perform registrations in the same mode using a single register. For example, if clerk 1 is interrupted while registering a transaction, clerk 2 can use the same machine to register a different transaction. Then clerk 1 can continue the original registration from the point where it was interrupted.

PROCEDURE 1

PROCEDURE 2



NOTES

- A guest receipt can be issued following clerk change, and receipts can be issued separately for each clerk.
- A cancel operation can be performed during registration by either of the clerks. When clerk 1 signs back on (after being interrupted by clerk 2), the cancel operation cancels only the items registered after signing back on (only this receipt) or from the top of the transaction. This is selectable by the key program.

Single item cash sales

A department key or PLU programmed with single item sale status finalizes the transaction as soon as it is registered.
The single item sales function cannot work properly if the keyboard does not include <CASH> (the cash key).
The single item sales function can only be used for cash sales.

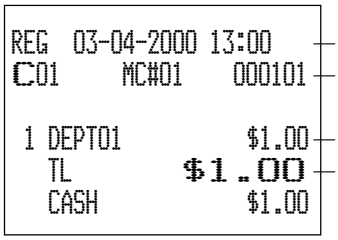
Example 1

OPERATION **RECEIPT**

Item	Dept. 1	$1.00
	Quantity	1
	Status	**S.I.S**
Payment	Cash	$1.00

1 00 1

The transaction is immediately finalized.



Example 2

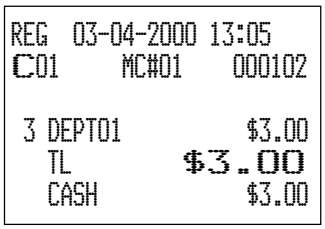
OPERATION **RECEIPT**

Item	Dept. 1	($1.00)
	Quantity	3
	Status	**S.I.S**
Payment	Cash	$3.00

3 ×/FOR DATE TIME

1

The transaction is immediately finalized.



Example 3

OPERATION **RECEIPT**

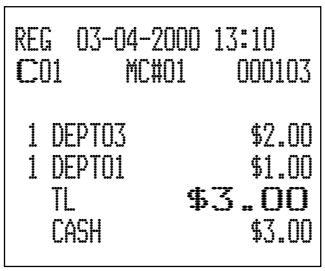
Item 1	Dept. 3	$2.00
	Quantity	1
	Status	Normal
Item 2	Dept. 1	($1.00)
	Quantity	1
	Status	**S.I.S**
Payment	Cash	$3.00

2 00 3

1

The transaction is not finalized. Because another item is registered before the single item sales department.

CA/AMT TEND



Addition

Addition (plus)

Example

Item 1	Dept. 1	$1.00
	Quantity	1
	Addition	**$0.10**
Item 2	Dept. 1	$2.00
	Quantity	3
	Addition	**3 × ($0.20)**
Payment	Cash	$7.70

OPERATION

1 00 1
1 0 +
3 ×/FOR DATE TIME
2 00 1
3 ×/FOR DATE TIME
+
CA/AMT TEND

RECEIPT

```
REG  03-04-2000 13:15
C01     MC#01    000104

 1 DEPT01          $1.00
   +               $0.10
 3 DEPT01          $6.00
   +               $0.60
   TL            $7.70
   CASH            $7.70
```

Premium (%+)

Example

Item 1	Dept. 1	$1.00
	Quantity	1
	Premium	**10%**
Item 2	Dept. 1	$2.00
	Quantity	3
Subtotal	**Premium**	**(15%)**
Payment	Cash	$8.17

OPERATION

1 00 1
1 0 %+
3 ×/FOR DATE TIME
2 00 1
SUB TOTAL
%+
CA/AMT TEND

RECEIPT

```
REG  03-04-2000 13:20
C01     MC#01    000105

 1 DEPT01          $1.00
   10%
   %+              $0.10
 3 DEPT01          $6.00
   ST              $7.10
   15%
   %+              $1.07
   TL            $8.17
   CASH            $8.17
```

Coupon transactions

Note that errors result when the result of a calculation is negative if the cash register is programmed to prohibit credit balances.

Coupon registration using <COUPON> (coupon key)

Example

Item 1	Dept. 1	$3.00
	Quantity	2
	Coupon	**$0.50 × 2**
Item 2	Dept. 3	$4.00
	Quantity	1
	Coupon	**($1.00)**
Payment	Cash	$8.00

OPERATION

2 [×/FOR/DATE/TIME]
3 00 [1]
2 [×/FOR/DATE/TIME]
5 0 [CPN]
4 00 [3]
[CPN]
[CA/AMT TEND]

RECEIPT

```
REG  03-04-2000 13:15
C01     MC#01    000106

 2 DEPT01          $6.00
   CPN             -1.00
 1 DEPT03          $4.00
   CPN             -1.00
   TL              $8.00
   CASH            $8.00
```

Coupon registration using <COUPON2> (coupon 2 key)

Example

Item 1	Dept. 1	$15.00
	Quantity	1
	Coupon 2 Dept. 1	**$1.50**
Item 2	PLU 10	$5.00
	Quantity	1
	Coupon 2 PLU 50	**($0.50)**
Payment	Cash	$18.00

OPERATION

1 5 00 [1]
[CPN2] 1 5 0 [1]
1 0 [PLU]
[CPN2] 5 0 [PLU]
[CA/AMT TEND]

RECEIPT

```
REG  03-04-2000 13:20
C01     MC#01    000107

 1 DEPT01         $15.00
   CPN2           ******
 1 DEPT01          -1.50
 1 PLU0010         $5.00
   CPN2           ******
 1 PLU0050         -0.50
   TL             $18.00
   CASH           $18.00
```

Arrangement key registrations

Key operations can be assigned to an <ARRANGE> (arrangement key). Then, simply pressing <ARRANGE> performs all of the key functions assigned to it.
Key operations can also be assigned to an address code. Then, when you input the address code using <ARRANGE>, all of the key functions assigned to the address code are performed.

Example 1

OPERATION **RECEIPT**

Arrangement 1		
Item 1	PLU 1	($8.00)
	Quantity	1
Item 2	PLU 2	($5.00)
	Quantity	1
Payment	Cash	$13.00

ARR

```
REG  03-04-2000 13:25
C01     MC#01    000108

 1 PLU0001          $8.00
 1 PLU0002          $5.00
   TL              $13.00
   CASH            $13.00
```

Example 2

OPERATION **RECEIPT**

Arrangement 5		
Item 1	Dept. 1	$1.00
	Quantity	1
Item 2	Dept. 2	$2.00
	Quantity	1
Payment	Cash	$3.00

5 ARR

```
REG  03-04-2000 13:30
C01     MC#01    000109

 1 DEPT01           $1.00
 1 DEPT02           $2.00
   TL               $3.00
   CASH             $3.00
```

Arrangement programming

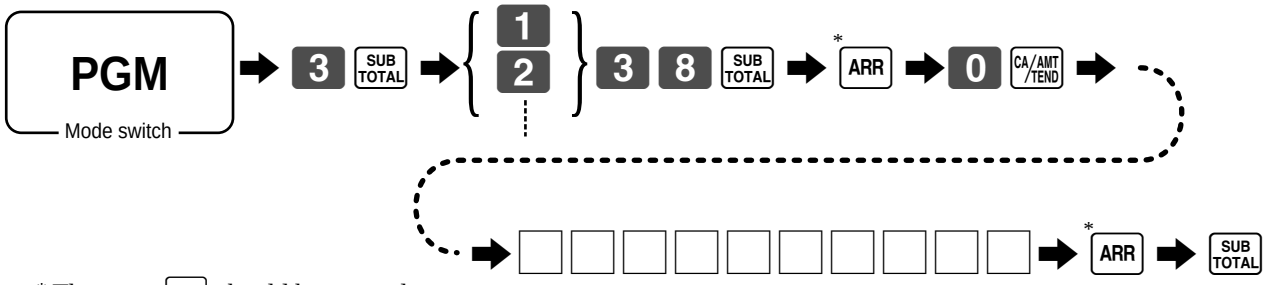
Arrangement key allocation

Please refer to page 88.

Attribution of <ARRANGEMENT> programming

Please refer to page 78.

The operation in <ARRANGEMENT> programming



* The same ARR should be pressed.

Currency exchange function

When <CE> (currency exchange key) is pressed, a current subtotal including tax is converted directly into foreign currency and the result is displayed, and the subsequent finalization is handled using the foreign currency. The currency exchange function is released by finalizing a transaction, partial tender operation, receipt issuance, or by pressing <SUBTOTAL>.
Before using the currency exchange function, it is necessary to program the conversion rate.

Registering foreign currency

Full amount tender in foreign currency

* Pre-programmed exchange rate: ¥ 100 = $0.9524

Important!

Tenders in a foreign currency can be registered using CA/AMT/TEND and CHK/TEND only. Other finalize keys cannot be used.

OPERATION		DISPLAY	RECEIPT
1 0 00 1	← Enter the unit price and press the applicable department key.	01 10.00 (Displays in $)	
2 0 00 2	← Enter the next unit price and press the applicable department key.	02 20.00 (Displays in $)	
CE SUB TOTAL	← Press CE and SUB TOTAL without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	3150 (Displays in ¥: 3,150)	
5 0 00 CE (5,000)	← Enter the amount tendered in yen and press CE. This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	5000	
CA/AMT/TEND	← Press to finalize the transaction. Note that you do not need to reenter the dollar amount. The register automatically calculates the change amount due in dollars and shows it on the display, receipts and journal.	17.62 (Displays in $)	

```
REG  03-04-2000 13:35
C01      MC#01     000110

 1 DEPT01          $10.00
 2 DEPT02          $20.00
   TL             $30.00
   CE
   CASH            ¥5,000
   CASH            $47.62
   CG              $17.62
```

Partial tender in a foreign currency

* Pre-programmed exchange rate: ¥ 100 = $0.9524

Important!

Partial tender in a foreign currency can be registered using [CA/AMT/TEND] and [CHK/TEND] only. Other finalization keys cannot be used, but the remaining tender can be finalized using any finalize key.

OPERATION		DISPLAY
1 0 00 [1]	Enter the unit price and press the applicable department key.	01 10.00 (Displays in $)
2 0 00 [2]	Enter the next unit price and press the applicable department key.	02 20.00 (Displays in $)
[CE] [SUB TOTAL]	Press [CE] and [SUB TOTAL] without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	3150 (Displays in ¥: 3,150)
2 0 00 [CE] (2,000)	Enter the partial amount tendered in yen and press [CE]. This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	2000
[CA/AMT/TEND]	Press [CA/AMT/TEND] to specify cash tender for the yen partial tender. Note that you do not need to reenter the dollar amount. The register automatically deducts the dollar equivalent of the yen amount tendered from the total amount due and shows the amount on the display.	10.95 (Displays in $)
[CHK/TEND]	Press to finalize the transaction.	10.95 (Displays in $)

RECEIPT

```
REG  03-04-2000 13:40
C01      MC#01     000111

 1 DEPT01          $10.00
 1 DEPT02          $20.00
   TL             $30.00
   CE
   CASH            ¥2,000
   CASH            $19.05
   CHECK           $10.95
```

Currency exchange programming

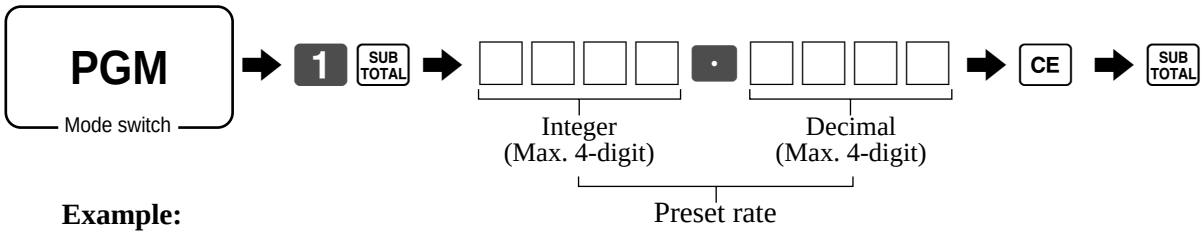
Currency exchange key allocation

Please refer to page 88.

Attribution of <CURRENCY EXCHANGE> programming

Please refer to page 78.

Exchange rate programming



Example:

$1.00 = ¥110.50 ⇨ 1 · 1 0 5

¥100 = $0.9050 ⇨ 0 · 9 0 5

Food stamp function

Food stamp key programming

Allocating "Food stamp shift", "Food stamp subtotal", and "Food stamp tender" keys

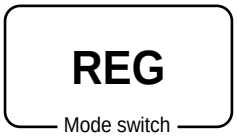
Please refer to page 88.

Defining Food stamp calculation system:

Please refer to page 65, 75.

Food stamp registration

No change due



Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$2.00
	Taxable	2
Item 3	Dept. 3	$3.00
	Taxable	**No → F/S**
Payment	**Food stamp**	**$2.00**
	Cash	$4.14

OPERATION

1 00 1

2 00 2

F/S 3 00 3

Shifting food stamp status, press F/S key.

FS/ST

Press FS/ST, at the top of the food stamp tender.

2 00 FS/TD

CA/AMT/TEND

RECEIPT

```
REG  03-04-2000 13:45
C01     MC#01    000112

 1 DEPT01     T1 F $1.00
 1 DEPT02     T2   $2.00
 1 DEPT03        F $3.00
   TA1              $1.00
   TX1              $0.04
   TA2              $2.00
   TX2              $0.10
   TL           $6.14   — Subtotal
   FSST             $4.04 — Food stamp subtotal
   FSTD             $2.00 — Food stamp tendered
   CASH             $4.14
```

Mixed food stamp/cash change

Example 1

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$2.00
	Taxable	2, F/S
Item 3	Dept. 3	$3.00
	Taxable	F/S
Payment	**Food stamp**	**$7.00**

OPERATION

1 00 1
F/S 2 00 2
F/S 3 00 3
FS/ST
7 00 FS/TD

RECEIPT

```
REG  03-04-2000 13:50
C01     MC#01    000113

 1 DEPT01     T1 F $1.00
 1 DEPT02     T2 F $2.00
 1 DEPT03        F $3.00
   TA1             $1.00
   TX1             $0.04
   TA2             $2.00
   TX2             $0.10
   TL          $6.14   — Subtotal
   FSST            $6.14 — Food stamp subtotal
   FSTD            $7.00 — Food stamp tendered
   CG              $0.86 — Cash change
```

The change in food stamp transactions is automatically calculated as cash for amounts of $1.00 or less, and as food stamps for amounts greater than $1.00.

Example 2

Item	Dept. 1	$2.00
	Taxable	1, F/S
Payment	**Food stamp**	**$5.00**

OPERATION

2 00 1
FS/ST
5 00 FS/TD

RECEIPT

```
REG  03-04-2000 13:50
C01     MC#01    000113

 1 DEPT01     T1 F $2.00
   TA1             $2.00
   TX1             $0.08
   TL          $2.08
   FSST            $2.08
   FSTD            $5.00
   FSCG            $2.00
   CG              $0.92
```

In the above example, the total amount of change due is $2.92; $2.00 in food stamps and $0.92 in cash.

Mixed food stamp/cash change (continued…)

Example 3

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 4	$0.50
	Taxable	No
Payment	**Food stamp**	**$5.00**

OPERATION

2 00 1
5 0 4
FS/ST
5 00 FS/TD

RECEIPT

```
REG  03-04-2000 13:55
C01     MC#01    000114

 1 DEPT01      T1 F $1.00
 1 DEPT04          $0.50
   TA1             $2.00
   TX1             $0.08
   TL            $2.58
   FSST            $2.08
   FSTD            $5.00
   FSCG            $2.00
   CG              $0.42
```

When food stamp items are included in a transaction, the amount of change due in cash is applied as a cash amount tendered for cash (nonfood stamp) items. In this example, the $0.50 purchased (department 4) is automatically deducted from the $0.92 cash due in change from the food stamp purchase (department 4).

Example 4

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$2.00
	Taxable	2
Item 3	Dept. 3	$3.00
	Taxable	No
Payment	**Food stamp**	**$5.00**
	Cash	$4.14

OPERATION

1 00 1
2 00 2
3 00 3
FS/ST
5 00 FS/TD
CA/AMT/TEND

RECEIPT

```
REG  03-04-2000 14:00
C01     MC#01    000115

 1 DEPT01      T1 F $1.00
 1 DEPT02      T2   $2.00
 1 DEPT03           $3.00
   TA1              $1.00
   TX1              $0.04
   TA2              $2.00
   TX2              $0.10
   TL             $6.14
   FSST             $1.04
   FSTD             $5.00
   FSCG             $3.00
   CASH             $4.14
```

The following calculation is performed internally to apply the cash change due on the food stamp transaction to the balance due of the cash transaction.

