ELECTRONIC CASH REGISTER PCR-T2000 THANK THANK YOUR RECEIPT YOUR RECEIPT CALL AGAIN !

GROCERY DAIRY H. B. A. FROZEN FOOD DELICATESSEN

CI Canada

## <u>USER'S MANUAL</u>



www.cashregisters.net

#### **Safety Precautions**

• To use this product safely and correctly, read this manual thoroughly and operate as instructed.

After reading this guide, keep it close at hand for easy reference.

Please keep all informations for future reference.

• Always observe the warnings and cautions indicated on the product.

#### About the icons

In this guide various icons are used to highlight safe operation of this product and to prevent injury to the operator and other personnel and also to prevent damage to property and this product. The icons and definitions are given below.



Indicates that there is a risk of severe injury or death if used incorrectly.

Indicates that injury or damage may result if used incorrectly.

#### **Icon examples**

To bring attention to risks and possible damage, the following types of icons are used.



The  $\triangle$  symbol indicates that it includes some symbol for attracting attention (including warning). In this triangle the actual type of precautions to be taken (electric shock, in this case) is indicated.



The  $\otimes$  symbol indicates a prohibited action. In this symbol the actual type of prohibited actions (disassembly, in this case) will be indicated.

The  $\bullet$  symbol indicates a restriction. In this symbol the type of actual restriction (removal of the power plug from an outlet, in this case) is indicated.



#### Handling the register



Should the register malfunction, start to emit smoke or a strange odor, or otherwise behave abnormally, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of fire and electric shock.

• Contact CASIO service representative.



Do not place containers of liquids near the register and do not allow any foreign matter to get into it. Should water or other foreign matter get into the register, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Contact CASIO service representative.



Should you drop the register and damage it, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Attempting to repair the register yourself is extremely dangerous. Contact CASIO service representative.

## 🗥 Warning!



Never try to take the register apart or modify it in any way. High-voltage components inside the register create the danger of fire and electric shock.
Contact CASIO service representative for all repair and maintenance.

#### Power plug and AC outlet



Use only a proper AC electric outlet (100V~240V). Use of an outlet with a different voltage from the rating creates the danger of malfunction, fire, and electric shock. Overloading an electric outlet creates the danger of overheating and fire.



Make sure the power plug is inserted as far as it will go. Loose plugs create the danger of electric shock, overheating, and fire.

• Do not use the register if the plug is damaged. Never connect to a power outlet that is loose.

Use a dry cloth to periodically wipe off any dust built up on the prongs of the plug. Humidity can cause poor insulation and create the danger of electric shock and fire if dust stays on the prongs.



Do not allow the power cord or plug to become damaged, and never try to modify them in any way. Continued use of a damaged power cord can cause deterioration of the insulation, exposure of internal wiring, and shorting, which creates the danger of electric shock and fire.

• Contact CASIO service representative whenever the power cord or plug requires repair or maintenance.



A Caution!

Do not place the register on an unstable or uneven surface. Doing so can cause the register — especially when the drawer is open — to fall, creating the danger of malfunction, fire, and electric shock.

#### Do not place the register in the following areas.

- Areas where the register will be subject to large amounts of humidity or dust, or directly exposed to hot or cold air.
- Areas exposed to direct sunlight, in a close motor vehicle, or any other area subject to very high temperatures.

#### The above conditions can cause malfunction, which creates the danger of fire.



Do not overlay bend the power cord, do not allow it to be caught between desks or other furniture, and never place heavy objects on top of the power cord. Doing so can cause shorting or breaking of the power cord, creating the danger of fire and electric shock.



Be sure to grasp the plug when unplugging the power cord from the wall outlet. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.



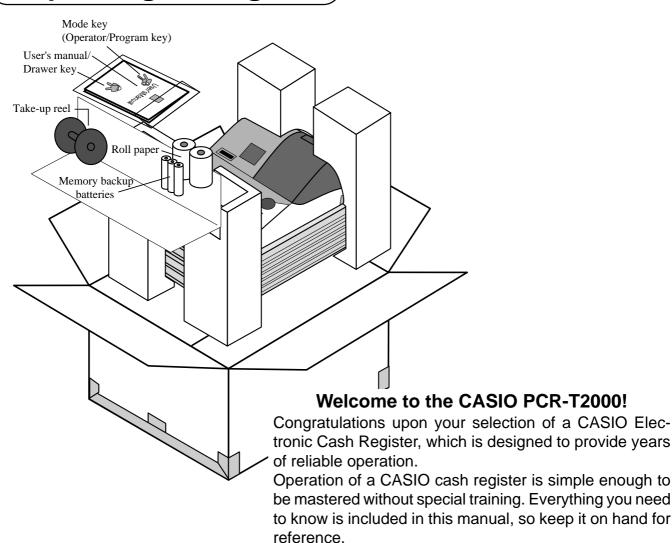
Never touch the plug while your hands are wet. Doing so creates the danger of electric shock. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.

Never touch the printer head and the platen.

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Remove the tape holding parts of the cash register in place.	
Install the three memory backup batteries.	
Install receipt/journal paper.	
Plug the cash register into a wall outlet.	
Insert the mode key marked "PGM" into the mode switch.	
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## Unpacking the register)



Consult your CASIO dealer if you have any questions about points not specifically covered in this manual.

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

**FCC 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.

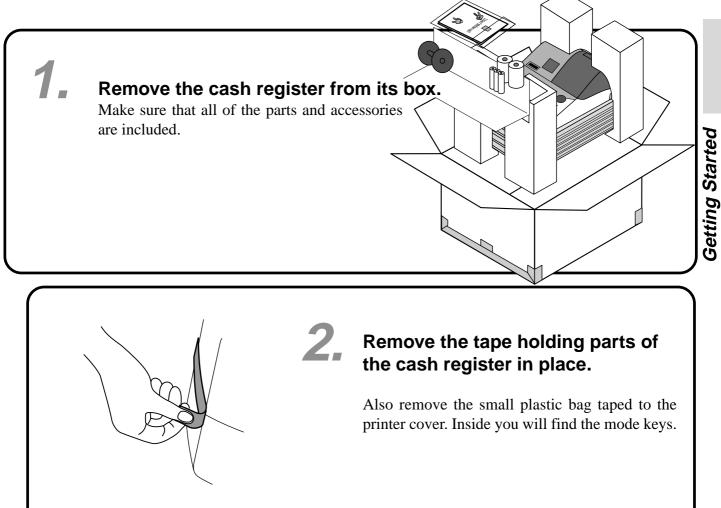
**WARNING:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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

Please keep all information for future reference.

## **Getting Started**

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.

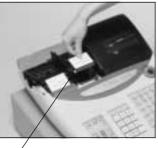


# Install the three memory backup batteries.

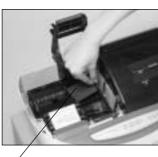


– printer cover

1. Remove the printer cover and open the platen arm.



—platen arm



2. Remove the battery compartment cover. Slide the cover and pull it up.

-----battery compartment cover



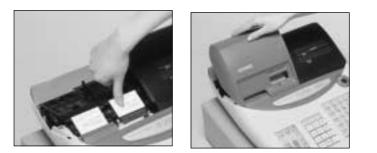
#### Install the three memory backup batteries. (continued...)





3. Note the (+) and (-) markings in the battery compartment. Load a set of three new SUM-3 (UM-3) batteries so that their positive (+) and negative (-) ends are facing as indicated by the markings.





- 4. Replace the battery compartment cover.
- 5. Close the platen arm and replace the printer cover.

#### Important!

These batteries protect information stored in your cash register's memory when there is a power failure or when you unplug the cash register. Be sure to install these batteries.

#### **Precaution!**

Incorrectly using batteries can cause them to burst or leak, possibly damaging the interior of the cash register. Note the following.

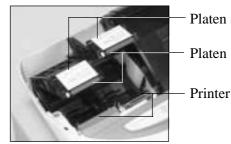
- Be sure that the positive (+) and negative (-) ends of the batteries are facing as marked in the battery compartment when you load them into the unit.
- Never mix batteries of different types.
- Never mix old batteries with new ones.
- Never leave dead batteries in the battery compartment.
- Remove the batteries if you do not plan to use the cash register for long periods.
- Replace the batteries at least once every two years, no matter how much the cash register is used during the period.

#### WARNING!

- Never try to recharge the batteries supplied with the unit.
- Do not expose batteries to direct heat, let them become shorted or try to take them apart.

Keep batteries out of the reach of small children. If your child should swallow a battery, consult a physician immediately.

#### 4\_ Install receipt/journal paper.



Platen arm

#### Important!

Take away the head protection sheet from the printer and close the platen arm.

#### Caution! (in handling the thermal paper)

- Never touch the printer head and the platen.
- Unpack the thermal paper just before your use.
- Avoid heat/direct sunlight.
- Avoid dusty and humid places for storage.
- Do not scratch the paper.
- Do not keep the printed paper under the following circumstances: High humidity and temperature/direct sunlight/contact with glue, thinner or a rubber eraser.

# To install receipt paper



Step 1

Remove the printer cover.



Step 2

Open the platen arm.



# Step 3

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





Put the leading end of the paper over the printer.

# Step 5

Close the platen arm slowly until it locks steadily.

# *Complete*

Replace the printer cover, passing the leading end of the paper through the cutter slot. Tear off the excess paper.



# To install journal paper



# Step 1

Remove the printer cover.





Open the platen arm.



# Step 3

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



Step 4

Put the leading end of the paper over the printer.





# Step 5

Close the platen arm slowly until it locks steadily.

# Step 6

Remove the paper guide of the take-up reel.











# Step 7

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

# Step 8

Replace the paper guide of the take-up reel.

# Step 9

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

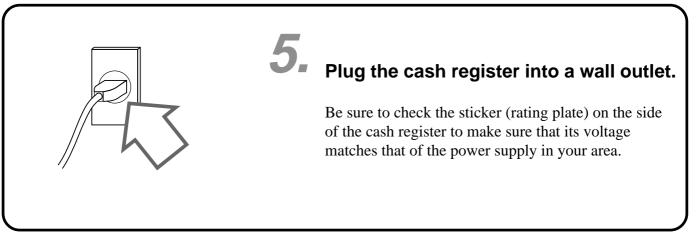
# Step 10

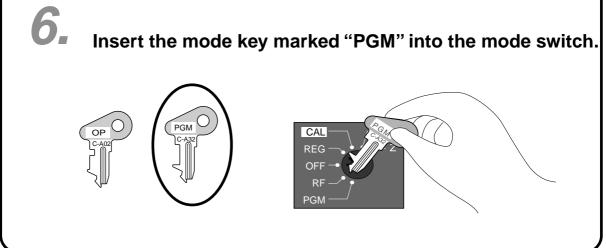
Press the with key to take up any slack in the paper.

During machine installation, press the with key after power on.

*Complete* 

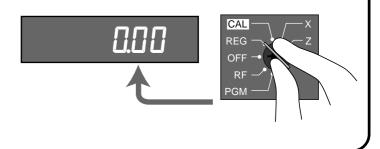
Replace the printer cover.

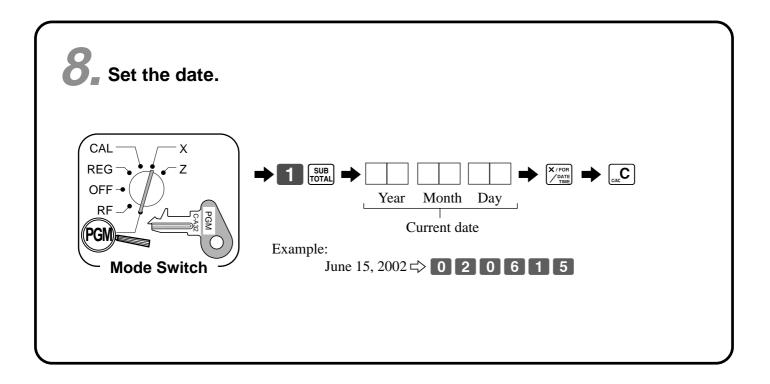


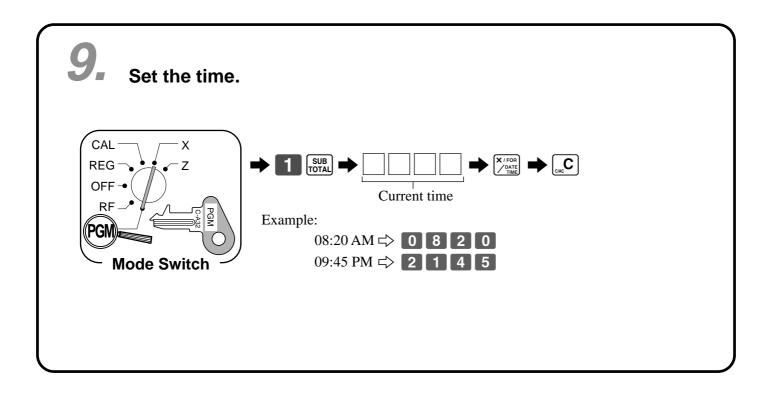


#### Turn the mode key to the "REG" position.

The display should change to the following.







# **Getting Started**

# **10.** Tax table programming

# Programming automatic tax calculation

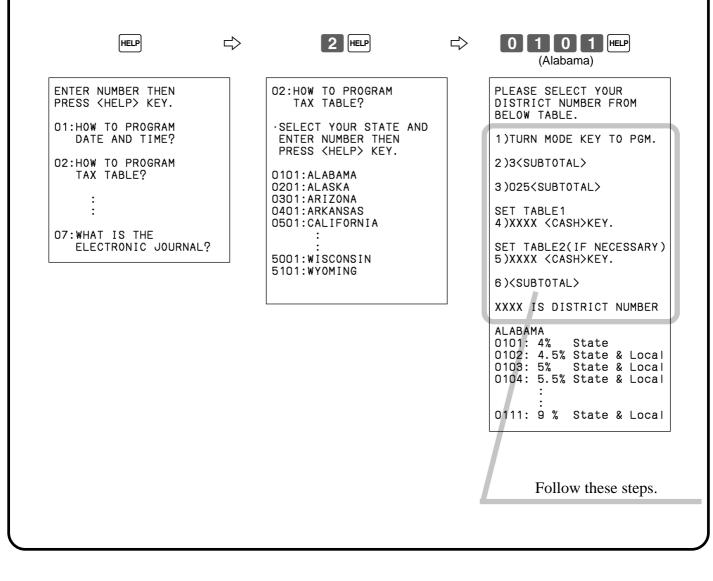
#### Important!

After you program the tax calculations, you also have to individually specify which departments (page 27) and PLUs (page 29) are to be taxed.

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 tax tables (U. S.) and four tax tables (Canada) that you can program for automatic calculation of three/four separate sales taxes.

#### Programming for the U.S. tax tables procedure

The procedure to setup the tax table is printed on the guidance receipt. First issue the guidance receipt by the HEP key and follow it to set the tax table.



# **10.** Tax table programming (continued)

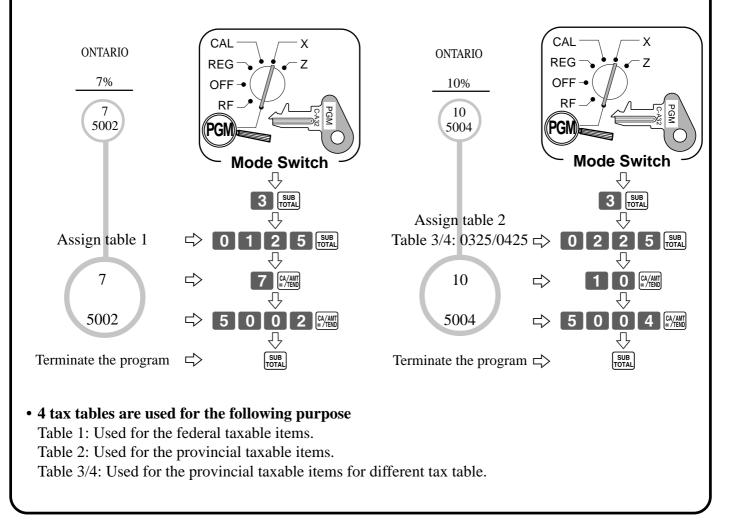
#### Programming for Canadian tax tables procedure

State sales tax calculation data tables for all of the states that make up all Canadian provinces are included on this page. This data is current as of October 30, 1994. Simply find your province in the tax tables and input the data shown in its table.

#### Programming tax table

Example 1: Federal tax 7% (Add-on/round-off)

Example 2: Ontario 10 % (Tax-on-tax/Round-off)



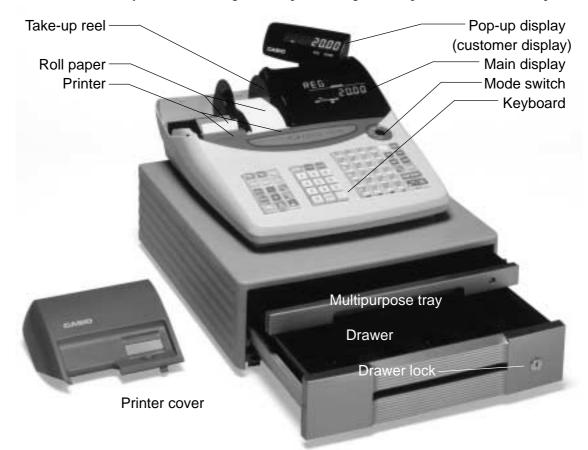
	*	. *	*	*	*	*			*	
	SCOTIA			NEW FOUNDLAND	ONTARIO	BRITISH COLUMBIA	MANITOBA/ SASKATCHEWAN	ONTARIO	P.E.I	QUEBEC
	10%	10%	10%	12%	12%	6%	6%	7%	8%	9%
CANADIAN TAX TABLES	10 5004	10 5004	10 5004	12 5004	$\begin{array}{c} 0 \\ 1 \end{array}$	0 1	6 5002	7 5002	$\begin{array}{c} 0 \\ 1 \end{array}$	9 9002
* Must be programmed into Tax					4 25	2 14			3 25	
table 2 ~ 4.					25 25	24 41			25 31	
					29 37	58 74			43 56	
					45 54					

#### Important!

Be sure you use the federal sales tax data with your provincial sales tax data. Even if your province use the same tax rate as another province, inputting the wrong data will result incorrect tax calculations.

#### **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 (page  $9 \sim 10$ ).

#### **Receipt On/Off key**

When you are using the printer for receipt printer, you can use this key (in the REG and RF

modes only) to turn the printer on and off. If a customer asks for a receipt while receipt printing is turned off by this key, you can issue a post-finalization receipt (page 45).



#### Mode key

There are two types of mode keys: the program key (marked "PGM") and the operator key (marked "OP"). The program key can be used to set the mode switch to any position, while the operator key can select the **REG, CAL** and **OFF** position.

#### 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.

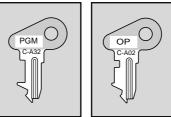
#### **Drawer lock**

Use the drawer key to lock and unlock the drawer.

