

SHARP®

POS TERMINAL

MODEL

UP-800F UP-810F

INSTRUCTION MANUAL



CAUTIONS:

The cash register should be securely fitted to the supporting platforms to avoid instability when the drawer is open.

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

For a complete electrical disconnection pull out the mains plug.

Warning

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

Authorized representative responsible for the European Union Community Market

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INTRODUCTION

Thank you very much for your purchase of the SHARP POS Terminal Model UP-800F/810F. Please read this Manual carefully before operating your machine in order to gain full understanding of functions and features. Please keep this manual for future reference. It will help you if you encounter any operational problems.

IMPORTANT

- **Install your POS terminal in a location that is not subject to direct sunlight, unusual temperature changes, high humidity or exposure to water sources and keep away from heat and magnetic sources.**
Installation in such locations could cause damage to the cabinet and the electrical components.
- **The POS terminal should not be operated by an individual with wet hands.**
The water could seep into the interior of the POS terminal and cause component failure.
- **Do not apply excessive pressure to the display.**
Do not use a sharp-pointed object on the display.
The LCD display will be damaged easily.
- **When cleaning your POS terminal, use a dry, soft cloth. Never use solvents, such as benzine and/or thinner.**
The use of such chemicals will lead to discoloration or deterioration of the cabinet.
- **The surface of the screen may become smeared and accumulate dust during use.**
Gently wipe the surface of the screen with a soft cloth that has been dipped in a mild detergent solution and squeezed dry.
- **The POS terminal plugs into any standard wall outlet (official (nominal) voltage).**
Other electrical devices on the same electrical circuit could cause the POS terminal to malfunction.
- **If the POS terminal malfunctions, call your authorized SHARP dealer for service - do not try to repair the POS terminal yourself.**
- **For a complete electrical disconnection, the AC power cord must be removed from the wall outlet.**
- **Never disconnect peripherals from the POS terminal while the POS terminal remains plugged into the AC outlet.**

PRECAUTION

This POS terminal has a built-in memory protection circuit which is operated by a rechargeable battery pack. It should be known that all batteries will, in time, dissipate their charge even if not used. Therefore to insure an adequate initial charge in the protection circuit and to prevent any possible loss of memory upon installation, it is recommended that each unit be allowed to be recharged for a period of 24 to 48 hours prior to use by the customer.

In order to charge the battery pack, the machine must be plugged in and its power switch must be set to the "ON" position. This recharging precaution can prevent unnecessary initial service calls.

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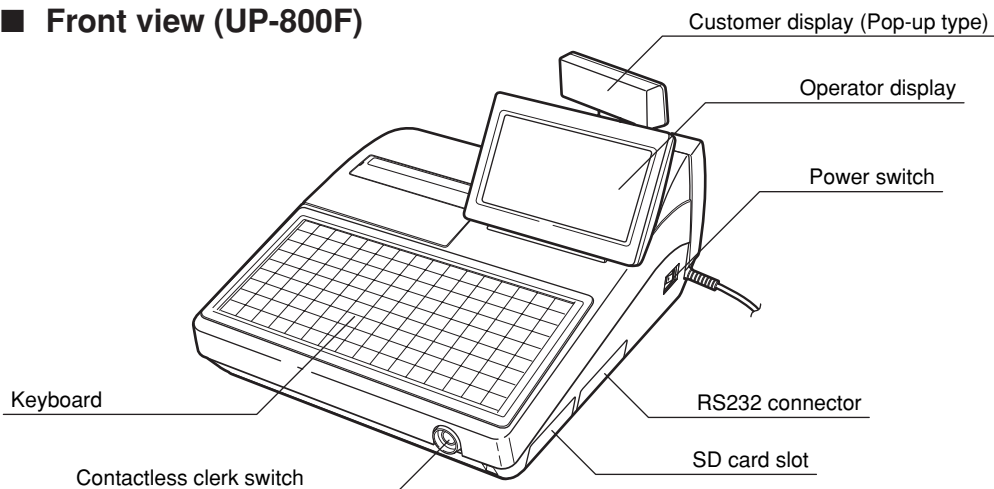
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Part Names and Functions

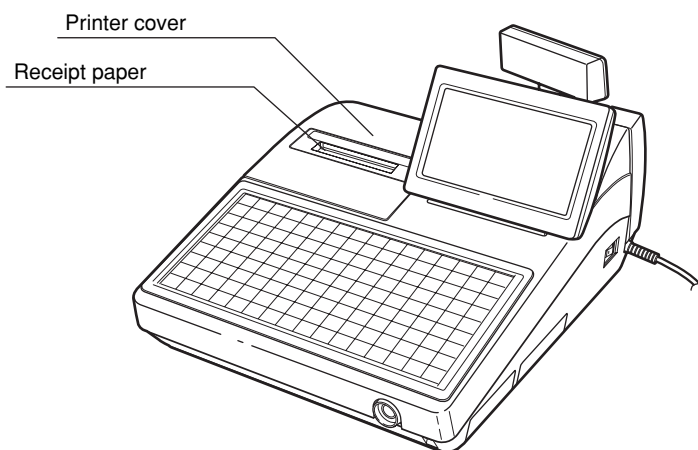
This chapter describes the part names and functions of this POS terminal.

External View

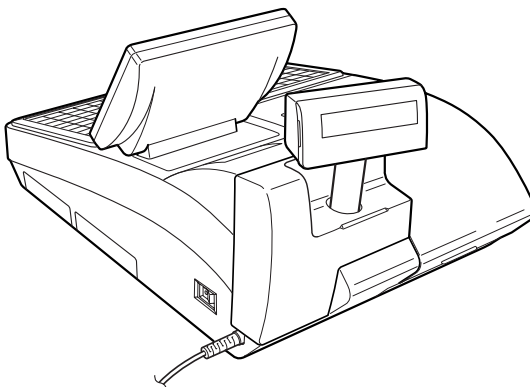
■ Front view (UP-800F)



■ Front view (UP-810F)



■ Rear view (UP-800F/810F)



Printer (UP-800F)

NOTE

- The POS terminal UP-800F is not equipped with any built-in printer.
- The POS terminal UP-800F may be configured with multiple types of printers offered in the market. For specific instructions related to the handling and care of the printer, please refer to the applicable printer instruction manual.

Before using the POS terminal UP-800F, connect a printer. For this operation, see the printer's manual.

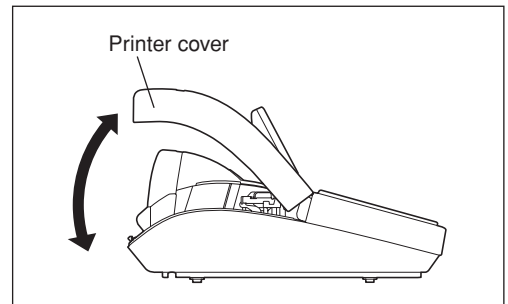
Printer (UP-810F)

NOTE

The POS terminal UP-810F may be configured with multiple types of printers offered by the market. For specific instructions related to the handling and care of the printer, please refer to the applicable printer instruction manual.

The built-in printer is a 1 station (receipt) type thermal printer, and therefore it does not require any type of ink ribbon or cartridge. The average life of the printer is approximately 5 million lines.

To open the printer cover, lift up the cover as shown on the right sketch.

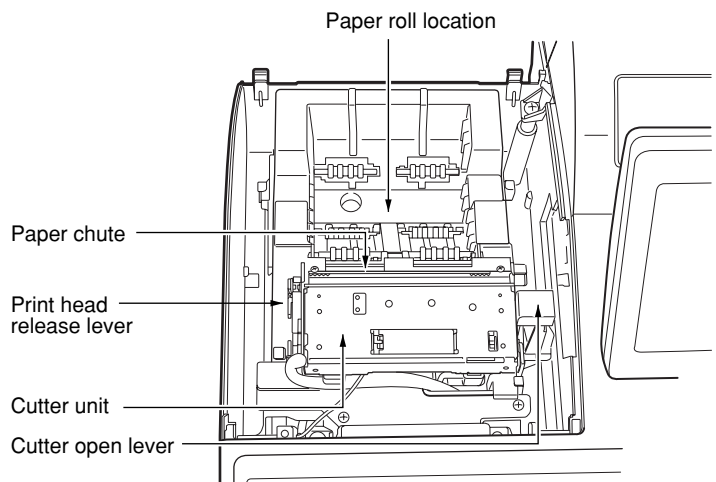


Print head release lever

The print head can be lifted by the green lever on the left side of the printer. Pulling the lever forward lifts the print head up. If the paper becomes jammed, you need to lift the print head.

Cutter open lever

If a paper jam occurs, pull the cutter unit open while pushing the cutter open lever to the right. Then remove the paper jam inside the printer. For the detailed procedures, refer to the "Removing a paper jam" section in the "Operator Maintenance" chapter.

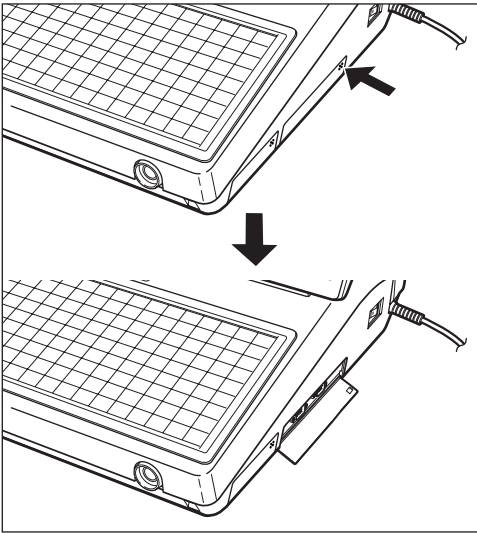


NOTE

Do not attempt to remove the paper roll with the head in the down position. This may result in damage to the printer and print head.

RS232 Connector/SD Card Slot

■ Opening the RS232 connector cover



Push the part of the RS232 connector cover indicated by the arrow to open the cover.

* To close the cover, push the arrowed part in until you hear it click.

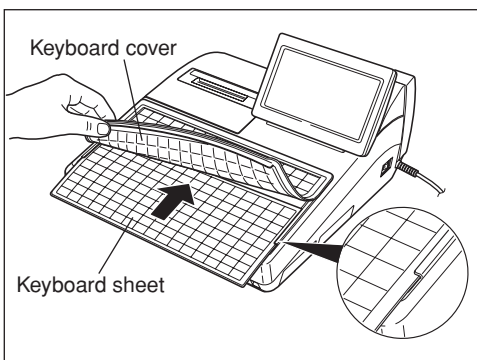
■ Opening the SD card slot cover

Refer to the “SD CARD Mode” section.

Keyboard

■ Inserting the keyboard sheet

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



1. Insert the keyboard sheet into the slit, holding up the keyboard cover as shown left.
2. Close the keyboard cover.




NOTE

































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

■ Standard keyboard layout

↑ RECEIPT	↑ RECEIPT	G.C. RCPT	VAT SHIFT	PRICE SHIFT#	AUTO MENU1	AUTO MENU2	PLU MENU1	PLU MENU2	PLU MENU3	PLU MENU4	PLU MENU5	PLU MENU6	PLU MENU7	MODE	HOME
3	6	9	12	8	16	24	32	40	48	56	64	72	80	CANCEL	ENTER
2	5	8	11	7	15	23	31	39	47	55	63	71	79	PAGE UP	PAGE DOWN
1	4	7	10	6	14	22	30	38	46	54	62	70	78	←	→
⊗	•	CL	PLU/ SUB	5	13	21	29	37	45	53	61	69	77	↑	↓
7	8	9	∞	4	12	20	28	36	44	52	60	68	76	BS	BT
4	5	6	GLU	3	11	19	27	35	43	51	59	67	75	OPENED GLU	FUNC MENU
1	2	3	NBAL	2	10	18	26	34	42	50	58	66	74	CH #	CR #
0	00	000	FINAL	1	9	17	25	33	41	49	57	65	73	ST	TL

NOTE

- All the keys but the receipt paper feed key can be re-positioned. If you want to change the layout, contact your authorized SHARP dealer.
- On UP-800F, the  key is not available.  is positioned in place of the  key.

	Receipt paper feed key		Opened GLU list key
 ~ 	Department keys		Guest lookup key
 ~ 	Numeric keys		New balance key
 ~ 			Guest check receipt key
	Decimal point key		Bill totalize/bill transfer key
	Clear key		Bill separation key (by item)
	Multiplication key		Function menu key (function menu 4)
	Void key		Enter key
	Price lookup/subdepartment key		Value-added tax shift key (by transaction)
	Tentative finalization key	 	AUTO menu 1 and 2 keys
	Price level shift number key		Credit menu key (function menu 2)
 ~ 	PLU menu 1 through 7 keys		Check menu key (function menu 3)
 ~ 	Direct price lookup keys		Subtotal key

TL	Total key	MODE	MODE key
PAGE UP	Page up/down keys	HOME	HOME key
PAGE DOWN			
CANCEL	Cancel key		
→	} Cursor (right/left/up/down arrow) keys		
←			
↑			
↓			

■ Optional keys

NOTE

The following optional keys can optionally be mounted in place of those shown in the figure of the standard keyboard layout. For details, consult your dealer.

BACK SPACE	Back space key	CASH TIP	MultipCash tip keylocation key
81 ~ 100	Direct price lookup keys	NON-CASH TIP	Non-cash tip key
13 ~ 99	Department keys	TIP PAID	Tip paid key
TEXT 1 ~ TEXT 99	Text 1 through 99 keys	NS	No-sale key
%1 ~ %9	Percent 1 through 9 keys	#/TM	Non-add code/Date & time display key
⊖1 ~ ⊖9	Discount 1 through 9 keys	CLERK #	Clerk code entry key
CR1 ~ CR9	Credit 1 through 9 keys	CASH #	Cashier code entry key
TEXT #	Text number key	SCALE	Scale entry key
CA2 ~ CA5	Cash total 2 through 5 keys	OPEN TARE	Tare entry key
EX1 ~ EX9	Foreign currency exchange 1 through 9 keys	RCPT	Receipt print key
RA1 ~ RA2	Received-on-account 1 and 2 keys	RCP SW	Receipt ON/OFF key
PO1 ~ PO2	Paid-out 1 and 2 keys	HALF PINT	Half pint key
AUTO 1 ~ AUTO 99	Automatic sequencing 1 through 99 keys	DEPOSIT	Deposit key
CH1 ~ CH5	Check 1 through 5 keys	DEPOSIT RF	Deposit refund key
RF	Refund key	DEPT #	Department number key
AMT	Amount entry key	WITHOUT	Without key
VAT	Value-added tax key	WITH	With key

GUEST #	Guest number entry key	DEL	Delete key
TRANS OUT	Transfer out key	SLIP	Slip printer key
TRANS IN	Transfer in key	VAT SFT IT	Value-added tax shift by item key
RCP SF	Receipt shift key	BS AMOUNT	Bill separation by amount key
RECALL GLU	Recall TOTAL STATUS key	AUTO MENU3 ~ AUTO MENU6	AUTO menu 3 through 6 keys
VP	Validation print key	MGR #	Manager code entry key
RTN	Return key	TIME IN	Time in key
DIFFER ST	Difference subtotal key	BREAK	Break in/out key
GC COPY	Guest check copy key	POINT REDEEM	Point redemption key
REPEAT	Repeat key	NAME & ADDRESS	Name and Address key
VIP1 ~ VIP3	VIP1 through 3 sale keys	ADVANCE ORDER	Customer advance order key
CLK 1 ~ CLK 10	Clerk entry 1 through 10 keys	CORRECT ORDER	Correct order key
CASH 1 ~ CASH 10	Cashier entry 1 through 10 keys	WORK CHANGE	Working time shift change key
CHK PRINT	Check print key	INT. GLU	Intermediate GLU key
LEVEL #	PLU level shift number key	E-MAIL	E-mail key
L1 ~ L10	PLU level shift 1 through 10 keys	DISC GROUP1 ~ DISC GROUP10	Group discount 1 through 10 keys
PRICE SHIFT1 ~ PRICE SHIFT8	Price level shift 1 through 8 keys	CRATE 1 ~ CRATE 99	Crate 1 through 99 keys
PLU MENU8 ~ PLU MENU50	PLU menu 8 through 50 keys	VAT SFT TR	Value-added tax shift by transaction key
C_NEXT	Condiments next key	BS ITEM	Bill separation by item key
E.BILL	Entertainment bill key	BS PERSON	Bill separation by person key
S.SFT	Sort group shift key	FUNC MENU1 ~ FUNC MENU30	Function menu 1 through 30 keys
INQ	Inquiry key	EMPL #	Employee code entry key
CUST	Customer code entry key	TIME OUT	Time out key
PRICE CHANGE	EAN price change key	WASTE	WASTE mode key
CHARGE	Charge key	SEARCH NAME	Search by name key

CUST
BILL

Customer bill key

CREDIT
ORDER

Credit customer advance order key

MASK

Mask key

ITF

ITF key

BANK
CONSOLE

Bank console key

DISC G.
SHIFT1

DISC G.
SHIFT10

Discount group shift 1 through 10
keys




CRATE
#

Crate number key




























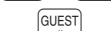








































NOTE

Department keys 1 through 99 are shown as 1 through 99 in this manual.

■ Default key text on the display

Function keys can be set on the keyboard area of the display by assigning them to the  key and  through  keys.

Note that the labels on the key tops in this manual may differ from the default texts of the displayed keys. The default texts are as follows:

Key	Default text	Key	Default text
  	0 thru 9		RETURN
	00		GLU
	000		NBAL
	•		FINAL
	CLEAR		RA
	X/QTY		RA2
	SUB TOTAL		PO
	MODE		PO2
	▲		AMOUNT
	▼		HALF PINT
	← MORE		VATSF ITEM
	MORE →		VATSF TRANS.
	HOME		VIP1 thru VIP3
	CANCEL		GUEST#
	ENTER		DEPO
	CASH TOTAL		DEPO REFUND
	PAGE UP		B.T.
	PAGE DOWN		B.S. ITEM
	BACK SPACE		B.S. AMOUNT
	DELETE		B.S. PERSON
	DIFFER ST		TRANS OUT
	# TIME		TRANS IN
	NS		G.C. RCPT
	SCALE		CASH TIP
	OPEN TARE		NC TIP
	PLU EAN		TIP PAID
	GCCOPY		WITH
	VP		WITH OUT
	SLIP		CHECK PRINT
	RCPT		MGR#
	RCPT SHIFT		EMPL#
	VOID		REPEAT
	REFUND		RCP ON/OFF

Key	Default text	Key	Default text
TIME IN	TIME IN	BANK CONSOLE	BANK CONSOL
TIME OUT	TIME OUT	E-MAIL	E-MAIL
BREAK	BREAK	LEVEL #	LEVEL#
S.SFT	SORTG SHIFT	L1 ~ L10	L1 thru L10
WASTE	WASTE	PRICE SHIFT#	PRICE SHIFT#
OPENED GLU	OPENED GLU	PRICE SHIFT1 ~ PRICE SHIFT8	P1 thru P8
VAT	VAT	DISC G SHIFT1 ~ DISC G SHIFT10	GROUP DSF01 thru 10
PRICE CHANGE	PRICE CHANGE	CA2 ~ CA5	CA2 thru CA5
INQ	INQ	CH1 ~ CH5	CHECK thru CHECK5
DEPT #	DEPT#	CR1 ~ CR9	CR1 thru CR9
CUST	CUST	EX1 ~ EX9	EXCH1 thru 9
CHARGE	CUST CHARGE	%1 ~ %9	%1 thru %9
POINT REDEEM	POINT REDEMP	⊖1 ~ ⊖9	(-)1 thru (-)9
SEARCH NAME	SEARCH NAME	DISC GROUP1 ~ DISC GROUP10	GROUP DISC01 thru 10
ADVANCE ORDER	ADVANC ORDER	CLERK #	CLK#
CREDIT ORDER	CREDIT ORDER	CLK 1 ~ CLK 10	CLK01 thru 10
MASK	MASK	CASH #	CSR#
WORK CHANGE	WORK CHANGE	CASH 1 ~ CASH 10	CSR1 thru 10
NAME& ADDRESS	NAME ADD	FUNC MENU1 ~ FUNC MENU30	FUNC MENU01 thru 30
ITF	ITF	AUTO 1 ~ AUTO 99	AUTO thru AUTO99
CUST BILL	CUST BILL	AUTO MENU1 ~ AUTO MENU6	AUTO MENU1 thru 6
CORRECT ORDER	CORREC ORDER	PLU MENU1 ~ PLU MENU50	PLU MENU01 thru 50
C NEXT	C NEXT	TEXT #	TEXT#
E.BILL	E.BILL	TEXT 1 ~ TEXT 99	TEXT01 thru 99
RECALL GLU	RC-GLU	CRATE #	CRATE#
INT. GLU	INTERMED.	CRATE 1 ~ CRATE 99	CRATE01 thru 99

NOTE

You can change the default text in the PGM2 mode.

Clerk Keys

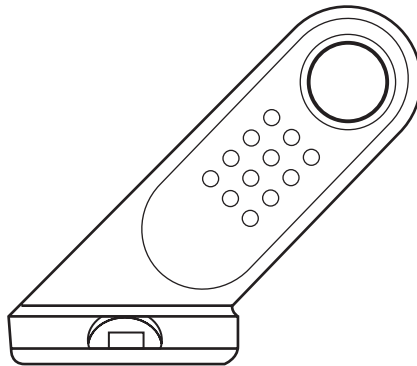
This POS terminal allows the operator to use the following four clerk identification systems:

- Contactless clerk keys (max. 126 clerks)
- Clerk code entry (max. 255 clerks)
- Clerk entry keys (max. 10 clerks)
- WMF clerk keys (max. 127 clerks)*

* The WMF clerk key is not a SHARP product.

The standard POS terminal comes with a combination of the contactless clerk key and clerk code entry systems by default. If you want to change the clerk identification system, contact your authorized SHARP dealer.


Contactless clerk keys (optional)



Put one of the contactless clerk keys to the clerk switch.

Clerk code entry (1 through 9999)

Enter the clerk code by using the following procedure:

XXXX →  →
Clerk code

Clerk entry keys



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

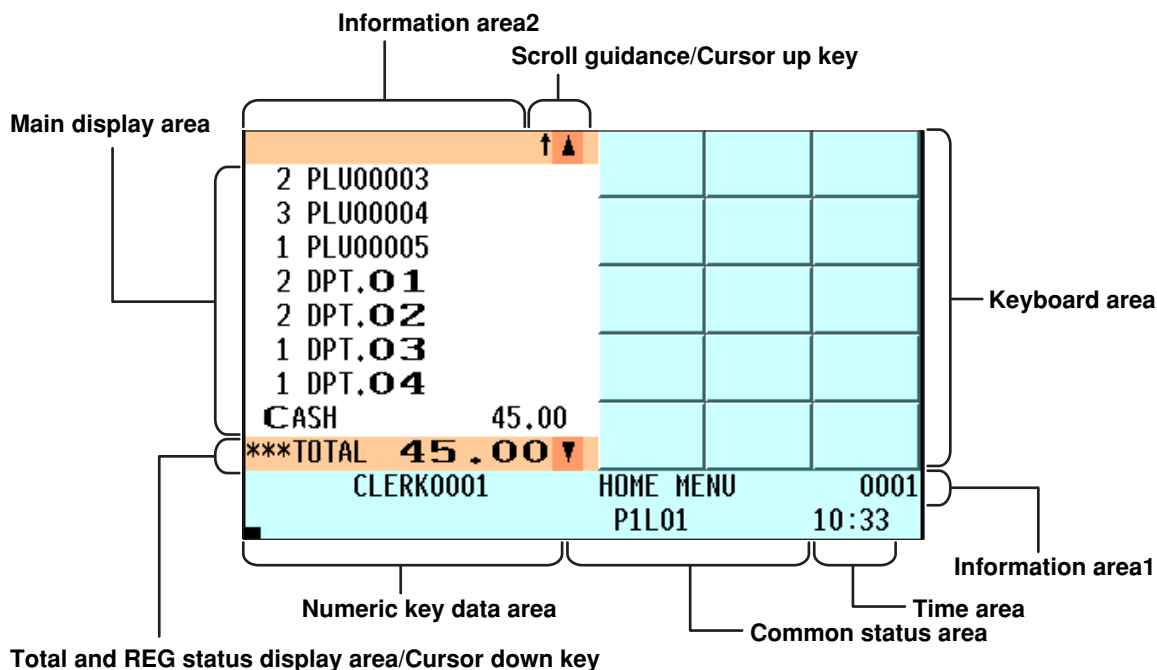
WMF clerk keys

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

Display

■ Operator display (touch panel)

• Screen example 1 (REG mode)



Main display area

Shows sales information you have just entered.

Total and REG status display area

Shows the sales total.

Scroll guidance/Cursor up (down) keys

Shows the scroll guidance to indicate you can scroll in the arrowed direction by using the cursor up/down keys / when the transaction information occupies more than 8 lines.

Keyboard area

Shows the keyboard.

The press of a menu key such as the key, function menu keys, PLU menu keys, etc. replaces the currently displayed keys with the ones assigned to the menu key.

Information area1

Shows the following items:

Clerk name	: Shows the current clerk name (the current cashier name in case of the clerk + cashier system).
Menu title	: Shows the current menu title.
Clerk code	: Shows the current clerk code (the current cashier code in case of the clerk + cashier system).
Electronic mail indicator (M)	: Appears when an electronic mail is received.
Item text	: Appears when an item is selected on the main display area or registered.
Modification status	: Shows the information such as "REFUND", "RETURN", etc. when the corresponding key is pressed.

Information area2

Shows the GLU code during a GLU entry.

Time area

Shows the current time.

Common status area

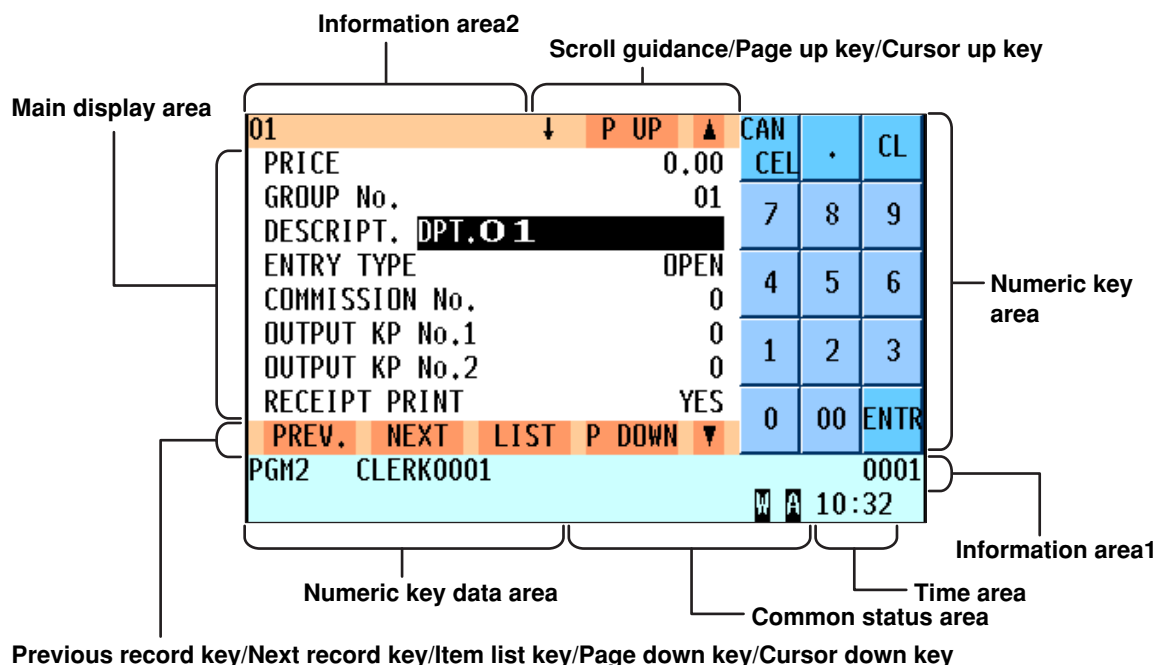
Shows the following items:

Price level shift indicator (P1-P8)	: Shows the current PLU/EAN price level.
PLU level shift indicator (L01-L10)	: Shows the current PLU level.
Receipt shift indicator (r)	: Shows the receipt shift status.
T-Log near full indicator (■)	: ■ appears when the used memory is 80%.
	: ■ appears when the used memory is 90%.
	: ■ appears when the used memory is 95%.
Stock alarm indicator (⚠)	: Appears when the stock of the PLU which you entered is zero, negative or reaches the minimum stock.
Electronic journal near full indicator (■)	: ■ appears when the used memory is 80%.
	: ■ appears when the used memory is 90%.
	: ■ appears when the used memory is 95%.
VAT shift status indicator (V)	: Appears when the VAT status is shifted.
Receipt ON/OFF status indicator (R)	: Appears when the receipt ON-OFF function signs OFF.
Sentinel mark (X)	: Appears when the cash in drawer exceeds the programmed sentinel amount.
	The sentinel check is performed for the total cash in drawer.
VMP file full indicator (1, 2, or 3)	: When a VMP file used memory is 90% or more, its file number is indicated.

Numeric key data area

Shows numeric data by numeric key entry.

• Screen example 2 (PGM mode)



Main display area

Shows programmable items.

Information area1

Shows the mode you are in, clerk name, electronic mail indicator (M) and clerk code. Refer to the REG mode screen example for details.

Information area2

Shows the current job name like "READING", "RESETTING", etc.

Numeric key area

Shows the numeric keys.

Time area/Numeric key data area/Scroll guidance/Cursor up (down) keys

Refer to the REG mode screen example.

Common status area

Shows the following indicators besides some of those introduced in the REG mode screen example:

Caps lock indicator (A/a) : The upper-case letter “A” appears when caps lock is on, and the lower-case letter “a” appears when caps lock is off during text programming.

Double-size character mode indicator (W) : Appears when the double-size character mode is selected during text programming.

Page up (down) keys (P UP / P DOWN)

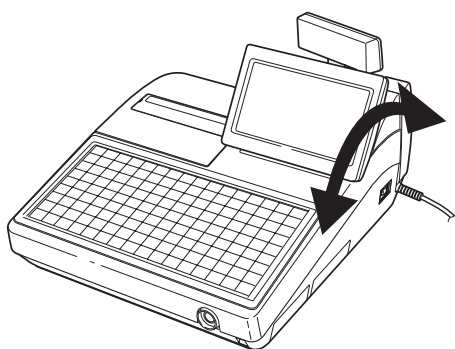
Used to scroll the window to go to the next page or back to the previous page.

Next/Previous record key (NEXT / PREV.)

Used to go to the next record or back to the previous record.

Item list key (LIST)

Used to list programmable options. You can also toggle the options with the  key.

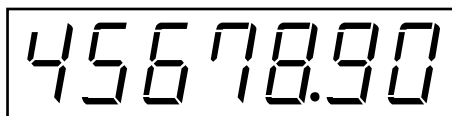


The display can be tilted back and forth to the best operational viewing angle.

NOTE

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

■ Customer display (pop-up type)



■ Display adjustment (operator display)

You can adjust the contrast of the display in the “BRIGHTNESS” menu of the “TERMINAL” programming.

The backlight in the display is a consumable part.

When the LCD display may no longer be adjusted and becomes darker, you should replace the LCD unit. Consult your authorized SHARP dealer for further details.

■ Screen save mode

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

To go back to the normal mode, press any key.

2

Selecting an Operating Mode

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

Mode selection window

↓ P UP ▲				CAN	.	CL
1 OPXZ MODE	CEL					
2 OFF MODE	7	8	9			
3 X1/Z1 MODE	4	5	6			
4 X2/Z2 MODE	1	2	3			
5 PRICE MODE	0	00	ENTR			
6 PGM1 MODE						
7 PGM2 MODE						
8 AUTO KEY MODE						
PREV. NEXT LIST P DOWN ▼						
MODE CLERK0001	0001			10:50		

Operating Modes

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

REG mode	This mode allows you to enter various sales information. The mode selection window does not list this mode. To select this mode from the mode selection window, press the CANCEL key.
OPXZ mode	This mode allows cashiers/clerks to take X or Z reports on their sales information. It can also be used to manage the number of hours for which employees work.
OFF mode	This mode locks all the operations of the POS terminal. When you select this mode, the window will disappear. Pressing any key turns the POS terminal "ON."
X1/Z1 mode	This mode is used to take various daily total reports (X1/Z1 reports).
X2/Z2 mode	This mode is used to take various weekly or monthly reports (X2/Z2 reports).
PRICE mode	This mode allows you to program unit price of PLUs.
PGM1 mode	This mode allows you to program those items which need to be changed often such as unit prices of departments or PLUs and percentages.
PGM2 mode	This mode allows you to program those items which can be programmed in the PGM1 and do not require frequent changes such as date, time and functions.
AUTO KEY mode	This mode allows you to program AUTO menu keys and automatic sequencing keys.
SD CARD mode	This mode allows you to save and load the data of your POS terminal to and from an SD card.

Mode Selection

Procedure





1	OPXZ MODE				CAN	.	CL
2	OFF MODE				CEL		
3	X1/Z1 MODE				7	8	9
4	X2/Z2 MODE						
5	PRICE MODE				4	5	6
6	PGM1 MODE						
7	PGM2 MODE				1	2	3
8	AUTO KEY MODE						
	PREV. NEXT LIST P DOWN ▼				0	00	ENTR
MODE	CLERK0001						0001
							10:50


↓ P UP ▲		CAN	.	CL
1	OPXZ MODE	CEL		
2	OFF MODE	7	8	9
3	X1/Z1 MODE			
4	X2/Z2 MODE	4	5	6
5	PRICE MODE			
6	PGM1 MODE	1	2	3
7	PGM2 MODE			
8	AUTO KEY MODE	0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
MODE CLERK0001		0001		
		10:51		

Procedure



PGM1 MODE		P UP ▲	CAN	.	CL
1 READING			CEL		
2 SETTING			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST P DOWN ▼			
PGM1 CLERK0001			0001		
			10:51		

■ Selecting a mode

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

- 2.** Press the  key.

NOTE

- You don't need to press the  key when you selected the option by touching.
- When you want to enter the REG mode, simply press the  key.

■ Returning to the mode selection window

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

1. Press the **MODE** or **CANCEL** key with the menu screen for the selected mode displayed.
 - You will enter the REG mode.
2. Press the **MODE** key.
 - You will return to the mode selection window.

3

Receipts

Built-in Printer Sample Receipt

Machine no.	123456 #0017	22/07/2008	10:01	[0001]	Clerk code
Clerk name	CLERK0001				Time
Consecutive no.					
Date	2x PLU00001	1.91	*3.82		
	1x PLU00002	0.79	*0.79		Item entry
	1x PLU00003	2.20	*2.20		
	***TOTAL		*6.81		Sales total
	CASH		*7.00		Cash amount tendered
	CHANGE		*0.19		Change due

NOTE


In this manual, all the receipt samples are printed out on the built-in printer of UP-810F.

Receipt for Remote Printers (KP#1–KP#9)

■ Type of receipts

You can select one of the following 5 types of receipts for each remote printer. These types of receipts are available in the REG or MGR mode. By default, the addition receipt type is selected.

- Addition receipt type
- Single/double receipt type
- Addition + single receipt type
- Double addition receipt type
- Double (addition + single) receipt type

NOTE You can shift the printing mode of items for the receipt by pressing the  key before item entry (Receipt Shift function).

• Single/double receipt type → Addition receipt type

• Addition receipt type

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

Addition receipt

10:00	22/07/08
CLERK0001	
1×PLU00001	
1×PLU00002	
1×PLU00003	

- **Single/double receipt type**

When you select this type:

- One receipt is issued and the transaction is finalized each time you enter an item.
- A single receipt or a double receipt is issued depending on the PGM2 programming for the department.
- Each sales transaction is automatically handled as a cash deal.
- Items specified as SICS or SIF are treated as a single type.
- GLU entry is allowed.

Double receipt

10:53 CLERK0001	22/07/08
1xPLU00001	

10:53 CLERK0001	22/07/08
** DOUBLE **	
1xPLU00001	

← Perforation

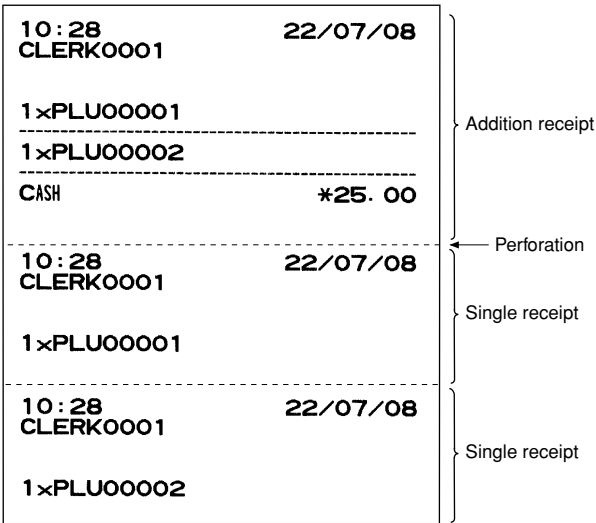
Single receipt

10:53 CLERK0001	22/07/08
1xPLU00001	

• **Addition + single receipt type**

When you select this type:

- An addition receipt and each single receipt are issued in series after you finalize the transaction.
- Footer logo message is printed at the end of the addition receipt part.
- The information on multiplication entry will be printed on a single receipt.



• **Double addition receipt type**

The contents of this type of receipt is same as the addition receipt type.

However, the same receipt will be issued two times.

• **Double (addition + single) receipt type**

The contents of this type of receipt is same as the (addition + single) receipt type.

However, the same receipt will be issued two times.

Sorted Receipt Function

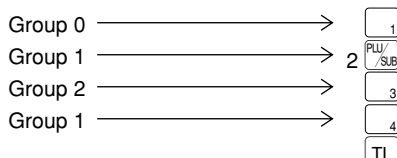
When the sorted receipt function is programmed for your POS terminal, PLUs are printed in sorted form by PLU group regardless of the order that you entered items.

NOTE The sort group number is temporarily changed by S.SFT key (sort shift key).

→ $n \rightarrow \text{S.SFT} \rightarrow \{PLU \text{ entry}\}$ n : Group number (00 - 99)

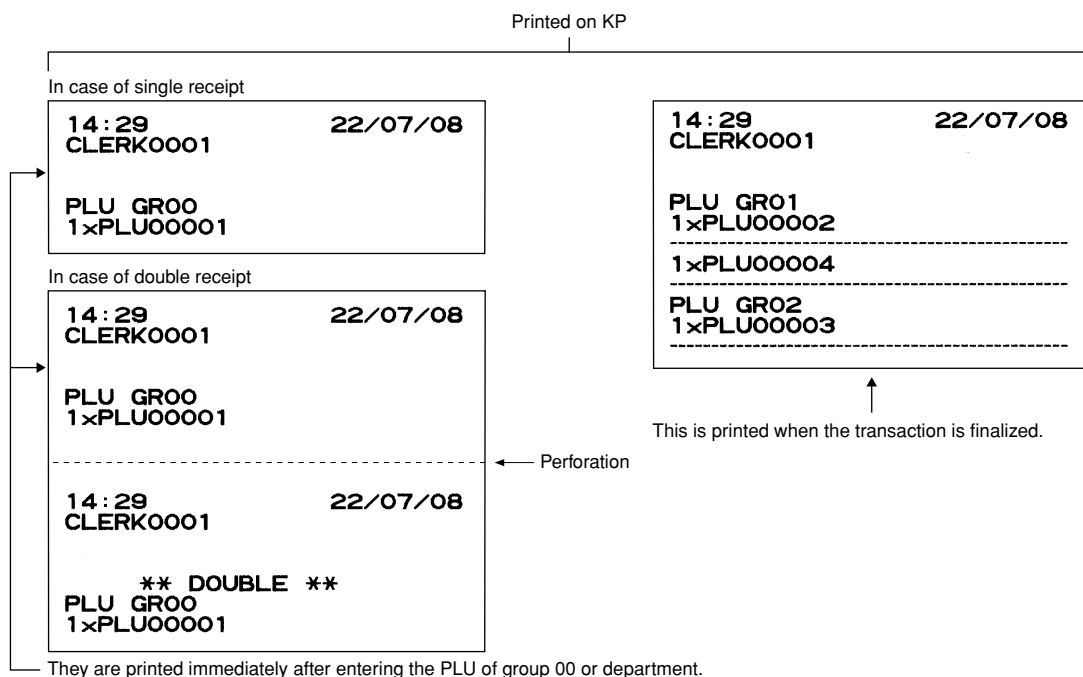
Example

Key operation



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

• Addition receipt type



← This is printed when you press RCPT or G.C
RCPT key after the transaction.
 (After transaction receipt)

• Addition + single receipt type

Printed on KP

Double receipt

14:20 CLERK0001	22/07/08
PLU GR00 1xPLU00001	

14:20 CLERK0001	22/07/08
** DOUBLE ** PLU GR00 1xPLU00001	

↑
This is printed immediately after entering the PLU of group 00 or department.

Printed on the built-in printer

BILL NUMBER:9		22/07/2008 14:20 #0483	
0001 CLERK0001			
BILL			
PLU GR00			
1x PLU00001	10.00	*10.00	

PLU GR01			
1x PLU00002	15.00	*15.00	

1x PLU00004	4.00	*4.00	

PLU GR02			
1x PLU00003	3.00	*3.00	

CASH		*32.00	

↑
This is printed when you press **RCPT** or **G.C. RCPT** key after the transaction. (After transaction receipt)

14:20 CLERK0001	22/07/08
PLU GR01 1xPLU00002	

1xPLU00004	

PLU GR02 1xPLU00003	

14:20 CLERK0001	22/07/08
PLU GR01 1xPLU00002	

14:20 CLERK0001	22/07/08
PLU GR01 1xPLU00004	

14:20 CLERK0001	22/07/08
PLU GR02 1xPLU00003	

↑
They are printed when the transaction is finalized.

← Single receipt

Preparations for Entries


■ Connecting the printer and installing the paper rolls (for UP-800F)

Before using the POS terminal UP-800F, connect the printer and install paper rolls. For those operations, see the printer's manual.

■ Receipt paper roll (for UP-810F)

If the receipt paper roll is not set in the machine or it is getting low, install a new one according to section "Installing and Removing the Paper Roll" under "Operator Maintenance."

■ Receipt ON/OFF function (for UP-810F)

You can disable receipt printing in the REG mode to save paper using the receipt function. To disable receipt printing, press the  key to select "OFF". When the function is in the OFF status, the receipt off indicator "R" is highlighted.

NOTE

Your register will print reports regardless of the receipt state. This means that the receipt roll must be installed even when the receipt state is "OFF".

■ Clerk assignment

Prior to any item entries, a clerk must enter his/her clerk codes into the POS terminal. On your POS terminal, you have four systems to enter your clerk code. You can use any of the following systems to assign your clerk code.

Contactless clerk key system (factory default)

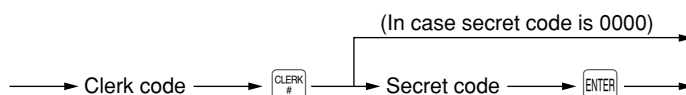
This system allows clerks to be assigned by setting corresponding contactless clerk keys. Any registration cannot be performed unless a contactless clerk key is set.

* The contactless clerk key is optional.

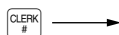
Clerk code entry system (factory default)

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

To sign on:



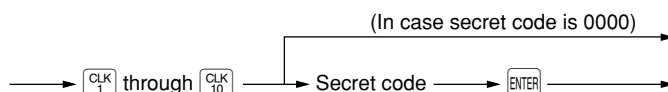
To sign off:



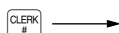
Clerk entry key system (factory default)

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

To sign on:



To sign off:



WMF clerk key system (option)

If you need this system, please consult your authorized SHARP dealer.

* The WMF clerk key is not a SHARP product.

NOTE

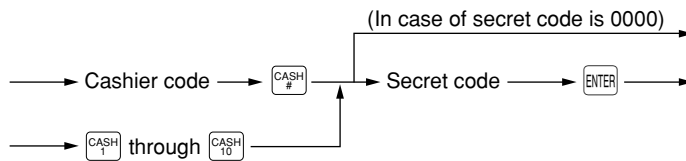
- Contactless clerk key system has the priority over the clerk code entry system, that is, while a clerk is signed on by the clerk code entry system, the other clerk can sign on by the contactless clerk key system (the former clerk is signed off).
- While a clerk is signed on by the contactless clerk key system, the other clerk can not sign on by the clerk code entry system.
- In the clerk code entry system, if another clerk is signed on while a clerk is signed on, the latter will automatically be signed off.
- If you want to enter a clerk code before every transaction, consult your authorized SHARP dealer.

NOTE

- Your POS terminal can provide the clerk + cashier system instead of current system (clerk only system). If you want to change the system, please consult your authorized SHARP dealer.

Cashier assignment (Clerk + cashier system)

To sign on:



To sign off: CASH # →

Error Warning

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

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

Item Selection from the Menu

Your POS terminal allows you to select functions from a menu. For example, if you want to enter an item for check 1 sale, press the **CH #** or **FUNC MENU3** key to display the check menu and touch "CHECK1" on the keyboard area instead of pressing the **CH1** key.

Each menu can be opened as follows:

• Cash menu (function menu 1 by default)

FUNC MENU1 →

▲		CA2		
		CA3		
		CA4		
		CA5		
***TOTAL 0.00 ▼				
CLERK0001	CASH#		0001	
		P1L01	11:02	

• Crate menu (function menu 7 by default)

FUNC MENU7 →

▲		CRATE#	05	CRATE
		01	06	11
		02	07	12
		03	08	13
		04	09	14
***TOTAL 0.00 ▼				
CLERK0001	CRATE MENU		0001	
		P1L01	11:05	

• Credit menu (function menu 2 by default)

CR # or **FUNC MENU2** →

▲		CR1	CR6	
		CR2	CR7	
		CR3	CR8	
		CR4	CR9	
		CR5		
***TOTAL 0.00 ▼				
CLERK0001	CR#		0001	
		P1L01	11:03	

• Function menu *

FUNC MENU4, **FUNC MENU8**, or **FUNC MENU30** →

▲		AMOUNT		
		DIFFER		
		ST		
		WITH		
		WASTE		
		POINT		
		REDEHP		
***TOTAL 0.00 ▼				
CLERK0001	FUNC MENU		0001	
		P1L01	11:06	

• Check menu (function menu 3 by default)

CH # or **FUNC MENU3** →

▲		CHECK		
		CHECK2		
		CHECK3		
		CHECK4		
***TOTAL 0.00 ▼				
CLERK0001	CH#		0001	
		P1L01	11:03	

• PLU menu *

PLU MENU1 or **PLU MENU30** →

▲		00001	00006	00011
		00002	00007	00012
		00003	00008	00013
		00004	00009	00014
		00005	00010	NEXT
***TOTAL 0.00 ▼				
CLERK0001	PLU MENU 01		0001	
		P1L01	11:09	

• Exchange menu (function menu 5 by default)

FUNC MENU5 →

▲		EXCH1	EXCH6	
		EXCH2	EXCH7	
		EXCH3	EXCH8	
		EXCH4	EXCH9	
		EXCH5		
***TOTAL 0.00 ▼				
CLERK0001	EXCH#		0001	
		P1L01	11:04	

• Auto menu *

AUTO MENU1 or **AUTO MENU6** →

▲		AUTO		
		AUTO2		
		AUTO3		
***TOTAL 0.00 ▼				
CLERK0001	AUTO MENU 01		0001	
		P1L01	11:10	

• Miscellaneous menu (function menu 6 by default)

FUNC MENU6 →

▲		RCP	P0	
		ON/OFF		
		INTER	P02	
		MED.		
		BANK	NS	
		CONSOL		
		RA	E-HAIL	
		RA2		
***TOTAL 0.00 ▼				
CLERK0001	MISC MENU		0001	
		P1L01	11:05	

NOTE

* The keys on these menus are shown as examples.

You can set your choice of function keys on the function menu, PLU keys on the PLU menu, and automatic sequencing keys on the AUTO menu.

Example

1 PLU00001			
***TOTAL	1.25		
PLU00001	1.25	HOME MENU	0001
		P1L01	11:17

1 PLU00001	CHECK		
	CHECK2		
	CHECK3		
	CHECK4		
***TOTAL	1.25		
PLU00001	CH#		0001
	P1L01		11:18

1 PLU00001	CHECK		
CHECK2	CHECK2		
1.25	CHECK3		
	CHECK4		
***TOTAL	1.25		
CLERK0001	CH#		0001
	P1L01		11:18

Selling a PLU code 1 item and finalize through check 2

1. Press the key.

2. Press the key.

- The CHECK menu will appear on the keyboard area.

3. Touch "CHECK2" on the keyboard area.

- The transaction will be finalized.

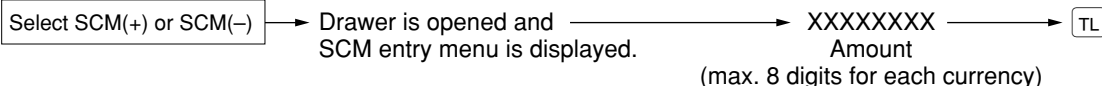
Starting Cash Memory Entry

If you enter an amount of change (starting cash) in the drawer before starting entry operations, you can discriminate that amount from the sales amount when reports are generated.

Your POS terminal can be programmed to enforce the entry of starting cash into memory. For details, contact your authorized SHARP dealer.

Procedure

Select the OPXZ mode and perform the following operation:



Example

SCH(+)	↓	P	UP	▲	CAN	CEL	•	CL
1 CENT					0			
2 CENT					0	7	8	9
5 CENT					0			
10 CENT					0	4	5	6
20 CENT					0			
50 CENT					0	1	2	3
1 EURO					0			
2 EURO					0	0	00	ENTR
PREV.	NEXT	LIST	P	DOWN ▼				
OPXZ	CLERK0001							0001
								11:21

1. Select "04 SCM(+)" or "05 SCM(-)" in the OPXZ mode.
 - The SCM entry menu is displayed.

2. Enter the amount for each domestic and foreign currency.

3. Press the **TL** key.
 - The SCM report is printed.

CLK#0001		CLERK0001
	20 x 0.01	*0.20
	20 x 0.02	*0.40
	20 x 0.05	*1.00
	10 x 0.10	*1.00
	10 x 0.20	*2.00
	10 x 0.50	*5.00
	10 x 1.00	*10.00
	10 x 2.00	*20.00
	10 x 5.00	*50.00
	5 x 10.00	*50.00
	5 x 20.00	*100.00
	5 x 50.00	*250.00
	3 x 100.00	*300.00
	3 x 200.00	*600.00
	3 x 500.00	*1500.00
SCM (+)		*2889.60
SCM TTL		*2889.60

Item Entries

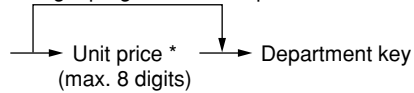
■ Single item entries

Department entries (direct department entries)

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

Procedure

When using a programmed unit price



*Less than the programmed upper limit amounts

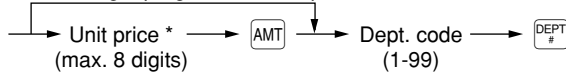
NOTE

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

Department entries (indirect department entries)

Procedure

When using a programmed unit price



*Less than the programmed upper limit amounts

Example

Key operation

1200 6
7
8 DEPT #
680 AMT 5 DEPT #
TL

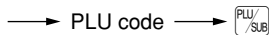
Display

		AMOUNT		
1 DPT.	06			
1 DPT.	07			
1 DPT.	08			
1 DPT.	05			
CASH		27.00		
***TOTAL		27.00		
CLERK0001				
FUNC MENU			0001	
P1L01			13:15	

PLU entries (indirect PLU entries)

Enter a PLU code and press the key.

Procedure

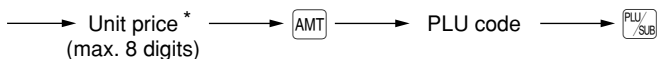


NOTE

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

Subdepartment (open PLU) entries

Procedure

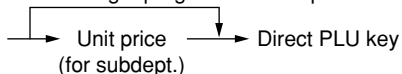


*Less than the programmed upper limit amounts

PLU entries (direct PLU entries)

Procedure

When using a programmed unit price



*Less than the programmed upper limit amounts

Example

Key operation

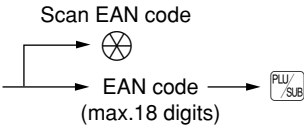
1200 **AMT** 16 **PLU/**
2 **PLU/**
8 **PLU/**
TL **SUB**

Display

1 PLU00002	▲	AMOUNT		
1 PLU00016				
1 PLU00008				
CASH	24.80			
***TOTAL	24.80 ▼			
CLERK0001		FUNC MENU		0001
		P1L01		13:19

EAN entries

Procedure



* After an EAN entry, you may be requested to enter a unit price with the display “UNDEFINED CODE” and beep sound. In this case, enter the unit price and press the **ENTER** key.

Example

Key operation

5012345678900 **PLU/**
TL **SUB**

Display

1 ITEM-A	▲			
CASH	6.00			
***TOTAL	6.00 ▼			
CLERK0001		HOME MENU		0001
		P1L01		13:21

Repeat entries

You can use this function for entering a sale of two or more the same items.
You can use the **REPEAT** key to repeat entry instead of department, **DEPT #**, direct PLU or **PLU /SUB** key.
Also, you can repeat item entry from a menu screen by pressing the **REPEAT** key.

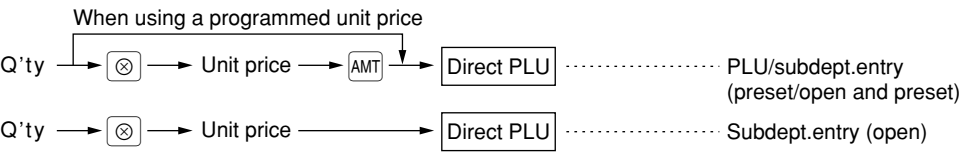
Example	Key operation	Print
Repeated department entry (direct)	200 8 8 8	3x DPT.08 2.00 *6.00
Repeated department entry (indirect)	680 AMT 5 DEPT # DEPT #	2x DPT.05 6.80 *13.60
Repeated PLU entry (indirect)	10 PLU /SUB PLU /SUB PLU /SUB	3x PLU00010 7.15 *21.45
Repeated PLU entry (direct)	3 3	2x PLU00003 6.00 *12.00
Repeated subdepartment entry	500 AMT 60 PLU /SUB PLU /SUB	2x PLU00060 5.00 *10.00
Repeated EAN entry	5012345678900 PLU /SUB PLU /SUB	5012345678900# 2x ITEM-A 6.00 *12.00
Repeated department entry (direct) using the repeat key	600 2 REPEAT REPEAT TL	3x DPT.02 6.00 *18.00
		CASH *93.05

Multiplication entries

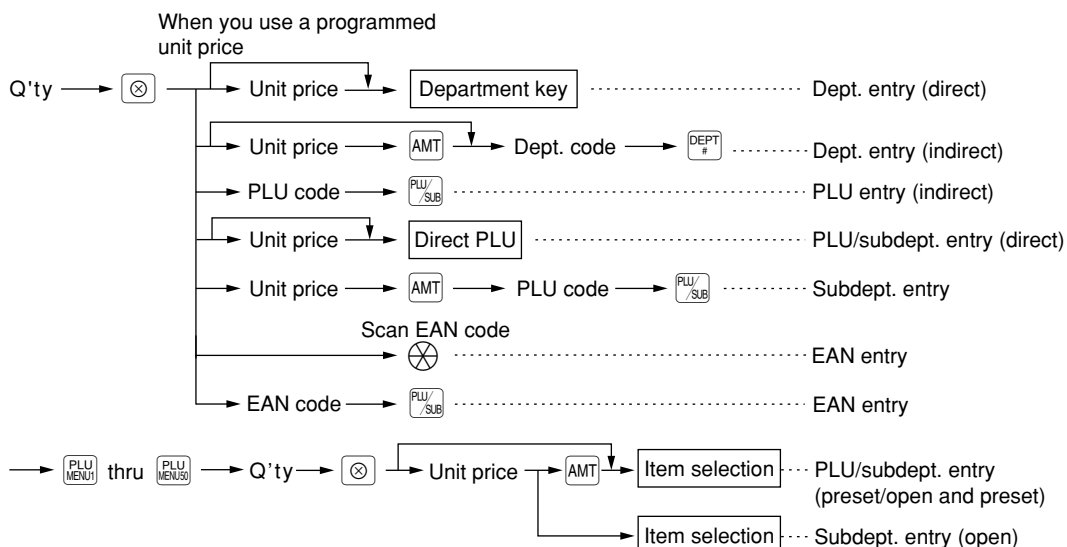
Use this feature when you need to enter two or more the same items.
This feature helps you when you sell a large quantity of items or need to enter quantities that contain decimals.