	Food stamp transaction	**Cash transaction**
Price items:	$1.00	$5.00
Tax:	$0.04	$0.10
Total due:	$1.04	$5.10
Amount tendered:	$5.00 (food stamp)	$4.14 (cash), $0.96 (change from food stamp)
Amount due:	$1.04	
Change amount due:	$3.00 (food stamp), $0.96 (cash)	
Total:		$5.10

Food stamp registration (Illinois rule)

No change due

Example 1

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 1	$2.00
	Taxable	1, F/S
Item 3	Dept. 4	$3.00
	Taxable	F/S
Payment	**Food stamp**	**$6.00**

OPERATION

1 00 1
2 00 1
3 00 4
FS/ST
6 00 FS/TD

RECEIPT

```
REG  03-04-2000 14:05
C01     MC#01    000116

 1 DEPT01     T1 F $1.00
 1 DEPT01     T1 F $2.00
   DEPT04        F $3.00
   TL          $6.00
   FSST           $6.00
   FSTD           $6.00
```

Example 2

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 1	$3.00
	Taxable	1, F/S
Item 3	Dept. 4	$4.00
	Taxable	1, F/S
Payment	**Food stamp**	**$5.00**
	Cash	$4.16

OPERATION

2 00 1
3 00 1
4 00 4
FS/ST
5 00 FS/TD
CA/AMT/TEND

RECEIPT

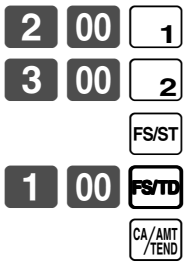
```
REG  03-04-2000 14:10
C01     MC#01    000117

 1 DEPT01     T1 F $2.00
 1 DEPT01     T1 F $3.00
 1 DEPT04     T1 F $4.00
   FSST           $9.00
   FSTD           $5.00
   TA1            $4.00
   TX1            $0.16
   CASH           $4.16
```

No change due (continued…)

Example 3

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 2	$3.00
	Taxable	2, F/S
Payment	**Food stamp**	**$1.00**
	Cash	$4.14

OPERATION



RECEIPT

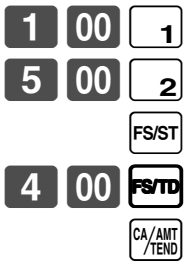
```
REG  03-04-2000 14:15
C01     MC#01    000118

 1 DEPT01      T1 F $2.00
 1 DEPT02      T2 F $3.00
   FSST             $5.00
   FSTD             $1.00
   TA1              $1.00
   TX1              $0.04
   TA2              $2.00
   TX2              $0.10
   CASH             $4.14
```

If the total of the food stamps tendered is less than the food stamp total, the food stamp tendered amount is deducted from the taxable 1 amount and the taxable 2 amount.

Example 4

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$5.00
	Taxable	2, F/S
Payment	**Food stamp**	**$4.00**
	Cash	$2.05

OPERATION



RECEIPT

```
REG  03-04-2000 14:20
C01     MC#01    000119

 1 DEPT01      T1 F $1.00
 1 DEPT02      T2 F $5.00
   FSST             $6.00
   FSTD             $4.00
   TA2              $1.00
   TX2              $0.05
   CASH             $2.05
```

In this example, the result of the taxable 1 amount is “0”.

Mixed food stamp/cash change

Example 1

Item 1	Dept. 1	$1.50
	Taxable	1, F/S
Item 2	Dept. 1	$2.00
	Taxable	1, F/S
Item 3	Dept. 4	$3.00
	Taxable	F/S
Payment	**Food stamp**	**$10.00**

OPERATION

1 5 0 [1]
2 00 [1]
3 00 [4]
[FS/ST]
1 0 00 [FS/TD]

RECEIPT

```
REG  03-04-2000 14:25
C01     MC#01    000120

 1 DEPT01     T1 F $1.50
 1 DEPT01     T1 F $2.00
 1 DEPT04        F $3.00
   TL          $6.50
   FSST           $6.50
   FSTD          $10.00
   FSCG           $3.00
   CG             $0.50
```

The change in food stamp transactions is automatically calculated as cash for amount of $1.00 or less, and as food stamps for amounts greater than $1.00. In the above example, the total amount of change due is $3.50 ($3.00 in food stamps and $0.50 in cash).

Example 2

Item	Dept. 1	$2.00
	Taxable	1, F/S
Payment	**Food stamp**	**$5.00**

OPERATION

2 00 [1]
[FS/ST]
5 00 [FS/TD]

RECEIPT

```
REG  03-04-2000 14:30
C01     MC#01    000121

 1 DEPT01     T1 F $2.00
   TL          $2.00
   FSST           $2.00
   FSTD           $5.00
   FSCG           $3.00
```

Mixed food stamp/cash change (continued…)

Example 3

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 1	$1.20
	Taxable	1, F/S
Item 3	Dept. 3	$0.30
	Taxable	1
Payment	**Food stamp**	**$5.00**

OPERATION

2 00 1
1 2 0 1
3 0 3
FS/ST
5 00 FS/TD

RECEIPT

```
REG  03-04-2000 14:35
C01     MC#01    000122

 1 DEPT01     T1 F $2.00
 1 DEPT01     T1 F $1.20
 1 DEPT03     T1   $0.30
   TA1              $0.30
   TX1              $0.01
   TL             $3.51
   FSST             $3.20
   FSTD             $5.00
   FSCG             $1.00
   CG               $0.49
```

When food stamp items are included in a transaction, the amount of change due in cash is applied as a cash amount tendered for cash (nonfood stamp) items. In this example, the $0.30 purchase is automatically deducted from the $0.80 cash due in change from the food stamp purchase.

Example 4

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 1	$2.50
	Taxable	1, F/S
Item 3	Dept. 3	$5.00
	Taxable	No
Payment	**Food stamp**	**$5.00**
	Cash	$4.50

OPERATION

1 00 1
2 5 0 1
5 00 3
FS/ST
5 00 FS/TD
CA/AMT/TEND

RECEIPT

```
REG  03-04-2000 14:40
C01     MC#01    000123

 1 DEPT01     T1 F $1.00
 1 DEPT01     T1 F $2.50
 1 DEPT03          $5.00
   FSST            $3.50
   FSTD            $5.00
   FSCG            $1.00
   CASH            $4.50
```

The following calculation is performed internally to apply the cash change due on the food stamp transaction to the balance due of the cash transaction.

	Food stamp transaction	**Cash transaction**
Price items:	$3.50	$5.00
Tax:	$0.00	$0.00
Total due:	$3.50	$5.00
Amount tendered:	$5.00 (food stamp)	$4.50 (cash), $0.50 (change from food stamp)
Amount due:	$3.50	
Change amount due:	$1.00 (food stamp), $0.50 (cash)	
Total:		$5.00

Mixed food stamp/cash change (continued…)

Food stamp + Taxable 1 + Taxable 2

When food stamps are received as partial tender for items preset with the status “food stamp”, “taxable 1”, and “taxable 2”, the calculation are performed using one of the two cases described in this section. The case used depends on the food stamp amount received as partial tender.

Case 1

This case is used when the total amount of the items preset with the status “food stamp”, “taxable 1”, and “taxable 2” is greater than or equal to the food stamp amount received as partial tender. Case 1 subtracts the food stamp amount tendered from both the taxable 1 amount and taxable 2 amount.

Example 5

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 2	$3.00
	Taxable	2, F/S
Item 3	Dept. 1	$2.00
	Taxable	1/2, F/S
Payment	**Food stamp**	**$2.00**
	Cash	$5.23

OPERATION

2 00 1
3 00 2
T/S2 2 00 1
FS/ST
2 00 FS/TD
CA/AMT TEND

RECEIPT

```
REG  03-04-2000 14:45
C01     MC#01    000124

 1 DEPT01     T1 F $2.00
 1 DEPT02     T2 F $3.00
 1 DEPT01     T12F $2.00
   FSST            $7.00
   FSTD            $2.00
   TA1             $2.00
   TX1             $0.08
   TA2             $3.00
   TX2             $0.15
   CASH            $5.23
```

In this example, the food stamp received as partial tender is $2.00, so that amount is deducted from both the taxable 1 amount and taxable 2 amount. This means that the remaining taxable 1 amount is $2.00, while the remaining taxable 2 amount is $3.00.

Mixed food stamp/cash change (continued…)

Case 2

This case is used when the total amount of the items preset with the status “food stamp”, “taxable 1”, and “taxable 2” is less than or equal to the food stamp amount received as partial tender.

Example 6

Item 1	Dept. 1	$2.00
	Taxable	1, F/S
Item 2	Dept. 2	$3.00
	Taxable	2, F/S
Item 3	Dept. 1	$2.00
	Taxable	1/2, F/S
Payment	**Food stamp**	**$4.00**
	Cash	$3.05

OPERATION

2 00 1
3 00 2
T/S2 2 00 1
FS/ST
4 00 FS/TD
CA/AMT/TEND

RECEIPT

```
REG  03-04-2000 14:50
C01     MC#01     000125

 1 DEPT01      T1 F $2.00
 1 DEPT02      T2 F $3.00
 1 DEPT01      T12F $2.00
   FSST             $7.00
   FSTD             $4.00
   TA2              $1.00
   TX2              $0.05
   CASH             $3.05
```

Electronic benefits transfer

In addition to standard food stamp tender finalizations, this model also allows finalization for tenders electronic benefits transfer (EBT) card.
EBT tenders can be accepted for New Jersey rule or Illinois rule food stamp tenders, as well as for food stamp tenders that do not follow these rules.

About mixed EBT card tenders

When the register is programmed to prohibit an EBT amount tendered that exceeds the food stamp subtotal, nonfood stamp items cannot be paid for using an EBT card. In this case, the following applies:

- ST – (EBT/TEND – FS/ST) = Balance due (the remaining balance due must be finalized using another finalize key.)

When the register is programmed to allow an EBT amount tendered that exceeds the food stamp subtotal, nonfood stamp items can be paid for using an EBT card.
In this case, there are two possible situations:

- ST > EBT/TEND
  ST – (EBT/TEND – FS/ST) = Balance due (the remaining balance due must be finalized using another finalize key.)
- EBT/TEND > or = ST
  EBT/TEND – ST = cash change

No change due

Example 1

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$2.00
	Taxable	2, F/S
Item 3	Dept. 3	$3.00
	Taxable	F/S
Payment	**EBT**	**$6.00**

OPERATION

1 00 1
2 00 2
3 00 3
FS/ST
6 00 EBT

RECEIPT

```
REG  03-04-2000 14:55
C01     MC#01    000126

 1 DEPT01     T1 F $1.00
 1 DEPT02     T2 F $2.00
 1 DEPT03        F $2.00
   TL          $6.00
   FSST           $6.00
   EBTTD          $6.00
```

Example 2

OPERATION **RECEIPT**

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$2.00
	Taxable	1, F/S
Item 3	Dept. 3	$3.00
	Taxable	1
Payment	**EBT**	**$5.00**
	Cash	$1.12

1 00 1
2 00 2
3 00 3
FS/ST
5 00 EBT
CA/AMT TEND

```
REG  03-04-2000 15:00
C01      MC#01     000127

 1 DEPT01      T1 F $1.00
 1 DEPT02      T1 F $2.00
 1 DEPT03      T1   $3.00
   FSST               $3.00
   EBTTD              $5.00
   TA1                $3.00
   TX1                $0.12
   CASH               $1.12
```

Change due

OPERATION **RECEIPT**

Item 1	Dept. 1	$1.00
	Taxable	1, F/S
Item 2	Dept. 2	$1.20
	Taxable	1, F/S
Item 3	Dept. 3	$0.30
	Taxable	1
Payment	**EBT**	**$5.00**

1 00 1
1 2 0 2
3 0 3
FS/ST
5 00 EBT

```
REG  03-04-2000 15:05
C01      MC#01     000128

 1 DEPT01      T1 F $1.00
 1 DEPT02      T1 F $1.20
 1 DEPT03      T1   $0.30
   TA1                $0.30
   TX1                $0.01
   TL               $2.51
   FSST               $2.20
   EBTTD              $5.00
   CG                 $2.49
```

Temporarily releasing compulsion

<OPEN 2> (open 2 key) can be programmed to release specific compulsion.

Example 1

Item	Unit price	$10.00
	Dept.	1
Payment	Check	$10.00
Validation compulsory		

OPERATION

1 0 00 1

1 0 00 CHK/TEND

2 00 2

Validation compulsory (E041)

OPEN 2

Validation compulsory is temporarily released.

RECEIPT

```
REG  03-04-2000 15:10
C01     MC#01    000129

 1 DEPT01          $10.00
   TL          $10.00
   CHECK           $10.00
   CG               $0.00
```

Example 2

Input customer No. compulsory		
Item	Unit price	$10.00
	Dept.	1
Payment	Check	$10.00

OPERATION

1 0 00 1

Input customer No. compulsory (E019)

OPEN 2

Compulsory is temporarily released.

1 0 00 1

1 0 00 CHK/TEND

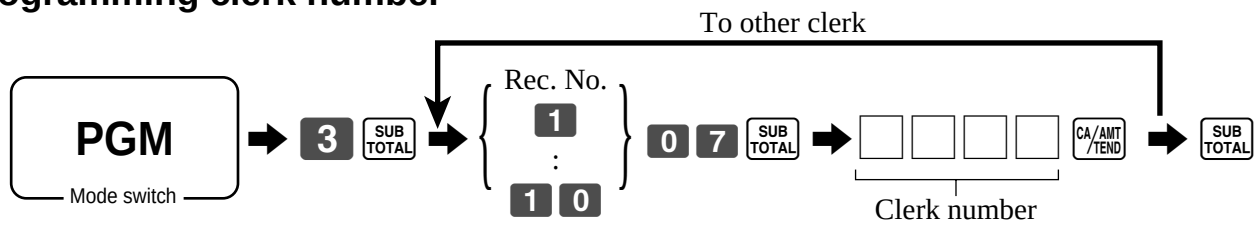
RECEIPT

```
REG  03-04-2000 15:15
C01     MC#01    000130

 1 DEPT01          $10.00
   TL          $10.00
   CHECK           $10.00
   CG               $0.00
```

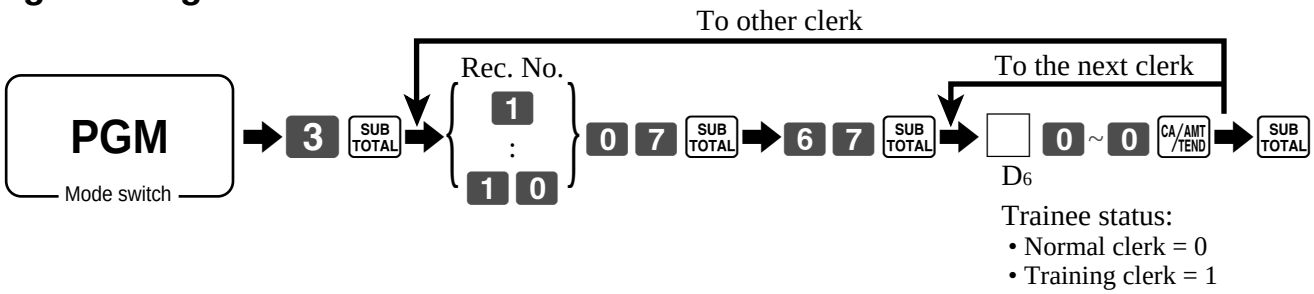
Programming to clerk

You can program up to 4-digit assigning number (clerk number), trainee status of clerk (i.e. training cashier) and commission rate for each clerk.

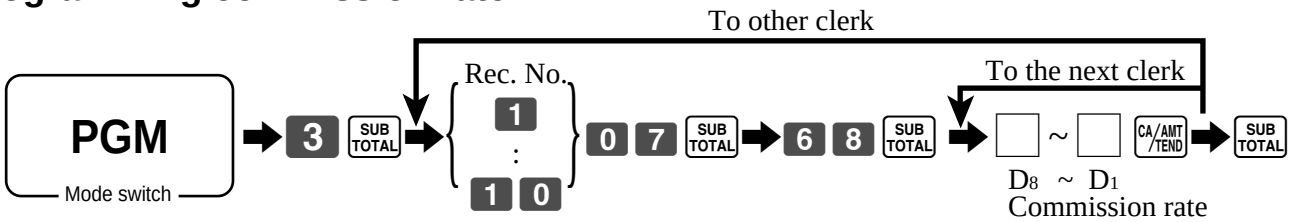
Programming clerk number



Programming trainee status



Programming commission rate

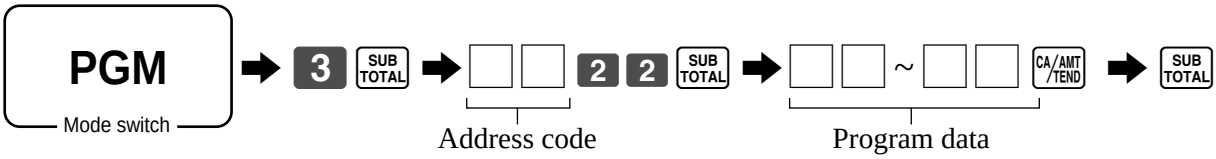


Record No.	Clerk number				Trainee status		Commission rate							
							Commission rate 1				Commission rate 2			
							Integer		Decimal		Integer		Decimal	
	D_4	D_3	D_2	D_1	D_6	00000	D_8	D_7	D_6	D_5	D_4	D_3	D_2	D_1
1						00000								
2						00000								
3						00000								
4						00000								
5						00000								
6						00000								
7						00000								
8						00000								
9						00000								
10						00000								

Programming machine features

You can program several machine features by the general control file.