#### **Multipurpose tray**

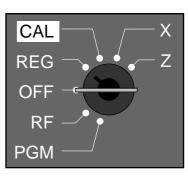
This tray can always be opened if the locking knob is in the unlock position.

Use the locking knob to lock and unlock this tray.



Program key

Operator key

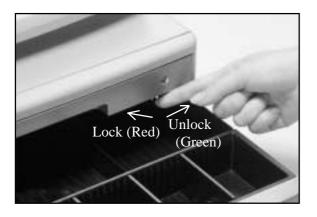


#### Mode switch

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

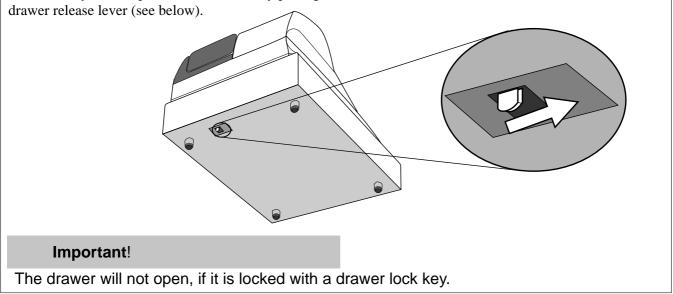
Mode Switch	Mode Name	Description	
Z	RESET	Reads sales data in memory and clears the data.	
X	<b>READ</b> Reads sales data in memory without clearing the		
CAL	CALCALCULATORUse this mode for calculator.		
REG	REGISTER	Use this mode for normal registration.	
OFF	OFF STAND-BY Cash register standing by.		
RF	REFUND	<b>VD</b> Use this mode to register refund transaction.	
PGM	PROGRAM	Use this mode for cash register programming.	

#### Lock/unlock the multipurpose tray



#### 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).



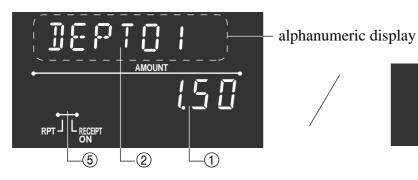
#### Displays

**Main Display** (alphanumeric + numeric display)

#### Pop-up (customer) display

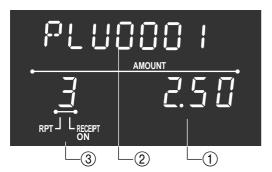
(numeric display)

#### Item registration (by department/PLU)

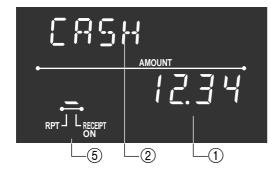




#### **Repeat registration**



#### **Totalize operation**



#### (1) Amount/Quantity

This part of the display shows monetary amounts. It also can be used to show the current time. (The current date is shown in the alphanumeric display.)

#### ② Item/Key descriptor

When you register an item or key, the item/key descriptor appears here.

Mode descriptor is also displayed here.

#### **③ Number of repeats**

Anytime you perform a repeat registration (page 26, 30), 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.

#### **④ Total/Change indicators**

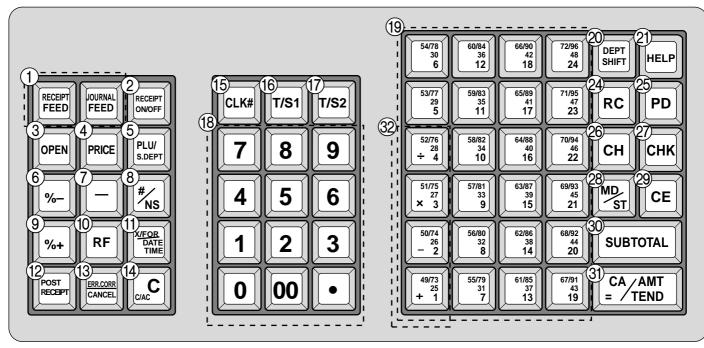
When the TOTAL indicator is lit, the displayed value is monetary total or subtotal amount. When the CHANGE indicator is lit, the displayed value is the change due.

#### **(5) Receipt on/off indicators**

When the register is in "issuing receipt" mode, under-bar sign is lit on this digit. (REG/RF mode, during standing-by only)

### Introducing PCR-T2000

#### Keyboard



#### Register Mode

(1) **Paper feed key** [FEED], [WIRNAL Hold this key down to feed paper from the printer.

(2) **Receipt on/off key** [NOW FOR THE STATUS (TRECEIPT) Use this key twice to change the status "receipt issue" or

"no receipt." In case of "receipt issue", the "RECEIPT ON" indicator is lit.

3 Open key OPEN

Use this key to temporarily release a limitation on the number of digits that can be input for a unit price.

- (4) **Price key PRICE** Use this key to register unit prices for subdepartment.
- (5) PLU/Subdepartment key Use this key to input PLU (subdepartment) numbers.
- (6) Discount key % Use this key to register discounts.
- ⑦ Minus key 🗕

Use this key to input values for subtraction.

(8) Non-add/No sale key **#**/<sub>NS</sub>

Non-add key: Use this 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) **Premium key** (%+)

Use this key to register premiums.

1 Refund key RF

Use this key to input refund amounts and void certain entries.

for the U.S.

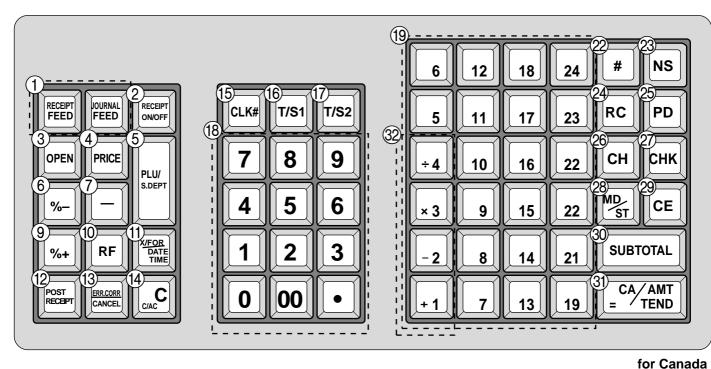
#### (1) Multiplication/For/Date/Time key $\begin{bmatrix} x_{i \text{ for }} \\ y_{i \text{ met}} \end{bmatrix}$

Use this key to input a quantity for a multiplication and registration of split sales of packaged items. Between transactions, this key displays the current time and date.

- Post receipt key [POST]
   Use this key to produce a post-finalization receipt (page 45).
- (13) Error correct/Cancel key

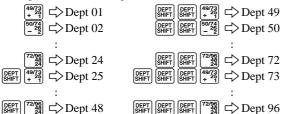
Use this key to correct registration errors and to cancel registration of entire transactions.

- Clear key C
   Use this key to clear an entry that has not yet been registered.
- (5) Clerk number key CLK#Use this key to sign clerk on and off the register.
- (6) Tax shift 1 key T/S1 Use this key without a numeric entry to change the Taxable 1 status of the next item.
- Tax shift 2 key T/S2
   Use this key without a numeric entry to change the Taxable 2 status of the next item.
- (8) Ten key pad 0, 1, ~ 9, 00, · Use these keys to input numbers.
- (9) Department keys  $\begin{pmatrix} 49/73\\ + & 2 \end{pmatrix}$ , ~  $\begin{pmatrix} 72/96\\ 23 \end{pmatrix}$  (+ 1, ~ 24) Use these keys to register items to departments.



#### 2 Department shift key DEPT SHIFT

Use this key to shift the department key number from 1 through 24 to 25 through 48, 49 to 72, 73 to 96.



2) Help key HELP

Use this key to look up the procedures to set date/time, tax table etc.

2 Non-add key #

Use this key to print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.

#### 3 No sale key NS

Use this key to open the drawer without registering anything.

24 Received on account key RC

Use this key following a numeric entry to register money received for non-sale transactions.

25 Paid out key [PD]

Use this key following a numeric entry to register money paid out from the drawer.

26 Charge key СН

Use this key to register a charge sale.

- Check key CHK Use this key to register a check tender.
- (28) Merchandise subtotal key Use this key to display and print the current subtotal (excludes add-on tax) amount.
- Currency exchange key CE Use this key for calculating subtotal amounts or paying amount due in foreign currency (page 65).
- Subtotal key TOTAL Use this key to display and print the current subtotal (includes add-on tax) amount.
- (3) Cash amount tendered key Use this key to register a cash sale.

#### • Calculator Mode

- 6 Percent key <sup>%-</sup>
- (4) Clear/All clear key C
- 18 Ten key pad **0**, **1**, ~ **9**, 00, **·**
- (8), (2) Drawer open key  $[\#_{NS}]$ , [NS]
- 24 Memory recall key RC
- 3 Equal key AMT
- 3 Arithmetic operation key  $\begin{pmatrix} 49/73\\ + & 2\\ & 2 \end{pmatrix}$ ,  $\begin{bmatrix} 50/74\\ & 2\\ & 2 \end{pmatrix}$ ,  $\begin{bmatrix} 51/75\\ \times & 3\\ & 2 \end{bmatrix}$  and  $\begin{bmatrix} 52/76\\ \div & 4\\ \div & 4 \end{bmatrix}$ 
  - $(\pm 1), (-2), (\times 3)$  and  $(\pm 4)$

# How to read the printouts

- The journal and receipts are records of all transactions and operations.
- The contents printed on receipts and journal are identical, except the date printing line. (The date line is printed on receipts and reports.)
- You can choose the journal skip function (page 46). 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.
  - Time
  - Consecutive number
  - Taxable status
  - Taxable amount

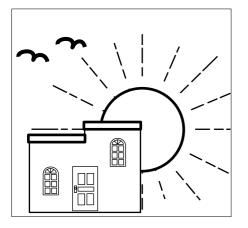
<b>Receipt Sample</b>			l Sample s Included)	Journal Sample (Item lines Skipped)
	]		l height)	(half height)
**************************************	<ul> <li>Logo message or graphic logo</li> <li>Commercial message</li> <li>Mode/Date/Time</li> <li>Clerk/Machine No.</li> <li>-Consecutive No.</li> <li>Taxable amount with tax rate</li> <li>Tax total</li> <li>Item counter</li> <li>Bottom message</li> </ul>	REG CLERK 01 DEPT01 DEPT02 TAX-AMT 1 TAX 1 TAX 1 TAX 2 REG CLERK 01 DEPT01 DEPT02 5 X DEPT03 TAX-AMT 2 TAX 1 TAX 1 TAX 1 TAX 1 TAX 2 TAX 2 TAX TOTAL CASH CLERK 01 DEPT01 DEPT02 5 X DEPT03	$\begin{array}{c} 12:33\\0001-000122\\11&$1.00\\11&$2.00\\$3.00\\$0.15\\$0.15\\$0.15\\$3.15\\$12:34\\0001-000123\\11&$1.00\\11&$2.00\\$0.10\\11&$2.00\\$0.15\\$5.00\\4\%&$0.20\\$0.35\\$5.00\\4\%&$0.20\\$0.35\\$5.00\\4\%&$0.20\\$0.35\\$10.00\\$1.65\\$001-000124\\11&$1.00\\11&$2.00\\$01-000124\\11&$1.00\\11&$2.00\\$01-000124\\11&$1.00\\11&$2.00\\$01.00\\12&$5.00\end{array}$	REG       06-15-2002       12:32         CLERK       01       0001-003:20         5%       \$0.10         5%       \$0.10         CASH       2No         REG       06-15-2002       12:33         CLERK       01       0001-000122         TAX       \$\$       \$\$         TAX       \$\$       \$\$         CLERK       01       0001-003123         TAX       \$\$       \$\$         CLERK       01       0001-003123         TAX       \$\$       \$\$         CLERK       01       0001-003123         TAX       \$\$       \$\$         TAX       \$\$       \$\$         CLERK       01       0001-003123         TAX       \$\$       \$\$         TAX       \$\$       \$\$         CASH       \$\$       \$\$         CHANGE       \$\$       \$\$         CHANGE       \$\$       \$\$         CHANGE       \$\$       \$\$         CASH       \$\$       \$\$         CHANGE       \$\$       \$\$         CLERK       01       \$\$         SO       1001-000124

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 58 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 11
• Check to make sure there is enough paper left on the roll.	Page 9, 10
• Read the financial totals to confirm that they are all zero.	Page 73
• Check the date and time.	Page 24

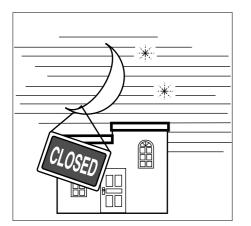
#### **DURING business hours...**

- Register transactions.
- Periodically read totals.

#### Page 25 Page 72



#### AFTER business hours...



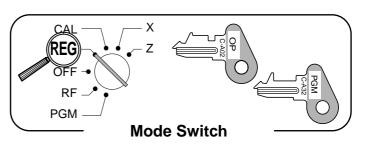
- Reset the daily totals. Page 43
- Remove the journal.
- Empty the cash drawer and leave it open.
- Take the cash and journal to the office.

Page 84

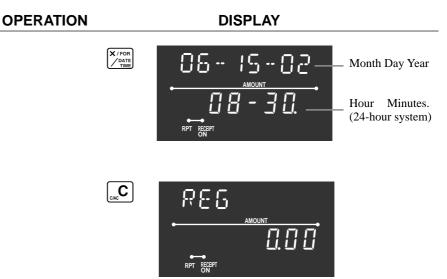
Page 18

#### Displaying the time and date

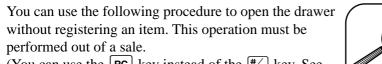
You can show the time and date on the display of the cash register whenever there is no registration being made.



#### To display and clear the time and date



#### Preparing coins for change



(You can use the **RC** key instead of the  $\#_{NS}$  key. See page 39.)

#### Opening the drawer without a sale

OPERATION

REG OFF • C RF • PGM Mode Switch

RECEIPT

Х



6-15-2002	08	3: 0	-	-	0	0	1	

# Preparing and using department keys

#### **Registering department keys**

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

#### Single item sale

#### Examp

Payment

Cash

\$1.00

Example 1			OPERATION	RECEIPT	
Item Payment	Unit price Quantity Dept. Taxable Cash	\$1.00 1 (1) \$1.05	1 00 Unit price + 1 Department	REG       06-15-2002       08:40       -         000002-       000002-         DEPT01       T1       \$1.00-         TAX-AMT       \$1.00-         TAX       \$0.05-         CASH       \$1.05-	- Taxable amount 1
Example 2			OPERATION	RECEIPT	
Item 1	Unit price Quantity Dept.	\$1.00 1 25	Designating from department 25 to 48, press	REG 06-15-2002 08:40 000003 DEPT25 \$1.00	
Item 2	Unit price Quantity Dept. Unit price	\$2.00 1 49 \$3.00	(-2 - shows), 49 to 72, press ﷺ twice, (-3 - shows), 73 to 96, press ∰ three times	DEPT49         \$2.00           DEPT73         \$3.00           TOTAL         \$6.00           CASH         \$10.00           CHANGE         \$4.00	
Item 3	Quantity Dept.	1 73	(- 4 - shows).		
Payment	Cash	\$10.00	DEPT SHIFT DEPT SHIFT SHIFT 49/73 + 25 3 00		
			DEPT DEPT DEPT SHIFT SHIFT 49/73 SHIFT SHIFT SHIFT + 21 1 0 00 CA/ANT =/TEND		
Example 3			OPERATION	RECEIPT	
Item	Unit price Quantity Dept. Tax status	\$1.00 1 3 $(1/2) \rightarrow 2$ \$1.00	T/S1 3 00 × 3 Shifting taxable dept. to nontaxable by depressing T/S1, T/S2 before numeric.	REG 06-15-2002 08:40 000004 DEPT03 T2 \$3.00 TAX-AMT 2 \$3.00 TAX 2 \$0.30 CASH \$3.20	– Tax status symbol – Taxable amount 2 – Tax amount 2

CASH

CA/AMT =/TEND

Х

Ζ

**Mode Switch** 

ę

CA

REĞ

OFF

RF PGM

25 E

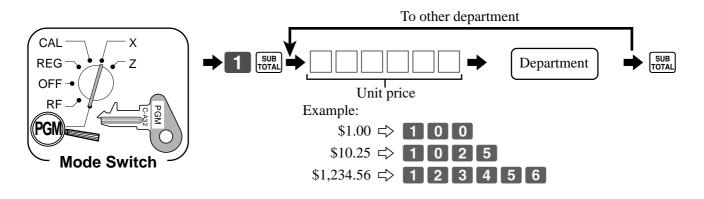
\$3.30

#### Repeat

·	OPERATION	RECEIPT
Unit price\$1.50ItemQuantity3Dept.3Taxable(1/2)PaymentCash\$10.00	1 5 0 × 3 × 3 × 3 SUB TOTAL 1 0 00 4/400	REG       06-15-2002       08:45         000003         DEPT03       T1T2       \$1.50         DEPT03       T1T2       \$1.50         DEPT03       T1T2       \$1.50         DEPT03       T1T2       \$1.50         TAX-AMT 1       \$4.50         TAX 1       \$0.23         TAX-AMT 2       \$4.50         TAX 2       \$0.45         TOTAL       \$5.18         CASH       \$10.00         CHANGE       \$4.82
	OPERATION	RECEIPT
ItemUnit price\$1.00Quantity12.5Dept.3Taxable(1/2)PaymentCash\$20.00	1 2 . 5 Quantity (4-digit integer/2-digit decimal) 1 00 × 3 SUB 2 0 00 2 4 00 00	REG       06-15-2002       08:50       Quantity/unit price         12.5       X       @1.00       Quantity/unit price         DEPT03       T1T2       \$12.50       TAX-AMT 1       \$12.50         TAX - AMT 1       \$12.50       TAX 1       \$0.63         TAX - AMT 2       \$12.50       TAX 2       \$1.25         TAX 2       \$1.25       TOTAL       \$1 4.38         CASH       \$20.00       CHANGE       \$5.62
Split sales of packaged item	S	
	OPERATION	RECEIPT
ItemUnit price\$10.00Quantity3 / 4Dept.3Taxable(1/2)PaymentCash\$20.00	3       Image: Constraint of the second	REG       06-15-2002       08:55       000007         3       X       Quantity         024       /       10.00       Package quantity/         DEPT03       T1T2       \$7.50         TAX-AMT 1       \$7.50       TAX 1       \$0.38         TAX-AMT 2       \$7.50       \$7.50       \$7.50         TAX 1       \$0.38       \$6.33         TAX 2       \$0.75       \$0.75         TOTAL       \$8.63       \$10.00         CHANGE       \$1.37

#### 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 13 for information on setting up the tax tables.

:

DEPT

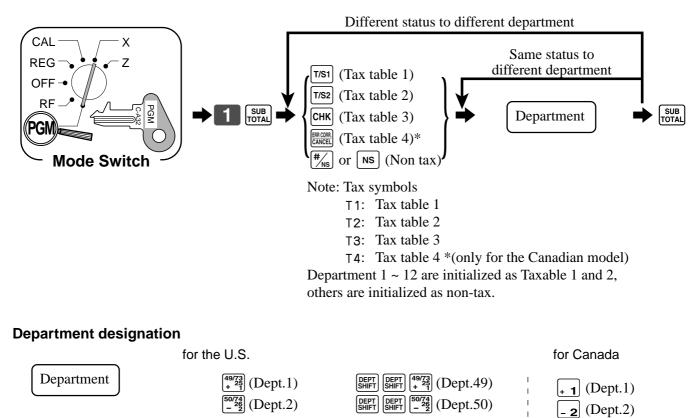
DEPT

<sup>72/96</sup> (Dept.24)

 $\begin{bmatrix} 49/73 \\ + & 21 \end{bmatrix}$  (Dept.25)

 $\begin{bmatrix} 2/96 \\ 48 \\ 24 \end{bmatrix}$  (Dept.48)

#### **Programming procedure**



DEPT DEPT

DEPT

DEPT DEPT

DEPT

DEPT

DEPT

:

 $\frac{72/96}{48}$  (Dept.72)

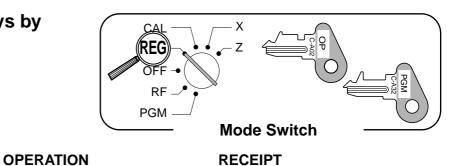
 $\begin{bmatrix} 49/73 \\ + & 21 \end{bmatrix}$  (Dept.73)

(Dept.96) (2010)

**27** E

24 (Dept.24)

# Registering department keys by programming data



#### **Preset price**

	Unit price	(\$1.00)			
Item	Quantity	1			
	Dept.	1			
	Taxable	(No)			
Payment	Cash	\$1.00			
() D $(1)$					

		RECEIF	<b>'</b>	
(49/73) + 25 + 1 CA/AMT =/TEND	REG DEPTI CASH	06-15-2002 01	08:55 000005 \$1.00 \$ <b>1.00</b>	<ul> <li>Department descriptor/unit price</li> </ul>

(): Preset value

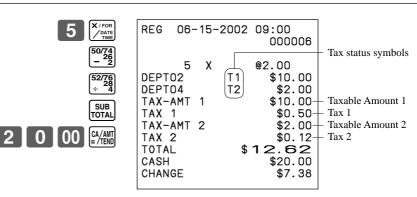
#### Preset tax status (Add-on tax)

Item 1	Unit price	(\$2.00)
	Quantity	5
	Dept.	2
	Taxable	(1)
	Unit price	(\$2.00)
T	Quantity	1
Item 2	Dept.	4
	Taxable	(2)
Payment	Cash	\$20.00

(): Preset value

OPERATION

RECEIPT



# Preparing and using PLUs

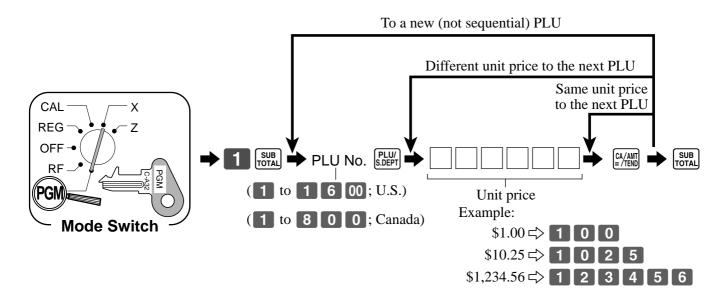
This section describes how to prepare and use PLUs.

#### CAUTION:

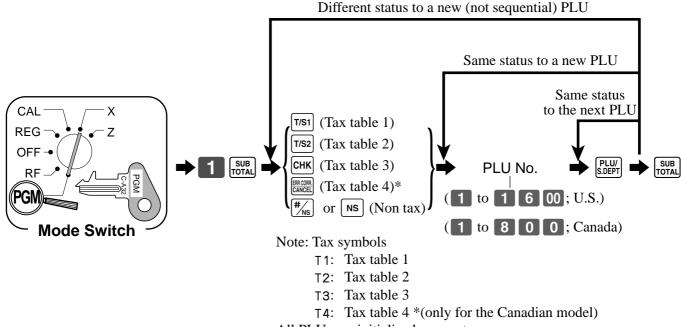
Before you use PLUs, you should first tell the cash register how it should handle the registration.

#### **Programming PLUs**

#### To program a unit price for each PLU



To program tax calculation status for each PLU



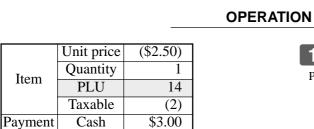
All PLUs are initialized as non-tax.

#### **Registering PLUs**

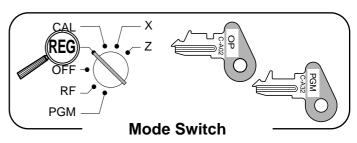
The following examples show how you can use PLUs in various types of registrations. Registering by subdepartment, see the "Convenient

Operations and Setups" on page 62.

#### PLU single item sale



(): Preset value



RECEIPT

<b>14</b> PLU code	REG 06-15-2002	09:10 000008	
PLU/ S.DEPT SUB TOTAL 3 00 CA/AMT =/TEND	PLU0014 T2 TAX-AMT 2 TAX 2 TOTAL CASH CHANGE	\$2.50 \$2.50 \$0.25 \$2.75 \$3.00 \$0.25	_ PLU descriptor/ unit price

#### **PLU** repeat

Item	Unit price	(\$2.50)
	Quantity	3
	PLU	14
	Taxable	(2)
Payment	Cash	\$10.00

(): Preset value

1 4 PLU/ S.DEPT	REG C	6-15-	2002	09:15 000009
S.DEPT PLU/ S.DEPT SUB TOTAL 1 0 00 C4/AMT =/TEND	PLU001 PLU001 TAX-AM TAX 2 TOTAL CASH CHANGE	4 4 IT 2	T2 T2 T2	\$2.50 \$2.50 \$7.50 \$0,75 \$8.25 \$10.00 \$1.75

#### **PLU** multiplication

Item	Unit price	(\$1.20)		
	Quantity	15		
	PLU	2		
	Taxable	(2)		
Payment	Cash	\$20.00		
(): Preset value				

**OPERATION** 

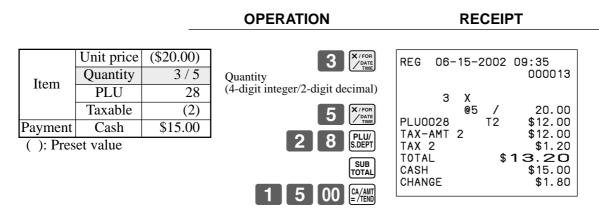
**OPERATION** 

RECEIPT

RECEIPT

Quantity	REG	06-	-15-	2002	09:20 000010
(4-digit integer/2-digit decimal)		15	х		@1.20
2 PLU/ S.DEPT	PLUO TAX-			Τ2	\$18.00 \$18.00
SUB	TAX	_		•	\$1.80
TOTAL	TOTA	L		\$	19.80
	CASH				\$20.00
	CHAN	GE			\$0.20

#### PLU split sales of packaged item



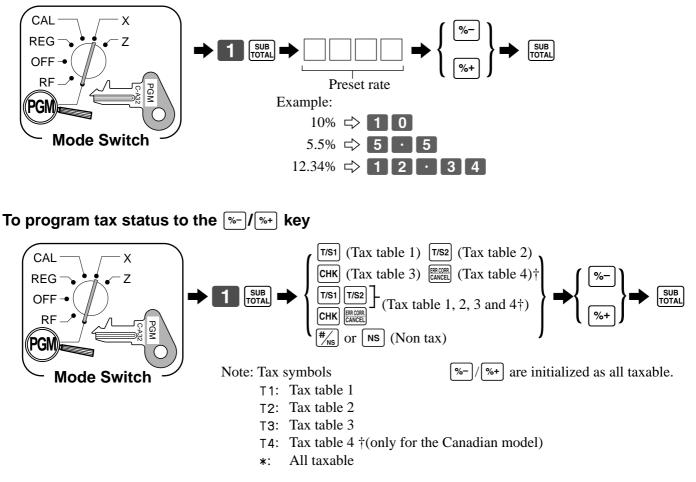
# Preparing and using discounts/premiums

This section describes how to prepare and register discount and premium.

#### Programming discounts/premiums

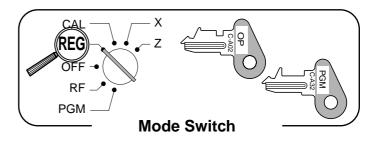
You can use the <sup>%-</sup> key to register discounts (percentage decreases) and the <sup>%+</sup> key to register premiums (percentage increases).

#### To program a rate to the $\sqrt[\infty-]{(\%+)}$ key



#### **Registering discounts/premiums**

The following example shows how you can use the  $\sqrt[\infty-]{\%+}$  key in various types of registration.



RECEIPT

06-15-2002 10:30

Т1

T2

Τ2

\$

000013

\$5.00

-0.50

\$14.50

-0.51

\$4.82

\$0.24

\$9.17

\$0.92

\$16.00

\$0.85

15.15

\$10.00

REG

%

ST

%∙

DEPT02

PLU0016

3.5%

TAX-AMT 1

TAX-AMT 2

TAX 1

TAX 2

TOTAL

CHANGE

CASH

5%

#### Discount for items and subtotals

Item 1	Unit price	\$5.00
	Quantity	1
Itelli I	Dept.	2
	Taxable	(1)
	Unit price	(\$10.00)
Item 2	Quantity	1
	PLU	16
	Taxable	(2)
Discount	Rate	(5%)
Subtotal	Rate	3.5%
Discount	Taxable	(All)
Payment	Cash	\$16.00
() Drag	- 4 1	

(): Preset value

l

Item 1

Premium

Item 2

Subtotal Premium Payment (): Prese

#### Premium for items and subtotals

**OPERATION** 

**OPERATION** 

Applies the preset discount

3

of the preset value.

rate to the last item registered.

The input value takes priority

5

00

2

PLU/ S.DEP

%-

%-

SUB TOTAL

CA/AMT =/TEND

#### RECEIPT

Unit price	(\$10.00)	÷ 4	REG 06-15	-2002	
Quantity	1				000037
Dept.	4	7 %+	DEPT04	Τ2	\$10.00
Taxable	(2)	Applies the input value as a premium rate (7%).	7%	то	<b>*</b> 0 <b>7</b> 0
Rate	7%		%+ PLU0032	T2 T2	\$0.70 \$5.00
Unit price	(\$5.00)	3 2 PLU/ S.DEPT	ST		\$15.70
Quantity	1	MD	5% %+	T1T2	\$0.79
PLU	32	<mark>∕s</mark> ⊤	TAX-AMT 2		\$16.49
Taxable	(2)	%+	TAX 2 TOTAL	\$ 1	\$1.65 8.14
Rate	(5%)	Applies the preset premium rate (5%) to the subtotal.	CASH	÷ .	\$20.00
Taxable	(1/2)		CHANGE		\$1.86
Cash	\$20.00	SUB TOTAL			
et value		2 0 00 CA/AMT =/TEND			

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

#### Taxable status of the $\sqrt[\infty-]{\%+}$ 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 <sup>\$\mathcal{m-1}\$</sup>/<sup>\$\mathcal{m+1}\$</sup> key.

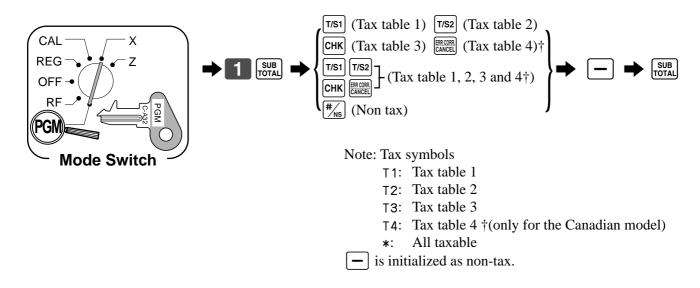
# Preparing and using reductions

This section describes how to prepare and register reductions.

#### **Programming for reductions**

You can use the - key to reduce single item or subtotal amounts. The following procedure lets you program the tax calculation method for the - key.

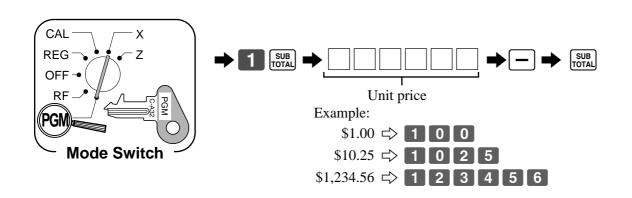
#### To program tax calculation status



#### Taxable status of the - key

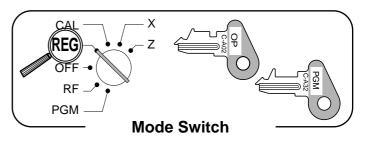
The tax calculation for the reduction amount is performed in accordance with the tax status programmed for the key, regardless of whether the reduction is performed on the last item registered or a subtotal amount.

#### To program preset reduction amount



#### **Registering reductions**

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



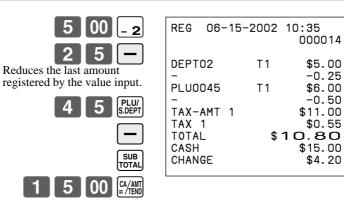
RECEIPT

#### **Reduction for items**

	Unit price	\$5.00		
Item 1	Quantity	1		
Itelli I	Dept.	2		
	Taxable	(1)		
Reduction	Amount	\$0.25		
	Unit price	(\$6.00)		
Item 2	Quantity	1		
Item 2	PLU	45		
	Taxable	(1)		
Reduction	Amount	(\$0.50)		
Payment	Cash	\$15.00		
(). Preset value				

(): Preset value

#### **OPERATION**



- You can manually input reduction values up to 7 digits long. .
- The amount you input for the reduction is neither subtracted from the department nor PLU totalizer. ٠

#### **Reduction for subtotal**

Item 1	Unit price	\$3.00			
	Quantity	1			
Item I	Dept.	2			
	Taxable	(1)			
Item 2	Unit price	\$4.00			
	Quantity	1			
	Dept.	4			
	Taxable	(2)			
Subtotal	Amount	\$0.75			
Reduction	Taxable	(No)			
Payment	Cash	\$7.00			
(): Propot voluo					

(): Preset value

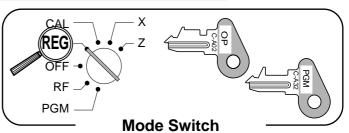
#### **OPERATION**

#### RECEIPT

3 00 - 2	REG 06	-15-2002	10:40 000015
4 00 ÷ 4 SUB TOTAL 7 5 – Reduces the subtotal by the reduces the subtotal by the	DEPTO2 DEPTO4 - TAX-AMT TAX 1 TAX-AMT TAX 2		\$3.00 \$4.00 -0.75 \$3.00 \$0.15 \$3.00 \$0.30
value input here.	TOTAL CASH CHANGE		\$6.80 \$7.00 \$0.20

# Calculating the merchandise subtotal

Use the operation shown below to calculate the merchandise subtotal, which includes the actual cost of the merchandise only without the add-on tax.



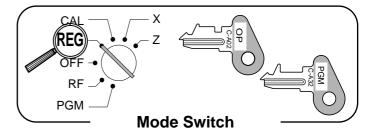
#### Calculation merchandise subtotal

			OPERATION	DISPLAY
	Unit price		<b>1</b> 00 <sup>49/73</sup> + 1	1.0 0
Item 1	Quantity	1		
	Dept.	1	$\begin{bmatrix} 2 \\ 00 \end{bmatrix} \begin{bmatrix} 50/74 \\ -26 \\ -2 \end{bmatrix}$	2.0 0
	Taxable	(No)		
	Unit price	\$2.00	3 00 51/75 × 3	3.0 0
Item 2	Quantity	1 2		
	Dept. Taxable	$\frac{2}{(1)}$	MD	6.00
	Unit price			
	Quantity	φ3.00 1	Calculate	s the merchandise subtotal.
Item 3	Dept.	3		
	Taxable	(1/2)	SUB	6.55
Payment	Cash	\$10.00	_	
( ): Pres	set value		Calculates	s the subtotal (with add-on tax).
				3.45
				RECEIPT
				REG 06-15-2002 10:45 000016
				DEPT01       \$1.00         DEPT02       T1       \$2.00         DEPT03       T1T2       \$3.00         TAX-AMT       1       \$5.00         TAX-AMT       1       \$0.25         TAX-AMT       2       \$3.00         TAX       2       \$0.30         TOTAL       \$6.55       \$5         CASH       \$10.00       \$3.45

• For a partial tender operation, you should press the  $\overline{[TOTAL]}$  key instead of the  $\overline{[MD]}_{ST}$  key.

# **Registering charge and check payments**

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



Check

Item

Payment

(): Preset value

Taxable

Check

Unit price	\$10.00	
Quantity	1	
Dept.	2	

(1)

\$20.00

1	0	00	- 2
			SUB TOTAL
2	0	00	СНК

**OPERATION** 

REG 06-'	15-2002	10:50 000018
DEPTO2 TAX-AMT TAX 1 TOTAL CHECK CHANGE		\$10.00 \$10.00 \$0.50 <b>10.50</b> \$20.00 \$9.50

RECEIPT

#### Charge

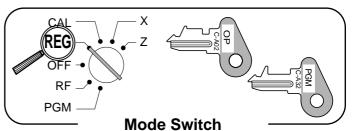
			OPERATION	RECEIPT	
Item	Unit price Quantity Dept. Taxable	\$15.00 1 4 (2)	1 5 00 ÷ 4 SUB TOTAL * 0 1 2 3 ₩/NS	REG 06-15-2002 10:55 000019 DEPT04 T2 \$15.00 #/NS 0123-	· Reference No.
Reference	Number	0123		TAX-AMT 2 \$15.00 TAX 2 \$1.50	
Payment	Charge	\$16.50	СН	CHARGE \$16.50	
( ): Pres	et value		* In Canada, you can use # instead of $\#_{MS}$ .		

#### Mixed tender (cash, charge and check)

			OPERATION	RECEIPT	
Item	Unit price Quantity Dept. Taxable	\$55.00 1 4 (2)		REG         06-15-2002         11:00         000020           DEPT04         T2         \$55.00         \$55.00           TAX-AMT         2         \$55.50	
Payment	Check Cash Charge et value	\$30.00 \$5.00 \$25.50	5 00 <sup>[2/AII]</sup> CH	TOTAL     \$60.50       CHECK     \$30.00       CASH     \$5.00       CHARGE     \$25.50	

## Registering returned goods in the REG mode

The following example shows how to use the  $\mathbb{RF}$  key in the REG mode to register goods returned by customers.



OPERATION

3

2

3

Pressing **RF** specifies that the next item registered is a return.

You have to press **RF** before registering each returned item.

