



SAM4S ER-900 Series Electronic Cash Register AU

Operation and Program Manual



All specifications are subject to change without notice

JK__-_____(Rev.03)
From *ER-900* v1.000 up to v1.012

ATTENTION

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

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

WARNING

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

CAUTION



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

Precaution Statements

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

1-1 Safety Precautions

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

Components that are critical for safety are indicated in the circuit diagram by shading, () or (). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

CAUTION

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

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

Dispose used batteries according to the manufacturer's instructions.

ATTENTION

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

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

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

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

1-2 Servicing Precautions

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

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

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

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

1-3 Precautions for Electrostatic Sensitive Devices (ESDs)

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

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Introduction

About the *ER-900 Series Electronic Cash Registers*

The *ER-900* Series is offered in four different configurations. There are two flat keyboard models and two raised-key models.

This manual includes instructions for all models. The keyboard and printer configuration defines the model. All other features are the same, unless otherwise noted.

	Single Printer Station (Receipt Printer)	Two Printer Stations (Receipt and Journal Printers)
Flat Keyboard (150 Buttons)	 ER-920 Receipt Printer Flat Keyboard	 ER-940 Receipt and Journal Printers Flat Keyboard
Raised Keyboard (91/98 buttons)	 ER-925 Receipt Printer Raised Keyboard	 ER-945 Receipt and Journal Printers Raised Keyboard

Using This Manual

This manual provides you with a means to use your SAM4s cash register to its fullest potential. It is divided into seven sections:

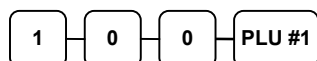
- **Introduction** - the section you are reading now; provides a basic idea about the register and how to use this manual.
- **Getting Started** - provides quick start steps to help you get up and running for basic applications.
- **Operations** - guides you through the basic operation sequences.
- **Management Functions X/Z-Mode** - explains manager controlled functions, along with reports and balancing information.
- **S-Mode Programming** - provides instructions for secure programming – usually done by the installing dealer prior to installation.
- **P-Mode Programming** - provides complete programming instructions, including PLU, function key programs, and system options. This section is recommended for use by storeowners and managers. Call your SAM4s dealer if you find you need programming assistance.
- **Sample Reports** - provides a sample of each register report.

These SAM4s Cash Registers allows many different user applications. This manual was written with this in mind. Although we have tried to touch on all available options, your specific application may differ.

If you have questions concerning the configuration of your Sam4S Cash Register, contact your authorized SAM4s dealer.

Using Flowcharts

Flowcharts are used to supplement step-by-step instructions throughout this manual. For example, the following flowchart describes how to register \$1.00 into the PLU1 key:



This flowchart means:

1. Press numeric key 1.
2. Press numeric key 0.
3. Press numeric key 0.
4. Press PLU #1.

Follow the flowchart from left to right, pressing the keys in the order they are shown. Numeric keypad entries are shown as square keys. PLU and function keys are shown as rectangular keys.

Using Option Tables

Option Tables are used to list all available options which you can use to modify the way an ECR works. When the **Address** is **only** a number, it means each address can be programmed individually. Each option **Address** may have one or more (up to 3) sub-options. All 3 options have to be considered all together. Below is an example from System Option #31...

Address	SYSTEM OPTION		VALUE	=	SUM
31	Descriptor Program Method	Keyboard overlay =	Yes = 1	a	a + b + c
		Character code =	No = 0		
	Use Journal Takeup Spool? (ER-920/925 Only)		Yes = 2 No = 0	b	
	Use MCR?		Yes = 4 No = 0	c	

※Default values have been highlighted in **bold** print

In this System Option Address **#31**, there are 3 options - Descriptor Program Method (Keyboard overlay or Character code), Use Journal Takeup Spool, and Use MCR.