Procedure

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



Normal method



- After an EAN entry, you may be requested to enter a unit price with the display “UNDEFINED CODE” and beep sound. In this case, enter the unit price and press the **ENTER** key.
- Q'ty: Up to four-digit integer + three-digit decimal ed upper limit
- Q'ty x unit price: Up to seven digits

Example

Key operation

```

7 5
165 8
2
250 AMT
5 DEPT #
15
8 PLU / SUB
8 25
58
3
100 AMT
60 PLU / SUB
5
5012345678900 PLU / SUB
PLU MENU1 1 8
  
```

Select PLU code 25
from the menu. **TL**

Print

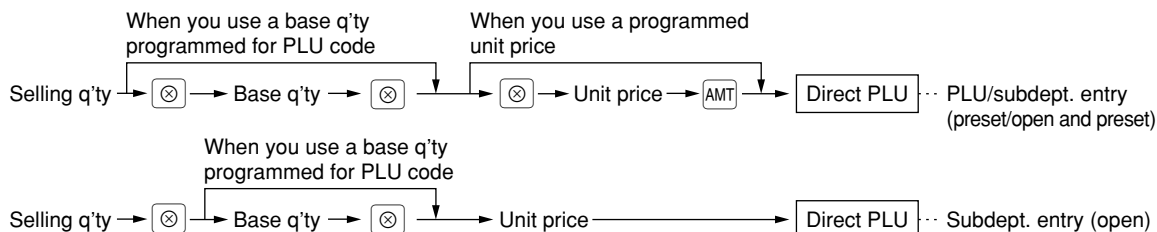
7.500x 1.65		
DPT. 08		*12.38
<hr/>		
2x DPT. 05	2.50	*5.00
<hr/>		
15x PLU00008	2.00	*30.00
<hr/>		
8.250x 3.00		
PLU000058		*24.75
<hr/>		
3x PLU00060	1.00	*3.00
<hr/>		
5012345678900#		
5x ITEM-A	6.00	*30.00
<hr/>		
1.800x 2.85		
PLU000025		*5.13
<hr/>		
CASH		*110.26

■ Split-pricing entries

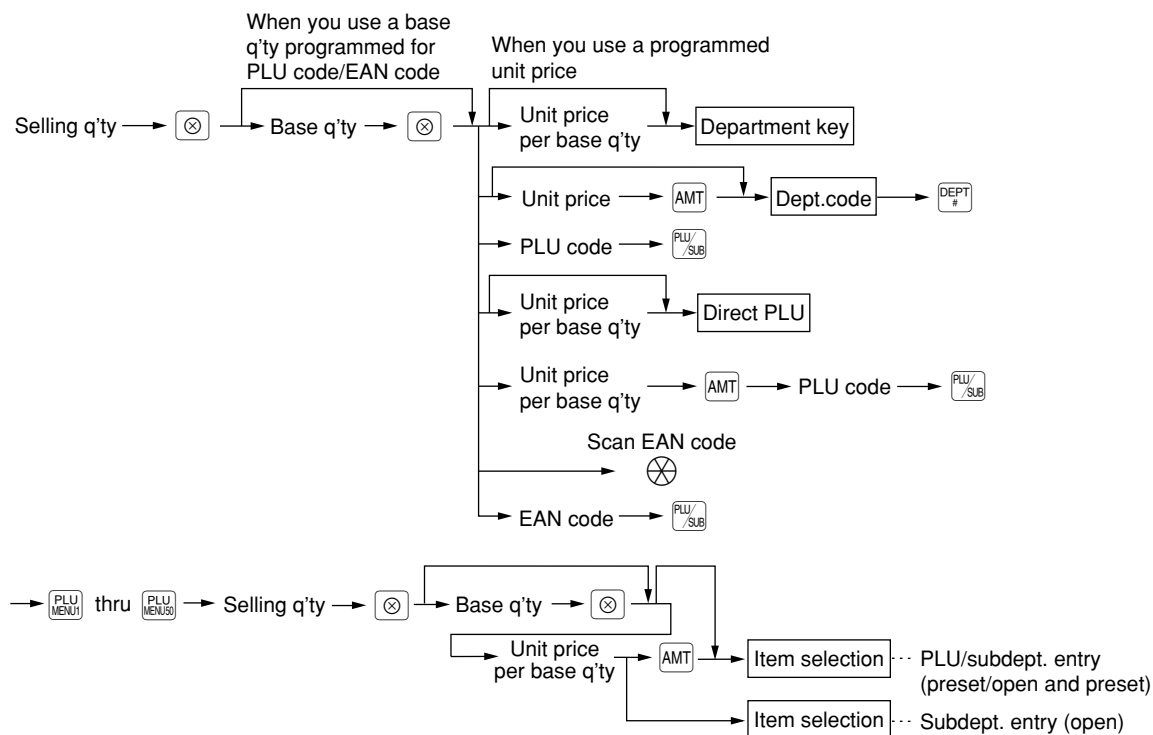
You will use this function when your customer wants to purchase more or less than the base quantity of a loose item.

Procedure

FF method



Normal method



- After an EAN entry, you may be requested to enter a unit price with the display "UNDEFINED CODE" and beep sound. In this case, enter the unit price and press the **ENTER** key.
- Selling quantity: Up to four-digit integer + three-digit decimal
- Base quantity: Up to two digits (integer)

NOTE

For actual use of this function, consult your authorized SHARP dealer.

Example

Key operation

7 \otimes 10 \otimes
 600 7
 8 \otimes 5 \otimes
 35 PLU/
 5 \otimes 6 \otimes SUB
 5045678912304 PLU/
 3 \otimes 5 \otimes SUB
 [Select PLU code 50
 from the menu.]
 TL

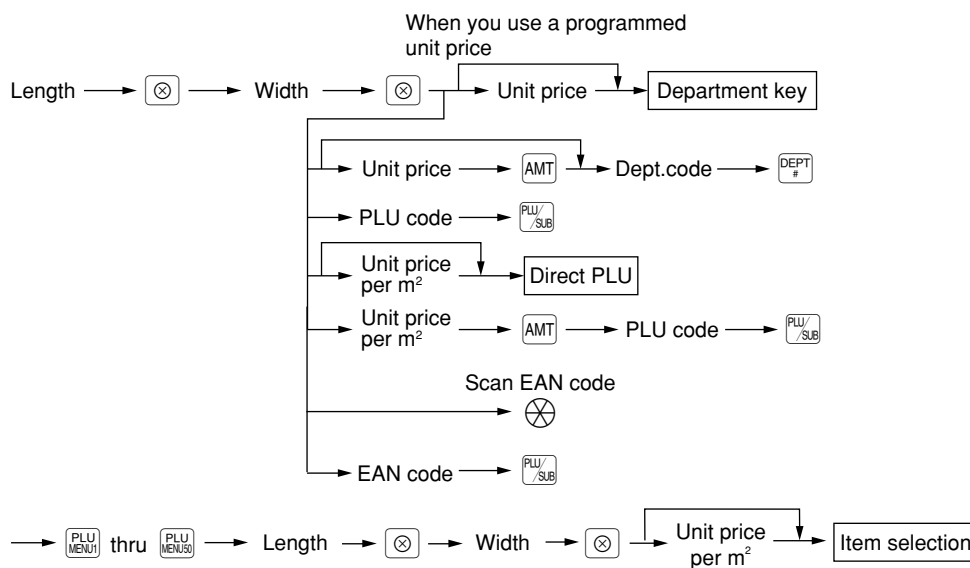
Print

7x 10/ 6.00 DPT. 07	*4.20
8x 5/ 3.00 PLU00035	*4.80
5x 6/ 8.75 5045678912304# ITEM-P	*7.30
3x 5/ 8.00 PLU00050	*4.80
CASH	*21.10

Successive multiplication entries

This function is practical for example when you enter a sale of items sold by area (square meter).

Procedure



- After an EAN entry, you may be requested to enter a unit price with the display "UNDEFINED CODE" and beep sound. In this case, enter the unit price and press the **ENTER** key.
- Length or width: up to seven digits (4-digit integer + 3-digit decimal)
- Unit price: less than a programmed upper limit
- Length x Width x Unit price: up to eight digits

Example**Key operation**

3 4
 400
 1 5
 2 5
 8
 1 75
 1 75
 600
 3
 4 5
 50998876543202
 1 2
 1 2
 [Select PLU code 50
from the menu.]

Print

3x 4x 4.00 DPT. 05	*48.00
1.500x 2.500x 2.00 PLU00008	*7.50
1.750x 1.750x 6.00 PLU00003	*18.38
4x 5x 5.00 509988765432#02 ITEM-M	*100.00
1.200x 1.200x 8.00 PLU00050	*11.52
CASH	*185.40

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

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

SICS entries

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

Example**Key operation**

250
 For finishing the transaction →

Print

1x DPT. 09	2.50	*2.50
CASH		*2.50

NOTE

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

SIF entries

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

Example**Key operation**

1745
 1500
 For finishing the transaction →

Print

1x DPT. 08	17.45	*17.45
1x DPT. 09	15.00	*15.00
CASH		*32.45

■ Scale entries

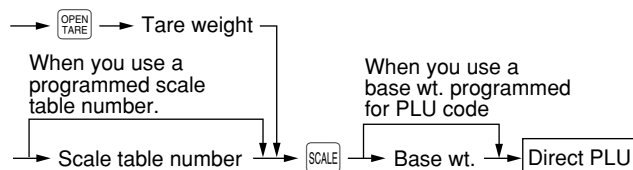
You have a choice of either the manual or automatic method for scale entry.

If the first method is chosen, the clerk needs to enter the reading of the scale manually. If the second one is chosen, the weight is automatically read from the connected scale (option) and appears in the POS terminal display. If you need manual scale entries, contact your authorized SHARP dealer.

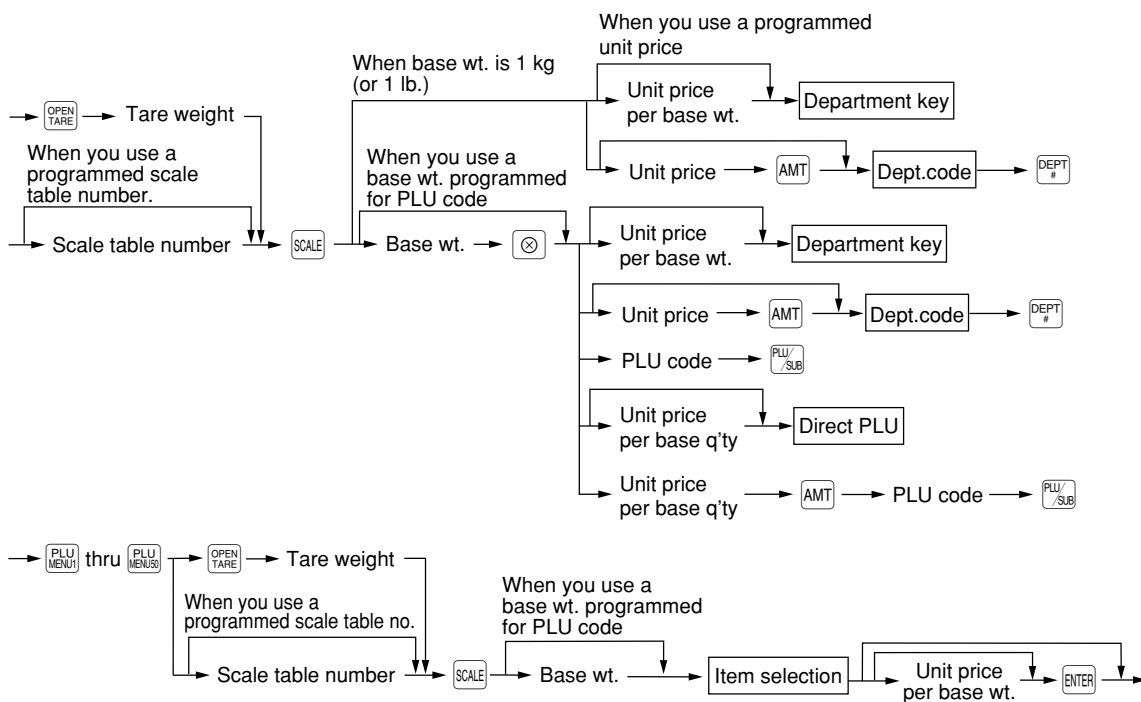
Auto scale entries

Procedure

FF method








Normal method



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

NOTE

- The POS terminal can be programmed with up to nine scale tables and allows different tares to be assigned to them.
- When the  key is pressed, the net weight is automatically read from the connected scale (option) and appears in the POS terminal display.
- When the PLU is programmed for “Compulsory scale entry,” it is not necessary to press the  key.
- To issue a receipt which shows only a tare weight, press , enter a tare weight, then press  and .
- The currency descriptor is displayed/printed when it is programmed for the CHECK.

Example**Key operation**

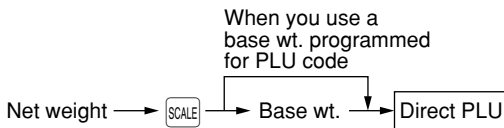
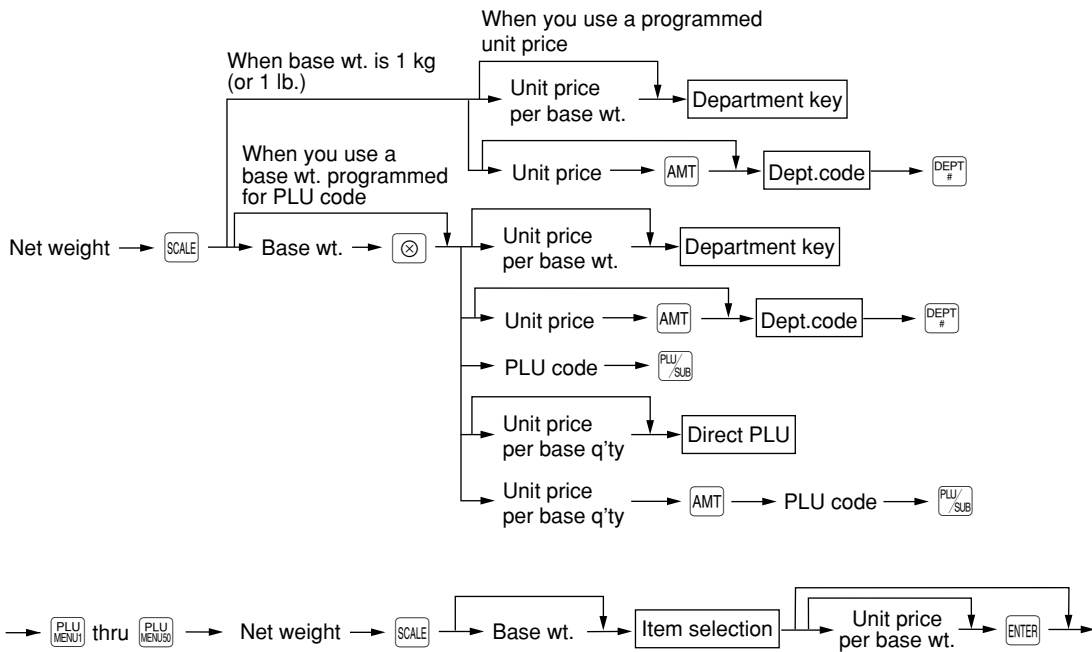
SCALE 8 PLU / SUB
200 ENTER
SCALE 10
TL

Print

3.000kgx 2.00 /kg	
PLU00008	*6.00

5.000kgx 7.15 /kg	
PLU00010	*35.75

CASH	*41.75

Manual scale entries**Procedure****FF method****Normal method**

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

NOTE

- The net weight is automatically calculated using the programmed tare weight.
- The currency descriptor is displayed/printed when it is programmed for the CHECK.

Example**Key operation**

9 SCALE 10
TL

Print

3.000kgx 7.15 /kg	
PLU00010	*21.45

CASH	*21.45

■ Non-turnover sales

This function is used to perform transaction other than ordinary sales (turnover) as is the case when cigarettes or bouquets are ordered in a restaurant and the like. In this case, a clerk once pays the bill and demands together with other payment.

It is performed by entering a department belonging to the non-turnover group or PLU belonging to the department. If you need this function, contact your authorized SHARP dealer.

Example

Key operation

Non-turnover sale → 2700
200

Print

1x DPT. 08	27.00	*27.00
1x DPT. 10	2.00	*2.00
SUBTOTAL		*27.00
NON-TURN		*2.00
CASH		*29.00

Special Entries for PLU/EAN

■ Promotion function

You have a choice of either global or individual type for promotion entry.

You also need to select a promotion type from the following:

- Amount discount : discounts the programmed amount.
- Percent discount : discounts the amount at the programmed percent rate.
- Give free item : offers the programmed objected item for free.
- Cheaper item free : offers the cheaper ones of the objected items for free.
- Selling price : changes the total amount of the registered objected items to the programmed selling price.

NOTE For EAN item entry, you cannot enter NON-PLU type EAN code and press code.

Global type

This function is convenient for matching several PLU/EAN items and selling them in a lump (e.g. value meal, etc.). Operation is the same as for normal PLU/EAN. The promotion table consists of the text for the table, a maximum of 25 objected items (selected from PLU/EAN, department or group), trip level (the number of entries to be satisfied), promotion type and promotion detail. The promotion detail depends on the promotion type. In the example below, amount discount is used as the promotion type.

The programmed promotion entry will be made under the following condition:

- The total quantity of the objected items meet the trip level programmed in the promotion type.

Objected items of table no. 1: Item-A (*2.30), Item-B (*3.10), Item-C (*2.50)

Trip level: 3

Promotion type: Amount discount

Promotion detail: Discount amount (1.00)

<Sale 1>		<Sale 2>	
Item-A	*2.30	Item-C	*2.50
Item-B	*3.10	Item-C	*2.50
Item-C	*2.50	Item-C	*2.50
Subtotal	*7.90	Subtotal	*7.50
Discount	-1.00	Discount	-1.00
Total	*6.90	Total	*6.50

Example

In the case of <Sale 1> above

Key operation

Treated as *2.30 item →

Treated as *3.10 item →

Treated as *2.50 item →

Print

1x PLU00040	2.30	*2.30
1x PLU00041	3.10	*3.10
1x PLU00042	2.50	*2.50
VALUE SET	1Q	-1.00
CASH		*6.90

Promotion discount

Individual type

This function is convenient for matching several PLU/EAN items and selling them in a lump (e.g. value meal etc.). Operation is the same as for normal PLU/EAN. The promotion table consists of the text for the table, a maximum of 25 objected items (selected from PLU/EAN, department or group), trip levels (the number of entries to be satisfied) for each item, promotion type and promotion detail. The promotion detail depends on the promotion type. In the example below, percent discount is used as the promotion type.

The programmed promotion entry will be made under the following condition:

- The quantities of each of the objected items meet the corresponding trip levels programmed in the promotion table.

Objected items of table no. 2: Item-A (*3.00), Item-B (*2.50), Item-C (*2.10)

Trip levels for each item: Item-A (1), Item-B (1), Item-C (2)

Promotion type: Percent discount

Promotion detail: Percent rate (40.00%)

<Sale 1>		<Sale 2>		
Item-A	*3.00	Item-A	*3.00	
Item-B	*2.50	Item-A	*3.00	
Item-C	*2.10	Item-B	*2.50	
Item-C	*2.10	Item-C	*2.10	
Subtotal	*9.70	Subtotal	*10.60	
Discount	-3.88	Discount	-0.00	Discount is not allowed.
Total	*5.82	Total	*10.60	(Q'ty of the item-C should be two.)

Example

In the case of <Sale 1> above

Key operation

Treated as *3.00 item →

Treated as *2.50 item →

Treated as *2.10 item →

Treated as *2.10 item →

Print

1x PLU00040	3.00	*3.00	
1x PLU00041	2.50	*2.50	
2x PLU00042	2.10	*4.20	
VALUE SET	1Q	-3.88	Promotion discount
CASH		*5.82	

■ PLU/EAN link entries

In case that you register a PLU or EAN that has any PLU linked with the PLU or EAN, the linked PLU(s) are automatically registered together with the leading link PLU or EAN when it is registered. The print format on the receipt depends on the programming (PRINT SELECT2 in OPTIONAL menu in PGM2 mode) as described below.

Printing detailed information

The description texts and amounts of the leading link PLU/EAN and the linked PLUs are printed individually.

Example

(In case of link PLU)

Key operation

Print

1x PLU00021	3.50	*3.50	
1x PLU00025	3.00	*3.00	
1x PLU00026	2.00	*2.00	
1x PLU00027	8.00	*8.00	
CASH		*16.50	Linked PLUs

Printing leading link PLU/EAN and total sales amount

The description text of the leading link PLU/EAN and the total sales amount of the leading link PLU/EAN and the linked PLUs are printed.

Example

(In case of link PLU)

Key operation

21

TL

Print

1x PLU00021	16.50	*16.50

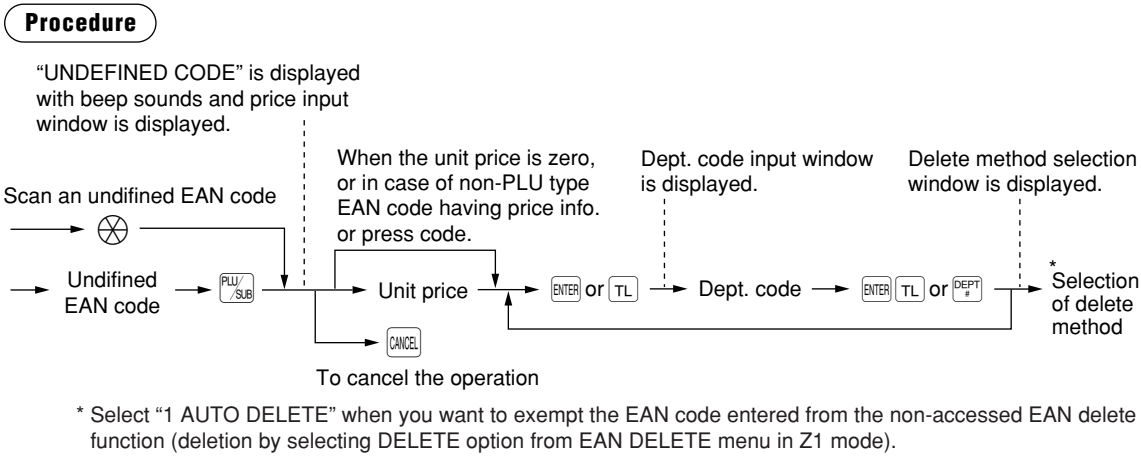
CASH	*16.50	Total amount

NOTE If a discount entry is made for a link PLU/EAN entry, the discount amount is calculated based on the total sales amount. The discount itself is given to the leading link PLU/EAN.

■ EAN learning function

When you enter or scan an undefined code, you are required to enter its unit price and the associated department. The code, associated department and unit price entered are stored in the EAN file or the dynamic EAN file and used for future EAN sales entries.

- NOTE**
- When there is no capacity remained in the file, the data is not stored in the file.
 - For the text for the EAN code, the text of its associated department is applied.
 - You can use the EAN learning function in the training mode. This may be convenient to practice the scanning system.



NOTE For the repeat entry, use the **REPEAT** key.

Example

"UNDEFINED CODE" is displayed.

Key operation

5099887654302
750
5
Select "1 AUTO DELETE".

PLU/SUB

TL

ENTER

TL

Print

5099887654302#		
1x DPT.05	7.50	*7.50

CASH	*7.50	

■ EAN/ITF-to-PLU conversion

EAN/ITF-to-PLU conversion allows you to convert an EAN/ITF code to a PLU code.

- Link an EAN/ITF code to a PLU code in the EAN/ITF-to-PLU converting table to use this function.
- Follow the same key procedure as for ordinary EAN entries.
- The item programmed in the converting table is registered as the linked PLU.

EAN-to-PLU conversion




Use this function to sell the same type of item marked with different EAN codes such as packs of cigarettes (They have different EAN codes in some countries because of different package designs).

Example

EAN code 4901234567894 linked to PLU code 19

EAN code 4901234500013 linked to PLU code 19

Key operation

4901234567894 
4901234500013 


Print

2x PLU00019	9.00	*18.00
CASH	*18.00	

Registered as PLU code19

ITF-to-PLU conversion




ITF (Interleaved Two of Five) is a standard distribution code usually printed on corrugated cardboard boxes. Use this function to sell packaged items marked with ITF codes.

Example

ITF code 1234567890123456 linked to PLU code 19

ITF code 1234567890000001 linked to PLU code 19

Key operation

1234567890123456 
1234567890000001 


Print

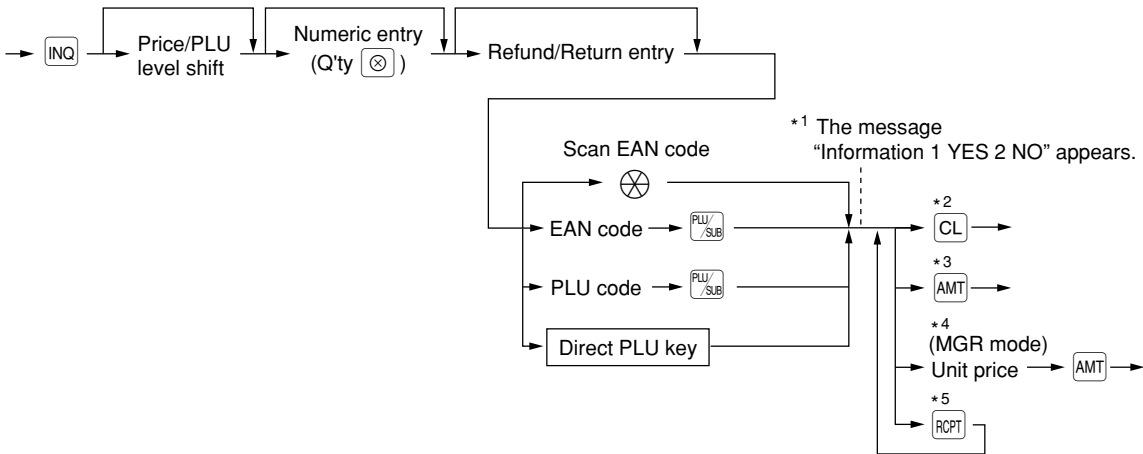
2x PLU00019	9.00	*18.00
CASH	*18.00	

Registered as PLU code19

■ **PLU/EAN information inquiry (view) function**

This function displays the information data such as the unit price and food ingredients of a PLU/EAN item (view mode).
You can also print the information data to show to your customer.

Procedure



- *1: Select "1 YES" to display the information data on the screen.
- *2: Press the **CL** keys to cancel the view mode.
- *3: Press the **AMT** key to register the displayed PLU/EAN item.
- *4: You can change the unit price temporarily in the MGR mode. The unit price programmed in the PGM mode is not changed. You need to make a manager code entry to enter the MGR mode before the transaction.
- *2-4: Press the **CANCEL** key first when the information data is being displayed on the screen.
- *5: Press the **RCPT** key to print the information data. This is available only when the information data is being displayed.

NOTE For the repeat entry, use the **REPEAT** key.

Example	Key operation	Print
	<div>INQ</div> <div>21</div> <div>Select "1 YES".</div> <div>RCPT</div> <div>CANCEL</div> <div>CL</div>	<div>PLU0002129.50</div> <div>INGREDIENTS:</div> <div>SUGAR</div> <div>BUTTER</div> <div>SALT</div>

■ EAN price change function

NOTE To use this function, consult your dealer.

You can use this function when you need to change the unit price or associated department of an EAN item in REG/MGR mode.

There are two methods for change:

1. Price change mode

You can change the preset price and/or the associated department of an EAN item without entering PGM mode.

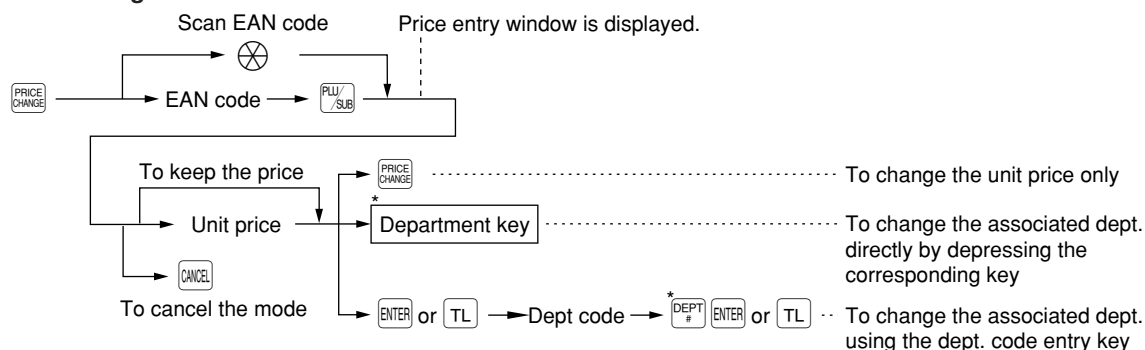
2. Changing price during a transaction

When you have found a wrong EAN price and/or associated department upon transaction, you can correct them at the time of transaction. With the entry of new price and/or associated department, the preset price and/or associated department is automatically changed to the new price and/or associated department.

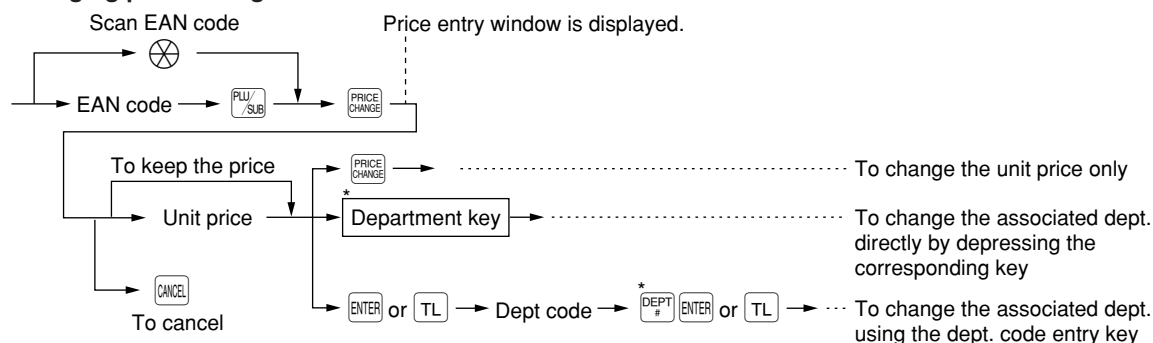
NOTE For the Non-PLU type EAN codes having price info. and press codes, the prices in the codes have the priority over the preset prices. So, for these codes, a changed price is valid only when price change is executed.

Procedure

Price change mode






Changing price during a transaction



*: Associated department can be changed only when the totalizer of the item is "0".





Example**Price change mode****Key operation**

5087654321106 
 600 


Print

PR. CHNG	
DEPT01	
1x 5087654321106#	*6. 00
ITEM-J	*6. 00




Example**Changing a price during a transaction****Key operation**

5087654321106 

 600 


Print

5087654321106#	
1x ITEM-J	6. 00 *6. 00
CASH	*6. 00

NOTE

- When an undefined code is entered in the price change mode, the register goes to an error status.
- When you press the  key during a transaction, the EAN entry is voided of the 1st depression of the  key, then you are allowed to enter a correct price and/or associated department.
- When an associated department is changed, the item label for the department will be also changed automatically to the item label of new associated department.
- For the repeat entry, use the  key.

■ Combo meal PLU/EAN entries

Operation is the same as that for normal PLU/EAN entries.

When a Combo meal PLU/EAN is entered, the labels of those PLUs tied to the Combo PLU/EAN are printed automatically. The sum of all adjusted prices (of those PLUs tied to the Combo PLU) becomes the “combo” price setting.

Example**Key operation**




Print

1x PLU00012	9. 00	*9. 00
PLU00014		
PLU00015		
PLU00016		
CASH		*9. 00

NOTE

When combo meal is registered, q'ty totalizer of the combo PLU/EAN and amount totalizer of each tied PLU are updated.

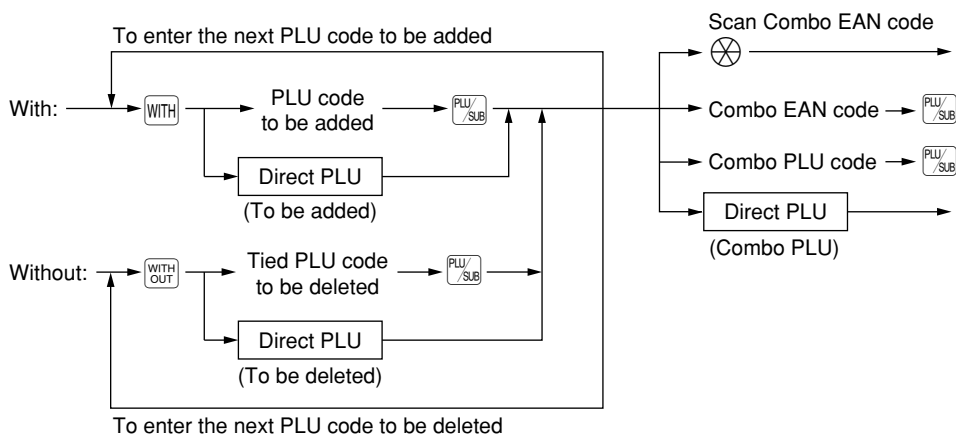
■ With/without entries

A maximum of 10 tied PLUs of the Combo PLU can be modified (added or deleted) temporarily by using **WITH** and **WITH OUT** keys.

With: To add a PLU to the combo PLU/EAN.

Without: To delete a linked PLU from the combo PLU/EAN.

Procedure



NOTE The "with" and "without" operation is allowed a total of 20 times.

Example

Key operation

WITH 17 **PLU / SUB**
WITH OUT 16 **PLU / SUB**
 12 **PLU / SUB**
TL

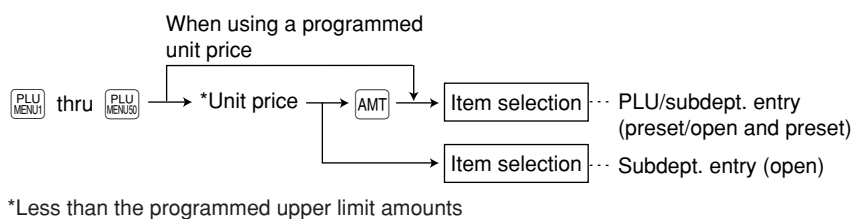
Print

1x PLU00012	9.00	*9.00
PLU00014		
PLU00015		
PLU00017		

CASH		*9.00

■ PLU Menu entries

Procedure



*Less than the programmed upper limit amounts

NOTE To exit the menu screen, press the **HOME** key.

Example




Key operation

PLU MENU1
 [Select PLU code 15
 from the menu window.]
TL

Display

1 PLU00015	25.00	00015		
CASH				
***TOTAL 25.00 ¥				
CLERK0001	PLU MENU 01	0001		
	P1L01			13:26

■ PLU level shift (for direct PLUs)

This shift can add to the number of direct PLUs on your POS terminal without adding additional direct PLU keys. You can use direct PLUs in ten levels by utilizing the PLU level shift number key  or the PLU level shift keys  thru .

Level key shifts the PLU level from the other nine to the required level. (The normal level is the level 1.)

You must program your machine in the PGM mode to select one of the two PLU level shift modes — automatic return mode* and lock shift mode** — and decide whether to allow PLU level shift in both the REG and MGR modes or in the MGR mode alone.

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

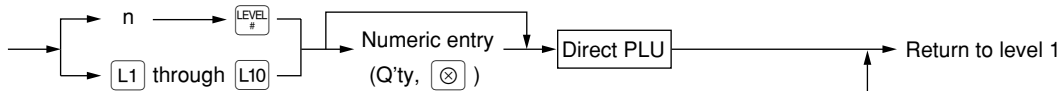
** The lock shift mode holds the current PLU level until depression of a PLU level shift key.

Automatic return mode (for PLU levels)

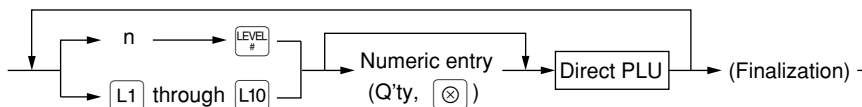
If your terminal has been programmed for PLU level in the automatic return mode, press a desired PLU level shift key before a numeric entry.

Procedure


(Returning every item entry) n:PLU shift no.



(Returning every transaction)



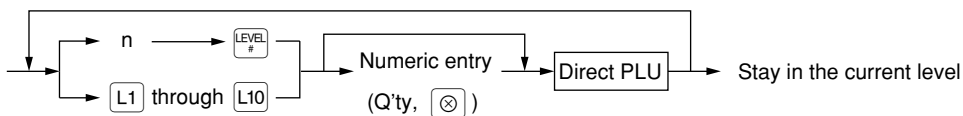
NOTE

When you use the FF method, you need not press the  key for multiplication entries.

Lock shift mode (for PLU levels)

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

Procedure



NOTE When you use the FF method, you need not press the \otimes key for multiplication entries.

Example

Level 1 : PLU code 1, PLU code 2

Level 2 : PLU code 70, PLU code 65

- When your POS terminal has been programmed for the automatic return mode (by one item):

Key operation



Print

1x PLU00001	1.91	*1.91
1x PLU00070	12.00	*12.00
1x PLU00002	2.50	*2.50
CASH		*16.41

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

Key operation



Print

1x PLU00001	1.91	*1.91
1x PLU00070	12.00	*12.00
1x PLU00065	5.00	*5.00
CASH		*18.91

■ Price level shift

Eight different price levels can be programmed for each PLU/EAN.

The price levels can be changed for PLU/EAN registrations.

You can shift the PLU/EAN price level (level 1 thru 8) by utilizing the price level shift number key or the price shift keys thru .

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

* The automatic return mode automatically shifts the PLU/EAN price level back to level 1 after a PLU/EAN shift entry. You can select whether the price level should return each time you enter one item or each time you finalize one transaction.

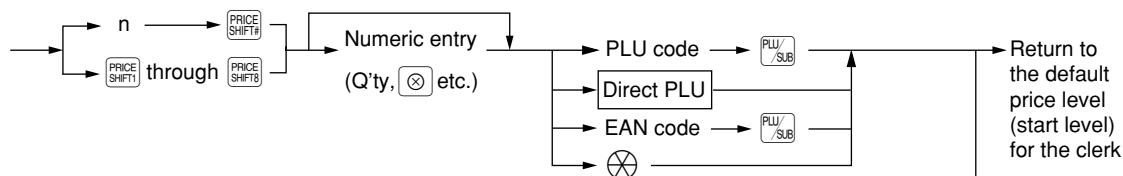
** The lock shift mode holds the current PLU/EAN price level until pressing a price level shift key.

Automatic return mode (for price shifts)

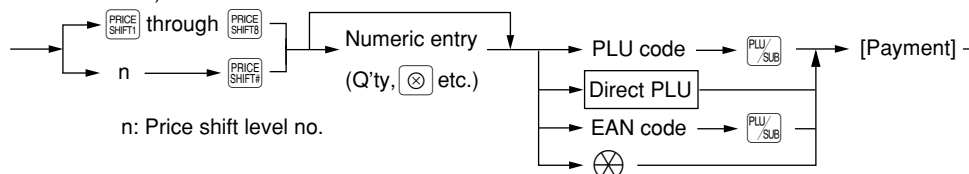
If your terminal has been programmed for PLU/EAN price level in the automatic return mode, press a desired price level shift key before a numeric entry.

Procedure

(each item) n: Price shift level no.



(each transaction)



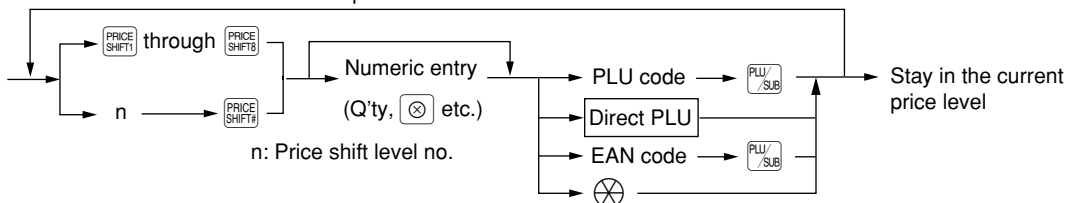
NOTE When you use the FF method, you need not press the key for multiplication entries.

Lock shift mode (for price shifts)

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

Procedure

To shift the price level of another PLU/EAN



NOTE When you use the FF method, you need not press the key for multiplication entries.

Example

PLU price level 1: PLU code 1 (@1.91), PLU code 2 (@0.79)

PLU price level 2: PLU code 1 (@2.00), PLU code 2 (@0.99)

- When your POS terminal has been programmed for the automatic return mode (by one item):

Key operation**Print**

1x PLU00001	1.91	*1.91
1x PLU00001	2.00	*2.00
1x PLU00002	0.79	*0.79
CASH		*4. 70

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

Key operation**Print**

1x PLU00001	1.91	*1.91
1x PLU00001	2.00	*2.00
1x PLU00002	0.99	*0.99
CASH		*4. 90

■ Condiment entries (for PLU)

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

Example:

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

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

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

Diagram showing the structure of the condiment table: Brackets below the table identify the columns. The first column is labeled 'Menu-item PLUs'. The second column is labeled 'Message text'. The next three columns (PLU codes) are grouped under a bracket labeled 'PLUs'.

Example

Key operation

21
 [Touch "RARE"
 on the keyboard.]
 [Touch "MASHED.P"
 on the keyboard.]
 TL

Display

1 STEAK	RARE		
	MED. RA		
	RE		
	WELL DO		
	NE		
***TOTAL	10.00		
STEAK	10.00	HOWCOOK?	0001
		P1L01	13:37


1 STEAK	P. CHIP		
1 RARE	S		
	MASHED		
	.P		
	BAKED.		
	P		
***TOTAL	10.00		
RARE	0.00	POTATO?	0001
		P1L01	13:38

1 STEAK			
1 RARE			
1 MASHED.P			
CASH	10.60		
***TOTAL	10.60		
CLERK0001		HOME MENU	0001
		P1L01	13:38

NOTE

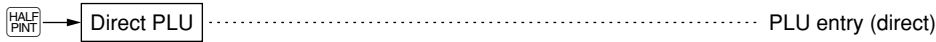
- When the condiment entry is programmed to be compulsory, your POS terminal will continue to operate for the condiment entry until you finish the entire condiment entry programmed for the PLU. During the condiment entry, if you enter a normal PLU, which is not in the condiment table, an error message will appear.
- When the condiment entry is programmed to be non-compulsory, entering a normal PLU cancels the condiment entry.
- When the **CNEXT** key is pressed, the entry skips to the next table which is programmed.
- When you enter a PLU priced at "0.00," only the text will be printed on the receipt.
- No refund entry is possible for any condiment entries. When you perform a refund entry with a menu-item PLU, the condiment PLUs assigned to the menu-item PLU are automatically registered as a refund entry.
- You may omit the compulsory condiment entry by pressing the **CANCEL** key.
- The last entered menu-item PLU or condiment PLU can be voided by the direct (last item) void function.
- The cursor or touching void entry is allowed for those PLUs that are entered as condiments (menu and condiment).
- The multiplication entry can be made for each condiment item independently. However, sum of the entered quantity per condiment table have to be same or below as menu PLU registration.
 When no multiplication entry is made, the quantity is decided automatically to reach number of menu PLU registration.
- You can press the **PRICE SHIFT** key to shift a price level during the condiment PLU entry.

■ Pint entries

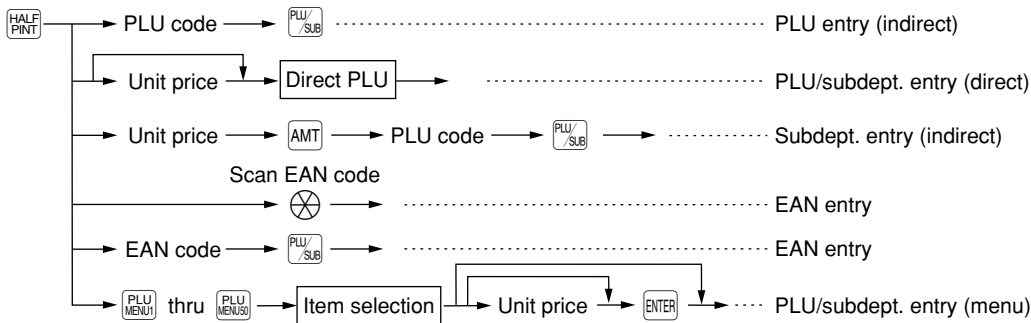
Using this function, you can sell an item with the desired quantity such as a half and a double.
To perform this function, press the  key and enter an item assigned a PLU/EAN code for which you have programmed a pint price and a pint quantity. The price for the pint quantity will appear on the receipt.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

Procedure

FF method



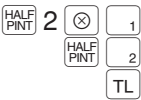
Normal method



• Unit price: Less than a programmed upper limit

Example

Key operation



Print

2x PLU00001	1.00	*2.00
1x PLU00002	2.00	*2.00
CASH		*4.00

■ Happy hour

If the date/time range is programmed for each happy hour, the price corresponding to the price level is automatically registered within the time range. When the entry time becomes to be out of the time range, the price level returns to the level before the time range:

You can program “Happy hour price shift: YES/NO” for each clerk.

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

Example

• Between 9:00 AM and 11:00 AM

Key operation



Display

1 PLU00001	5.00			
CASH				
***TOTAL 5.00				
CLERK0001	HOME MENU	0001		
	02:01	10:30		

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

Key operation

1

TL

Display

1 PLU00001			
CASH	1.25		
***TOTAL	1.25		
CLERK0001	HOME MENU	0001	
	P1L01	13:55	

■ Crate entries

Using the

CRATE #

 or

CRATE 1

 thru

CRATE 99

 key, you can sell bottles of drinks in a crate (A crate is a box for transporting and storing drink bottles). To use this function, you need to program the following items in the PGM2 mode:

- Crate table no.
- Crate PLU/EAN and its preset price
- Number of bottles to pack into the crate
- PLU/EANs in the bottles (max. 10 PLU/EANs) and their price level
- Price of the crate table
- Combination function: Yes (combination entries) / No (single entries)
- Crate table text

There are two types of crate entries as shown below.

Single entries

Use this type of entry to sell a crate of one kind of drink.

Example

Crate table no.:	1	Crate PLU/EAN:	PLU code 13 (preset price: 0.20)
Number of bottles:	12	PLU/EAN in the bottles:	PLU code 14 (price level: 1)
Price of the crate table:	9.80	Combination function:	No
Crate table text:	CRATE01		

Key operation	Print												
1 <div>CRATE</div> <div>#</div> <div>14</div> <div>TL</div>	<table><tr><td>1x CRATE01</td><td>9.80</td><td>*9.80</td></tr><tr><td>1x PLU00013</td><td>0.20</td><td>*0.20</td></tr><tr><td colspan="3">-----</td></tr><tr><td>CASH</td><td></td><td>*10.00</td></tr></table>	1x CRATE01	9.80	*9.80	1x PLU00013	0.20	*0.20	-----			CASH		*10.00
1x CRATE01	9.80	*9.80											
1x PLU00013	0.20	*0.20											

CASH		*10.00											

The preset price of the PLU code 14 is 1.20, but it is ignored in the calculation of the amount registered. See the following formula:

- The amount registered = the price of the crate table + the price of the crate PLU/EAN
In the above example, the registered amount (10.00) = 9.80 + 0.20

NOTE

The entry of the PLU/EAN in the bottles only (PLU code 14 in the above example) is allowed.

Combination entries

Use this type of entry to sell a crate of several kinds of drinks.

Example

Crate table no.:	2	Crate PLU/EAN:	PLU code 9 (preset price: 0.20)
Number of bottles:	6	PLU/EANs in the bottles:	PLU code 10, 11, 12 (price level: 1)
Price of the crate table:	5.50	Combination function:	Yes
Crate table text:	CRATE02		

Key operation

(PLU/EANs in the bottles need to be entered until the quantity reaches the specified number of bottles.)

2	CRATE #
	10
	10
	11
	11
	11
	12
	TL

Print

1x CRATE02	5.50	*5.50
1x PLU00009	0.20	*0.20
<hr/>		
CASH		*5.70

The preset prices of the PLU codes 10, 11, and 12 are ignored. The formula for the amount registered is the same as that of single entries.

NOTE

- The entry of the PLU/EANs in the bottles only (PLU codes 10, 11, 12 in the above example) is allowed.
- If open price entry is preset for the PLU/EANs in the bottles, the setting is ignored.
- When you want to make a multiplication entry, the quantity must be an integer and no more than the number of bottles specified in the crate table.

Display of Subtotals

Your POS terminal provides the following types of subtotals:

■ Subtotal

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

■ Difference subtotal (Differ ST)

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

Example

Key operation

1
2
DIFF ST
3
TL

Print

1x PLU00001	1.91	*1.91

1x PLU00002	0.79	*0.79

DIFF ST		*2.70
1x PLU00003	6.00	*6.00

DIFF ST		*6.00

CASH		*8.70

Finalization of Transaction

■ Cash or check tendering

Press the **[ST]** key to get an including-tax subtotal, enter the amount tendered by your customer, then press the **[TL]** or **[CA2]** through **[CA5]** key if it is a cash tender or press the **[CH1]** through **[CH5]** key if it is a check tender. When the amount tendered is greater than the amount of the sale, your POS terminal will show the change due amount and the symbol "CHANGE." Otherwise your POS terminal will show the symbol "DUE" and a deficit. Make a correct tender entry.

Example

Normal method

Key operation	Print																					
<div><div>}</div><div><div>ST</div><div>TL</div></div><div>1000</div></div>	<table><tr><td>1x PLU00001</td><td>1.91</td><td>*1.91</td></tr><tr><td colspan="3">-----</td></tr><tr><td>1x PLU00002</td><td>0.79</td><td>*0.79</td></tr><tr><td colspan="3">-----</td></tr><tr><td>***TOTAL</td><td></td><td>*2. 70</td></tr><tr><td>CASH</td><td></td><td>*10. 00</td></tr><tr><td>CHANGE</td><td></td><td>*7. 30</td></tr></table>	1x PLU00001	1.91	*1.91	-----			1x PLU00002	0.79	*0.79	-----			***TOTAL		*2. 70	CASH		*10. 00	CHANGE		*7. 30
1x PLU00001	1.91	*1.91																				

1x PLU00002	0.79	*0.79																				

***TOTAL		*2. 70																				
CASH		*10. 00																				
CHANGE		*7. 30																				

Check tendering

Key operation	Print															
<div><div>}</div><div><div>ST</div><div>CH1</div></div><div>1000</div></div>	<table><tr><td>1x PLU00001</td><td>1.91</td><td>*1.91</td></tr><tr><td>1x PLU00002</td><td>0.79</td><td>*0.79</td></tr><tr><td>***TOTAL</td><td></td><td>*2. 70</td></tr><tr><td>CHECK</td><td></td><td>*10. 00</td></tr><tr><td>CHANGE</td><td></td><td>*7. 30</td></tr></table>	1x PLU00001	1.91	*1.91	1x PLU00002	0.79	*0.79	***TOTAL		*2. 70	CHECK		*10. 00	CHANGE		*7. 30
1x PLU00001	1.91	*1.91														
1x PLU00002	0.79	*0.79														
***TOTAL		*2. 70														
CHECK		*10. 00														
CHANGE		*7. 30														

NOTE

You can also enter a cash or check tender from the cash or check menu window. Press the **[CH #]** or **[FUNC/MENU]** key and select a pertinent cash or check number and enter the amount.

■ Mixed tendering (check + cash)

Example	Key operation	Print																		
	<div> <div>1000</div> <div>500</div> <div> <div>ST</div> <div>CH1</div> <div>TL</div> </div> </div>	<table> <tr> <td>1x PLU00001</td><td>10.00</td><td>*10.00</td></tr> <tr> <td>1x PLU00002</td><td>4.56</td><td>*4.56</td></tr> <tr> <td>***TOTAL</td><td></td><td>*14.56</td></tr> <tr> <td>CHECK</td><td></td><td>*10.00</td></tr> <tr> <td>CASH</td><td></td><td>*5.00</td></tr> <tr> <td>CHANGE</td><td></td><td>*0.44</td></tr> </table>	1x PLU00001	10.00	*10.00	1x PLU00002	4.56	*4.56	***TOTAL		*14.56	CHECK		*10.00	CASH		*5.00	CHANGE		*0.44
1x PLU00001	10.00	*10.00																		
1x PLU00002	4.56	*4.56																		
***TOTAL		*14.56																		
CHECK		*10.00																		
CASH		*5.00																		
CHANGE		*0.44																		

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

Enter items and press the **TL** or **CA2** through **CA5** key if it is a cash sale or press the **CH1** through **CH5** key if it is a check sale. Your POS terminal will display the total sales amount.

Example	Key operation	Print																		
	<div> <div>10</div> <div> <div>6</div> <div>PLU/SUB</div> <div>TL</div> </div> </div>	<table> <tr> <td>1x PLU00006</td><td>6.00</td><td>*6.00</td></tr> <tr> <td>1x PLU00010</td><td>7.15</td><td>*7.15</td></tr> <tr> <td>CASH</td><td></td><td>*13.15</td></tr> </table> <p>In the case of check sale</p> <table> <tr> <td>1x PLU00006</td><td>6.00</td><td>*6.00</td></tr> <tr> <td>1x PLU00010</td><td>7.15</td><td>*7.15</td></tr> <tr> <td>CHECK</td><td></td><td>*13.15</td></tr> </table>	1x PLU00006	6.00	*6.00	1x PLU00010	7.15	*7.15	CASH		*13.15	1x PLU00006	6.00	*6.00	1x PLU00010	7.15	*7.15	CHECK		*13.15
1x PLU00006	6.00	*6.00																		
1x PLU00010	7.15	*7.15																		
CASH		*13.15																		
1x PLU00006	6.00	*6.00																		
1x PLU00010	7.15	*7.15																		
CHECK		*13.15																		

■ Credit sale

Enter items and press the corresponding credit keys (**CR1** through **CR9**).

Example	Key operation	Print									
	<div> <div>6</div> <div>7</div> <div>CR1</div> </div>	<table> <tr> <td>1x PLU00006</td><td>6.00</td><td>*6.00</td></tr> <tr> <td>1x PLU00007</td><td>9.50</td><td>*9.50</td></tr> <tr> <td>CREDIT1</td><td></td><td>*15.50</td></tr> </table>	1x PLU00006	6.00	*6.00	1x PLU00007	9.50	*9.50	CREDIT1		*15.50
1x PLU00006	6.00	*6.00									
1x PLU00007	9.50	*9.50									
CREDIT1		*15.50									

NOTE

- Amount tendering operations (i.e. change calculations) can be achieved by the **CR1** through **CR9** key when a PGM2 mode programming allows them.
- You can also enter a credit tender from the credit menu window. Press the **CR #** or **FUNC MENU2** key and select a pertinent credit number and enter the amount.

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

Example	Key operation	Print																		
	<div> <div>950</div> <div> <div>}</div> <div>ST</div> <div>TL</div> <div>CR2</div> </div> </div>	<table> <tr> <td>1x PLU00001</td><td>1.91</td><td>*1.91</td></tr> <tr> <td>1x PLU00002</td><td>4.56</td><td>*4.56</td></tr> <tr> <td>1x PLU00003</td><td>6.00</td><td>*6.00</td></tr> <tr> <td>***TOTAL</td><td></td><td>*12.47</td></tr> <tr> <td>CASH</td><td></td><td>*9.50</td></tr> <tr> <td>CREDIT2</td><td></td><td>*2.97</td></tr> </table>	1x PLU00001	1.91	*1.91	1x PLU00002	4.56	*4.56	1x PLU00003	6.00	*6.00	***TOTAL		*12.47	CASH		*9.50	CREDIT2		*2.97
1x PLU00001	1.91	*1.91																		
1x PLU00002	4.56	*4.56																		
1x PLU00003	6.00	*6.00																		
***TOTAL		*12.47																		
CASH		*9.50																		
CREDIT2		*2.97																		

NOTE

Press the **CH1** through **CH5** keys or the **CR1** through **CR9** keys in place of the **TL** key when your customer makes payment by checks or by credit account.