Programming to general control file



Address code 0122

Description	Choice	Program code
Date order Year/Month/Day = 0, 1 Day/Month/Year = 2, Month/Day/Year = 3	Significant number (0 ~ 3)	D_{10}
Monetary mode 0 = 0, 0.0 = 1, 0.00 = 2, 0.000 = 3	Significant number (0 ~ 3)	D_9
Password in Manager mode		D_8 D_7 D_6 D_5
Password in X2/Z2 mode		D_4 D_3 D_2 D_1

Address code 0222

Description	Choice	Program code
Password in PGM1/PGM2 mode	Significant numbers	D_{10} D_9 D_8 D_7
Always “0”		0 0 D_6 D_5
Always “0”		0 0 0 0 D_4 D_3 D_2 D_1

Address code 0322

Description	Choice	Program code
Reset consecutive number after daily fixed total reset report is issued.	Yes = 1 No = 0	D_8
Always “0”		0 D_7
Consecutive number start value		D_6 D_5 D_4 D_3 D_2 D_1

Address code 0422

Description		Choice	Program code
Tax system VAT system = 0, U.S. tax system = 1, Canadian tax system = 2		Signigficant number (0 ~ 2)	□ D_9
Receipt on/off Controlled by receipt on/off key = 0 Always on (issue) = 1, Always off (not issue) = 2		Signigficant number (0 ~ 2)	□ D_8
Allow amount tender in RF/REG– mode operation.	a	Yes = 0 No = 2	□ (a+b) D_7
Cash drawer opening: ①Immediately when the transaction is finalized. ②After validation compulsory is released.	b	① = 0 ② = 4	
Food stamp system (in case of D_9 = 1) Payable = 0, Illinois rule = 1, New Jersey rule = 2		Signigficant number (0 ~ 2)	□ D_6
Tax exempt quantity of donuts tax. (in case of D_9 = 2) 0 ~ 9 (“0” means “No donuts tax”.)		Signigficant number (0 ~ 9)	
Rounding of results produced by departments and PLUs programmed with package prices and package quantities		Round off = 0 Cut off = 1 Round up = 2	□ D_5
High amount limit specification for cash in drawer amount. (Sentinel function)		Maximum value (0 ~ 9)	□□ D_4 D_3
		Number or zeros (0 ~ 9)	
Printing of clerk/cashier name on receipt following sign back on following clerk/cashier interrupt operation.		No = 0 Yes = 4	□ D_2
Enable clerk/cashier interrupt		No = 0 Yes = 1	□ D_1

Address code 0522

Description		Choice	Program code
Print total line during finalization.	a	Yes = 0 No = 1	□ (a+b+c) D_{10}
Time system: ① 24 hour system, ② 12 hour system	b	① = 0 ② = 2	
Feed one line after issuing receipt.	c	No = 0 Yes = 4	
Print consecutive number by double sized letter (up to 3 digits).	a	No = 0 Yes = 1	□ (a+b) D_9
Buffered receipt print	b	No = 0 Yes = 2	
Skip item lines on journal. (journal skip)	a	No = 0 Yes = 1	□ (a+b) D_8
Break-down set menu printing on receipt, post receipt, guest receipt.	b	No = 0 Yes = 4	
Always "0"			0 0 0 D_7 D_6 D_5
Print number of item sold.	a	No = 0 Yes = 1	□ (a+b) D_4
Print tax symbols.	b	Yes = 0 No = 2	
Always "0"			0 D_3
Print multiplication or item consolidation in one line.		Yes = 0 No = 4	□ D_2
Print C operation.	a	No = 0 Yes = 1	□ (a+b+c) D_1
Print number of customers on header.	b	Yes = 0 No = 2	
Print PLU number on receipt.	c	No = 0 Yes = 4	

Address code 0622

Description		Choice	Program code
Follow the taxable status and commission status of +/– to the previous item.	a	Yes = 0 No = 1	□ (a+b+c) D_{10}
Force to register rate tax before finalization.	b	No = 0 Yes = 2	
Force a money declaration before read/reset operation.	c	No = 0 Yes = 4	
Force to press [SUB TOTAL] before finalization	a	No = 0 Yes = 1	□ (a+b+c) D_9
Allow credit balance while finalization.	b	Yes = 0 No = 2	
Allow multiple refund/register minus operation.	c	Yes = 0 No = 4	
Affect the result of +/–, %+/%– to the item. (Net totaling)	a	No = 0 Yes = 1	□ (a+b) D_8
Include add-on tax in net total	b	Yes = 0 No = 2	
Include commission in net total.	a	Yes = 0 No = 2	□ (a+b) D_7
Treatment of department key numenric inputs: ① Treat as amount override ② Treat as quantity extensions	b	① = 0 ② = 4	
Clear the key buffer when a receipt is issued.	a	No = 0 Yes = 1	□ (a+b+c) D_6
Sounds key catch tone.	b	Yes = 0 No = 2	
Allow to issue post receipt, even if the original one is issued.	c	No = 0 Yes = 4	
Allow program 1 programming in the manager control mode (X1 mode).	a	No = 0 Yes = 1	□ (a+b+c) D_5
Display “seconds” during time display.	b	No = 0 Yes = 2	
Connect slit drawer.	c	No = 0 Yes = 4	
RF mode status		RF = 0 REG– = 1	□ D_4
Allow one registration of +/–, %+/%– per one transaction.		No = 0 Yes = 4	□ D_3
Round on the least significant digit of %+/%– registration.	a	No = 0 Yes = 1	□ (a+b) D_2
Display separator.	b	Yes = 0 No = 2	
Allow numeric entry while compulsory drawer opening.	a	Yes = 0 No = 2	□ (a+b) D_1
PLU numbering: ① By memory No. (sequencial), ② By random code	b	① = 0 ② = 4	

Address code 1022

Description		Choice	Program code
Print taxable amount 1 on receipt/journal.	a	Yes = 0 No = 1	□ (a+b+c) D_{10}
Print taxable amount 2 on receipt/journal.	b	Yes = 0 No = 2	
Print taxable amount 3 on receipt/journal.	c	Yes = 0 No = 4	
Print taxable amount 4 on receipt/journal.		Yes = 0 No = 1	□ D_9
Always “0”			0 D_8
Print taxable amount 10 on receipt/journal.		Yes = 0 No = 1	□ D_7
Always “0”			0 0 D_6 D_5
Till timer (00 ~ 59 minutes)		Significant numbers	□ □ D_4 D_3
Till timer (00 ~ 59 seconds)		Significant numbers	□ □ D_2 D_1

Address code 1422

Description		Choice	Program code
Monetary mode of foreign currency 1:		Significant number (0 ~ 9)	□ D_8
Decimal for foreign currency 1: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_7
Separator for foreign currency 1: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	
Monetary mode of foreign currency 2:		Significant number (0 ~ 9)	□ D_6
Decimal for foreign currency 2: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_5
Separator for foreign currency 2: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	
Monetary mode of foreign currency 3:		Significant number (0 ~ 9)	□ D_4
Decimal for foreign currency 3: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_3
Separator for foreign currency 3: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	
Monetary mode of foreign currency 4:		Significant number (0 ~ 9)	□ D_2
Decimal for foreign currency 4: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	□ (a+b) D_1
Separator for foreign currency 4: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	

Address code 1722

Description		Choice	Program code
Money declaration compulsory (cash) in REG/RF mode	a	No = 0 Yes = 1	□ (a+b+c) D_{10}
Money declaration compulsory (charge) in REG/RF mode	b	No = 0 Yes = 2	
Money declaration compulsory (check) in REG/RF mode	c	No = 0 Yes = 4	
Money declaration compulsory (credit) in REG/RF mode		No = 0 Yes = 1	□ D_9
Always “0”			0 D_8
Include VAT amount in commission subtotal.	a	No = 0 Yes = 1	□ (a+b) D_7
Whenever pressing <PLUS> or <MINUS>, the amount registered is proportioned among all taxable amounts.	b	No = 0 Yes = 2	
Rounding of commission: Round off = 0, Cut off = 1, Round up = 2		Significant number (0 ~ 2)	□ D_6
Append two zeros in unit price programming.		No = 0 Yes = 1	□ D_5
Print date on receipt.	a	Yes = 0 No = 1	□ (a+b+c) D_4
Print date on journal.	b	Yes = 0 No = 2	
Print consecutive number on receipt/journal.	c	Yes = 0 No = 4	
Print time on receipt.	a	Yes = 0 No = 1	□ (a+b+c) D_3
Print time on journal.	b	Yes = 0 No = 2	
Merge the same department/PLU registration on buffered receipt and post receipt. (Item consolidation)	c	Yes = 0 No = 4	
Always “0”			0 0 D_2 D_1

Address code 2122

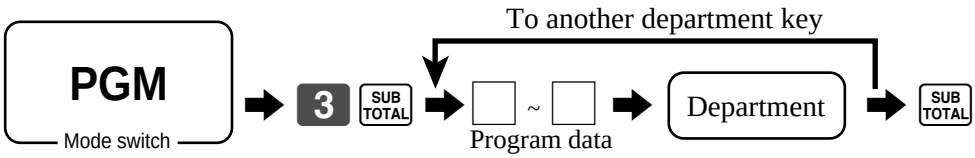
Description		Choice	Program code
Print logo message on receipt.		No = 0 Yes = 1	□ D_{10}
Print commercial message on guest receipt.	a	No = 0 Yes = 1	□ (a+b+c) D_9
Print bottom message on guest receipt.	b	No = 0 Yes = 2	
Print intermediate message on guest receipt.	c	No = 0 Yes = 4	
Print bill top message.	a	No = 0 Yes = 1	□ (a+b+c) D_8
Print bill copy message.	b	No = 0 Yes = 2	
Print bill bottom message.	c	No = 0 Yes = 4	
Always “0”			0 D_7
Print commercial message on receipts in REG/RF mode.	a	No = 0 Yes = 1	□ (a+b+c) D_6
Print bottom message on receipts in REG/RF mode.	b	No = 0 Yes = 2	
Print commercial message on journal in REG/RF mode.	c	No = 0 Yes = 4	
Print bottom message on journal in REG/RF mode.	a	No = 0 Yes = 1	□ (a+b+c) D_5
Print commercial message on receipts in X/Z mode.	b	No = 0 Yes = 2	
Print bottom message on receipts in X/Z mode.	c	No = 0 Yes = 4	
Print commercial message on journal in X/Z mode.	a	No = 0 Yes = 1	□ (a+b+c) D_4
Print bottom message on journal in X/Z mode.	b	No = 0 Yes = 2	
Print commercial message on receipt in PGM mode.	c	No = 0 Yes = 4	
Print bottom message on receipt in PGM mode.	a	No = 0 Yes = 1	□ (a+b+c) D_3
Print commercial message on journal in PGM mode.	b	No = 0 Yes = 2	
Print bottom message on journal in PGM mode.	c	No = 0 Yes = 4	
Print commercial message on FC or AUTO-PGM receipts.	a	No = 0 Yes = 1	□ (a+b+c) D_2
Print bottom message on FC or AUTO-PGM receipts.	b	No = 0 Yes = 2	
Print commercial message on FC or AUTO-PGM journal.	c	No = 0 Yes = 4	
Print bottom message on FC or AUTO-PGM journal.		No = 0 Yes = 1	□ D_1

Programming department/PLU

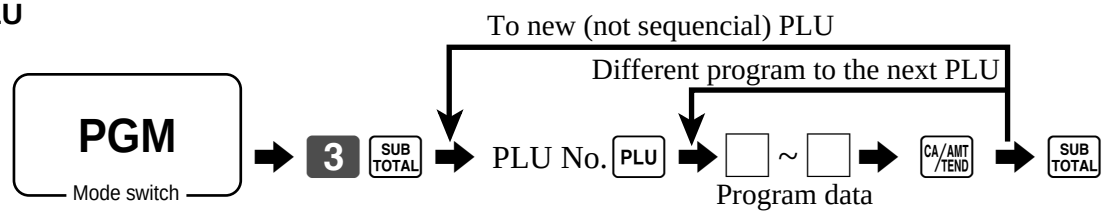
There are two ways to program to department/PLU, batch feature programming and individual feature programming.

Batch feature programming to department/PLU

- **Department**



- **PLU**



- **Program data**

Description		Choice	Program code
Single item control: Normal receipt = 0, Single item receipt = 3		Significant number	□ D_{12}
Always “0”			0 D_{11}
Normal/condiment/preparation Normal item = 0, Condiment = 1, Preparation = 2		Significant number	□ D_{10}
Enable operation in RF/REG– mode.	a	Yes = 0 No = 1	□ (a+b+c) D_9
Enable operation in REG 2 mode.	b	Yes = 0 No = 2	
Enable operation in REG 1 mode.	c	Yes = 0 No = 4	
Taxable status: See below.			□□ D_8 D_7
Enable 0 unit price.	a	No = 0 Yes = 1	□ (a+b+c) D_6
Enable negative price.	b	No = 0 Yes = 2	
Hash	c	No = 0 Yes = 4	
Always “0”			0 D_5
Low digit limitation (LDL) for manually entered unit price.		Significant number	□ D_4
Multiple validation: (If “No”, only one validation is possible.)	a	Yes = 0 No = 1	□ (a+b) D_3
Open PLU (Only effective for PLU)	b	No = 0 Yes = 4	
Commission 1	a	No = 0 Yes = 1	□ (a+b) D_2
Commission 2	b	No = 0 Yes = 2	
Compulsory number of condiment/preparation PLU input.		Significant number (0 ~ 8)	□ D_1

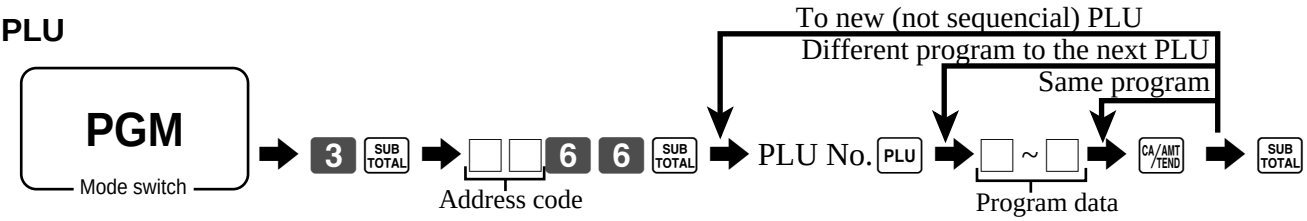
Taxable status

for the U.S.			
Food stamp		Yes = 1 No = 0	□ D_8
Taxable 1 status	a	Yes = 1 No = 0	□ (a+b+c) D_7
Taxable 2 status	b	Yes = 2 No = 0	
Taxable 3 status	c	Yes = 4 No = 0	
for Canada			
Donuts status		Yes = 1 No = 0	□ D_8
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3 Taxable 4 = 4 Taxable 1 & 2 = 5 Taxable 1 & 3 = 6 Taxable 1 & 4 = 7		Significant number	□ D_7

Individual feature programming to department/PLU

• Department

• PLU



• Program data

Address code 1166

Description	Choice	Program code
Link group record number: (00 ~ 15)	Significant numbers	□□ D_6 D_5
Link depatment record number: (00 ~ 15) (for PLU)	Significant numbers	□□ D_4 D_3
Always “0”		0 0 D_2 D_1

Address code 1266

Description	Choice	Program code
PLU random code (only for PLU)	Significant numbers	□□~□□ D_6 D_5 ~ D_2 D_1

Address code 1366

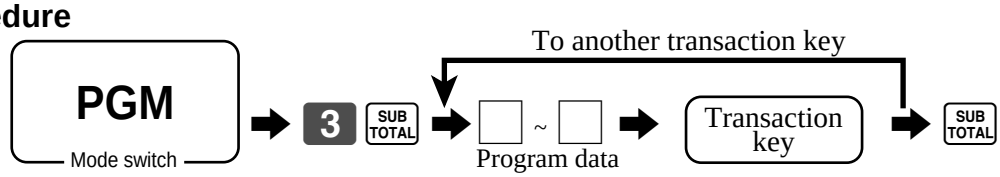
Description	Choice	Program code
Set menu table record number (only for PLU)	Significant numbers	□□□□ D_6 D_5 D_4 D_3
Set menu table file number (only for PLU) Always “28”		2 8 D_2 D_1

Address code 1566

Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	□□~□□ D_6 D_5 ~ D_2 D_1

Programming to transaction keys

Procedure



Data

<CASH>, <CHARGE>, <CHECK>

Description		Choice	Program code
Allowable number of validation printing (“0” means no limitation) *1 *2 *3 *4		Significant number (0 ~ 9)	□ D_{11}
Force validation operation. *1 *2 *3 *4	a	No = 0 Yes = 1	□ (a+b) D_{10}
Restriction (to 00, 25, 50, 75) on last two digits for amount tendered (Only for <CASH> in Danish rounding) *4	b	No = 0 Yes = 4	
Disable operation in RF/REG– mode. *3 *4	a	No = 0 Yes = 1	□ (a+b+c) D_9
Disable operation in REG2 mode. *3 *4	b	No = 0 Yes = 2	
Disable operation in REG1 mode. *3 *4	c	No = 0 Yes = 4	
Always “0”			0 D_8
Prohibit entry of a partial payment	a	No = 0 Yes = 1	□ (a+b+c) D_7
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	
Force entry of the amount tendered.	c	No = 0 Yes = 4	
Print VAT breakdown. *1 *3	a	No = 0 Yes = 1	□ (a+b+c) D_6
Check cashing commission (Only for <CHECK>) *2 ① Use an amount ② Use a rate	b	Amount = 0 Rate = 2	
Validation amount *2 *3 ① Print subtotal amount ② Print amount tendered	c	Subtotal = 0 Tender = 4	
Always “0”			0 D_5
High amount limit specification for subtotal and tendering amounts. *2		Maximum value (0 ~ 9)	□□ D_4 D_3
		Number of zeros (0 ~ 9)	
High amount limit specification for change amount due.		Maximum value (0 ~ 9)	□□ D_2 D_1
		Number of zeros (0 ~ 9)	

*1 Those are valid options for SINGLE ITEM as well.
*2 Those are valid options for CASHING A CHECK as well.
*3 Those are valid options for CURRENCY EXCHANGE (include partial tender) as well.
*4 Those are valid options for MEDIA CHANGE (include partial tender) as well.