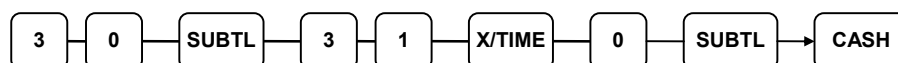
When **the factory default program** is loaded into the machine after **RAM All Clear** this address is set to “Keyboard overlay descriptor program method”, “Not using Journal Takeup Spool” and “Not using MCR”. So the decisions in the same order are: **Yes**, **No** and **No**. The values which represent the options in the same order are **1**, **0** and **0**. In this case, **a = 1**, **b = 0**, and **c = 0** for each option in same order. Therefore, the “**SUM**” value for this Address **#31** is $a + b + c$, which is **1**.

If Character code descriptor program method happens to be the desired method, you then need to choose **No** for the first option. The value of **a** becomes **0**. If the following two options remain the same (which **b** and **c** are both **0**), the **SUM** ($a + b + c$) value for this address will be $0 + 0 + 0$ and **0**.

On the other hand, from **factory default value** (which is **0**), if you equip your **ER-900** with **optional** Magnetic Card Reader (MCR) and the only change you want to make is to “Use MCR”, you need to choose **Yes** for this option, the value of **c** becomes **4**, the first two options (**a** and **b**) remain as **1** and **0**, the **SUM** value for this address will be $1 + 0 + 4 = 5$

So the possible **SUM** values for this **#31** are 0, 1, 2, 3, 4, 5, 6, and 7 according to your decision. So if you only want to change to “Use Character Code Descriptor Program Method” (the first example which **SUM** value $a + b + c = 0$), to program that decision:

Turn mode lock to **PGM-Mode** with right key, then



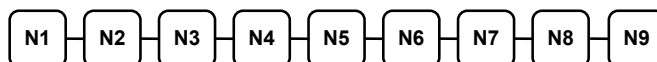
Using Status Charts

Similar to Option Tables, **Status Charts** similar job. Below shows one of the options in the PLU **Status Charts**:

Address	Program Option	Value	=	Sum
N5	PLU keeps inventory ?	Yes = 1 No = 0	a	a
	PLU is inactive ?	Yes = 2 No = 0	b	+
	PLU is scalable ? (Also make N6-1)	Yes = 4 No = 0	c	b +
				c

※Default values have been highlighted in **bold** print

The difference with the Status Chart is that the Address is a string of numbers. The PLU Status Chart Address is a nine (9) digit number.



When N# is the Address number, the example above shows the fifth digit (N5) in the Address. Each SUM value in the Address is calculated in the same way as the **Option Tables**. For example above, when all three sub-options of **N5** are all **No**, **N5** equals $0 + 0 + 0 = 0$

The factory default status for a PLU is **Preset Price** (N1-1 is Yes, equals **0**), **Overridable Preset Price** (N1-2 is Yes, equals **0**), and **GST** (N1-3 is Yes, equals **4**), for **N1**, which is $0 + 0 + 4 = 4$. The rest of Addresses in the status is all preset to **0**. Therefore, the status from **N1** to **N9** is **4 0 0 0 0 0 0 0 0**.

Basic Features and Functions

LCD Operator Display



The *ER-900 Series* come with a liquid crystal screen, allowing you to view up to 2 lines of information with up to 16 characters per line. The display is backlit and adjustable to provide excellent visibility, regardless of lighting conditions.

When the control lock is in the OFF position, the register cannot be operated. When the control lock is in the REG, VOID, X, Z, PGM or SM positions the appropriate message, is displayed with the message “CLOSED”. You must sign on a clerk to remove the “CLOSED” message and begin operation.

Operator Display Example

- ◆ Press **1 0 0 0**, then **PLU12** to register \$10.00 on PLU 12

PLU12	
1	10.00

- ◆ Press **5 0 0 0**, then **CASH** to tender a sale and change will be shown

CASH	50.00
CHANGE	40.00

Displayed Error Conditions

** WARNING! **
SEQUENCE ERR

VFD Customer Display

The rear display is a 10 digit florescent display that allows your customer to monitor the transaction and view the sale total. The rear display can be lifted and turned for easy customer viewing.