Computation of VAT (Value Added Tax)/Tax

■ VAT/tax system

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

Automatic VAT 1 through 6 system (Automatic operation method using programmed percentages)

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

Automatic tax 1 through 6 system (Automatic operation method using programmed percentages)

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

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

Procedure → **ST** → **VAT**

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

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

Procedure → **ST** → **VAT rate** → **VAT**

To use a programmed rate

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

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

Procedure → **ST** → **VAT**

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

Automatic VAT 1 through 3 and tax 4 through 6 system

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

NOTE

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

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

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

Example**Key operation**

(When the manual
 VAT 1 through 6
 system is selected)

**Print**



1x PLU00008	2.00	*2.00
SUBTOTAL		*2.00
TAX1 ST	*2.00	
VAT 1	*0.28	
NET 1	*1.72	
CASH		*2.00


■ VAT shift entries

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

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

There are two types of VAT shift entries: VAT shift by transaction and by item.

VAT shift by transaction enables the VAT shift function to be in effect during a transaction. Press the  () key to enter the VAT shift mode at the start of transaction. You can also perform this function by assigning the clerk to operate in the VAT shift status (PERSONNEL-CLERK programming).

VAT shift by item is valid only for one item. Press the  () key just before the item entry.

In case of VAT shift by transaction

Example**Key operation**

(When the automatic
 VAT 1 through 6 system
 is selected)

**Print**

1x PLU00008	2.00	*2.00
SUBTOTAL		*2.00
TAX2 ST	*2.00	
VAT 2	*0.20	
NET 2	*1.80	
CASH		*2.00

NOTE

- If you want to achieve the VAT shift at the end of transaction, contact your authorized SHARP dealer.
- To program the initial status of the POS terminal to be in the VAT shift mode (Initial VAT SHIFT), please contact your authorized SHARP dealer.

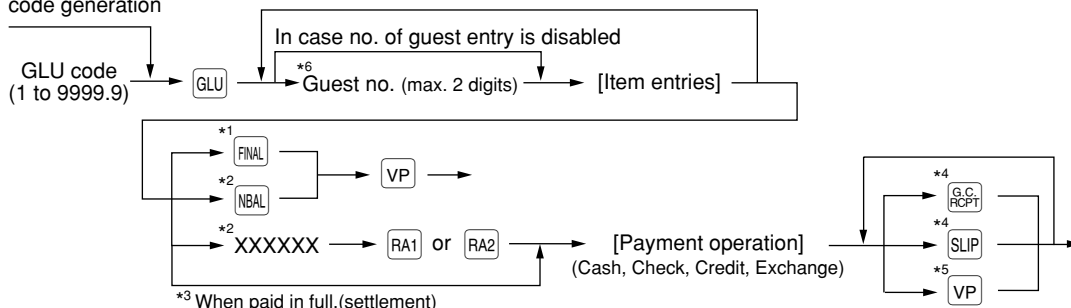
Guest Check (GLU)

■ Guest look up (GLU) system

New guest

Procedure

For automatic GLU code generation



To cancel the opened GLU display, press the **CANCEL** key.

NOTE

- A clerk must have been registered before starting GLU entry in case the clerk system or the clerk + cashier system is selected.
- The GLU code refers to a code that will be used whenever the guest check must be accessed for re-ordering or final payment.
- Your POS terminal can be programmed GLU codes in a sequential fashion (automatic GLU code generation). If your POS terminal has not been programmed to do so, each GLU code can be entered manually.
- When you open the guest check (ex. #2) during operating another guest check (ex. #1), the previous guest check (#1) is closed automatically by NBAL function. (If "clerk# compulsory" is selected in function selection programming, you must finish the current guest check first for making another guest check.)

*1 This is the optional function. (Temporary finalization)

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

*2 After entering items, press the **NBAL** key or remove the optional real clerk key (contactless clerk key or WMF clerk key) to temporarily close the check. The tax is not calculated.

*3 The tax is calculated and is added to the tax totalizer.

*4 In case the copy receipt function is enabled, **G.C. RCPT** and **SLIP** key operations can be repeated only once.

*5 Validation printing operation can be repeated once by default. You can set the number of VP operations between 0 to 9.

*6 To correct the number of guests, re-enter a number and press the **GUEST #** key.

Example

Key operation

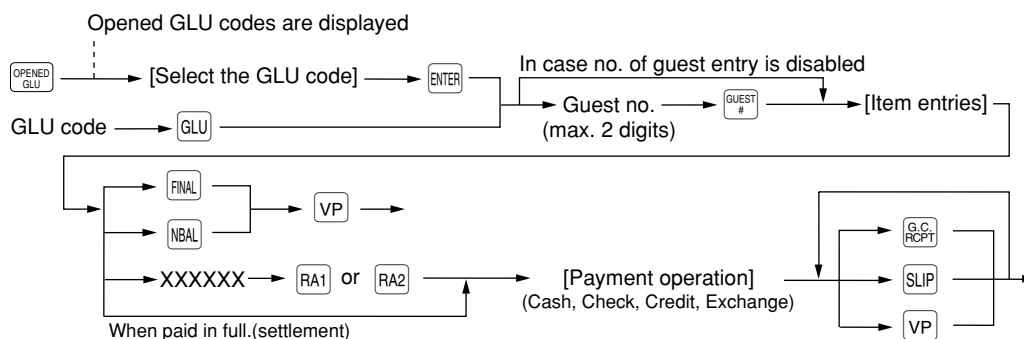
1001 **GLU**
2
3
NBAL

Display

GLU#1001 ▲			
1	PLU00002		
1	PLU00003		
***NBAL 16.00 ▼			
CLERK0001	HOME MENU	0001	
P1L01		13:57	

Additional ordering

Procedure



Example

Key operation

1001

Display

GLU#1001 ▲			
1 PLU00002			
1 PLU00003			

1 PLU00007			
CASH 19.50			
***TOTAL 19.50 ▼			
CLERK0001	HOME MENU		000
	P1101		13:58

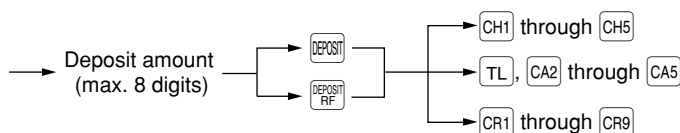
■ Deposit entries

Deposit refers to a prepayment on a guest check. It can be received in cash, by check or credit.

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

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

Procedure



Example

Key operation

1001 GLU
5000 DEPOSIT
TL
NBAL

Display

GLU#1001	▲	DEPO		
CASH				
DEPOSIT	50.00			
***NBAL	-50.00	▼		
CLERK0001	FUNC MENU		0001	
	P1L01		14:02	

Example

Key operation

OPENED GLU 1001 ENTER
5000 DEPOSIT REF TL
NBAL

Display

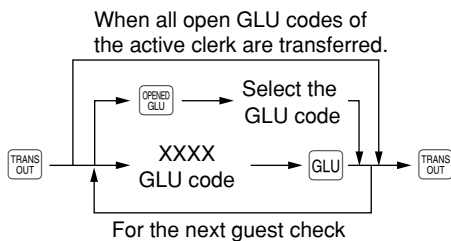
GLU#1001	▲	DEPO		
CASH				
DEPOSIT	50.00	DEPO		
-----		REFUND		
CASH				
DEPO. (-)	-50.00			
***NBAL	0.00	▼		
CLERK0001	FUNC MENU		0001	
	P1L01		14:03	

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

Transferring guest checks out

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

Procedure



Example

Key operation

1001 TRANS OUT
GLU
TRANS OUT

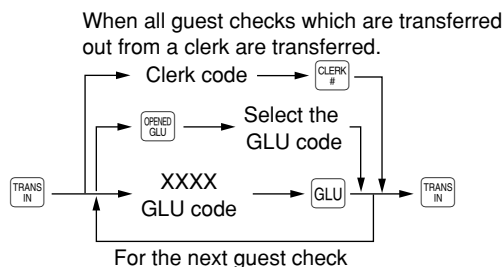
Print

GLU#1001	*TRAN. OUT*	
***PBAL		*15.00

Transferring guest checks in

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

Procedure



Example

Key operation

1001

TRANS IN

GLU

TRANS IN

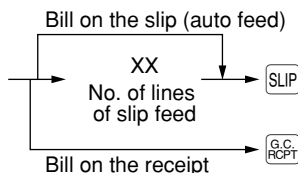
Print

GLU#1001	*TRAN. IN*	
***PBAL		*15.00

Bill printing

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

Procedure



NOTE

- This function is available immediately after the finalization of transaction.
- If the copy function is allowed, you can print the bill copy on slip and receipt only once. If you need the bill copy, contact your authorized SHARP dealer.

Example

Key operation

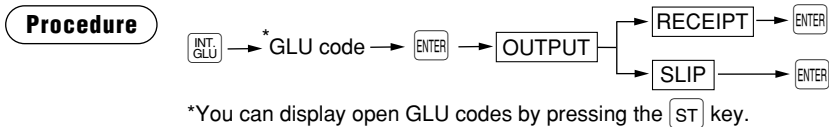
G.C. RCPT

Print

BILL NUMBER:1	22/07/2008 17:30	#0262
0001 CLERK0001		
BILL		
1x PLU00001	1.91	*1.91
1x PLU00002	4.56	*4.56
CASH		*6.47

■ Intermediate GLU reading

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



- NOTE
- This function is available after finishing the guest check entry.
 - If the intermediate GLU finalization check is set to compulsory (INTERMEDIATE FINAL is set to DISABLE in FUNC. PROHIBIT), a guest check cannot make settlement without printing the GLU using the intermediate GLU reading function (temporarily finalization by the

FINAL

 or

NBAL

 key is available.)

Example

Key operation

INT.
GLU

Enter a GLU code.

ENTER

Select "RCPT".

ENTER

Print

0001 CLERK0001

22/07/2008 17:34 #0263

***PBAL

INTERMED.

1x DPT.01

15.00

*0.00

*15.00

1x PLU00001

1.91

*1.91

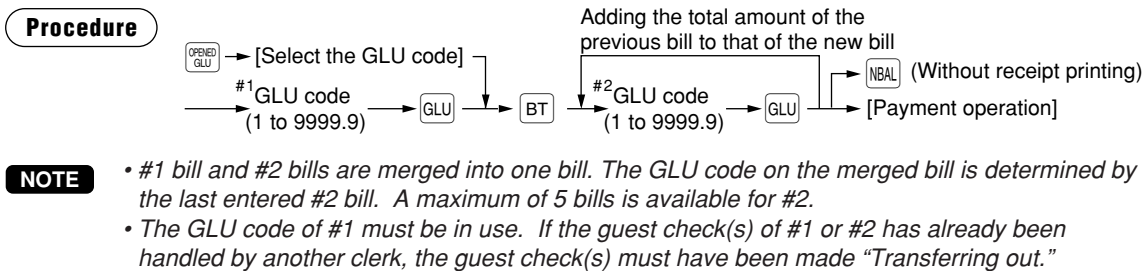
***NBAL

*16.91

■ Bill totaling/bill transfer

Bill totaling

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



Example

Key operation

1002

GLU

BT

1003

GLU

NBAL

Display

GLU#1003

1 PLU00002

1 PLU00001

1 PLU00003

1 PLU00004

***NBAL

20.05

CLERK0001

HOME MENU

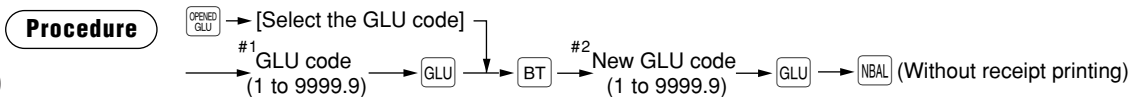
P1L01

0001

14:14

Bill transfer

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



NOTE

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

Example**Key operation**

1001

 1002

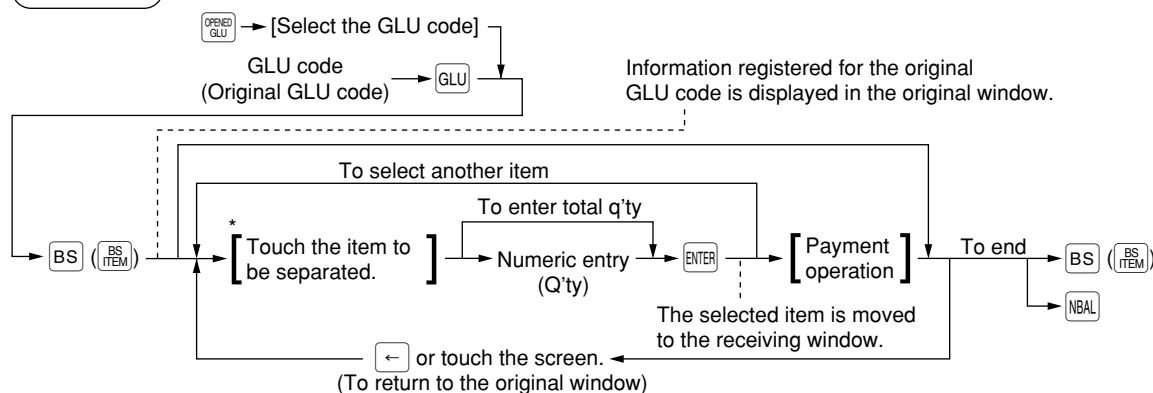
Display

GLU#1002 ▲				
1 DPT.01				
***NBAL 15.00 ▼				
CLERK0001	HOME MENU	0001		
P1L01		14:17		

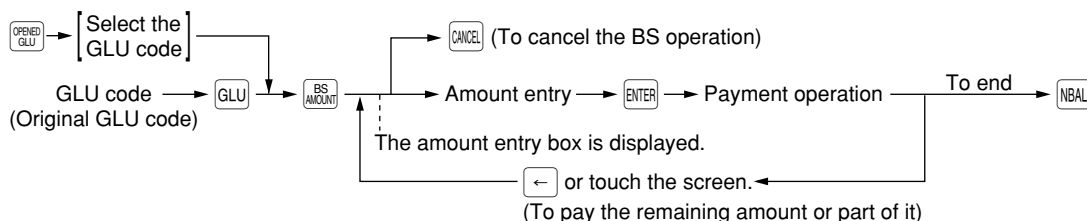
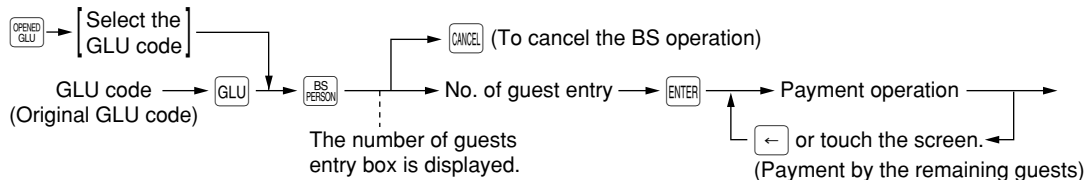
Bill separating

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

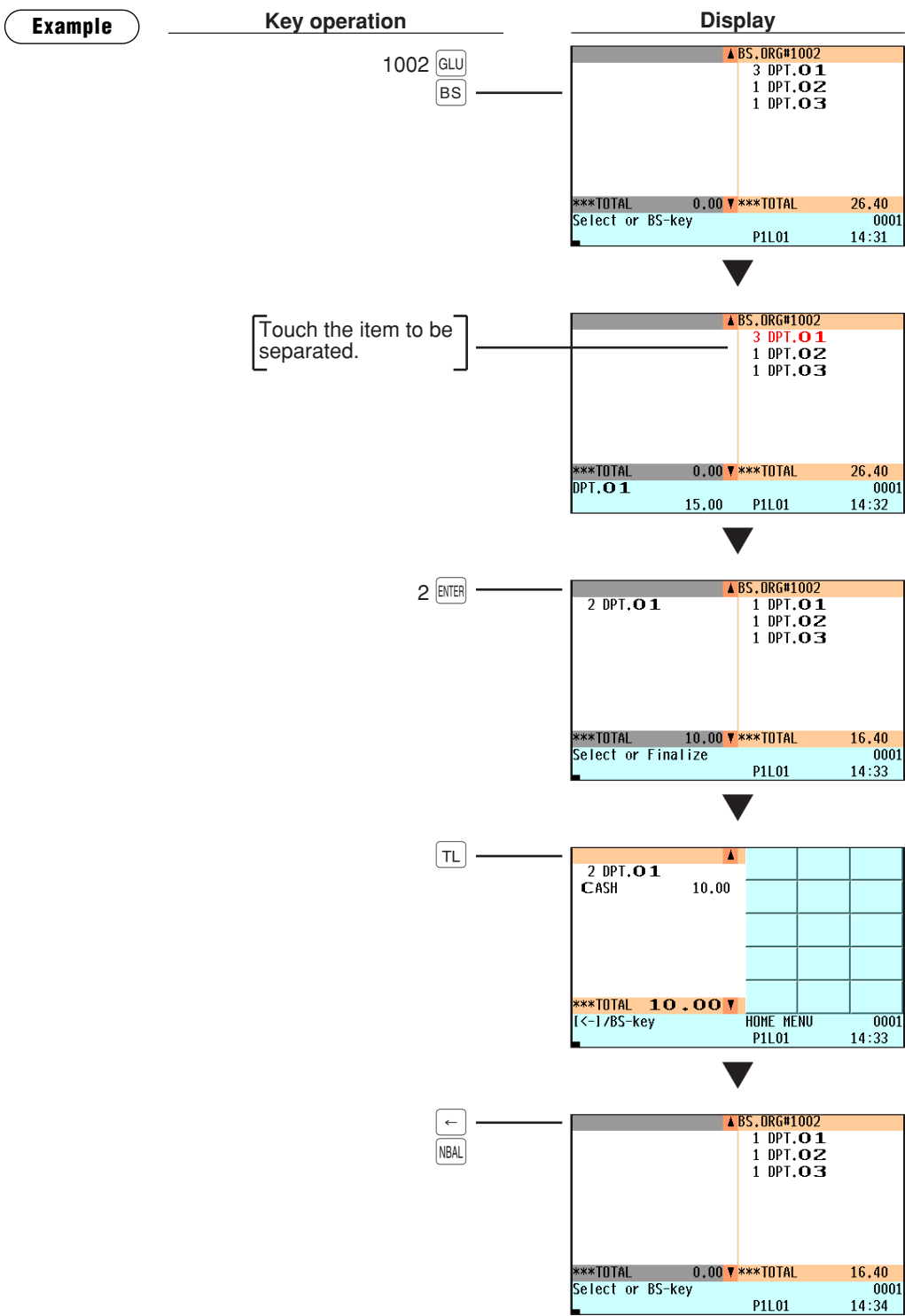
There are three types of the bill separating functions: bill separating by item, amount and person.

Procedure**Bill separating by item**

* You can also select the item by moving the cursor. In this case, press the key first to display the cursor.

Bill separating by amount**Bill separating by person**

Bill separating by item



Bill separating by amount

Example

Key operation

Display

1003

GLU
BS
AMOUNT

GLU#1003		▲ B.S.			
1 DPT.08		AMOUNT			
AMOUNT ?		0.00			
***TOTAL 40.00 ¥					
CLERK0001		FUNC MENU		0001	
		P1L01		14:38	

2000

ENTER

GLU#1003		▲ B.S.			
1 DPT.08		AMOUNT			
PARTIAL PAY		20.00			
***TOTAL 20.00 ¥					
CLERK0001		FUNC MENU		0001	
		P1L01		14:38	

TL

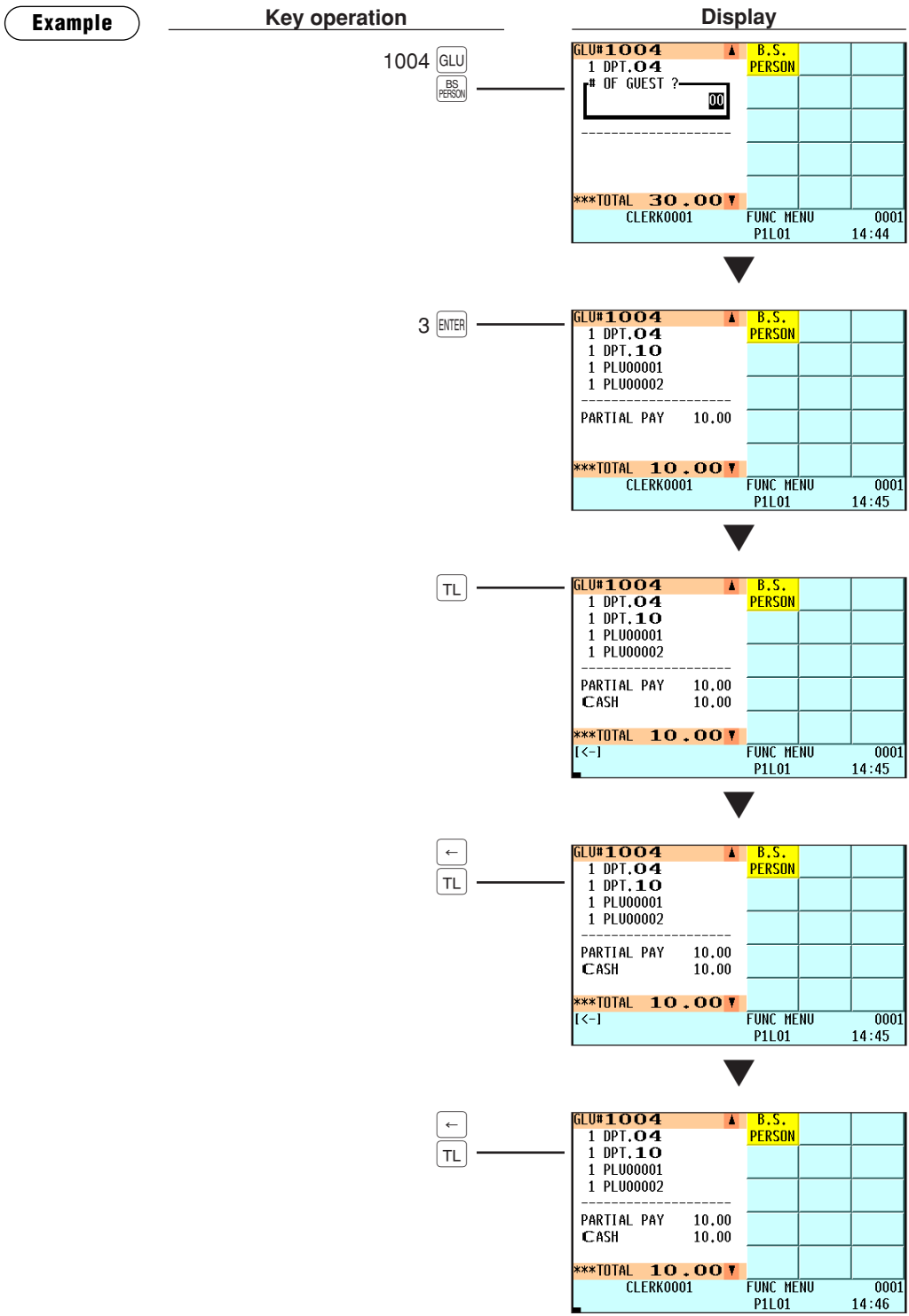
GLU#1003		▲ B.S.			
1 DPT.08		AMOUNT			
PARTIAL PAY		20.00			
CASH		20.00			
***TOTAL 20.00 ¥					
I<-I/NBAL-key		FUNC MENU		0001	
		P1L01		14:39	

←

NBAL

GLU#1003		▲ B.S.			
1 DPT.08		AMOUNT			
AMOUNT ?		0.00			
***TOTAL 20.00 ¥					
I<-I/NBAL-key		FUNC MENU		0001	
		P1L01		14:40	

Bill separating by person



- NOTE

- The items which are refunded or discounted can not be separated.
 - You cannot specify the quantity of an item for selection when the stored quantity has decimal fraction.
 - When no item is yet selected, the B.S. mode is automatically terminated by pressing the

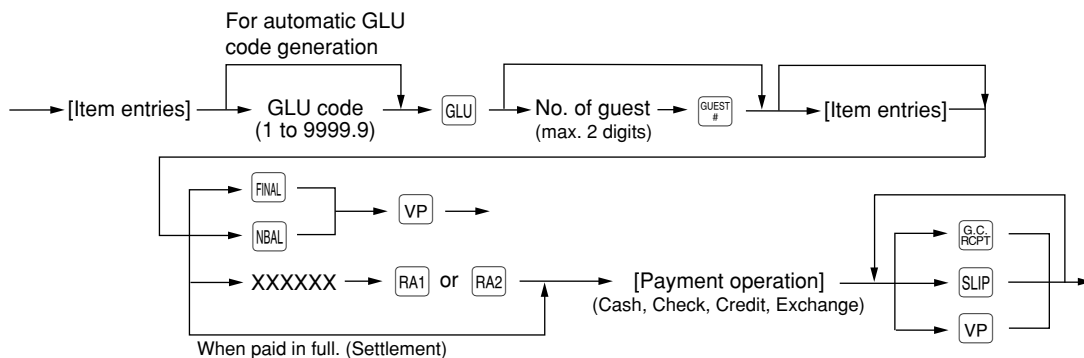
NBAL

 key or removing the clerk key.
 - After performing the BS by amount operation for a bill, you can not execute the BS by item or bill totalizing operation for the bill.

Transaction migration

This POS terminal allows you to migrate the transaction of non-GLU type to the GLU file.

Procedure



Example

Key operation

1005
GLU
2
NBAL

Display

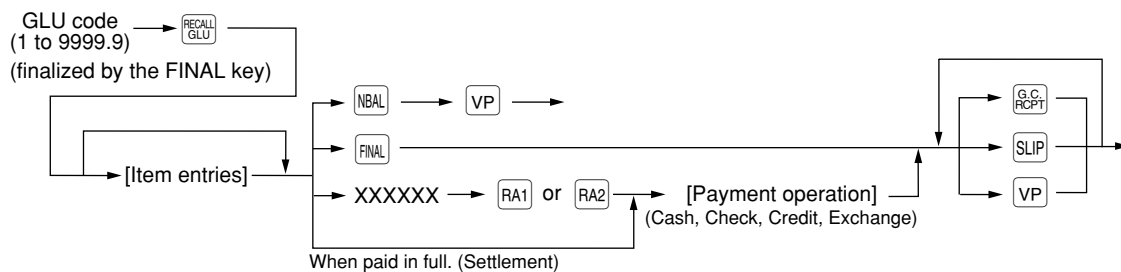
GLU#1005			
1 PLU00001			
1 PLU00002			
***NBAL	4.25		
CLERK0001	HOME MENU	0001	
	P1L01	15:05	

NOTE The transaction migration can be operated before payment operation was made.

Recall GLU

When the **FINAL** key is treated as the total status key (that is, FINAL key functions as a cash key), you can recall GLUs finalized by the **FINAL** key by pressing the **RECALL GLU** key to make additional item entries and realize the settlement other than cash.

Procedure



Example

Key operation

1010
RECALL GLU
1
FINAL

Display

GLU#1010			
1 PLU00003			
1 PLU00004			
1 PLU00001			
***TOTAL	17.05		
CLERK0001	FUNC MENU	0001	
	P1L01	15:10	

Ordering Systems

Customer advance ordering

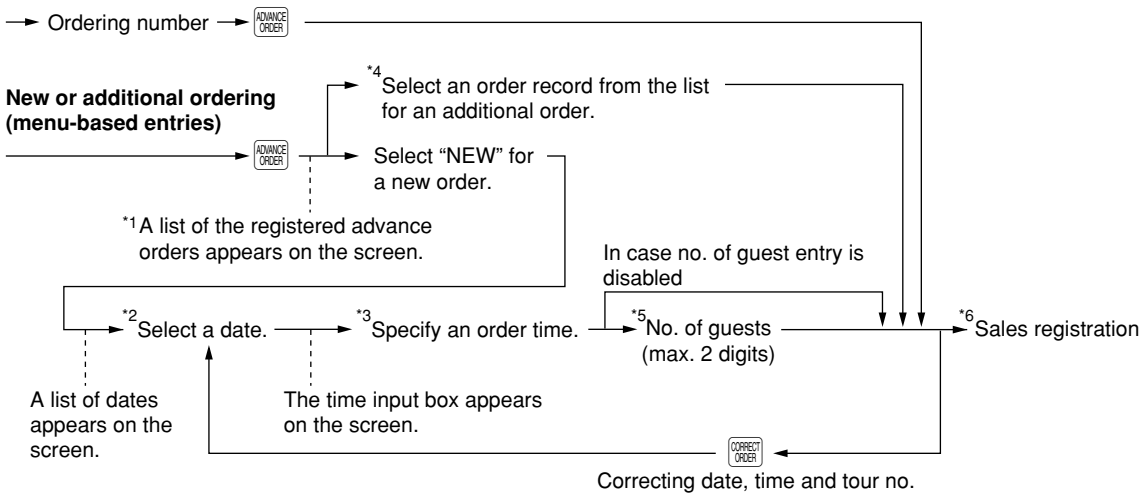
Perform this function to register a customer advance order.

An ordering number is assigned to each customer advance order. Every time a new customer advance order is registered, an incremented ordering number is assigned to the order. If the order is finalized or canceled, the once-assigned ordering number will never be used again.

New/additional ordering

Procedure

Additional ordering (direct key entries)



- *1: The ordering numbers sorted by date and time are displayed in the list. You can also sort them by date and tour no. or date only. For details, please consult your authorized SHARP dealer.
- *2: Choose a purchase order date for the new order.
- *3: Specify a time by entering a one-to-two or three-to-four-digit number. A one-to-two-digit number is interpreted as hour, a three-to-four-digit number as hour and minute.
- *4: To void an order record, select a record by cursor, then press the **VOID** key. The message "ARE YOU SURE? 1 YES 2 NO" appears. Select "1 YES" to void it.
- *5: To correct the number of guests, re-enter a number and press the **GUEST #** key.
- *6: To cancel the registration, press the **CANCEL** key. The message "CANCEL REG.? 1 YES 2 NO" appears. Select "1 YES" to cancel it.

NOTE

- New advanced orders must be temporarily closed with the **NBAL** or **FINAL** key. When the purchase order date comes, finalize them by cash, check or credit tendering.
- The purchase order date must be within 100 days from the current date.
- You can finalize an order before the purchase order date. In this case, the message "DATE NOT REACHE 1 YES 2 NO" appears. Select "YES" to finalize it.

Example

Key operation

Select "NEW".

ADVANCE
ORDER

Select "SU 27/07/2008".

1430 ENTER

2300 6
NBAL

Display

CUSTOMER ORDER		P UP ▲	CAN	.	CL
NEW			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
***TOTAL		0.00	P DOWN ▼		
CLERK0001			P1L01		0001
					15:34

DATE		▲	ADVANC		
TU 22/07/2008			ORDER		
WE 23/07/2008					
TH 24/07/2008					
FR 25/07/2008					
SA 26/07/2008					
SU 27/07/2008					
***TOTAL		0.00 ▼			
CLERK0001			FUNC MENU		0001
			P1L01		15:36

ORDER MOMENT		▲	ADVANC		
TIME 1430			ORDER		
***TOTAL		0.00 ▼			
CLERK0001			FUNC MENU		0001
			P1L01		15:36

ORDER#1		▲	ADVANC		
1 DPT.06			ORDER		
***NBAL		23.00 ▼			
CLERK0001			FUNC MENU		0001
			P1L01		15:37

■ Credit customer advance ordering

Perform this function to register a credit customer advance order. Unlike a customer advance order, a credit customer advance order contains the following two numbers: customer number and customer related consecutive number.

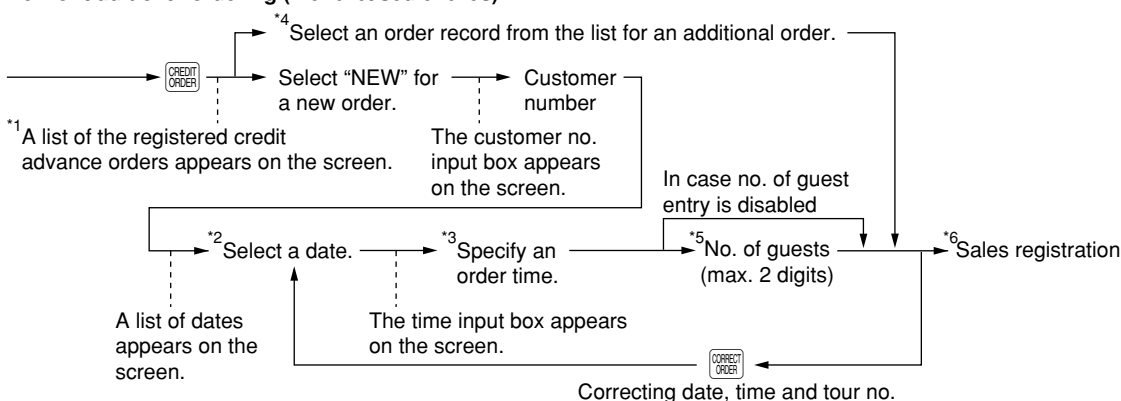
The customer number is six digits and the customer related consecutive number is 1 to 10 by default. They can be changed to five digits and 1 to 99 respectively by programming. To program the setting, please consult your authorized SHARP dealer.

The customer related consecutive number is incremented every time a credit customer advance order is registered.

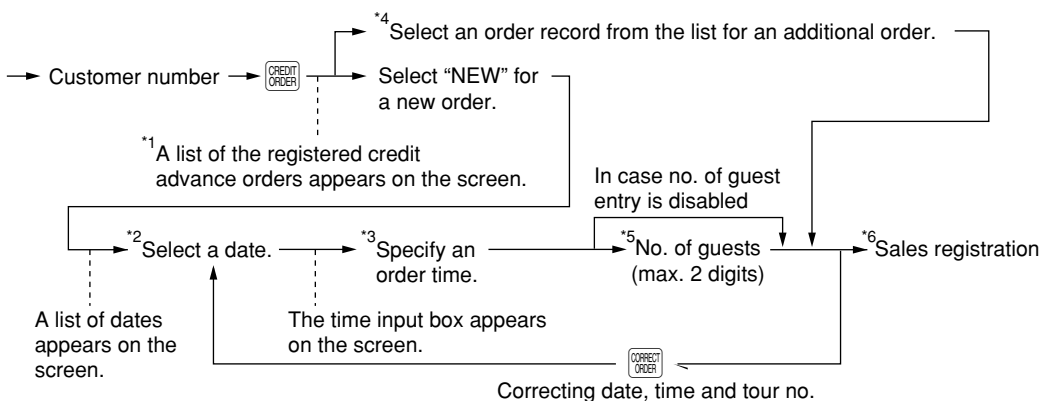
New/additional ordering

Procedure

New or additional ordering (menu-based entries)



New or additional ordering (direct key entries)



* You need to register a new ordering by the menu-based method before performing direct key entries.

*1: The customer numbers and customer related consecutive numbers sorted by date and time are displayed in the list. You can also sort them by date and tour no. or date only. For details, please consult your authorized SHARP dealer.

*2: Choose a purchase order date for the new order.

*3: Specify a time by entering a one-to-two or three-to-four-digit number. A one-to-two-digit number is interpreted as hour, a three-to-four-digit number as hour and minute.

*4: To void an order record, select a record by cursor, then press the **VOID** key. The message "ARE YOU SURE? 1 YES 2 NO" appears. Select "1 YES" to void it.

*5: To correct the number of guests, re-enter a number and press the **GUEST #** key.

*6: To cancel the registration, press the **CANCEL** key. The message "CANCEL REG.? 1 YES 2 NO" appears. Select "1 YES" to cancel it.

NOTE

- New credit customer advanced orders must be temporarily closed with the **NBAL** or **FINAL** key. When the purchase order date comes, finalize them by credit tendering.
- The purchase order date must be within 100 days from the current date.
- You can finalize an order before the purchase order date. In this case, the message "DATE NOT REACHE 1 YES 2 NO" appears. Select "1 YES" to finalize it.

Example**Key operation**

Select "NEW".

**CREDIT
ORDER**

1 **ENTER**

Select "TU 29/07/2008".

1830 **ENTER**

3500 **2**
NBAL

Display

CREDIT CU. ORDER		P UP ▲	CAN	CEL	.	CL
NEW						
			7	8	9	
			4	5	6	
			1	2	3	
			0	00	ENTR	
***TOTAL 0.00		P DOWN ▼				
CLERK0001			0001			
		P1L01	15:40			

▲ CREDIT ORDER					
ENTER CUST. NO:					
CUSTOMER N01					
***TOTAL 0.00 ▼					
CLERK0001		FUNC MENU	0001		
		P1L01	15:41		

▲ CREDIT ORDER					
DATE					
TH 24/07/2008					
FR 25/07/2008					
SA 26/07/2008					
SU 27/07/2008					
MO 28/07/2008					
TU 29/07/2008					
***TOTAL 0.00 ▼					
CLERK0001		FUNC MENU	0001		
		P1L01	15:41		

▲ CREDIT ORDER					
ORDER MOMENT					
TIME 1830					
***TOTAL 0.00 ▼					
CLERK0001		FUNC MENU	0001		
		P1L01	15:41		

CR. ORDER# 1 1		▲ CREDIT ORDER			
1 DPT.02					
***NBAL 35.00 ▼					
CLERK0001		FUNC MENU	0001		
		P1L01	15:42		

■ Article order masks

NOTE To use this function, please consult your SHARP authorized dealer.

Article order masks are basically the data entry forms of orders to be sent from the POS terminal to the headquarters. They are also used for the forms of merchandise returns, inventories, delivery notes, etc. There are two types of article order masks: order masks and universal masks. You can create up to 25 masks (mask no 1 to 25) in total. The first five of them are used for order masks and the rest are used for universal masks.

Order masks

Order masks are mainly used to send orders to the headquarters. Mask no. 1 to 5 are reserved for order masks.

In an order mask, you can program orders the number of deliveries a day. One delivery is called “TOUR”. For example, 100 sandwiches are delivered at 6 a.m. as TOUR1, 200 sandwiches at 11 a.m. as TOUR2 and 50 sandwiches at 3 p.m. as TOUR3.

The mask data (article codes, texts and order proposals) are downloaded to the POS terminal from the back office. On the POS terminal, you open the mask data, confirm the order proposals and enter the quantities for the articles. The mask data is uploaded online using a computer.

Universal masks

Universal masks enable you to send information such as merchandise returns, inventories, etc. to the headquarters. Mask no. 6 to 25 are reserved for universal masks.

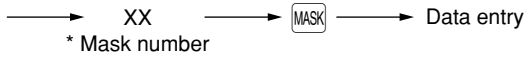
The mask data (article codes and texts) are downloaded to the POS terminal from the headquarters. On the POS terminal, you enter information such as the quantities of returns, inventories, etc. into the mask data. The mask data is uploaded online using a computer.

One of the universal masks can also be utilized as branch-to-branch stock transfer. To use this function, you need to specify the mask no. to be used as stock transfer in the PGM2 mode.

Procedure

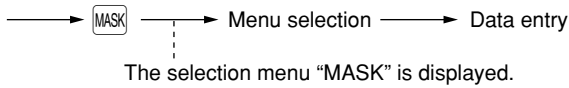
Order masks/Universal masks

Direct entries



* 01-05 for order masks, 06-25 for universal masks

Menu selection entries



Auxiliary Entries

■ Percent calculations (premium or discount)

- Your POS terminal provides percent calculations for a subtotal or each item entry depending on the programming.
- Percentage: 0.01 to 99.99%

Percent calculation for a subtotal

Example

Key operation

(When a discount of 10% is programmed for the **%1** key.)

3
5
5
ST
%1
TL

Print

1x PLU00003	6.00	*6.00
2x PLU00005	5.00	*10.00
<hr/>		
SUBTOTAL		*16.00
%1	-10.00%	-1.60
CASH		*14. 40

Percent calculation for item entries

Example

Key operation

(When a premium of 15% is programmed for the **%2** key.)

6
%2
30
7 . 5
%2
TL

Print

1x PLU00006	6.00	*6.00
%2	15.00%	*0.90
1x PLU00030	5.00	*5.00
%2	7.50%	*0.38
CASH		*12. 28

■ Discount entries

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

Discount for a subtotal

Example

Key operation

6
70
ST
100
TL

Print

1x PLU00006	6.00	*6.00
1x PLU00070	12.00	*12.00
<hr/>		
(-) 2		-1.00
CASH		*17. 00

Discount for item entries

Example	Key operation	Print
	7 <input type="button" value="PLU/SUB"/>	1x PLU00007 6.75 *6.75
	75 <input type="button" value="O1"/>	(-) 1 -0.75
	<input type="button" value="TL"/>	CASH *6.00

Refund entries

For a refund entry, press the key just before you press a department key, key, direct PLU key or key or just before you scan an EAN code. The operation before pressing the key is the same as the one of normal operation. For example, if a refund item is the one entered into a department, enter the amount of the refund, then press the key and the corresponding department key in this order; if an item entered into a PLU is returned, enter the corresponding PLU code, then press the and keys; and if a refund item is the one entered into an EAN, press the key and scan the EAN code.

Example	Key operation	Print
	<input type="button" value="RF"/> <input type="button" value="3"/>	-1x PLU00003 1.50 R-1.50
	7 <input type="button" value="X"/>	-7x PLU00007 2.00 R-14.00
	7 <input type="button" value="RF"/> <input type="button" value="PLU/SUB"/>	-1x DPT.01 3.00 R-3.00
	300 <input type="button" value="AMT"/>	-1x PLU00004 2.50 R-2.50
	1 <input type="button" value="RF"/> <input type="button" value="DEPT #"/>	CHANGE *21.00
	250 <input type="button" value="AMT"/>	
	4 <input type="button" value="RF"/> <input type="button" value="PLU/SUB"/>	
	<input type="button" value="TL"/>	

Return entries

For a return entry, press the key just before you press a department key, key, direct PLU key or key or just before you scan an EAN code. The operation before pressing the key is the same as the one of normal operation. For example, if a return item is the one entered into a department, enter the amount of the return, then press the key and the corresponding department key in this order; if an item entered into a PLU is returned, enter the corresponding PLU code, then press the and keys; and if a returned item is the one entered into an EAN, press the key and scan the EAN code.

Example	Key operation	Print
	<input type="button" value="5"/>	1x PLU00005 5.00 *5.00
	<input type="button" value="RTN"/> <input type="button" value="4"/>	-1x PLU00004 4.00 RT-4.00
	7 <input type="button" value="X"/>	-7x PLU00007 2.00 RT-14.00
	7 <input type="button" value="RTN"/> <input type="button" value="PLU/SUB"/>	-1x DPT.01 3.00 RT-3.00
	300 <input type="button" value="AMT"/>	-1x PLU00004 2.50 RT-2.50
	1 <input type="button" value="RTN"/> <input type="button" value="DEPT #"/>	CHANGE *18.50
	250 <input type="button" value="AMT"/>	
	4 <input type="button" value="RTN"/> <input type="button" value="PLU/SUB"/>	
	<input type="button" value="TL"/>	

■ Printing of non-add code numbers

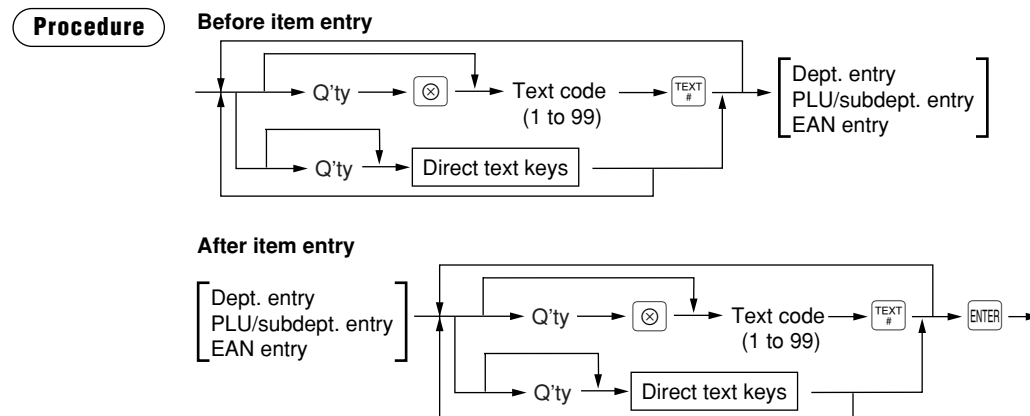
Enter a non-add code number such as a guest code number and credit card number within a maximum of 16 digits and press the **#/TM** key at any point during the entry of a sale. Your POS terminal will print at once.

Example	Key operation	Print												
	1230 #/TM 1 CR2	<table border="1"> <tr> <td>#0000000000001230</td><td></td><td></td></tr> <tr> <td>1x PLU00001</td><td>10.00</td><td>*10.00</td></tr> <tr> <td colspan="3">-----</td></tr> <tr> <td>CREDIT2</td><td></td><td>*10.00</td></tr> </table>	#0000000000001230			1x PLU00001	10.00	*10.00	-----			CREDIT2		*10.00
#0000000000001230														
1x PLU00001	10.00	*10.00												

CREDIT2		*10.00												

■ Printing of free text

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



Example

In case of before item entry

Key operation

TEXT 1

TEXT #

TL

1

2

42

Print

1x PLU00001	10.00	*10.00
1x TEXT01		

1x PLU00002	4.56	*4.56
1x TEXT02		

CASH		*14.56

NOTE

- You can void the free text by cursor or touching void operation.
- You can enter free texts before item entry by default. If you want to enter free texts after item entry, please contact your authorized SHARP dealer.

Payment Treatment

■ Tip-in entries

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

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

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

Cash tip entry: In a transaction in which cash tip entry is made, when payment operation is started, the process is as follows:

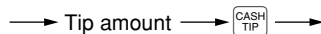
Cash tender (which may be foreign money) is compulsory until total cash tender exceeds or equals to cash tip amount. Then, check (or credit) tender operation is allowed.

Non-cash tip entry: In a transaction in which non-cash tip entry is made, when payment operation is started, the process is as follows:

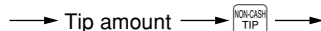
Check (or credit) tender is compulsory until total check (or credit) tender exceeds or equals to non-cash tip amount. Then, cash tender operation is allowed.

Procedure

Cash tip entry







Non-cash tip entry



Example

Key operation

1001 
300 
300 
1500 

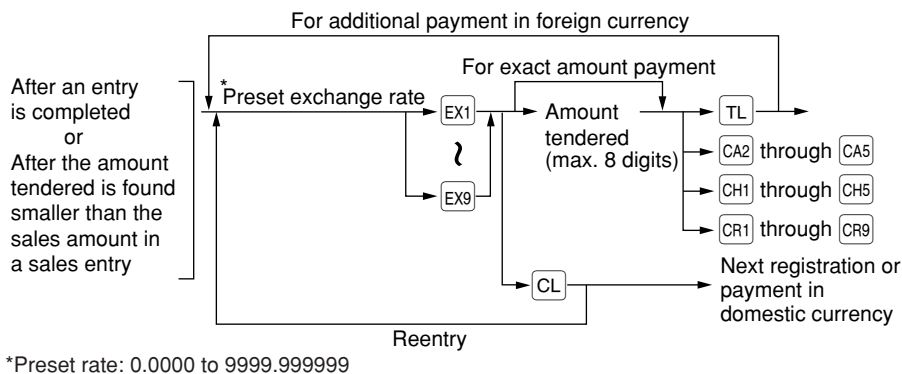
Print

GLU#1001	
***PBAL	*15.00
CASH TIP	*3.00
***TOTAL	*18.00
CASH	*3.00
CHECK	*15.00
CHANGE	*0.00

■ Currency exchange

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

Procedure



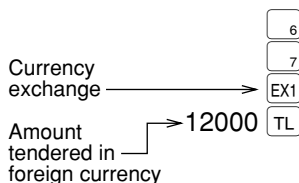
NOTE

- When the amount tendered is short, its equivalent in deficit is shown in domestic currency.
- You can also enter a foreign currency tender from the exchange menu window. Press the **FUNC** **MENU** key and select a pertinent exchange number and enter the amount.
- Change amount will be displayed in domestic currency.
- Availability of credit and cheque tendering depends on the programming. (Only for the exchange 1)

Example

Preset exchange rate (1.550220) :EX1

Key operation



Print

1x PLU00006	23.00	*23.00
1x PLU00007	46.50	*46.50
***TOTAL		
EXCH1		*69.50
		1.550220
CASH	US	\$107.74
CHANGE	US	\$120.00
		*7.90

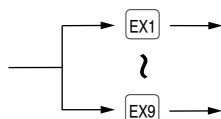
Currency description text

NOTE

Case of opening foreign currency drawer:

- At the timing of issuing receipt after tendering exchange amount.
- At the timing of issuing X/Z report (included CCD)
- The **Exchange drawer open function** is executed.

When the **EXCHANGE(n)** key is pressed simply out of transaction, the foreign currency drawer is opened, and no sale counter will counted one up.

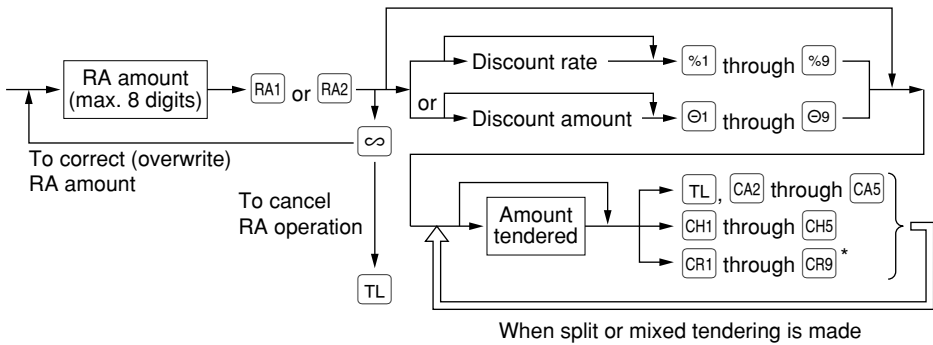


■ Received-on-account entries

To receive a received-on-account (RA), you can select either of cash only system or mixed tendering system. Select the cash only system when you receive RA by cash only. In the mixed tendering system, you can receive RA by cash, check or credit. In either system, you cannot receive RA in foreign currency. When you want to use the cash only system, contact with your authorized SHARP dealer.

Mixed tendering system

Procedure



NOTE * Of the CR1 through CR9 keys, you may use only the one that is programmed to be capable of entering amounts tendered.

Example

Key operation

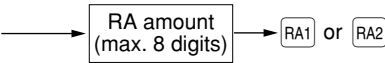
12345
4800
4000
800

Print

#00000000000012345	
***RA	*48.00
CHECK	*40.00
CASH	*8.00
CHANGE	*0.00

Cash only system

Procedure



Example

Key operation

12345
4800

Print

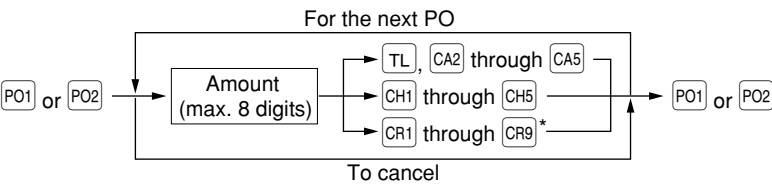
#00000000000012345 ***RA	*48. 00
-----------------------------	---------

■ Paid-out entries

To make a paid-out (PO) entry, you can select either of cash only system or mixed tendering system. Select the cash only system when you make a payment by cash only. In the mixed tendering system, you can make a payment by cash, check or credit. In either system, you must a PO entry only in a transaction. When you want to use the cash only system, contact with your authorized SHARP dealer.

Mixed tendering system

Procedure



NOTE

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

Example

Key operation

6789

3000

Print

#0000000000006789 ***PO CASH ***PO	*30. 00 *30. 00
---	--------------------

Cash only system

Procedure



Example

Key operation	
6789	<div>#/TM</div>
2500	<div>PO1</div>

Print	
#0000000000006789 ***PO	*25.00

No-sale (exchange)

Simply press the

NS

 key without any entry. The drawer will open and the printer will print “NO SALE” on both the journal and the receipt. If you let your machine print a non-add code number before pressing the

NS

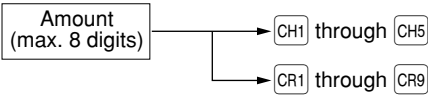
 key, a no sale entry is achieved with a non-add code number printed.

Print
NO SALE

Transferring cash

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

Procedure



- NOTE
- The

CH1

 through

CH4

 keys are assigned to the

CH #

 or

FUNC MENU3

 key by default.
 - The

CR1

 through

CR9

 keys are assigned to the

CR #

 or

FUNC MENU2

 key by default.

Example

Key operation	
2000	<div>CH1</div>

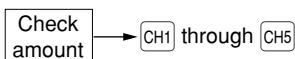
Print	
TRANSFER CHECK	*20.00

■ Cashing a check

NOTE

To use this function, please consult your authorized SHARP dealer, while you cannot use this function together with the cash transferring function.

Procedure



Example

Key operation

6789
3000

Print

#00000000000006789 CA/CHK	*30. 00
------------------------------	----------------

■ Service charge

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

Example

Key operation

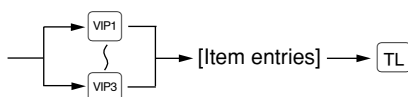
Print

1x PLU00002	15.00	*15.00
1x PLU00003	3.00	*3.00
SUBTOTAL		*18.00
SER. CHRG		*1.80
CASH		*19. 80

■ VIP sales

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

Procedure



*Less than the programmed upper limit amount

Example

Key operation

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

3

Print

1x PLU00001	*VIP1 SALE* 0.00	*0.00
3x PLU00002	0.00	*0.00
CASH		*0. 00

Customer Management

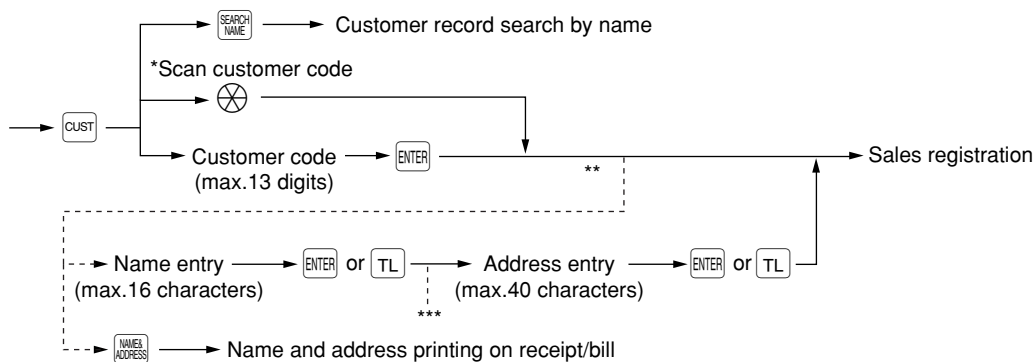
Your POS terminal can provide the customer management function.

To enable the customer management function, enter the customer code assigned to a customer. You can enter the customer code at any point during a transaction.

Normally customer information (name, code and address) are previously set by the programming. However, you can enter a new customer information during transaction. When an undefined customer code is entered, the message, "UNDEFINED CODE" is displayed, then you can enter the customer's name and address, which are saved in the customer file.

For the customer registered, you can defer his/her payment. Take the tentative finalization using the **CHARGE** key. The sales amount is accumulated to the charge amount of each customer. When the customer settles his/her charge account take the received-on account entry.

Procedure



*: Scanning the customer code on a Customer Card provided to the customer, or EAN-13 format bar code. Additionally the customer code can be read by the optional magnet card reader.

** : When a code entered for the customer entry does not exist in the customer file, "UNDEFINED CODE" is displayed for a moment with beep sounds. Then the NAME entry window is displayed to prompt the operator to enter a customer's name.

***: The ADDRESS entry window is displayed.

NOTE

- The customer code entry is inhibited after the payment operation.
- When a wrong code is registered, take the following procedure to cancel it.
If no item has been entered, press the **TL** key.
If the item entry has been made, perform the subtotal void operation.