5

00

1

5

- 2

÷ 4

RF

- 2

RF

PLU/ S.DEPT

SUB TOTAL

CA/AMT =/TEND

2

2

## RECEIPT

Item 1Unit price\$2.35Quantity1Dept.2Taxable(1)Parable(1)Item 2QuantityItem 2QuantityItem 3Dept.Quantity1Dept.(\$1.20)Quantity1Item 4QuantityItem 5QuantityItem 1PLUQuantity1Item 1QuantityReturnedDept.Item 3QuantityItem 4QuantityItem 5QuantityItem 6(\$1.20)Item 7QuantityItem 8QuantityReturnedPLUItem 9QuantityItem 9			
$\begin{array}{c c c c c c c c c c c c c c c c c c c $		Unit price	\$2.35
$\begin{tabular}{ c c c c } \hline Dept. & 2 \\ \hline Taxable & (1) \\ \hline Taxable & (1) \\ \hline Unit price & $2.00 \\ \hline Quantity & 1 \\ \hline Dept. & 4 \\ \hline Dept. & 4 \\ \hline Taxable & (2) \\ \hline Quantity & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline Taxable & (2) \\ \hline Unit price & $2.35 \\ \hline Item 1 & Quantity & 1 \\ \hline Returned & Dept. & 2 \\ \hline Taxable & (1) \\ \hline Returned & Dept. & 2 \\ \hline Taxable & (1) \\ \hline Item 3 & Quantity & 1 \\ \hline Returned & PLU & 1 \\ \hline Taxable & (2) \\ \hline Item 3 & Quantity & 1 \\ \hline Returned & Dept. & 2 \\ \hline Taxable & (2) \\ \hline Item 3 & Quantity & 1 \\ \hline Returned & PLU & 1 \\ \hline Taxable & (2) \\ \hline \end{array}$	Itom 1	Quantity	1
$\begin{tabular}{ c c c c c } \hline & Unit price & \$2.00 \\ \hline & Quantity & 1 \\ \hline & Quantity & 1 \\ \hline & Dept. & 4 \\ \hline & Taxable & (2) \\ \hline & Unit price & (\$1.20) \\ \hline & Quantity & 1 \\ \hline & PLU & 1 \\ \hline & PLU & 1 \\ \hline & Taxable & (2) \\ \hline & Unit price & \$2.35 \\ \hline & Item 1 & Quantity & 1 \\ \hline & Returned & Dept. & 2 \\ \hline & Taxable & (1) \\ \hline & Returned & Quantity & 1 \\ \hline & Returned & Quantity & 1 \\ \hline & Returned & PLU & 1 \\ \hline & Taxable & (2) \\ \hline & Item 3 & Quantity & 1 \\ \hline & Returned & PLU & 1 \\ \hline & Taxable & (2) \\ \hline & Taxable & (2) \\ \hline & Returned & PLU & 1 \\ \hline & Taxable & (2) \\ \hline & Returned & Returned & Returned & Returned & Returned \\ \hline & Returned & Returned$	Item I	Dept.	2
$\begin{array}{c c c c c c c c c c c c c c c c c c c $		Taxable	(1)
$\begin{tabular}{ c c c c c } \hline litem 2 & \hline Dept. & 4 \\ \hline Taxable & (2) \\ \hline Taxable & (2) \\ \hline Unit price & (\$1.20) \\ \hline Quantity & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline Taxable & (2) \\ \hline Unit price & \$2.35 \\ \hline Quantity & 1 \\ \hline Returned & Dept. & 2 \\ \hline Taxable & (1) \\ \hline Unit price & (\$1.20) \\ \hline Item 3 & \hline Quantity & 1 \\ \hline Returned & PLU & 1 \\ \hline Taxable & (2) \\ \hline \end{array}$		Unit price	\$2.00
$\begin{tabular}{ c c c c } \hline Dept. & 4 \\ \hline Taxable & (2) \\ \hline Taxable & (2) \\ \hline Quantity & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline Taxable & (2) \\ \hline Unit price & $2.35 \\ \hline Item 1 & Quantity & 1 \\ \hline Quantity & 1 \\ \hline Returned & Dept. & 2 \\ \hline Taxable & (1) \\ \hline Item 3 & Quantity & 1 \\ \hline Returned & PLU & 1 \\ \hline Taxable & (2) \\ \hline PLU & 1 \\ \hline Taxable & (2) \\ \hline \end{array}$	Itom 2	Quantity	1
$\begin{tabular}{ c c c c c } \hline Unit price & (\$1.20) \\ \hline Quantity & 1 \\ \hline PLU & 1 \\ \hline PLU & 1 \\ \hline Taxable & (2) \\ \hline Unit price & \$2.35 \\ \hline Item 1 & Quantity & 1 \\ Returned & Dept. & 2 \\ \hline Taxable & (1) \\ \hline Item 3 & Quantity & 1 \\ Returned & PLU & 1 \\ \hline Taxable & (2) \\ \hline Taxable & (2) \\ \hline \end{array}$		Dept.	4
$\begin{tabular}{ c c c c c } \hline litem 3 & \hline \end{tabular} & \hline \en$		Taxable	(2)
Item 3PLU1Taxable(2)Item 1Unit price\$2.35Item 1Quantity1ReturnedDept.2Taxable(1)Item 3Quantity1ReturnedPLU1Taxable(2)		Unit price	(\$1.20)
PLU1Taxable(2)Taxable(2)Unit price\$2.35Quantity1ReturnedDept.Dept.2Taxable(1)Item 3QuantityReturnedPLUTaxable(2)	Itom 3	Quantity	1
Item 1Unit price\$2.35Item 1Quantity1ReturnedDept.2Taxable(1)Item 3Quantity1ReturnedPLU1Taxable(2)	Item 5	PLU	1
Item 1Quantity1ReturnedDept.2Taxable(1)Item 3Quantity1ReturnedPLU1Taxable(2)		Taxable	• • •
ReturnedDept.2Taxable(1)Item 3Unit price(\$1.20)ReturnedPLU1Taxable(2)		Unit price	\$2.35
Taxable(1)Taxable(1)Unit price(\$1.20)Item 3QuantityReturnedPLUTaxable(2)	Item 1	Quantity	1
Item 3Unit price(\$1.20)ReturnedPLU1Taxable(2)	Returned	Dept.	2
Item 3Quantity1ReturnedPLU1Taxable(2)		Taxable	~ /
Returned PLU 1 Taxable (2)		<b>^</b>	(\$1.20)
Taxable (2)	Item 3	- •	1
	Returned	PLU	1
Payment Cash \$2.20		Taxable	(2)
	Payment	Cash	\$2.20

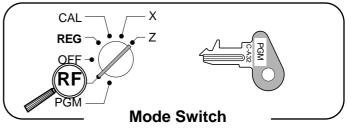
(): Preset value

REG O	6-15-2002	11:05 000021
DEPT02 DEPT04 PLU0007 REFUND DEPT02 REFUND PLU0007 TAX-AM1 TAX 2 CASH	T1 T2	\$2.35 \$2.00 \$1.20 -2.35 -1.20 \$2.00 \$2.20

**Basic Operations and Setups** 

## Registering returned goods in the RF mode

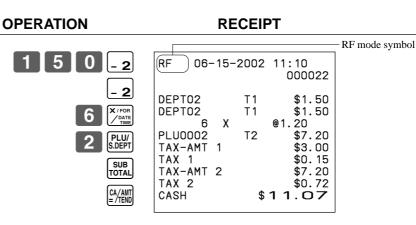
The following examples show how to use the RF mode to register goods returned by customers.



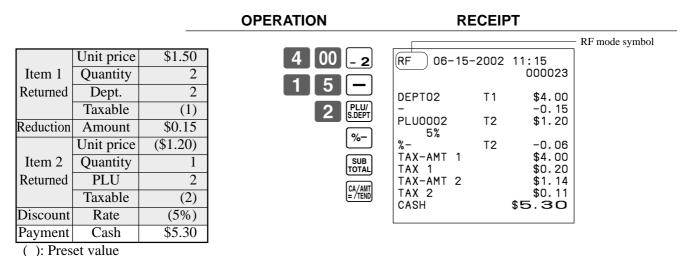
#### Normal refund transaction

	Unit price	\$1.50		
Item 1	Quantity	2		
Returned	Dept.	2		
	Taxable	(1)		
	Unit price	(\$1.20)		
Item 2	Quantity	6		
Returned	PLU	2		
	Taxable	(2)		
Payment	Cash	\$11.07		
(). Dragat realize				

(): Preset value



#### Reduction of amounts paid on refund

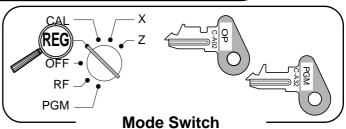


### Important!

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

## **Registering money received on account**

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





RECEIPT

Received amount \$700.00

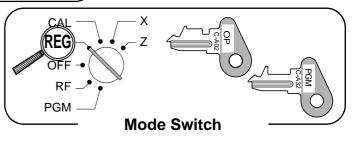
7	00	00	RC
---	----	----	----

Amount can be up to 8 digits.

REG	06-15-2002	11:20 000024
RC		\$700.00

## **Registering money paid out**

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



	PERATION	RECEIPT	
Paid out amount \$1.50	1 5 0 PD	REG 06-15-2002 11:30 000025	

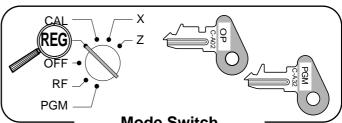
Amount can be up to 8 digits.

REG	06-15-2002	11:30 000025
PD		\$1.50

## Making corrections in a registration

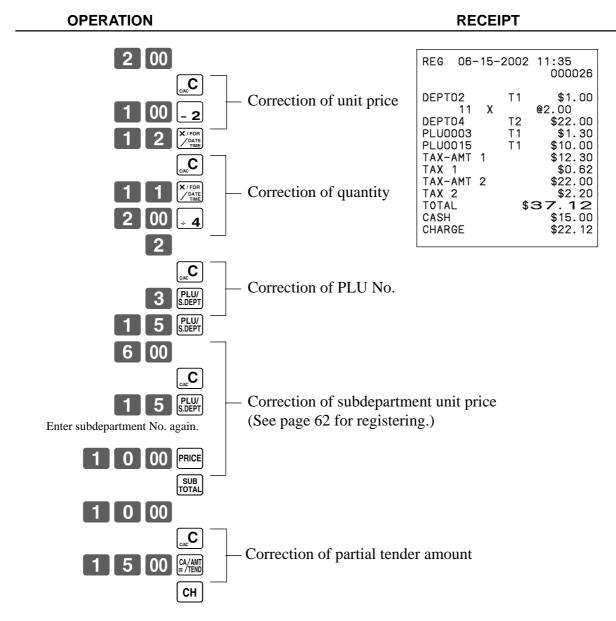
There are three techniques you can use to make corrections in a registration.

- 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.

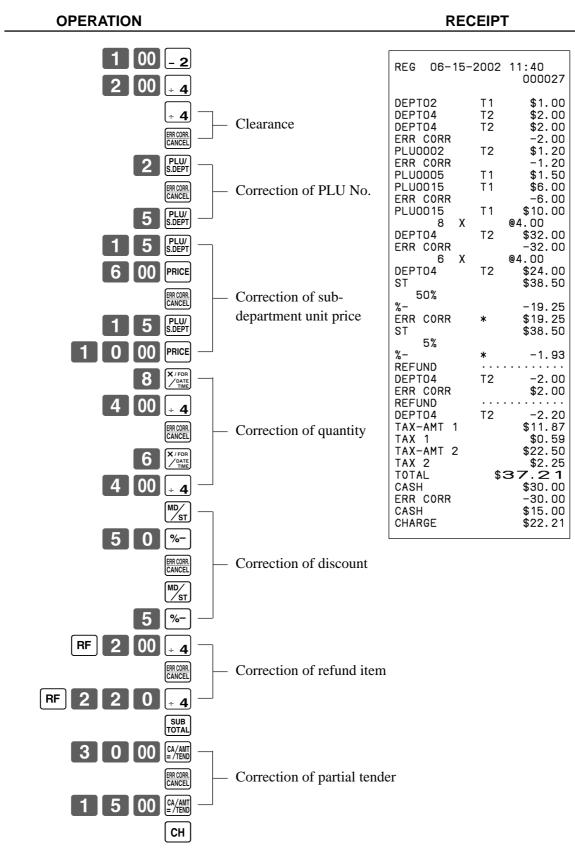


#### **Mode Switch**

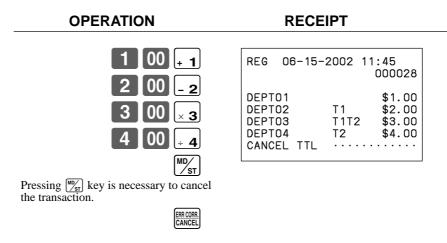
#### To correct an item you input but not yet registered



#### To correct the last item you input and registered



#### To cancel all items in a transaction



#### Important!

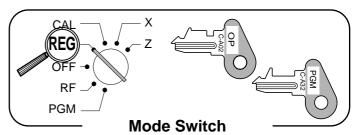
Note that the number of items included in the transaction to be cancelled is limited (24 ~ 40 items), depending on the complexity of the transaction. If you try to cancel a transaction that exceeds the limit, an error occurs.

In case of occurrence of this error, register these items in the RF mode.

• You can program the cash register that this cancel operation is not allowed.

## No sale registration

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

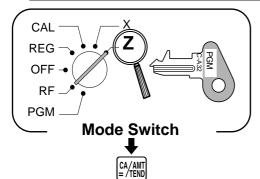
(NS: Canada)

REG	06-15-2002 11:50 000029
#/NS	

## Printing the daily sales reset report

This report shows daily sales totals.

#### OPERATION



REPORT				
Z 06-15-200	2 12:00 000030	Reset mode/date/time Consecutive No.		
0000 DAILY	<b>r</b> Z 0001	Report code/report title/reset symbol/ reset counter		
DEPT01	QT 15 \$339.50	Department descriptor/No. of items*1		
DEPT02	QT 19 \$62.70			
DEPT03	QT 31			
De	\$139.10 QT 23			
NON-LINK DPT	QT 10 \$94.90			
GROSS TOTAL	QT 253			
NET TOTAL	\$1146.90 No 100			
NET TOTAL	\$1217.63			
CASH-INDW	\$903.06			
CHARGE-INDW CHECK-INDW	\$197.17 \$183.60			
TAX-AMT 1	\$732.56	Taxable amount 1 *2		
TAX 1	\$43.96	+ Tax amount 1 <sup>*2</sup>		
TAX-AMT 2	\$409.72			
TAX 2 TAX-AMT 3	\$21.55 \$272.50			
TAX 3	\$272.50			
CANCEL TTL	No 2	<ul> <li>Cancellation count</li> </ul>		
	\$108.52			
RF-MODE TTL	No 2 \$3.74			
CASH	No 81			
CHARGE	\$836.86 No 10			
CHARGE	No 10 \$197.17	- Charge sales amount		
CHECK	No 9	— Check sales count		
		<ul> <li>Check sales amount</li> <li>Received on Account count</li> </ul>		
RC	No 2 \$78.00			
PD	No 1	<b>D</b> 11 1		
	\$6.80			
-	No 8 \$3.00			
%-	No 10	Discount count		
%+	\$4.62 No 1	Discount amount Premium count		
REFUND	\$1.00 No 7	<ul> <li>Premium amount</li> <li>Refund key count *3</li> </ul>		
	\$27.79	- Refund key amount *3 - Error correction count		
ERR CORR	No 10	<ul> <li>Error correction count</li> <li>Error correction amount</li> </ul>		
#/NS	\$12.76 No 5			
GRND TTL \$000	0001217.63	Non-resettable grand-sales total *3		

<sup>\*1</sup> Zero totalled departments (the amount and item numbers are both zero) are not printed.

<sup>\*2</sup> Taxable amount and tax amount are printed only if the corresponding tax table is programmed.

<sup>\*3</sup> These items can be skipped by programming.

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

## **Clerk control function**

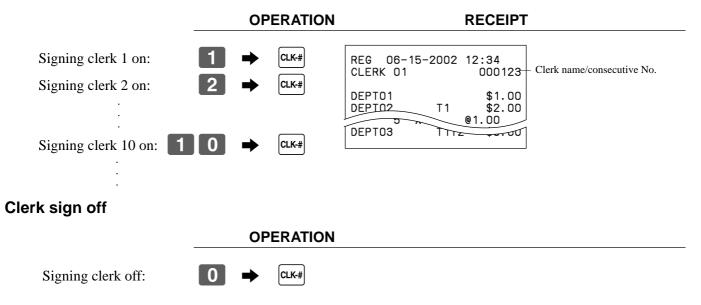
Clerk name printing on receipt/journal, and sales amounts summing by clerk. To use clerk function, refer to page 47.

### Clerk sign on and sign off

Any time you begin any registration, clerk sign on operation is necessary.



### Clerk sign on



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

#### Important!

- The error code "E08" appears on the display whenever you try to perform a registration, a read/ reset operation without signing on.
- The signed on clerk is also identified on the receipt/journal.

## Post-finalization receipt format, General printing control, Compulsory, Machine features

## About post-finalization receipt

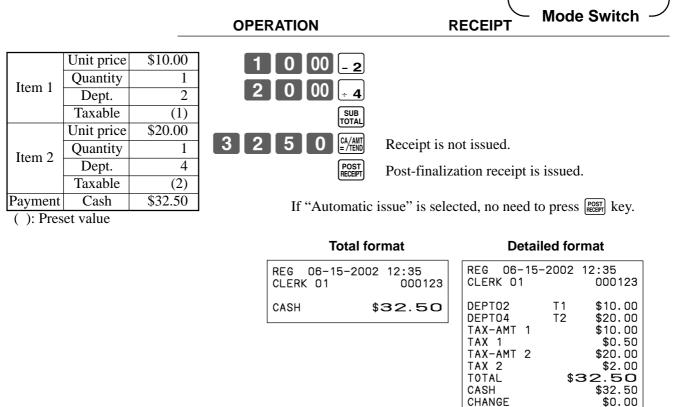
The post-finalization receipt lets you issue a receipt after finalization of the transaction. Note that all of the following conditions must be satisfied.

- The receipt issuance status must be OFF.
- The transaction must be finalized in the REG or RF mode using the [4/40], CH or CHK key.

#### Post-finalization receipt example

You can program the cash register to print the transaction total only (below Total format) or full details (below Detailed format) on the post-finalization receipt. Note that if the transaction contains more than 45 lines (including receipt header), the cash register prints in a Total format regardless of your programming.

REG

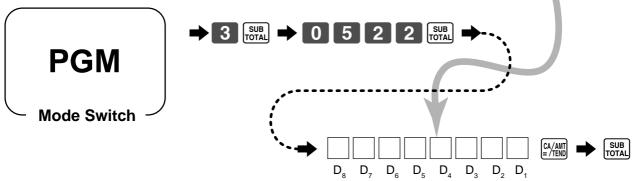


#### Important!

• You can issue only one post-finalization receipt per transaction.