Rear Display Information

Item Count

The number of times an item has been repeated is displayed

Amount

The amount of the item, subtotal or total, is displayed in the rightmost portion of the display



Rear Display Message

RPT



Change Due



Negative Entry



Subtotal



Total of Sale



Numbered Error Conditions



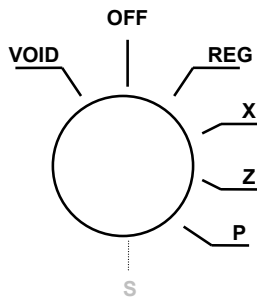
Error Code Table

Error Message	Error Message
SEQUENCE ERROR	REQ. SUBTOTAL
PLU NO DATA ERR	PROMO ERROR
CLERK ERROR	CHECK OPEN ERR
AMOUNT CNT ERR	REQ. PASSWORD
LANTRAN ERR	NO VOID PLU
COMM ERROR	REQ. PORT SETUP
TIME ERROR	REQ. PRESET VALUE
OVER LIMIT ERR	REQ. OPEN VALUE
INACTIVE ERROR	REQ. AMOUNT
X MODE ONLY	REQ. PAYMENT
NON ADD ERROR	INVALID FUNC.
ADD CHECK ERR	REQ. TABLE #
CONDIMENT ERROR	REQ. PBAL
REQ. EAT IN FUNC	REQ. CHECK #
STOCK ERROR	ONLY ONE TABLE
DRAWER ERROR	REQ. VALID
REQ. GUEST #	RECPT PAPER END
SCALE ERROR	RECPT NEAR END
CLERK NO MATCH	COVER OPEN ERR
COMPULSORY TARE	CUTTER JAM ERR
REQ. DECLARATION	J PAPER END
OFF LINE ERROR	J NEAR END
REQ. ENDORSEMENT	POWER FAIL ERR
CONSOL OVER	CHARGE POST ERR

Control Lock and Keys

ER-900 Series has a control lock in order to access following control lock positions.

The control lock has 7 positions, accessed with 5 keys. Each ECR is shipped with two full sets of keys.



VOID Use to void (correct) items outside of a sale.

OFF The register is inoperable.

REG Use for normal registrations.

X Use to read register reports.

Z Use to read register reports and reset totals to zero.

P Use to program the register.

S **The S position is a hidden position reserved for dealer access.**

Before performing any operations in Register Mode a clerk must be signed on. See “**Clerk Sign-On/Sign-Off**” for a description of clerk operations.

Control Keys

ER-900 Series includes two sets of keys that may be used to access the following control lock positions.

Key	Positions Accessible						
	VOID	OFF	REG	X	Z	PGM	S
Keys Removable from		√	√				
REG Key		√	√				
VD Key	√	√	√	√			
Z Key	√	√	√	√	√		
P Key	√	√	√	√	√	√	
C Key	√	√	√	√	√	√	√

Keyboards

ER-920/940 Keyboard

The ***ER-920/940*** keyboard includes 150 key positions with the default legends and key assignments as shown below. This configuration has 100 keyboard NLU locations. The keyboard legend sheet can be replaced by lifting the protective plastic cover.

Programmable key locations are shown with a **bold** border.