<CREDIT>

Description		Choice	Program code
Allowable number of validation printing (“0” means no limitation) *1		Significant number (0 ~ 9)	□ D_{11}
Force validation operation. *1		No = 0 Yes = 1	□ D_{10}
Disable operation in RF/REG– mode. *1	a	No = 0 Yes = 1	□ (a+b+c) D_9
Disable operation in REG2 mode. *1	b	No = 0 Yes = 2	
Disable operation in REG1 mode. *1	c	No = 0 Yes = 4	
Always “0”			0 D_8
Prohibit entry of a partial payment	a	No = 0 Yes = 1	□ (a+b+c) D_7
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	
Force entry of the amount tendered.	c	No = 0 Yes = 4	
Print VAT breakdown.	a	No = 0 Yes = 1	□ (a+b) D_6
Validation amount ① Print subtotal amount ② Print amount tendered	b	Subtotal = 0 Tender = 4	
Always “0”			0 D_5
High amount limit specification for subtotal and tendering amounts		Maximum value (0 ~ 9)	□□ D_4 D_3
		Number of zeros (0 ~ 9)	
Always “0”			0 D_2
Specify credit in drawer total in the fixed totalizer. *1		Significant number (0 ~ 4)	□ D_1

*1 Those are valid options for MEDIA CHANGE (include partial tender) as well.

<RECEIVED ON ACCOUNT>, <PAID OUT>

Description		Choice	Program code
Allowable number of validation printing (“0” means no limitation)		Significant number (0 ~ 9)	□ D_{11}
Force validation operation.		No = 0 Yes = 1	□ D_{10}
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	□ (a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Always “0”			0 ~ 0 D_8 ~ D_5
High amount limit specification for entering amounts		Maximum value (0 ~ 9)	□□ D_4 D_3
		Number of zeros (0 ~ 9)	
Always “0”			0 0 D_2 D_1

<FOOD STAMP TENDER>, <EBT>

Description		Choice	Program code
Allowable number of validation printing (“0” means no limitation)		Significant number (0 ~ 9)	D_{11}
Force validation operation.		No = 0 Yes = 1	D_{10}
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Prohibit over tendering. (only for <EBT>)		No = 0 Yes = 4	D_8
Always “0”			0 D_7
Print VAT breakdown.	a	No = 0 Yes = 1	(a+b) D_6
Validation amount ① Print subtotal amount ② Print amount tendered	b	Subtotal = 0 Tender = 4	
Always “0”			0 D_5
High amount limit specification for subtotal and tendering amounts.		Maximum value (0 ~ 9)	D_4 D_3
		Number of zeros (0 ~ 9)	
Always “0”			0 0 D_2 D_1

<#/NO SALE>

Description		Choice	Program code
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Always “0”			0 D_8
Allow mode change or clerk change after non-add registration as first transaction. (only for non-add function)		Yes = 1 No = 0	D_7
Always “0”			0 ~ 0 D_6 ~ D_1

<%+>, <%–>

Description		Choice	Program code
Multiple validation (If “No”, only one validation printing is possible.)		Yes = 0 No = 4	□ D_{11}
Always “0”			0 D_{10}
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	□ (a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Taxable status: See below.			□□ D_8 D_7
Prohibit manual rate override.		No = 0 Yes = 2	□ D_6
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	□ D_5
Allow key operation after <SUBTOTAL>.	a	Yes = 0 No = 1	□ (a+b) D_4
Allow key operation after item registration.	b	Yes = 0 No = 4	
Always “0”			0 D_3
Commission status: Commission 1 = 1, Commission 2 = 2, None = 0		Significant number	□ D_2
Always “0”			0 D_1

Taxable status

for the U.S.			
Food stamp		Yes = 1 No = 0	□ D_8
Taxable 1 status	a	Yes = 1 No = 0	□ (a+b+c) D_7
Taxable 2 status	b	Yes = 2 No = 0	
Taxable 3 status	c	Yes = 4 No = 0	
for Canada			
Donuts status (D_8D_7 = “99” means donuts and all taxable)		Yes = 1 No = 0	□ D_8
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3 Taxable 4 = 4 Taxable 1 & 2 = 5 Taxable 1 & 3 = 6 Taxable 1 & 4 = 7		Significant number	□ D_7

<+>, <–>, <COUPON>

Description		Choice	Program code
Multiple validation (If "No", only one validation printing is possible.)		Yes = 0 No = 4	D_{11}
Always "0"			0 D_{10}
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Taxable status: See below.			$D_8 D_7$
Allow credit balance. (–, CPN only)		No = 0 Yes = 1	D_6
Always "0"			0 D_5
Allow key operation after <SUBTOTAL>.	a	Yes = 0 No = 1	(a+b) D_4
Allow key operation after item registration.	b	Yes = 0 No = 4	
High digit limitation (HDL) for manually entered unit price ("9" means NOT allow manual entry.)		Significant number	D_3
Commission status: Commission 1 = 1, Commission 2 = 2, None = 0		Significant number	D_2
Always "0"			0 D_1

Taxable status

for the U.S.			
Food stamp		Yes = 1 No = 0	D_8
Taxable 1 status	a	Yes = 1 No = 0	(a+b+c) D_7
Taxable 2 status	b	Yes = 2 No = 0	
Taxable 3 status	c	Yes = 4 No = 0	
for Canada			
Donuts status (D_8D_7 = "99" means donuts and all taxable)		Yes = 1 No = 0	D_8
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3 Taxable 4 = 4 Taxable 1 & 2 = 5 Taxable 1 & 3 = 6 Taxable 1 & 4 = 7		Significant number	D_7

<ARRANGEMENT>

Description		Choice	Program code
Secret code (0000 ~ 9999)		Yes = 0 No = 1	D_{14} D_{13} D_{12} D_{11}
Enable operation in X1 mode.	a	Yes = 0 No = 1	(a+b+c) D_{10}
Enable operation in Z1 mode.	b	Yes = 0 No = 2	
Enable operation in X2/Z2 mode.	c	Yes = 0 No = 4	
Enable operation in RF/REG– mode.	a	Yes = 0 No = 1	(a+b+c) D_9
Enable operation in REG2 mode.	b	Yes = 0 No = 2	
Enable operation in REG1 mode.	c	Yes = 0 No = 4	
Always “0”			0 D_8
Treat numeric entry as arrange table number		No = 0 Yes = 1	D_7
Arrangement table link number		Significant numbers	D_6 ~ D_1

<CURRENCY EXCHANGE>

Description		Choice	Program code
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Always “0”			0 D_8
Define amount symbol. (0, 1 ~ 4) (“0” means local currency symbol.)		Significant number	D_7
Define foreign currency totalizer. (0, 1 ~ 4) (“0” treats as “1”.)		Significant number	D_6
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	D_5
Always “0”			0 D_4
Monetary mode (0 ~ 9): 0.00 = 2, 0.0 = 1, 0 = 0		Significant number	D_3
Monetary symbol for decimal	a	Decimal = 0 Comma = 1	(a+b) D_2
Monetary symbol for separator	b	Comma = 0 Decimal = 4	
Assigning drawer number: 0 ~ 2 (“0” means drawer 1.)		Significant number	D_1

<POST RECEIPT>

Description		Choice	Program code
Maximum number of post receipts (0 ~ 9) ("0" means 1 post receipt.)		Significant number	D_{12}
Always "0"			0 0 D_{11} D_{10}
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Always "0"			0 D_8
Print current time on guest receipt.		No = 0 Yes = 4	D_7
Clear finalized check.		Yes = 0 No = 1	D_6
Always "0"			0 0 0 D_5 D_4 D_3
Line number of guest bottom message (00 ~ 10): ("00" means no bottom message.)		Significant number	D_2 D_1

<MULTIPLICATION>, <QUANTITY/FOR>, <SQUARE>, <CUBE>

Description		Choice	Program code
Disable operation in RF/REG– mode.	a	No = 0 Yes = 1	(a+b+c) D_9
Disable operation in REG2 mode.	b	No = 0 Yes = 2	
Disable operation in REG1 mode.	c	No = 0 Yes = 4	
Always "0"			0 0 D_8 D_7
Multiplication procedure: (Ketten Bon and <X> only) ① Quantity × Amount, ② Amount × Quantity		① = 0 ② = 1	D_6
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	D_5
Always "0"			0 ~ 0 D_4 ~ D_1

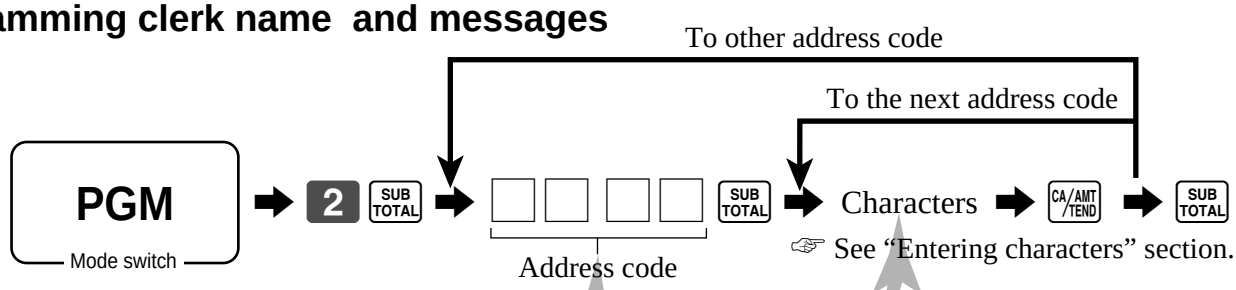
Character programming can be performed in two ways:
- **Character keyboard programming (see page 86),**
  or
- **Entering characters by code (see page 87).**

Programming descriptors and messages

The following descriptors and messages can be programmed;

- Clerk name
- Fix totalizer
- Special character
- PLU item descriptor
- Messages
- Report header
- Department key descriptor
- Machine number

Programming clerk name and messages



Clerk name

Address code	Contents	Initial character	Yours
0107	Clerk 01	C01	
0207	Clerk 02	C02	
0307	Clerk 03	C03	
0407	Clerk 04	C04	
0507	Clerk 05	C05	
0607	Clerk 06	C06	
0707	Clerk 07	C07	
0807	Clerk 08	C08	
0907	Clerk 09	C09	
1007	Clerk 10	C10	

Message

Address code	Contents	Initial character	Yours
0132	1st line of logo message	YOUR RECEIPT	
0232	2nd line of logo message	THANK YOU	
0332	3rd line of logo message	CALL AGAIN	
0432	4th line of logo message		
0532*	1st line of commercial message		
0632*	2nd line of commercial message		
0732*	3rd line of commercial message		
0832*	4th line of commercial message		
0932*	1st line of bottom message		
1032*	2nd line of bottom message		
1132*	3rd line of bottom message		
1232*	4th line of bottom message		
1332*	1st line of bill top message		
1432*	2nd line of bill top message		
1532*	3rd line of bill top message		
1632*	4th line of bill top message		
1732*	1st line of bill copy message		
1832*	2nd line of bill copy message		
1932*	3rd line of bill copy message		
2032*	4th line of bill copy message		
2132*	1st line of bill bottom message		
2232*	2nd line of bill bottom message		
2332*	3rd line of bill bottom message		
2432*	4th line of bill bottom message		
2532*	Post receipt message		
2632*	1st line of guest intermediate msg.		
2732*	2nd line of guest intermediate msg.		
2832*	3rd line of guest intermediate msg.		
2932*	4th line of guest intermediate msg.		
3032*	1st line of guest bottom msg.		
3132*	2nd line of guest bottom msg.		
3232*	3rd line of guest bottom msg.		
3332*	4th line of guest bottom msg.		
3432*	5th line of guest bottom msg.		
3532*	6th line of guest bottom msg.		
3632*	7th line of guest bottom msg.		
3732*	8th line of guest bottom msg.		
3832*	9th line of guest bottom msg.		
3932*	10th line of guest bottom msg.		

* If you want to use these messages, please ask your dealer.

Fix total

Up to 12 characters can be set.

Address code	Contents	Initial character	Address code	Contents	Initial character
Fix totalizer					
0101	Gross sales total	GROSS	5001	New balance total	NB
0201	Net sales total	NET	5101	Clerk commission 1 total	C-1
0301	Cash in drawer	CAID	5201	Clerk commission 2 total	C-2
0401	Cash declared amount	CATL	5301	Foreign currency cash in drawer 1	CECA1
0501	Declared short cash amount	CA-	5401	Foreign currency check in drawer 1	CECK1
0601	Declared over cash amount	CA+	5501	Foreign currency cash in drawer 2	CECA2
0701	Charge in drawer	CHID	5601	Foreign currency check in drawer 2	CECK2
0801	Charge declared amount	CHTL	5701	Foreign currency cash in drawer 3	CECA3
0901	Declared short charge amount	CH-	5801	Foreign currency check in drawer 3	CECK3
1001	Declared over charge amount	CH+	5901	Foreign currency cash in drawer 4	CECA4
1101	Check in drawer	CKID	6001	Foreign currency check in drawer 4	CECK4
1201	Check declared amount	CKTL	6101	Reduction	DC
1301	Declared short check amount	CK-	6201	Item return	REF
1401	Declared over check amount	CK+	6301	Clear counter	CLEAR
1501	Credit 1 in drawer	CRID(1)	6401	Rounding 2	ROUND
1601	Credit 2 in drawer	CRID(2)	6501	Rounding 1	ROUND
1701	Credit 3 in drawer	CRID(3)	6601	Cancellation	CANCEL
1801	Credit 4 in drawer	CRID(4)	6701	Taxable amount 1	TA1
1901	Credit declared amount	CRTL	6801	Tax 1	TX1
2001	Declared short credit amount	CR-	6901	Tax exempt 1	EX1
2101	Declared over credit amount	CR+	7001	Taxable amount 2	TA2
2201-4001	Not used		7101	Tax 2	TX2
041	Food stamp in drawer	FSID	7201	Tax exempt 2	EX2
042	Food stamp cash change	FSCACG	7301	Taxable amount 3	TA3
043	EBT in drawer	EBTTL	7401	Tax 3	TX3
044	EBT cash change	EBTCACG	7501	Tax exempt 3	EX3
4501	Refund mode total	RF	7601	Taxable amount 4	TA4
4601	Customer count	CUST	7701	Tax 4	TX4
4701	Average sales per customer	AVRG	7801	Tax exempt 4	EX4
4801	Check cashing service fee	FEE	7901-9601	Not used	
4901	New Balance fee	+	9701	Nontaxable amount	NON TAX

Report header

Up to 12 characters can be set.