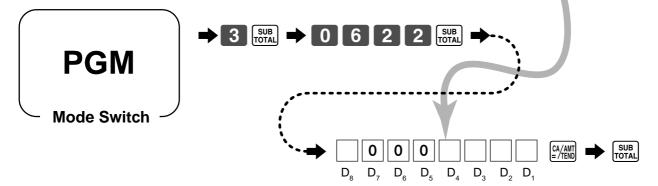
## Programming general printing control

Suppress printing of the subtotal line during tender operation.		No = 0 Yes = 1	
Print the current time.	a	Yes = 0 No = 1	
Skip the date on journal.	b	Yes = 0 No = 2	$a+b+c = \square D_7$
Skip the consecutive number.	c	No = 0 Yes = 4	
Issue post receipt by Finalize key (automatic issue)/ Post receipt key (manual issue)	a	$\begin{array}{c} Manual = 0\\ Automatic = 2 \end{array}$	
Detail format/Total format in the post receipt	b	$\begin{array}{c} \text{Detail} = 0\\ \text{Total} = 4 \end{array}$	$a+b = \bigsqcup D_6$
Print taxable amount.	a	Yes = 0 No = 1	
Print tax symbols.	b	Yes = 0 No = 2	$a+b+c = \square D_5$
Print number of item sold.	c	No = 0 Yes = 4	
Skip item lines on journal. (journal skip)	a	No = 0 Yes = 1	
Print subtotal when the key is pressed.	b	No = 0 Yes = 2	$a+b+c = \square D_4$
Time system: ① 24 hour system, ② 12 hour system	c	(1) = 0 (2) = 4	
Digit separator symbol.	a	$\begin{array}{c} \text{Comma} = 0\\ \text{Period} = 1 \end{array}$	
Decimal symbol.	b	$\begin{array}{c} \text{Period} = 0\\ \text{Comma} = 2 \end{array}$	$a+b+c = \square_{D_3}$
Journal compressed print (print by half height characters)	c	Yes = 0 No = 4	
Print hyphens before finalizing a transaction.	a	No = 0 $Yes = 1$	
Print tax total on receipt and report.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_2$
Print receipt by double height characters.		No = 0 Yes = 2	



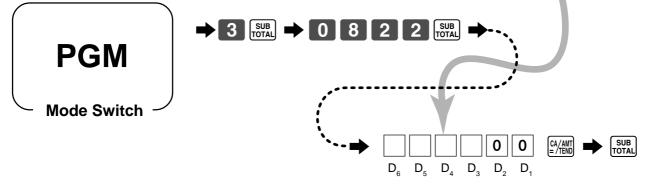
## Programming compulsory and clerk control function

Force <b>SUB</b> operation before finalization.	a	No = 0 Yes = 2	$a+b = \Box D$
Force a money declaration before allowing a daily read/reset and financial read operation.	b	No = 0 Yes = 4	$a+b - \bigsqcup D_8$
Always "000"			$\boxed{0} \sim \boxed{0}_{D_7} \sim D_5$
Clear the key buffer when a receipt is issued.	a	No = 0 Yes = 1	a. <b>b</b>
Perform auto sign-off when a receipt/report is issued.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_4$
Display "seconds" during time display.		No = 0 Yes = 2	
Reset the consecutive number when the daily reset report is issued.	a	Yes = 0 No = 1	a. <b>b</b>
Prohibit cancel operation.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_2$
Assign <b>00</b> as "00" or "000".	a	"00" = 0 "000" = 1	
Use "clerk" function: (If you select "Yes", sign on operation is necessary before registration.	b	No = 0 Yes = 4	$a+b = \bigsqcup D_1$



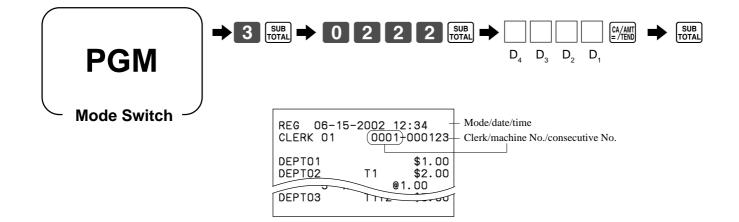
### Programming read/reset report printing control

Print the first and the last consecutive number of the day (consecutive No. range) on the daily sales reset report.		No = 0 Yes = 4	
Skip zero total lines on department and transaction read/reset report.	a	$\begin{array}{l} Yes = 0\\ No = 1 \end{array}$	
Skip zero total lines on PLU read/reset report.	b	Yes = 0 No = 2	$a+b+c = \square_{D_5}$
Skip zero total lines on hourly sales report.	c	Yes = 0 No = 4	
Print the sales ratio on read/reset report.	a	No = 0 $Yes = 1$	
Suppress printing of the non-resettable grand total on the daily reset report.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_4$
Suppress printing of RF total and count (both RF mode and RF key) on the read/reset report.	a	No = 0 $Yes = 1$	
Print tax rate with tax totalizer.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_3$
Always "00"			$\boxed{0} \boxed{0}_{D_2 D_1}$



## Setting a store/machine number

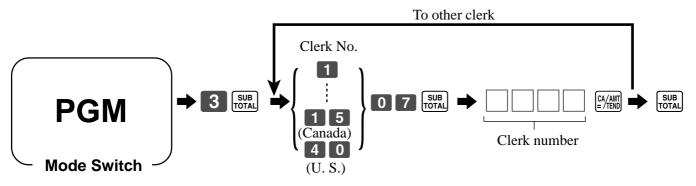
You can set a 4-digit machine number to identify your machine. The machine number is printed on receipts/journal for each transaction.



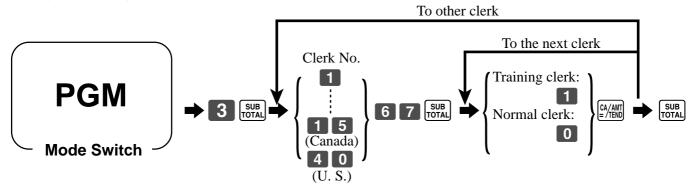
## Programming to clerk

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

### Programming clerk number



### Programming trainee status of clerk



When a training clerk signs on, the cash register automatically enters the training mode.

In the training mode, no operations are affected on any totalizers nor counters.

The training mode symbols are printed in the columns of receipt entries produced in the training mode.

The cash register exits the training mode when the training clerk signs off.

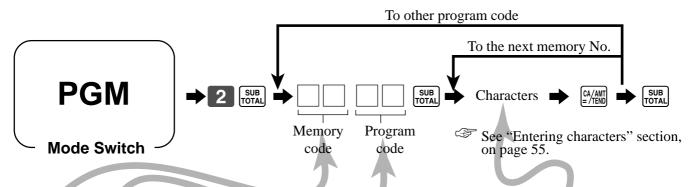
## Programming descriptors and messages

The following descriptors and messages can be programmed;

- Report descriptor (such as gross total, net total, cash in drawer...)
- Grand total
- Special character (such as mode symbol, taxable symbol...)
- Read/reset report title
- Clerk name
- PLU item descriptor

- Messages (Logo, commercial and bottom message)
- Function key descriptor
- Department key descriptor

# Programming report descriptor, grand total, special character, report title, receipt message and clerk name



#### **Report descriptor**

-	-		*	
Memory	Program	Contents	Initial character	Yours
No.	code			
01		Gross total	GROSS TOTAL	
02		Net total	NET TOTAL	
03		Cash in drawer	CASH-INDW	
04		Charge in drawer	CHARGE-INDW	
05		Check in drawer	CHECK-INDW	
06		not used		
07		Foreign currency cash in drawer	CE-CASH 1	
08		Foreign currency check in drawer	CE-CHECK 1	
09		not used		
10		not used		
11		Taxable amount 1	TAX-AMT 1	
12		Tax 1	TAX 1	
13		Taxable amount 2	TAX-AMT 2	
14	01	Tax 2	TAX 2	
15		Taxable amount 3	TAX-AMT 3	
16		Tax 3	TAX 3	
17		Taxable amount 4	TAX-AMT 4	
18		Tax 4	TAX 4	
19		not used		
20		not used		
21		not used		
22		Cancellation total	CANCEL TTL	
23		Refund mode total	RF-MODE TTL	
24		not used		
25		not used		
26		Calculator mode count	CALCULATOR	
27		Non-link department total	NON-LINK DPT	

## Grand total, special character

Memory	Program	Contents	Initial character		Yoı	irs	
No.	code						
01	20	Grand total	GRND TTL				Π
01		Amount/@/No./Quantity (2 each)	\$ @NoQT				
02		Item count/Customer (2 each)	NoCT				
03		Multiplication/Split pricing (2 each)	X /				
04		Taxable status 1 ~ 4 (2 each)	T1T2T3T4				
05		All taxable status	*				
06		Foreign currency symbol (2)	*				
07		REG mode/Refund mode (4 each)	REG RF				
08		not used (4)/Program mode (3)	PGM n (n=1~6)				
09		X/Z mode (4 each)	X Z				
10		CAL mode (4)	CAL				
11		Training mode	****				
12		Training symbol	*****				$\square$
13	23	Total symbol (Tendering)	TOTAL				
14		Change symbol	CHANGE				
15		not used					
16		Total symbol (Post receipt)	TOTAL				
17		Total symbol (% registration)	ST				
18		AM, PM (3 each)	AM PM				
19		Tax total	TAX				
20		not used					
21		not used					
22		not used					$\square$
23		not used					
24		not used					$\square$
25		not used					$\square$
26		Total message on report	TOTAL				$\Box$

## Report title

Memory No.	Program code	Contents	Initial character	Yours
01		Daily report title	DAILY	
02		PLU report title	PLU	
03		Hourly sales report title	HOURLY	
04		Group report title	GROUP	
05		Not used	CLERK	
06		Financial report title	FLASH	
07	24	Monthly report title	MONTHLY	
08		Periodic-1 report title	PERIODIC-1	
09		Periodic-2 report title	PERIODIC-2	
10		Individual report title		
11		Not used		
12		Not used		

### Clerk name

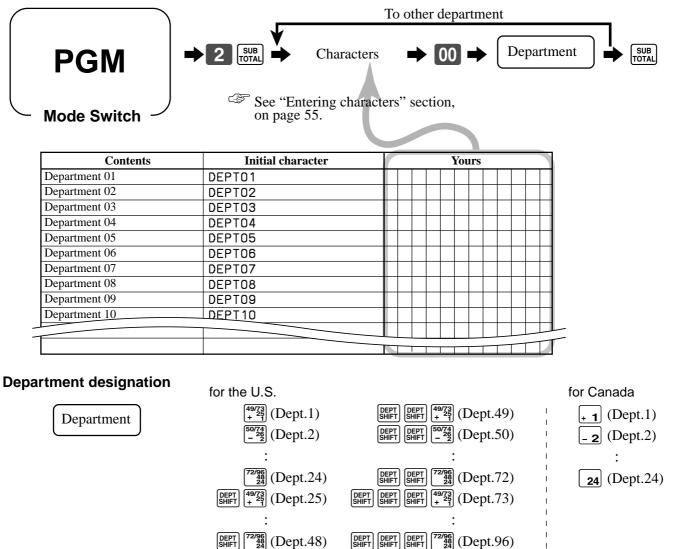
Memory No.	Program code	Contents	Initial character	Yours
01		Clerk 01	CLERK 01	
02		Clerk 02	CLERK 02	
03		Clerk 03	CLERK 03	
04	07	Clerk 04	CLERK 04	
			CLERK 05	

#### **Receipt message**

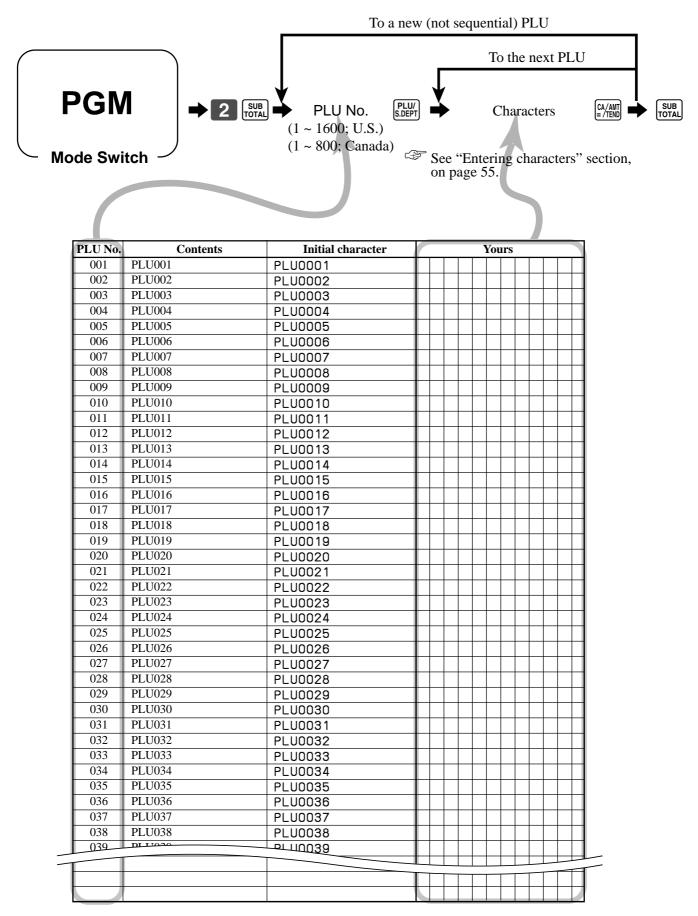
Refer to "Programming receipt message/logo stamp control function" on page 54.

Memory	Program			Yours				
No.	code							
01		1st line of logo message						
02		2nd line of logo message	YOUR RECEIPT					
03		3rd line of logo message	THANK YOU					
04		4th line of logo message	CALL AGAIN					
05		5th line of logo message						
06		6th line of logo message						
07		1st line of commercial message						
08	32	2nd line of commercial message						
09		3rd line of commercial message						
10		4th line of commercial message						
11		5th line of commercial message						
12		1st line of bottom message						
13		2nd line of bottom message						
14		3rd line of bottom message						
15		4th line of bottom message						
16		5th line of bottom message						

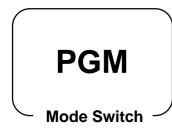
### Programming department key descriptor

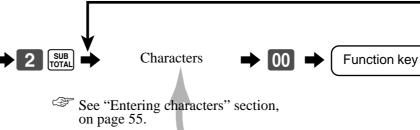


## **Programming PLU descriptor**



### Programming function key descriptor

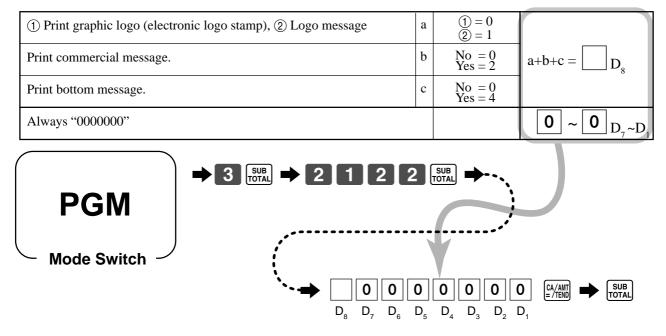




To other function key

Contents	Initial character	Yours
Cash/amount tendered	CASH	
Charge	CHARGE	
Check	CHECK	
Received on account	RC	
Paid out	PD	
Minus	-	
Discount	%-	
Premium	%+	
Refund	REFUND	
Error correct/Cancel	ERR CORR	
Non-add/No sale	#/NS	
Non-add	#	
No sale	NS	
Post receipt	P/G RCT	
Currency exchange	CURR EXG	
MD/ST	MDST	
Price	PRICE	
Open	OPEN	
Clerk No.	SIGN ON	
Subtotal	TL	
Receipt on/off	R ON/OFF	
Multiplication/For/Date time	QTY/FOR	

### Programming receipt message/logo stamp control function



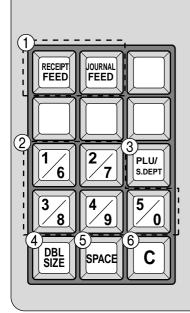
SUB

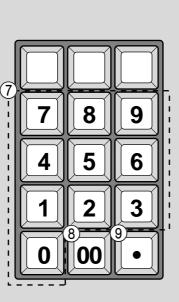
## Entering characters

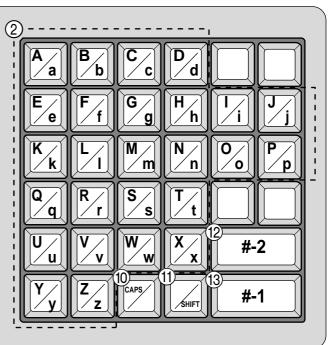
In this section, the method to enter descriptors or messages (characters) to the cash register during programming is described.

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







#### 1) Feed key

Hold this key down to feed paper from the printer.

② Alphabet keys

Used input to characters.

③ PLU/S.DEPT key

Use this key to input PLU/Subdepartment numbers.

#### 4 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.

#### **⑤** Space key

Set a space by depression.

#### 6 Clear key

Clears all input characters in the programming.

#### **⑦** Numeric keys

Used to enter program codes, memory number and character codes.

#### (8) Character fixed key

Enter when the alphabetic entry for a descriptor, name or message has been completed.

#### (9) Backspace/Character code fixed key

Registers one character with code (2 or 3 digits). Clears the last input character, much like a back space key.

#### 1 CAPS key

Pressing this key shifts the character from the lowercase letter to upper case letter.

#### (1) Shift key

Pressing this key shifts the character from the uppercase letter to lower case letter.

#### 12 Program end key

Terminates the character programming.

**(13)** Character enter key

Registers the programmed characters.

#### Example:

Input "	Α	р	р	Ι	е		J	u	i	с	e	",
enter "DBL	SIZE", "A"	', ''SHIFT'', '	"p", "p",	"l",	"e",	"SPACE",	"CAPS", "J",	"SHIFT", "u",	"i",	"c",	"e"	

### 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.

#### **Example:**

Input "	А	р	р	I	е	J	u	i	с	е	",
enter " 255	· 65 ·	112	112 •	108	101	32 • 74 •	117 💽	105	99 ·	101 💽	".