1	11	21	31	41	51	61	71	81	91	RECEIPT FEED	JOURNAL FEED*	ERROR CORR	VOID	CLERK
2	12	22	32	42	52	62	72	82	92	% 1	RA	PO	# / NS	RETURN
3	13	23	33	43	53	63	73	83	93	% 2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
4	14	24	34	44	54	64	74	84	94	% 3	CHECK #	SERVICE	TABLE #	PRINT CHECK
5	15	25	35	45	55	65	75	85	95	LEVEL 1	LEVEL 2	TAX 1	CONV 1	CHARGE 3
6	16	26	36	46	56	66	76	86	96	MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
7	17	27	37	47	57	67	77	87	97	MACRO 2	7	8	9	CHARGE 1
8	18	28	38	48	58	68	78	88	98	MACRO 3	4	5	6	CHECK
9	19	29	39	49	59	69	79	89	99	MACRO 4	1	2	3	SUBTL
10	20	30	40	50	60	70	80	90	100	MACRO 5	0	00	•	CASH

ER-920/940 (150 Buttons) Alpha Keyboard Overlay

										RECEIPT FEED	JOURNAL FEED*			
'	"	<	>	-	+	=	:	?						
!	@	#	\$	%	^	&	*	()					
Q	W	E	R	T	Y	U	I	O	P					
A	S	D	F	G	H	J	K	L	;		CLEAR	PLU	X/TIME	
Z	X	C	V	B	N	M	,	.	/		7	8	9	
CAPS	DOUBLE	SPACE	SPACE	SPACE	SPACE	SPACE	CAPS	DOUBLE	BACK SPACE		4	5	6	
											1	2	3	SUBTL
											0	00	•	CASH

NOTE: * The **JOURNAL FEED** key is replaced with ADD CHECK key on **ER-920** (150 Buttons)

ER-925/945 Keyboard

The **ER-925/945** keyboard includes **91** or **63** key positions with the default legends and key assignments as shown below. This configuration has **56** or **28** keyboard NLU locations. The keyboard legend label can be replaced by removing the protective plastic key cap.

Programmable key locations are shown with a **bold** border.

1	8	15	22	29	36	43	50	RECEIPT FEED	JOURNAL FEED*	# / NS	PLU	CLERK
2	9	16	23	30	37	44	51	RETURN	CANCEL	VOID	ERROR CORR	RA
3	10	17	24	31	38	45	52	CLEAR	PLU	X/TIME	% 1	PO
4	11	18	25	32	39	46	53	7	8	9	CHECK	CHARGE 1
5	12	19	26	33	40	47	54	4	5	6	SUBTL	
6	13	20	27	34	41	48	55	1	2	3	CASH TEND	
7	14	21	28	35	42	49	56	0	00	•		

ER-925/945 (91 Buttons) Alpha Keyboard Overlay

A	H	O	V	#)	"	SPACE	RECEIPT FEED	JOURNAL FEED*			
B	I	P	W	\$	-	,	SPACE					
C	J	Q	X	%	+	.	CAPS	CLEAR	PLU	X/TIME		
D	K	R	Y	^	=	/	DOUBLE	7	8	9		
E	L	S	Z	&	;	<	BACK SPACE	4	5	6	SUBTL	
F	M	T	!	*	:	>		1	2	3	CASH TEND	
G	N	U	@	('	?		0	00	•		

NOTE: * The **JOURNAL FEED** key is replaced with ADD CHECK key on **ER-925** (91 Buttons) and not available on Alpha Keyboard Overlay.

Internal Printers

ER-920/ 925 Models feature a single receipt printer.



ER-940/945 Models feature separate receipt and journal printers.



Printer Specifications

Paper:	2 ¼” (57mm) Thermal Paper
Paper Loading:	Drop-in Loading
Print Speed:	22 Lines per second
Auto Paper Cutter:	On Receipt Printer

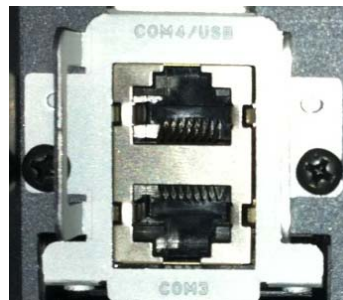
Communication Ports

ER-900 Series has four communication ports standard - COM #1 and #2 are DB9 male serial port, COM #3 is RJ-45 serial port and COM #4 is a female Virtual COM USB port. As well as Drawer Port for the second cash drawer.