Address code	Contents	Initial character
Report header		
0124	Fixed totalizer report	FIX
0224	Transaction key report	TRANS
0324	PLU report	PLU
0424	Department report	DEPT
0524	Group report	GROUP
0624	Cashier/clerk report	CASHIER
0724	Not used	
0824	Hourly sales report	HOURLY
0924	Monthly sales report	MONTHLY
1024-1324	Not used	
1424	Hourly item	HOURLY ITEM
1524	Not used	
1624	Financial report	FLASH
1724	Not used	
1824	PLU by amount	PLU AMT
1924	PLU by quantity	PLU QTY
2024	Department by amount	DEPT AMT
2124	Department by quantity	DEPT QTY
2224-2324	Not used	
2424	Individual report	INDIVIDUAL
2524	Not used	

Special character

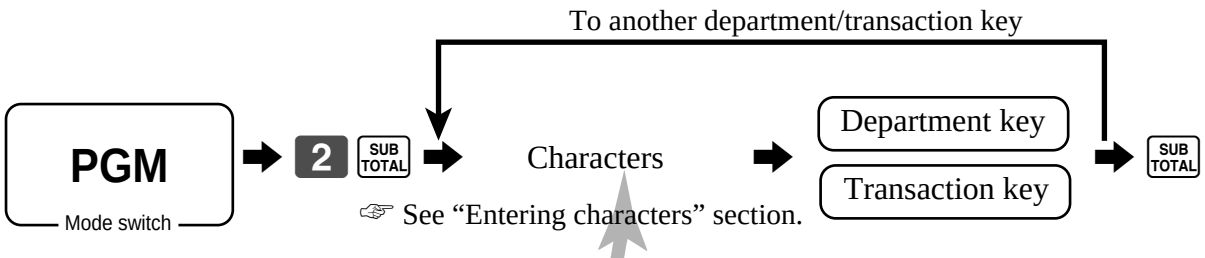
Address code	Contents	Descriptor
0123	Main currency symbol (2), @(2), No. (2), split pricing (1), Training filler (1)	$ @No / **
0223	No. of item sold (2), Customer count (2)	NoCT @LB *QT
0323	Multiplication (6)	BUSY
0423	Taxable symbol 1 (3 ea.) Tax1, Tax2, Tax3, Tax4	T1 T2 T3 T4 T5
0523	(not used)	T6 T7 T8 T9 T10
0623	Taxable symbol 3 (3 ea.) Tax1/2, Tax1/3, Tax1/4, not used, Tax2/3	T12T13T14 T23
0723	Taxable symbol 4 (3 ea.) not used, not used, not used, Nontax, All, F/S	T F
0823	Foreign currency (2 ea.)	* * * *
0923	Mode symbol 1 (4 ea.) REG1/2, RF, REG–	REG RF R– MGR
1023	Mode symbol 2 (4 ea.) PGM, Daily X, Daily Z, Periodic	Pm X Z XZ
1123	Mode symbol 3 (4 ea.) Training, not used, PGM read	TRG PGMX
1223	Decimal: amount/q'ty, Separator (Main/Sub) (1 ea.), not used (3), Square (6)	.,.,., X
1323	A.M., P.M. (3 ea.), ST displayed on the dot display (2)	AM PM ST
1423	(not used)	CONTINUED P
1523	(not used)	
1623	(not used)	ST
1723	Subtotal symbol (16)	ST
1823	Total symbol (16)	TL
1923	Change symbol (16)	CG
2023	Check cashing fee (16)	-
2123	Check cashing amount (16)	CACG
2223	(not used)	** STUB **
2323	Break (16)	**BREAK END**
2423	Check No. (10)	CHECK No.
2523	Service total (16)	SRVC TL
2623	(not used)	DISCOUNT
2723	(not used)	
2823	(not used)	
2923	Report total symbol(16)	TL
3023	(not used)	
3123	(not used)	
3223	Food stamp change symbol (16)	FSCG
3323	Table no. symbol (10)	TABLE No.
3423	(not used)	
3523	Declared amount (16)	DECLA
3623	(not used)	Sub item?
3723	(not used)	
3823	(not used)	
3923	(not used)	
4023	(not used)	
4123	(not used)	
4223	(not used)	

Machine number

Up to 8 characters can be set.

Address code	Contents	Initial character
Machine number		
0191	Machine number	MC#01

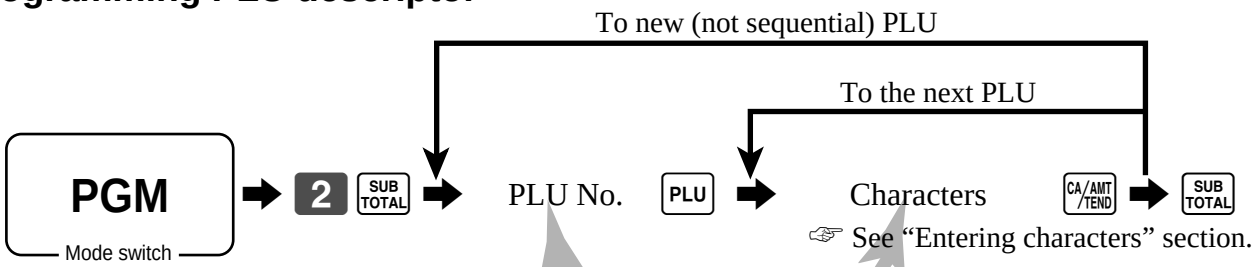
Programming department/transaction key descriptor



Contents	Initial character	Yours
Department 01	DEPT01	
Department 02	DEPT02	
Department 03	DEPT03	
Department 04	DEPT04	
Department 05	DEPT05	
Department 06	DEPT06	
Department 07	DEPT07	
Department 08	DEPT08	
Department 09	DEPT09	
Department 10	DEPT10	
Department 11	DEPT11	
Department 12	DEPT12	
Department 13	DEPT13	
Department 14	DEPT14	
Department 15	DEPT15	

Contents	Initial character	Yours
Cash/Amount tendered	CASH	
Charge	CHARGE	
Credit 1	CREDIT1	
Credit 2	CREDIT2	
Check	CHECK	
Received on account	RC	
Paid out	PD	
Minus	-	
Discount	%-	
Refund	RF	
Correction	CORR	
Validation	VLD	
Receipt	RCT	
Non add/No sale	#/NS	
PLU	PLU#	
Price	PRC	
Tax shift 1	T/S1	
Tax shift 2	T/S2	
Clerk number	CLK#	
Subtotal	SUBTOTAL	
Receipt on/off	RCT ON/OFF	
Multiplication/For/Date time	QT	
Two zero	00	
Decimal point	.	

Programming PLU descriptor



PLU No.	Contents	Initial character	Yours
001	PLU 001	PLU0001	
002	PLU 002	PLU0002	
003	PLU 003	PLU0003	
004	PLU 004	PLU0004	
005	PLU 005	PLU0005	
006	PLU 006	PLU0006	
007	PLU 007	PLU0007	
008	PLU 008	PLU0008	
009	PLU 009	PLU0009	
010	PLU 010	PLU0010	
011	PLU 011	PLU0011	
012	PLU 012	PLU0012	
013	PLU 013	PLU0013	
014	PLU 014	PLU0014	
015	PLU 015	PLU0015	
016	PLU 016	PLU0016	
017	PLU 017	PLU0017	
018	PLU 018	PLU0018	
019	PLU 019	PLU0019	
020	PLU 020	PLU0020	
021	PLU 021	PLU0021	
022	PLU 022	PLU0022	
023	PLU 023	PLU0023	
024	PLU 024	PLU0024	
025	PLU 025	PLU0025	
026	PLU 026	PLU0026	
027	PLU 027	PLU0027	
028	PLU 028	PLU0028	
029	PLU 029	PLU0029	
098	PLU 098	PLU0098	
099	PLU 099	PLU0099	
100	PLU 100	PLU0100	

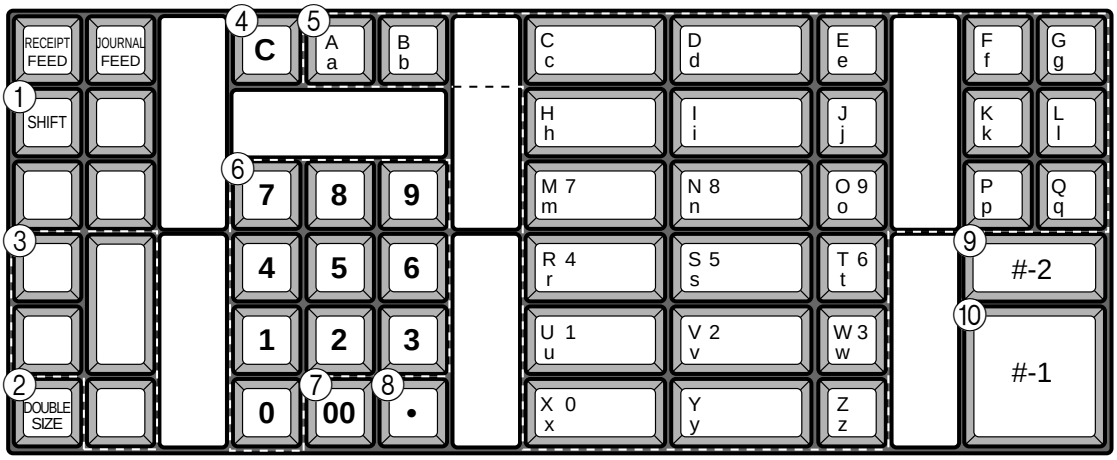
Entering characters

In this section, the method to enter descriptors or messages (characters) to the cash register during programming is described.
Characters are specified by character keyboard or by codes. In the first half of this section, the usage of character keyboard is described. In the latter half, inputting method by character code is described.

Using character keyboard

Example:

Input “ A p p l e J u i c e ”,
enter “DBL”“A” “SHIFT”“p” “p” “l” “e” “SPACE”“SHIFT” “SHIFT”“J” “SHIFT”“u” “i” “c” “e” 00 .



① **Shift key**
Pressing this key shifts the character through the upper-case letter, lower case letter, numerics and returns to the uppercase letter in sequence.

② **Double size letter key**
Specifies that the next character you input to a double size character.
You must press this key before each double size character.

③ **Space key**
Sets a space by depression.

④ **Clear key**
Clears all input characters in the programming.

⑤ **Alphabet keys**
Used input to characters.

⑥ **Numeric keys**
Used to enter program codes, memory number and character codes.

⑦ **Character fixed key**
Enter when the alphabetic entry for a descriptor, name or message has been completed.

⑧ **Backspace/Character code fixed key**
Registers one character with code (2 or 3 digit).
Clears the last input character, much like a back space key. (Does not clear the double size letter key entry.)

⑨ **Program end key**
Terminates the character programming.

⑩ **Character enter key**
Registers the programmed characters.

Entering characters by code

Every time you enter a character, choose character codes by the character code list (below) and press the [·] key to settle it. After you complete entering characters, press the [00] key to fix them.

Example:

Input “ A p p l e J u i c e ”,

enter “ 255 · 65 · 112 · 112 · 108 · 101 · 32 · 74 · 117 · 105 · 99 · 101 · 00 ”

Character code list

Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code
Space	32	0	48	@	64	P	80	`	96	p	112	Ç	128
!	33	1	49	A	65	Q	81	a	97	q	113	ü	129
"	34	2	50	B	66	R	82	b	98	r	114	é	130
#	35	3	51	C	67	S	83	c	99	s	115	â	131
$	36	4	52	D	68	T	84	d	100	t	116	ä	132
%	37	5	53	E	69	U	85	e	101	u	117	à	133
&	38	6	54	F	70	V	86	f	102	v	118	å	134
'	39	7	55	G	71	W	87	g	103	w	119	ç	135
(	40	8	56	H	72	X	88	h	104	x	120	ê	136
)	41	9	57	I	73	Y	89	i	105	y	121	ë	137
*	42	:	58	J	74	Z	90	j	106	z	122	è	138
+	43	;	59	K	75	[	91	k	107	{	123	ï	139
,	44	<	60	L	76	\	92	l	108	|	124	î	140
-	45	=	61	M	77	]	93	m	109	}	125	ì	141
.	46	>	62	N	78	^	94	n	110	~	126	Ä	142
/	47	?	63	O	79	_	95	o	111		127	Å	143

Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code
É	144	á	160	▒	176	└	192	ð	208	ó	224	‗	240
æ	145	í	161	▓	177	┴	193	Ð	209	ß	225	±	241
Æ	146	ó	162	│	178	┬	194	Ê	210	ô	226	‗	242
ô	147	ú	163	┤	179	├	195	Ë	211	ò	227	¾	243
ö	148	ñ	164	╡	180	─	196	È	212	õ	228	¶	244
ò	149	Ñ	165	Á	181	┼	197	€	213	Õ	229	§	245
û	150	ª	166	Â	182	ã	198	í	214	µ	230	÷	246
ù	151	º	167	À	183	Ã	199	Î	215	þ	231	¸	247
ÿ	152	¿	168	©	184	╚	200	Ï	216	Þ	232	°	248
Ö	153	®	169	╣	185	╔	201	┘	217	Ú	233	¨	249
Ü	154	¬	170	║	186	╩	202	┌	218	Û	234	·	250
ø	155	½	171	╗	187	╦	203	▉	219	Ù	235	¹	251
£	156	¼	172	╝	188	╠	204	▄	220	ý	236	³	252
Ø	157	¡	173	¢	189	═	205	¦	221	Ý	237	²	253
×	158	«	174	¥	190	╬	206	Ì	222	¯	238	■	254
ƒ	159	»	175	┐	191	¤	207	▀	223	´	239	Double size	255

Keyboard layout change

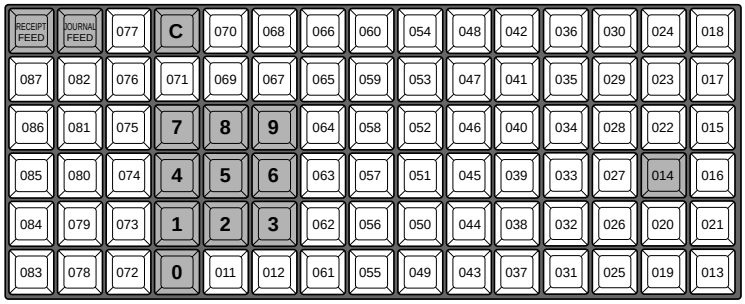
You can change the keyboard layout or allocate some new functions on the keyboard.

Important!

Before changing the keyboard layout, you must issue the daily and all periodic report.

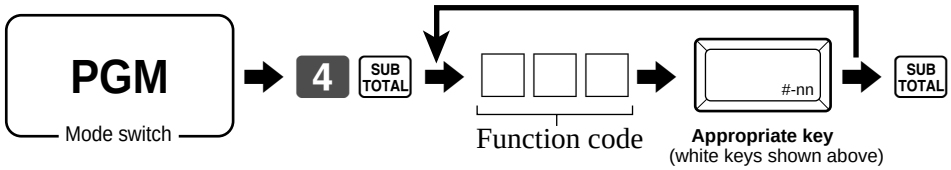
Configuration of the physical key layout

The shadowed keys are fixed function keys. You can not change the function of these keys.



Programming procedure

The shadowed keys are fixed function keys. You can not change the function of these keys.



Function code list

Function	Code	Initial character	Function	Code	Initial character
Arrangement	044	ARG	No sale	042	NS
Bill copy	047	BILL	Non-add	040	#
Cancel	236	CNCL	Non-add/No sale	041	#/NS
Cash amount tendered	001	CASH	Open	067	OPEN
Charge	002	CHARGE	Open2	068	OPEN2
Check tender	003	CHECK	Paid out	021	PD
Clerk number	072	CLK#	Pick up	022	P.UP
Coupon	023	COUPON	Plus	029	+
Coupon 2	036	CPN2	PLU	048	PLU#
Credit	004	CREDIT	Previous balance	026	PB
Cube	090	XXX	Previous balance subtotal	079	PBST
Currency exchange	045	CE	Premium	030	%+
Customer number	043	CT	Price	049	PRC
Decimal point *	098	.	Quantity/For	083	QT
Declaration	061	DECLARE	Rate tax	031	TAX
Department	nn051	DEPTnn	Receipt	038	RCT
Deposit	025	DEPOSIT	Receipt On/Off	076	RCT ON/OFF
Discount	028	%–	Received on account	020	RC
Eat-in	128	EAT-IN	Refund	033	RF
EBT tender	007	EBTTD	Review	071	REVIEW
Enter	105	ENTER	Square	084	XX
Error correct	034	CORR	Subtotal	075	SUBTOTAL
Flat PLU	nnnn063	PLUnnnn	Table number	058	TBL#
Food stamp status shift	059	F/S	Take-out	129	TAKE-OUT
Food stamp subtotal	081	FSST	Tax exempt	062	EXEMPT
Food stamp tender	005	FSTD	Tax status shift	057	T/S
Loan	019	LOAN	Taxable amount subtotal	077	TAST
Lock out unused key	000	NOP	Text recall	010	CHAR
Manual tax	032	TAX	Three zero *	097	000
Media change	118	MEDIA CHG	Tip	015	TIP
Menu shift	064	MENU	Tray total	074	TRAY TL
Merchandise subtotal	080	MDST	Two zero *	096	00
Minus	027	–	Validation	037	VLD
Multiplication	082	X	VAT	046	VAT
New balance	006	NB	Void	035	VOID

* Two zero, three zero and decimal point key can only be allocated #011 and #012 position.