#### **Character code list**

Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code
Space	32	0	48	@	64	Р	80	'	96	р	112	Ç	128
!	33	1	49	Α	65	Q	81	а	97	q	113	ü	129
"	34	2	50	В	66	R	82	b	98	r	114	é	130
#	35	3	51	С	67	S	83	с	99	s	115	â	131
\$	36	4	52	D	68	Т	84	d	100	t	116	ä	132
%	37	5	53	E	69	U	85	е	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	Н	72	Х	88	h	104	х	120	ê	136
)	41	9	57	I	73	Y	89	i	105	у	121	ë	137
*	42	:	58	J	74	Z	90	j	106	z	122	è	138
+	43	;	59	К	75	[	91	k	107	{	123	ï	139
,	44	<	60	L	76	١	92	I	108		124	î	140
-	45	=	61	М	77	]	93	m	109	}	125	ì	141
	46	>	62	Ν	78	^	94	n	110	~	126	Ä	142
1	47	?	(2)	0	70		05		111		107	Å	143
/	47	!	63	0	79	-	95	0	111		127	Л	145
/ Chara	47 Code	Chara	Code	Chara	Code	– Chara	Code	Chara	Code	Chara	Code	Chara	Code
[	1	I	1	I		– Chara L		I	1	Chara Ó	1		
Chara	Code	Chara	Code	I	Code		Code	Chara Õ Đ	Code		Code	Chara	Code
Chara É	Code 144	Chara á	Code 160	Chara	Code 176	L	Code 192	Chara ð Đ Ê	Code 208	Ó	Code 224	Chara -	Code 240
Chara É æ	Code 144 145	Chara á í	Code 160 161	Chara	Code 176 177	L	Code 192 193	Chara ð Đ Ê Ë	Code 208 209	Ó ß	Code 224 225	Chara -	Code 240 241
Chara É æ Æ	Code 144 145 146	Chara á í ó ú ñ	Code 160 161 162	Chara	Code 176 177 178		Code 192 193 194	Chara ð Đ Ê	Code 208 209 210	Ó ß Ô Ò õ	Code 224 225 226	Chara - ± _	Code 240 241 242
Chara É æ Æ ô	Code 144 145 146 147	Chara á í ó ú	Code 160 161 162 163	Chara	Code 176 177 178 179		Code 192 193 194 195	Chara ∂ Đ Ê Ë È È	Code 208 209 210 211	Ó ß Ô Ò	Code 224 225 226 227	Chara - ± 	Code           240           241           242           243
Chara É æ Æ ô ö	Code 144 145 146 147 148	Chara á í ó ú ñ	Code 160 161 162 163 164	Chara ■         Å Â	Code 176 177 178 179 180	L - - - ã	Code 192 193 194 195 196	Chara ∂ Đ Ê Ë È € Í	Code 208 209 210 211 212	Ó ß Ô Ò õ	Code           224           225           226           227           228	Chara - ± 3/4 ¶	Code           240           241           242           243           244
Chara É æ Æ ô ö ò	Code 144 145 146 147 148 149	Chara á í ó ú ñ Ñ	Code 160 161 162 163 164 165	Chara	Code 176 177 178 179 180 181	∟ ⊥ ⊢ ⊢ ∔ Ã	Code 192 193 194 195 196 197	Chara ∂ Đ Ê Ë È € í î	Code           208           209           210           211           212           213	Ó β Ô Ŏ Õ μ þ	Code           224           225           226           227           228           229	Chara - ± 3/4 ¶ § ÷ ,	Code           240           241           242           243           244           245
Chara É æ Æ ô ô û ù ù ÿ	Code 144 145 146 147 148 149 150	Chara á í ó ú ñ Ñ a	Code 160 161 162 163 164 165 166	Chara ■         Å Â	Code 176 177 178 179 180 181 182	L - - - ã	Code 192 193 194 195 196 197 198	Chara ∂ Đ Ê Ë È € í î ï	Code           208           209           210           211           212           213           214	Ó β Ô Ô Õ μ þ Þ	Code 224 225 226 227 228 229 230	Chara - ± 3/4 ¶ § ÷ °	Code           240           241           242           243           244           245           246
Chara É æ Æ ô ô ô ù ù ù ÿ	Code 144 145 146 147 148 149 150 151	Chara á í ó ú ñ Ñ a o	Code 160 161 162 163 164 165 166 167	Chara	Code           176           177           178           179           180           181           182           183	∟ ⊥ ⊢ ⊢ ∔ Ã	Code 192 193 194 195 196 197 198 199	Chara ∂ Đ Ê Ë È € í î	Code           208           209           210           211           212           213           214           215	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Φ</li> <li>Φ</li></ul>	Code           224           225           226           227           228           229           230           231	Chara - ± 3/4 ¶ § ÷ ,	Code           240           241           242           243           244           245           246           247
Chara É æ Æ ô ô û ù ù ÿ	Code           144           145           146           147           148           149           150           151           152	Chara á í ó ú í ñ Ñ a o i ¿	Code 160 161 162 163 164 165 166 167 168	Chara ↓ ↓ Å Å Å Å ©	Code           176           177           178           179           180           181           182           183           184	∟ ⊥ + ã Ã <b>∟</b>	Code           192           193           194           195           196           197           198           199           200	Chara ∂ Đ Ê Ë È € í î ï	Code           208           209           210           211           212           213           214           215           216	Ó β Ô Ô Õ	Code           224           225           226           227           228           229           230           231           232	Chara - ± 3/4 ¶ § ÷ °	Code           240           241           242           243           244           245           246           247           248
Chara É æ Æ ô ô ô ù ù ù ÿ	Code           144           145           146           147           148           149           150           151           152           153	Chara á í ó ú ñ Ñ a o i č ®	Code 160 161 162 163 164 165 166 167 168 169	Chara I I A Â Â Â C I I I T	Code 176 177 178 179 180 181 182 183 184 185	L T + - - Å L F	Code           192           193           194           195           196           197           198           199           200           201	Chara ∂ Đ Ê E E E ( 1 1 J	Code           208           209           210           211           212           213           214           215           216           217	<ul> <li>Ò</li> <li>Â</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Õ</li> <li>µ</li> <li>µ</li> <li>µ</li> <li>Ú</li> <li>Ú</li> <li>Ú</li> </ul>	Code           224           225           226           227           228           229           230           231           232           233	Chara - ± - 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248           249
Chara É æ Æ ô ô ô û ù û û Û	Code           144           145           146           147           148           149           150           151           152           153           154	Chara á í ó ú ñ Ñ a o ¿ ® ¬	Code 160 161 162 163 164 165 166 167 168 169 170	Chara I I A Â Â Â Â A © I I	Code           176           177           178           179           180           181           182           183           184           185           186	∟ ⊥ + - + ã Å <b>L</b> <b>Γ</b>	Code           192           193           194           195           196           197           198           199           200           201           202	Chara ∂ Đ Ê E E E í í í í í í í ·	Code           208           209           210           211           212           213           214           215           216           217           218	Ó         β           Ô         Ô           Õ         Õ           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø	Code           224           225           226           227           228           229           230           231           232           233           234	Chara - 3/4 ¶ \$ · · · · 1 3	Code           240           241           242           243           244           245           246           247           248           249           250
Chara É æ AE ô ö ö ù ù ů ů ÿ Ö Ö Ü Ø	Code           144           145           146           147           148           149           150           151           152           153           154	Chara á í ó ú ñ Ñ a o ¿ ® ¬ 1/2	Code 160 161 162 163 164 165 166 167 168 169 170 170	Chara I I A Â Â Â C I I I T	Code 176 177 178 179 180 181 182 183 184 185 186 187	L ⊥ + - + Ã L Γ L T	Code           192           193           194           195           196           197           198           199           200           201           202           203	Chara ∂ Đ Ê E C C C C C C C C C C C C C	Code           208           209           210           211           212           213           214           215           216           217           218           219	Ó         β           Ô         Õ           Õ         Õ           Ø         Õ           Ø         Ø	Code           224           225           226           227           228           229           230           231           232           233           234           235	Chara - ± - 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248           249           250           251
Chara É æ Â Ê ô ô ô û û û û ÿ Ö Ö Ü Ø £	Code 144 145 146 147 148 149 150 151 152 153 154 155 156	Chara á í ó ú ñ Ñ a o ¿ ® ¬ 1/2 1/4	Code 160 161 162 163 164 165 166 167 168 169 170 171 171	Chara Chara	Code 176 177 178 179 180 181 182 183 184 185 186 187 188	L ⊥ T + Ã L Γ L Γ L F	Code           192           193           194           195           196           197           198           199           200           201           202           203           204	Chara ∂ Đ Ê E C C C C C C C C C C C C C	Code           208           209           210           211           212           213           214           215           216           217           218           219           220	Ó         β           Ô         Ô           Õ         Õ           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø           Ø         Ø	Code           224           225           226           227           228           229           230           231           232           233           234           235           236	Chara - 3/4 ¶ \$ · · · · 1 3	Code           240           241           242           243           244           245           246           247           248           249           250           251           252

: for R/J printer only.

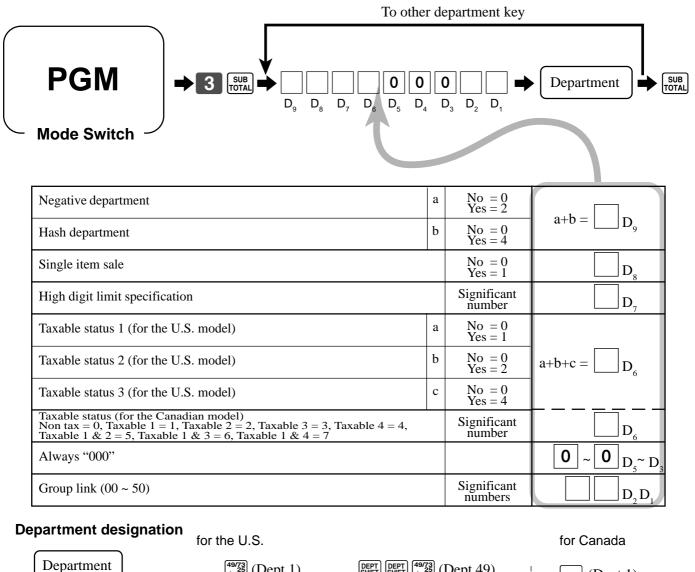
The "Ä", "Ö", "Ü" characters are displayed as "A", "O", "U".

## Department key feature programming

There are two different methods you can use to assign features to department keys. With "Batch feature programming", you can use a single operation to assign multiple features. "Individual feature programming", on the other hand, let you assign features one-by-one. This method is recommended for programming of special features to individual department keys.

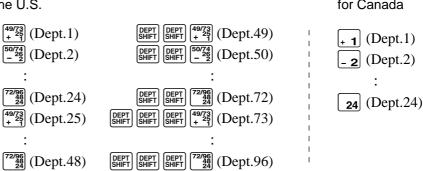
### Batch feature programming

When using this procedure to assign multiple features to departments, use 9-digit codes that you create using the following procedure



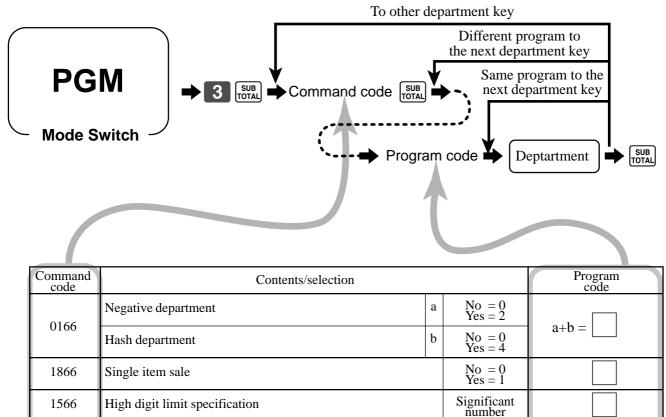
DEPT

(DEPT SHIFT



### Individual feature programming

With this procedure, you can assign individual features to specific departments. Please select the command code of the contents you want to program, and follow the procedure below.



No = 0

 $\frac{\text{Yes} = 1}{\text{No} = 0}$  $\frac{\text{Yes} = 2}{\text{Yes} = 2}$ 

No = 0Yes = 4

Significant number Significant

numbers

a+b+c =

а

b

с

To program a unit price to a department key, please refer the page 27.

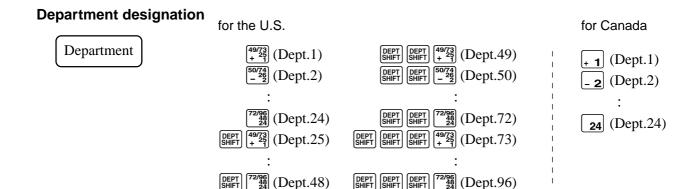
Group link (00 ~ 50)

Taxable status 1 (for the U.S. model)

Taxable status 2 (for the U.S. model)

Taxable status 3 (for the U.S. model)

Taxable status (for the Canadian model) 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



0366

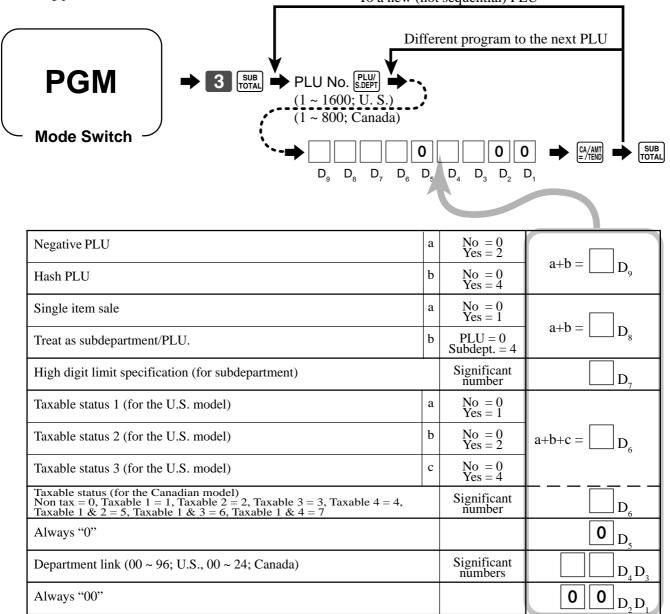
1166

## PLU feature programming

There are two different methods you can use to assign features to PLUs. With "Batch feature programming", you can use a single operation to assign multiple features. "Individual feature programming", on the other hand, let you assign features one-by-one. This method is recommended for programming of special features to individual PLUs.

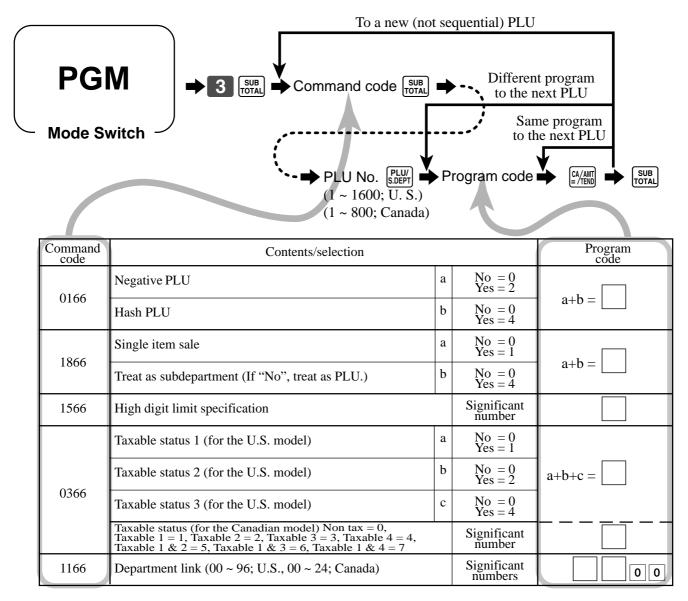
## Batch feature programming

When using this procedure to assign multiple features to PLUs, use 9-digit codes that you create using the<br/>following procedure.To a new (not sequential) PLU



### Individual feature programming

With this procedure, you can assign individual features to specific PLUs. Please select the command code of the contents you want to program, and follow the procedure below.



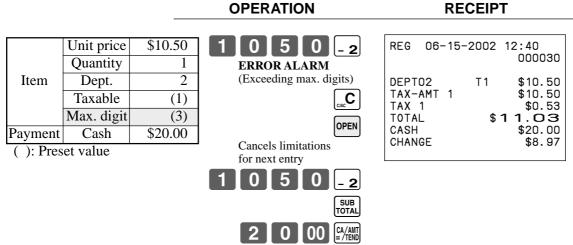
To program a unit price to a PLU or a subdepartment, please refer to the page 29.

## **Registering example**



**Mode Switch** 

#### Locking out and releasing high digit limitation



#### Single item sales items

You can issue a receipt by simply touching the single item sales department or PLU. The following examples show how you register single-item-sale departments. Registration of single item sale PLUs is identical.

#### Single item

U			OPERATION	RECEIPT	
Item	Unit price Quantity Dept. Taxable Sales status eset value	1 4 (2)	<b>2</b> 00 ÷ <b>4</b>	REG       06-15-2002       12:45         CLERK       01       000031         DEPT04       T2       \$2.00         TAX-AMT       2       \$2.00         TAX 2       \$0.20         CASH       \$2.20	
Multiple ite	em sale		OPERATION	RECEIPT	
Item 1	Unit price Quantity Dept. Taxable Sales status	1 2 (2)	2 00 – 2 5 00 ÷ 4 Single item status is not effective during transaction.	REG         06-15-2002         12:50           CLERK         01         000032           DEPT02         T2         \$2.00           DEPT04         T2         \$5.00           TAX-AMT 2         \$7.00           TAX 2         \$0.70	
	Unit price	\$2.00	CA/AMT =/TEND	CASH \$7.70	

(): Preset value

Cash

Payment

\$7.70

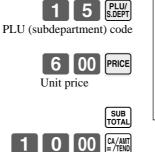
Note: The single item sales department or PLU should be registered at the top of the transaction, otherwise the transaction is not finalized. It is necessary to press [AMM] (CH) or [CHK] key.

#### Examples of registering subdepartments

#### Single item sale

	Unit price	\$6.00
Item	Quantity	1
nem	Subdept.	15
	Taxable	(1)
Payment	Cash	\$10.00
(): Pres	et value	

しり CSCI



REG 06-15-2002	12:55
CLERK 01	000033
PLUOO15 T1	\$6.00
TAX-AMT 1	\$6.00
TAX 1	\$0.30
TOTAL	\$ <b>6.30</b>
CASH	\$10.00
CHANGE	\$3.70

RECEIPT

#### Repeat

Item 1	Unit price	(\$3.00)		
	Quantity	3		
Item I	Subdept.	15		
	Taxable	(1)		
	Unit price	\$2.00		
Item 2	Quantity	2		
Item 2	Subdept.	15		
	Taxable	(1)		
Payment	Cash	\$20.00		
(); Propot voluo				

**OPERATION** 

**OPERATION** 

#### RECEIPT

1 5 PLU/ S.DEPT	REG 06-15 CLERK 01	-2002	13:00 000034
Hit PRICE without a unit price recalls preset price. PRICE PRICE PRICE	PLU0015 PLU0015 PLU0015 PLU0015 TAX-AMT 1 TAX 1 TOTAL CASH CHANGE	T1 T1 T1 T1 T1 <b>\$</b> 1	\$3.00 \$3.00 \$2.00 \$2.00 \$13.00 \$0.65 <b>3.65</b> \$20.00 \$6.35
2 00 PRICE			

#### (): Preset value

00	PRICE
	PRICE
	SUB TOTAL
00	CA/AMT =/tend

#### **Multiplication**

Item	Unit price	\$6.00		
	Quantity	1.25		
	Subdept.	15		
	Taxable	(1)		
Payment	Cash	\$10.00		
(): Proset velue				

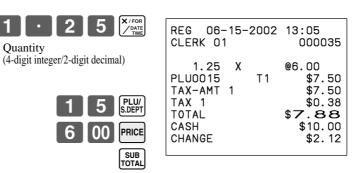
(): Preset value

**OPERATION** 

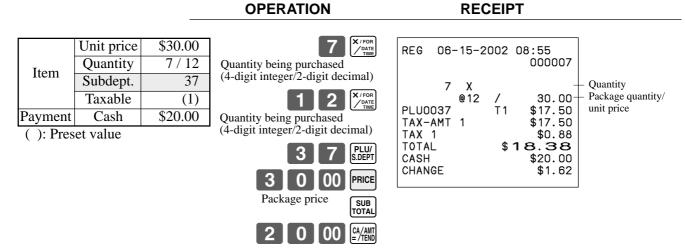
51

Quantity

#### RECEIPT



#### Split sales of packaged item



## Percent key feature programming

In this section, detail information of  $\sqrt[\%-]/\%+$  is described.