For standard arrangement - Com #4 is a female Virtual COM USB, the function is for PC Communication only. A Virtual Com Port driver has to be installed in the PC to use the feature.



Alternatively, a dual RJ-45 serial port module is available for modification.



Miscellaneous Hardware

- **Cash Drawer** - Sturdy Metal Cash Drawer with removable 4 Bill/8 Coin drawer insert with Media insert slot.
- **Clock** - 24-hour real-time clock with automatic day and date change.
- **SD Card Reader** - a facility to backup/restore programs and receipt image logos, backup reports and flash firmware on the **ER-900 Series**. Support up to 32GB SDHC.

NOTE: The bigger the SD card volume, the longer waiting time for **ER-900 Series** to mapping the storage area on the SD card.

Optional Hardware

- PC Link.
- Load cell scale.
- Kitchen printer / Bill Printer / Slip Printer / Journal Printer.
- Barcode scanner.
- Pole Display.
- Cash Drawer.
- Magnetic Card Reader Module.
- Dallas Key Module with Dallas Keys.

Software Features

- Up to 2 price levels for each PLU.
- Up to 5 PLU modifier keys.
- 18 single space character programmable descriptors for PLUs , Function Keys, Clerk Names, Group Names and Reporting Fields.
- 32 single space character by 6 lines programmable descriptors for both receipt header and footer.
- **2000 PLUs** (Price LookUp) **space** is default, **up to 15,000 PLUs** space are able to allocated with **16MB memory**; **maximum 3300 PLUs space** with **4MB memory**. First 300 of them have been pre-programmed (PLU1 ~ PLU300) - Preset Price, Overridable Preset Price, Link to Tax1(10% GST). On **ER-920/940**, PLU1 ~ PLU100 are on the Keyboard for direct registrations.
- Up to 99 PLU Group totals.
- Up to 99 clerks with separate report totals.
- 200 lines of receipt buffer for item registration.

Getting Started

Australian Default Programming

- All keyboard PLUs are **Taxable by GST (Tax1), Preset Price** and **Overridable on Preset Price**, without entry limits by default status programming of "**400000000**".
- The default program is set to **10.000% VAT** on **Tax 1** and the description is set to **GST** already.
- Descriptor programming method is preset to **Alpha Overlay** method.

Getting Started Steps

Using the Quick Start Instructions provided here you can configure your register for use in your retail store. Basic setup instructions include: programming prices, descriptors, and loading a tax percentage. Your Sam4S ECR is now fully functional for many basic-use applications.

Detailed programming steps are found in P-Mode Programming section of this manual. A qualified dealer will survey your needs and deliver a more sophisticated program. Complex taxes can be programmed, security options set as needed. Coupons, receipt messages/logos and other commonly used features can be deployed. Dealers will normally charge a program/installation fee for this service.

Steps In this chapter:

1. Unpacking
2. Installing the Paper
3. Clearing All Memory

NOTE: When an **ER-900 Series** cash register is brand new from the box, the register will need a Memory All Clear to reset with default Australian program. Please see **Service Mode Programming -> Memory All Clear** for detail.

4. Setting a Straight Percentage Tax for Tax Rate 1
5. Programming Status (includes Tax Status) for Keyboard PLUs
6. Programming a Descriptor for Keyboard PLUs