■ Basic operations

Example

Key operation

0800000000075

CUST
ENTER
2
TL

Display

1	PLU00002	CASH	3.00	CUST		
***TOTAL	3.00					
CLERK0001	FUNC MENU			0001		
	P1L01			15:55		

- To enter a new customer code in the REG/MGR-mode

Key operation

680

08000000001232

N A M E 5
A D D R 5

1
CUST
ENTER
ENTER
ENTER
TL

Print

1x	PLU00001	6.80	*6.80

CASH			*6.80
0800000001232#NAME5			
ADDR5			
***PBAL			*0.00
CHARGE			*0.00
***NBAL			*0.00

- When you allow the customer to defer the payment;

Key operation

08000000000075

5370

6
CHARGE

CUST
ENTER
ENTER
ENTER
ENTER
TL

Print

1x	PLU00006	53.70	*53.70

CHARGE			*53.70
08000000000075#NAME1			
ADDR1			
***PBAL			*0.00
CHARGE			*53.70
***NBAL			*53.70

- When the customer settles his/her charge account or partial payment is done;

Key operation

08000000000075

3000

RA1
TL

CUST
ENTER
ENTER
ENTER
ENTER
TL

Print

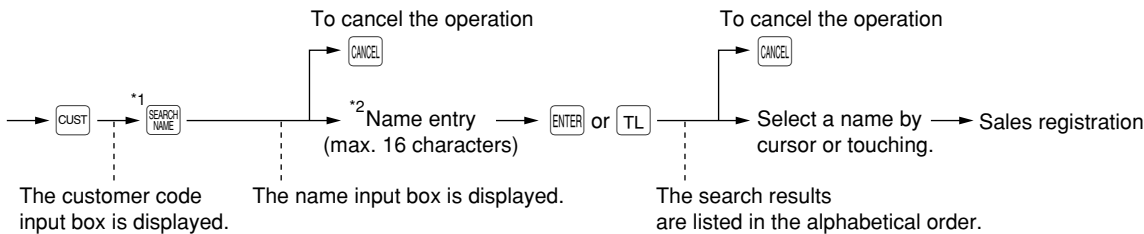
***RA			*30.00
CASH			*30.00
08000000000075#NAME1			
ADDR1			
***PBAL			*53.70
CHARGE			-30.00
***NBAL			*23.70

The remainder of the charge account

Customer record search by name

This function allows you to search the customer file by name for customer records. This function is available prior to/during a transaction.

Procedure

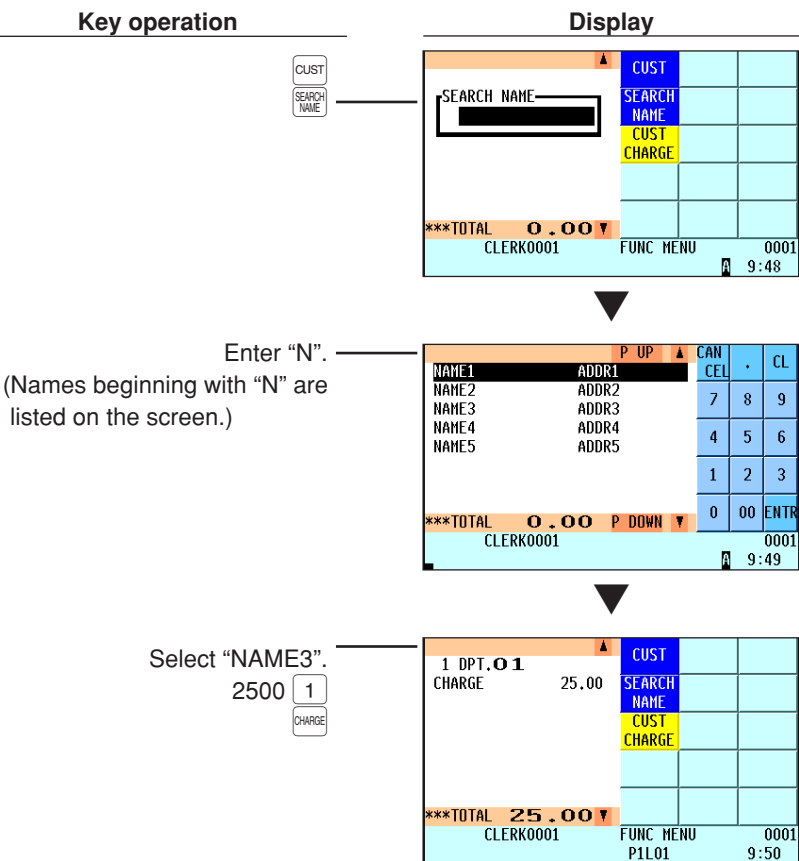


- *1: To search by code, enter a customer code.
- *2: You don't need to enter the whole name. The POS terminal searches for the names that partially match the inputted character(s).

NOTE

- When a wrong code is registered, take the following procedure to cancel it.
If no item has been entered, press the **TL** key.
If the item entry has been made, perform the subtotal void operation.

Example





■ Name and address printing on receipt/bill

NOTE To use this function, please consult your SHARP authorized dealer.

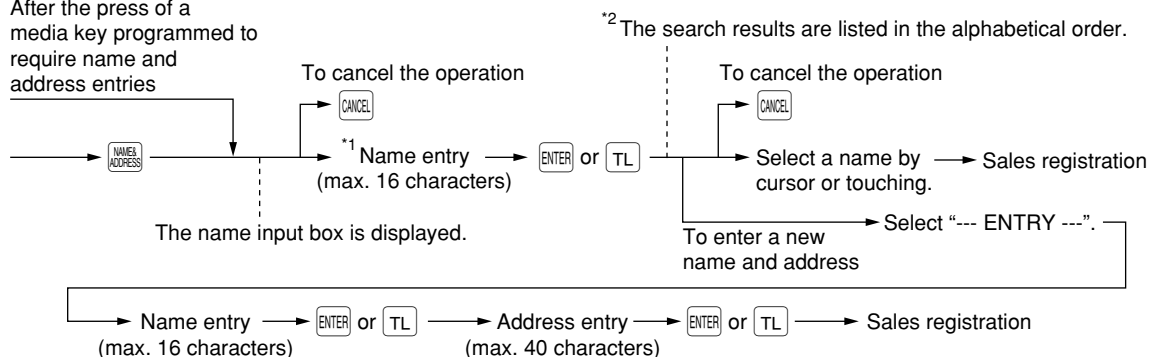
This function allows you to print on the receipt or bill a name and address saved in the name and address file. The data of the name and address file can be created on your computer and transferred to the POS terminal via online communications or optional SD card.

This function is available in the following situations:

- Press the  key during a transaction.
- Press the  key in the name input box for a new customer entry.
- After the press of a media key programmed to make name and address entries compulsory

Procedure

After the press of a media key programmed to require name and address entries



*1: You don't have to enter the whole name. The POS terminal searches for the names that partially match the inputted character(s).

*2: If the name and address file is not installed in the POS terminal, only "--- ENTRY ---" is displayed.

Example

Key operation

3800  

Enter a name.
(In this example, "E" is entered.)



Display

1 DPT. 01		NAME			
NAME&ADD SEARCH		ADD			
[Empty input box]					
***TOTAL 38.00 ¥					
DPT. 01	38.00	FUNC MENU		0001	
				A 10:30	

1 DPT. 01		NAME			
NAME&ADD SEARCH		ADD			
E					
***TOTAL 38.00 ¥					
DPT. 01	38.00	FUNC MENU		0001	
				A 10:33	

(Names are listed.)
Select a name.

ENTER

P UP ▲		CAN	CEL	.	CL
--- ENTRY ---					
EDMOND	WIMBLEDON	7	8	9	
EDWARD	SOUTH BANK	4	5	6	
ELIOT	RICHMOND	1	2	3	
		0	00	ENTR	
***TOTAL 38.00		P DOWN ▼			
DPT.01				0001	
				10:34	

200 2
TL

▲ NAME				
1 DPT.01	ADD			
1 DPT.02				
CASH	40.00			
***TOTAL 40.00 ▼				
CLERK0001		FUNC MENU		0001
		P1L01		10:34

1x DPT.01	38.00	*38.00

1x DPT.02	2.00	*2.00

CASH		*40.00
EDWARD		
SOUTH BANK		

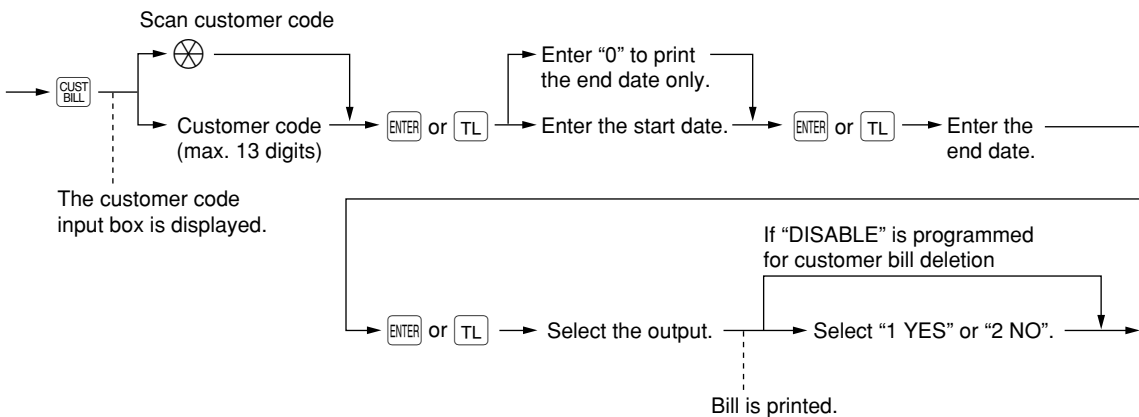
The selected name and address
are printed on the receipt.

Customer bill printing

This function prints the data of customer transactions finalized with the **CHARGE** key.

Enter a customer code for which you want to print the transaction data. The range of data to be printed can be specified by date. You can also choose to clear or keep the printed data.

Procedure



Example

Key operation

6
220708
250708
Select "RCPT".
Select "1 YES".

Print

```
25/07/2008 14:22 #0340
0001 CLERK0001
*BILL*
00000000000006#DAVID
LONDON
22/07/2008 19:22
CHARGE                                     *23.00
      1x DPT.01                           23.00 *23.00
23/07/2008 15:00
CHARGE                                     *50.00
      1x DPT.05                           50.00 *50.00
24/07/2008 10:30
CHARGE                                     -30.00
***RA                                     *30.00
25/07/2008 14:20
CHARGE                                     *15.00
      1x DPT.05                           15.00 *15.00
22/07/2008 -> 25/07/2008
CHARGE                                     *58.00
```

Employee Function

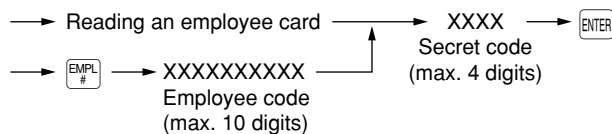
You can use the following functions by using employee codes:

■ Clerk/manager sign-on

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

Use the following procedures:

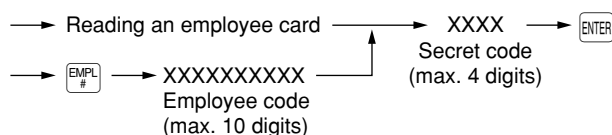
• Clerk sign-on



NOTE

In the case of "Contactless clerk key system," sign-on cannot be done by this procedure.

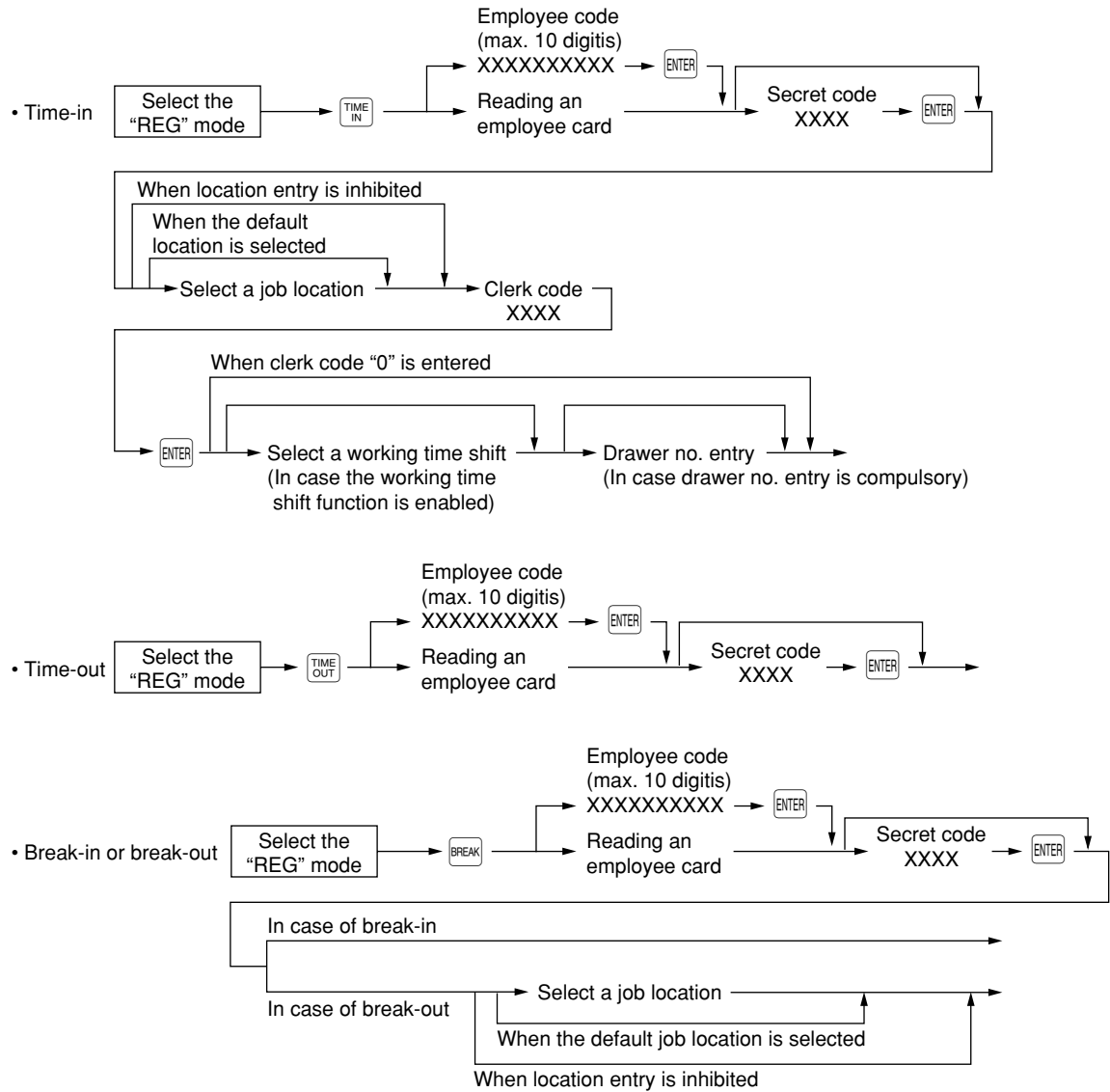
• Manager sign-on



■ Employee's working time recording

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

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





NOTE



- You can select a job location and drawer no. by using the key
- The POS terminal allows a clerk to sign-on or off without checking the clerk's time-in or out.

Example

Key operation

Employee code → 1 

Secret code → 1375 

Select a location no.
(Use the  key to select the option.
You can also use the  key to display the options list.)

Clerk code → 

Select a working time shift.

Display

TIME-IN	▲	TIME	IN		
EMPLOYEE CODE					
1					
***TOTAL		0.00	▼		
FUNC MENU				0001	
P1L01				10:02	

TIME-IN	▲	TIME	IN		
ENTER SECRET#					

***TOTAL		0.00	▼		
FUNC MENU				0001	
P1L01				10:04	

TIME-IN	▲	TIME	IN		
LOCATION NO.					
KITCHEN03					
***TOTAL		0.00	▼		
EMPLOYEE1				0001	
P1L01				10:07	

TIME-IN	▲	TIME	IN		
CLERK CODE					
0001					
***TOTAL		0.00	▼		
EMPLOYEE1				0001	
P1L01				10:08	

TIME-IN	▲	TIME	IN		
MORNING01					
MORNING02					
LUNCH					
AFTERNOON					
EVENING					
NIGHT					
***TOTAL		0.00	▼		
EMPLOYEE1				0001	
P1L01				10:09	

Select a drawer no.
 (Use the key to select the option.
 You can also use the key to display the options list.)

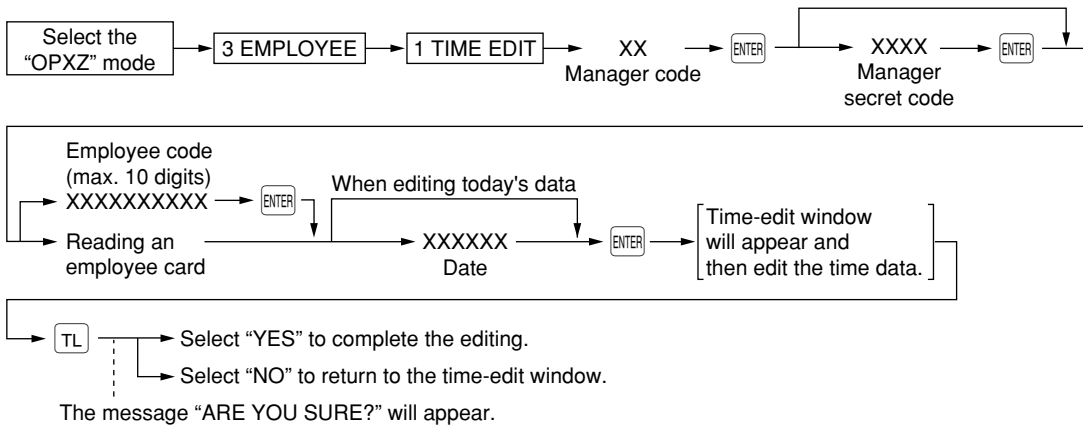
TIME-IN ▲		TIME IN		
DRAWER NO.				
<input type="button" value="DRAWER2"/>				
***TOTAL 0.00 ▼				
EMPLOYEE1	FUNC MENU		0001	
	P1L01		10:10	



#0000000001		TIME IN		
EMPLOYEE1				
TIME-IN 10:11				
03 KITCHEN03				
EVENING				
***TOTAL 0.00 ▼				
EMPLOYEE1	FUNC MENU		0001	
	P1L01		10:11	

Time-edit operation

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



■ Employee's working time shift

This function enables you to control the employees' working time shifts. Working time shifts of a day are divided into a maximum of nine.


You can also use this function to control CCD entries, forcing the employees to make those entries at this operation (CCD per shift).

Example

In case you require the employees to make CCD entries at the working time shift operation and programmed the following working time shifts:

6:00 - 9:00 : MORNING01 (SHIFT1)
 9:00 - 11:00 : MORNING02 (SHIFT2)
 11:00 - 14:00 : LUNCH (SHIFT3)
 14:00 - 16:00 : AFTERNOON (SHIFT4)
 16:00 - 19:00 : EVENING (SHIFT5)
 19:00 - 23:00 : NIGHT (SHIFT6)

In this example, SHIFT7 to 9 are not used.

Press the  key to move the current shift to the next one.

When the shift reaches the last one (SHIFT6 in this example), it returns to the SHIFT1.

Key operation

 Make the CCD entry.

 Select "1 YES".

Display

CCD ENTRY	↓	P	UP	▲	CAN	CEL	+	CL
CASH IS				*0.00				
CHECK IS				*0.00		7	8	9
EXCH1 IS				0.00				
EXCH2 IS				0.00		4	5	6
EXCH3 IS				0.00				
EXCH4 IS				0.00		1	2	3
EXCH5 IS				0.00				
EXCH6 IS				0.00		0	00	ENTR
PREV.	NEXT	LIST	P	DOWN ▼				
CLERK0001								0001
								12:38

WORKING TIME	▲			
LUNCH				
***TOTAL	0.00 ¥			
CLERK0001		HOME MENU	0001	
		P1L01	12:39	

NOTE



- To use this function, the employee must assign their working time shift at the time-in operation.
- The employee can make operations only at the assigned working time shift.
- If you program the POS terminal to require a CCD entry at the working time shift operation, the CCD entry window is displayed as shown above.
- You can also program the POS terminal to allow the employee to make a CCD entry anytime after the working time shift operation. In this case, the message "CCD IS NOT DONE" appears to remind you to complete the CCD entry if the employee makes a time-out operation without completing the CCD entry when the working time is shifted.

Customer Relation Management

■ Discount groups

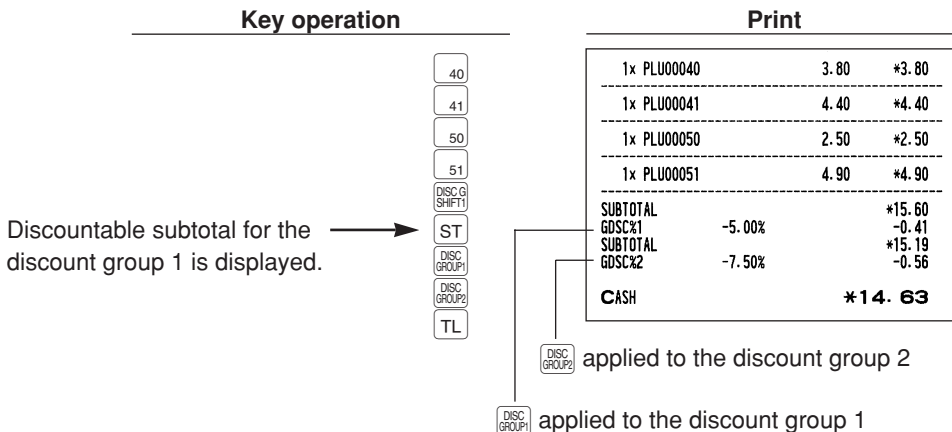
This function is useful in dividing all the sales items into groups and making discount/markup entries based on the rates and other settings programmed for each of the divided groups.

To use this function, press a group discount key ( to ) after department or PLU/EAN entries.

Pressing a discount group shift key ( to ) before the group discount key displays the discountable subtotal for the corresponding group.

Example

PLU code 40 and 41: discount group 1
PLU code 50 and 51: discount group 2



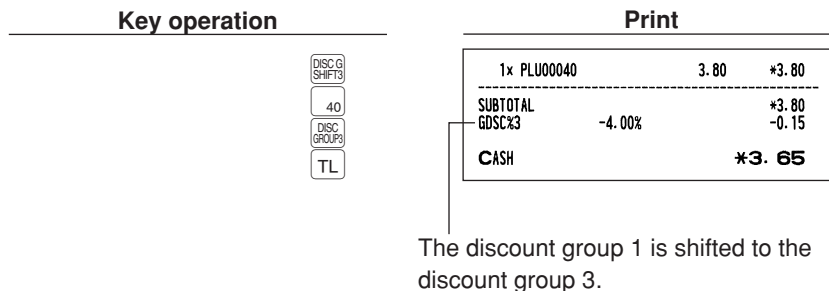
Discount group shift

You can also shift the discount group to a different group during a transaction.

Press a discount group shift key ( to ) before department or PLU/EAN entries.

Example

PLU code 40: discount group 1



■ Bonus points

Customers can get redeemable bonus points for their purchases. There are the following two types of bonus points:

- Bonus points to be given for purchasing specified PLU/EANs.
- Bonus points to be given for purchasing more than the specified amount.

For the former type, the number of bonus points to be given can be programmed in the PLU/EAN article programming.

For the latter type, it can be programmed in the bonus point table.

In the bonus point table, you can also program the discount amount redeemable for the programmed number of bonus points.

Example

<Bonus point table>

Amount1 (1.00) → 1 point
 Amount2 (2.00) → 2 points
 Amount3 (5.00) → 5 points
 Amount4 (10.00) → 10 points

PLU code 1 → 2 points

Key operation

1
2
TL

Print

1x PLU00001	3.20	*3.20
1x PLU00002	4.50	*4.50
CASH		*7. 70
BONUS POINTS		7

Redemption of bonus points

Customers can redeem their accumulated bonus points for discounts.

Press the  key at any time before payment operation.

Example

Redeemed points: 10
 Redeemed amount: 1.00

Key operation

10

 ENTER
 TL
 TL

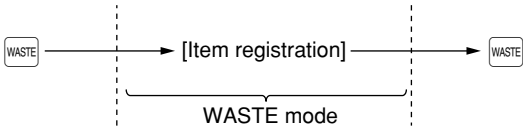
Print

1x PLU00001	3.20	*3.20
BON. PTS. RDM	10	-1.00
CASH		*2. 20


WASTE Mode

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

Procedure







NOTE

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

Example

Key operation

Print

WASTE			
1x PLU00010	7.15	*7.15	
<hr/>			
1x PLU00011	5.25	*5.25	
<hr/>			

TRAINING Mode

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

NOTE

In case "clerk and cashier system" is applied to your POS terminal, cashiers can enter to the training mode.

When a clerk/cashier set in training is selected, the POS terminal automatically enters the training mode, while a clerk/cashier not set in training is selected, the POS terminal automatically enters the ordinary REG mode. A training text and a maximum of two training clerks/cashiers can be programmed.

The training operations are valid in all modes.

A mark which is identifying a training receipt is printed on the receipt which is issued in the training mode.

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

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

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

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

Key operation


[Selecting the clerk set in training]	5
	3 ⊗
	3
	TL

Print

TRAINING		
1x PLU00005	2.25	*2.25
<hr/>		
3x PLU00003	1.40	*4.20
<hr/>		
CASH	*6.45	

Supervisor Clerk

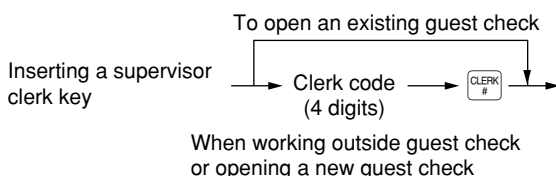
This function is used to substitute a supervisor clerk for an ordinary clerk. The supervisor clerk can make entry as an ordinary clerk by assigning the ordinary clerk code. You can use the supervisor clerk function only for substituting for an ordinary clerk. This function is available only in the real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

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

NOTE

- This function is unavailable when the “overlapped clerk function” is enabled.
- When the supervisor clerk and the original clerk are entered, the operation in OPXZ, X1/Z1, X2/Z2, PGM1, or PGM2 mode is inhibited.

Procedure



Example

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

Key operation

Inserting a supervisor clerk key
(Clerk#12)


1 
1010 



Display

GLU#1010	▲			
1 PLU00001				
***NBAL	1.25 ▼			
CLERK0001	HOME MENU		0001	
	P1L01		14:38	

NOTE

If it is programmed to display the clerk popup window (“CLERK POPUP” in FUNC.SELECT2 menu), you can start the operation from a GLU code entry. After you press the  key, the popup window will open for a clerk# entry.

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

Key operation

Inserting a supervisor clerk
(Clerk#12)

1010 


Display

GLU#1010	▲			
1 PLU00001				
CASH	1.25			
***TOTAL	1.25 ▼			
CLERK0001	HOME MENU		0001	
	P1L01		14:40	

Overlapped Clerk Entry

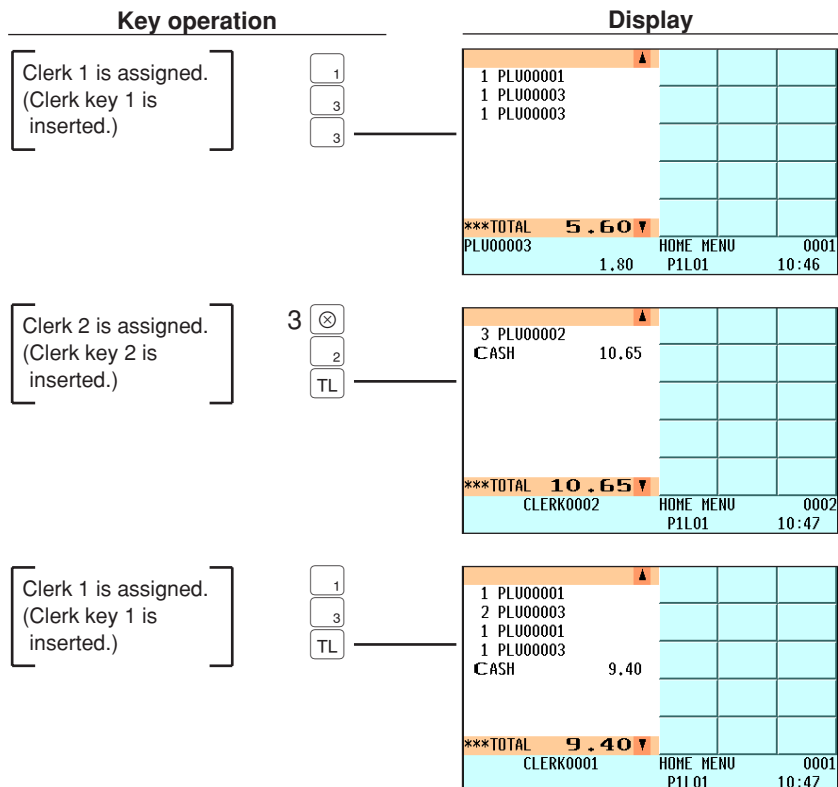
This function allows you to switch from one clerk to another clerk and to interrupt the first clerk's entry. So the second clerk can do his or her entry in this mode. Interrupt handling is possible only in the overlapped clerk entry. For actual use of this function, contact your authorized SHARP dealer.

NOTE

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

Example

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



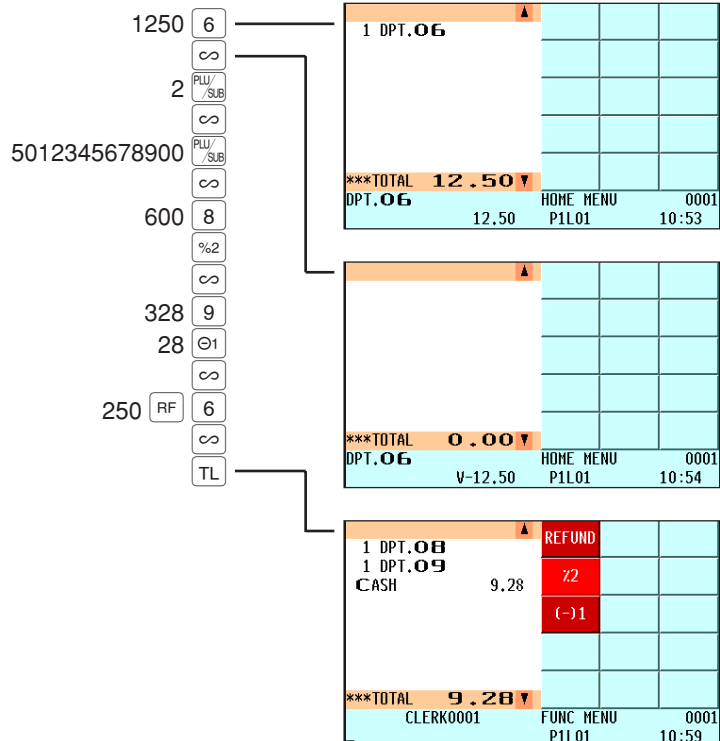
Correction of the Last Entry (Direct Void)

If you make an incorrect entry relating to a department, PLU/subdepartment, EAN, percentage (Ⓢ1 through Ⓢ9), discount (Ⓢ1 through Ⓢ9), item refund, or tip, you can void this entry by pressing the Ⓢ key immediately.

Example

Key operation

Display



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

If you find an incorrect entry before finalizing the transaction (e.g. before pressing the **TL** key), you can void the entry by the cursor operation or the key sequence operation.

Indirect void by cursor/touching operation

You can void department, PLU/subdepartment, EAN, item refund, amount discount/premium and percent entries.

Press the **↑** key first to display the cursor, then move it to the item to be voided with the **↑** and **↓** keys. You can also select the item by touching it on the screen. After selecting the item by cursor or touching, press the **∞** key.

When you want to void two or more items, enter the quantity to be voided in the quantity entry box.

Indirect void by key sequence operation

You can void department, PLU/subdepartment, EAN and item refund.

Press the **∞** key just before you press a department key, **DEPT #** key, direct PLU key or **PLU/SUB** key or just before you scan an EAN code. For the refund indirect void, press the **∞** key after you press the **RF** key.

Example

(Indirect void by cursor operation)

Key operation

1310 **6**
3 **⊗** **7**
10 **PLU/SUB**

Move the cursor to the desired item.

∞

2 **ENTER**
TL

Display

1 DPT.06			
3 PLU00007			
1 PLU00010			
***TOTAL 30.60 ▼			
PLU00007	10.50	HOME MENU	0001
		P1L01	10:07

1 DPT.06			
ENTER Q' TY			
***TOTAL 30.60 ▼			
PLU00007	10.50	HOME MENU	0001
		P1L01	10:07

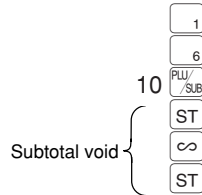
1 DPT.06			
1 PLU00007			
1 PLU00010			
***TOTAL 23.60 ▼			
PLU00007	V-7.00	HOME MENU	0001
		P1L01	10:09

Subtotal Void

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

Example

Key operation



Display

1	PLU00001			
1	PLU00006			
1	PLU00010			
SBTL	VD	-14.50		
***TOTAL		0.00		
***TOTAL		0.00		
CLERK0001	HOME MENU	0001		
P1L01		11:01		

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

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

The following steps should be taken.

1. If you are making the amount tendered entry, finalize the transaction.
2. Make correct entries from the beginning.
3. Hand the incorrect receipt to your manager for its cancellation.

Copy Receipt Printing

If your customer wants a receipt after you have finalized a transaction with the receipt ON-OFF function in the "OFF" status (no receipting), press the **[RCPT]** key for receipting. Your POS terminal can also print a copy receipt whether the receipt ON-OFF function is in the "ON" or "OFF" status. *If you want to make a copy, please consult your authorized SHARP dealer.*

NOTE

To toggle the receipt ON-OFF status, use the following procedure:

- Press the **[RCP SW]** key to open the "RCP SW." window.

Example

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

Key operation

2
3 **[X]**
1
TL

Print

→ Receipt is not printed.

For receipting → **[RCPT]**


Print on the receipt

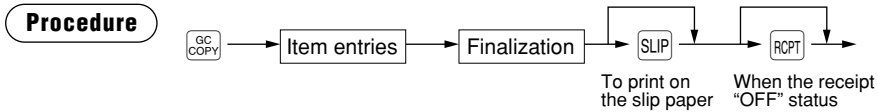
1x PLU00002	8.00	*8.00
3x PLU00001	1.25	*3.75
CASH		*11.75

"COPY" is printed on the copy receipt.

COPY		
1x PLU00002	8.00	*8.00
3x PLU00001	1.25	*3.75
CASH		*11.75

Guest Check Copy

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





NOTE

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

Example

Key operation


10   1
TL

Print

10x PLU00001		*G.C COPY*	
		1.25	*12.50
CASH		*12.50	





Validation Printing Function

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

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

NOTE

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

1. Enter the manager mode.
2.    

Barcode Printing


This function is used to print a barcode which encodes the total amount of the sales or the amounts of each department sales. The transaction must be finalized with the **CA2** key. For details, please contact your authorized SHARP dealer.

Example

Key operation

1
2
CA2

Print

1x PLU00001	2.50	*2.50
<hr/>		
1x PLU00002	5.00	*5.00
<hr/>		
CASH2		*7.50
		
2000010007509		

Entertainment Bill

This function is used to print sales data on guest checks (Entertainment bill) on a receipt printer.

Procedure



Print sample

SHARP		
BILL NUMBER:8 0001 CLERK0001	22/07/2008 11:32 #0465	
BILL		
1x PLU00001	10.00	*10.00
CASH		*10.00
Angaben zum Nachweis der Höhe und der betrieblichen Veranlassung von Bewirtungsaufwendungen		
Bewirtete Person(en) :		
Anlass der Bewirtung:		
Höhe der Aufwendungen		*10.00
bei Bewirtung im Restaurant		
in anderen Fällen		
Ort TOWNNAME TOWNNAME	Datum 22/07/2008	
Unterschrift		

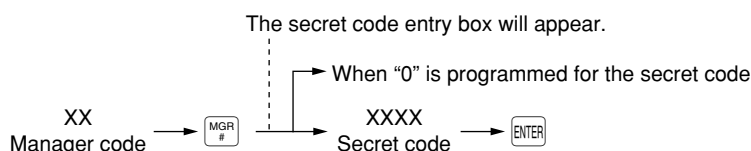
The manager mode is used when managerial decisions must be made concerning POS terminal entries, for example, for overriding limitations and for other various non-programming managerial tasks.

NOTE *Normal POS terminal operations may also be performed in this mode.*

Entering the Manager Mode

To enter the manager mode, use the following procedure in the REG mode:

Procedure



Example

The manager code is stored in the manager file in advance.
If the code is not found in this file, an error occurs.
If the code is correct, the POS terminal enters the manager mode.

Display

ENTER SECRET#

MGR#			

***TOTAL 0.00

CLERK0001	FUNC MENU	0000
1	PIL01	11:03



Override Entries




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


Example

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

Key operation

REG-mode entries { 250 Error


To enter the manager mode { 1 
1245 
250 

Return to the REG mode. 

Print

1x PLU00002	15.00	*15.00

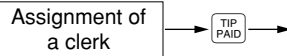
(-) 2		-2.50
CASH		*12.50

Tip Paid Entries

This operation is used when tips that guests have paid by using media other than cash (check or credit) are paid to respective clerks in cash.

You can make tip paid entries in the MGR mode only. The tips are paid to corresponding clerks according to their portions.

Procedure



Example

Key operation

(The clerk key for clerk#2 is inserted.)



Print

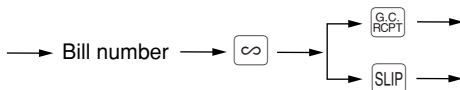
123456 #0469 22/07/2008	11:35	[0001]
CLERK0001		
TIP PAID		*3.00

Bill Recording/Bill Void

This bill information have to be recorded when BILL REPORT FILE was created (Bill recording). Each record contains "bill consecutive number", "clerk number", "issued date", and "amount".

The bill record can be voided from BILL REPORT FILE (Bill void). The voided bill number will be used on newly issuing bill to filling bill report completely.

Procedure





Example

Key operation



Correction after Finalizing a Transaction

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

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

Incorrect receipt			Cancellation receipt		
123456 #0470 22/07/2008 11:37 [0001] CLERK0001			123456 #0471 22/07/2008 11:37 [0001] CLERK0001		
1x PLU00001	1.25	*1.25	1x PLU00001	*VOID* 1.25	*1.25
1x PLU00002	15.00	*15.00	1x PLU00002	15.00	*15.00
CASH	*16.25		CASH	*16.25	

NOTE

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

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

X1/Z1 MODE

X2/Z2 MODE

OPXZ MODE

- Use the reading function (X) when you need to take the reading of sales information entered after the last resetting. You can take this reading any number of times. It does not affect the POS terminal's memory.
- Use the resetting function (Z) when you need to clear the POS terminal's memory. Resetting prints all sales information and clears the entire memory except for the GT1 through GT3, reset count, and consecutive number.
- X1 and Z1 reports show daily sales information. You can take these reports in the X1/Z1 mode.
- X2 and Z2 reports show periodic (monthly) consolidation information. You can take these reports in the X2/Z2 mode.
- In the OPXZ mode, a clerk and/or cashier can take his or her report.
- If you want to stop the printing report, press the **CANCEL** key. Even if the printing is stopped, the consecutive number (and Z counter if you are printing a Z report) is increased by one.

NOTE

Only when "clerk + cashier system" is applied to your machine, you can take both of Clerk and Cashier reports.

How to take an X1/Z1 or X2/Z2 report

[To take an X1 or X2 report:]

1. Select "1 READING" in the X1/Z1 or X2/Z2 mode menu window to display the items list.
2. Select a report title listed in the table shown later. When you select an item with parentheses on the opening screen, you can jump to the pertinent report title(s).
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
4. Select a device ("DISPLAY" or "REPORT PRINTER") to receive the output.

[To take a Z1 or Z2 report:]

1. Select "2 RESETTING" in the X1/Z1 or X2/Z2 mode menu window to display the items list.
2. Select a report title listed in the table shown later.
3. If needed, enter corresponding values described in the "Data to be entered" column on the table shown later.
4. After the report has been taken, the message "ARE YOU SURE ?" will appear.
Select one of the following actions:
 - Select "YES" to reset the sales information.
 - Select "NO" to save the sales information.

Flash report

You can take flash reports (display only) in the X1 mode for department sales, cash in drawer (CID) and sales total at the point you take the report

1. Select "3 FLASH MODE" in the X1/Z1 mode menu window to display the items list.
2. Select "DEPT. SALES" to take a flash report of department sales, "CID" to take a flash report of cash in drawer, or "SALES TOTAL" to take a flash report of sales total.

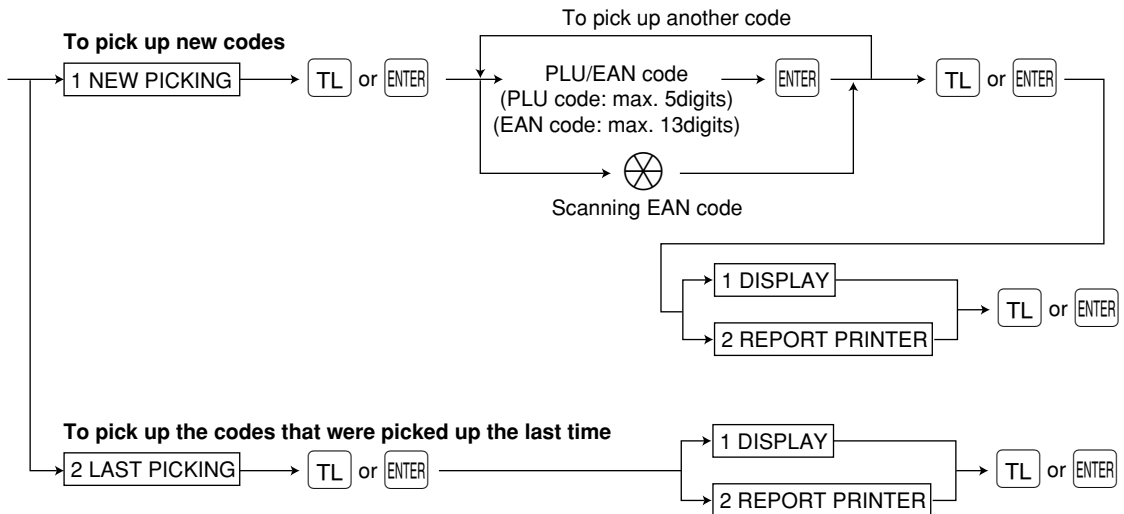
Report type	Description	Operating modes			Data to be entered
		OPXZ	X1/Z1	X2/Z2	
GENERAL	General report	-	X1,Z1	X2,Z2	
<DEPARTMENT>					
DEPT. /GROUP	Department by group report	-	X1	X2	Department code (The range can be specified by entering start and end codes.)
DEPT. IND. GROUP	Individual department group report	-	X1	X2	Department group no. (1 to 17)
DEPT. GROUP TOTAL	Department group total report	-	X1	X2	
<PLU>					
PLU	PLU/EAN sales report by specified range	-	X1,Z1	X2,Z2	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU PICKUP	PLU/EAN pickup report	-	X1,Z1	X2,Z2	*1
COMBO SALES	Combo sales report	-	X1	X2	PLU code (The range can be specified by entering start and end codes.)
COMBO PICKUP	Combo sales pickup report	-	X1	X2	*1
PLU BY DEPT.	PLU/EAN report by associated dept.	-	X1,Z1	X2,Z2	Department code
PLU IND. GROUP	PLU/EAN individual group report	-	X1	X2	PLU/EAN group no.
PLU GROUP TOTAL	PLU/EAN group total report	-	X1	X2	
PLU STOCK	PLU/EAN stock report	-	X1	-	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU STOCK PICKUP	PLU/EAN stock pickup report	-	X1	-	*1
PLU TOP 20	PLU/EAN top 20 sales report by sales amount	-	X1	X2	
	PLU/EAN top 20 sales report by sales quantity	-	X1	X2	
PLU ZERO SALES	PLU/EAN zero sales report	-	X1	X2	All PLU/EAN codes
	PLU/EAN zero sales report by associated dept.	-	X1	X2	Department code
PLU MINIMUM STOCK	PLU/EAN minimum stock report	-	X1	-	PLU/EAN code (The range can be specified by entering start and end codes.)
PLU PRICE CATEGORY	PLU/EAN sales report by price category	-	X1	X2	PLU/EAN price category
PLU HOURLY GROUP	PLU/EAN hourly group report	-	X1,Z1	-	
<TRANSACTION>					
TRANSACTION	Transaction report	-	X1	X2	
TL-ID	Total-in-drawer report	-	X1	X2	
COMMISSION SALES	Commission sales report	-	X1	X2	
TAX	Tax report	-	X1	X2	
CHIEF	Chief report	-	X1	-	

Report type	Description	Operating modes			Data to be entered
		OPXZ	X1/Z1	X2/Z2	
<PERSONNEL>					
ALL CLERK	All clerk report	-	X1,Z1	X2,Z2	
IND. CLERK	Individual clerk report	X,Z	X1,Z1	X2,Z2	
ALL CASHIER	All cashier report	-	X1,Z1	X2,Z2	Only for the clerk + cashier system
IND. CASHIER	Individual cashier report	X,Z	X1,Z1	X2,Z2	Only for the clerk + cashier system
EMPLOYEE	Employee report	-	-	X2,Z2	Employee code (The range can be specified by entering start and end codes.)
EMP. ADJUSTMENT	Employee time adjustment report	-	-	X2	Employee code (The range can be specified by entering start and end codes.)
EMP. ACTIVE STATUS	Employee active status report	-	-	X2	Employee code (The range can be specified by entering start and end codes.)
EMP. OVER TIME	Employee over time report	-	-	X2,Z2	Employee code (The range can be specified by entering start and end codes.)
<OTHERS>					
HOURLY	Hourly report (by specified range)	-	X1	-	For an individual time range
	Hourly report (all)	-	X1,Z1	-	
DAILY NET	Daily net report	-	-	X2,Z2	
LABOR COST%	Labor cost % report	-	X1	-	
GLU	GLU report	-	X1,Z1	-	GLU code (The range can be specified by entering start and end codes.)
GLU BY CLERK	GLU report by clerk	-	X1,Z1	-	
BALANCE	Balance report	-	X1	X2	
BILL	Bill report	-	X1,Z1	-	
CUSTOMER SALES	Customer sales report	-	-	X2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER SALES 1	Customer sales report 1 (Only details)	-	-	Z2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER SALES 2	Customer sales report 2 (Detail/amount & total)	-	-	Z2	Customer code (The range can be specified by entering start and end codes.)
CUSTOMER BY AMT	Customer sales report by specified sales range	-	-	X2	Customer sales range
CHARGE ACCOUNT	Customer charge account report (Customer no payment report)	-	-	X2	
CUSTOMER ORDERING	Customer ordering report	-	-	X2,Z2	Customer ordering code (The range can be specified by entering start and end codes.)
STACKED REPORT	Stacked report 1	-	X1,Z1	X2,Z2	
	Stacked report 2				
E. JOURNAL	Electronic journal	X,Z	X1,Z1	-	

NOTE

*1: You can pick up PLU/EAN codes for issuing the report. You can pick up new PLU/EAN codes or the codes that were picked up the last time. To pick up new codes, select "1 NEW PICKING", and follow the procedure show below to pick up new codes. To pick up the codes that were picked up last time, select "2 LAST PICKING".

Follow the following procedure for picking up PLU/EAN codes.



* The following reports relating to PLU/EAN is issued in the sequence of PLUs and EANs.
PLU, PLU BY DEPT, PLU IND. GROUP, PLU ZERO SALES, PLU STOCK, PLU MINIMUM STOCK and PLU PRICE CATEGORY

Also the EAN codes are printed in the sequence shown below.

EAN-13
EAN-8
UPC-A
UPC-E

Compulsory Cash/Check Declaration (CCD)

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

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

Types of compulsory cash/check declaration

In case CCD by clerk/cashier (in "Clerk only system") is applied to your machine:

- Compulsive when individual clerk resetting is taken.

In case CCD by clerk/cashier (in "Clerk + Cashier system") is applied to your machine*:

- Compulsive when individual cashier resetting is taken.

In case CCD by terminal (CCD at the end of the day) is applied to your machine:

- Compulsive when general resetting is taken.

In case CCD per shift (CCD per each working time shift) is applied to your machine:

NOTE

- You can not make a CCD entry at the already-CCD-completed shift.
- You can not make any sales registration at the already-CCD-completed shift.
- You need to complete CCD entries at all of the programmed working time shifts before taking a general Z1 report.

- Compulsive when "CCD SHIFT ENTRY" is selected in the OPXZ mode.
- Compulsive when general resetting is taken with CCD of the last working time shift uncompleted.
- Compulsive at the working time shift operation.*

* You can also allow the employee to make the CCD entry after the working time shift operation by programming.

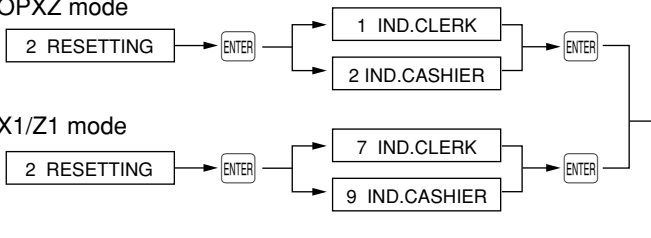
NOTE

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

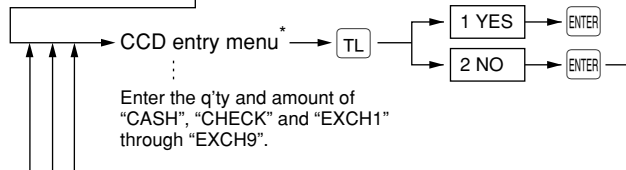
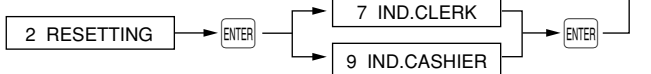
Key operation

• Individual clerk/cashier Z report

OPXZ mode

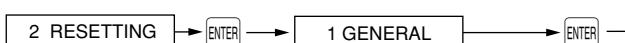


X1/Z1 mode



• General Z report


X1/Z1 mode



• CCD SHIFT ENTRY

OPXZ mode



* If you make a wrong entry, enter the wrong quantity and amount again, press the  key, and then make a correct entry.

Non-accessed EAN and Customer Deletion

X1 / Z1 MODE

X2 / Z2 MODE

You can delete EANs and customers that had not been accessed for a certain period. You can program a period in the PGM2 mode. As for customer, you can also delete customers with regardless to a non-accessed period.

Follow the procedure shown below.

Non-accessed EAN deletion

1. Select the X1/Z1 mode.
2. Select "7 NON ACCESSED EAN".
3. Select "1 READING" to take a report, or "2 DELETE" to delete non-accessed EANs.
4. After selecting "2 DELETE", select "1 ALL DELETE" to delete all the non-accessed EANs or "2 IND.DELETE" to delete the non-accessed EANs individually.

NOTE It is recommended to take a report first before executing deleting operation.

Non-accessed customer deletion

1. Select the X2/Z2 mode.
2. Select "6 NON ACCESSED CUST.".
3. Select "1 READING" to take a report, or "2 DELETE" to delete non-accessed customers.
4. After selecting "2 DELETE", select "1 ALL DELETE" to delete all the non-accessed customers or "2 IND.DELETE" to delete the non-accessed customers individually.

NOTE It is recommended to take a report first before executing deleting operation.

Customer deletion

1. Select the X2/Z2 mode.
2. Select "7 CUSTOMER DELETE".
3. Specify the range (start/end customer codes) you want to delete.

11

How to Use the Programming Keyboard Sheet






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

Programming Keyboard Layout

↑ RECEIPT	↑ RECEIPT	ı	ı	ÿ	1	2	3	1/2	1/4	3/4	£	>>	<<	(MODE)	(BACK SPACE)
Þ	Ç	Ë	İ	Ô	Ò	Ó	Ð	Ý	Æ	Å	Ø	[]	(CANCEL)	(ENTER)
Ã	Ö	Ñ	Â	À	Á	Ê	È	É	Ù	Û	Ú	'	”	(PAGE UP)	(PAGE DOWN)
Ä	Ö	Ü	ß	î	ì	í	ı	~	/	{	}	=	+	(←)	(→)
⊗	•	CL	!	?	#	\$	%	^	&	*	()	-	(↑)	(↓)
7	8	9	Q	W	E	R	T	Y	U	I	O	P	@	(INS)	(DEL)
4	5	6	A	S	D	F	G	H	J	K	L	;	:	(PREV. RECORD)	(NEXT RECORD)
1	2	3	Z	X	C	V	B	N	M	<	>	,	.	—	(RECALL)
0	00	000	(DC)	(SHIFT)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SPACE)	(SHIFT)	ST TL

On UP-800F,  key is not available.  is positioned in place of the  key.

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


     : Used for programming characters. For more information about programming characters, see the section “How to Program Alphanumeric Characters.”

    : Used to move the cursor.

 : Used to program each setting.

 : Used to finalize programming.

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

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

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

 : Used to scroll the window to go to the next page.

 : Used to scroll the window to go back to the previous page.








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

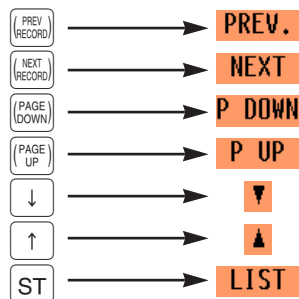
 : Used to toggle between two or more options.

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

 : Used to call up a desired code.

Numeric keys: Used for entering figures.

Regarding the , , , , , ,  keys, you can use the corresponding keys on the screen to perform the same actions:



For more information about using these keys, see “Basic Instructions” section in Chapter 12 “Programming.”

How to Program Alphanumeric Characters


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

■ Using character keys on the keyboard


Entering alphanumeric characters

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

Entering double-size characters

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

Entering upper-case letters

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

Editing text

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


To select a text editing mode


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

To move the cursor


 or  : Moves the cursor.

To delete a character or figure

 : Deletes a character or figure in the cursor position.

 : Backs up the cursor for deleting the character or figure at the left of the cursor.

Text copy/paste

Copy (to the buffer) : Move the cursor to the target text line to copy, and press  key.

Paste (from the buffer) : Move the cursor to the target text line to paste, and press  key.

■ Entering character codes

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

00 → XXX XXX : character code (3 digits)

Character
code:

016 - 031	016	017	018	019	020	021	022	023	024	025	026	027	028	029	030	031
	▶	◀	↕	!!	¶	§	■	‡	↑	↓	→	←	└	✱	▲	▼
032 - 047	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047
		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
048 - 063	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063
	0	1	2	3	4	5	6	7	8	9	:	:	<	=	>	?
064 - 079	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079
	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
080 - 095	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095
	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
096 - 111	096	097	098	099	100	101	102	103	104	105	106	107	108	109	110	111
	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
112 - 127	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
	p	q	r	s	t	u	v	w	x	y	z	{		}	~	△
128 - 143	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
	Ç	ü	é	â	ä	à	ã	ç	ê	ë	è	ï	î	ì	Ä	Å
144 - 159	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
	É	×	Æ	ô	ö	ò	û	ù	ÿ	ö	ü	ø	£	ø	×	f
160 - 175	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
	á	í	ó	ú	ñ	Ñ	•	•	¿	®	¬	½	¼	¡	«	»
176 - 191	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
	▤	▥	▦			Á	Â	À	©	¶	¶	¶	¶	¢	¥	⌋
192 - 207	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
	L	L	T		-	+	ã	ã	ℓ	ℓ	ℓ	ℓ	ℓ	=	ℓ	ø
208 - 223	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
	ð	Ð	Ê	Ë	È	€	Í	Î	Ï	J	Γ	■	■	¡	ì	■
224 - 239	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
	Ó	ß	Ô	Ò	Õ	Õ	µ	þ	þ	Ú	Û	Ù	Ý	Ý	-	'
240 - 255	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
	-	±	=	¼	¶	§	÷	¸	°	¨	.	1	3	2	■	(DC)

*(DC) : Double-size character code

_(095) : Line feed code

■ : Shaded characters can not be printed by the built-in printer (display only).

PRICE MODE

PGM1 MODE

PGM2 MODE

AUTO KEY MODE

SD CARD MODE

This chapter explains how to program various items.

Before you start programming, select the PRICE, PGM1, PGM2, AUTO KEY or SD CARD mode from the mode selection screen depending on the item you are going to program.

Basic Instructions

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

■ Programming screen

Opening screen: When you select the PRICE, PGM1, PGM2, AUTO KEY or SD CARD mode from the mode selection screen, your display will show a programming opening screen corresponding to the mode you selected.

Programming menu: Use the cursor keys or numeric keys to select the desired option and press the **ENTER** key, or touch the option on the screen.

Mode you are in

Numeric key area

Common status area

Numeric key data area

Code selecting screen (Dept. PLU/EAN, Customer):

Code title

Code number and its description:
(In case of PLU/EAN and customer, two lines are used for one code, upper line - code, lower line - description.)
Use the cursor keys or numeric keys to select the desired option and press the **ENTER** key, or touch the option on the screen. (When you select the last item, the screen goes to the selected option screen without pressing the **ENTER** key.)