### Programming to the percent key

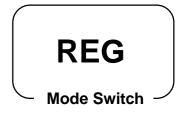
To program a percent rate, please refer to the page 31.

PGM Mode Switch	$D_7 D_6 D_5 D_4 D_3 D_2 D_1 \left( \underbrace{\%+} \right)$				
Fraction control, round	l off = 0, cut off = 1, round up = 2		Significant number		
Key attribution		a	Original = 0 M-Tax = 4		
Prohibit manual entry	to override programmed percentage.	b	No = 0 Yes = 2	$a+b = \bigsqcup D_6$	
Always "0"				<b>0</b> <sub>D5</sub>	
Taxable status 1 (for th	e U.S. model)	a	No = 0 Yes = 1		
Taxable status 2 (for th	e U.S. model)	b	No = 0 Yes = 2	$a+b+c = \square D_4$	
Taxable status 3 (for th	e U.S. model)	c	No = 0 Yes = 4		
Taxable status (for the C Non tax = 0, Taxable 1 Taxable 1 & $2 = 5$ , Taxa	Canadian model) = 1, Taxable 2 = 2, Taxable 3 = 3, Taxable 4 = 4, ıble 1 & 3 = 6, Taxable 1 & 4 = 7, All taxable = 9	•	Significant number	$\square \square \square_4$	
Always "000"				$\boxed{0} \sim \boxed{0}_{D_3} \sim D_1$	

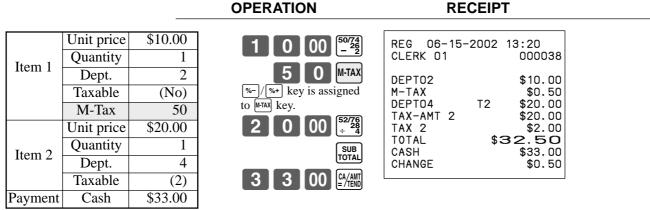
## **Convenient Operations and Setups**

### **Registering manual tax**

You can program the cash register to change the function of the  $\sqrt[\infty-]/\sqrt[\infty+]$  key to that of a [m-TAX] (manual tax) key. The [m-TAX] key is used to register manually entered tax amounts.



#### Example



(): Preset value

#### Important!

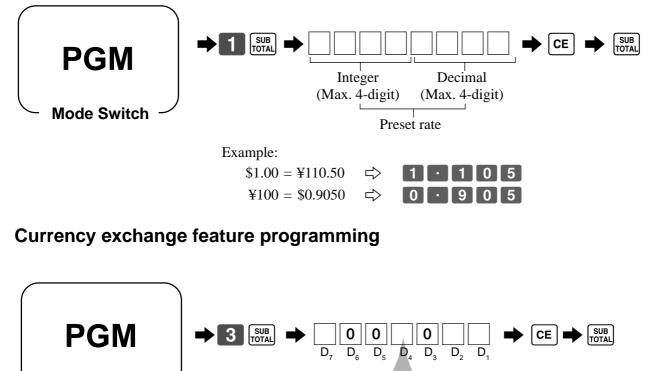
If you program the cash register to perform registrations with manually entered tax amounts, the  $\mathbb{M}^{\text{TAX}}$  key replaces the  $\mathbb{N}^{-}/\mathbb{N}^{+}$  key, so discount/premium registration will be impossible. Also, please set the appropriate key descriptor to the key.

## Currency exchange programming

When the CE 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 the TOTAL key.

## Currency exchange rate programming

Mode Switch



Fraction control, round off = 0, cut off = 1, round up = $2$	Significant number	
Always "00"		$\boxed{0} \boxed{0}_{\mathrm{D}_6\mathrm{D}_5}$
Monetary symbol for foreign currency; Local currency symbol = 0 Foreign currency symbol (in the special character program) = 1	Significant number	
Always "0"		<b>0</b> <sub>D<sub>3</sub></sub>
Digit separator for foreign currency; Period = 0, Comma = 2	Significant number	
Monetary system code (decimal places) following currency exchange operation; Same as local currency = 0, [], [] = 1, [], [], [] = 2, [] = 3	Significant number	

### **Registering foreign currency**

# REG

**Mode Switch** 

#### 1) Full amount tender in foreign currency

\* Preprogrammed exchange rate: \$ 1 = \$0.0090

#### Important!

Tenders in a foreign currency can be registered using the *matheful* and *matheful* keys only. Other finalize keys cannot be used.

OPERATION	DISPLAY	RECEIPT
<b>1 0 00 + 1 •</b> Enter the unit price and press the applicable department key.	(Displays in \$)	REG 06-15-2002 13:20 CLERK 01 000038
2 0 00 + 1 ← Enter the next unit price and press the applicable department key.	(Displays in \$)	DEPT01         \$10.00           DEPT01         \$20.00           TOTAL         \$30.00           CURR EXG         \$45,000
<b>CE</b> ← Press the <b>CE</b> key without enter- ing a numeric value. This opera- tion converts the subtotal (includ- ing tax) dollar value into yen by applying a preprogrammed ex- change rate. The result is shown on the display but not printed on the receipt or journal.	3.333 (Displays in ¥: 3,333)	CASH \$45.00 CHANGE \$15.00
<b>5 0 00 CE</b> ← Enter the amount tendered in yen and press the <b>CE</b> key. This operation converts the entered yen amount into dollars by applying a preprogrammed exchange rate. The result is shown on the display.	닉 드. [] [] (Displays in \$: 45.00)	
Press to finalize the transaction. Note that you do not need to reenter the dollar amount. The register automatically calcu- lates the change amount due in dollars and shows it on the display, receipts and journal.	15.[] [] (Displays in \$)	

### 2) Partial tender in a foreign currency

\* Preprogrammed exchange rate: = \$0.0090

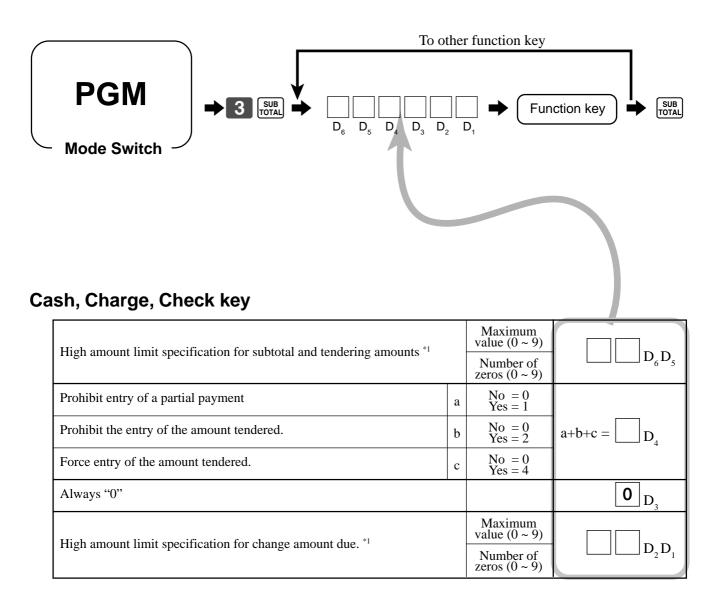
#### Important!

Partial tender in a foreign currency can be registered using the *minister* keys and *chi* keys only. Other finalization keys cannot be used, but the remaining tender can be finalized using any finalize key.

OPERATION	DISPLAY	RECEIPT
<b>1 0 00 + 1 •</b> Enter the unit price and press the applicable department key.	(Displays in \$)	REG 06-15-2002 13:25 CLERK 01 000039
2 0 00 + 1 ← Enter the next unit price and press the applicable department key.	(Displays in \$)	DEPT01         \$10.00           DEPT01         \$20.00           TOTAL         \$30.00           CURR EXG         ¥2,000
<b>CE</b> ← Press the <b>CE</b> key without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a preprogrammed exchange rate. The result is shown on the display but not printed on the receipt or journal.	3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3	CASH \$18.00 CHECK \$12.00
2 0 00 CE ← Enter the partial amount tendered in yen and press the CE key. This operation converts the en- tered yen amount into dollars by applying a preprogrammed ex- change rate. The result is shown on the display.	(Displays in \$: 18.00)	
► Press the Automatical key 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.	(Displays in \$)	
<b>CHK</b> ← Press to finalize the transaction.	(Displays in \$)	

## Other function key feature programming

You can define a selection of features for the function keys by specifying an 8-digit program code for each key.



<sup>\*1</sup> High amounts limits:

High amount limitations are specified as 2-digits. The first digit you specify limits the maximum value of the leftmost digit of the value within the range of 0 through 9. The second digit you specify indicates the number of zeros in the limit value, again within the range of 0 through 9.

Example: \$600.00 maximum 

→ Enter 64.

Entering "00" clears the limitation.

## Received on account, Paidout key

High amount limit specification for change amount due. (refer to <sup>*1</sup> on the previous page.)	Maximum value (0 ~ 9) Number of zeros (0 ~ 9)	
Always "0000"		$\boxed{0} \sim \boxed{0}_{D_4} \sim D_4$

## Minus key

Allow credit balance.		No = 0 Yes = 1	
High digit limit specification		Significant number	
Taxable status 1 (for the U.S. model)	a	No = 0 Yes = 1	
Taxable status 2 (for the U.S. model)	b	No = 0 Yes = 2	$a+b+c = \square_{D_4}$
Taxable status 3 (for the U.S. model)	c	No = 0 Yes = 4	
Taxable status (for the Canadian model) 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, All taxable = 9		Significant number	$\boxed{} \boxed{} \phantom{$
Always "000"			$0 \sim 0_{D_3 \sim D_1}$

## #/No sale key, No sale key

Treat as the first transaction.	No = 0 Yes = 1	
Always "00000"		$0 \sim 0_{D_5} \sim D_1$

## **Calculator functions**

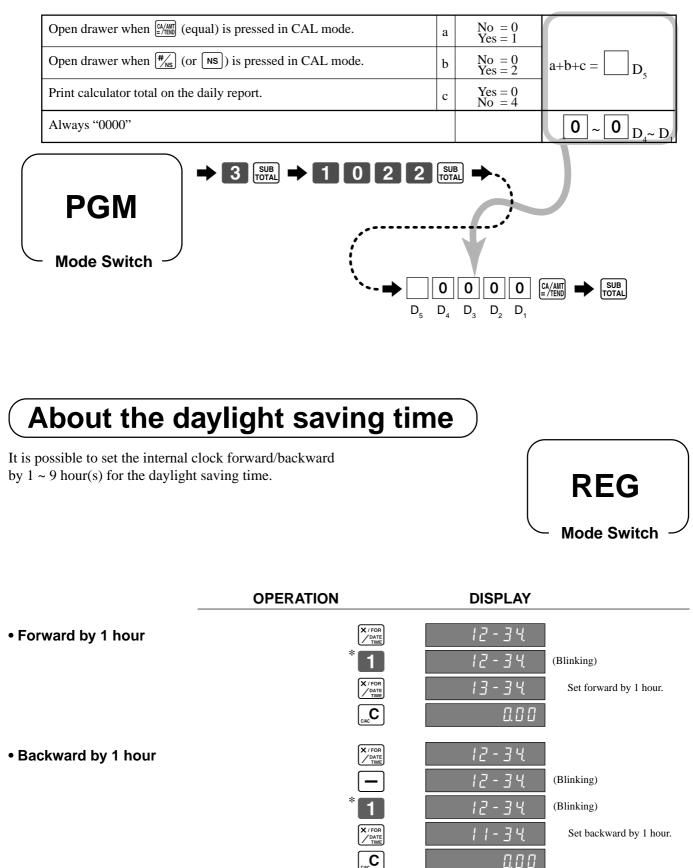
While registering at the REG mode, you can switch to CAL mode and then return to REG mode to resume the registration.



#### **Example 1 (Calculation examples)** DISPLAY **OPERATION** Clear 6 5+3-2= 5 <u>+ 1</u> 3 <u>- 2</u> 2 M 2 3 <u>- 2</u> 5 6 × 3 7 8 <sup>2</sup>/# -2574 $(23-56) \times 78 =$ 12 % on 1500 1 5 0 0 <u>- 2 × 3</u> 1 2 %-180. Example 2 (Memory recall) **OPERATION DISPLAY/RECEIPT** Unit price \$10.00 **Turn to REG** REG 06-15-2002 13:35 Item 1 Quantity 1 CLERK 01 000041 00 Dept. 1 \$10.00 DEPT01 Unit price \$20.00 00 DEPT01 \$20.00 + 1 Item 2 Quantity 1 SUB TOTAL Dept. 1 Payment Cash \$10.00 Turn to CAL by 3 persons each, RC 30 Memory recall: Recalls subtotal amount ! [] Divides the subtotal by 3 persons Turn to REG PLU/ S.DEPT Memory recall: Recalls the result amount CA/AMT =/TEND CA/AMT =/TEND RC TOTAL \$30.00 CASH \$10.00 CA/AMT CASH \$10.00 RC CASH \$10.00 CHANGE \$0.00

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### Programming calculator mode control



\* Put 2 ~ 9, in case of set the clock by 2 ~ 9 hours.

## Printing read/reset reports

### Read report

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

### Reset report

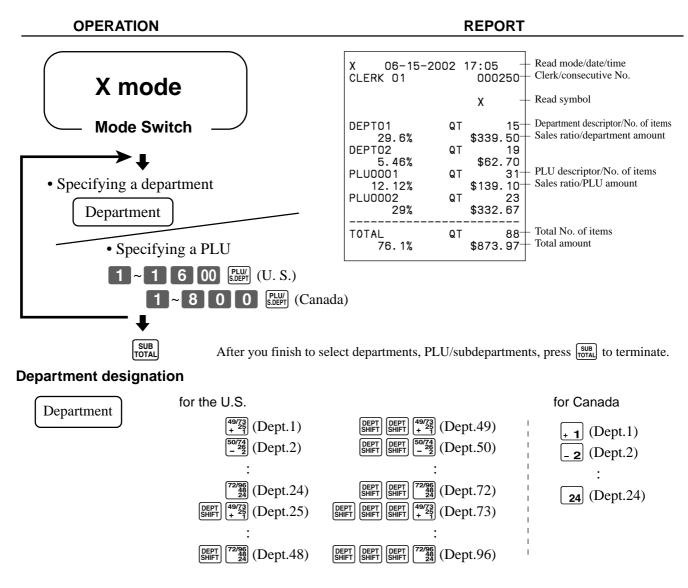
You should print reset reports at the end of the business day.

#### 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/subdepartment read report

This report shows sales for specific departments or PLU/subdepartments.

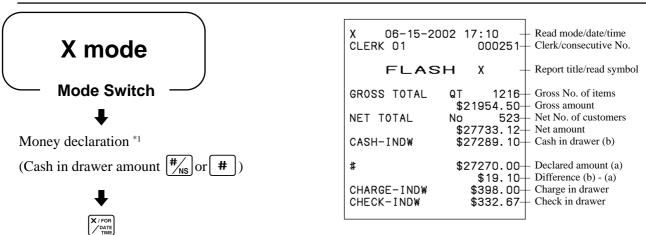


# To print the financial read report

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

### OPERATION

REPORT



<sup>\*1</sup> Money declaration:

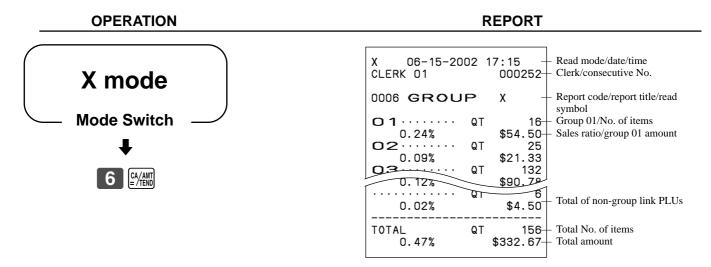
Count how much cash is in the drawer and input this amount (up to 8-digits).

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 47), you cannot skip this procedure.

### To print the group read report

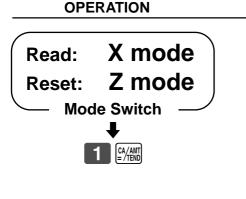
This report shows group totals.



Issue this report before the daily sales reset report, otherwise the group totals are all reset.

## To print the PLU/subdepartment read/reset report

This report shows sales for PLUs/subdepartments.

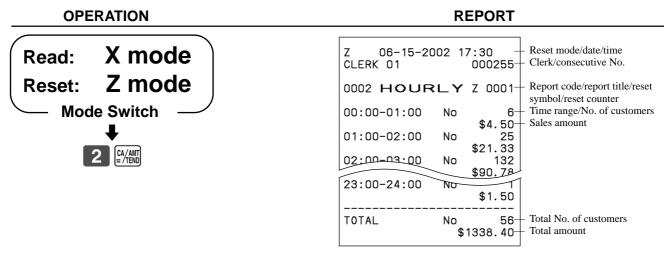


_				
	Z 06-15-20 CLERK 01	02 1	7:25 - 000254-	<ul> <li>Reset mode/date/time</li> <li>Clerk/consecutive No.</li> </ul>
(	0001 PLU		Z 0001-	<ul> <li>Report code/report title/reset symbol/reset counter</li> </ul>
F	PLUOOO1 0.24%	QT	−16 +\$54.50	<ul> <li>PLU001/No. of items</li> <li>Sales ratio/PLU001 amount</li> </ul>
F	PLU0002 0.09%	QT	25 \$21.33	
F		QT	132 \$90.78	
F	PLU0400 0.02%	<b>⊌</b> ⊤−	\$4.50	
-	TOTAL 100%	QT \$2	156- 1960.90-	– Total No. of items – Total amount

REPORT

## To print the hourly sales read/reset report

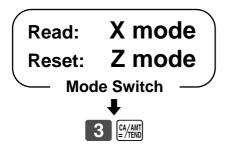
This report shows hourly breakdowns of sales.