Unpacking

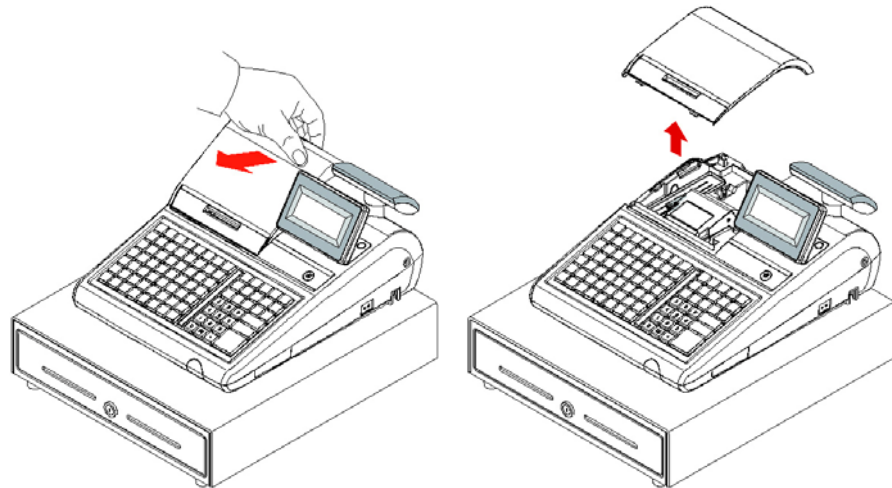
1. Unpack and unwrap the cash register.
2. Located in the packing are the following items:
 - Paper roll:
 - => **ER-920/925**: 1 roll of paper,
 - => **ER-940/945**: 2 rolls of paper
 - 1 paper spindle,
 - 2 sets of control keys,
 - Operation and Program Manual,
3. Remove the cardboard protectors from the cash drawer.
4. Plug the register into a grounded outlet (three prong), have the mode keys ready for use.

Installing the Paper

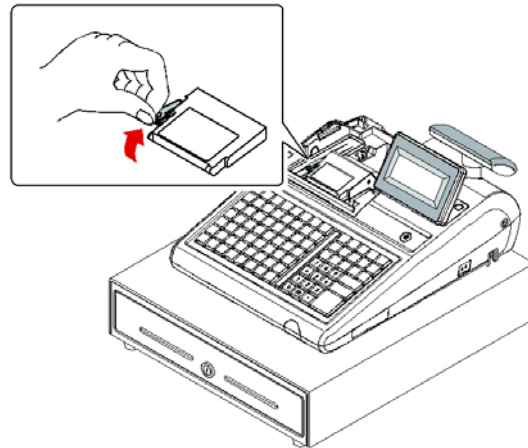
ER-920/925 - Single Station Printer

The *ER-920/925* models are equipped with single printer for receipt printing. Paper loading for these models is shown below:

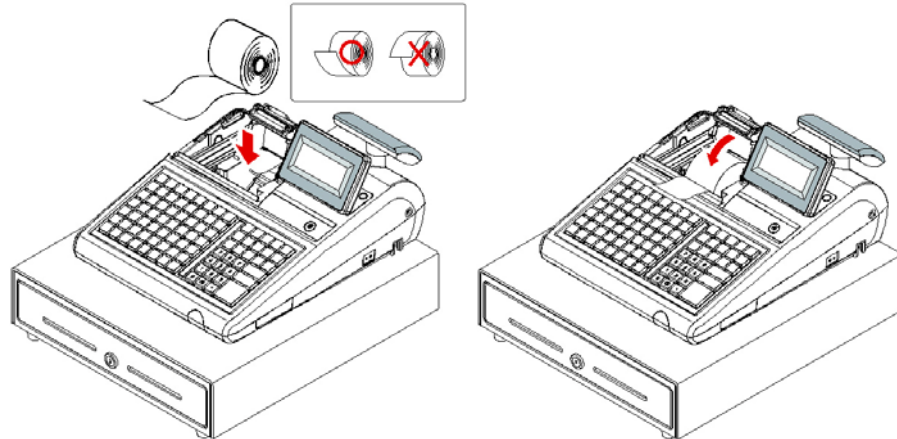
1. Remove the printer cover.