Programming screen:

Selected menu message

Setting items:
Use the cursor to select the desired option or touch it on the screen.
To enter the data for each option, follow the instruction shown below.
Numeric entry: Use numeric keys.
Character entry: Use character keys.
Selective entry: Press the **•** key to toggle options and press the **ENTER** key to select it, or press the **ST** key to show the options list. Use the cursor keys to move the cursor and press the **ENTER** key to select it, or touch the option on the screen.

■ Programming example

The following example shows how to program 2.00 for the unit price, "ABCDE" for the description, and "taxable 2 yes" for department 1.

Procedure

PGM2 MODE	P UP	▲	CAN	CEL	.	CL
1 READING						
2 SETTING			7	8	9	
3 D-EAN LOAD						
4 DATA CLEAR			4	5	6	
5 INITIAL D/L						
6 MAINT. D/L			1	2	3	
7 DECLARATION			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN	▼		
PGM2	CLERK0001				0001	
					9:11	

ENTER ↓ ↑ CANCEL

SETTING	↓	P UP	▲	CAN	CEL	.	CL
01 ARTICLE							
02 DIRECT KEY				7	8	9	
03 FUNCTION GROUPS							
04 MEDIA				4	5	6	
05 TRAINING TEXT/CLK							
06 TEXT				1	2	3	
07 PERSONNEL							
08 TERMINAL				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001				0001		
					9:11		




ENTER ↓ ↑ CANCEL

ARTICLE	↓	P UP	▲	CAN	CEL	.	CL
01 DEPT							
02 PLU/EAN				7	8	9	
03 DYNAMIC EAN							
04 PLU RANGE				4	5	6	
05 HAPPY HOUR							
06 PLU MENU KEY				1	2	3	
07 COMBO MEAL							
08 LINK PLU/EAN TABLE				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001				0001		
					9:12		



ENTER ↓ ↑ CANCEL

DEPT	↓	P UP	▲	CAN	CEL	.	CL
01 DPT.01							
02 DPT.02				7	8	9	
03 DPT.03							
04 DPT.04				4	5	6	
05 DPT.05							
06 DPT.06				1	2	3	
07 DPT.07							
08 DPT.08				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001				0001		
					9:12		

ENTER ↓ ↑ CANCEL



1. In the PGM2 MODE screen, select "2 SETTING" by using the  or  key and press the  key.
 - The SETTING screen will appear.

NOTE

- You can also select "2 SETTING" by using numeric key "2," then press the  key, or touching "2 SETTING" on the screen.
- To return to the previous screen, press the  key.

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

NOTE

The arrow mark  in the window shows that the window contains more options than are now on the screen. To scroll the window, press the  key.

To return to the previous page, press the  key.

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

4. Select "01 DPT.01" to program for department 1.
 - The "01" window will appear.

01	↓	P UP	▲	CAN	.	CL
PRICE		200		CEL		
GROUP No.		01		7	8	9
DESCRIPT. DPT. 01				4	5	6
ENTRY TYPE		OPEN		1	2	3
COMMISSION No.		0		0	00	ENTR
OUTPUT KP No.1		0				
OUTPUT KP No.2		0				
RECEIPT PRINT		YES				
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						9:18

(ENTER) ↓

01	↓	P UP	▲	CAN	.	CL
PRICE		2.00		CEL		
GROUP No.		01		7	8	9
DESCRIPT. ABCDE				4	5	6
ENTRY TYPE		OPEN		1	2	3
COMMISSION No.		0		0	00	ENTR
OUTPUT KP No.1		0				
OUTPUT KP No.2		0				
RECEIPT PRINT		YES				
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						9:17

(PAGE DOWN) ↓ (PAGE UP) ↑

01	↑↓	P UP	▲	CAN	.	CL
TAXABLE1		NO		CEL		
TAXABLE2		YES		7	8	9
TAXABLE3		NO		4	5	6
TAXABLE4		NO		1	2	3
TAXABLE5		NO		0	00	ENTR
TAXABLE6		NO				
GROUP DISCOUNT1		NO				
GROUP DISCOUNT2		NO				
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						9:17

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

NOTE

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

- Move the cursor to or touch "PRICE," enter "200" by using numeric keys, then press the (ENTER) key. → **Numeric entry**
- Move the cursor to or touch "DESCRIPT.," enter "ABCDE" by using character keys, then press the (ENTER) key. → **Character entry**

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

6. Press the (PAGE DOWN) key two times and you will see the page shown left, then program the machine to set "TAXABLE 2" as follows:
- Move the cursor to or touch "TAXABLE 2," press the () key to select "YES," then press the (ENTER) key. → **Selective entry**

NOTE

The () key toggles between two options as follows:
NO→YES→NO→....
Pressing the (ST) key displays all pertinent options.

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

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

Article Programming

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

Procedure

SETTING	↓	P UP	▲	CAN	CEL	.	CL
01 ARTICLE				7	8	9	
02 DIRECT KEY				4	5	6	
03 FUNCTION GROUPS				1	2	3	
04 MEDIA				0	00	ENTR	
05 TRAINING TEXT/CLK							
06 TEXT							
07 PERSONNEL							
08 TERMINAL							
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							9:20

(ENTER) ↓ ↑ (CANCEL)

ARTICLE	↓	P UP	▲	CAN	CEL	.	CL
01 DEPT				7	8	9	
02 PLU/EAN				4	5	6	
03 DYNAMIC EAN				1	2	3	
04 PLU RANGE				0	00	ENTR	
05 HAPPY HOUR							
06 PLU MENU KEY							
07 COMBO MEAL							
08 LINK PLU/EAN TABLE							
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							9:20

(PAGE DOWN) ↓ ↑ (PAGE UP)

ARTICLE	↑↓	P UP	▲	CAN	CEL	.	CL
09 CONDIMENT TABLE				7	8	9	
10 PROMOTION TABLE				4	5	6	
11 CRATE TABLE				1	2	3	
12 EAN PLU CONVERT				0	00	ENTR	
13 ITF PLU CONVERT							
14 EAN NON-PLU							
15 PRESS CODE							
16 SCALE TABLE							
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							9:21

The screen continues.

1. From the SETTING menu, select "1 ARTICLE."

- The ARTICLE window will appear.

2. Select any option from the following options list:

- | | |
|-----------------------|------------------------------|
| 1 DEPT: | Departments |
| 2 PLU/EAN: | PLUs/EANs |
| 3 DYNAMIC EAN: | Dynamic EANs |
| 4 PLU RANGE: | A range of PLUs |
| 5 HAPPY HOUR: | Happy hour |
| 6 PLU MENU KEY: | PLU menu key |
| 7 COMBO MEAL: | Combo meal |
| 8 LINK PLU/EAN TABLE: | Link PLU/EAN table |
| 9 CONDIMENT TABLE: | Condiment table |
| 10 PROMOTION TABLE: | Promotion table |
| 11 CRATE TABLE: | Crate table |
| 12 EAN PLU CONVERT: | EAN-to-PLU converting table |
| 13 ITF PLU CONVERT: | ITF-to-PLU converting table |
| 14 EAN NON-PLU: | EAN Non-PLU type code format |
| 15 PRESS CODE: | EAN press code format |
| 16 SCALE TABLE: | Scale table |
| 17 PLU/EAN STOCK: | PLU/EAN stock quantity |
| 18 EAN DELETE: | EAN record delete period |

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

- | | | |
|-----------|----------------------|--|
| 1 ARTICLE | 1 DEPT | ➡ See "Department" on page 129. |
| | 2 PLU/EAN | ➡ See "PLU/EAN" on page 131. |
| | 3 DYNAMIC EAN | ➡ See "Dynamic EAN" on page 133. |
| | 4 PLU RANGE | ➡ See "PLU range" on page 134. |
| | 5 HAPPY HOUR | ➡ See "Happy hour" on page 134. |
| | 6 PLU MENU KEY | ➡ See "PLU menu key" on page 135. |
| | 7 COMBO MEAL | ➡ See "Combo meal" on page 136. |
| | 8 LINK PLU/EAN TABLE | ➡ See "Link PLU/EAN table" on page 136. |
| | 9 CONDIMENT TABLE | ➡ See "PLU condiment table" on page 137. |
| | 10 PROMOTION TABLE | ➡ See "Promotion table" on page 139. |
| | 11 CRATE TABLE | ➡ See "Crate table" on page 141. |
| | 12 EAN PLU CONVERT | ➡ See "EAN-to-PLU converting table" on page 142. |
| | 13 ITF PLU CONVERT | ➡ See "ITF-to-PLU converting table" on page 142. |
| | 14 EAN NON-PLU | ➡ See "EAN Non-PLU code format" on page 143. |
| | 15 PRESS CODE | ➡ See "Press code" on page 144. |
| | 16 SCALE TABLE | ➡ See "Scale table" on page 144. |
| | 17 PLU/EAN STOCK | ➡ See "PLU/EAN stock" on page 145. |
| | 18 EAN DELETE | ➡ See "EAN delete" on page 145. |

■ Department

Your POS terminal is equipped with 20 standard departments, and can be equipped with a maximum of 99 departments.

Use the following procedure to program for departments.

Procedure

Select a pertinent dept. code from the departments list.

The screen continues.

Program each item as follows:

NOTE

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

• PRICE (Use the numeric entry)

Unit price (max. 6 digits)

• GROUP No. (Use the numeric entry)

01-09: Plus department

10: Minus department

11: Plus hash department

12: Minus hash department

13: Plus bottle return department

14: Minus bottle return department

15-17: Non-turnover 1-3

- If the “Hash”, “Bottle return” and “Non-turnover” functions are disabled, you are not allowed to select any hash, bottle return or non-turnover department.

• DESCRPT. (Use the character entry)

Description for a department. Up to 16 or 20 characters can be entered.

• ENTRY TYPE (Use the selective entry)

Type of unit price entry for departments

OPEN & PRESET: Open & preset

PRESET: Preset only

OPEN: Open only

INHIBIT: Inhibited

• COMMISSION No. (Use the numeric entry)

Commission group number (1 through 9)

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

You can assign each department to a commission group.

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

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

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

• RECEIPT PRINT (Use the selective entry)

YES: Prints the department sales information on the receipt.

NO: Prints nothing on the receipt.

• SIF/SICS/NORMAL (Use the selective entry)

Department type selection

SIF: SIF department

SICS: SICS department

NORMAL: Department other than SIF or SICS department

• RECEIPT TYPE (Use the selective entry)

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

DOUBLE: Double receipt type

SINGLE: Single receipt type

■ Department (continued)

- **PRINT ON CLK (Use the selective entry)**

YES: Prints the department sales information on the clerk report.

NO: Prints nothing on the clerk report.

- **ITEM VP (Use the selective entry)**

COMPULSORY: Makes item validation printing compulsory.

NON-COMPULSORY: Makes item validation printing non-compulsory.

- **HALO (Use the numeric entry)**

- You can set an upper limit amount (HALO) for each department. The limit is effective for the REG mode operations and can be overridden in the MGR mode.

- AB is the same as $A \times 10^B$.

A: Significant digit for HALO (1 through 9)

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

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

COMPULSORY: Makes a scale entry compulsory.

ENABLE: Enables a scale entry.

INHIBIT: Inhibits a scale entry.

- **TARE TABLE (Use the numeric entry)**

Scale table number associated with scale entry (1 through 9)

- **VMP No. (Use the numeric entry)**

VMP file number for EAN (1 through 3)

If the number "0" is entered, no VMP file number is assigned.

- **TAXABLE1 through 6 (Use the selective entry)**

Tax status

YES: Taxable

NO : Non-taxable

NOTE

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

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

- **GROUP DISCOUNT1 through 10**

Group discount status

YES: Discountable

NO: Non-discountable

■ PLU/EAN

NOTE

- In this manual, the word “EAN” represents EAN (European Article Number) and UPC (Universal Product Code).
- With regard to the EAN codes applicable to this POS terminal, please refer to the chapter 14.

Procedure

Select a pertinent PLU code, or directly enter a PLU code or EAN code.

The screen continues.

Program each item as follows:

• DEPT. CODE (Use the numeric entry)

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

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

- Grouping (group 1 through 17)
- Item validation print compulsory/non-compulsory
- Single item cash sale/Single item finalize
- Single receipt/double receipt
- HALO (only for subdepartments)

• SIGN (Use the selective entry)

+: Plus PLU/EAN

-: Minus PLU/EAN

The function of every PLU/EAN varies according to the combination of its sign and the sign of its associated department as follows:

Department:	+	}	Serves as a normal plus PLU/EAN.
PLU/EAN:	+		
Department:	-	}	Serves as a normal minus PLU/EAN.
PLU/EAN:	-		
Department:	+	}	Accepts store coupon entries, but not split-pricing entries.
PLU/EAN:	-		
Department:	-	}	Not valid; not accepted
PLU/EAN:	+		

• PRICE1 through 8 (Use the numeric entry)

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

By default, only a price for PRICE 1 through 3 can be entered. If you want to enter a price for PRICE 4 through 8, contact your authorized SHARP dealer.

• BASE QTY (Use the numeric entry)

Base quantity for each PLU/EAN that should be applied only to split-pricing entries (max. 2 digits: 0 to 99)

• 1# through 8# (Use the character entry)

Description for a PLU/EAN (for each price level)

Up to 16 or 20 characters can be entered.

By default, description for 1# through 3# only can be entered. If you want to enter description for 4# through 8#, contact your authorized SHARP dealer.

• TOUCH KEY TEXT (Use the character entry)

Description for a PLU touch key

Up to 12 characters can be entered.

• ENTRY TYPE (Use the selective entry)

Mode parameter

OPEN: Open price only

INHIBIT: Inhibited

OPEN&PRESET: Open price and preset price

PRESET: Preset price only

NOTE

For EAN, it is fixed to “PRESET”.

■ PLU/EAN (continued)

- **MENU TYPE (Use the selective entry)**

PLU/EAN menu type selection
COMBO: Combo PLU/EAN
LINK: Link PLU/EAN
NORMAL: Normal PLU/EAN

- **COMBO#/LINK# (Use the numeric entry)**

Table number for combo PLU/EANs/link PLUs (1 through 99)

- **CONDIMENT TBL# (Use the numeric entry)**

Table number for condiment entry (1 through 99)

NOTE

For EAN, it is fixed to "00".

- **CONDIMENT TYPE (Use the selective entry)**

YES: Condiment type
NO: Non-condiment type

NOTE

For EAN, it is fixed to "NO".

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

COMPULSORY: Makes a condiment entry compulsory.
NON-COMPULSORY: Makes a condiment entry non-compulsory.

NOTE

For EAN, it is fixed to "NON-COMPULSORY".

- **PRICE SHIFT (Use the selective entry)**

COMPULSORY: Makes PLU/EAN price level shift compulsory.
INHIBIT: Inhibits PLU/EAN price level shift.
ALLOWED: Allows PLU/EAN price level shift.

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

COMPULSORY: Makes a scale entry compulsory.
ENABLE: Enables a scale entry.
INHIBIT: Inhibits a scale entry.

- **TARE TABLE # (Use the numeric entry)**

Scale table number associated with scale entry (1 through 9)

- **SORT GROUP (Use the numeric entry)**

PLU sort group number (00 through 99)

- **INFORMATION# (Use the numeric entry)**

Information text number (max. 4 digits: 0000 to 9999)

- **COMMISSION No. (Use the numeric entry)**

You can assign a PLU/EAN to a commission group (1 through 9).
If the number "0" is entered, no commission group number will be assigned to a PLU/EAN.

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

ID number of the network remote printer 1 or 2 (1 through 9)
If the number "0" is entered, no remote printer will operate.

- **RECEIPT PRINT (Use the selective entry)**

YES: Prints the PLU/EAN sales information on the receipt.
NO: Prints nothing on the receipt.

■ PLU/EAN (continued)

• PRINT ON CLK (Use the selective entry)

YES: Printing on the clerk report.

NO: No printing

• TAXABLE1 through 6 (Use the selective entry)

YES: Makes the PLU/EAN taxable.

NO: Makes the PLU/EAN non-taxable.

NOTE

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

• PINT PRICE1 through 8 (Use the numeric entry)

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

By default, a price for PINT PRICE1 through 3 only can be entered. If you want to enter a price for PINT PRICE4 through 8, contact your authorized SHARP dealer.

• PINT BASE QTY (Use the numeric entry)

Base quantity for each PLU/subdepartment/EAN that should be applied only to half/double pint entries (max. 2 digits: 0.0 to 9.9)

• HAPPY HOUR1 through 9 (Use the selective entry)

YES: Enables the happy hour entry.

NO: Disables the happy hour entry.

• GROUP DISCOUNT1 through 10 (Use the selective entry)

Group discount status

YES: Discountable

NO: Non-discountable

• HOURLY GR.#1 through 3 (Use the numeric entry)

PLU hourly group number to classify PLUs for PLU hourly group reports (1 through 9)

• BONUS POINT (Use the numeric entry)

Bonus points for a PLU/EAN (max. 7 digits)

• MINIMUM STOCK (Use the numeric entry)

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

• NON-ACCESS (Use the selective entry)

NON DEL.: Not delete non-accessed EANs by Z1 report.

DEL. BY Z: Delete non-accessed EANs by Z1 report.

NOTE

For PLU, it is fixed to "NON DEL."

■ Dynamic EAN

NOTE

With regard to the EAN codes applicable to this POS terminal and EAN files, please refer to the chapter 14.

After you select "3 DYNAMIC EAN" on the "ARTICLE" menu, enter an EAN code or select a pertinent EAN code. The same setting items excepting MINIMUM STOCK as the "PLU/EAN" described in the previous section will appear. Please refer to "PLU/EAN" section for entering values or selecting options. The data will be saved in the Dynamic EAN file.

■ PLU range

You can program PLUs in the designated range.

Procedure

PLU RANGE		P UP ▲	CAN	.	CL
START CODE	00000		CEL		
END CODE	00000		7	8	9
OPERATION	NEW&MAINT		4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2	CLERK0001				0001
					9:38

00001-00020		P UP ▲	CAN	.	CL
DEPT.CODE	01		CEL		
SIGN			7	8	9
PRICE1			4	5	6
PRICE2			1	2	3
PRICE3			0	00	ENTR
BASE QTY					
1#					
2#					
PREV. NEXT LIST P DOWN ▼					
PGM2	CLERK0001				0001
					9:39

The screen continues in the same format as those screens shown in section "PLU/EAN".

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

- **START CODE (Use the numeric entry)**
Starting PLU code (max. 5 digits)
- **END CODE (Use the numeric entry)**
Ending PLU code (max. 5 digits)
- **OPERATION (Use the selective entry)**
 - MAINT: Enables you to change the setting you have programmed.
 - NEW&MAINT: Enables you to change the current setting when the specified codes have already been created or to create new codes when the specified codes have not been created yet.
 - DELETE: Enables you to delete a specified range of PLUs.

■ Happy hour

You can program the time range for each happy hour (Happy hour 1 to Happy hour 9). You can also program the day of the week the programmed happy hour functions. When a clerk enters a PLU code on the programmed day, the price level for which you have programmed a time range will be automatically entered. For example, if you set the start time at 9:00 AM, the end time at 11:00 AM, "ENABLE" for SUNDAY and the shift level at 2, the current price level is shifted to the level 2 from 9:00 AM to 11:00 AM on Sunday.

Procedure

Select a pertinent happy hour from the list.

1		P UP ▲	CAN	.	CL
START TIME	0000		CEL		
END TIME	0000		7	8	9
SHIFT LEVEL	1		4	5	6
SUNDAY	ENABLE		1	2	3
MONDAY	ENABLE		0	00	ENTR
TUESDAY	ENABLE				
WEDNESDAY	ENABLE				
THURSDAY	ENABLE				
PREV. NEXT LIST P DOWN ▼					
PGM2	CLERK0001				0001
					9:40

The screen continues.

Program each item as follows:

- **START TIME (Use the numeric entry)**
Start time: hour/minute (0000 to 2359)
- **END TIME (Use the numeric entry)**
End time: hour/minute (0000 to 2359)
- **SHIFT LEVEL (Use the numeric entry)**
Shift level (1 to 9)
- **SUNDAY through SATURDAY (Use the selective entry)**
 - ENABLE: Enables the happy hour function.
 - DISABLE: Disables the happy hour function.

NOTE

When the start time and end time are set at "0000," or shift level at 1, the happy hour function is not available.

■ PLU menu key

When you enter PLUs, using the PLU menu key makes it easy to find categorized PLU items from the menu list. Your POS terminal allows you to program a max. of 50 PLU menu keys. You can program a max. of 42 PLUs/sub-menus for each PLU menu key.

Procedure

ARTICLE	↓ P UP ▲	CAN	.	CL
01 DEPT		CEL		
02 PLU/EAN		7	8	9
03 DYNAMIC EAN				
04 PLU RANGE		4	5	6
05 HAPPY HOUR				
06 PLU MENU KEY		1	2	3
07 COMBO MEAL				
08 LINK PLU/EAN TABLE		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				9:48

PLU MENU KEY	↓ P UP ▲	CAN	.	CL
---NOTHING---		CEL		
		7	8	9
		4	5	6
		1	2	3
PREV. NEXT LIST P DOWN ▼		0	00	ENTR
PGM2 CLERK0001				0001
				9:48

Selected PLU
menu key no. →



01	↓ P UP ▲	CAN	.	CL
TEXT		CEL		
		7	8	9
		4	5	6
		1	2	3
PREV. NEXT LIST P DOWN ▼		0	00	ENTR
PGM2 CLERK0001				0001
				9:49

01	↓ P UP ▲	CAN	.	CL
01 INHIBIT		CEL		
02 INHIBIT		7	8	9
03 INHIBIT				
04 INHIBIT		4	5	6
05 INHIBIT				
06 INHIBIT		1	2	3
07 INHIBIT				
08 INHIBIT		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				9:49

01	↓ P UP ▲	CAN	.	CL
TYPE		CEL		
		7	8	9
		4	5	6
		1	2	3
PREV. NEXT LIST P DOWN ▼		0	00	ENTR
PGM2 CLERK0001				0001
				9:50

01	↓ P UP ▲	CAN	.	CL
PLU		CEL		
		7	8	9
		4	5	6
		1	2	3
PREV. NEXT LIST P DOWN ▼		0	00	ENTR
PGM2 CLERK0001				0001
				9:50

Use the following procedure to program a PLU menu key:

In the ARTICLE window, select “6 PLU MENU KEY” and program each item as follows:

- **PLU MENU KEY (Use the numeric entry)**

PLU menu key number (1 thru 50)

1 thru 50 : For the direct PLU menu key.

- **TEXT (Use the character entry)**

Description for the PLU menu key.

Up to 16 characters can be entered.

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

PLU: Selects to program a PLU.

MENU: Selects to program a sub-menu.

- **PLU or MENU (Use the numeric entry)**

Select a menu PLU or sub-menu from the list.

NOTE

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

NOTE

- PLU code should be defined before programming a PLU menu key.

- If the **(DEL)** key is pressed on the PLU menu key number selection window, the PLU menu key number in the cursor position will be deleted. In the DELETE window, confirm the PLU menu key number to delete, press the **(ENTER)** key, then select “1 YES” in the message “ARE YOU SURE?” to delete it.

- If the **(DEL)** key is pressed on the PLU/menu PLU code selection window, the PLU code in the cursor position will be canceled.

■ Combo meal

When you want to make some deduction for set sellings, combo meal should be specified, a PLU or EAN (combo PLU or EAN) can have a maximum of 10 PLUs subsidiarily.

Procedure

COMBO MEAL		P UP	▲	CAN	CEL	.	CL
---NOTHING---							
				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	9:52

Selected combo meal no. →

01	COMBO PLU#1	00000	P UP	▲	CAN	CEL	.	CL
	PRICE	0.00						
	COMBO PLU#2	00000			7	8	9	
	PRICE	0.00			4	5	6	
	COMBO PLU#3	00000			1	2	3	
	PRICE	0.00			0	00	ENTR	
	COMBO PLU#4	00000						
	PRICE	0.00						
PREV.	NEXT	LIST	P DOWN ▼					
PGM2	CLERK0001					0001	9:53	

The screen continues.

Program each item as follows:

- **COMBO MEAL (Use the numeric entry)**
Combo meal number (1 through 99)
- **COMBO PLU#XX**
Enter tied PLU codes (max. 10 PLUs).
- **PRICE (Use the numeric entry)**
Enter the unit price of each combo menu. (max. 6 digits)

NOTE

- PLU codes should be defined before programming a combo meal.
- If the key is pressed on the combo meal number selection window, the combo meal table in the cursor position will be deleted. In the DELETE window, confirm the combo meal number to delete, press the key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

■ Link PLU/EAN table

It is possible to link PLUs (linked PLUs) with a PLU or EAN (link PLU/EAN) so that just pressing the link PLU or EAN key allows you to register the linked PLUs together. The number of linked PLUs is a maximum of 30.

Procedure

LINK PLU/EAN TABLE		P UP	▲	CAN	CEL	.	CL
---NOTHING---							
				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	9:54

Selected link PLU table no. →

01	LINK PLU/EAN #1		P UP	▲	CAN	CEL	.	CL
	LINK PLU/EAN #2							
	LINK PLU/EAN #3				7	8	9	
	LINK PLU/EAN #4				4	5	6	
	LINK PLU/EAN #5				1	2	3	
	LINK PLU/EAN #6				0	00	ENTR	
	LINK PLU/EAN #7							
	LINK PLU/EAN #8							
PREV.	NEXT	LIST	P DOWN ▼					
PGM2	CLERK0001					0001	9:54	

The screen continues.

Program each item as follows:

- **LINK PLU/EAN TABLE (Use the numeric entry)**
Link PLU/EAN table number (1 through 99)
- **LINK PLU/EAN #XX**
Enter linked PLU codes (max. 30 PLUs).

NOTE

- PLU codes should be defined before programming a link PLU table.
- If the key is pressed on the table number selection window, the selected table will be deleted. In the DELETE window, confirm the table number to delete, press the key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

■ PLU condiment table

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

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

Condiment table

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

PLUs (Up to 28 for a table)

Next condiment table number

Condiment tables (Up to 99)

The condiment table should contain the following:

Condiment table: The condiment table is a group of condiment PLUs, which is assigned to each menu-item PLU. A table consists of a message text and up to 28 PLUs. Also, you can assign the next condiment table number to a condiment table to link them.

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

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

NOTE The condiment PLU programmed in a condiment table can be linked with condiment table (**Item link method**).

For example, if PLU 44 (SALAD) in a table of the above is linked with condiment table 10 (SAUCE), when the condiment PLU 44 (SALAD) is registered, items of the condiment table 10 (SAUCE) will be appeared.

Table number	PLU codes for condiment entry (programmed text)				
10	Message text (SAUCE)	51 (ITALIAN)	53 (FRENCH)	_____	12

Next condiment table number

Procedure

CONDIMENT TABLE				P	UP	▲	CAN	.	CL
---NOTHING---							CEL		
							7	8	9
							4	5	6
							1	2	3
							0	00	ENTR
PREV.	NEXT	LIST	P	DOWN	▼				
PGM2	CLERK0001								0001
									9:57

Selected
condiment table
number →

CONDIMENT TABLE				P	UP	▲	CAN	.	CL
01							CEL		
TXT									
NEXT LINK TBL#							00		
PLU#01							00000		
PLU#02							00000		
PLU#03							00000	4	5
PLU#04							00000		
PLU#05							00000	1	2
PLU#06							00000		
							0	00	ENTR
PREV.	NEXT	LIST	P	DOWN	▼				
PGM2	CLERK0001								0001
									9:58

The screen continues.

Program each item as follows:

- **CONDIMENT TABLE (Use the numeric entry)**
Condiment table number (1 through 99)
- **TXT (Use the character entry)**
Description for a condiment menu.
Up to 16 characters can be entered.
- **NEXT LINK TBL# (Use the numeric entry)**
Enter the next condiment table number (max. 2 digits).
- **PLU#01 through #28**
Enter condiment PLU codes (max. 28 PLUs).

NOTE

- The description is used as the display prompt.
- PLU codes should be defined before programming a condiment table.
- If the key is pressed on the table number selection window, the table in the cursor position will be deleted. In the DELETE window, confirm the table number to delete, press the key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

■ Promotion table (global/individual type)

There are two types of promotion tables: the global type and individual type. The global type requires you to program a trip level for a set of objected items while the individual type requires you to program a trip level for each objected item.

Procedure

PROMOTION TABLE		P UP ▲	CAN	.	CL
-- NOTHING --			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	10:00

Selected
promotion
table number



PROMOTION TABLE		P UP ▲	CAN	.	CL
1 TEXT			CEL		
2 OBJECTED ITEM			7	8	9
3 TYPE			4	5	6
4 LEVEL1			1	2	3
5 LEVEL2			0	00	ENTR
6 LEVEL3					
7 LEVEL4					
8 LEVEL5					
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	10:00

TEXT

TEXT		P UP ▲	CAN	.	CL
TEXT			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	10:01

OBJECTED ITEM

OBJECTED ITEM		P UP ▲	CAN	.	CL
01 INHIBIT			CEL		
02 INHIBIT			7	8	9
03 INHIBIT			4	5	6
04 INHIBIT			1	2	3
05 INHIBIT			0	00	ENTR
06 INHIBIT					
07 INHIBIT					
08 INHIBIT					
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	10:02

The screen continues.

ITEM KIND		P UP ▲	CAN	.	CL
01			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	10:02

Program each item as follows:

• PROMOTION TABLE (Use the numeric entry)

Promotion table number (1 through 999)

Basically, you need to program the following four items:

- TEXT
- OBJECTED ITEM
- TYPE
- LEVEL 1 through 5

• TEXT (Use the character entry)

Description for each promotion table (max. 12 characters)

• OBJECTED ITEM

Program objected items for promotion (max. 25 items).

• ITEM KIND (Use the selective entry)

PLU/EAN: Select to program a PLU.

DEPT: Select to program a department.

GROUP: Select to program a PLU group.

■ Promotion table (continued)

01	P UP ▲	CAN	.	CL
PLU/EAN CODE		CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:03

- **PLU/EAN CODE, DEPT or GROUP (Use the numeric entry)**
Enter a PLU/EAN, department or PLU group code.

TYPE

TYPE	P UP ▲	CAN	.	CL
TYPE	GLOBAL	CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:03

- **TYPE (Use the selective entry)**
GLOBAL: Selects the global type.
INDIVIDUAL: Selects the individual type.

LEVEL 1 through 5

LEVEL1	P UP ▲	CAN	.	CL
1 TRIP LEVEL		CEL		
2 PROMOTION TYPE		7	8	9
3 PROMOTION DETAIL		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:04

Each of LEVEL 1 through 5 consists of the following three items:

- **TRIP LEVEL**
- **PROMOTION TYPE**
- **PROMOTION DETAIL**

(Global type)

TRIP LEVEL	P UP ▲	CAN	.	CL
TRIP LEVEL	00	CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:04

- **TRIP LEVEL (Use the numeric entry)**
In case you selected the global type, this window appears.
Trip level for the programmed objected items (1 to 99)

(Individual type)

TRIP LEVEL	P UP ▲	CAN	.	CL
TRIP LEVEL1	00	CEL		
TRIP LEVEL2	00	7	8	9
TRIP LEVEL3	00	4	5	6
TRIP LEVEL4	00	1	2	3
TRIP LEVEL5	00	0	00	ENTR
TRIP LEVEL6	00			
TRIP LEVEL7	00			
TRIP LEVEL8	00			
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:05

- **TRIP LEVEL1 through 25 (Use the numeric entry)**
In case you selected the individual type, this window appears.
Trip levels for each of the programmed objected items (1 to 99)

The screen continues.

PROMOTION TYPE	P UP ▲	CAN	.	CL
WAY	AMOUNT DISCOUNT	CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				10:05

- **PROMOTION TYPE (Use the selective entry)**
AMOUNT DISCOUNT: Selects the amount discount type.
% DISCOUNT: Selects the percent discount type.
GIVE FREE ITEM: Selects the give-free-item type.
CHEAPER ITEM FREE: Selects the cheaper-item-free type.
SELLING PRICE: Selects the selling price type.

■ Promotion table (continued)

PROMOTION DETAIL		P	UP	▲	CAN	.	CL
AMOUNT DISCOUNT		0.00			CEL		
		7	8	9			
		4	5	6			
		1	2	3			
		0	00	ENTR			
PREV.	NEXT	LIST	P	DOWN ▼			
PGH2	CLERK0001				0001		
				10:06			

• PROMOTION DETAIL (Use the numeric entry)

- AMOUNT DISCOUNT: Enter a discount amount.
- % DISCOUNT: Enter a discount rate.
- GIVE FREE ITEM: Enter a PLU/EAN code.
- CHEAPER ITEM FREE: Enter a quantity.
- SELLING PRICE: Enter a selling price.

NOTE

PLU codes should be defined before programming a promotion table. Also for EAN code, only EAN having a preset price can be programmed.

If the **(DEL)** key is pressed on the table number selection window, the table in the cursor position will be deleted. In the DELETE window, confirm the table number to delete, press the **(ENTER)** key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

■ Crate table

You can program up to 99 crate tables

Procedure

CRATE TABLE		P	UP	▲	CAN	.	CL
---NOTHING---					CEL		
		7	8	9			
		4	5	6			
		1	2	3			
		0	00	ENTR			
PREV.	NEXT	LIST	P	DOWN ▼			
PGH2	CLERK0001				0001		
				10:13			

Selected crate
table number → **(ENTER)**

01		P	UP	▲	CAN	.	CL
CRATE PLU/EAN#					CEL		
COMBINATION FUNC.		YES					
TEXT		7	8	9			
NUMBER OF BOTTLE		00					
PRICE		0.00			4	5	6
PRICE LEVEL		LEVEL1			1	2	3
PLU/EAN#1							
PLU/EAN#2					0	00	ENTR
PREV.	NEXT	LIST	P	DOWN ▼			
PGH2	CLERK0001				0001		
				10:14			

The screen continues.

Program each item as follows:

• CRATE TABLE (Use the numeric entry)

Crate table number (1 through 99)

• CRATE PLU/EAN# (Use the numeric entry)

Enter a crate PLU/EAN.

• COMBINATION FUNC. (Use the selective entry)

- YES: Select to use the combination entry type.
- NO: Select to use the single entry type.

• TEXT (Use the character entry)

Description for each crate table (max. 16 characters)

• NUMBER OF BOTTLE (Use the numeric entry)

Enter the number of bottles in the crate. (0 through 99)

• PRICE (Use the numeric entry)

Enter a crate table price. (max. 6 digits)

• PRICE LEVEL (Use the selective entry)

Select a price level.

• PLU/EAN#1 through 10 (Use the numeric entry)

Enter PLU/EANs in the bottles.

NOTE

- PLU codes should be defined before programming a crate table. Also for EAN codes, only EANs having a preset price can be programmed.
- If the **(DEL)** key is pressed on the table number selection window, the table in the cursor position will be deleted. In the DELETE window, confirm the table number to delete, press the **(ENTER)** key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

EAN-to-PLU converting table

Procedure

EAN PLU CONVERT

P UP

CAN

CEL

.

CL

---NOTHING---

7

8

9

4

5

6

1

2

3

0

00

ENTR

PREV.

NEXT

LIST

P DOWN

PGM2

CLERK0001

0001

11:53

Enter an EAN code.

5000328161471

P UP

CAN

CEL

.

CL

PLU CODE

00000

7

8

9

4

5

6

1

2

3

0

00

ENTR

PREV.

NEXT

LIST

P DOWN

PGM2

CLERK0001

0001

11:55

ITF-to-PLU converting table

Procedure

ITF PLU CONVERT

P UP

CAN

CEL

.

CL

---NOTHING---

7

8

9

4

5

6

1

2

3

0

00

ENTR

PREV.

NEXT

LIST

P DOWN

PGM2

CLERK0001

0001

11:59

Enter an ITF code.

0001480406060000

P UP

CAN

CEL

.

CL

PLU CODE

00000

7

8

9

4

5

6

1

2

3

0

00

ENTR

PREV.

NEXT

LIST

P DOWN

PGM2

CLERK0001

0001

12:00

Program each item as follows:

- **EAN PLU CONVERT (Use the numeric entry)**
Enter an EAN code.
- **PLU CODE (Use the numeric entry)**
Enter a PLU code.

NOTE

If the **(DEL)** key is pressed on the table number selection window, the table in the cursor position will be deleted. In the **DELETE** window, confirm the table number to delete, press the **(ENTER)** key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

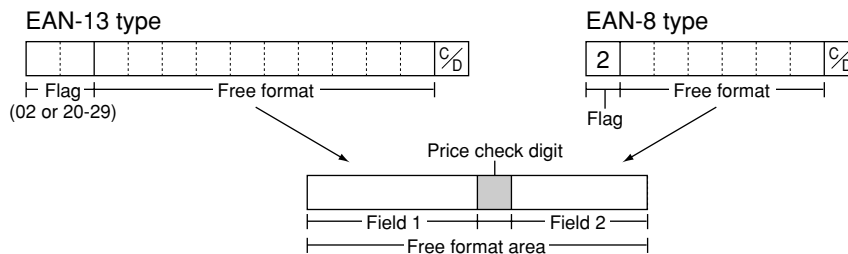
Program each item as follows:

- **ITF PLU CONVERT (Use the numeric entry)**
Enter an ITF code.
- **PLU CODE (Use the numeric entry)**
Enter a PLU code.

NOTE

If the **(DEL)** key is pressed on the table number selection window, the table in the cursor position will be deleted. In the **DELETE** window, confirm the table number to delete, press the **(ENTER)** key, then select "1 YES" in the message "ARE YOU SURE?" to delete it.

■ EAN Non-PLU code format



Procedure

Select an arbitrary number, or a pertinent EAN TYPE OF CODE & SYSTEM CODE you set.

▼

03	P UP	▲	CAN	.	CL
TYPE OF CODE	EAN13	CEL			
SYSTEM CODE	00	7	8	9	
LENGTH FIELD#1	0				
LENGTH FIELD#2	0	4	5	6	
FIELD#1 DATA	FREE				
FIELD#2 DATA	PRICE	1	2	3	
PRICE CHECK DIGIT	NO				
TAB	0				
PREV.	NEXT	LIST	P DOWN	▼	ENTR
PGH2	CLERK0001				0001
					12:06

The screen continues.

Program each item as follows:

- **TYPE OF CODE (Use the selective entry)**

EAN-8: EAN-8 format code (consisting of 8 digits)
 EAN-13 (UPC-A): EAN-13 format code (consisting of 13 digits)

- **SYSTEM CODE (Use the numeric entry)**

System code (i.e. flag code): EAN-8: 1 digit, EAN-13: 2 digits

NOTE

ISBN/ISSN and press code are always used the fixed format even if code, 37, 43, 78, 98, or 97 is entered.

- **LENGTH FIELD#1 (Use the numeric entry)**

Length of field 1 (number of digits): 0 to 9

- **LENGTH FIELD#2 (Use the numeric entry)**

Length of field 2 (number of digits): 0 to 9

- **FIELD#1 DATA**

Meaning of field 1: It is fixed to FREE.

- **FIELD#2 DATA (Use the selective entry)**

Meaning of field 2
 QUANTITY: Quantity
 PRICE: Price

- **PRICE CHECK DIGIT (Use the selective entry)**

Price check digit
 YES: Use the price check digit
 NO: Not use the price check digit

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

TAB or decimal point of field 2: 3/2/1/0

■ Press code (for EAN)

Your POS terminal allows you to program the press code format.

Procedure

PRESS CODE		P UP ▲	CAN	CEL	.	CL
1	GERMAN TYPE1					
2	U.K.		7	8	9	
3	FRENCH					
4	SWEDEN		4	5	6	
5	GERMAN TYPE2		1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						12:08

GERMAN TYPE1		P UP ▲	CAN	CEL	.	CL
TYPE OF CODE						
PRICE						
LABEL TYPE						
			7	8	9	
			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						12:09

Program each item as follows:

• PRESS CODE (1 to 5) (Use the selective entry)

- 1: GERMAN TYPE1 (prefix code: 434/439)
- 2: U.K. (prefix code: 988/989)
- 3: FRENCH (prefix code: 378/379)
- 4: SWEDEN (prefix code: 7388)
- 5: GERMAN TYPE2 (prefix code: 414/419)

• TYPE OF CODE (Use the selective entry)

NORMAL: Normal EAN
PRESS: Press code

• PRICE (Use the selective entry)

Price entry method for press code (This setting is valid only when PRESS CODE is set for TYPE OF CODE.)

PRESET: Using the EAN preset price
ENCODED: Using the encoded price
COMPULSORY: Compulsory entry

• LABEL TYPE (Use the selective entry)

Label of record in EAN file (This setting is valid only when PRESS CODE is set for TYPE OF CODE.)

ARTICLE: Prefix + article code

Select this option when you want to summarize the sales of items having press codes by each item.

PREFIX: Prefix only

Select this option when you want to summarize the sales of items having press codes by category.

■ Scale table

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

Procedure

SCALE TABLE		P UP ▲	CAN	CEL	.	CL
1						
2			7	8	9	
3						
4			4	5	6	
5						
6			1	2	3	
7						
8			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						12:17

Selected scale
table number →

1		P UP ▲	CAN	CEL	.	CL
WEIGHT						
			7	8	9	
			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						12:22

Program each item as follows:

• SCALE TABLE (Use the numeric entry)

Scale table number (1 through 9)

• WEIGHT (Use the numeric entry)

Enter a tare weight for the scale table number (max. 4 digits: 1 to 9.999 kg (1 to 99.99 lbs.)).

NOTE

Your POS terminal may also be set to accommodate 2-integer +2-decimal weights. For more details, please contact your authorized SHARP dealer.

■ PLU/EAN stock

You can assign a stock quantity to each PLU/EAN code.
Shown below is an example of selecting "1 OVERWRITE."

Procedure

PLU/EAN STOCK		P UP ▲	CAN	.	CL
1	OVERWRITE		CEL		
2	ADD		7	8	9
3	SUBTRACT		4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼			0001		
PGM2 CLERK0001			12:24		

Select a pertinent PLU/EAN code, or directly enter a PLU code or EAN code.

00001 PLU/EAN STOCK		P UP ▲	CAN	.	CL
	CURRENT STOCK	0.000	CEL		
	NEW STOCK	0.000	7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼			0001		
PGM2 CLERK0001			12:30		

After selecting "1 OVERWRITE," select a pertinent PLU/EAN code. Then the next screen will appear to show the following items:

• CURRENT STOCK

The current stock is displayed.

• NEW STOCK (Use the numeric entry)

Enter a new stock quantity (max. 7 digits: 1 to 9999.999(99999999))

NOTE

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

■ EAN delete

You can delete the EAN codes which have not been accessed during the period you set in this program when you execute the delete job in EAN DELETE in X1/Z1 mode.

Procedure

EAN DELETE		P UP ▲	CAN	.	CL
PERIOD (DAY)		99	CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼			0001		
PGM2 CLERK0001			12:34		

Program each item as follows:

• PERIOD (DAY) (Use the numeric entry)

Enter the EAN record delete period: 01 to 99 (00: Not delete by the non-accessed deleting job)

Direct Key Programming

Use the following procedure to select direct-key programming:

■ Direct key

You can assign departments and PLUs directly to the keyboard. In the case of PLUs, you may assign up to 10 levels to be accessed directly on the keyboard. For key no. positions, refer to the illustration shown below.

Procedure

SETTING	↓	P	UP	▲	CAN	.	CL
01 ARTICLE					CEL		
02 DIRECT KEY					7	8	9
03 FUNCTION GROUPS							
04 MEDIA					4	5	6
05 TRAINING TEXT/CLK							
06 TEXT					1	2	3
07 PERSONNEL							
08 TERMINAL					0	00	ENTR
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							12:44

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

044		P	UP	▲	CAN	.	CL
TYPE					PLU		
					7	8	9
					4	5	6
					1	2	3
					0	00	ENTR
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							12:45

044		P	UP	▲	CAN	.	CL
LEVEL1					00001		
LEVEL2					00000	7	8
LEVEL3					00000		
LEVEL4					00000	4	5
LEVEL5					00000		
LEVEL6					00000	1	2
LEVEL7					00000		
LEVEL8					00000	0	00
PREV. NEXT LIST P DOWN ▼							ENTR
PGM2 CLERK0001							0001
							12:49

The screen continues.

In the case of selecting "044 DIRECT PLU"

• TYPE (Use the selective entry)

PLU: Assigns the key as a direct PLU key.

DEPT: Assigns the key as a direct department key.

NOTE

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

• LEVEL1 through 10 (Use the numeric entry)



Enter a PLU code for each level. For example, if you want to use this key as PLU code 1 (level 1) and PLU code 101 (level 2), enter 1 for "LEVEL1" and 101 for "LEVEL2."

Key numbers

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

Departments and PLUs programmable area

NOTE

- You can assign departments and PLUs only the "Departments and PLUs programmable area" shown above.
- You cannot assign a department or a PLU to the position to which a function key has been assigned.
- On UP-800F,  is positioned in place of the  key.

Functional Programming

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

Procedure

SETTING	↓	P UP	▲	CAN	CEL	.	CL
01 ARTICLE							
02 DIRECT KEY				7	8	9	
03 FUNCTION GROUPS				4	5	6	
04 MEDIA				1	2	3	
05 TRAINING TEXT/CLK				0	00	ENTR	
06 TEXT							
07 PERSONNEL							
08 TERMINAL							
PREV. NEXT LIST P DOWN ▼							
PGH2 CLERK0001						0001	12:51

- From the SETTING menu, select "3 FUNCTION GROUPS."
 - The FUNCTION menu will appear.

- Select any option from the following options list:

FUNCTION GROUPS	↓	P UP	▲	CAN	CEL	.	CL
1 (-)				7	8	9	
2 %				4	5	6	
3 GROUP DISCOUNT %				1	2	3	
4 COMMISSION				0	00	ENTR	
5 MISC. FUNCTIONS							
6 SERVICE CHARGE							
7 BONUS POINT							
PREV. NEXT LIST P DOWN ▼							
PGH2 CLERK0001						0001	12:53

- | | |
|---------------------|---|
| 1 (-): | Discount key |
| 2 %: | Percent key |
| 3 GROUP DISCOUNT %: | Group discount key |
| 4 COMMISSION: | Commission |
| 5 MISC. FUNCTIONS: | Miscellaneous functions (deposit, RA, PO, tip, cash in drawer and check change) |
| 6 SERVICE CHARGE: | Service charge |
| 7 BONUS POINT: | Bonus points (bonus point table/bonus redemption) |

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

3 FUNCTION GROUPS	1 (-)	➡ See "Discount key" on page 147.
	2 %	➡ See "Percent key" on page 148.
	3 GROUP DISCOUNT %	➡ See "Group discount key" on page 148.
	4 COMMISSION	➡ See "Commission" on page 149.
	5 MISC. FUNCTIONS	➡ See "Miscellaneous functions" on page 149.
	6 SERVICE CHARGE	➡ See "Service charge" on page 150.
	7 BONUS POINT	➡ See "Bonus points" on page 151.

Discount key (⊖1 through ⊖9)

Procedure

Select a pertinent discount key from the discount keys list.

(-) 1	↓	P UP	▲	CAN	CEL	.	CL
AMOUNT							
TEXT				7	8	9	
SIGN				4	5	6	
HALO				1	2	3	
ENTRY TYPE				0	00	ENTR	
PREV. NEXT LIST P DOWN ▼							
PGH2 CLERK0001						0001	12:58

Program each item as follows:

- AMOUNT (Use the numeric entry)**
Discount amount (max. 6 digits)
- TEXT (Use the character entry)**
Description for the discount key. Up to 12 characters can be entered.
- SIGN (Use the selective entry)**
Programming of the + or - sign assigns the premium or discount function to each discount key.
-: Minus amount (discount)
+: Plus amount (premium)
- HALO (High Amount Lockout) (Use the numeric entry)**
A: Significant digit for HALO (1 through 9)
B: Number of zeros to follow the significant digit for HALO (0 through 8)
AB is the same as $A \times 10^B$.

■ Discount key (⊖1 through ⊖9) (continued)

• ENTRY TYPE (Use the selective entry)

RA: Received on account (-)

ITEM: Item (-)

SBTL: Subtotal (-)

NOTE You can also select a discount key by pressing the corresponding key.

■ Percent key (%1 through %9)

Procedure

Select a pertinent percent key from the percent keys list.

▼

%1	P UP ▲	CAN	CEL	·	CL
RATE	-0.00%				
TEXT	%1	7	8	9	
SIGN	-	4	5	6	
%HALO	100.00%	1	2	3	
ENTRY TYPE	SBTL	0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					13:02

Program each item as follows:

• RATE (Use the numeric entry)

Percent rate (0.00 to 100.00)

• TEXT (Use the character entry)

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

• SIGN (Use the selective entry)

Programming of the + or - sign assigns the premium or discount function to each percent key.

-: Minus (discount)

+: Plus (premium)

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

HALO (High Amount Lockout) for the percent key (0.00 to 100.00)

• ENTRY TYPE (Use the selective entry)

RA: Received on account %

ITEM: Item %

SBTL: Subtotal %

NOTE You can also select a percent key by pressing the corresponding key.

■ Group discount key (⊖DISC GROUP1 through ⊖DISC GROUP10)

Procedure

Select a pertinent group discount key from the group discount keys list.

▼

GDSCZ1	P UP ▲	CAN	CEL	·	CL
RATE	-0.00%				
TEXT DISC.	GDSCZ1	7	8	9	
TEXT DISC.ST	GD1 ST	4	5	6	
SIGN	-	1	2	3	
%HALO	100.00%	0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					13:04

Program each item as follows:

• RATE (Use the numeric entry)

Percent rate (0.00 to 100.00)

• TEXT DISC. (Use the character entry)

Description for the group discount key

Up to 12 characters can be entered.

• TEXT DISC. ST (Use the character entry)

Description for group discount subtotal

Up to 12 characters can be entered.

• SIGN (Use the selective entry)

Programming of the + or - sign assigns the premium or discount function to each group discount key.

-: Minus (discount)

+: Plus (premium)

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

HALO (High Amount Lockout) for the group discount key (0.00 to 100.00)

NOTE You can also select a group discount key by pressing the corresponding key.

■ Commission

Procedure

Select a pertinent commission no. from the commission list.

▼

COM.SAL1		P UP ▲	CAN	CEL	.	CL
RATE		0.0002	7	8	9	
TEXT		COM.SAL1	4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001			0001	13:07	

Program each item as follows:

- **RATE (Use the numeric entry)**

Percent rate (0.000 to 99.999)

- **TEXT (Use the character entry)**

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

■ Miscellaneous functions (deposit, RA, PO, tip, cash in drawer and check change)

Procedure

MISC. FUNCTIONS		P UP ▲	CAN	CEL	.	CL
01 DEPOSIT			7	8	9	
02 DEPO. (-)			4	5	6	
03 ***RA			1	2	3	
04 ***RA2			0	00	ENTR	
05 ***PO						
06 ***PO2						
07 CASH TIP						
08 NOCA TIP						
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001			0001	13:15	

The screen continues.

Select a pertinent function from the miscellaneous functions list.

Program each item as follows:

NOTE

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

Deposit

DEPOSIT		P UP ▲	CAN	CEL	.	CL
HALO		18	7	8	9	
TEXT		DEPOSIT	4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001			0001	13:15	

- **HALO (High Amount Lockout) (Use the numeric entry)**

A: Significant for HALO (1 through 9)

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

AB is the same as $A \times 10^B$.

- **TEXT (Use the character entry)**

Description for the deposit

Up to 12 characters can be entered.

RA

***RA		P UP ▲	CAN	CEL	.	CL
HALO		18	7	8	9	
TEXT		***RA	4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001			0001	13:16	

- **HALO (High Amount Lockout) (Use the numeric entry)**

A: Significant for HALO (1 through 9)

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

AB is the same as $A \times 10^B$.

- **TEXT (Use the character entry)**

Description for the received-on-account key

Up to 12 characters can be entered.

Miscellaneous functions (continued)

PO

***PD		P UP ▲	CAN	CEL	.	CL
HALO		18	7	8	9	
TEXT	***PD		4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	
						13:18

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

A: Significant for HALO (1 through 9)

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

AB is the same as $A \times 10^B$.

• TEXT (Use the character entry)

Description for the paid-out key

Up to 12 characters can be entered.

Tip

CASH TIP		P UP ▲	CAN	CEL	.	CL
HALO		18	7	8	9	
TEXT	CASH TIP		4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	
						13:19

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

A: Significant for HALO (1 through 9)

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

AB is the same as $A \times 10^B$.

• TEXT (Use the character entry)

Description for the tip

Up to 12 characters can be entered.

Cash in drawer

CID		P UP ▲	CAN	CEL	.	CL
TEXT	***CID		7	8	9	
HALO	999999.99		4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	
						13:19

• TEXT (Use the character entry)

Description for the cash in drawer

Up to 12 characters can be entered.

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

Limit amount: 0 to 999999.99

Check change

CHK/CG		P UP ▲	CAN	CEL	.	CL
TEXT	CHK/CG		7	8	9	
HALO	999999.99		4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	
						13:20

• TEXT (Use the character entry)

Description for the check change

Up to 12 characters can be entered.

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

Limit amount: 0 to 999999.99

Service charge

Procedure

SERVICE CHARGE		P UP ▲	CAN	CEL	.	CL
RATE		0.00%	7	8	9	
TEXT	SER.CHRG		4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	
						13:00

Program each item as follows:

• RATE (Use the numeric entry)

Percent rate (0.00 to 100.00)

• TEXT (Use the character entry)

Description for the service charge. Up to 12 characters can be entered.

■ Bonus points

You can program up to 10 sets of purchase amounts and bonus points in the bonus point table.

In the bonus redemption programming, you can set the minimum bonus point, redeemed bonus points and discount amount for the redeemed bonus points.

Procedure

BONUS POINT	P UP ▲	CAN	.	CL
1 BONUS POINT TABLE		CEL		
2 BONUS REDEMPTION		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				13:01

Select a pertinent item from the bonus point list.

Bonus point table

BONUS POINT TABLE ↓	P UP ▲	CAN	.	CL
AMOUNT1	0.00	CEL		
BONUS POINT1	0	7	8	9
AMOUNT2	0.00			
BONUS POINT2	0	4	5	6
AMOUNT3	0.00			
BONUS POINT3	0	1	2	3
AMOUNT4	0.00			
BONUS POINT4	0	0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				13:01

The screen continues.

- **AMOUNT1 through 10 (Use the numeric entry).**
Amounts for bonus point 1 through 10 (max. 9 digits)
- **BONUS POINT1 through 10 (Use the numeric entry)**
Bonus points for amount 1 through 10 (max. 7 digits)

Bonus redemption

BONUS REDEMPTION	P UP ▲	CAN	.	CL
MINIMUM POINT	0	CEL		
REDEEMED POINTS	0	7	8	9
REDEEMED AMOUNT	0.00			
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				13:02

- **MINIMUM POINT**
Minimum bonus point (max. 7 digits)
- **REDEEMED POINTS**
Bonus points redeemed for the following amount (max. 7 digits)
- **REDEEMED AMOUNT**
Discount amount for the redeemed points (max. 5 digits)

Media Key Programming

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

Procedure

SETTING	↓	P UP	▲	CAN	CEL	•	CL
01 ARTICLE				7	8	9	
02 DIRECT KEY							
03 FUNCTION GROUPS							
04 MEDIA				4	5	6	
05 TRAINING TEXT/CLK							
06 TEXT				1	2	3	
07 PERSONNEL							
08 TERMINAL				0	00	ENTR	
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							13:04

1. From the SETTING menu, select "4 MEDIA."

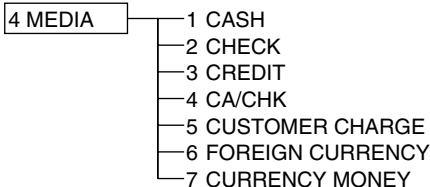
- The MEDIA menu will appear.

MEDIA	↓	P UP	▲	CAN	CEL	•	CL
1 CASH				7	8	9	
2 CHECK							
3 CREDIT							
4 CA/CHK				4	5	6	
5 CUSTOMER CHARGE							
6 FOREIGN CURRENCY				1	2	3	
7 CURRENCY MONEY							
PREV. NEXT LIST P DOWN ▼				0	00	ENTR	
PGM2 CLERK0001							0001
							13:04

2. Select any option from the following options list:

- | | |
|---------------------|--|
| 1 CASH: | Cash key |
| 2 CHECK: | Check key |
| 3 CREDIT: | Credit key |
| 4 CA/CHK: | Check cashing |
| 5 CUSTOMER CHARGE: | Charge key |
| 6 FOREIGN CURRENCY: | Foreign currency (currency exchange key and foreign currency drawer) |
| 7 CURRENCY MONEY: | Currency money |

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



- ➡ See "Cash key" on page 152.
- ➡ See "Check key" on page 153.
- ➡ See "Credit key" on page 154.
- ➡ See "Check cashing" on page 155.
- ➡ See "Charge key" on page 155.
- ➡ See "Foreign currency" on page 156.
- ➡ See "Currency money" on page 157.