The outline of functions

Bill copy
Use this key to issue bill copy.

Cube
This key provides the same functions as the Square key. In addition, this key also has a cube multiplication function.

Customer number
Use this key to register the number of customers.

Declaration
Use this key to declare in drawer amount for money declaration.

Deposit
Use this key to register deposits.

Eat-in
Use this key to specify if the customer eats in the restaurant. Before closing a transaction press this key.

Flat PLU
Use this key to register items to flat PLUs.

Manual tax
Use this key to register a tax amount.

Menu shift
Use this key to shift flat-PLU key to the 1st ~ 6th menu.

Merchandise subtotal
Use this key to obtain subtotal excluding the add-on tax amount and the previous balance.

New balance
Use this key for adding the latest registered total amount to the previous balance to obtain a new balance.

Non add
Use this key to print reference numbers (personal check number, card number, etc.)

Premium
Use this key to apply a preset % or manual input % to obtain the premium amount for the last registered item or subtotal.

Previous balance
Use this key to register the previous negative/positive balance at the beginning of or during a transaction.

Previous balance subtotal
Use this key to obtain subtotal excluding the add-on tax amount and current balance.

Rate tax
Use this key to activate the preset tax rate or manually input rate to obtain the tax for the preceding taxable status 1 amount.

Review
Use this key to examine the current transaction by displaying item descriptor and registered amount. This key is also used for void operation.

Square
This key provides the same functions as the Multiplication key. In addition, this key also has a square multiplication function.

Table number
Use this key to input table numbers.

Takeout
Use this key to specify if the customer takes out items. Before total a transaction. Press this key for the tax exemption.

Tax exempt
Use this key to change taxable amounts to nontaxable amounts.

Taxable amount subtotal
Use this key to obtain taxable amount subtotal.

Text recall
Use this key to print preset characters.

Tip
Use this key to register tips.

Tray total
Use this key to display the total amount for all registrations from the last registration until this key is pressed or registrations between presses of this key.

Void
Use this key to invalidate preceding item data registered.

Printing read/reset reports

- **Daily sales read report (“X1” mode)**

  You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

- **Daily sales reset report (“Z1” mode)**

  You should print reset reports at the end of the business day.

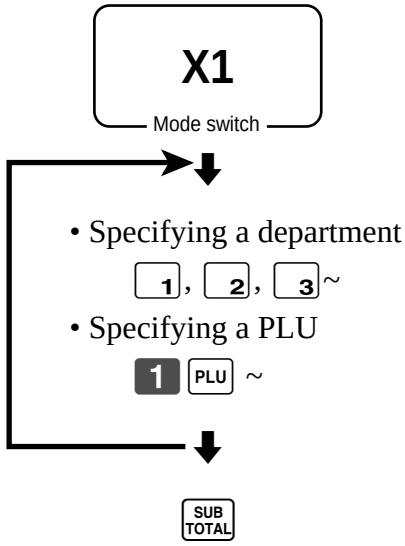
Important!

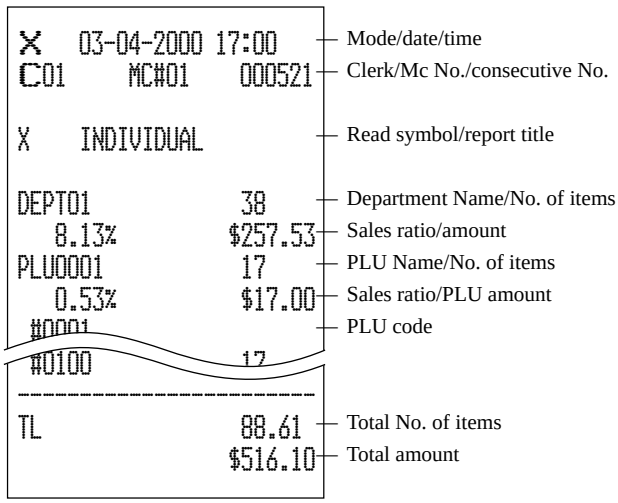
- The reset operation issues a report and also clears all sales data from the cash register's memory.
- Be sure to perform the reset operations at the end of each business day. Otherwise, you will not be able to distinguish between the sales data for different dates.

To print the individual department, PLU read report

This report shows sales for specific departments or PLUs.

OPERATION **REPORT**





After you finish to select items, press SUB TOTAL to terminate.

To print the financial read report

This report shows gross sales, net sales, cash in drawer and check in drawer.

OPERATION	REPORT

Operation:

1. X1 — Mode switch
2. Money declaration *1 (Cash in drawer amount #, #/NS or NS)
3. X / FOR / DATE TIME

Report:

X	FLASH		Read symbol/report title
		0000071	Command code
DECLA		$6,919.04	Declared cash in drawer *1
		$0.00	Difference (= declared - accumulated) *1
GROSS		111.15	Gross No. of items
		$7,054.14	Gross amount
NET	No	120	Net No. of customers
		$7,263.20	Net amount
CAID		$6,919.04	Cash in drawer
CHID		$178.60	Charge in drawer
FSID		$172.85	Food stamp in drawer
EBTTL		$6.00	EBT in drawer

To print the individual clerk read/reset report

This report shows individual clerk totals.

Operation:

1. X1/Z1 (read/reset) — Mode switch
2. Money declaration *1 (Cash in drawer amount #, #/NS or NS)
3. 2 0 0 1 7 CA/AMT TEND
4. □□□□ CA/AMT TEND — Enter the appricable clerk number.
5. SUB TOTAL

After you finish to select clerks, press SUB TOTAL to terminate.

Report:

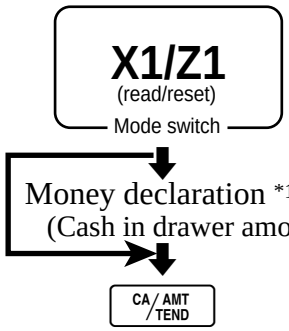
Z	CASHIER	0001	Read symbol/report title/reset counter
		0020017	Command code
DECLA		$6,919.04	Declared cash in drawer *1
		$0.00	Difference (= declared - accumulated) *1
C01		1	Clerk name/drawer No.
GROSS		421.25	Gross total
		$2,872.28	
NET	No	111	Net total
		$1,845.35	
CAID		$1,057.14	Cash in drawer
CHID		$139.04	
RF	No	1	Refund mode
		$1.00	
CLEAR	No	5	Clear key count
		$4.43	
C02		1	Clerk name/drawer No.

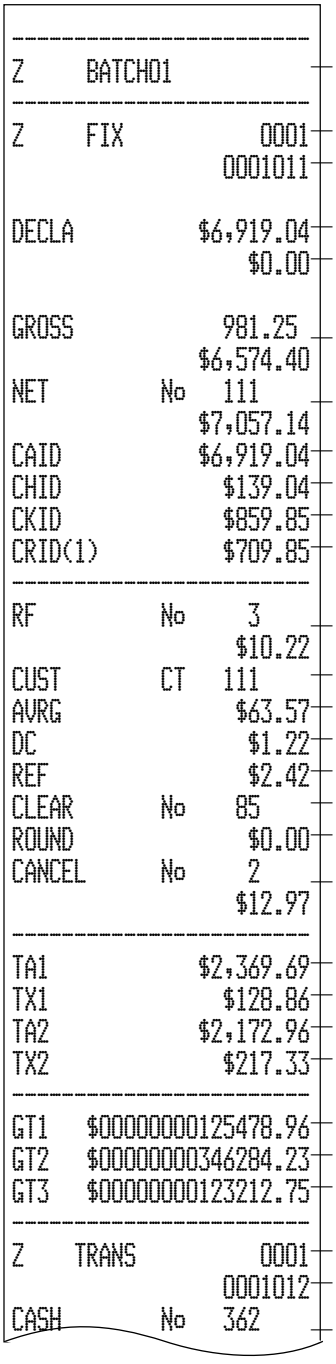
*1 Money declaration:
Count how much cash is in the drawer and input this amount (up to 10 digits).
The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.
Note that if money declaration is required by programming (page 67), you cannot skip this procedure.

To print the daily sales read/reset report

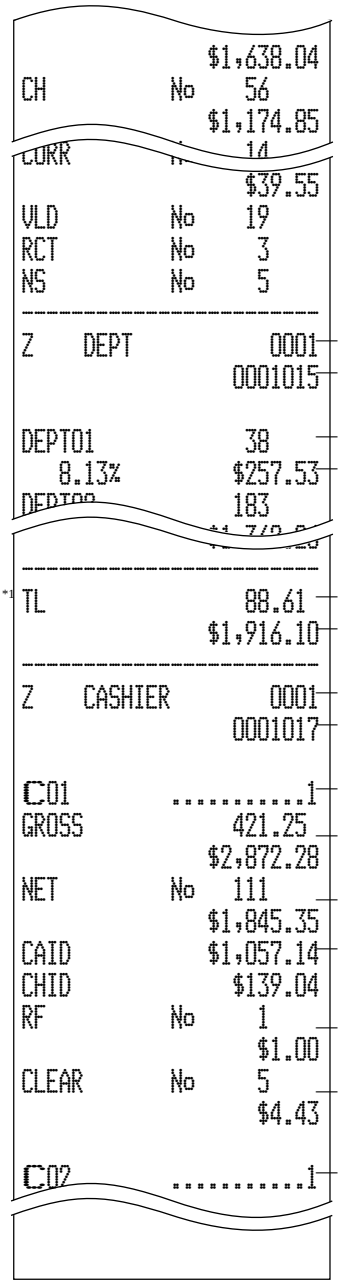
This report shows sales except for PLUs.

OPERATION





REPORT



*1 Money declaration:
Count how much cash is in the drawer and input this amount (up to 10 digits).
The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.
Note that if money declaration is required by programming (page 67), you cannot skip this procedure.

*2 Zero totalled departments/functions are not printed.

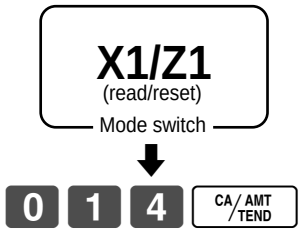
*3 These items can be skipped by programming.

*4 The "✱" symbol is printed on the reset report, memory overflow occurred in the counter/totalizer.

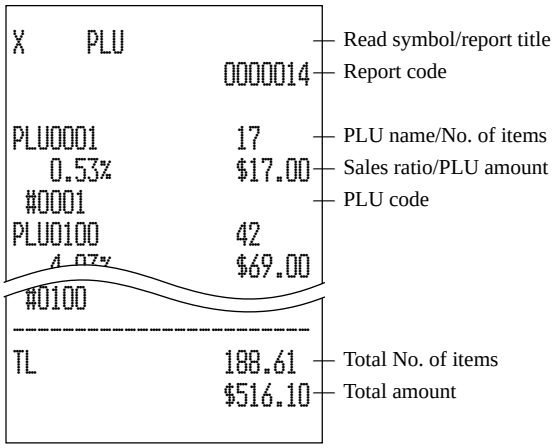
To print the PLU read/reset report

This report shows sales for PLUs.

OPERATION



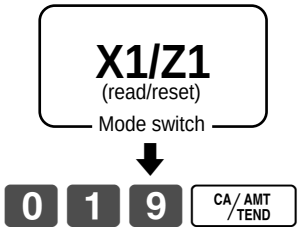
REPORT



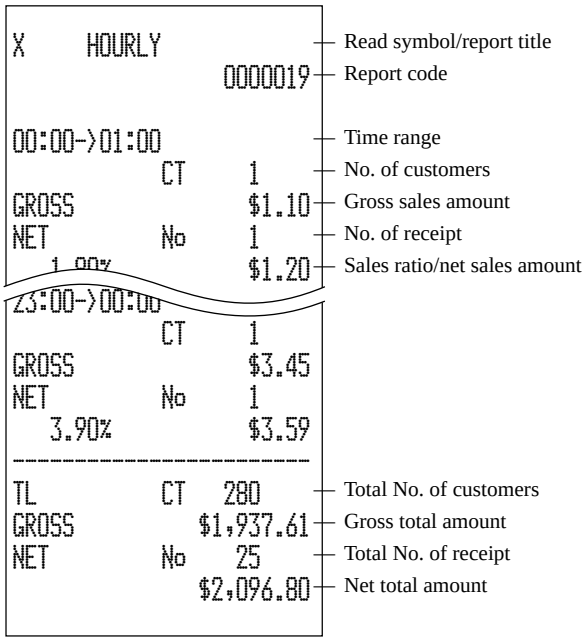
To print the hourly sales read/reset report

This report shows hourly breakdowns of sales.

OPERATION



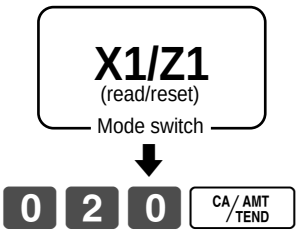
REPORT



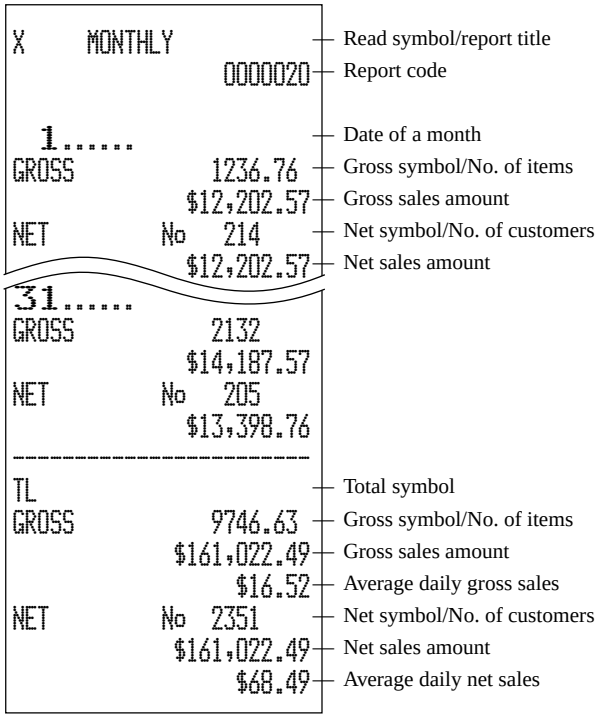
To print the monthly sales read/reset report

This report shows monthly breakdowns of sales.

OPERATION



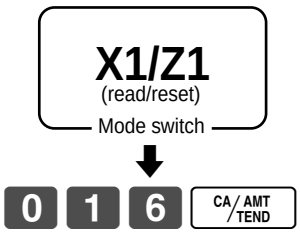
REPORT



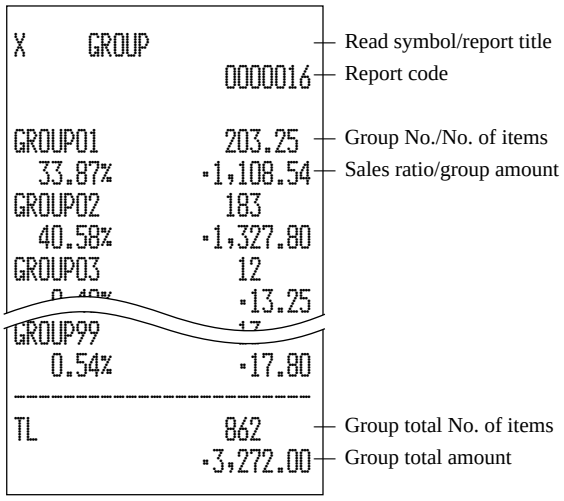
To print the group read/reset report

This report shows PLU/department group totals.

OPERATION



REPORT



- **Periodic sales read report (“X2” mode)**

  You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

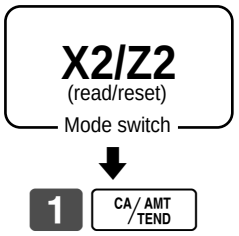
- **Periodic sales reset report (“Z2” mode)**

  You should print reset reports at the end of the business day.