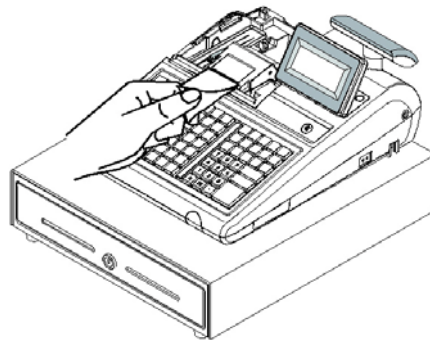
2. Push the blue cap lever and then lift up to open the paper cover.



3. Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly.



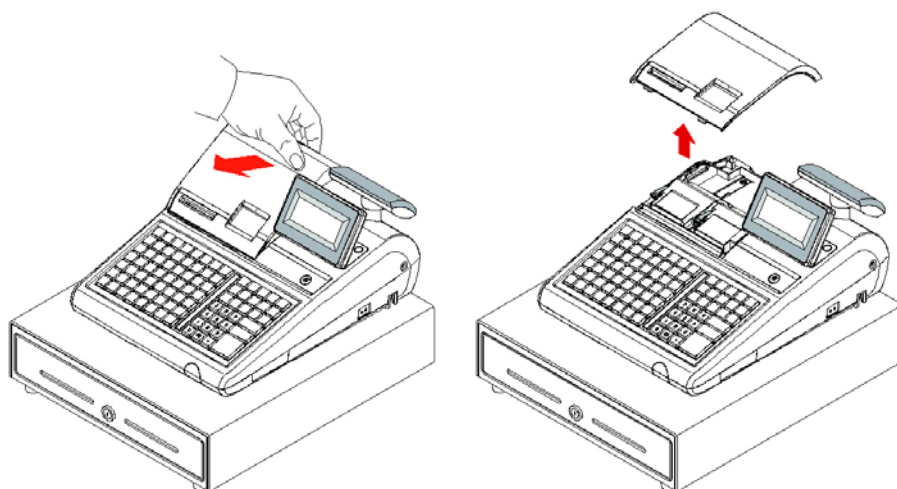
4. Pass the leading edge of the paper through the cutter slot. Tear off the excess paper. Replace the printer cover.



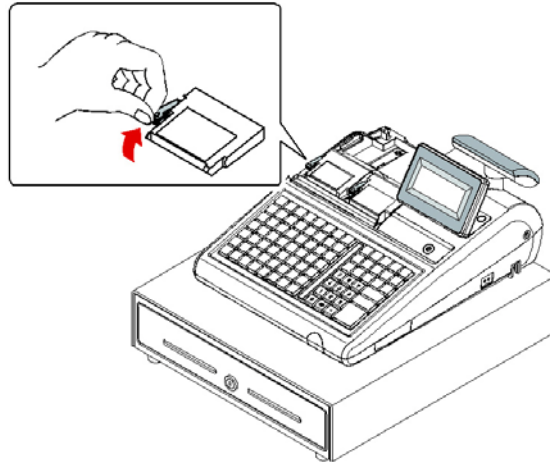
ER-940/945 - Two Stations Printer

The **ER-940/945** models are equipped with separate printers for receipt and journal printing. Paper loading for these models is shown below:

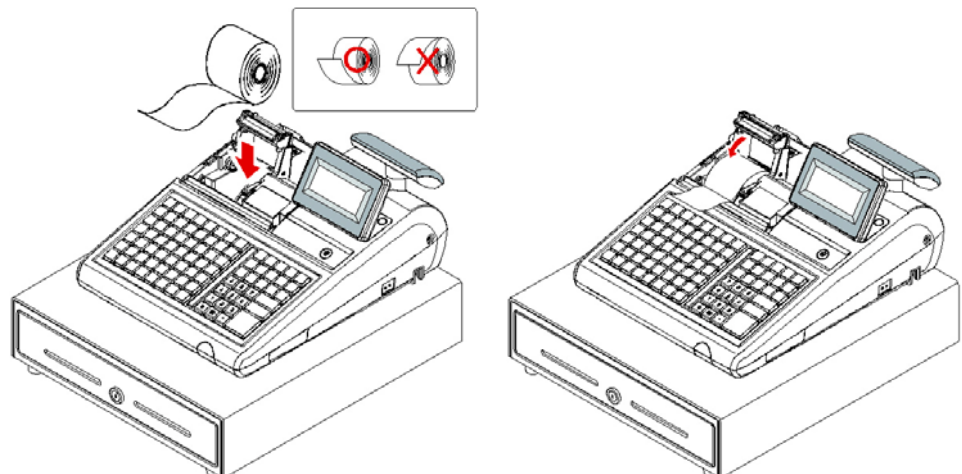
1. Remove the printer cover.