Cash key

Procedure

Select a pertinent cash key from the cash keys list.

CASH	↓	P UP	▲	CAN	CEL	•	CL
TEXT				7	8	9	
HALO							
BILL PRINT	NON-COMPULSORY			4	5	6	
FOOTER PRINT	NON-COMPULSORY			1	2	3	
NAME&ADDRESS	NON-COMPULSORY						
AMOUNT ENTRY	NON-COMPULSORY			0	00	ENTR	
NON-ADD#	NON-COMPULSORY						
VP	NON-COMPULSORY						
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							13:04

The screen continues.

Program each item as follows:

• TEXT (Use the character entry)

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

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

AB is the same as $A \times 10^B$.

A: Significant digit (1 through 9)

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

You can set AB at 18 for no limitation.

• BILL PRINT (Use the selective entry)

COMPULSORY: Makes bill printing compulsory.

NON-COMPULSORY: Makes bill printing non-compulsory.

• FOOTER PRINT (Use the selective entry)

This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified cash key is used.

YES: Enables footer printing on the receipt.

NO: Disables footer printing on the receipt.

■ Cash key (continued)

• NAME&ADDRESS (Use the selective entry)

You can make the name and address entry compulsory when a cash entry is accepted.

COMPULSORY: Compulsory name and address entry

NON-COMPULSORY: Non-compulsory name and address entry

• AMOUNT ENTRY (Use the selective entry)

You may select compulsory or non-compulsory amount tender.

COMPULSORY: Compulsory amount tendered entry

NON-COMPULSORY: Non-compulsory amount tendered entry

• NON-ADD # (Use the selective entry)

You can make the non-add code entry compulsory when a cash entry is accepted.

COMPULSORY: Compulsory non-add code entry

NON-COMPULSORY: Non-compulsory non-add code entry

• VP (Use the selective entry)

COMPULSORY: Compulsory validation printing

NON-COMPULSORY: Non-compulsory validation printing

• DRAWER OPEN (Use the selective entry)

You can program each cash key to open the drawer.

YES: Opens the drawer.

NO: Disables the drawer opening.

NOTE

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

■ Check key (CH1 through CH5)

Procedure

Select a pertinent check key from the check keys list.

▼

CHECK	↓ P UP ▲	CAN	CEL	CL
TEXT	CHECK	18		
HALO		7	8	9
BILL PRINT	NON-COMPULSORY	4	5	6
FOOTER PRINT	YES	1	2	3
NAME&ADDRESS	NON-COMPULSORY	0	00	ENTR
AMOUNT ENTRY	NON-COMPULSORY			
NON-ADD#	NON-COMPULSORY			
EFT	NON-COMPULSORY			
PREV. NEXT LIST P DOWN ▼				
PGH2 CLERK0001				0001
				13:06

The screen continues.

Program each item as follows:

• TEXT (Use the character entry)

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

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

AB is the same as $A \times 10^B$.

A: Significant digit (1 through 9)

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

You can set AB at 18 for no limitation.

• BILL PRINT (Use the selective entry)

COMPULSORY: Compulsory bill printing

NON-COMPULSORY: Non-compulsory bill printing

• FOOTER PRINT (Use the selective entry)

YES: Enables footer printing on the receipt.

NO: Disables footer printing on the receipt.

• NAME&ADDRESS (Use the selective entry)

You can make the name and address entry compulsory when a check entry is accepted.

COMPULSORY: Compulsory name and address entry

NON-COMPULSORY: Non-compulsory name and address entry

• AMOUNT ENTRY (Use the selective entry)

COMPULSORY: Compulsory amount tendered entry

NON-COMPULSORY: Non-compulsory amount tendered entry

• NON-ADD# (Use the selective entry)

COMPULSORY: Compulsory non-add code entry

NON-COMPULSORY: Non-compulsory non-add code entry

■ Check key (continued)

• EFT (Use the selective entry)

- COMPULSORY: Makes EFT function compulsory.
NON-COMPULSORY: Makes EFT function non-compulsory.

• DRAWER OPEN (Use the selective entry)

- YES: Opens the drawer.
NO: Disables the drawer opening.

• CHANGE DUE (Use the selective entry)

- Either change enable or disable can be selected for each check key.
DISABLE: Disables change calculation.
ENABLE: Enables change calculation.

• DESCRIPTOR (Use the character entry)

- Currency descriptor. Up to 4 characters can be entered.

• VP (Use the selective entry)

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

NOTE

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

■ Credit key (CR1 through CR9)

Procedure

Select a pertinent credit key from the credit keys list.

▼

CREDIT1	↓ P UP ▲	CAN	•	CL
TEXT	CREDIT1	CEL		
HALO	18	7	8	9
BILL PRINT	NON-COMPULSORY	4	5	6
FOOTER PRINT	NO	1	2	3
NAME&ADDRESS	NON-COMPULSORY	0	00	ENTR
AMOUNT ENTRY	INHIBITED			
NON-ADD#	NON-COMPULSORY			
EFT	NON-COMPULSORY			
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				13:07

The screen continues.

Program each item as follows:

• TEXT (Use the character entry)

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

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

- AB is the same as $A \times 10^B$

A: Significant digit (1 through 9)

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

You can set AB at 18 for no limitation.

• BILL PRINT (Use the selective entry)

- COMPULSORY: Compulsory bill printing
NON-COMPULSORY: Non-compulsory bill printing

• FOOTER PRINT (Use the selective entry)

- This item decides whether or not your POS terminal should print a message at the foot of a receipt when a specified credit key is used.

YES: Enables footer printing on the receipt.

NO: Disables footer printing on the receipt.

• NAME&ADDRESS (Use the selective entry)

- You can make the name and address entry compulsory when a credit entry is accepted.

COMPULSORY: Compulsory name and address entry

NON-COMPULSORY: Non-compulsory name and address entry

• AMOUNT ENTRY (Use the selective entry)

- COMPULSORY: Makes amount tendered entry compulsory.

INHIBITED: Inhibits amount tendered entry.

• NON-ADD# (Use the selective entry)

- COMPULSORY: Compulsory non-add code entry

NON-COMPULSORY: Non-compulsory non-add code entry

■ Credit key (continued)

NOTE

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

- **EFT (Use the selective entry)**
 - COMPULSORY: Makes EFT function compulsory.
 - NON-COMPULSORY: Makes EFT function non-compulsory.
- **DRAWER OPEN (Use the selective entry)**
 - YES: Opens the drawer.
 - NO: Disables the drawer opening.
- **CHANGE DUE (Use the selective entry)**
 - DISABLE: Disables change calculation.
 - ENABLE: Enables change calculation.
- **VP (Use the selective entry)**
 - COMPULSORY: Compulsory validation printing
 - NON-COMPULSORY: Non-compulsory validation printing

■ Check cashing

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

Procedure

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

CA/CHK	P UP ▲	CAN	CEL	CL
TEXT	CA/CHK	999999.99	7	8
HALO			4	5
			1	2
			0	00
				ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				A 13:10

Program each item as follows:

- **TEXT (Use the character entry)**
 - Description for check cashing. Up to 12 characters can be entered.
- **HALO (High Amount Lockout) (Use the numeric entry)**
 - Limit amount: 0 to 999999.99

■ Charge key

Procedure

CUSTOMER CHARGE	P UP ▲	CAN	CEL	CL
TEXT	CHARGE	18	7	8
HALO			4	5
BILL PRINT	NON-COMPULSORY		1	2
FOOTER PRINT	NO		0	00
NON-ADD#	NON-COMPULSORY			ENTR
DRAWER OPEN	NO			
VP	NON-COMPULSORY			
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				A 13:10

Program each item as follows:

- **TEXT (Use the character entry)**
 - Description for the credit key. Up to 12 characters can be entered.
- **HALO (High Amount Lockout) (Use the numeric entry)**
 - AB is the same as $A \times 10^B$.
 - A: Significant digit (1 through 9)
 - B: Number of zeros to follow the significant digit (0 through 8)
 - You can set AB at 18 for no limitation.
- **BILL PRINT (Use the selective entry)**
 - COMPULSORY: Compulsory bill printing
 - NON-COMPULSORY: Non-compulsory bill printing
- **FOOTER PRINT (Use the selective entry)**
 - This item decides whether or not your POS terminal should print a message at the foot of a receipt when the charge key is used.
 - YES: Enables footer printing on the receipt.
 - NO: Disables footer printing on the receipt.

■ Charge key (continued)

NOTE

You can also select the charge key by pressing the corresponding key when it has been placed directly on the keyboard.

• NON-ADD# (Use the selective entry)

COMPULSORY: Compulsory non-add code entry

NON-COMPULSORY: Non-compulsory non-add code entry

• AUTO GROUP DISC.# (Use the numeric entry)

Setting the group discount number in this item enables the group discount function to be automatically performed at customer sales entries.

Automatic group discount number (0 to 10)

• DRAWER OPEN (Use the selective entry)

YES: Opens the drawer.

NO: Disables the drawer opening.

• VP (Use the selective entry)

COMPULSORY: Compulsory validation printing

NON-COMPULSORY: Non-compulsory validation printing

■ Foreign currency

(foreign currency drawer and currency exchange key EX1 through EX9)

Procedure

FOREIGN CURRENCY		↓	P UP	▲	CAN	CEL	.	CL
01 FOREIGN DRW#								
02 FOREIGN1					7	8	9	
03 FOREIGN2					4	5	6	
04 FOREIGN3					1	2	3	
05 FOREIGN4					0	00	ENTR	
06 FOREIGN5								
07 FOREIGN6								
08 FOREIGN7								
PREV.	NEXT	LIST	P DOWN	▼				
PGM2	CLERK0001							0001
								13:11

Select a pertinent item from the foreign currency list.

Foreign currency drawer

FOREIGN DRW#		P UP	▲	CAN	CEL	.	CL
FOREIGN DRW#							
					7	8	9
					4	5	6
					1	2	3
					0	00	ENTR
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001						0001
							13:12

• FOREIGN DRW# (Use the selective entry)

DRAWER2/DRAWER1/NONE

NOTE

The number of times of the drawer opening with the EXCHANGE(n) key will be added to the NO-SALE counter.

Currency exchange key

(EX1 through EX9)

FOREIGN1		P UP	▲	CAN	CEL	.	CL
RATE							
TEXT	EXCH1				7	8	9
TAB					4	5	6
DESCRIPTOR					1	2	3
					0	00	ENTR
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001						0001
							13:13

• RATE (Use the numeric entry)

Currency exchange rate (0.000000 to 999.999999)

• TEXT (Use the character entry)

Description for the currency exchange key

Up to 12 characters can be entered.

• TAB (Use the numeric entry)

Tabulation (0 to 3)

• DESCRIPTOR (Use the character entry)

Currency descriptor

Up to 4 characters can be entered.

■ Currency money

You can program the texts and amounts of each domestic bill, coin and foreign currency used for the starting cash memory. Up to 20 currencies (MOENY1 through 20) can be programmed.

Procedure

Select a pertinent currency money from the currency money list.

▼

MONEY1		P UP ▲	CAN	CEL	.	CL
TEXT	1 CENT	0.01	7	8	9	
AMOUNT			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV.	NEXT	LIST P DOWN ▼				
PGH2	CLERK0001		0001			
			13:14			

- **TEXT (Use the character entry.)**

Description for the currency money
Up to 12 characters can be entered.

- **AMOUNT (Use the numeric entry.)**

Amount for the currency money (max. 6 digits)

Training Text/Clerk Programming

Select “5 TRAINING TEXT/CLK” in the SETTING window. You can set the text for the training mode title and up to 2 clerks/cashiers in training.

Procedure

TRAINING TEXT/CLK		P UP ▲	CAN	.	CL
TEXT		TRAINING	CEL		
CLK/CSR1 CODE	0000		7	8	9
CLK/CSR2 CODE	0000		4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					13:14

Program each item as follows:

• TEXT

Description for the training mode title
Up to 8 characters can be entered.

• CLK/CSR1 CODE

Clerk/cashier code in training (max. 4 digits)

• CLK/CSR2 CODE

Clerk/cashier code in training (max. 4 digits)

Text Programming

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

Procedure

SETTING		P UP ▲	CAN	.	CL
01 ARTICLE			CEL		
02 DIRECT KEY			7	8	9
03 FUNCTION GROUPS			4	5	6
04 MEDIA			1	2	3
05 TRAINING TEXT/CLK			0	00	ENTR
06 TEXT					
07 PERSONNEL					
08 TERMINAL					
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					13:15

- From the SETTING menu, select “6 TEXT.”
 - The TEXT menu will appear.

TEXT		P UP ▲	CAN	.	CL
1 FUNCTION TEXT			CEL		
2 DEPT. GROUP			7	8	9
3 PLU GROUP			4	5	6
4 PLU HOURLY GROUP			1	2	3
5 PLU INFORMATION			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					13:15

- Select any option from the following options list:

- | | |
|---------------------|-----------------------|
| 1 FUNCTION TEXT: | Function text |
| 2 DEPT. GROUP: | Department group text |
| 3 PLU GROUP: | PLU group text |
| 4 PLU HOURLY GROUP: | PLU hourly group text |
| 5 PLU INFORMATION: | PLU information text |

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

- | | | |
|--------|--------------------|--|
| 6 TEXT | 1 FUNCTION TEXT | ➡ See “Function text” on page 159. |
| | 2 DEPT. GROUP | ➡ See “Department group text” on page 161. |
| | 3 PLU GROUP | ➡ See “PLU group text” on page 161. |
| | 4 PLU HOURLY GROUP | ➡ See “PLU hourly group text” on page 162. |
| | 5 PLU INFORMATION | ➡ See “PLU information text” on page 162. |

■ Function text

You can program a maximum of 12 characters for each function by using the following table:

Procedure

FUNCTION TEXT	↓	P UP	▲	CAN	CEL	.	CL
001 DISCOUNT							
002 DIFFER				7	8	9	
003 TAX1 ST							
004 TAX2 ST				4	5	6	
005 TAX3 ST							
006 TAX4 ST				1	2	3	
007 TAX5 ST							
008 TAX6 ST				0	00	ENTR	
PREV. NEXT LIST P DOWN ▼							
PGH2 CLERK0001							0001
							13:16

The screen continues.

Program each item as follows:

• TEXT (Use the character entry)

Description for each function. Up to 12 characters can be entered.

No.	Function	Default text
001	Promotion discount	DISCOUNT
002	Difference	DIFFER
003	Taxable 1 subtotal	TAX1 ST
004	Taxable 2 subtotal	TAX2 ST
005	Taxable 3 subtotal	TAX3 ST
006	Taxable 4 subtotal	TAX4 ST
007	Taxable 5 subtotal	TAX5 ST
008	Taxable 6 subtotal	TAX6 ST
009	VAT/tax 1	VAT 1
010	VAT/tax 2	VAT 2
011	VAT/tax 3	VAT 3
012	VAT/tax 4	VAT 4
013	VAT/tax 5	VAT 5
014	VAT/tax 6	VAT 6
015	Net 1	NET 1
016	Net 2	NET 2
017	Coupon-like PLU	CP PLU
018*	Void issued order-receipt	VD
019	Subtotal void	SBTL VD
020	MGR void	MGR VD
021	Void mode	VOID
022	Refund	REFUND
023	Return	RETURN
024*	Hash void issued order-receipt	HASH VD
025	Hash refund	HASH RF
026	Hash return	HASH RT
027*	Non-turnover void	NOTURNVD
028	Non-turnover refund	NOTURNRF
029	Non-turnover return	NOTURNRT
030	VAT shift	VAT SFT
031	VAT/tax delete	TAX DELE
032	VP counter	VP CNT
033	Bill counter	BILL CNT
034	No sale	NO SALE
035	Guest check counter	G.C. CNT

No.	Function	Default text
036	PBAL (for GLU)	***PBAL
037	NBAL (for GLU)	***NBAL
038	Starting cash memory (+)	SCM (+)
039	Starting cash memory (–)	SCM (–)
040	Exchange 1 is	EXCH1 IS
041	Exchange 2 is	EXCH2 IS
042	Exchange 3 is	EXCH3 IS
043	Exchange 4 is	EXCH4 IS
044	Exchange 5 is	EXCH5 IS
045	Exchange 6 is	EXCH6 IS
046	Exchange 7 is	EXCH7 IS
047	Exchange 8 is	EXCH8 IS
048	Exchange 9 is	EXCH9 IS
049	Cash is	CASH IS
050	Check is	CHECK IS
051	Cash/check in drawer	CA/CHK ID
052	Guest	GUEST
053	Non-commission sale	NON COM.
054	VIP1 sale	VIP1 SALE
055	VIP2 sale	VIP2 SALE
056	VIP3 sale	VIP3 SALE
057	WASTE total	WASTE TL
058	Order total	ORDER TL
059	Paid total	PAID TL
060	Transfer out	TRAN.OUT
061	Transfer in	TRAN.IN
062	Tip paid	TIP PAID
063	Domestic currency 1	DOM.CUR1
064	Domestic currency 2	DOM.CUR2
065	Domestic currency 3	DOM.CUR3
066	Domestic currency 4	DOM.CUR4
067	Domestic currency 5	DOM.CUR5
068	Domestic currency 6	DOM.CUR6
069	Domestic currency 7	DOM.CUR7
070	Domestic currency 8	DOM.CUR8

*This void is applied to opened GLU.

■ Function text (continued)

No.	Function	Default text
071	Domestic currency 9	DOM.CUR9
072	Non-turnover total 1	*NT TL1
073	Non-turnover total 2	*NT TL2
074	Non-turnover total 3	*NT TL3
075	Check in drawer	*CHECK ID
076	(+)dept. total	*DEPT TL
077	(-)dept. total	DEPT(-)
078	Hash(+) total	*HASH TL
079	Hash(-) total	HASH(-)
080	Bottle return (+) total	*BTTL TL
081	Bottle return (-) total	BTTL (-)
082	Net 1 (Taxable 1 - VAT/tax 1)	NET 1
083	Net 2 (Taxable 2 - VAT/tax 2)	NET 2
084	Net 3 (Taxable 3 - VAT/tax 3)	NET 3
085	Net 4 (Taxable 4 - VAT/tax 4)	NET 4
086	Net 5 (Taxable 5 - VAT/tax 5)	NET 5
087	Net 6 (Taxable 6 - VAT/tax 6)	NET 6
088	Subtotal	SUBTOTAL
089	Merchandise subtotal	MDSE ST
090	Total	***TOTAL
091	Difference subtotal	DIFF ST
092	Non-turnover subtotal	NON-TURN
093	Change	CHANGE
094	English check print	CHECK PR
095	Due	DUE
096	Tip due	TIP DUE
097	Balance	BALANCE
098	Sales q'ty	ITEMS
099	Item subtotal (for LINK PLU/EAN)	ITEM ST
100	Copy receipt title	COPY
101	Guest check copy title	G.C COPY
102	Bill totalize/transfer title	B.T.
103	Bill separation title	B.S.
104	Intermediate GLU reading title	INTERMED.
105	Bill on receipt title	BILL
106	Partial bill title	PARTIAL BILL
107	VIP1 sale title	VIP1 SALE
108	VIP2 sale title	VIP2 SALE
109	VIP3 sale title	VIP3 SALE
110	WASTE mode title	WASTE
111	Slip print journal message	SLIP PR.
112	Slip next page	NEXT P.
113	Average	AVE.
114	CCD	CCD
115	CCD difference	CCD DIF.
116	CCD difference total	DIF. TL
117	Order total - Paid total	O - P

No.	Function	Default text
118	Commission amount 1	COM.AMT1
119	Commission amount 2	COM.AMT2
120	Commission amount 3	COM.AMT3
121	Commission amount 4	COM.AMT4
122	Commission amount 5	COM.AMT5
123	Commission amount 6	COM.AMT6
124	Commission amount 7	COM.AMT7
125	Commission amount 8	COM.AMT8
126	Commission amount 9	COM.AMT9
127	Commission amount total	COM.TTL
128	Bill balance	BILL BAL
129	Free GLU	FREE GLU
130	Old balance	OLD BAL.
131	New balance	BALANCE
132	Starting cash memory total	SCM TTL
133	Turnover per table	T.TABLE
134	Turnover per guest	T.GUEST
135	Turnover per bill	T.BILL
136	Item per guest	I.GUEST
137	Item per bill	I.BILL
138	Average price per item	AVE.ITEM
139	Total labor cost	TTL COST
140	Location no.	LOC#
141	Location cost	L.COST
142	Total hour	TTL HOUR
143	Over time	OVR TIME
144	Over cost	OVR COST
145	Time-in	TIME-IN
146	Time-out	TIME-OUT
147	Break-in	BREAK-IN
148	Break-out	BREAK-OUT
149	Break total	BREAK TL
150	Labor percent	LABOR%
151	Total tax	TTL TAX
152	Net without tax	NET
153	Town name 1	TOWNNAME
154	Town name 2	TOWNNAME
155	Cash transfer	TRANSFER
156	GLU code	GLU#
157	Half pint sale	HF PINT SAL
158	Tare weight	TARE WT.
159	Receipt switch	RCP SW.
160	Bill void text	BILL VOID
161	WASTE on PLU report	WASTE
162	COMBO on PLU report	COMBO
163	COMBO WASTE on PLU report	COMBO WASTE
164	Check payment for exchange 1	EX1 CHK

■ Function text (continued)

No.	Function	Default text
165	Credit payment for exchange 1	EX1 CREDIT
166	Domestic currency 1 for check	DOM.CUR1 CHK
167	Domestic currency 1 for credit	DOM.CUR1 CR
168	VOID text on KP	VOID
169	REFUND text on KP	REFUND
170	RETURN text on KP	RETURN
171	New Code for customer	NEW CODE
172	Remained charge for customer	CHARGE
173	Deduction	DEDUCTION
174	Price change receipt title	PR.CHNG
175	Bonus points for item	BON.PTS.
176	Bonus points for total amount	BON.PTS.AMT
177	Total bonus points	BONUS POINTS

No.	Function	Default text
178	Bonus points redemption	BON.PTS.RDM
179	Total bonus points redemption	REDEMPT.TL
180	CCD shift entry 1	CCD SHIFT 1
181	CCD shift entry 2	CCD SHIFT 2
182	CCD shift entry 3	CCD SHIFT 3
183	CCD shift entry 4	CCD SHIFT 4
184	CCD shift entry 5	CCD SHIFT 5
185	CCD shift entry 6	CCD SHIFT 6
186	CCD shift entry 7	CCD SHIFT 7
187	CCD shift entry 8	CCD SHIFT 8
188	CCD shift entry 9	CCD SHIFT 9
189	Parital payment	PARTIAL PAY

■ Department group text

You can program a maximum of 12 characters for each department group (1 to 9).

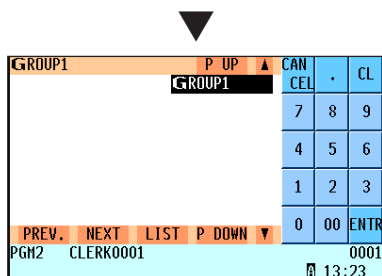
Procedure

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

Program the item as follows:

• TEXT (Use the character entry)

Description for the department group. Up to 12 characters can be entered.



■ PLU group text

You can program a maximum of 12 characters for each PLU group (0 to 99).

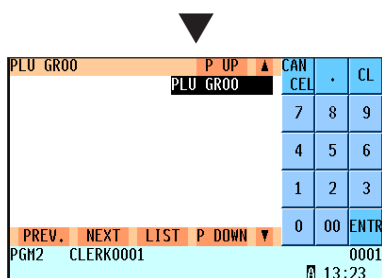
Procedure

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

Program the item as follows:

• TEXT (Use the character entry)

Description for the PLU group. Up to 12 characters can be entered.



■ **PLU hourly group text**

You can program a maximum of 12 characters for each PLU hourly group (1 to 9).

Procedure

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

▼

HOURLY GR1		P UP ▲	CAN	.	CL
HOURLY GR1			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CLERK0001				0001	
				13:24	

Program each item as follows:

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

■ **PLU information text**

You can program information text in PLU information text tables (1 to 9999). A PLU information text table consists of 10 lines and up to 20 characters can be entered in each line.

Procedure

PLU INFORMATION		P UP ▲	CAN	.	CL
---NOTHING---			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CLERK0001				0001	
				13:25	

Program each item as follows:

- **PLU INFORMATION (Use the numeric entry)**
PLU information text table number (1 to 9999)
- **TEXT (01 to 10) (Use the character entry)**
Description for each line
Up to 20 characters can be entered.

Selected PLU information table number →

▼

0001	↓	P UP ▲	CAN	.	CL
01			CEL		
02			7	8	9
03			4	5	6
04			1	2	3
05			0	00	ENTR
06					
07					
08					
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CLERK0001				0001	
				13:25	

The screen continues.

Personnel Programming

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

Procedure

SETTING	↓	P UP	▲	CAN	.	CL
01 ARTICLE				CEL		
02 DIRECT KEY				7	8	9
03 FUNCTION GROUPS						
04 MEDIA				4	5	6
05 TRAINING TEXT/CLK						
06 TEXT				1	2	3
07 PERSONNEL				0	00	ENTR
08 TERMINAL						
PREV. NEXT LIST P DOWN ▼						
PGH2 CLERK0001						0001
						13:26

1. From the SETTING menu, select “7 PERSONNEL.”
 - The PERSONNEL menu will appear.

PERSONNEL	P UP	▲	CAN	.	CL
1 CLERK			CEL		
2 CASHIER			7	8	9
3 MANAGER					
4 EMPLOYEE			4	5	6
5 JOB LOCATE TBL					
6 WORKING TIME SHIFT			1	2	3
7 CONTACTLESS KEY					
8 CLERK KEY DEL.			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGH2 CLERK0001					0001
					13:26

2. Select any option from the following options list:

1 CLERK:	Clerk
2 CASHIER:	Cashier
3 MANAGER:	Manager
4 EMPLOYEE:	Employee
5 JOB LOCATE TBL:	Job location table
6 WORKING TIME SHIFT:	Working time shift
7 CONTACTLESS KEY:	Contactless key
8 CLERK KEY DEL.:	Prohibition of the contactless key

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

7 PERSONNEL	1 CLERK	➡ See “Clerk” on page 164.
	2 CASHIER	➡ See “Cashier” on page 166.
	3 MANAGER	➡ See “Manager” on page 167.
	4 EMPLOYEE	➡ See “Employee” on page 168.
	5 JOB LOCATE TBL	➡ See “Job location table” on page 169.
	6 WORKING TIME SHIFT	➡ See “Working time shift” on page 169.
	7 CONTACTLESS KEY	➡ See “Contactless key” on page 170.
	8 CLERK KEY DEL.	➡ See “Prohibition of the contactless key” on page 171.

■ Clerk

NOTE

In case that "clerk + cashier system" is applied to your POS terminal, data except SECRET CODE, NAME and KEY No. are not effective.

Procedure

CLERK	↓	P UP	▲	CAN	CEL	.	CL
0001 CLERK0001							
0002 CLERK0002				7	8	9	
0003 CLERK0003				4	5	6	
0004 CLERK0004				1	2	3	
0005 CLERK0005				0	00	ENTR	
0006 CLERK0006							
0007 CLERK0007							
0008 CLERK0008							
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							13:27

SECRET CODE	↓	P UP	▲	CAN	CEL	.	CL
0001 SECRET CODE							
NAME CLERK0001				7	8	9	
KEY No. 001				4	5	6	
SUPERVISOR NO				1	2	3	
VIP1 SALE ENABLE				0	00	ENTR	
VIP2 SALE ENABLE							
VIP3 SALE ENABLE							
GLU TYPE NON-COMPULSORY							
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001							0001
							13:27

The screen continues.

Program each item as follows:

- **SECRET CODE (Use the numeric entry)**
Secret code (max. 4 digits: 0001 to 9999/0000)
- **NAME (Use the character entry)**
Name for the clerk. Up to 12 characters can be entered.
- **KEY No. (Use the numeric entry)**
Key number (0 through 255)
The entry of "0" disables the use of real clerk keys.
- **SUPERVISOR (Use the selective entry)**
YES: Enables supervisor clerk.
NO: Disables supervisor clerk.
- **VIP1 through 3 SALE (Use the selective entry)**
DISABLE: Disables VIP sale.
ENABLE: Enables VIP sale.
- **GLU TYPE (Use the selective entry)**
GLU: Makes GLU system compulsory.
NON-COMPULSORY: Makes GLU system non-compulsory.
- **G.C. COPY (Use the selective entry)**
DISABLE: Disables guest check copy.
ENABLE: Enables guest check copy.
- **VAT SHIFT (Use the selective entry)**
STATE: Enables VAT shift entry.
NOT: Disables VAT shift entry.
- **DRAWER No. (Use the selective entry)**
DRAWER2/DRAWER1/NONE
- **START GLU (Use the numeric entry)**
Starting GLU code (1 to 9999)
- **END GLU (Use the numeric entry)**
Ending GLU code (1 to 9999)
- **PGM2 MODE (Use the selective entry)**
DISABLE: Disables operation in the PGM2 mode.
ENABLE: Enables operation in the PGM2 mode.
- **PGM1 MODE (Use the selective entry)**
DISABLE: Disables operation in the PGM1 mode.
ENABLE: Enables operation in the PGM1 mode.
- **PRICE MODE (Use the selective entry)**
DISABLE: Disables operation in the PRICE mode.
ENABLE: Enables operation in the PRICE mode.
- **X1 MODE (Use the selective entry)**
DISABLE: Disables operation in the X1 mode.
ENABLE: Enables operation in the X1 mode.

■ Clerk (continued)

- **Z1 MODE (Use the selective entry)**
 - DISABLE: Disables operation in the Z1 mode
 - ENABLE: Enables operation in the Z1 mode.
- **X2Z2 MODE (Use the selective entry)**
 - DISABLE: Disables operation in the X2/Z2 mode.
 - ENABLE: Enables operation in the X2/Z2 mode.
- **FLASH MODE (Use the selective entry)**
 - DISABLE: Disables operation in the FLASH mode.
 - ENABLE: Enables operation in the FLASH mode.
- **AUTO KEY MODE (Use the selective entry)**
 - DISABLE: Disables operation in the AUTO KEY mode.
 - ENABLE: Enables operation in the AUTO KEY mode.
- **SD CARD MODE (Use the selective entry)**
 - DISABLE: Disables operation in the SD CARD mode.
 - ENABLE: Enables operation in the SD CARD mode.
- **Z1 IN OPX/Z (Use the selective entry)**
 - DISABLE: Disables resetting operation in OPXZ mode.
 - ENABLE: Enables resetting operation in OPXZ mode.
- **RE-CALL GLU (Use the selective entry)**
 - LIMITED: Inhibited for the clerk
 - PUBLIC: Allowed for the clerk
- **P.SFT START (Use the selective entry)**
 - Price level range (start): (PRICE 1 through PRICE 8)
- **P.SFT END (Use the selective entry)**
 - Price level range (end): (PRICE 1 through PRICE 8)
- **HAPPY HOUR (Use the selective entry)**
 - NO: Disables the happy hour price shift.
 - YES: Enables the happy hour price shift.
- **BILL PRINT (Use the selective entry)**
 - DISABLE: Disables customer bill printing.
 - ENABLE: Enables customer bill printing.
- **CUST BILL DELETE (Use the selective entry)**
 - DISABLE: Disables customer bill deletion.
 - ENABLE: Enables customer bill deletion.
- **AUTO MENU1 through 6 (Use the selective entry)**
 - DISABLE: Disables each AUTO menu key.
 - ENABLE: Enables each AUTO menu key.

■ Cashier

Procedure

CASHIER		P UP ▲	CAN	.	CL
0001 CASHIER0001			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CASHIER0001			0001	
					13:31

0001		P UP ▲	CAN	.	CL
SECRET CODE			CEL		
NAME		CASHIER0001	7	8	9
KEY No.		001	4	5	6
VIP1 SALE		ENABLE	1	2	3
VIP2 SALE		ENABLE	0	00	ENTR
VIP3 SALE		ENABLE			
G.C.COPY		ENABLE			
VAT SHIFT		NOT			
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CASHIER0001			0001	
					13:31

The screen continues.

Program each item as follows:

- **SECRET CODE (Use the numeric entry)**
Secret code (max. 4 digits: 0001 to 9999/0000)
- **NAME (Use the character entry)**
Name for the cashier. Up to 12 characters can be entered.
- **KEY No. (Use the numeric entry)**
Key number (0 through 255)
- **VIP1 through 3 SALE (Use the selective entry)**
DISABLE: Disables VIP sale.
ENABLE: Enables VIP sale.
- **G.C. COPY (Use the selective entry)**
DISABLE: Disables guest check copy.
ENABLE: Enables guest check copy.
- **VAT SHIFT (Use the selective entry)**
STATE: Enables VAT shift entry.
NOT: Disables VAT shift entry.
- **DRAWER No. (Use the selective entry)**
DRAWER2/DRAWER1/NONE

- **PGM2 MODE (Use the selective entry)**
DISABLE: Disables operation in the PGM2 mode.
ENABLE: Enables operation in the PGM2 mode.
- **PGM1 MODE (Use the selective entry)**
DISABLE: Disables operation in the PGM1 mode.
ENABLE: Enables operation in the PGM1 mode.
- **PRICE MODE (Use the selective entry)**
DISABLE: Disables operation in the PRICE mode.
ENABLE: Enables operation in the PRICE mode.
- **X1 MODE (Use the selective entry)**
DISABLE: Disables operation in the X1 mode.
ENABLE: Enables operation in the X1 mode.
- **Z1 MODE (Use the selective entry)**
DISABLE: Disables operation in the Z1 mode.
ENABLE: Enables operation in the Z1 mode.
- **X2Z2 MODE (Use the selective entry)**
DISABLE: Disables operation in the X2/Z2 mode.
ENABLE: Enables operation in the X2/Z2 mode.
- **FLASH MODE (Use the selective entry)**
DISABLE: Disables operation in the FLASH mode.
ENABLE: Enables operation in the FLASH mode.
- **AUTO KEY MODE (Use the selective entry)**
DISABLE: Disables operation in the AUTO KEY mode.
ENABLE: Enables operation in the AUTO KEY mode.

■ Cashier (continued)

• SD CARD MODE (Use the selective entry)

DISABLE: Disables operation in the SD CARD mode.

ENABLE: Enables operation in the SD CARD mode.

• Z1 IN OPX/Z (Use the selective entry)

DISABLE: Disables resetting operation in OPXZ mode.

ENABLE: Enables resetting operation in OPXZ mode.

• P.SFT START (Use the selective entry)

Price level range (start): (PRICE 1 through PRICE 8)

• P.SFT END (Use the selective entry)

Price level range (end): (PRICE 1 through PRICE 8)

• HAPPY HOUR (Use the selective entry)

NO: Disables the happy hour price shift.

YES: Enables the happy hour price shift.

• BILL PRINT (Use the selective entry)

DISABLE: Disables customer bill printing.

ENABLE: Enables customer bill printing.

• CUST BILL DELETE (Use the selective entry)

DISABLE: Disables customer bill deletion.

ENABLE: Enables customer bill deletion.

• AUTO MENU1 through 6 (Use the selective entry)

DISABLE: Disables each AUTO menu key.

ENABLE: Enables each AUTO menu key.

■ Manager

You can program a secret code for each manager.

Procedure

MANAGER		P UP ▲	CAN	.	CL
--- NOTHING ---			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CASHIER0001				0001	
				13:32	

Pertinent
manager code



01		P UP ▲	CAN	.	CL
SECRET CODE			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CASHIER0001				0001	
				13:33	

Program each item as follows:

• MANAGER (Use the numeric entry)

Manager code (max. 2 digits: 01 to 99)

• SECRET CODE (Use the numeric entry)

Secret code (max. 4 digits: 0000 to 9999)

Employee

You can program various items for each employee.

Procedure

EMPLOYEE		P	UP	▲	CAN	CEL	.	CL
---NOTHING---								
					7	8	9	
					4	5	6	
					1	2	3	
					0	00	ENTR	
PREV.	NEXT	LIST	P	DOWN ▼				
PGM2 CASHIER0001					0001			
					13:33			

Pertinent
employee code →

0000000001		↓	P	UP	▲	CAN	CEL	.	CL
SECRET CODE									0000
NAME									7 8 9
CLERK CODE 0000									4 5 6
MANAGER CODE 00									1 2 3
DAILY WORK TIME 0.0									0 00 ENTR
WORKING SHIFT1 ENABLE									
WORKING SHIFT2 ENABLE									
WORKING SHIFT3 ENABLE									
					0	00	ENTR		
PREV.	NEXT	LIST	P	DOWN ▼					
PGM2 CASHIER0001					0001				
					13:34				

The screen continues.

Program each item as follows:

- **EMPLOYEE (Use the numeric entry)**
Employee code (max. 10 digits: 0000000001 to 9999999999)
- **SECRET CODE (Use the numeric entry)**
Secret code (max. 4 digits: 0001 to 9999)
- **NAME (Use the character entry)**
Name for the employee
Up to 12 characters can be entered.
- ***1 CLERK CODE (Use the numeric entry)**
Clerk code (max. 4 digits: 0001 to 9999)
- **MANAGER CODE (Use the numeric entry)**
Manager code (max. 2 digits: 01 to 99)
The manager who is responsible or capable for adjustments to the employee's hours
- **DAILY WORK TIME (Use the numeric entry)**
Standard number of hours for which the employee should work a day (max. 3 digits: 0 to 99.9)
- **WORKING SHIFT1 through 9 (Use the selective entry)**
ENABLE: Enables each working shift.
DISABLE: Disables each working shift.
- ***2 LOCATION#1 through 7 (Use the numeric entry)**
Job location table number (max. 2 digits: 01 to 99)

NOTE

- *1 The clerk to whom an employee code has been assigned cannot time in unless the corresponding employee times in.
- *2 If no job location table number is programmed for an employee time-in operation, the location no. 1 will be assigned.
Therefore, make sure to program a job location table number for "LOCATION#1."

Job location table

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

Procedure

JOB LOCATE TBL		P UP	▲	CAN	.	CL
---NOTHING---				CEL		
				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGM2 CASHIER0001				0001		
				13:36		

Pertinent job
location table number

→

01		P UP	▲	CAN	.	CL
TEXT				CEL		
SALARY AMOUNT				0.00		
OVER-TIME RATE				0.00		
				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGM2 CASHIER0001				0001		
				13:36		

Program each item as follows:

- **JOB LOCATE TBL (Use the numeric entry)**
Job location table number (1 to 99)
- **TEXT (Use the character entry)**
Description for the job location table
Up to 12 characters can be entered.
- **SALARY AMOUNT (Use the numeric entry)**
Salary amount paid for the employee (max. 5 digits: 0 to 999.99)
- *** OVER-TIME RATE (Use the numeric entry)**
Rate for overtime work (max. 4 digits: 0.01 to 99.99)

NOTE

* $Overtime\ pay = SALARY\ AMOUNT \times OVER-TIME\ RATE$

Working time shift

You can program the names for 9 working time shifts.

Procedure

WORKING TIME SHIFT		P UP	▲	CAN	.	CL
1				CEL		
2				7	8	9
3				4	5	6
4				1	2	3
5				0	00	ENTR
6						
7						
8						
PREV.	NEXT	LIST	P DOWN ▼			
PGM2 CASHIER0001				0001		
				13:37		

Pertinent working
time shift number

→

1		P UP	▲	CAN	.	CL
TEXT				CEL		
				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGM2 CASHIER0001				0001		
				13:37		

Program each item as follows:

- **WORKING TIME SHIFT (Use the numeric entry)**
Working time shift number (0 to 9)
- **TEXT (Use the character entry)**
Description for the working time shift
Up to 12 characters can be entered.

■ **Contactless key**

You can program a clerk code for each contactless clerk key, and confirm the clerk name.
When you perform this programming, the corresponding contactless key must be set to the clerk switch.
You can program the same clerk code for two or more contactless clerk keys.

Procedure

CONTACTLESS KEY		P UP ▲	CAN	.	CL
CLERK CODE		0001	CEL		
		7	8	9	
		4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CASHIER0001				0001	
				13:38	

Entering the clerk code and pressing the **ENTER** key

CONTACTLESS KEY		P UP ▲	CAN	.	CL
!CLERK CODE		0001	CEL		
!CLERK NAME		CLERK0001			
		7	8	9	
		4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CASHIER0001				0001	
				13:38	

Confirmation of the clerk name and pressing the **TL** key

		P UP ▲	CAN	.	CL
CONTACTLESS KEY			CEL		
SET KEY(DEFINE)					
		7	8	9	
		4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2 CASHIER0001				0001	
				13:39	

When you continue the programming, set another contactless key to the clerk switch.
When you finalize the programming, press the **CANCEL** key.

Program each item as follows:

- **CLERK CODE (Use the numeric entry)**
Clerk code (max. 4 digits: 0001 to 9999)
The entry of “0” disables the use of contactless clerk keys.
- **CLERK NAME (Use the character entry)**
Clerk name (max. 12 characters)

NOTE
When you confirm a clerk code and clerk name for each contactless clerk key, perform the program reading sequence “25 CONTACTLESS KEY” of the section “Reading of Stored Programs”.

■ Prohibition of the contactless key

You can prohibit a disused contactless key, entering the clerk code for the contactless key.
You can perform this programming without the corresponding contactless key.

Procedure

CLERK KEY DEL.		P UP ▲	CAN	.	CL
CLERK CODE		0000	CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGH2 CASHIER0001					0001
					13:40

Pertinent
clerk code



CLERK KEY DEL.		P UP ▲	CAN	.	CL
CLERK CODE		0001	CEL		
ARE YOU SURE ?			7	8	9
1 YES			4	5	6
2 NO			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGH2 CASHIER0001					0001
					13:40

Program each item as follows:

• CLERK CODE (Use the numeric entry)

Clerk code (max. 4 digits: 0001 to 9999)

NOTE

When this procedure is performed, all contactless keys which have been assigned to a designated clerk code are prohibited. If you need to activate the prohibited contactless key, program a clerk code by the operation of "Contactless key".

Terminal Programming

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

Procedure

SETTING	↓	P UP ▲	CAN	CEL	.	CL
01 ARTICLE			7	8	9	
02 DIRECT KEY			4	5	6	
03 FUNCTION GROUPS			1	2	3	
04 MEDIA			0	00	ENTR	
05 TRAINING TEXT/CLK						
06 TEXT						
07 PERSONNEL						
08 TERMINAL						
PREV. NEXT LIST P DOWN ▼						
PGM2 CASHIER0001						0001
						13:41

1. From the SETTING menu, select "8 TERMINAL."

- The TERMINAL menu will appear.

TERMINAL	P UP ▲	CAN	CEL	.	CL
MACHINE#	000000	7	8	9	
CONSECUTIVE#	0041	4	5	6	
BILL NUMBER	0000	1	2	3	
DRAWER ALARM	000	0	00	ENTR	
SCREEN SAVE	00				
BRIGHTNESS	00				
PREV. NEXT LIST P DOWN ▼					
PGM2 CASHIER0001					0001
					13:41

2. Select any option from the following options list:

• **MACHINE# (Use the numeric entry)**

Machine number (max. 6 digits: 0 to 999999)

• **CONSECUTIVE# (Use the numeric entry)**

Enter a number (max. 4 digits: 0 to 9999) that is one less than the desired starting number.

• **BILL NUMBER (Use the numeric entry)**

Enter a number (max. 4 digits: 0 to 9999) that is the desired starting number.

• **DRAWER ALARM (Use the numeric entry)**

Alarm length of time with drawer opening (0 to 255 seconds)

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

• **SCREEN SAVE (Use the numeric entry)**

Screen save mode timer (max. 2 digits: 0 to 99 minutes)

If the number "0" is entered, the POS terminal will turn the display off after 100 min., if it remains idle.

• **BRIGHTNESS (Use the numeric entry)**

Adjustment of the LCD brightness (0 to 13)

"13" is the brightest.

Date/Time Setting

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

■ Date/time

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

Procedure

SETTING	↑↓	P UP	▲	CAN	.	CL
09 DATE/TIME				CEL		
10 OPTIONAL				7	8	9
11 REPORT						
12 MESSAGE				4	5	6
13 FUNCTION KEY						
14 DEVICE CONFIG				1	2	3
15 TAX						
16 CUSTOMER				0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CASHIER0001						0001
						13:42

DATE/TIME	↑↓	P UP	▲	CAN	.	CL
DATE				22	07	08
TIME						1342
				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CASHIER0001						0001
						13:42

Set each item as follows:

• DATE (Use the numeric entry)

Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.

• TIME (Use the numeric entry)

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

Optional Feature Selection

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

Procedure

SETTING	↑↓	P UP	▲	CAN	.	CL
09 DATE/TIME				CEL		
10 OPTIONAL				7	8	9
11 REPORT						
12 MESSAGE				4	5	6
13 FUNCTION KEY						
14 DEVICE CONFIG				1	2	3
15 TAX						
16 CUSTOMER				0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CASHIER0001						0001
						13:44

OPTIONAL	↑↓	P UP	▲	CAN	.	CL
1 FUNC.PROHIBIT				CEL		
2 FUNC.SELECT1				7	8	9
3 FUNC.SELECT2						
4 PRINT SELECT1				4	5	6
5 PRINT SELECT2						
6 EURO				1	2	3
				0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CASHIER0001						0001
						13:44

- From the SETTING menu, select “10 OPTIONAL.”
 - The OPTIONAL menu will appear.

- Select any option from the following options list:

1 FUNC.PROHIBIT:	Function prohibition
2 FUNC.SELECT1:	Function selection 1
3 FUNC.SELECT2:	Function selection 2
4 PRINT SELECT1:	Printing selection 1
5 PRINT SELECT2:	Printing selection 2
6 EURO:	EURO

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

10 OPTIONAL	1	FUNC.PROHIBIT	➡ See "Function prohibition" on page 174.
	2	FUNC.SELECT1	➡ See "Function selection 1" on page 176.
	3	FUNC.SELECT2	➡ See "Function selection 2" on page 177.
	4	PRINT SELECT1	➡ See "Printing selection 1" on page 178.
	5	PRINT SELECT2	➡ See "Printing selection 2" on page 179.
	6	EURO	➡ See "EURO" on page 181.

■ Function prohibition

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

Procedure

FUNC.PROHIBIT	↓	P UP ▲	CAN	.	CL
OPX/Z REPORT		ENABLE	CEL		
PAID OUT		PUBLIC	7	8	9
REFUND/RETURN		PUBLIC			
ISSUE ITEM VOID		PUBLIC	4	5	6
NO ISSUED VOID		PUBLIC			
SBTL VOID		PUBLIC	1	2	3
ITEM VP		ENABLE			
INTERMEDIATE GLU		PUBLIC			
PREV. NEXT LIST P DOWN ▼			0	00	ENTR
PGM2 CASHIER0001					0001
					13:44

The screen continues.

Program each item as follows:

• OPX/Z REPORT (Use the selective entry)

DISABLE: Disables clerk report printing in the OPXZ mode.

ENABLE: Enables clerk report printing in the OPXZ mode.

• PAID OUT (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• REFUND/RETURN (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• ISSUE ITEM VOID (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• NO ISSUED VOID (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• SBTL VOID (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• ITEM VP (Use the selective entry)

DISABLE: Disables item validation printing.

ENABLE: Enables item validation printing.

• INTERMEDIATE GLU (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• GLU FINALIZE (Use the selective entry)

DISABLE: Disables GLU finalization after ordering.

ENABLE: Enables GLU finalization after ordering.

• VIP SALES (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• WASTE MODE (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• INTERMEDIATE FINAL (Use the selective entry)

DISABLE: Disables GLU finalization before intermediate GLU reading.

ENABLE: Enables GLU finalization before intermediate GLU reading.

■ Function prohibition (continued)

- **OPEN GLU DISPLAY (Use the selective entry)**
 - DISABLE: Disables opened GLU automatically display at sign on.
 - ENABLE: Enables opened GLU automatically display at sign on.
- **EAN LEARNING (Use the selective entry)**
 - DISABLE: Disables EAN learning function.
 - ENABLE: Enables EAN learning function.
- **PRICE CHANGE (Use the selective entry)**
 - LIMITED: Allowed only in the MGR mode.
 - PUBLIC: Allowed in the REG and MGR modes.
- **CUSTOMER OPEN (Use the selective entry)**
 - LIMITED: Allowed only in the MGR mode.
 - PUBLIC: Allowed in the REG and MGR modes.
- **CUSTOMER BILL (Use the selective entry)**
 - DISABLE: Disables customer bill printing.
 - ENABLE: Enables customer bill printing.
- **CUSTOMER BILL DEL (Use the selective entry)**
 - DISABLE: Disables customer bill deletion.
 - ENABLE: Enables customer bill deletion.
- **FINALIZE ST=0 (Use the selective entry)**
 - LIMITED: Allows finalization when the subtotal is "0" only in the MGR mode.
 - PUBLIC: Allows finalization when the subtotal is "0" in the REG and MGR modes.
- **0 RECEIPT DRAWER (Use the selective entry)**
 - DISABLE: Disables drawer opening when the sales amount printed on the receipt is "0".
 - ENABLE: Enables drawer opening when the sales amount printed on the receipt is "0".
- **VOID AFTER ST-KEY (Use the selective entry)**
 - LIMITED: Allows void operation after the subtotal key is pressed only in the MGR mode.
 - PUBLIC: Allows void operation after the subtotal key is pressed in the REG and MGR modes.
- **DRAWER OPEN X1/X2 (Use the selective entry)**
 - DISABLE: Disables drawer opening in the X1/X2 mode.
 - ENABLE: Enables drawer opening in the X1/X2 mode.
- **DRAWER OPEN Z1/Z2 (Use the selective entry)**
 - DISABLE: Disables drawer opening in the Z1/Z2 mode.
 - ENABLE: Enables drawer opening in the Z1/Z2 mode.
- **DRAWER OPEN OP X/Z (Use the selective entry)**
 - DISABLE: Disables drawer opening in the OPXZ mode.
 - ENABLE: Enables drawer opening in the OPXZ mode.

■ Function selection 1

Your POS terminal enables you to select various functional selections.

Procedure

FUNC.SELECT1	↓ P UP ▲	CAN	CEL	·	CL
REFUND VP	NON-COMPULSORY				
(-) VP	NON-COMPULSORY	7	8	9	
DOUBLE RCPT HEADER	NORMAL				
VAT SHIFT	BY SHIFT	4	5	6	
LEVEL SHIFT TYPE	AUTO				
LEVEL SHIFT	PUBLIC	1	2	3	
LEVEL RETURNTIMING	RECEIPT				
PRICE SHIFT TYPE	AUTO	0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CASHIER0001					0001
					13:47

The screen continues.

Program each item as follows:

• REFUND VP (Use the selective entry)

COMPULSORY: Compulsory refund validation printing

NON-COMPULSORY: Non-compulsory refund validation printing

• (-) VP (Use the selective entry)

COMPULSORY: Compulsory minus validation printing

NON-COMPULSORY: Non-compulsory minus validation printing

• DOUBLE RCPT HEADER (Use the selective entry)

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

NORMAL: Prints a normal header on a double receipt.

• VAT SHIFT (Use the selective entry)

BY SHIFT: Allows VAT shift to be accomplished by the shift key.

BY CLERK: Allows VAT shift to be accomplished by a clerk.

• LEVEL SHIFT TYPE (Use the selective entry)

MANUAL: Lock shift mode

AUTO: Automatic return mode

• LEVEL SHIFT (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• LEVEL RETURNTIMING (Use the selective entry)

When the PLU level shift system is set to "AUTO," the PLU level can be returned to level 1 by one of the following methods:

RECEIPT: Returns the PLU level to level 1 by one receipt.

BY ITEM: Returns the PLU level to level 1 by one item.

• PRICE SHIFT TYPE (Use the selective entry)

MANUAL: Lock shift mode

AUTO: Automatic return mode

• PRICE SHIFT (Use the selective entry)

LIMITED: Allowed only in the MGR mode.

PUBLIC: Allowed in the REG and MGR modes.

• PRICE RETURNTIMING (Use the selective entry)

When the PLU price level shift method is set to "AUTO," the price level can be returned to price 1 by one of the following methods:

RECEIPT: Returns the price level to price 1 by one receipt.

BY ITEM: Returns the price level to price 1 by one item.

• NON-TURNOVER (Use the selective entry)

IN. VAT: Enables non-turnover including VAT.

EX. VAT: Disables non-turnover including VAT.

• QTY IN VIP (Use the selective entry)

UPDATE: Updates the sales quantity of VIP sale.

NON: Does not update the sales quantity of VIP sale.

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

UPDATE: Updates a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key.

NON: Does not update a credit totalizer when finalizing a received-on-account or a paid-out entry by a credit key.

■ Function selection 2

Your POS terminal enables you to select various functional selections.

Procedure

FUNC.SELECT2	↓ P UP ▲	CAN	CEL	.	CL
SHIFT KEY ACTION		CAPS			
T-LOG FULL	CONTINUE	7	8	9	
WHEN E.J. FULL	CONTINUE				
PAY FOR EX1	CASH	4	5	6	
EX1 CALC.	MULTI.				
CLERK POPUP	DISABLE	1	2	3	
ISBN PRICE	COMPULSORY				
VMP FULL	CONTINUE	0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CASHIER0001					0001 13:48

The screen continues.

Program each item as follows:

• SHIFT KEY ACTION (Use the selective entry)

CAPS: Locks the upper-case letter mode once the shift key is touched.

SHIFT: Shifts the upper-case letter mode to the lower-case letter mode after a letter is entered.

• T-LOG FULL (Use the selective entry)

Programming whether or not to lock item entry when the T-LOG file is full.

CONTINUE/LOCK

• WHEN E.J. FULL (Use the selective entry)

Programming whether or not to lock item entry when the Electronic Journal file is full.

CONTINUE/LOCK

• PAY FOR EX1 (Use the selective entry)

Payment for exchange1 amount

CASH: Cash only

ALL: All media

• EX1 CALC. (Use the selective entry)

Exchange1 calculation method

DIVIDE: Division

MULTI.: Multiplication

• CLERK POPUP (Use the selective entry)

If a clerk is not sign on under the supervisor clerk, CLERK POPUP is displayed.

ENABLE/DISABLE

• ISBN PRICE (Use the selective entry)

Price entry after ISBN/ISSN code entry

INHIBIT/COMPULSORY

• VMP FULL (Use the selective entry)

VMP EAN entry when the VMP file is full

ERROR/CONTINUE

• ADD-ON FULL (Use the selective entry)

Entry of EAN with add-on code when the EAN ADD-ON file is full.

ERROR/CONTINUE

• CUSTOMER DATA (Use the selective entry)

TOTAL: Sales total and charge sales total

DETAIL: Detail data (Sales total, charge sales total, sales date, item's name, amount and quantity)

• EURO NON-PLU (Use the selective entry)

Converting the unit price of EAN NON-PLU codes (suffix code: 21, 22, 23, 27) between EURO and the local currency.

CONVERT/NO CONVERT

• EURO ALL CONVERT (Use the selective entry)

Converting the unit price of EAN NON-PLU codes (all types of codes) between EURO and the local currency.

CONVERT/NO CONVERT

■ Printing selection 1

You can program various printing functions.

Procedure

PRINT SELECT1	↓	P UP	▲	CAN	CEL	•	CL
PURCHASE NO.			NO				
TIME PRINT		YES		7	8	9	
JOURNAL SELECTIVE		FULL					
JOURNAL TEXT SIZE		SMALL		4	5	6	
VAT/TAX AMT ON R/J		YES					
TAXABLE AMT ON R/J		YES		1	2	3	
NET AMOUNT ON R/J		YES					
VAT/TAX AMT BILL		YES		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CASHIER0001						0001
							13:51

The screen continues.

Program each item as follows:

• PURCHASE NO. (Use the selective entry)

NO: Does not print the number of purchases.

YES: Prints the number of purchases.

• TIME PRINT (Use the selective entry)

NO: Does not print the time on the receipt and journal.

YES: Prints the time on the receipt and journal.

• JOURNAL SELECTIVE (Use the selective entry)

PARTIAL: Prints the information on all entries other than normal department entries (entries into "+" departments and their associated "+" PLUs) on the journal.

FULL: Prints the detailed information on the journal.

• JOURNAL TEXT SIZE (Use the selective entry)

NORMAL: Prints the normal-size letters on the journal.

SMALL: Prints the compressed-size letters on the journal.

• VAT/TAX AMT ON R/J (Use the selective entry)

NO: Does not print VAT or tax amounts on the receipt and journal.

YES: Prints VAT or tax amounts on the receipt and journal.

• TAXABLE AMT ON R/J (Use the selective entry)

NO: Does not print taxable amounts on the receipt and journal.