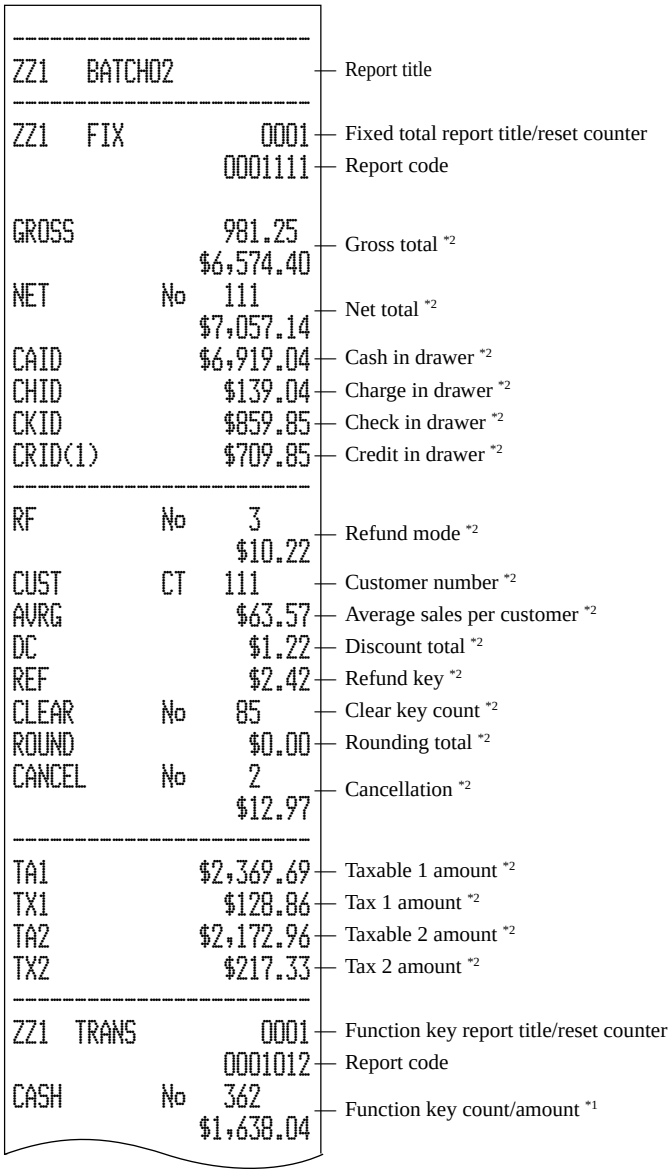
To print the periodic 1/2 sales read/reset reports

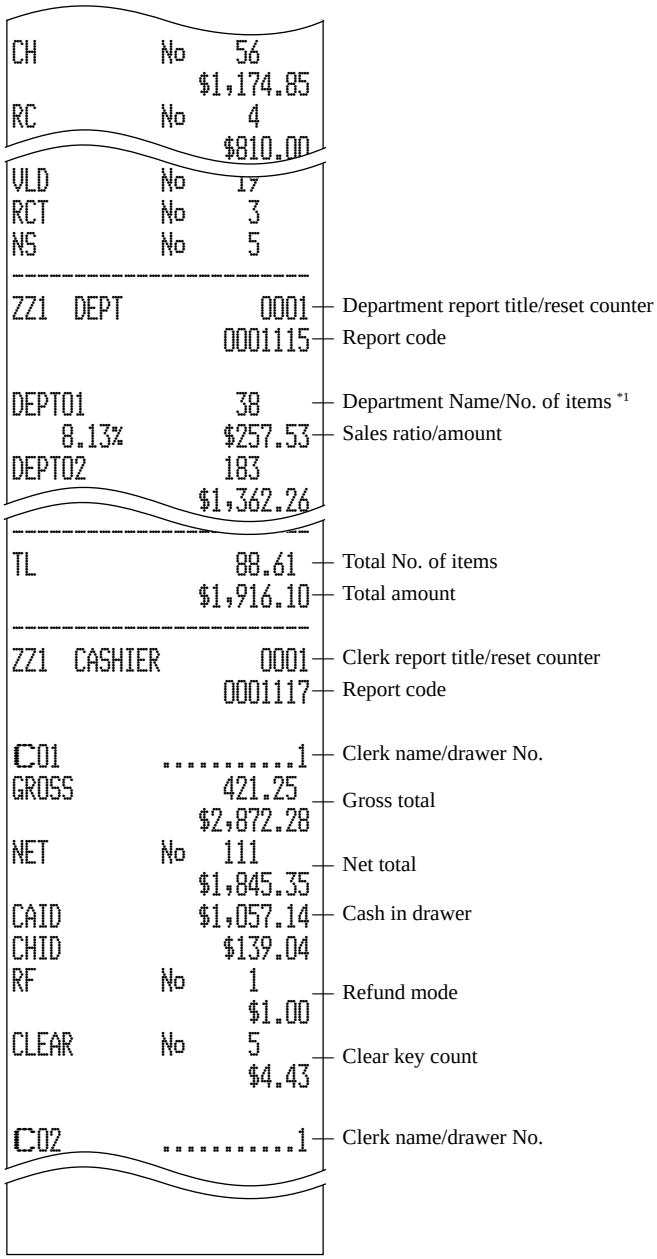
These reports show sales breakdowns of sales by any two kinds of period you want.

OPERATION



REPORT





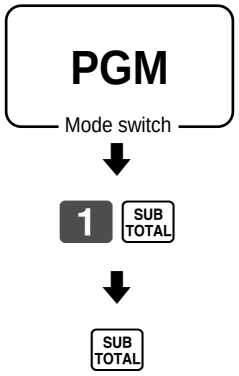
*1 Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

*2 These items can be skipped by programming.

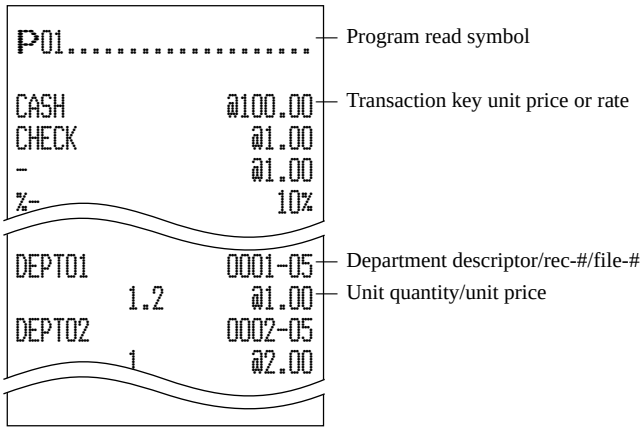
Reading the cash register's program

To print unit price/rate program (except PLU)

OPERATION

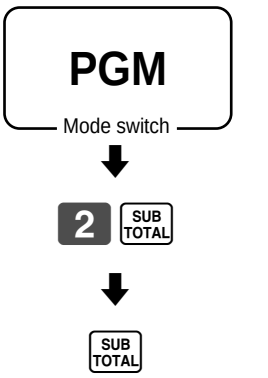


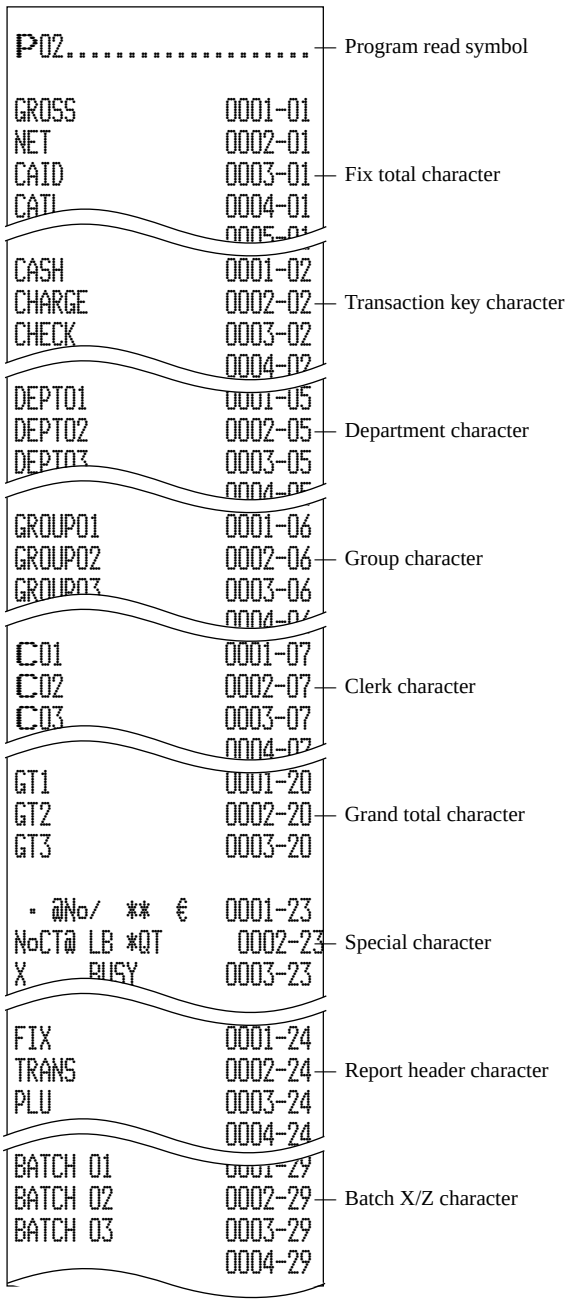
REPORT

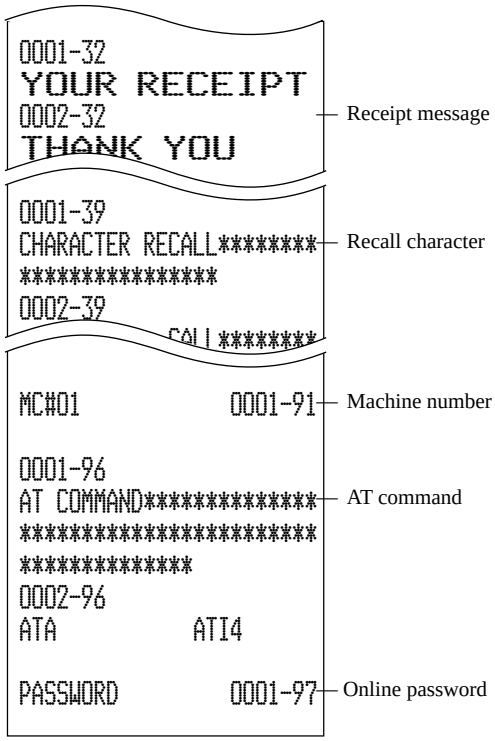


To print key descriptor, name, message program (except PLU)