# To print the monthly sales read/reset report

This report shows monthly breakdowns of sales.

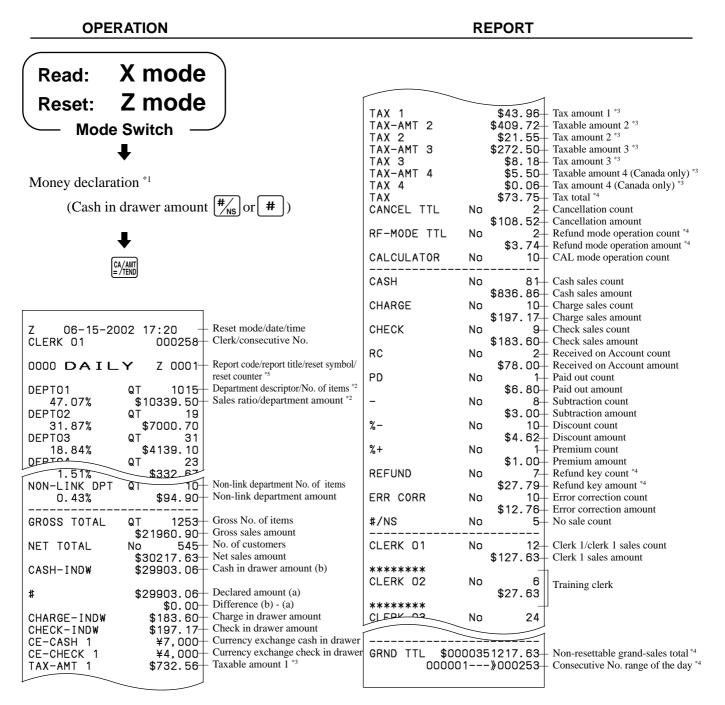
### OPERATION



	REPORT				
	Z 06-15-20 CLERK 01	002 17:35 Reset mode/date/time 000256 Clerk/consecutive No.			
	0003 MONTHLY	Z 0001 – Report code/report title/reset symbol/reset counter			
	1	No 6+ Date of a month/No. of customers \$4.50+ Sales amount			
	2…	No 25 \$21.33			
ļ	3	No 132 \$90.78			
	[31···· <b>]</b>	\$1.50			
	TOTAL	No 56- Total No. of customers \$1338.40- Total amount			

## To print the daily sales read/reset report

This report shows sales except for PLUs.



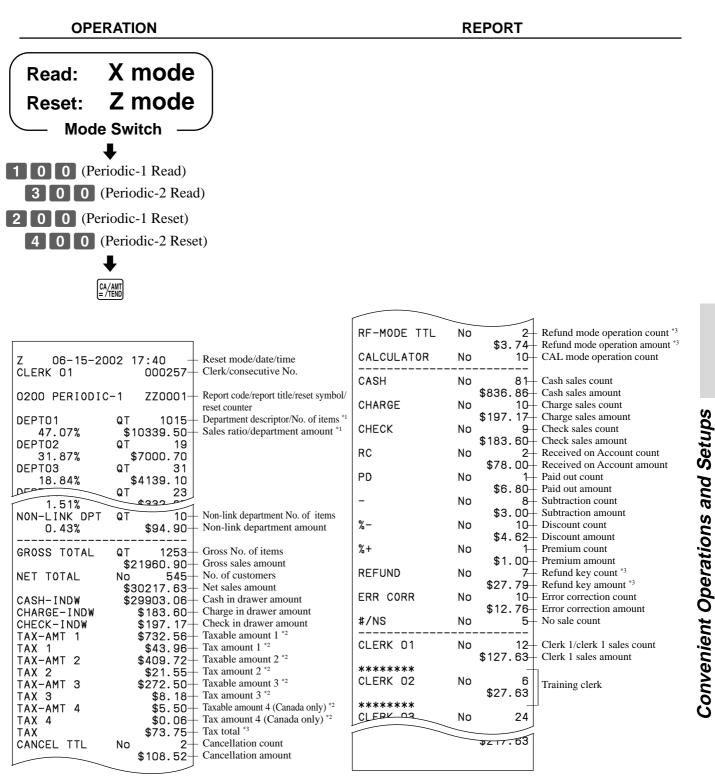
### <sup>\*1</sup> Money declaration:

Count how much cash is in the drawer and input this amount (up to 8-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 47), you cannot skip this procedure.

- <sup>\*2</sup> Zero totalled departments (the amount and item numbers are both zero) are not printed.
- <sup>\*3</sup> Taxable amount and tax amount are printed only if the corresponding tax table is programmed.
- <sup>\*4</sup> These items can be skipped by programming.
- <sup>\*5</sup> The "\*" symbol is printed on the reset report, if memory overflow occurred in the totalizer.

## 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.



- <sup>\*1</sup> Zero totalled departments (the amount and item numbers are both zero) are not printed.
- <sup>\*2</sup> Taxable amount and tax amount are printed only if the corresponding tax table is programmed.
- <sup>\*3</sup> These items can be skipped by programming.

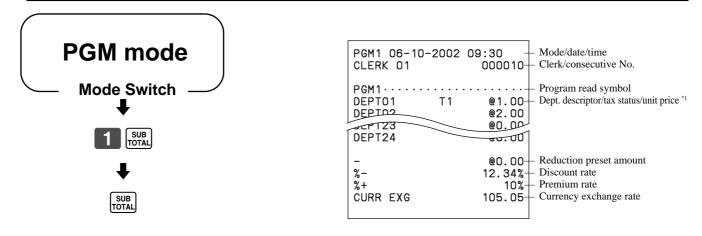
**77** E

# Reading the cash register's program

## To print unit price/rate program (except PLU)

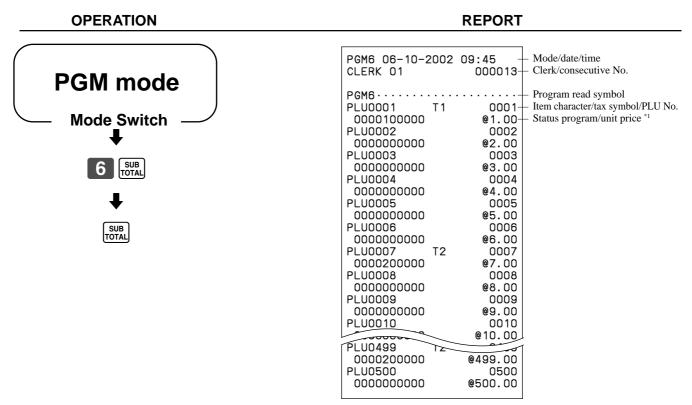
OPERATION

REPORT



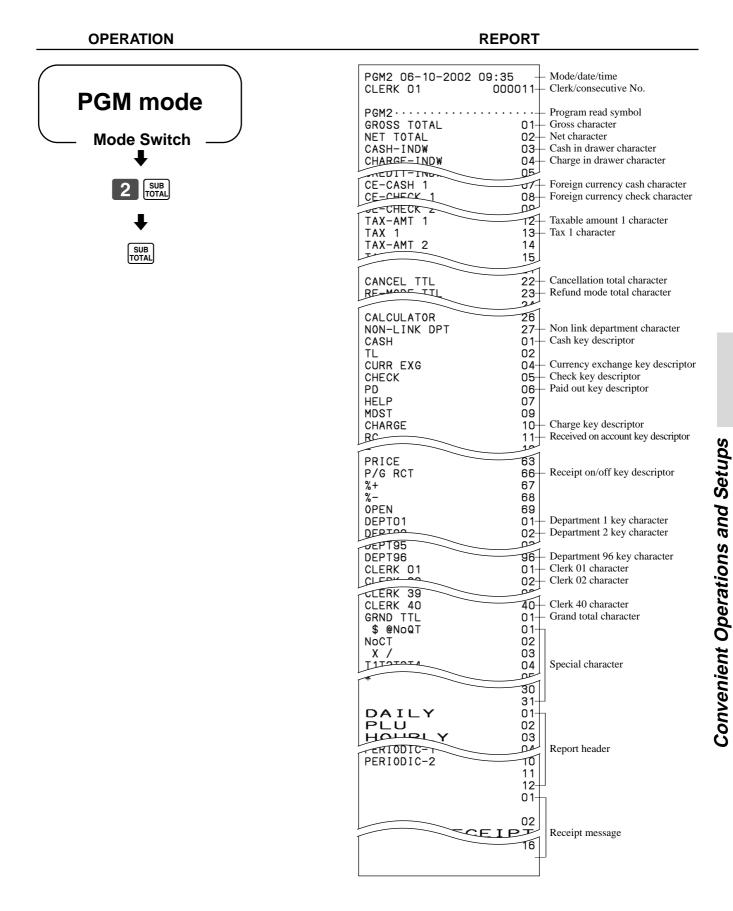
<sup>\*1</sup> Departments without being programmed are not printed on this report.

# To print the PLU program

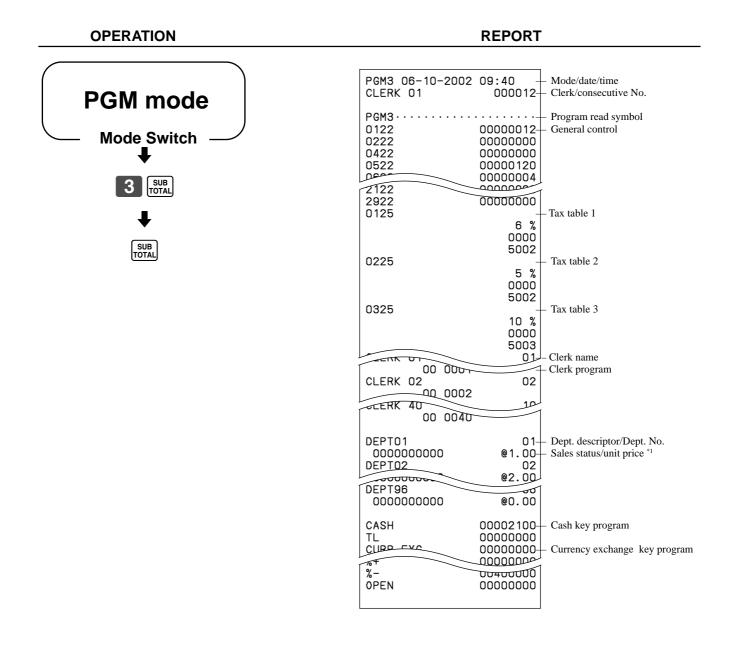


<sup>\*1</sup> PLU without being programmed are not printed on this report.

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



## To print the print control, compulsory clerk program (except PLU)



<sup>\*1</sup> Departments without being programmed are not printed on this report.

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

# When an error occurs

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

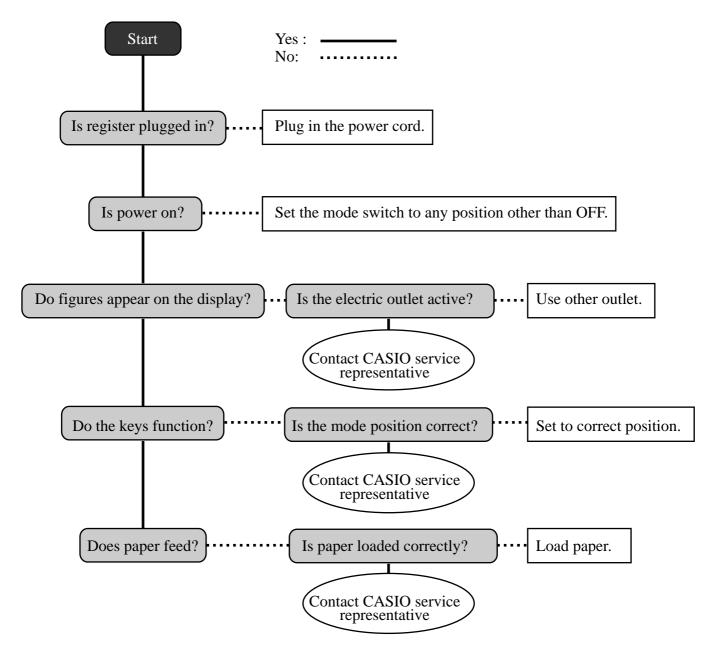
Does the display show an error code?

Yes		
↓		
Error code (Message)	Meaning	Action
E01 (ERR-MODE	Mode switch position changed before finalization.	Return the mode switch to its original setting and finalize the operation.
E08 (SIGN-ON)	Registration without entering a clerk number.	Enter a clerk number.
E10 (PRNT-LID	Platen arm of the printer is opened.	Close the platen arm.
E11 (DRW-OPEN	Registration is made while the cash drawer is opened.	Close the cash drawer.
E12 (JPAP-END	Journal paper end	Replace the new paper roll.
E14 (RPAP-END	Receipt paper end	Replace the new paper roll.
E27 (BUF-FULL	Transaction cancel buffer full.	Finalize the transaction.
E31 (PRESS-ST	Finalization of a transaction attempted without confirming the subtotal.	Press the SUB Key.
E33 (TEND-AMT	Finalize operation attempted without entering amount tender.	Enter the amount tendered.
E35 (CNG-OVER		Input amount tendered again.
E38 (DECL-AMT	Read/reset operation without declaring cash in drawer. This error appears only when this function is activated.	Perform money declaration.

Press  $\mathbf{c}$  key and check the appropriate section of this manual for the operation you want to perform.

# When the register does not operate at all

Perform the following check whenever the cash register enters 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.



# 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 ongoing 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. You will be able to issue a report when power is restored.
- 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.

### Important!

Once receipt/journal printing or printing of a report starts, it can be stopped only by interruption of power to the cash register.

# When the L sign appears on the display

## About the low battery indicator...

The following shows the low battery indicator.



If this indicator appears when you switch the cash register on, it can mean one of three things:

- No memory backup batteries are loaded in the cash register.
- The power of the batteries loaded in the unit is below a certain level.
- The batteries loaded in the unit are dead.

To clear this sign, press  $\mathbf{c}$  key.

### Important!

Whenever the low battery indicator appears on the display, load a set of three new batteries as soon as possible. If there is a power failure or you unplug the cash register when this indicator appears, you will lose all of your sales data and settings.

### BE SURE TO KEEP THE POWER CORD OF THE CASH REGISTER PLUGGED IN WHENEVER YOU REPLACE THE BATTERIES.

# To replace journal paper



# Step 1

Set the mode switch to the REG position and remove the printer cover.



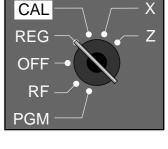
# Step 2

Press FEED to feed about 20 cm of paper.



Step 3

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



Step 6

Slide the printed journal from the take-up reel.

Step 7

Open the platen arm.

Step 8

Remove the old paper roll from the cash register.

Step 9

Load new paper.

Go to the step 3 described on page 10 of this manual.

Step 4

Remove the journal takeup reel from its holder.



Step 5

Remove the paper guide from the take-up reel.

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# To replace receipt paper



# Step 1

Set the mode switch to the REG position and remove the printer cover.



Step 2

Open the platen arm.

Step 3

Remove the old paper roll from the cash register.

Step 4

Load new paper. Go to the step 3 described on page 9 of this manual.

### NOTE:

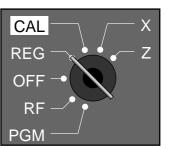
After completion of register programming, enter **6 2 0 0** and  $\mathbb{SUB}$  in the PGM 3 mode (PGM mode  $\Rightarrow$  **3**  $\mathbb{SUB}$ ) to backup the program data into the internal non-volatile memory. (This opration takes about 10 seconds.)

# Options

## WT-82 wetproof cover

The optional wetproof cover protects the keyboard from moisture damage.

Consult your CASIO dealer for details.



# **Specifications**

<b>Input method</b> Entry: Department:	10-key system; Buffer memory 8 keys (2-key roll over) Full key system			
Display	Amount 8 digits (Zero suppression) ; No. of repeats, Receipt On/Off Character 8 digits; Item descriptor, Key descriptor, Mode			
Printer				
Printer:	Dot matrix thermal printer (Receipt and journal printing) 24 digits (Amount 10 digits/descriptor 8, 12 or 24 digits)			
Journal:	Automatic take up roll winding			
Print speed:	Max. 14 lines/sec.			
Feed speed:	Max. 14 lines/sec.			
Paper roll:	58 mm $\times$ 80 mm Ø (Max.)			
	CASIO P-5880T			
Calculations	Entry 8 digits; Registration 7 digits; Total 8 digits			
Chronological data				
Date print:	Automatic date printout on receipt or journal Automatic calendar			
Time print:	Automatic time printout on receipt or journal			
Time display:	24-hour system			
Alarm	Entry confirmation signal; Error alarm			

### Totalizers

		Contents				
Category	No. of Totalizers	Amount (10 digits)	No. of items (4 digits)	Count (4 digits)	No. of customers (4 digits)	Periodic Totalizer
Department	96*3/24*4	~	✓ *1			<ul> <li>✓</li> </ul>
PLU	1600*3/800*4	~	✓ *1			
Hourly sales	24	~			~	
Monthly	31	~			~	
Clerk	40*3/15*4	~			~	
Transaction	30	✓ 0	r 🖌	or 🗸	or 🗸	~
Non resettable grand sales total	1	✓ *2				
Reset counter	6			~		<ul> <li>✓</li> </ul>
Consecutive No.	1			~		

\*1: 4 digit integer + 2 digit decimal, \*2: 12 digits, \*3: for the U.S., \*4: for Canada

Memory protection batteries	The effective service life of the memory protection batteries (three new SUM-3 or UM-3 type batteries) is approximately one year from installation into the machine.
Power supply/ Power consumption	As noted on the plate affixed to right side of register.
<b>Operating temperature</b>	$0^{\circ}C \sim 40^{\circ}C$
Humidity	10 ~ 90%
<b>Dimensions and Weight</b>	291mm (H) $\times$ 410mm (W) $\times$ 474mm (D) / 11.2kg with medium size drawer

\* Specifications and design are subject to change without notice.

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### LIMITED WARRANTY: ELECTRONIC CASH REGISTERS

This product, except the battery, is warranted by Casio to the original purchaser to be free from defects in material and workmanship under normal use for a period, from the data of purchase, of one year for parts and 90 days for labor. For one year, upon proof of purchase, the product will be repaired or replaced (with the same or a similar model) at Casio's option, at a Casio Authorized Service Center without charge for parts. Labor will be provided without charge for 90 days. The terminal resident software and programmable software, if any, included with this product or any programmable software which may be licensed by Casio or one of its authorized dealers, is warranted by Casio to the original licensee for a period of ninety (90) days from the date of license to conform substantially to published specifications and documentation provided it is used with the Casio hardware and software for which it is designed.

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### CASIO, INC. 570 MOUNT PLEASANT AVENUE, P. O. BOX 7000, DOVER, NEW JERSEY 07801 U.S.A.

Model:	Serial Number:	Date of Purchase:
Your Name:		
Address:		
Dealer's Name:		
Address:		

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# CASIO.

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