YES: Prints taxable amounts on the receipt and journal.

• NET AMOUNT ON R/J (Use the selective entry)

NO: Does not print net amounts on the receipt and journal.

YES: Prints net amounts on the receipt and journal.

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

NO: Does not print VAT or tax amounts on the bill.

YES: Prints VAT or tax amounts on the bill.

• TAXABLE AMT BILL (Use the selective entry)

NO: Does not print taxable amounts on the bill.

YES: Prints taxable amounts on the bill.

• NET AMOUNT ON BILL (Use the selective entry)

NO: Does not print net amounts on the bill.

YES: Prints net amounts on the bill.

• TIME PRINT ON BILL (Use the selective entry)

NO: Does not print the time on the bill.

YES: Prints the time on the bill.

• TABLE# PRINT BILL (Use the selective entry)

NO: Does not print the table number on the bill.

YES: Prints the table number on the bill.

• BILL PRINT ON SLIP (Use the selective entry)

NO: Does not print the bill on the slip.

YES: Prints the bill on the slip.

■ Printing selection 1 (continued)

- **BILL PRINT ON RCPT (Use the selective entry)**

NO: Does not print the bill on the receipt.
YES: Prints the bill on the receipt.

- **INTERMEDIATE SLIP (Use the selective entry)**

NO: Does not print the details of intermediate GLU reading on the slip.
YES: Prints the details of intermediate GLU reading on the slip.

- **INTERMEDIATE RCPT (Use the selective entry)**

NO: Does not print the details of intermediate GLU reading on the receipt.
YES: Prints the details of intermediate GLU reading on the receipt.

- **EDITING PRINT (Use the selective entry)**

NO: Does not print the same articles (DEPT/PLU/EAN) collectively.
YES: Prints the same articles (DEPT/PLU/EAN) collectively.

- **CUSTOMER ADDRESS (Use the selective entry)**

NO: Does not print customer addresses on the receipt.
YES: Prints customer addresses on the receipt.

■ Printing selection 2

You can program various printing functions.

Procedure

PRINT SELECT2	↓	P UP	▲	CAN	•	CL
SEPARATOR LINE				NO	CEL	
LINK PLU			EACH PLU	YES	7	8 9
FREE TEXT ON KP				NO		
ITEM CODE ON KP				NO	4	5 6
PRICE ON KP				NO		
AMOUNT ON KP				NO	1	2 3
GUEST# ON KP				NO		
QTY=1 ON KP				YES	0	00 ENTR
PREV. NEXT LIST		P DOWN	▼			
PGH2 CASHIER0001						0001
						13:53

The screen continues.

Program each item as follows:

- **SEPARATOR LINE (Use the selective entry)**

YES: Prints separator lines in the report.
NO: Creates one-line space instead of printing separator lines in the report.

- **LINK PLU (Use the selective entry)**

PARENT+TTL: Prints parent PLU text of linked PLUs with totalizer.
EACH PLU: Prints each PLU text of linked PLUs.

- **FREE TEXT ON KP (Use the selective entry)**

YES: Prints free text on KP.
NO: Does not print free text on KP.

- **ITEM CODE ON KP (Use the selective entry)**

YES: Prints item code on KP.
NO: Does not print item code on KP.

- **PRICE ON KP (Use the selective entry)**

YES: Prints unit price on KP.
NO: Does not print unit price on KP.

- **AMOUNT ON KP (Use the selective entry)**

YES: Prints amount on KP.
NO: Does not print amount on KP.

- **GUEST# ON KP (Use the selective entry)**

YES: Prints guest# on KP.
NO: Does not print guest# on KP.

- **QTY=1 ON KP (Use the selective entry)**

YES: Prints quantity when quantity is 1.
NO: Does not print quantity when quantity is 1.

■ Printing selection 2 (continued)

- **TOTAL&CHANGE (Use the selective entry)**

Exchange1 amount print for total and change

DOMESTIC: Displays in domestic currency only.

WITH EX1: Displays both in domestic and EX1 currencies.

- **PAYMENT VP (Use the selective entry)**

Exchange1 amount print for payment VP

DOMESTIC Displays in domestic currency only.

WITH EX1: Displays both in domestic and EX1 currencies.

- **MAXIMUM TICKET (Use the numeric entry)**

Maximum number of ticket issuing (1 to 99)

- **NON-PAY CUST. REP (Use the selective entry)**

Non-payment customer report format

DETAIL: Detail data

CHARGE: Charge amount data

- **UNIT PRICE PRINT (Use the selective entry)**

NO: Does not print unit price on the receipt (1 line printing).*

YES: Prints unit price on the receipt (2 line printing).

* Except when special entries such as split-pricing entries, scale entries, etc are entered.

■ EURO

You can program optional functions for EURO. For the details, refer to EURO Migration Function section.

Procedure

EURO	P UP ▲	CAN	CEL	.	CL
DATE	000000				
TIME	00				
PRICE CONVERT	YES	7	8	9	
EURO JOB	COMPULSORY	4	5	6	
		1	2	3	
		0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CASHIER0001				0001	13:54

Program each item as follows:

• DATE (Use the numeric entry)

Preset the date to execute the automatic EURO modification operation.

Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.

• TIME (Use the numeric entry)

Preset the time of the date to execute the automatic EURO modification operation.

Enter the hour (00-23)

• PRICE CONVERT (Use the selective entry)

NO: Does not convert the preset unit prices of Dept./PLU/EAN to the ones of EURO currency in the automatic EURO modification operation.

YES: Converts the preset unit prices of Dept./PLU/EAN in the automatic EURO modification operation.

NOTE The preset rate of the **EX1** key is applied as the conversion rate, and the calculation method is set to "division".

• EURO JOB (Use the selective entry)

NON-COMPULSORY: Non-compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date.

COMPULSORY: Compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date.

NOTE When the EURO STATUS of your POS terminal is already "D" (i.e. the domestic currency has been changed to EURO in your POS terminal), this programming is disabled.

Report Programming

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

Procedure

SETTING	↑↓	P UP	▲	CAN	CEL	.	CL
09 DATE/TIME							
10 OPTIONAL				7	8	9	
11 REPORT				4	5	6	
12 MESSAGE				1	2	3	
13 FUNCTION KEY				0	00	ENTR	
14 DEVICE CONFIG							
15 TAX							
16 CUSTOMER							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	10:19

1. From the SETTING menu, select "11 REPORT."

- The REPORT menu will appear.

REPORT	P UP	▲	CAN	CEL	.	CL
1 0 SKIP						
2 GENERAL RPT FORMAT			7	8	9	
3 TRANS. RPT FORMAT			4	5	6	
4 CLERK RPT FORMAT			1	2	3	
5 HOURLY REPORT			0	00	ENTR	
6 STACKED REPORT						
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	10:19

2. Select any option from the following options list:

- | | |
|-----------------------|---------------------------|
| 1 0 SKIP: | Zero skip |
| 2 GENERAL RPT FORMAT: | General report format |
| 3 TRANS. RPT FORMAT: | Transaction report format |
| 4 CLERK RPT FORMAT: | Clerk report format |
| 5 HOURLY REPORT: | Hourly report |
| 6 STACKED REPORT: | Stacked report |

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

11 REPORT

- | | |
|----------------------|--|
| 1 0 SKIP | ➡ See "Zero skip" on page 182. |
| 2 GENERAL RPT FORMAT | ➡ See "General report format" on page 183. |
| 3 TRANS. RPT FORMAT | ➡ See "Transaction report format" on page 184. |
| 4 CLERK RPT FORMAT | ➡ See "Clerk report format" on page 186. |
| 5 HOURLY REPORT | ➡ See "Hourly report" on page 187. |
| 6 STACKED REPORT | ➡ See "Stacked report" on page 188. |

■ Zero skip

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

Procedure

0 SKIP	P UP	▲	CAN	CEL	.	CL
CLERK			SKIP			
CASHIER			SKIP	7	8	9
TRANSACTION			SKIP	4	5	6
DEPARTMENT			SKIP	1	2	3
PLU			SKIP	0	00	ENTR
HOURLY			SKIP			
DAILY NET			SKIP			
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	10:20

Program each item as follows:

• CLERK (Use the selective entry)

- | | |
|-----------|--|
| SKIP: | Skips those data that are "0" in the clerk report. |
| NOT SKIP: | Does not skip those data that are "0" in the clerk report. |

• CASHIER (Use the selective entry)

- | | |
|-----------|--|
| SKIP: | Skips those data that are "0" in the cashier report. |
| NOT SKIP: | Does not skip those data that are "0" in the cashier report. |

• TRANSACTION (Use the selective entry)

- | | |
|-----------|--|
| SKIP: | Skips those data that are "0" in the transaction report. |
| NOT SKIP: | Does not skip those data that are "0" in the transaction report. |

• DEPARTMENT (Use the selective entry)

- | | |
|-----------|---|
| SKIP: | Skips those data that are "0" in the department report. |
| NOT SKIP: | Does not skip those data that are "0" in the department report. |

• PLU (Use the selective entry)

- | | |
|-----------|--|
| SKIP: | Skips those data that are "0" in the PLU/EAN report. |
| NOT SKIP: | Does not skip those data that are "0" in the PLU/EAN report. |

■ Zero skip (continued)

• HOURLY (Use the selective entry)

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

• DAILY NET (Use the selective entry)

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

■ General report format

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

Procedure

GENERAL RPT FORMAT	P UP ▲	CAN	.	CL
DEPARTMENT	NOT SKIP	CEL		
TRANSACTION	NOT SKIP	7	8	9
TAX SALE	NOT SKIP			
CID	NOT SKIP	4	5	6
DEPT. Q'TY	NOT SKIP	1	2	3
DEPT. %SHARE	NOT SKIP	0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGH2 CLERK0001				0001
				10:25

Program each item as follows:

• DEPARTMENT (Use the selective entry)

- SKIP: Skips department data in the general report.
 NOT SKIP: Does not skip department data in the general report.

• TRANSACTION (Use the selective entry)

- SKIP: Skips transaction data in the general report.
 NOT SKIP: Does not skip transaction data in the general report.

NOTE

The programming is effective except the tax data/cash-in-drawer data.

• TAX SALE (Use the selective entry)

- SKIP: Skips tax data in the general report.
 NOT SKIP: Does not skip tax data in the general report.

• CID (Use the selective entry)

- SKIP: Skips cash-in-drawer data in the general report.
 NOT SKIP: Does not skip cash-in-drawer data in the general report.

• DEPT. Q'TY (Use the selective entry)

- SKIP: Skips department quantity in the general report.
 NOT SKIP: Does not skip department quantity in the general report.

• DEPT. %SHARE (Use the selective entry)

- SKIP: Skips department %share in the general report.
 NOT SKIP: Does not skip department %share in the general report.

Transaction report format

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

Procedure

TRANS. RPT FORMAT	P UP	CAN	CEL	CL
*DEPT TL	NOT SKIP	7	8	9
DEPT(-)	NOT SKIP	4	5	6
*HASH TL	NOT SKIP	1	2	3
HASH(-)	NOT SKIP	0	00	ENTR
*BTTL TL	NOT SKIP			
BTTL(-)	NOT SKIP			
*NT TL1	NOT SKIP			
*NT TL2	NOT SKIP			
PREV. NEXT LIST P DOWN				
PGM2 CLERK0001				0001
				10:26

The screen continues.

Select "SKIP" or "NOT SKIP" for the following items using the selective entry. If you select "SKIP" for an item, the corresponding data in the "Data" column below is skipped in the transaction report.

Item	Data
*DEPT TL	(+) dept. total
DEPT(-)	(-) dept. total
*HASH TL	Hash(+) total
HASH(-)	Hash(-) total
*BTTL TL	Bottle return (+) total
BTTL(-)	Bottle return (-) total
*NT TL1	Non-turnover 1 total
*NT TL2	Non-turnover 2 total
*NT TL3	Non-turnover 3 total
ST(-)	Discount for subtotal
ST %	Percent calculation for subtotal
NET 1	Net sales total
DIFFER	Difference
TAX1 ST	Taxable 1 subtotal
VAT1	VAT/tax 1
TAX2 ST	Taxable 2 subtotal
VAT2	VAT/tax 2
TAX3 ST	Taxable 3 subtotal
VAT3	VAT/tax 3
TAX4 ST	Taxable 4 subtotal
VAT4	VAT/tax 4
TAX5 ST	Taxable 5 subtotal
VAT5	VAT/tax 5
TAX6 ST	Taxable 6 subtotal
VAT6	VAT/tax 6
TTL TAX	Total tax
NET	Net without tax
VAT SFT	VAT shift
TAX DELE	VAT/tax delete
SER.CHRG	Service charge
NET 2	Net 2
ITEM(-)	Discount for item
ITEM %	Percent calculation for item
GR.DISCOUNT	Group discount

Item	Data
DISCOUNT	Promotion discount
CP PLU	Coupon-like PLU
BON.PTS.	Bonus points for item
BON.PTS.AMT	Bonus points for amount
BONUS POINTS	Bonus points total
BON.PTS.RDM	Bonus point redemption
REDEMPT.TL	Bonus point redemption total
REFUND	Refund
VD	Item void
VOID	Void mode transaction
MGR VD	MGR void
ST VD	Subtotal void
WASTE	WASTE mode transaction
RETURN	Return
HASH VD	Hash void
HASH RF	Hash refund
HASH RT	Hash return
NOTURNVD	Non-turnover void
NOTURNRF	Non-turnover refund
NOTURNRT	Non-turnover return
VPCNT	Validation counter
BILL CNT	Bill print counter
NOSALE	No sale
***PBAL	PBAL
***NBAL	NBAL
G.C. CNT	Guest check counter
GUEST	Guest counter
ORDER TL	Order total
PAID TL	Paid total
AVE.	Average (paid total / guest)
O - P	Difference (order total - paid total)
VIP SALES1	VIP1 sale
VIP SALES2	VIP2 sale
VIP SALES3	VIP3 sale

■ Transaction report format (continued)

Item	Data
TRANS OUT	Transfer out
TRANS IN	Transfer in
BILL BAL	Transfer out – transfer in
SCM (+)	Starting cash memory (+)
SCM (–)	Starting cash memory (–)
SCM TTL	Starting cash memory total
***RA	Received-on-account
***RA2	Received-on-account2
RA –	Discount for received-on-account
RA %	Percent calculation for received-on-account
***PO	Paid out
***PO2	Paid out2
CA/CHK	Cash check operation
DEPOSIT	Deposit(+)
DEPO.(–)	Deposit(–)
CASH TIP	Cash tip
NOCA TIP	Non-cash tip
TIP PAID	Tip paid
CASH	Cash
CASH2	Cash2
CASH3	Cash3
CASH4	Cash4
CASH5	Cash5
CHECK	Check
CHECK2	Check2
CHECK3	Check3
CHECK4	Check4
CHECK5	Check5
CREDIT1	Credit1
CREDIT2	Credit2
CREDIT3	Credit3
CREDIT4	Credit4

Item	Data
CREDIT5	Credit5
CREDIT6	Credit6
CREDIT7	Credit7
CREDIT8	Credit8
CREDIT9	Credit9
CHARGE	Charge
EXCH 1	Exchange 1
DOM.CUR1	Domestic currency 1
EX1 CHK	Exchange 1 paid by check
DOM.CUR CHK	Domestic currency 1 paid by check
EX1 CREDIT	Exchange 1 paid by credit
DOM.CR 1	Domestic currency 1 paid by credit
EXCH 2	Exchange 2
DOM.CUR2	Domestic currency 2
EXCH 3	Exchange 3
DOM.CUR3	Domestic currency 3
EXCH 4	Exchange 4
DOM.CUR4	Domestic currency 4
EXCH 5	Exchange 5
DOM.CUR5	Domestic currency 5
EXCH 6	Exchange 6
DOM.CUR6	Domestic currency 6
EXCH 7	Exchange 7
DOM.CUR7	Domestic currency 7
EXCH 8	Exchange 8
DOM.CUR8	Domestic currency 8
EXCH 9	Exchange 9
DOM.CUR9	Domestic currency 9
***CID	Cash in drawer
*CH ID	Check in drawer
CA/CH ID	Cash check in drawer
CHK/CG	Check change

■ Clerk report format

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

Procedure

CLERK RPT FORMAT	P UP	CAN CEL	.	CL
Z1 COUNTER	NOT SKIP			
CLERK CODE	NOT SKIP	7	8	9
CLERK NAME	NOT SKIP			
ORDER TL	NOT SKIP	4	5	6
COM.SAL1	NOT SKIP			
COM.AMT1	NOT SKIP	1	2	3
COM.SAL2	NOT SKIP			
COM.AMT2	NOT SKIP			
PREV.	NEXT	LIST	P DOWN	ENTR
PGM2	CLERK0001			0001
				10:30

The screen continues.

Select “SKIP” or “NOT SKIP” for the following items using the selective entry. If you select “SKIP” for an item, the corresponding data in the “Data” column below is skipped in the clerk report.

Item	Data
Z1 COUNTER	Clerk Z1 reset counter
CLERK CODE	Clerk code
CLERK NAME	Clerk name
ORDER TL	Order total
COM.SAL1	Commission sales 1
COM.AMT1	Commission amount 1
COM.SAL2	Commission sales 2
COM.AMT2	Commission amount 2
COM.SAL3	Commission sales 3
COM.AMT3	Commission amount 3
COM.SAL4	Commission sales 4
COM.AMT4	Commission amount 4
COM.SAL5	Commission sales 5
COM.AMT5	Commission amount 5
COM.SAL6	Commission sales 6
COM.AMT6	Commission amount 6
COM.SAL7	Commission sales 7
COM.AMT7	Commission amount 7
COM.SAL8	Commission sales 8
COM.AMT8	Commission amount 8
COM.SAL9	Commission sales 9
COM.AMT9	Commission amount 9
COM.TTL	Commission amount total
NON COM.	Non-commission
PAID TL	Paid total
AVE.	Average (paid total / guest)
O – P	Difference (order total – paid total)
*NT TL1	Non-turnover 1 total
*NT TL2	Non-turnover 2 total
*NT TL3	Non-turnover 3 total
VIP SALES1	VIP1 sale
VIP SALES2	VIP2 sale
VIP SALES3	VIP3 sale
TRANS OUT	Transfer out

Item	Data
TRANS IN	Transfer in
BILL BAL	Transfer out – transfer in
REFUND	Refund
VD	Item void
VOID	Void mode transaction
MGR VD	MGR void
ST VD	Subtotal void
WASTE	WASTE mode transaction
RETURN	Return
***PBAL	PBAL
***NBAL	NBAL
NOSALE	No sale
G.C. CNT	Guest check counter
GUEST	Guest counter
DEPOSIT	Deposit(+)
DEPO.(–)	Deposit(–)
***RA	Received-on-account
***RA2	Received-on-account2
RA –	Discount for received-on-account
RA %	Percent calculation for received-on-account
***PO	Paid out
***PO2	Paid out2
SCM (+)	Starting cash memory (+)
SCM (–)	Starting cash memory (–)
SCM TTL	Starting cash memory total
SER.CHRG	Service charge
CASH TIP	Cash tip
NOCA TIP	Non-cash tip
TIP PAID	Tip paid
CASH	Cash
CASH2	Cash2
CASH3	Cash3
CASH4	Cash4

■ Clerk report format (continued)

Item	Data
CASH5	Cash5
CHECK	Check
CHECK2	Check2
CHECK3	Check3
CHECK4	Check4
CHECK5	Check5
CREDIT1	Credit1
CREDIT2	Credit2
CREDIT3	Credit3
CREDIT4	Credit4
CREDIT5	Credit5
CREDIT6	Credit6
CREDIT7	Credit7
CREDIT8	Credit8
CREDIT9	Credit9
CHARGE	Charge
EXCH 1	Exchange 1
DOM.CUR1	Domestic currency 1
EX1 CHK	Exchange 1 paid by check
DOM.CUR CHK	Domestic currency 1 paid by check
EX1 CREDIT	Exchange 1 paid by credit
DOM.CR 1	Domestic currency 1 paid by credit
EXCH 2	Exchange 2
DOM.CUR2	Domestic currency 2

Item	Data
EXCH 3	Exchange 3
DOM.CUR3	Domestic currency 3
EXCH 4	Exchange 4
DOM.CUR4	Domestic currency 4
EXCH 5	Exchange 5
DOM.CUR5	Domestic currency 5
EXCH 6	Exchange 6
DOM.CUR6	Domestic currency 6
EXCH 7	Exchange 7
DOM.CUR7	Domestic currency 7
EXCH 8	Exchange 8
DOM.CUR8	Domestic currency 8
EXCH 9	Exchange 9
DOM.CUR9	Domestic currency 9
***CID	Cash in drawer
*CH ID	Check in drawer
CA/CH ID	Cash check in drawer
CHK/CG	Check change
NBAL GLU	NBAL GLU
FREE GLU	Free GLU
DEPARTMENT	Department printing
PLU	PLU printing
EAN/D-EAN	EAN/Dynamic-EAN printing

■ Hourly report

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

Procedure

HOURLY REPORT		P UP ▲	CAN	CEL	·	CL
MEMORY TYPE		30MIN	00	7	8	9
START TIME				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001			0001		
				10:33		

Program each item as follows:

• MEMORY TYPE (Use the selective entry)

- 15MIN: Selects the 15-minute type.
- 30MIN: Selects the 30-minute type.
- 60MIN: Selects the 60-minute type.

• START TIME (Use the numeric entry)

Starting time entry (max. 2 digits: 0 to 23)

■ Stacked report

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

Procedure

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

▼

REPORT 1	↓	P UP	▲	CAN	CEL	.	CL
01							
02				7	8	9	
03							
04				4	5	6	
05							
06				1	2	3	
07							
08				0	00	ENTR	
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001				0001			
				10:33			

▼

01	↓	P UP	▲	CAN	CEL	.	CL
01 GENERAL							
02 DEPT. /GROUP				7	8	9	
03 DEPT.GROUP TOTAL							
04 PLU				4	5	6	
05 COMBO SALES							
06 PLU GROUP TOTAL				1	2	3	
07 PLU STOCK							
08 PLU ZERO SALES				0	00	ENTR	
PREV. NEXT LIST P DOWN ▼							
PGM2 CLERK0001				0001			
				10:34			

When you are allowed to set the parameter of a report, a parameter setting window like the following one will appear.

DEPT. /GROUP	P UP	▲	CAN	CEL	.	CL
START CODE			01			
END CODE			99			
			7	8	9	
			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001			0001			
			10:34			

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

• 01 GENERAL

General report

• 02 DEPT./GROUP (Use the numeric entry)

Full department report

Parameter: Starting department code/ending department code (1 through 99)

• 03 DEPT.GROUP TOTAL

Full group total report on departments

• 04 PLU (Use the numeric entry)

PLU report by designated range

Parameter: Starting PLU code/ending PLU code (1 through 999999)

• 05 COMBO SALES (Use the numeric entry)

Combo sales report

Parameter: Starting PLU code/ending PLU code (1 through 99999)

• 06 PLU GROUP TOTAL

Full group total report on PLUs

• 07 PLU STOCK (Use the numeric entry)

PLU stock report

Parameter: Starting PLU code/ending PLU code (1 through 999999)

• 08 PLU ZERO SALES (Use the selective/numeric entry)

PLU zero sales report

Parameter: 1 ALL/2 BY DEPT.

When "2 BY DEPT." is selected, enter a department code (1 through 99).

• 09 PLU MINIMUM STOCK (Use the numeric entry)

PLU minimum stock report

Parameter: Starting PLU code/ending PLU code (1 through 999999)

• 10 PLU PRICE CATEGORY (Use the numeric entry)

PLU/EAN by price category

Parameter: Starting price/ending price

• 11 PLU HOURLY GROUP (Use the numeric entry)

PLU hourly group report

Parameter: Starting time/ending time (0 through 2345)

• 12 TRANSACTION

Transaction report

• 13 TL-ID

Total in drawer report

■ Stacked report (continued)

- **14 COMMISSION SALES**
Commission sales report
- **15 TAX**
Tax report
- **16 CHIEF**
Chief report
- **17 ALL CLERK**
Full clerk report
- **18 ALL CASHIER**
Full cashier report
- **19 EMPLOYEE (Use the numeric entry)**
Employee report
Parameter: Starting employee code/ending employee code (1 through 9999999999)
- **20 EMP. ADJUSTMENT (Use the numeric entry)**
Employee adjustment report
Parameter: Starting employee code/ending employee code (1 through 9999999999)
- **21 EMP. ACTIVE STATUS (Use the numeric entry)**
Employee active status report
Parameter: Starting employee code/ending employee code (1 through 9999999999)
- **22 HOURLY (Use the numeric entry)**
Hourly report
Parameter: Starting time/ending time (0 through 2345)

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

- **23 LABOR COST%**
Labor cost percent report
- **24 EMP. OVER TIME (Use the numeric entry)**
Employee over time report
Parameter: Starting employee code/ending employee code (1 through 9999999999)
- **25 DAILY NET**
Daily net report
- **26 GLU (Use the numeric entry)**
GLU report
Parameter: Starting GLU code/ending GLU code (1 through 9999)
- **27 BALANCE**
Balance report
- **28 BILL**
Bill report
- **29 CUSTOMER SALES1 (Use the numeric entry)**
Customer sales 1 report
Parameter: Starting customer code/ending customer code (1 through 99999999999999)
- **30 CUSTOMER SALES2 (Use the numeric entry)**
Customer sales 2 report
Parameter: Starting customer code/ending customer code (1 through 99999999999999)

■ Stacked report (continued)

- **31 CUSTOMER BY AMT (Use the numeric entry)**

Customer sales report by amount

Parameter: Starting price/ending price (0 through 99999.99)

- **32 CHARGE ACCOUNT**

Charge account report

- **33 NON ACCESSED EAN**

Non-accessed EAN report

- **34 NON ACCESSED CUST.**

Non-accessed customer report

- **35 CUSTOMER ORDERING (Use the numeric entry)**

Customer ordering report

Parameter: Starting customer ordering code/ending customer ordering code (10000000 through 29999999)

Message Programming

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

Procedure

SETTING	↑↓	P UP	▲	CAN	CEL	CL
09 DATE/TIME				7	8	9
10 OPTIONAL						
11 REPORT				4	5	6
12 MESSAGE				1	2	3
13 FUNCTION KEY				0	00	ENTR
14 DEVICE CONFIG						
15 TAX						
16 CUSTOMER						
PREV. NEXT LIST P DOWN ▼						
PGH2 CLERK0001						0001
						10:41

1. From the SETTING menu, select "12 MESSAGE."
 - The MESSAGE menu will appear.

MESSAGE	P UP	▲	CAN	CEL	CL
1 RECEIPT LOGO			7	8	9
2 FREE TEXT			4	5	6
3 VP TEXT			1	2	3
4 SLIP TEXT			0	00	ENTR
5 SLIP FOOTER					
6 PAYEE NAME					
7 E.BILL MESSAGE					
8 SCROLL POLE DISP.					
PREV. NEXT LIST P DOWN ▼					
PGH2 CLERK0001					0001
					10:42

2. Select any option from the following options list:

- | | |
|----------------------|------------------------------------|
| 1 RECEIPT LOGO: | Receipt logo |
| 2 FREE TEXT: | Free text |
| 3 VP TEXT: | Validation printing text |
| 4 SLIP TEXT: | Slip text |
| 5 SLIP FOOTER: | Slip footer |
| 6 PAYEE NAME: | Payee name (for English check) |
| 7 E.BILL MESSAGE: | Entertainment bill message |
| 8 SCROLL POLE DISP.: | Scrolling message for pole display |

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

- | | | |
|------------|---------------------|---|
| 12 MESSAGE | 1 RECEIPT LOGO | ➡ See "Receipt logo" on page 192. |
| | 2 FREE TEXT | ➡ See "Free text" on page 192. |
| | 3 VP TEXT | ➡ See "Validation printing text" on page 192. |
| | 4 SLIP TEXT | ➡ See "Slip text" on page 193. |
| | 5 SLIP FOOTER | ➡ See "Slip footer" on page 193. |
| | 6 PAYEE NAME | ➡ See "Payee name" on page 193. |
| | 7 E.BILL MESSAGE | ➡ See "Entertainment bill message" on page 193. |
| | 8 SCROLL POLE DISP. | ➡ See "Scrolling message for pole display" on page 194. |

■ Receipt logo

Your POS terminal can print programmed messages for customers on every receipt. The logo text is printed in a centering form on the receipt.

Procedure

RECEIPT LOGO		P UP ▲	CAN	CEL	.	CL
SHARP			7	8	9	
PRESENTS THE			4	5	6	
BEST MACHINE			1	2	3	
SHARP			0	00	ENTR	
IS THE						
BEST						
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						10:44

Program the item as follows:

• RECEIPT LOGO (Use the character entry)

Logo text for the receipt (max. 30 characters x 6 lines)

Entering sequential characters "=" will print the corresponding clerk name in the footer logo message. Enter 12 characters "=",

NOTE

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

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

Please contact your authorized SHARP dealer.

■ Free text

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

Procedure

Select a pertinent text number from the free texts list.

▼

TEXT01		P UP ▲	CAN	CEL	.	CL
TEXT01			7	8	9	
			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						10:45

Program the item as follows:

• FREE TEXT (Use the character entry)

Free texts for departments and PLUs (max. 99 texts/20 characters per text)

■ Validation printing text

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

Procedure

VP TEXT		P UP ▲	CAN	CEL	.	CL
■			7	8	9	
FOR DEPOSIT ONLY			4	5	6	
			1	2	3	
			0	00	ENTR	
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						10:48

Program the item as follows:

• VP TEXT (Use the character entry)

Texts for the validation slip (3 lines/max. 30 characters per line)

■ Slip text

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

Procedure

SLIP TEXT		P UP ▲	CAN	.	CL
■			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					10:54

Program the item as follows:

• SLIP TEXT (Use the character entry)

Texts for the slip (3 lines/max. 30 characters per line)

■ Slip footer

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

Procedure

SLIP FOOTER		P UP ▲	CAN	.	CL
■			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					10:55

Program the item as follows:

• SLIP FOOTER (Use the character entry)

Texts for the footer (3 lines/max. 30 characters per line)

■ Payee name

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

Procedure

PAYEE NAME		P UP ▲	CAN	.	CL
■			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					11:01

Program the item as follows:

• PAYEE NAME (Use the character entry)

Name for the payee for English check (2 lines/max. 21 characters per line)

■ Entertainment bill message

Your POS terminal can print programmed entertainment bill messages on the receipt.

Procedure

E.BILL MESSAGE		P UP ▲	CAN	.	CL
■			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					11:02

Program the item as follows:

• E.BILL MESSAGE (Use the character entry)

Texts for the message (max. 30 characters)

■ Scrolling message for pole display

Your POS terminal can display programmed scrolling messages on the optional pole display.

Procedure

Program each item as follows:

- **SCROLL POLE DISP. (Use the character entry)**
Texts for the scrolling message (max. 64 characters)

SCROLL POLE DISP. P UP ▲ CAN CEL . CL

7	8	9
4	5	6
1	2	3
0	00	ENTER

PREV. NEXT LIST P DOWN ▼

PGM2 CLERK0001 0001

11:03

Function Key Programming

Use the following procedure to select an option in the function key programming:

Procedure

SETTING	↑↓	P UP	▲	CAN	.	CL
09 DATE/TIME				CEL		
10 OPTIONAL				7	8	9
11 REPORT						
12 MESSAGE				4	5	6
13 FUNCTION KEY				1	2	3
14 DEVICE CONFIG						
15 TAX				0	00	ENTR
16 CUSTOMER						
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001					0001
						11:05

1. In the SETTING window, select "13 FUNCTION KEY".
 - The FUNCTION KEY window will appear.

FUNCTION KEY		P UP	▲	CAN	.	CL
1 FUNCTION MENU KEY				CEL		
2 FUNCTION KEY				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGH2	CLERK0001					0001
						11:05

2. Select an option from the following options list:
 - 1 FUNCTION MENU KEY: Function menu key
 - 2 FUNCTION KEY: Function key

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

- | | | | |
|-----------------|----|---------------------|--|
| 13 FUNCTION KEY | └─ | 1 FUNCTION MENU KEY | ➡ See "Function menu key" on page 196. |
| | | 2 FUNCTION KEY | ➡ See "Function key" on page 198. |

* See "Function menu key list" for the function keys assigned to each function menu key by default.

■ **Function menu key**

You can assign a maximum of 15 function keys to each of the 30 function menu keys. You can also program the display menu titles for each function menu key.

Pressing a function menu key displays its assigned function keys on the keyboard area, allowing you to use those function keys by touching.

Setting function menu key

Procedure

FUNCTION MENU KEY	↓	P UP	▲	CAN	CEL	.	CL
01 FUNCTION MENU01							
02 FUNCTION MENU02				7	8	9	
03 FUNCTION MENU03							
04 FUNCTION MENU04				4	5	6	
05 FUNCTION MENU05							
06 FUNCTION MENU06				1	2	3	
07 FUNCTION MENU07							
08 FUNCTION MENU08				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						11:07	

The screen continues

FUNCTION MENU01		P UP	▲	CAN	CEL	.	CL
1 SETTING							
2 MENU TITLE				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						11:07	

FUNCTION MENU01		↓	P UP	▲	CAN	CEL	.	CL
01 CASH2								
02 CASH3				7	8	9		
03 CASH4								
04 CASH5				4	5	6		
05 INHIBIT								
06 INHIBIT				1	2	3		
07 INHIBIT								
08 INHIBIT				0	00	ENTR		
PREV.	NEXT	LIST	P DOWN ▼					
PGM2	CLERK0001					0001		
						11:08		

The screen continues

01		↓	P UP	▲	CAN	CEL	.	CL
01 <028 ALL FUNC.KEY>								
02 <106 LEVEL#>				7	8	9		
03 <117 PRICE SFT#>								
04 <126 GD1SFT>				4	5	6		
05 <136 CASH2>								
06 <140 CHECK>				1	2	3		
07 <145 CREDIT1>								
08 <154 EX 1>				0	00	ENTR		
PREV.	NEXT	LIST	P DOWN ▼					
PGM2	CLERK0001					0001		
						11:08		

The screen continues

01		↑↓	P UP	▲	CAN	CEL	.	CL
028 BACK SPACE								
029 DELETE				7	8	9		
030 DIFFER ST								
031 #/TIME				4	5	6		
032 NO SALE								
033 SCALE				1	2	3		
034 OPEN TARE								
035 PLU/EAN				0	00	ENTR		
PREV.	NEXT	LIST	P DOWN ▼					
PGM2	CLERK0001					0001		
						11:09		

The screen continues

1. Select a pertinent function menu key from the function menu key list.

2. Select "1 SETTING".

3. Select a pertinent function key number.
Some function menu keys have the specific function keys allocated to them by default. In this example, the **CA2** through **CAS** keys are allocated to the **FUNC MENU01** key. For details of the preprogrammed function keys, refer to "Function menu key list".

4. Select a pertinent function key group.
Selecting a function key group here allows you to jump to a function key listed close to your desired one.

5. Select a pertinent function key to assign to the function menu key.

■ Function menu key (continued)

Setting menu title

Procedure

FUNCTION MENU KEY	P UP	CAN	CEL	CL
01 FUNCTION MENU01		7	8	9
02 FUNCTION MENU02		4	5	6
03 FUNCTION MENU03		1	2	3
04 FUNCTION MENU04		0	00	ENTR
05 FUNCTION MENU05				
06 FUNCTION MENU06				
07 FUNCTION MENU07				
08 FUNCTION MENU08				
PREV.	NEXT	LIST	P DOWN	
PGH2	CLERK0001			0001
				11:11

The screen continues

FUNCTION MENU01	P UP	CAN	CEL	CL
1 SETTING		7	8	9
2 MENU TITLE		4	5	6
		1	2	3
		0	00	ENTR
PREV.	NEXT	LIST	P DOWN	
PGH2	CLERK0001			0001
				11:12

FUNCTION MENU01	P UP	CAN	CEL	CL
MENU TITLE	CASH#	7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV.	NEXT	LIST	P DOWN	
PGH2	CLERK0001			0001
				11:12

1. Select a pertinent function menu key from the function menu key list.


2. Select “2 MENU TITLE”.

3. Enter a text for the menu title.

• MENU TITLE (Use the character entry)

Text for the menu title

Up to 16 characters can be entered.

Some function menu keys have the preprogrammed title texts corresponding to the function keys allocated to them by default. In this example, the text “CASH#” is preprogrammed for the  key. For details of the preprogrammed function keys, refer to “Function menu key list”.

■ **Function key**

You can program the display key texts and key colors for each function key.

Procedure

FUNCTION KEY		↓	P UP ▲	CAN	·	CL
01	<028 ALL FUNC.KEY>			CEL		
02	<106 LEVEL#>			7	8	9
03	<117 PRICE SFT#>					
04	<126 GD1SFT>			4	5	6
05	<136 CASH2>					
06	<140 CHECK>			1	2	3
07	<145 CREDIT1>					
08	<154 EX 1>			0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						11:14

The screen continues

FUNCTION KEY		↑↓	P UP ▲	CAN	·	CL
028	BACK SPACE			CEL		
029	DELETE			7	8	9
030	DIFFER ST					
031	#/TIME			4	5	6
032	NO SALE					
033	SCALE			1	2	3
034	OPEN TARE					
035	PLU/EAN			0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
PGM2 CLERK0001						0001
						11:14

The screen continues


028		P UP ▲	CAN	·	CL
KEY TEXT		BACK_SPACE	CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					11:14

KEY COLOR		P UP ▲	CAN	·	CL
[Color swatches]			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001					0001
					11:15

1.

Select a pertinent function key group.
Selecting a function key group here allows you to jump to a function key listed close to your desired one.
2.

Select a pertinent function key.
3.

Enter a key text and press the  key.
• KEY TEXT (Use the character entry)
Text for the function key
Up to 12 characters can be entered.
By entry of the character “_” the following text is displayed in the second line.
For the default texts of each function key, refer to “Default key text on the display”.
4.

Select a key color from 232 colors.

■ Function menu key list

Each function menu key ( to ) has the following default settings.

Function menu 01 key ()

Menu title:	CASH#
Function key#1:	CASH2
Function key#2:	CASH3
Function key#3:	CASH4
Function key#4:	CASH5
Function key#5 to 15:	INHIBIT

Function menu 02 key ()

Menu title:	CR#
Function key#1:	CREDIT1
Function key#2:	CREDIT2
Function key#3:	CREDIT3
Function key#4:	CREDIT4
Function key#5:	CREDIT5
Function key#6:	CREDIT6
Function key#7:	CREDIT7
Function key#8:	CREDIT8
Function key#9:	CREDIT9
Function key#10 to 15:	INHIBIT

Function menu 03 key ()

Menu title:	CH#
Function key#1:	CHECK
Function key#2:	CHECK2
Function key#3:	CHECK3
Function key#4:	CHECK4
Function key#5 to 15:	INHIBIT

Function menu 04 key ()

Menu title:	FUNC MENU
Function key#1 to 15:	INHIBIT

Function menu 05 key ()

Menu title:	EXCH#
Function key#1:	EX 1
Function key#2:	EX 2
Function key#3:	EX 3
Function key#4:	EX 4
Function key#5:	EX 5
Function key#6:	EX 6
Function key#7:	EX 7
Function key#8:	EX 8
Function key#9:	EX 9
Function key#10 to 15:	INHIBIT

Function menu 06 key ()

Menu title:	MISC MENU
Function key#1:	RCPT ON/OFF
Function key#2:	INTERMED.
Function key#3:	BANK CONSOLE
Function key#4:	RA
Function key#5:	RA2
Function key#6:	PO
Function key#7:	PO2
Function key#8:	NO SALE
Function key#9:	E-MAIL
Function key#10 to 15:	INHIBIT

Function menu 07 key ()

Menu title:	CRATE MENU
Function key#1:	CRATE #
Function key#2:	CRATE 1
Function key#3:	CRATE 2
Function key#4:	CRATE 3
Function key#5:	CRATE 4
Function key#6:	CRATE 5
Function key#7:	CRATE 6
Function key#8:	CRATE 7
Function key#9:	CRATE 8
Function key#10:	CRATE 9
Function key#11:	CRATE 10
Function key#12:	CRATE 11
Function key#13:	CRATE 12
Function key#14:	CRATE 13
Function key#15:	CRATE 14

Function menu 08 to 30 key (to)

Menu title:	FUNCTION MENUxx*
Function key#1 to 15:	INHIBIT

*xx = 08 to 30

Device Configuration Programming

Use the following procedure to select a device configuration programming:

Procedure

SETTING	↑↓	P UP	▲	CAN	CEL	.	CL
09 DATE/TIME				7	8	9	
10 OPTIONAL							
11 REPORT				4	5	6	
12 MESSAGE							
13 FUNCTION KEY				1	2	3	
14 DEVICE CONFIG				0	00	ENTR	
15 TAX							
16 CUSTOMER							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						11:48	

DEVICE CONFIG	↓	P UP	▲	CAN	CEL	.	CL
01 BUILT-IN PRINTER				7	8	9	
02 JOURNAL PRINTER							
03 RECEIPT PRINTER				4	5	6	
04 SLIP PRINTER							
05 KP#1				1	2	3	
06 KP#2							
07 KP#3				0	00	ENTR	
08 KP#4							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						11:49	

The screen continues.

1. In the SETTING window, select “14 DEVICE CONFIG.”

- The DEVICE CONFIG window will appear.

2. Select any option from the following options list:

- | | |
|----------------------|-------------------|
| 01 BUILT-IN PRINTER: | Built-in printer |
| 02 JOURNAL PRINTER: | Journal printer* |
| 03 RECEIPT PRINTER: | Receipt printer |
| 04 SLIP PRINTER: | Slip printer |
| 05 KP#1: | Remote printer #1 |
| 06 KP#2: | Remote printer #2 |
| 07 KP#3: | Remote printer #3 |
| 08 KP#4: | Remote printer #4 |
| 09 KP#5: | Remote printer #5 |
| 10 KP#6: | Remote printer #6 |
| 11 KP#7: | Remote printer #7 |
| 12 KP#8: | Remote printer #8 |
| 13 KP#9: | Remote printer #9 |
| 14 BCR (SCANNER) : | Scanner |
| 15 SCALE: | Scale |
| 16 ONLINE: | On-line |
| 17 POLE DISPLAY: | Pole display |

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

14 DEVICE CONFIG	01 BUILT-IN PRINTER	➡ See “Built-in printer” on page 201.
	02 JOURNAL PRINTER	➡ See “Journal printer” on page 201.
	03 RECEIPT PRINTER	➡ See “Receipt printer” on page 202.
	04 SLIP PRINTER	➡ See “Slip printer” on page 202.
	05 KP#1	} ➡ See “Remote printer” on page 203.
	06 KP#2	
	07 KP#3	
	08 KP#4	
	09 KP#5	
	10 KP#6	
	11 KP#7	
	12 KP#8	
	13 KP#9	
	14 BCR (SCANNER)	➡ See “BCR (SCANNER)” on page 204.
	15 SCALE	➡ See “Scale/On-line” on page 204.
	16 ONLINE	➡ See “Scale/On-line” on page 204.
	17 POLE DISPLAY	➡ See “Pole display” on page 204.

■ Built-in printer

Procedure

BUILT-IN PRINTER		P UP ▲	CAN	.	CL
LIGHT&SHADE		50	CEL		
IMAGE FOOTER		NOT PRINT	7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001				0001
					11:50

Program each item as follows:

- **LIGHT&SHADE (Use the numeric entry)**
Select a light and shade level. (00 to 99)
00: 75% for standard
50: 100% <standard>
99: 125% for standard
- **IMAGE FOOTER (Use the selective entry)**
PRINT: Prints footer graphic logo.
NOT PRINT: Does not print footer graphic logo.

■ Journal printer

Procedure

JOURNAL PRINTER		P UP ▲	CAN	.	CL
TERMINAL#		000	CEL		
CHANNEL#		0	7	8	9
PRINTER		EJ FILE	4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001				0001
					11:50

Program each item as follows:

- **TERMINAL# (Use the numeric entry)**
Terminal number (1 through 254 : Enter "0" for local device.)
- **CHANNEL# (Use the numeric entry)**
Channel number (1 through 7)
When you program as "0", no RS-232 channel is assigned.
- **PRINTER (Use the selective entry)**
Select the printer to be used from the following:
TM-T88(3)/T88(4)
TM-U220/230
EJ FILE (Electronic journal file)
BUILT-IN(810) (Built-in printer)
BUILT-IN(820) (Built-in printer)

■ Receipt printer

Procedure

RECEIPT PRINTER		P UP ▲	CAN	.	CL
TERMINAL#	000	CEL			
CHANNEL#	0	7	8	9	
PRINTER	BUILT-IN(810)				
AUTO CUTTER	YES	4	5	6	
HEAD LOGO PRINT	PRE-PRINT				
RCPT LENGTH	00	1	2	3	
		0	00	ENTR	
PGM2	CLERK0001				0001
					11:51

Program each item as follows:

- **TERMINAL# (Use the numeric entry)**
Terminal number (1 through 254 : Enter "0" for local device.)
- **CHANNEL# (Use the numeric entry)**
Channel number (1 through 7)
When you program as "0", no RS-232 channel is assigned.
- **PRINTER (Use the selective entry)**
Select the printer to be used from the following:
TM-T88(3)/T88(4)
TM-U220/230
TM-T88(3)(4)+LOGO
BUILT-IN(810) (Built-in printer)
BUILT-IN(820) (Built-in printer)
- **AUTO CUTTER (Use the selective entry)**
Auto cutter function
YES: Enables auto cutter function.
NO: Disables auto cutter function.
- **HEAD LOGO PRINT (Use the selective entry)**
Select a header logo print timing.
EACH ISSUE: The logo will be printed on the receipt just after the current transaction is finalized.
PRE-PRINT: The logo will be printed beforehand on the next receipt when the current transaction is finalized.
- **RCPT LENGTH (Use the numeric entry)**
Minimum length for bill on receipt (0 to 30)

■ Slip printer

Procedure

SLIP PRINTER		P UP ▲	CAN	.	CL
TERMINAL#	001	CEL			
CHANNEL#	1	7	8	9	
PRINTER	TM-U295				
INITIAL FEED#	00	4	5	6	
SLIP MAX LINE	99				
VP PRINT TIMES	1	1	2	3	
		0	00	ENTR	
PGM2	CLERK0001				0001
					11:52

Program each item as follows:

- **TERMINAL# (Use the numeric entry)**
Terminal number (1 through 254 : Enter "0" for local device.)
- **CHANNEL# (Use the numeric entry)**
Channel number (1 through 7)
When you program as "0", no RS-232 channel is assigned.
- **PRINTER (Use the selective entry)**
Select the printer to be used from the following:
TM-T88(3)/T88(4)
TM-U220/230
TM-U295
TM-T88(3)(4)+LOGO
- **INITIAL FEED# (Use the numeric entry)**
Initial line feed for a slip (0 to 64 lines)
- **SLIP MAX LINE (Use the numeric entry)**
Maximum number of lines printable on a slip (0 to 99)
- **VP PRINT TIMES (Use the numeric entry)**
Number of times of validation printing (0 to 9)

■ Remote printer (KP#1 through KP#9)

Procedure

KP#1		↓	P UP	▲	CAN	.	CL
TERMINAL#		000			CEL		
CHANNEL#		0			7	8	9
PRINTER	TM-T88(3)/T88(4)				4	5	6
AUTO CUTTER	YES				1	2	3
PRINT TYPE	ADDITION				0	00	ENTR
SECOND KP	0						
NAME							
INITIAL FEED#	00						
PREV.	NEXT	LIST	P DOWN	▼			
PGM2	CLERK0001						0001
					11:54		

The screen continues.

Program each item as follows:

- **TERMINAL# (Use the numeric entry)**

Terminal number (1 through 254 : Enter "0" for local device.)

- **CHANNEL# (Use the numeric entry)**

Channel number (1 through 7)

When you program as "0", no RS-232 channel is assigned.

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

Select the printer to be used from the following:

TM-T88(3)/T88(4)

TM-U220/230

BUILT-IN(810) (Built-in printer)

BUILT-IN(820) (Built-in printer)

- **AUTO CUTTER (Use the selective entry)**

Auto cutter function

YES: Enables auto cutter function.

NO: Disables auto cutter function.

- **PRINT TYPE (Use the selective entry)**

Select the type of receipt print formats.

ADDITION: Addition

S/D: Single/Double

ADD.+S: Addition + Single

D ADD.: Double addition

D ADD+S: Double addition + Single

- **SECOND KP (Use the numeric entry)**

You can assign a second remote printer to which data should be output when the first remote printer encounters an error during transmission of the data.

Second remote printer number (0 to 9)

- **NAME (Use the character entry)**

Description for the remote printer (max. 12 characters)

- **INITIAL FEED# (Use the numeric entry)**

Initial line feed for a remote printer (0 to 64)

- **SORT RCPT. CUTTING (Use the selective entry)**

Sort receipt cutting between each sort group

YES: Enables sort receipt cutting.

NO: Disables sort receipt cutting.

- **SEQUENTIAL PRINT (Use the selective entry)**

Sequential print from sort group 1 except header and footer

YES: Enables sequential print.

NO: Disables sequential print.

■ BCR (SCANNER)

Procedure

BCR(SCANNER)	P UP ▲	CAN	.	CL
CHANNEL#	0	CEL		
BAUD RATE	4800bps	7	8	9
DATA BITS	7 Bits			
PARITY	ODD	4	5	6
STOP BIT	1 Bit	1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				12:01

Program each item as follows:

- **CHANNEL# (Use the numeric entry)**
Channel number (0 through 7)
When you program as "0", no RS-232 channel is assigned.
- **BAUD RATE (Use the selective entry)**
Transmission speed (baud rate)
19200 bps/9600 bps/4800 bps
- **DATA BITS (Use the selective entry)**
Data bit: 7 bits/8 bits
- **PARITY (Use the selective entry)**
Parity bit: NON/ODD/EVEN
- **STOP BIT (Use the selective entry)**
Stop bit: 1 bit/2 bits

■ Scale/On-line

Procedure

SCALE	P UP ▲	CAN	.	CL
CHANNEL#	0	CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				12:02

Program each item as follows:

- **CHANNEL# (Use the numeric entry)**
Channel number (1 through 7)
When you program as "0", no RS-232 channel is assigned.

■ Pole display

Procedure

POLE DISPLAY	P UP ▲	CAN	.	CL
WAITING TIME	000	CEL		
		7	8	9
		4	5	6
		1	2	3
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PGM2 CLERK0001				0001
				12:03

Program each item as follows:

- **WAITING TIME (Use the numeric entry)**
Waiting time until the message is displayed on the pole display
(1 to 999)
When you program as "0", no message is displayed.

Tax Programming

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

Procedure

```

SETTING      ↑↓  P UP  ▲  CAN  CEL  .  CL
09 DATE/TIME
10 OPTIONAL
11 REPORT
12 MESSAGE
13 FUNCTION KEY
14 DEVICE CONFIG
15 TAX
16 CUSTOMER
PREV.  NEXT  LIST  P DOWN  ▼  0  00  ENTR
PGM2  CLERK0001                                0001
12:05

```

1. From the SETTING menu, select "15 TAX."
 - The TAX menu will appear.

TAX				P UP ▲	CAN	.	CL
1	TAX1				CEL		
2	TAX2				7	8	9
3	TAX3						
4	TAX4				4	5	6
5	TAX5						
6	TAX6				1	2	3
					0	00	ENTR

PREV. NEXT LIST P DOWN ▼

PGM2 CLERK0001

0001

12:05

- 2.** Select any option from the following options list:

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

NOTE

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

TAX1		P UP	▲	CAN	.	CL
RATE SIGN			▼	CEL		
TAX RATE		0.0000Z		7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001			0001		

12:05

- 3.** Program each item as follows:

- **RATE SIGN (Use the selective entry)**
 - : Minus rate
 - +: Plus rate
- **TAX RATE (Use the numeric entry)**
 - Tax rate (max. 7 digits: 0.0000 to 999.9999%)

Customer Programming

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

Procedure

SETTING	↑↓	P UP ▲	CAN	CEL	.	CL
09 DATE/TIME			7	8	9	
10 OPTIONAL			4	5	6	
11 REPORT			1	2	3	
12 MESSAGE			0	00	ENTR	
13 FUNCTION KEY						
14 DEVICE CONFIG						
15 TAX						
16 CUSTOMER						
PREV.	NEXT	LIST	P DOWN ▼			
PGM2	CLERK0001				0001	12:06

1. In the SETTING window, select "16 CUSTOMER".

- The CUSTOMER menu will appear.

CUSTOMER	P UP ▲	CAN	CEL	.	CL
1 CUSTOMER		7	8	9	
2 CUSTOMER PROG.		4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	12:06

2. Select an option from the following option list:

- | | |
|-------------------|----------------------|
| 1 CUSTOMER: | Customer code |
| 2 CUSTOMER PROG.: | Customer programming |

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

- | | | | |
|-------------|----|------------------|---|
| 16 CUSTOMER | └─ | 1 CUSTOMER | ➡ See "Customer code" on page 206. |
| | | 2 CUSTOMER PROG. | ➡ See "Customer programming" on page 207. |

Customer code

Procedure

CUSTOMER	P UP ▲	CAN	CEL	.	CL
---NOTHING---		7	8	9	
		4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	12:07

Program each item as follows:

- **NAME (Use the character entry)**
Enter a customer's name (max. 16 characters)
- **ADDRESS (Use the character entry)**
On the second line, enter the customer's address (max. 40 characters)
- **AUTO GROUP DISC.# (Use the numeric entry)**
Automatic group discount number (0 to 10)

Selected customer code →

0800000000075	P UP ▲	CAN	CEL	.	CL
NAME		7	8	9	
AUTO GROUP DISC.#	0	4	5	6	
		1	2	3	
		0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼		
PGM2	CLERK0001			0001	12:07

■ Customer programming

Procedure

CUSTOMER PROG.	P UP	▲	CAN	.	CL
PERIOD(MONTH)	99	CEL	7	8	9
LIMIT CHARGE	99999999		4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN	▼	
PGM2	CLERK0001				0001
					12:09

Program each item as follows:

- **PERIOD(MONTH) (Use the numeric entry)**

Preset a period to delete customer detail data.

Enter the period in a unit of month. (01 to 99)

If you enter "00", the customer detail data will not be deleted.

- **LIMIT CHARGE (Use the numeric entry)**

Limit of charge amount (max. 8 digits: 0 to 99999999)

NOTE

If the following condition is satisfied, its code is deleted using the deleting operation.

Date of the deleting (Year, Month) \geq Date of the last access (Year, Month) + programmed period + 1

[Ex.] Date of the deleting = (1 to 31)/8/2008, Period = 12 months:

Customer	Date of the last access	
Customer A	((1 to 30)/6/2007)	→ Deleted
Customer B	((1 to 30)/7/2007)	→ Deleted
Customer C	((1 to 30)/8/2007)	→ Kept intact

Order Mask Programming

Use the following procedure to select an option in the order mask programming:

Procedure

SETTING	↑	P UP	▲	CAN	CEL	.	CL
16 CUSTOMER							
17 ORDER MASK				7	8	9	
18 BACKUP SEND				4	5	6	
19 BACKUP RECEIVE				1	2	3	
20 ONLINE CONFIG				0	00	ENTR	
21 INLINE CONFIG							
22 MWS CONFIG							
23 VMP CONFIG							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						12:10	

1. In the SETTING window, select “17 ORDER MASK”.
 - The ORDER MASK window will appear.

ORDER MASK	↑	P UP	▲	CAN	CEL	.	CL
1 BRANCHES				7	8	9	
2 TRANSFER MASK				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						12:10	

2. Select an option from the following options list:

- | | |
|------------------|---------------|
| 1 BRANCHES: | Branches |
| 2 TRANSFER MASK: | Transfer mask |

The following illustration shows those options included in the order mask programming.

- | | | |
|---------------|-----------------|--|
| 17 ORDER MASK | 1 BRANCHES | ➡ See “Branch programming” on page 208. |
| | 2 TRANSFER MASK | ➡ See “Transfer mask programming” on page 209. |

■ Branch programming

You can program branch numbers and branch texts for article order masks.

Procedure

BRANCHES	↑	P UP	▲	CAN	CEL	.	CL
---NOTHING---				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						12:12	

- **BRANCHES (Use the numeric entry)**
Branch number (max. 8 digits: 1 to 99999999)
- **BRANCH NAME (Use the character entry)**
Branch name
Up to 16 characters can be entered.

Pertinent
branch number →

00000001	↑	P UP	▲	CAN	CEL	.	CL
BRANCH NAME				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	
						12:12	

■ Transfer mask programming

You can specify a mask no. to be used as stock transfer.