OPERATION **REPORT**

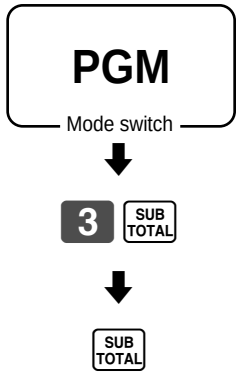


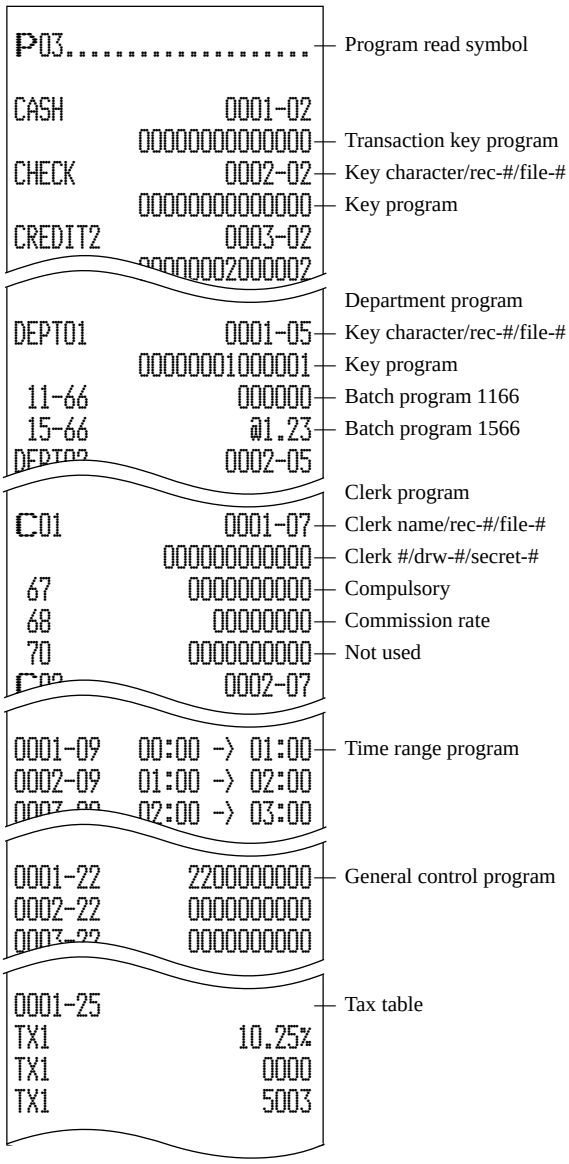


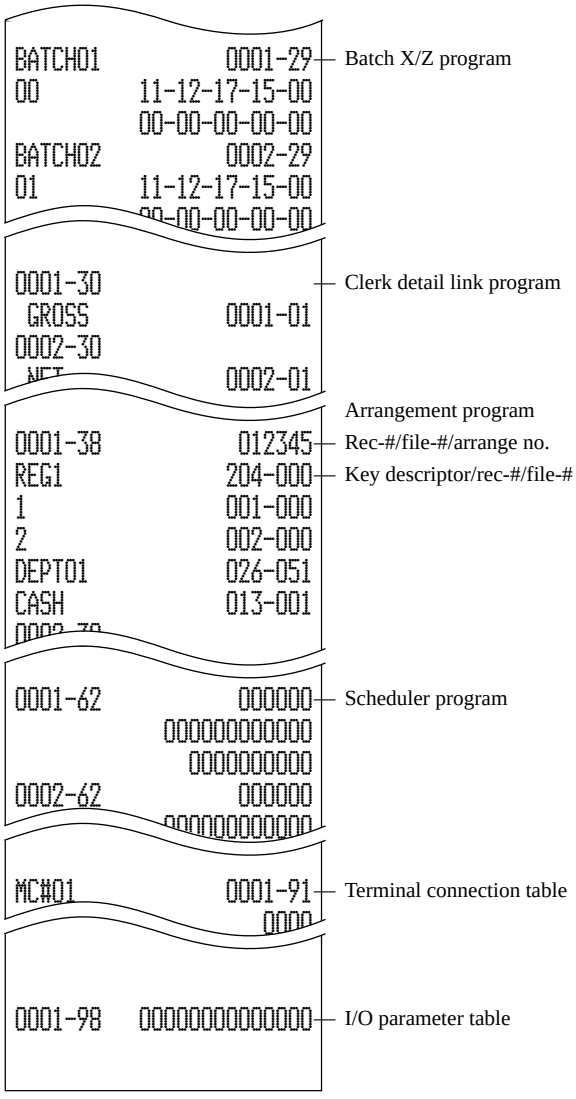


To print the general control program, compulsory and key program

OPERATION **REPORT**

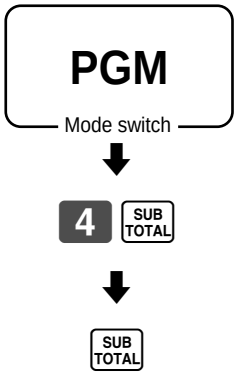


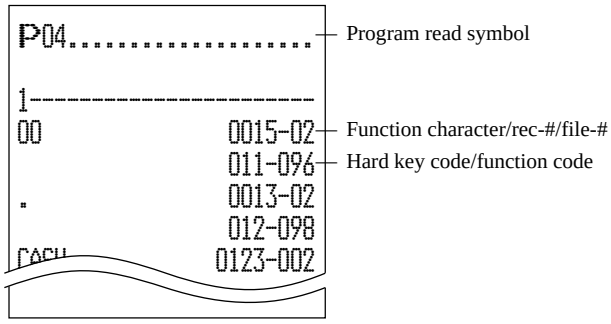




To print the keyboard layout program

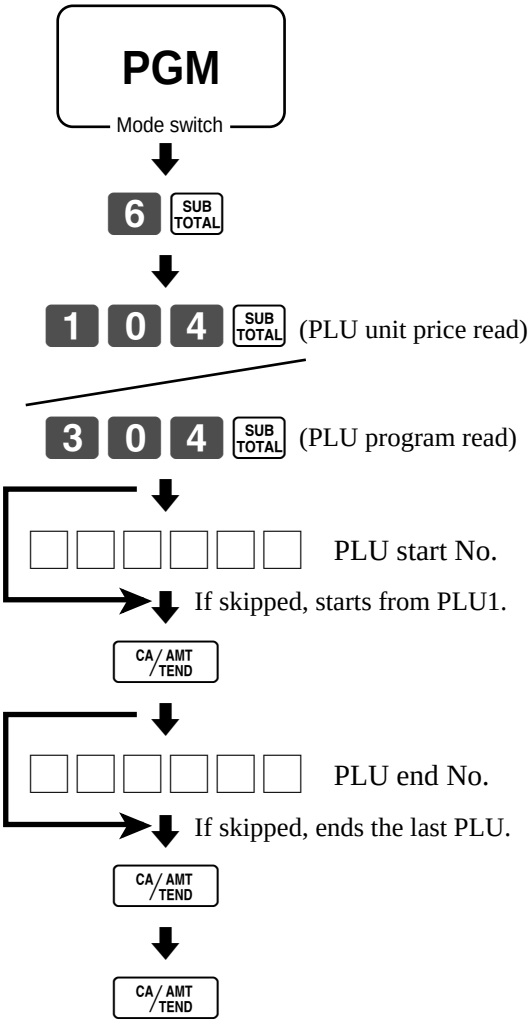
OPERATION **REPORT**

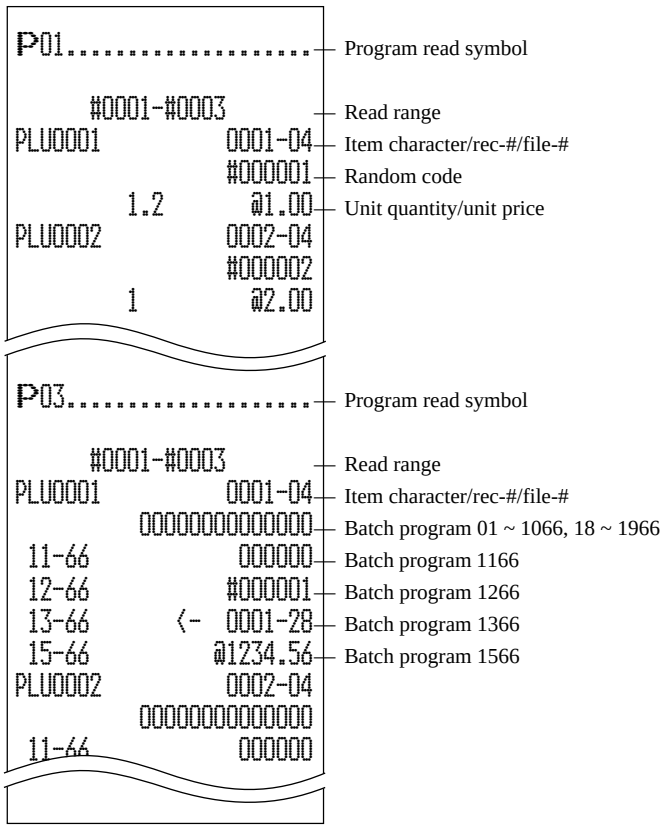




To print the PLU program

OPERATION **REPORT**





This section describes what to do when you have problems with operation.

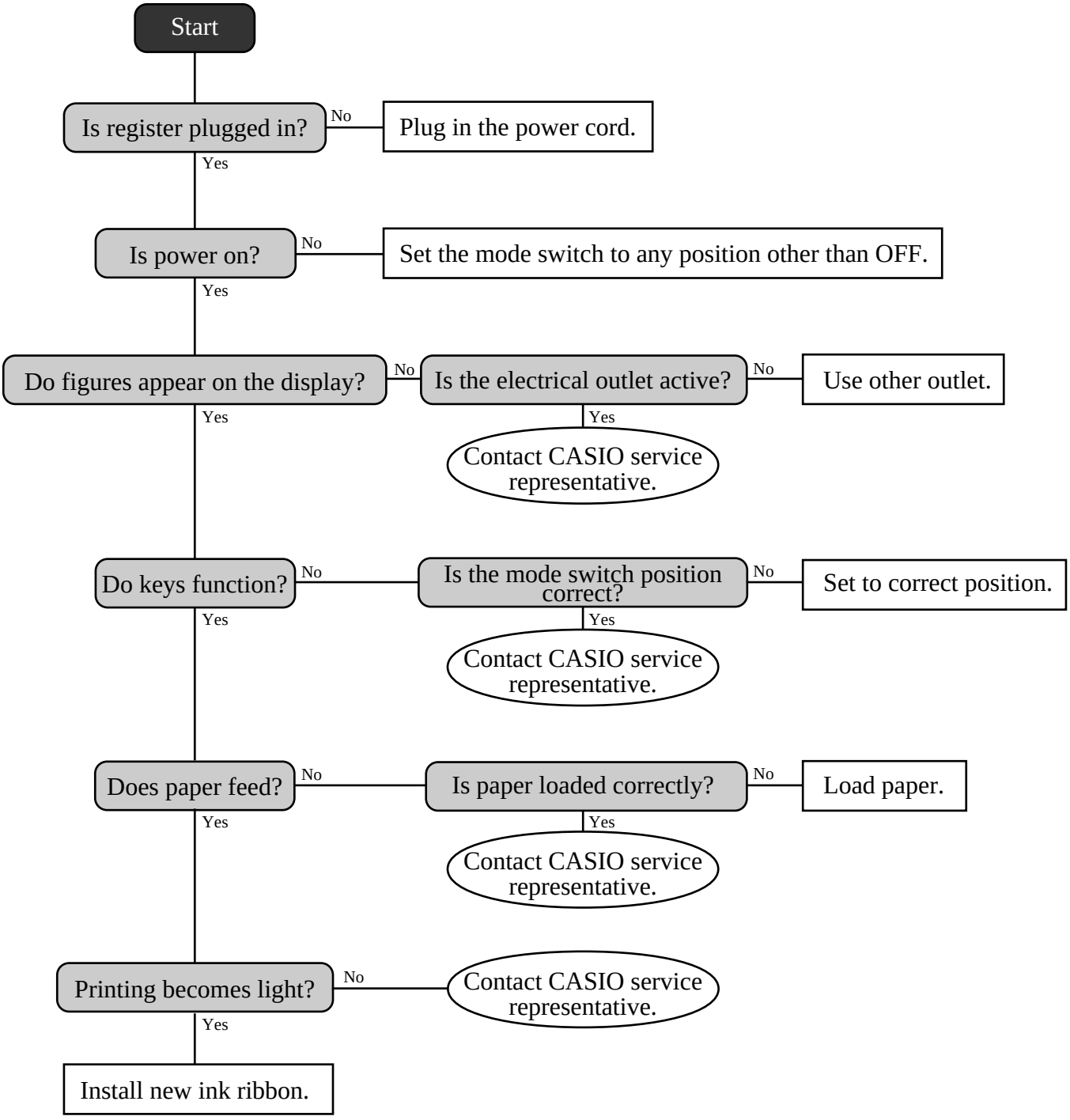
When an error occurs

Errors are indicated by an error codes. When this happens, you can usually find out what the problem is as shown below.

Error code	Meaning	Action
E001	Mode switch position changed before finalization.	Return the mode switch to its original setting and finalize the operation.
E003	Clerk button pressed before finalization of a registration being performed under another clerk button. The signed on clerk differs from the clerk performed the clerk interrupt registration.	Press the original clerk button and finalize the transaction before pressing another clerk button. Assign the proper clerk number.
E004	Initialization or unit lock clear operation in progress.	Complete operation.
E008	Registration without entering a clerk number.	Enter a clerk number.
E009	Operation without entering the password.	Enter password.
E010	Registration is made while the cash drawer is opened. The drawer is left open longer than the program time (drawer open alarm).	Close the drawer.
E011	Attempt to register while the cash drawer is open.	Shut the cash drawer.
E015	Printer error	
E016	Two consecutive transactions attempted in the refund mode.	Switch to another mode and then back to the RF mode for the next transaction.
E018	Attempt made to register an item without inputting a table number.	Input a table number.
E019	Finalize operation attemped without entering the number of customer.	Enter the number of customer.
E021	No department linked PLU is registered.	Correct the program.
E026	No condiment/preparation PLU is registered.	Register condiment/preparation PLU.
E029	Item registration is prohibited, while partial tender.	Finalize the transaction.
E030	Attempt made to finallize the transaction without registering rate-tax.	Register <RATE TAX>.
E031	Finalization of a transaction attempted without confirming the subtotal.	Press <SUBTOTAL>.
E032	Finalization of a transaction attmempted without confirming of the food stamp subtotal.	Press <FS/ST>.
E033	Finalize operation attempted without entering amount tender.	Enter the amount tendered.
E035	Change amount exceeds preset limit.	Input amount tendered again.
E036	Contents of the drawer exceed programmed limit.	Perform pick up operation.
E037	High amount lock out/low digit lock out error	Enter correct amount.
E038	Read/reset operation without declaring cash in drawer. This error appears only when this function is activated.	Perform money declaration.
E040	Attempt made to finalize a transaction without issuing a guest receipt.	Issue a guest receipt.
E041	Validation is not performed.	Perform validation operation.
E046	Registration buffer full.	Finalize the transaction.
E049	Index memory full.	Finalize and close the check number currently used.
E050	Detail memory full.	Finalize and close the check number currently used.
E059	Register items without specifying <EAT-IN> or <TAKEOUT>.	Press <EAT-IN> or <TAKEOUT>.
E075	Attempt to finalize a transaction when balance is less than or equal to zero.	Register item(s) until the balance becomes positive amount.
E139	Attempt to register <–>, <CPN>, or <VOID> when the balance becomes negative.	Enter proper minus/coupon amount.
E146	Arrangement file is full.	Set the arrangement properly.
E153	No random PLU code is set.	Set random PLU code.

When the register does not operate at all

Perform the following check whenever the cash register enter an error condition as soon as you switch it on. The results of this check are required by service personnel, so be sure to perform this check before you contact a CASIO representative for servicing.



Clearing a machine lock up

If you make a mistake in operation, the cash register may lock up to avoid damage to programs and preset data. Should it happens, you can use the following procedure to clear the lock up without losing any data.

1 Power off the register.
2 Insert the PGM key in the mode switch.
3 Press down [RECEIPT FEED], and turn the mode switch to PGM mode.
4 The display shows ten Fs, then release [RECEIPT FEED].
5 Press [SUB TOTAL]. The display shows ten Fs and issue a receipt.

Important!

If the register does not show ten Fs, never press [SUB TOTAL] and call service representative.

In case of power failure

If the power supply to the cash register is cut by a power failure or any other reason, simply wait for power to be restored. The details of any on-going transaction as well as all sales data in memory are protected by the memory backup batteries.

- Power failure during a registration
  The subtotal for items registered up to the power failure is retained in memory. You will be able to continue with the registration when power is restored.
- Power failure during printing a read/reset report
  The data already printed before the power failure is retained in memory. After power recovery, the register continues to issue report.
- Power failure during printing of a receipt and the journal
  Printing will resume after power is restored. A line that was being printed when the power failure occurred is printed in full.
- Other
  The power failure symbol is printed and any item that was being printed when the power failure occurred is reprinted in full.

The memory protection battery is constantly charging and discharging as you switch the cash register on and off during normal operations. This causes the capacity of the battery to decrease after approximately five years of use.

Important !

- Remember …a weak battery has the potential of losing valuable transaction data.
- A label on the back of the cash register shows the normal service period of the battery installed in your cash register.
- Have the battery replaced by your dealer within the period noted on this label.

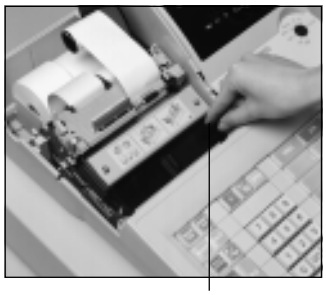
To replace the ink ribbon

1 Open the printer cover.

2 Remove the printer sub cover.

3 Pull up the knob of the ribbon cassette.

4 Load a new ink ribbon cassette into the unit.



Knob

5 Turn the knob on the right side of the cassette to take up any slack in the ribbon.

6 Replace the printer cover and printer sub cover.

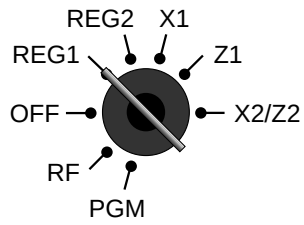
Important!

Use only the ERC-32(P) ribbon (purple). Other types of ink ribbons can damage the printer.

Never try to extend the life of an ink ribbon by replenishing the ink.

Once an ink ribbon is in place, press <#/NS> or <NS> to test for correct operation.

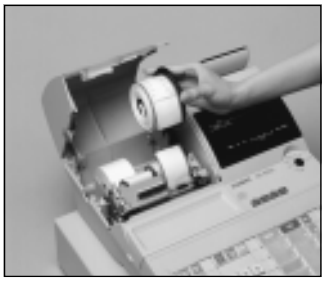
To replace journal paper



1. Set the mode switch to the REG1 position and remove the printer cover.

2. Press JOURNAL FEED to feed about 20 cm of paper.

3. Cut the journal paper at the point where nothing is printed.

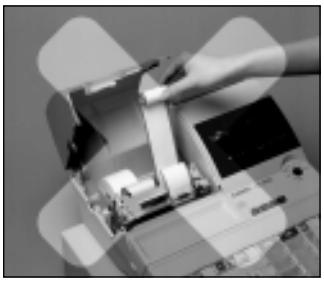


4. Remove the journal take-up reel from its holder.

5. Slide the printed journal from the take-up reel.

6. Cut the journal paper as shown in the photograph.

7. Press JOURNAL FEED to feed the remaining paper from the printer.



8. Do not pull the paper out of the printer by hand. It can damage the printer.

9. Remove the old paper roll from the cash register.

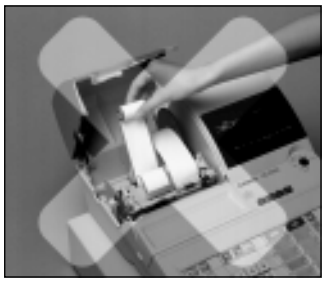
10. Load new paper as described on page 9 of this manual.

To replace receipt paper

Follow step ① under "To replace journal paper" on the previous page.

② Cut the receipt paper as shown in the photograph.

③ Press RECEIPT FEED to feed the remaining paper from the printer.



④ Do not pull the paper out of the printer by hand. It can damage the printer.

⑤ Remove the old paper roll from the cash register.

⑥ Load new paper as described on page 10 of this manual.

Options

Wetproof cover: WT-77

Consult with your CASIO dealer for details.

Specifications

Input method
- Entry: 10-key system, buffer memory 8 keys (2-key roll over)
- Department: Full key system

Display

Amount 10 digits (zero suppression); department No., PLU No., No. of repeats, total, change, receipt on/off, transaction indicator

Printer
- Receipt: Dot matrix alpha-numeric system 24 digits, receipt on/off key
  Store name or slogan is printed automatically
- Journal: Dot matrix alpha-numeric system 24 digits
  Automatic take up roll winding
  Journal paper near end sensor (option)
- Validation: 55 digits, one line, for 135 mm (minimum) wide slip
- Paper roll: 45 (W) × 83 (D) mm
- Paper feed: Separate for receipt and journal
- Print speed: 3.0 l/s

Listing capacity
- Amount: 99999999
- Quantity: 9999.999
- Tendered amount 9999999999
- Percent: 99.99
- Tax rate: 9999.9999
- Numbers: 9999999999999999

Chronological data
- Date print: Automatic date printout on receipt or journal, automatic calendar
- Time print: Automatic time printout on receipt or journal, 24-hour system

Alarm

Key catch tone, error alarm, sentinel alarm

Memory protection battery

48-hour full charge protects memories for approximately 90 days.
Battery should be replaced every five years.

Power supply/power consumption

See the rating plate.

Operation temperature

0˚C ~ 40˚C (32˚F ~ 104˚F)

Humiditiy

10 ~ 90%

Demensions and weight

454mm (H) × 410mm (W) × 332mm (D) /13kg
$17_{7/8}$" (H) × $16_{5/32}$" (W) × 13" (D)/28lbs. 11oz.
…with medium size drawer

Totalizers

Category	No. of totalizers	Contents: Amount (10 digits)	Contents: No. of items (6 integer/ 3 decimal)	Contents: Count (4 digits)	Contents: No. of customers (6 digits)	Periodic totalizers
Department	Up to 15	✔	✔			✔
PLU	Up to 100	✔	✔			
Clerk	10	✔	✔	✔		✔
Hourly sales	24	✔			✔	
Monthly sales	31	✔	✔		✔	
Transaction	Variable with program	Variable with program				✔
Non ressettable grand total	3	✔ (16 digits)				
Reset counter	12			✔		
Consecutive No.	1			✔ (6 digits)		

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CE-6000 User's Manual

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