Procedure

TRANSFER MASK		P UP ▲	00	CAN	.	CL
MASK NO.			00	CEL		
				7	8	9
				4	5	6
				1	2	3
				0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼			
PGH2		CLERK0001		0001		
				12:13		

- **MASK NO. (Use the numeric entry)**

Mask number (max. 2 digits: 6 to 25)

Backup Data Send Programming

Use the following procedure to select the menu option “18 BACKUP SEND”:

■ Backup data send

Your POS terminal can send data to another device by RS232 (channel 2).

Procedure

SETTING	↑	P UP	▲	CAN	CEL	·	CL
16 CUSTOMER				7	8	9	
17 ORDER MASK				4	5	6	
18 BACKUP SEND				1	2	3	
19 BACKUP RECEIVE				0	00	ENTR	
20 ONLINE CONFIG							
21 INLINE CONFIG							
22 MWS CONFIG							
23 VHP CONFIG							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	12:14

BACKUP SEND	↑	P UP	▲	CAN	CEL	·	CL
SEND DATA				7	8	9	
SPEED				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	12:14

Program each item as follows:

• SEND DATA (Use the selective entry)

Select one of the following options (data sources):

ALL RAM

SSP

• SPEED (Use the selective entry)

Select one of the following options (data transmission speeds):

PROGRAMMED: Sends data at a programmed speed.

38400bps: Sends data at 38400 bps.

19200bps: Sends data at 19200 bps.

9600bps: Sends data at 9600 bps.

4800bps: Sends data at 4800 bps.

2400bps: Sends data at 2400 bps.

Backup Data Receive Programming

Use the following procedure to select the menu option “19 BACKUP RECEIVE”:

■ Backup data receive

Your POS terminal can receive data from another device by RS232 (channel 2).

Procedure

SETTING	↑	P UP	▲	CAN	CEL	·	CL
16 CUSTOMER				7	8	9	
17 ORDER MASK				4	5	6	
18 BACKUP SEND				1	2	3	
19 BACKUP RECEIVE				0	00	ENTR	
20 ONLINE CONFIG							
21 INLINE CONFIG							
22 MWS CONFIG							
23 VHP CONFIG							
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	12:16

BACKUP RECEIVE	↑	P UP	▲	CAN	CEL	·	CL
SPEED				7	8	9	
				4	5	6	
				1	2	3	
				0	00	ENTR	
PREV.	NEXT	LIST	P DOWN ▼				
PGM2	CLERK0001					0001	12:16

Program each item as follows:

• SPEED (Use the selective entry)

Select one of the following options(data transmission speeds):

PROGRAMMED: Receives data at a programmed speed.

38400bps: Receives data at 38400 bps.

19200bps: Receives data at 19200 bps.

9600bps: Receives data at 9600 bps.

4800bps: Receives data at 4800 bps.

2400bps: Receives data at 2400 bps.

On-line Configuration Programming

Use the following procedure to select the on-line configuration programming.
Please consult your dealer for more details.

Procedure

SETTING	↑	P UP	▲	CAN	.	CL
16 CUSTOMER				CEL	.	CL
17 ORDER MASK				7	8	9
18 BACKUP SEND						
19 BACKUP RECEIVE				4	5	6
20 ONLINE CONFIG						
21 INLINE CONFIG				1	2	3
22 MWS CONFIG						
23 VMP CONFIG				0	00	ENTR
PREV.	NEXT	LIST	P DOWN			
PGM2	CLERK0001					0001
						12:18

1. In the SETTING window, select "20 ONLINE CONFIG".
 - The ONLINE CONFIG window will appear.

ONLINE CONFIG	↓	P UP	▲	CAN	.	CL
TERMINAL No.				CEL	.	CL
CI SIGNAL	NON			7	8	9
LINE FORM	FULL					
BAUD RATE	9600 bps			4	5	6
START CODE	002					
END CODE	013			1	2	3
TIME OUT	007					
AT OPEN STORE				0	00	ENTR
PREV.	NEXT	LIST	P DOWN			
PGM2	CLERK0001					0001
						12:19

2. Program each item as follows:

- **TERMINAL No. (Use the numeric entry)**

Terminal number (0 to 999999).

- **CI SIGNAL (Use the selective entry)**

Sensing of the CI signal

NON

SENSING

- **LINE FORM (Use the selective entry)**

Programming of the modem control

FULL: Full duplex system

HALF: Half duplex system

- **BAUD RATE (Use the selective entry)**

Transmission data rate

38400 bps

19200 bps

9600 bps

4800 bps

2400 bps

- **START CODE (Use the numeric entry)**

Start code (0 to 127)

- **END CODE (Use the numeric entry)**

End code (0 to 127)

- **TIME OUT (Use the numeric entry)**

Programming of the time-out time (1 to 255 sec.)

- **AT OPEN STORE (Use the characteristic entry)**

Description sent on AT command at the open store operation.

Up to 50 characters can be entered.

- **AT CLOSE STOR (Use the characteristic entry)**

Description sent on AT command at the close store operation.

Up to 50 characters can be entered.

PRICE Mode Programming

The PRICE mode programming is chiefly used for daily changes of the PLU/EAN's unit price by supervisor or manager.

Procedure

	↓	P UP ▲	CAN CEL	.	CL
1 OPXZ MODE					
2 OFF MODE			7	8	9
3 X1/Z1 MODE					
4 X2/Z2 MODE			4	5	6
5 PRICE MODE					
6 PGM1 MODE			1	2	3
7 PGM2 MODE					
8 AUTO KEY MODE			0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
MODE CLERK0001					0001
					12:21

1. Select "5 PRICE MODE" from the mode selection window.
 - The PLU/EAN list will appear.

PLU/EAN	↓	P UP ▲	CAN CEL	.	CL
00001					
	PLU00001		7	8	9
00002					
	PLU00002		4	5	6
00003					
	PLU00003		1	2	3
00004					
	PLU00004		0	00	ENTR
PREV. NEXT LIST P DOWN ▼					
PRICE CLERK0001					0001
					12:21

2. Select a PLU/EAN code from the list

	P UP ▲	CAN CEL	.	CL
00001	0.00			
PRICE1		7	8	9
PRICE2	0.00			
PRICE3	0.00	4	5	6
PINT PRICE1	0.00			
PINT PRICE2	0.00	1	2	3
PINT PRICE3	0.00			
		0	00	ENTR
PREV. NEXT LIST P DOWN ▼				
PRICE CLERK0001				0001
				12:22

3. Program a unit price for the corresponding price level.

• PRICE1 through 8 (Use the numeric entry)

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

By default, only a price for PRICE1 through 3 can be entered. If you want to enter a price for PRICE4 through 8, contact your authorized SHARP dealer.

• PINT PRICE1 through 8 (Use the numeric entry)

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

By default, only a price for PINT PRICE1 through 3 can be entered. If you want to enter a price for PINT PRICE4 through 8, contact your authorized SHARP dealer.

Automatic Sequencing Key Programming

Just one press of an automatic sequencing key enables you to perform a set of frequently used key operations that are assigned to the automatic sequencing key. There are a maximum of 99 automatic sequencing keys available. You can also assign a maximum of 15 automatic sequencing keys to each of the 6 AUTO menu keys. Pressing an AUTO menu key opens a menu window to select the assigned automatic sequencing keys.

■ Auto menu programming

Setting auto menu

Procedure

Select "8 AUTO KEY MODE" from the mode selection window.

▼

AUTO KEY MODE		P UP ▲	CAN	.	CL
1 AUTO MENU	CEL		7	8	9
2 AUTO KEY SEQUENCE			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
AUTO	CLERK0001			0001	12:23

1. Select "1 AUTO MENU".

▼

AUTO MENU		P UP ▲	CAN	.	CL
1 AUTO MENU1	CEL		7	8	9
2 AUTO MENU2			4	5	6
3 AUTO MENU3			1	2	3
4 AUTO MENU4			0	00	ENTR
5 AUTO MENU5					
6 AUTO MENU6					
PREV.	NEXT	LIST	P DOWN ▼		
AUTO	CLERK0001			0001	12:23

2. Select a pertinent AUTO menu key.

▼

AUTO MENU1		P UP ▲	CAN	.	CL
1 SETTING	CEL		7	8	9
2 MENU TITLE			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
AUTO	CLERK0001			0001	12:24

3. Select "1 SETTING".

▼

AUTO MENU1		P UP ▲	CAN	.	CL
01 INHIBIT	CEL		7	8	9
02 INHIBIT			4	5	6
03 INHIBIT			1	2	3
04 INHIBIT			0	00	ENTR
05 INHIBIT					
06 INHIBIT					
07 INHIBIT					
08 INHIBIT					
PREV.	NEXT	LIST	P DOWN ▼		
AUTO	CLERK0001			0001	12:24

▼

4. Select a pertinent key number.

■ Auto menu programming (continued)

01	↓	P UP	▲	CAN	.	CL
00	INHIBIT			CEL		
01	AUTO			7	8	9
02	AUTO 2			4	5	6
03	AUTO 3			1	2	3
04	AUTO 4			0	00	ENTR
05	AUTO 5					
06	AUTO 6					
07	AUTO 7					
	PREV.	NEXT	LIST	P DOWN	▼	
AUTO	CLERK0001					0001
						12:24

The screen continues.

5.
- Select a pertinent automatic sequencing key from “AUTO” to “AUTO 99” to assign to the AUTO menu key.

Setting menu title

Procedure

Repeat the procedure 1 - 2 for “Setting auto menu” on the previous page.

▼

AUTO MENU1	P UP	▲	CAN	.	CL
1	SETTING		CEL		
2	MENU TITLE		7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
	PREV.	NEXT	LIST	P DOWN	▼
AUTO	CLERK0001				0001
					12:30

1.
- Select “2 MENU TITLE”.

▼

AUTO MENU1	P UP	▲	CAN	.	CL
MENU TITLE			CEL		
			7	8	9
			4	5	6
			1	2	3
			0	00	ENTR
	PREV.	NEXT	LIST	P DOWN	▼
AUTO	CLERK0001				0001
					12:30

2.
- Enter a menu title.
- MENU TITLE (Use the character entry)
Menu title for the AUTO menu key
Up to 16 characters can be entered.

■ Auto key sequence programming

Procedure

Select "8 AUTO KEY MODE" from the mode selection window.

▼

AUTO KEY MODE		P UP ▲	CAN	CEL	CL
1 AUTO MENU			7	8	9
2 AUTO KEY SEQUENCE			4	5	6
			1	2	3
			0	00	ENTR
PREV.	NEXT	LIST	P DOWN ▼		
AUTO	CLERK0001			0001	12:31

▼

AUTO KEY SEQUENCE		↓ ▲			
01 AUTO					
02 AUTO 2					
03 AUTO 3					
04 AUTO 4					
05 AUTO 5					
06 AUTO 6					
07 AUTO 7					
08 AUTO 8					
EXIT		▼			
AUTO	CLERK0001	HOME MENU	0001	12:35	

▼

01					
EXIT					
AUTO	CLERK0001	HOME MENU	0001	12:36	

▼

01					
01	7 KEY				
02	00 KEY				
03	DO 1				
04	TL				
EXIT					
AUTO	CLERK0001	HOME MENU	0001	12:37	

1. Select "2 AUTO KEY SEQUENCE".
 - The AUTO KEY SEQUENCE list is displayed on the main display area.
 - The keyboard is displayed on the keyboard area.

2. Select a pertinent automatic sequencing key from the AUTO KEY SEQUENCE list.

3. Enter the desired key operations to assign to the automatic sequencing key.

700 → 1 → TL

NOTE

- If a function menu key is entered, the currently displayed keys are replaced by the assigned function keys.
- PLU menu keys and AUTO menu keys cannot be entered.

4. Touch the EXIT key at the lower left of the window to finalize the programming.

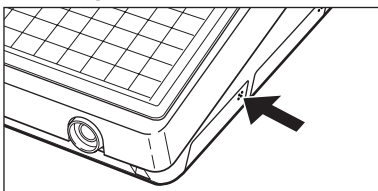
SD CARD Mode

In the SD CARD mode, you can save and load the data of your POS terminal to and from an SD card for various purposes. The types of data available in this mode are as follows:

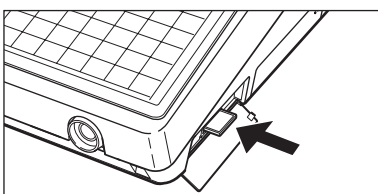
- Sales data
- Electronic journal data
- T-LOG data
- Programming data
- All RAM data
- Customer name list

Use the following procedure to operate in the SD CARD mode.

Installing SD card



1. Push the part of the SD card slot cover indicated by the arrow to open the cover.
* To close the cover, push the arrowed part in until you hear it click.



2. Insert the SD card into the slot.
* To remove the SD card, push it again, and it comes out of the slot.

Procedure

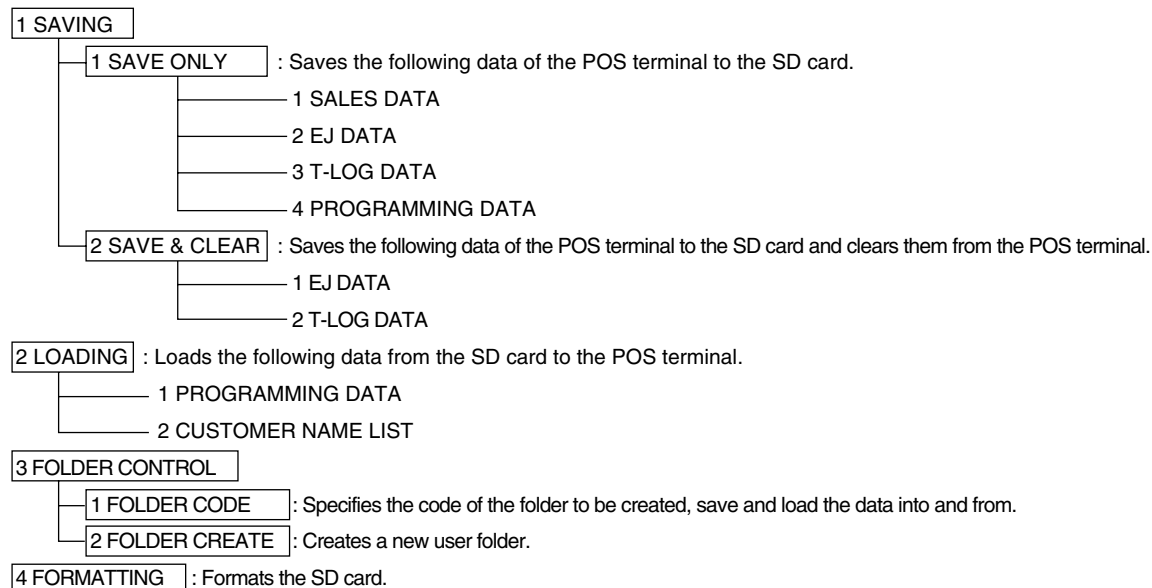
2 OFF MODE	↑	P UP	▲	CAN	.	CL
3 X1/Z1 MODE				CEL		
4 X2/Z2 MODE				7	8	9
5 PRICE MODE				4	5	6
6 PGM1 MODE				1	2	3
7 PGM2 MODE				0	00	ENTR
8 AUTO KEY MODE						
9 SD CARD MODE						
PREV. NEXT LIST P DOWN ▼						
MODE CLERK0001						0001
						12:39

1. Select "9 SD CARD MODE" in the mode selection window.

SD CARD	↑	P UP	▲	CAN	.	CL
1 SAVING				CEL		
2 LOADING				7	8	9
3 FOLDER CONTROL				4	5	6
4 FORMATTING				1	2	3
				0	00	ENTR
PREV. NEXT LIST P DOWN ▼						
SD CLERK0001						0001
						12:39

2. Select a pertinent operation.

In each menu of this mode, you can perform the following operations:



NOTE

- For details, please consult your authorized SHARP dealer.
- To save or load all RAM data, please consult your authorized SHARP dealer.
- This model supports SD cards only. Use of any other types of SD cards such as miniSD, microSD, etc. with an adapter is not supported.
- Do not turn the POS terminal off when it is accessing the SD card. The data in the card may be broken.
- Formatting the SD card erases all the data in it.

Reading of Stored Programs

You can read programs stored in the PGM1 or PGM2 mode.

■ Program reading sequence

To read those programs stored in the PGM1 or PGM2 mode, use the following procedure:

1. Select the PGM1 or PGM2 mode.
2. Select "1 READING" from the PGM1 or PGM2 mode menu to display the items list.
3. Select an item listed in the table shown later.
4. Where "RANGE" and/or "PICK UP" are displayed on the screen, select either option. Select "RANGE" to read program by range, and "PICK UP" to read program by picking up codes. The procedure to specify a range or to pick up codes are the same as the one in sales report. On the table, for the item you can specify a range, "*1" is indicated, and for the item you can pick up codes, "*2" is indicated.

Item:	Description:	Available mode:
1 DEPT *1	Department	PGM1 or PGM2
2 PLU/EAN *1*2	PLU/EAN	PGM1 or PGM2
3 DYNAMIC EAN *1*2	Dynamic EAN	PGM1 or PGM2
4 LINK PLU/EAN TABLE *1	Link PLU table	PGM2
5 COMBO MEAL *1	Combo meal	PGM2
6 CONDIMENT TABLE *1	Condiment table	PGM2
7 EAN PLU CONVERT *1	EAN-to-PLU converting table	PGM2
8 ITF PLU CONVERT	ITF-to-PLU converting table	PGM2
9 CRATE TABLE *1	Crate table	PGM2
10 PROMOTION TABLE *1	Promotion table	PGM2
11 EAN OTHERS	EAN other functions	PGM2
12 PLU INFORMATION *1	PLU information text	PGM2
13 PLU MENU KEY	PLU menu key	PGM2
14 SCALE TABLE	Scale table	PGM2
15 HAPPY HOUR	Happy hour	PGM2
16 FUNCTION GROUPS	Function groups	PGM1 or PGM2
17 MEDIA	Media key	PGM2
18 TRAINING TEXT/CLK	Training text/clerk	PGM2
19 CLERK	Clerk	PGM1 or PGM2
20 CASHIER	Cashier	PGM1 or PGM2
21 MANAGER	Manager	PGM2
22 EMPLOYEE *1	Employee	PGM2
23 WORKING TIME SHIFT	Working time shift	PGM2
24 JOB LOCATE TBL	Job location table	PGM2
25 CONTACTLESS KEY	Contactless key (only display)	PGM2
26 OPTIONAL	Optional features	PGM2
27 REPORT	Report	PGM2
28 FUNCTION TEXT	Function text	PGM2
29 FUNCTION KEY	Function key	PGM2
30 FUNCTION MENU KEY	Function menu key	PGM2

Item:	Description:	Available mode:
31 DEPT. GROUP	Department group	PGM2
32 PLU GROUP	PLU group	PGM2
33 PLU HOURLY GROUP	PLU hourly group	PGM2
34 MESSAGE	Message	PGM2
35 TAX	Tax	PGM2
36 AUTO MENU	Auto menu	PGM2
37 AUTO KEY SEQUENCE	Auto key sequence	PGM2
38 CUSTOMER * ¹	Customer	PGM2
39 CUSTOMER PROG.	Customer control	PGM2
40 BRANCHES * ¹	Branches	PGM2
41 TRANSFER MASK	Transfer mask	PGM2
42 DEVICE CONFIG	Device configuration	PGM2
43 DIRECT KEY	Direct key	PGM2
44 ONLINE CONFIG	On-line configuration	PGM2
45 INLINE CONFIG * ³	In-line configuration	PGM2
46 MWS CONFIG	MWS configuration	PGM2
47 VMP CONFIG	VMP configuration	PGM2
48 ROM VERSION	ROM version	PGM2

*³ The sub-menus “INLINE PRESET” and “SIGN ON CLERK” appear after “INLINE CONFIG” is selected.

■ Electronic journal

This function is intended to record the journal data in the electronic journal file (memory) instead of journal paper. For details, contact your authorized SHARP dealer.

• Recording data

The POS terminal records the printing output to the journal printer in REG, PGM1, PGM2, X1/Z1, and X2/Z2 modes into the electronic journal file.

• Reporting (X report)

The POS terminal reports the journal data (same as normal journal formats) in the electronic journal file by the report printer or the display.

Operation: Select the reading operation "E.JOURNAL" in X1/Z1 or OPXZ (only printing) mode.

It is possible to use filter functions (consecutive no./date/time/clerk code).

C.C. No. (Consecutive no.): ALL or RANGE (designate start no./end no.)

DATE (Date): ALL or RANGE (designate start date/end date)

TIME (Time): ALL or RANGE (designate start time/end time)

CLERK (Clerk code): ALL or INDIVIDUAL (designate clerk code)

• Resetting (Z report)

It is possible to take the resetting report of the journal data in the electronic journal file by the report printer.

Operation: Select the resetting operation "E.JOURNAL" in X1/Z1 or OPXZ mode.

The filter functions (consecutive no./date/time/clerk code) can not be used.

■ Data clear

Use the following procedure to perform the data clear operation.

Procedure

PGM2 MODE	P UP ▲	CAN	CEL	.	CL
1 READING		7	8	9	
2 SETTING					
3 D-EAN LOAD					
4 DATA CLEAR		4	5	6	
5 INITIAL D/L		1	2	3	
6 MAINTEN. D/L					
7 DECLARATION		0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001				0001	
				12:47	

1. In the PGM2 MODE window, select "4 DATA CLEAR".
 - The DATA CLEAR window will appear.

DATA CLEAR	↓ P UP ▲	CAN	CEL	.	CL
1 E. JOURNAL		7	8	9	
2 T-LOG					
3 TRANSACTION					
4 CLERK		4	5	6	
5 CASHIER					
6 HOURLY		1	2	3	
7 DAILY NET					
8 SIGN ON FLAG		0	00	ENTR	
PREV. NEXT LIST P DOWN ▼					
PGM2 CLERK0001				0001	
				12:48	

2. Select the pertinent operation.

14

European Article Number (EAN) or Universal Product Code (UPC)

■ EAN or UPC code

Your machine can transact the following codes:

- UPC-A (Number system character: 0, 2, 3, 4) • UPC-E
- EAN-8 • EAN-13 • Internal code EAN-8/EAN-13

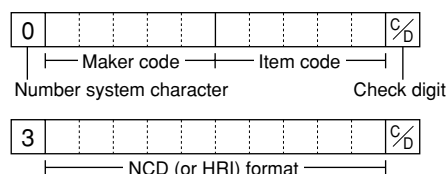
For the codes used in-store marking, there are two types of PLU type (treated as a code like PLU code) and Non-PLU type (price/quantity information is included in the code).

When a code is non-PLU type, the price/quantity in the code is read for sales entry (in case of quantity, "quantity multiplies preset unit price" is processed to obtain price.)

UPC-A

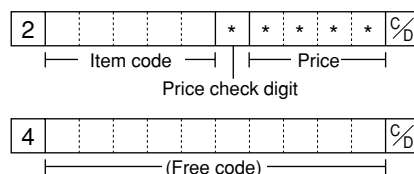
- Number system character: 0 <used in the source marking>
- Number system character: 3 <used as NDC or HRI>

For entry, a full 12 digits number or 11 digits number (omitting the check digits) must be entered.



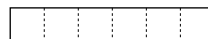
- Number system character: 2 <In-store marking Non-PLU type>
You can program the format in "EAN NON-PLU" in ARTICLE setting.
- Number system character: 4 <In-store marking PLU type>

For entry, a full 12 digits number, 11 digits number (omitting the check digit), or a leading zero plus 12 digits number must be entered. (Any numbers are allowed for the digits marked with *, and on the receipt/journal, non-PLU type code is printed like 2020008**** (****: price information).)



UPC-E

- UPC-E is a zero-suppressed version of UPC-A that conforms to the UPC-E Standards. This code is used for marking small package.

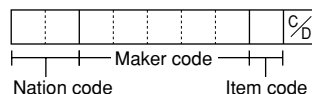


For entry, a 6 digits number or a leading zero plus 6 digits number must be entered.

EAN-8

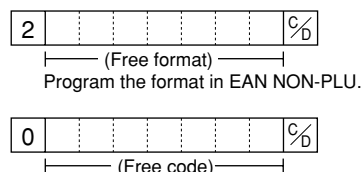
- Ordinary EAN-8 code (flag: neither 0 nor 2) <used in the source marking>

For entry, a full 8 digits number must be entered.



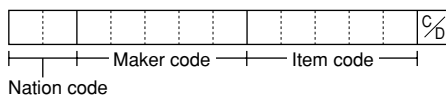
- Internal code (flag 2) <in-store marking non-PLU short type>
Program the format in "EAN NON-PLU" in ARTICLE setting.
- Internal code (flag 0) <in-store marking PLU short type>

For entry, a full 8 digits number must be entered. On the receipt/journal, non-PLU type code is printed like 208**** (****: price/quantity information)



EAN-13

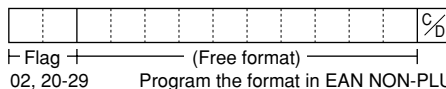
- Ordinary EAN-13 code (used in the source marking)
- Specific EAN-13 code (flag 977, 978, 979) (used in the source marking: ISBM, ISSN)



For entry, you must enter a full of 13 digits number.

- Internal code (used in the in-store marking, the flag character number: 20 through 29 and 02)

Program the format in “EAN NON-PLU” in ARTICLE setting.



- EAN press code (used for press articles)

For a press article, you must use a 13 digits number EAN code plus a 2-digit or 5-digit add-on code, though your register can register 13 digits number EAN code without an add-on code.

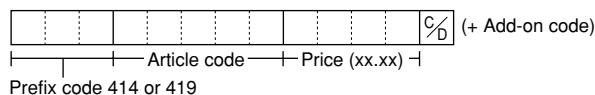
NOTE

The format for press articles is decided unique by each country. For the formats for other countries than the ones shown below, please ask your authorized SHARP dealer.

German type 2

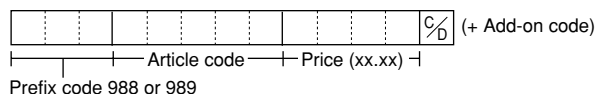
(EURO code - The price is coded in EURO from January 2002)

Currency for price is EURO.



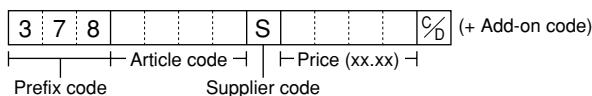
United Kingdom

Currency for price is GBP.



France

Currency for price on the prefix code 378 is EURO, and 379 is FFr. (The price is converted automatically according to EURO status.)



Sweden

Currency for price is SKr.



NOTE

- The availability of these press codes on your register depends on the programming.
- Since the price in a press code is read for sales entries, and the currency is decided by the code, note that the code you enter for sales matches your domestic currency.

■ Add-on code

UPC-A and EAN-13 may be followed by a two digits number or a five digits number as add-on code, excepting UPC-A without a check digit plus two or five digits add-on code.

Therefore, the total number of digits enterable for sales entries are as shown below:

Code entry	No add-on code	2-digit add-on code	5-digit add-on code
UPC-A	12	14	17
UPC-A w/leading zero	13	15	18
UPC-A w/o check digit	11	—	—
UPC-E	6	—	—
EAN-8	8	—	—
EAN-13	13	15	18

NOTE

Your register automatically judges the add-on code in an EAN code entered from the total number of digits and the flag.

■ EAN file

Your POS terminal has an EAN main file and can provide a Dynamic EAN (D-EAN) file.

EAN main file

In general use, all EAN items are managed in the EAN main file.

The programming data and sales information is recorded in the EAN main file.

Dynamic EAN file

If an dynamic EAN file is allocated, the items entered by EAN learning function (refer to “EAN learning function” section.) are saved in this file temporarily. (If not generated, they are directly saved in the EAN main file.) The data saved temporarily can be transferred to the EAN main file when necessary by executing D-EAN LOAD in the PGM2 mode.

If you want to use the dynamic EAN file, consult your authorized SHARP dealer.

Basically your POS terminal can be automatically modified to correspond to the introduction of EURO by executing the operation "EURO STATUS" in X2/Z2 mode. However, there are several options you must set depending on your need. So, please carefully conduct necessary settings.

For details, contact your authorized SHARP dealer.

EURO status:

You can select status from following 4 types ((A), (B), (C), or (D)). And the selectable type is decided as follows for each status. Type (A) is the base status (initial status).

From type (A) — selectable —> Type (B), (C), or (D)

From type (B) — selectable —> Type (C), (D)

From type (C) — selectable —> Type (D)

Items	Type (B)	Type (C)	Type (D)
General Z1 report	ISSUE	ISSUE	ISSUE
General Z2 report	ISSUE	ISSUE	ISSUE
GT1/GT2/GT3 memory	—	CLEAR	CLEAR
Exchange1 amount printing for total and change	YES	YES	NO
Exchange1 amount printing for total validation print	YES	YES	NO
Exchange1 calculation method	DIVISION	MULTI	MULTI
Domestic currency symbol	—	[EURO]	[EURO]
Domestic TAB	—	2	2
Conversion of preset prices of Dept./PLU/EAN*	—	YES	YES
Exchange1 currency descriptor	[EURO]	The current domestic currency symbol	—
Exchanger1 TAB	2	The current domestic TAB	—

The marked items "—" is remaining the current data.

*: The preset rate of the **[EX1]** key is applied as the conversion rate, and the calculation method is set to "division". When the conversion has been made, the message "PRICE CONVERTED" is printed on the report.

Setting the date and time when the automatic EURO modification operation should be executed

To certainly execute the automatic modification operation, you can program the scheduled date and time to execute the automatic EURO modification operation. From ten days before the preset date, the remaining days are printed at the bottom of the daily full resetting report.

****CID	*19.00
*CHECK ID	*45.00
CA/CHK ID	*64.00
CHK/CG	*2.00

EURO START	
01/07/2009 10:00	
DAYS TO EURO	<10>

Date and time setting will be reset after the execution of automatic modification operation, and again you can program the date and time for the next automatic modification operation.

Also you can make the automatic EURO modification operation compulsory. When the above-mentioned preset date and time has come, and also when you start an entry in the REG/MGR mode, the error message "EURO CHANGE ENTRY COMPULSORY" will be displayed. You cannot start any operation in the REG/MGR mode until you make the operation.

Automatic EURO modification operation

1. Select the X2/Z2 mode.
2. Select "8 EURO STATUS" from the menu.
3. Select the status you want to set (B, C or D) referring to the table on the previous page. Press the ☐ key to toggle the options.

Please note that once you set a status, you cannot return to the previous status(es).

Important note

As for the miscellaneous keys, such as ☐ and ☐ keys, and for the HALO setting, the automatic conversion will not be made. You need to change the % rates or amounts in the PGM1/PGM2 mode after the execution of the automatic modification operation for EURO so that they are based on amounts in EURO.

NOTE

It is executed some of following operation which is needed for each status.

(1) Issue general Z1 report. (2) Issue general Z2 report. (3) Clear GT1/GT2/GT3. (4) Change PGM function "Total and change amount printing — With foreign/Domestic only". (5) Change PGM function "Exchange1 amount printing for total validation print — YES/NO" and "Total validation print amount printing — With foreign/Domestic only". (6) Change PGM function "Exchange1 calculation method — Division/Multiplication". (9) Change PGM function "Converting the preset unit prices of departments/PLUs/EANs to the ones in EURO currency - YES/NO. (10) Set "Exchange1 currency descriptor" as the suitable data. (11) Set "Exchange1 TAB as the suitable

NOTE

This job cannot set the following additional EURO function. You must set the following items by each programming after executing the automatic EURO modification operation.

(1) Exchange1 rate, (2) "Check, Credit operation for Exchange1 — YES/NO"
(3) Foreign currency drawer number (if installed)

Also when you are using any of the ☐ through ☐ keys, you must change these rates.

16 Operator Maintenance

In Case of Power Failure

When power is lost, the POS terminal retains its memory contents and all information on sales entries.

- When power failure is encountered in POS terminal idle state or during an entry, the POS terminal returns to the normal state of operation after power recovery.
- When power failure is encountered during a printing cycle, the POS terminal prints “=====” and then carries out the correct printing procedure after power recovery. (See the sample print.)

1x PLU00001	1.00	*1.00
1x PLU00002	2.00	*2.00
1x PLU00003	3.00	*3.00
1x PLU00004	4.00	*4.00
=====		
1x PLU00005	5.00	*5.00
1x PLU00006	6.00	*6.00
CASH		*21.00

In Case of Printer Error

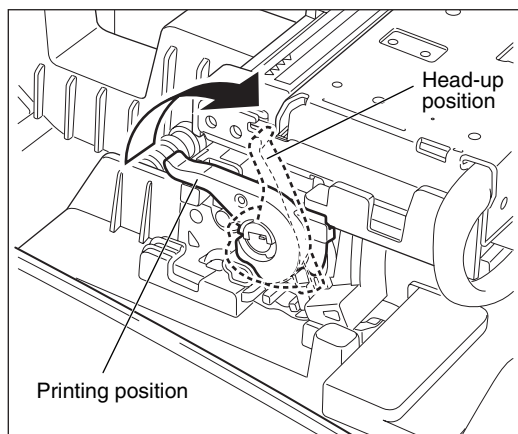
If the printer runs out of paper, the printer will stall, and “PAPER EMPTY” will appear on the display. Key entries will not be accepted. Referring to “Installing and Removing the Paper Roll” in this chapter, install a new paper roll in the proper position, then press the **CL** key. The printer will print the power failure symbol and resume printing.

If the print head comes up, the printer stalls, and “HEAD UP” will appear on the display. Key entries will not be accepted. Bring back the print head to the correct position, then press the **CL** key. The printer will print the power failure symbol and resume printing.

Thermal Printing

Your POS terminal prints by means of thermal printing. The print head applies heat to thermal paper which is chemically treated to change color when heated to a certain level. This creates the printed text.

■ Cautions in handling the printer



- If you are not going to use the POS terminal for an extended period of time, pull the print head release lever toward you so that the print head is set apart from the plate.

- Avoid the following environments:
 - Dusty and humid places
 - Direct sunlight
 - Iron powder (A permanent magnet and electromagnet are used in this machine.)
- Use the print head release lever only when necessary.
- Never pull the paper when it is in contact with the print head. First release the head with the print head release lever, and then remove the paper.
- Never touch the surface of the print head.
- Never touch around the print head and the motor during printing or before they have had sufficient time to cool.

■ Cautions in handling the recording paper (thermal paper)

- Use only the paper specified by SHARP.
- Do not unpack the thermal paper until you are ready to use it.
- Avoid heat. The paper will color at around 70°C.
- Avoid dusty and humid places for storage. Avoid direct sunlight.
- The printed text on the paper can discolor under the following conditions:
 - Exposure to high humidity and temperature
 - Exposure to the direct sunlight
 - Contact with glue, thinner or a freshly copied blueprint.
 - Heat caused by friction from scratching or other such means.
 - Contact with a rubber eraser or adhesive tape.
- Be very careful when handling the thermal paper. If you want to keep a permanent record, copy the printed text with a photocopier.

Installing and Removing the Paper Roll

■ Recording paper specifications

Be sure to use paper rolls specified by SHARP.

The use of any other paper rolls than specified could cause paper jamming, resulting in POS terminal malfunction.

Paper specification

Paper width:	79.5 ± 0.5 mm
Max. outside diameter:	80 mm
Quality:	Thermal paper
Paper tube:	18 mm

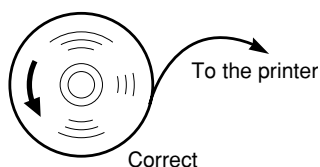
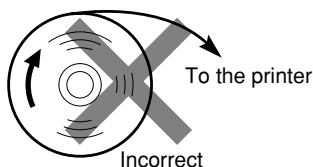
- Be sure to set a paper roll prior to using your machine, otherwise it may cause a malfunction.

Install the paper roll in the printer. Be careful then to set the roll and cut the paper end correctly.

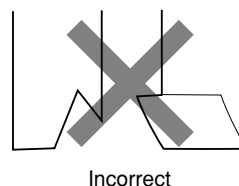
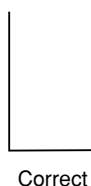
NOTE

If the top end of the paper roll is fixed with paste or tape, the paper may lose its color development ability in the pasted or taped area due to the deterioration of the heat-sensitive color development component of the paper surface. This may result in nothing appearing at this location when printing is performed. Therefore, when setting a new paper roll in the machine, be sure to cut off approximately one revolution (approx. 25 cm long).

(How to set the paper roll)

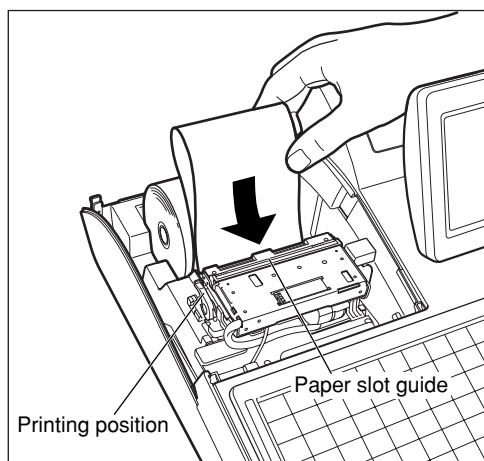


(How to cut the paper end)



■ Installing the paper roll

Installing the receipt paper roll



1. Select the REG mode after connecting the AC cord and turning on the POS terminal.
2. Remove the printer cover.
3. Check that the print head release lever is in its printing position.
4. Set the paper correctly as illustrated above in the paper roll location of the printer.
5. Insert the end of the paper into the paper chute as shown on the left. It will automatically be fed through the printer.
6. Cut off the excess paper that comes out of the printer with the paper slot guide.
7. Replace the printer cover.

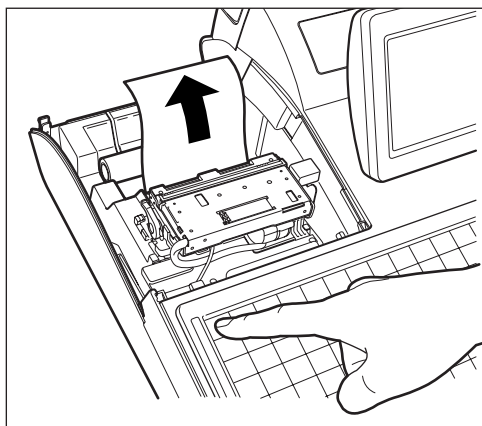
- When you want to manually install a new roll of paper while your machine is turned off, follow the steps shown below:


- 1 Pull the print head release lever toward you to lift up the print head.
2. Correctly place the new paper roll into the paper roll location.
3. Insert the paper end into the paper chute until it comes out of the printer.
4. Return the print head release lever to its original position.
5. Cut off the excess paper with the paper slot guide.

■ Removing the paper roll

When a red dye appears on the paper roll, it is time to replace the existing paper roll. Replace the paper roll with a new one. If you plan not to use your POS terminal for an extended period of time, remove the paper roll, and store it in the appropriate place.

Removing the receipt paper roll



1. Remove the printer cover.
2. Cut the paper behind the printer and near the paper roll.
3. Press the  key until the paper remaining in the printer comes out completely.
4. Remove the paper roll from the back of the printer.

NOTE Do not pull the paper through the printer.

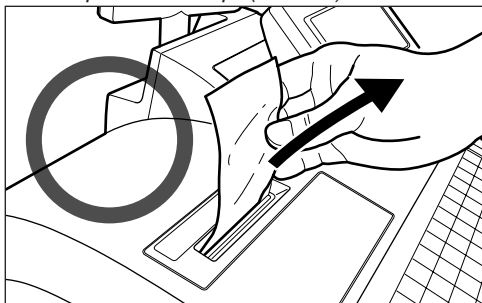
■ Prevention of paper jams

Keep the following points in mind to prevent paper jams.

- Do not touch the receipt while it is being printed.
- Cut off the receipt after the printing is finished. You hear the cutter sound when the printing is finished.
- Pulling the receipt during the printing may cause paper jams.

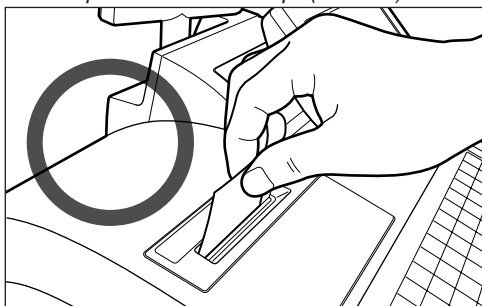
How to pull the receipt paper after the printing

How to pull the receipt (Correct)



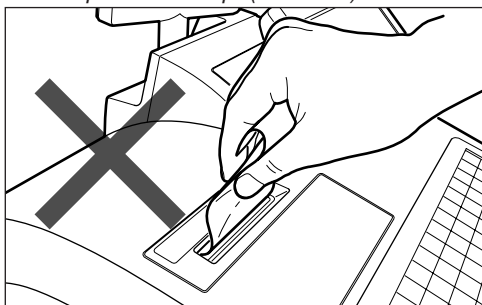
Pull the receipt paper obliquely upward from behind holding the middle of its side.

How to pull the short receipt (Correct)



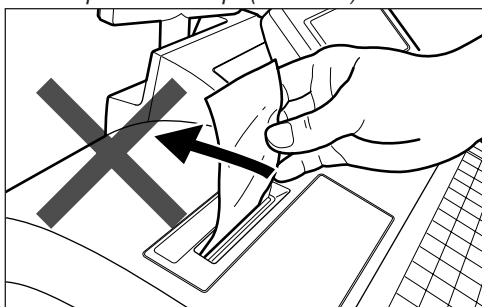
In case the receipt is short, always cut it off after the printing is finished.

How to pull the receipt (Incorrect)



Do not press the receipt paper from above or hold it in the way it is squashed. This may result in a paper jam.

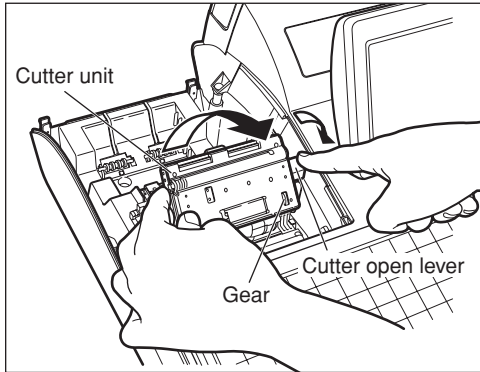
How to pull the receipt (Incorrect)



Do not pull the receipt paper (obliquely) rightward or leftward. This may result in a paper jam.

■ Removing a paper jam

Precaution: Be very careful with the cutter, so as not to cut yourself. Never touch the print head immediately after printing, because the head may still be hot.



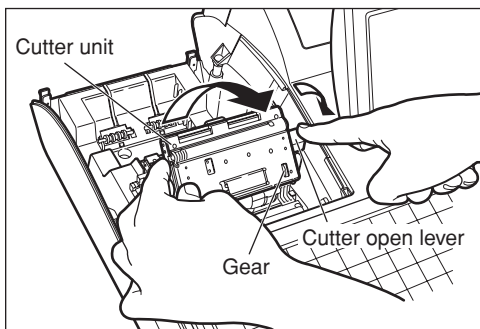
1. Remove the printer cover.
2. While pushing the cutter open lever to the right, pull up the cutter unit.
3. Remove the paper jam. Check for and remove any shreds of paper that may remain in the printer and cutter unit.
4. Pull up the print head release lever to the head-up position.
5. Remove the receipt paper. Cut off the paper end if it is squashed.
6. Return the cutter unit to its original position. Make sure the metal part is surely hooked to the cutter open lever.
7. Return the print head release lever to its original position.
8. Reset the paper roll correctly by following the steps in "Installing the paper roll".
9. Replace the printer cover.

NOTE

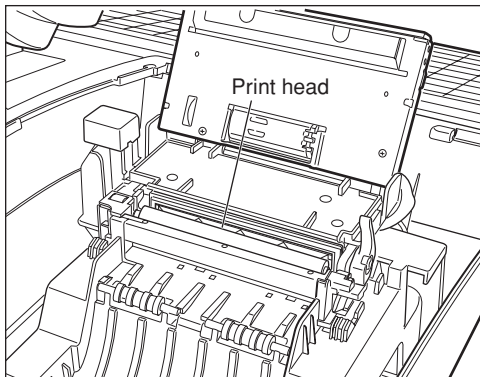
In case the cutter blade won't return to its original position due to paper jams or small foreign objects like clips stuck in the cutter unit, turn the gear on the cutter unit using a small screwdriver or some other tapered tool.

Cleaning the Print Head

When the printed text is getting dark or faint, paper dust may be stuck to the print head. Clean the print head as follows:



1. Select the OFF mode.
2. Remove the printer cover.
3. Pull up the print head release lever to the head-up position.
4. Remove the paper roll.
5. While pushing the cutter open lever to the right, pull up the cutter unit.



6. Clean the print head with a soft rag moist with ethyl alcohol or isopropyl alcohol.
7. Return the print head release lever to its original position immediately after cleaning.
8. Return the cutter unit to its original position. Make sure the metal part is surely hooked to the cutter open lever.
9. Reset the paper roll correctly by following the step in "Installing the paper roll".
10. Replace the printer cover.

Precautions:

Never touch the print head with a tool or anything hard as it may damage the head.

Before Calling for Service

The malfunctions shown in the left-hand column below, labeled “Fault,” do not necessarily indicate functional faults of the machine. It is therefore advisable to refer to the “Checking” shown in the right-hand column before calling for service.

Fault	Checking
<ul style="list-style-type: none">• The display does not illuminate.	<ul style="list-style-type: none">• Is power supplied to the electric outlet?• Is the power cord plug out or loosely connected to the electrical outlet?• Is the power switch in the “ON” position?• Is the terminal in screen-save mode?
<ul style="list-style-type: none">• The display is illuminated, but the whole machine refuses entries.	<ul style="list-style-type: none">• Is a cashier code assigned to the POS terminal?• Is a clerk code assigned to the POS terminal?• Is the POS terminal in the REG mode?
<ul style="list-style-type: none">• No receipt is issued.	<ul style="list-style-type: none">• Is the receipt paper roll properly installed?• Is there a paper jam?• Is the receipt function in the “OFF” status?• Is the print head release lever at the printing position?
<ul style="list-style-type: none">• Printing is unusual.	<ul style="list-style-type: none">• Is the print head release lever at the printing position?• Is the paper roll properly installed?

17 Options

List of Options

For your UP-800F/810F POS terminal, the following options are available:
For details, contact your authorized SHARP dealer. Do not try to install any options yourself.

1. External printer model TM-T88III/T88IV, TM-U220/230 or TM-U295*
2. Remote customer display model UP-P20DPB
3. Remote drawer model ER-03/05DWB
4. Remote coin case model ER-48CC2, ER-48CC3 or ER-58CC
5. Remote coin case cover model ER-01CV1-5, ER-02CV1-5 or ER-03CV
6. RAM memory board model UP-S04MB2
7. Magnetic card reader model UP-E13MR3
8. EFT interface model UP-I04EF
9. Contactless clerk keys model UP-R10CL2

* The external printer TM series are not SHARP products.

18 Specifications

Model:	UP-800F/810F	
Dimensions:	349 (W)* x 439 (D) x 261 (H) mm	* Including the touch panel.
Weight:	UP-800F:6.1 kg / UP-810F:7.3 kg	
Power source:	Official (nominal) voltage and frequency	
Power consumption:	(UP-800F)	
	Stand-by:	28W (When the official voltage is 220 to 230V, 50Hz/60Hz) 31W (When the official voltage is 230 to 240V, 50Hz)
	Operating:	35W (max.) (When the official voltage is 220 to 230V, 50Hz/60Hz) 32W (max.) (When the official voltage is 230 to 240V, 50Hz)
	(UP-810F)	
	Stand-by:	28W (When the official voltage is 220 to 230V, 50Hz/60Hz) 31W (When the official voltage is 230 to 240V, 50Hz)
	Operating:	67W (max.) (When the official voltage is 220 to 230V, 50Hz/60Hz) 61W (max.) (When the official voltage is 230 to 240V, 50Hz)
Working temperatures:	0 to 40 °C	
Electronics:	LSI (CPU) etc.	
Built-in battery:	Rechargeable battery pack, memory holding time of about 1 month (with fully charged built-in battery pack, at 25 °C)	
Display:	Operator display:	Color LCD module and Touch panel 400 (W) X 240 (H) (dots)
	Customer display:	7-segment display (7 positions)
Printer (UP-810F):	Type:	1-station thermal printer
	Printing speed:	Max. 20 lines/second
	Printing capacity:	48 digits for receipt paper
	Other functions:	• Graphic logo printing function
		• Logo message function • Receipt (ON-OFF) function • Receipt paper feed function
Paper roll (UP-810F):	Width: 79.5 ± 0.5 mm	
	Max. diam.: 80 mm	
	Quality: High quality (0.06 to 0.08 mm thickness)	
Accessories:	Basic User Manual	1 copy
	Standard key sheet	1 (placed under keyboard cover)
	Programming key sheet	1 (placed under keyboard cover)
	Paper roll	1 (for UP-810F)

* Specifications and appearance subject to change without notice for improvement.

For additional information about SHARP cash registers and POS systems, please visit our website:
www.sharp.co.uk (only for the United Kingdom), www.sharp.net.au (only for Australia)

CE 0891

Hereby *SHARP CORPORATION* declares that this *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ and BODY Model: RUNTZ3845RCZZ)* is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

SHARP CORPORATION vakuuttaa täten että *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ ja BODY Model: RUNTZ3845RCZZ)* tyypinen laite on direktiivin 1999/5/EY oleellisten vaatimusten ja sitä koskevien direktiivin muiden ehtojen mukainen.

Hierbij verklaart *SHARP CORPORATION* dat het toestel *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ en BODY Model: RUNTZ3845RCZZ)* in overeenstemming is met de essentiële eisen en de andere relevante bepalingen van richtlijn 1999/5/EG.

Par la présente *SHARP CORPORATION* déclare que l'appareil *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ et BODY Model: RUNTZ3845RCZZ)* est conforme aux exigences essentielles et aux autres dispositions pertinentes de la directive 1999/5/CE.

Härmed intygar *SHARP CORPORATION* att denna *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ och BODY Model: RUNTZ3845RCZZ)* står i överensstämmelse med de väsentliga egenskapskrav och övriga relevanta bestämmelser som framgår av direktiv 1999/5/EG.

Undertegnede *SHARP CORPORATION* erklærer herved, at følgende udstyr *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ og BODY Model: RUNTZ3845RCZZ)* overholder de væsentlige krav og øvrige relevante krav i direktiv 1999/5/EF.

Hiermit erklärt *SHARP CORPORATION*, dass sich das Gerät *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ und BODY Model: RUNTZ3845RCZZ)* in Übereinstimmung mit den grundlegenden Anforderungen und den übrigen einschlägigen Bestimmungen der Richtlinie 1999/5/EG befindet.

ΜΕ ΤΗΝ ΠΑΡΟΥΣΑ *SHARP CORPORATION* ΔΗΛΩΝΕΙ ΟΤΙ *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ ΚΑΙ BODY Model: RUNTZ3845RCZZ)* ΣΥΜΜΟΡΦΩΝΕΤΑΙ ΠΡΟΣ ΤΙΣ ΟΥΣΙΩΔΕΙΣ ΑΠΑΙΤΗΣΕΙΣ ΚΑΙ ΤΙΣ ΛΟΙΠΕΣ ΣΧΕΤΙΚΕΣ ΔΙΑΤΑΞΕΙΣ ΤΗΣ ΟΔΗΓΙΑΣ 1999/5/ΕΚ.

Con la presente *SHARP CORPORATION* dichiara che questo *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ ed BODY Model: RUNTZ3845RCZZ)* è conforme ai requisiti essenziali ed alle altre disposizioni pertinenti stabilite dalla direttiva 1999/5/CE.

Por medio de la presente, *SHARP CORPORATION* declara que el *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ y BODY Model: RUNTZ3845RCZZ)* cumple con los requisitos esenciales y cualesquiera otras disposiciones aplicables o exigibles de la Directiva 1999/5/CE.

SHARP CORPORATION declara que este *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ e BODY Model: RUNTZ3845RCZZ)* está conforme com os requisitos essenciais e outras disposições da Directiva 1999/5/CE.

Hér með lýsir *SHARP CORPORATION* yfir því að *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ og BODY Model: RUNTZ3845RCZZ)* er í samræmi við grunnkröfur og aðrar kröfur, sem gerðar eru í tilskipun 1999/5/EC.

SHARP CORPORATION erklærer herved at utstyret *CONTACTLESS CLERK KEY UNIT (KEY Model: RUNTZ3844RCZZ og BODY Model: RUNTZ3845RCZZ)* er i samsvar med de grunnleggende krav og øvrige relevante krav i direktiv 1999/5/EF.

According to article 6 (3) of the directive 99/5/EC this manual contains a declaration of conformity for the "Contactless Clerk Key & Key Body", which is mounted in this POS terminal.

Gemäß Artikel 6 (3) der Direktive 99/5/EG beinhaltet diese Bedienungsanleitung eine Konformitätserklärung für den in diesem POS-Kassenterminal eingebauten "Contactless Clerk Key & Key Body".

Selon l'article 6 (3) de la directive 99/5/CE, ce manuel contient la déclaration de conformité de "Contactless Clerk Key & Key Body" qui sont montés sur ce Terminal de Point de Vente.

Según el artículo 6 (3) de la directiva 99/5/CE, este manual contiene una declaración de conformidad para "Contactless Clerk Key & Key Body" que están montadas en este terminal POS.

No. 009_05_2007		SHARP	
Nr. N°.			
Declaration of Conformity EG-Konformitätserklärung Déclaration de Conformité CE			
Manufacturer:	SHARP Electronics (Europe) GmbH		
Hersteller:			
Producteur:			
Address:	Sonninstraße 3, 20097 Hamburg, Germany		
Anschrift:	Sonninstraße 3, 20097 Hamburg, Deutschland		
Adresse:	Sonninstraße 3, 20097 Hamburg, L'Allemagne		
Product Description:	Contactless Clerk Key Unit		
Produktbezeichnung:	Contactless Clerk Key Body	Contactless Clerk Key	
Descriptif du produit:	RUNTZ3845RCZZ	RUNTZ3844RCZZ	
The object of the declaration described above is in conformity with the requirements of the following documents:			
Das oben beschriebene Produkt ist konform mit den Anforderungen der folgenden Dokumente:			
L'objet de cette déclaration est en conformité avec les exigences des documents suivants:			
1999/5/EC	Council Directive on the approximation of the laws of the Member States		
1999/5/EG	Richtlinie des Rates zur Angleichung der Rechtsvorschriften der Mitgliedsstaaten		
1999/5/CE	Directive du Conseil concernant le rapprochement des législations des Etats membres		
Conformity to the Directives is assured through the application of the following standards:			
Die Konformität wird nachgewiesen durch Einhaltung der folgenden Normen:			
La conformité aux directives est assurée par les normes suivantes:			
Reference number : Edition	Reference number : Edition		
Referenznummer : Ausgabedatum	Referenznummer : Ausgabedatum		
Numéro de référence : Edition	Numéro de référence : Edition		
EN 300 330-2 V1.3.1	EN 301 489-01 V1.6.1		
EN 300 330-1 V1.5.1	EN 301 489-03 V1.4.1		
EN 50371:2002			
The following Notified Body with ID No. 0891 is involved:			
TRL COMPLIANCE LTD.			
Long Green Forthampton Glos GL19 4QH UK			
CE marking:	2007		
CE-Kennzeichnung:			
Marquage CE:			
Date:	21.05.2007	Place:	Hamburg
Datum:		Ort:	
Date:		Lieu:	
Signature			
Unterschrift			
Signature			
Name:	ppa. Michael Brozek		
Name:			
Nom:			
Position:	Director Customer Service Europe		
Funktion:			
Fonction:			

FOR CUSTOMERS IN U.K.

IMPORTANT

The wires in this mains lead are coloured in accordance with the following code:

BLUE:	Neutral
BROWN:	Live

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug proceed as follows.

The wire which is coloured **BLUE** must be connected to the terminal which is marked with the letter **N** or coloured black.

The wire which is coloured **BROWN** must be connected to the terminal which is marked with the letter **L** or coloured red.

The apparatus must be protected by a 3A fuse in the mains plug or distribution board.

CAUTION: DO NOT CONNECT THE LIVE (BROWN) WIRE OR THE NEUTRAL (BLUE) WIRE TO THE EARTH TERMINAL OF YOUR 3-PIN MAINS PLUG.

Environment Protection

The device is supported by a battery. To dispose the battery safely to protect the environment, please note the following points:

- Take the used battery to your local waste depot, dealer or customer service centre for recycling.
- Do not throw the used battery into fire, into water or into the household waste!

SHARP

SHARP ELECTRONICS (Europe) GmbH
Sonninstraße 3, D-20097 Hamburg

SHARP CORPORATION