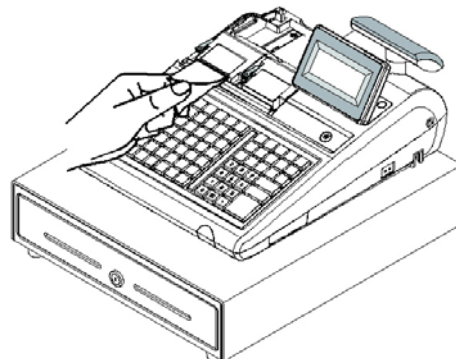
2. Push the blue cap lever and then lift up to open the paper cover.



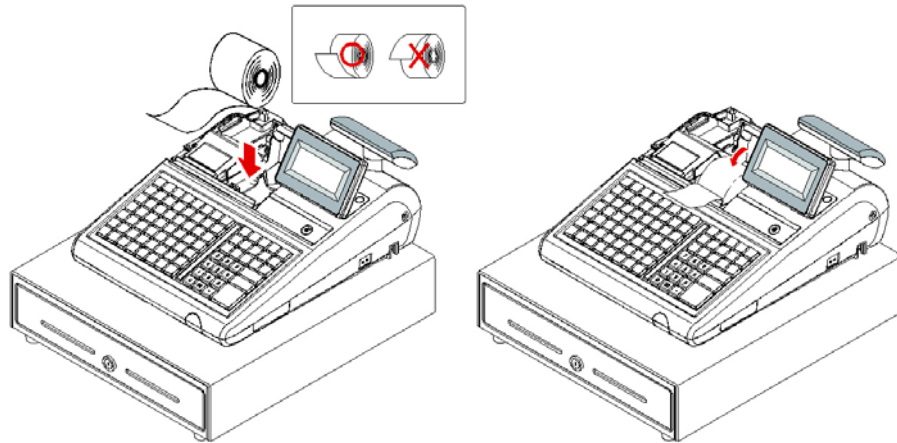
3. Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly



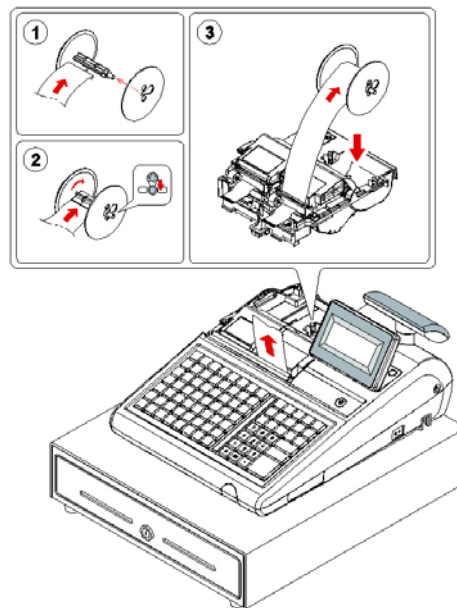
4. Pass the leading edge of the paper through the cutter slot. Tear off the excess paper.



5. Push the blue cap lever and then lift up to open the journal paper cover.
6. Ensure that the paper is being fed from the bottom of the roll and then close the paper cover slowly until it locks firmly.



7. If you wish to use the printer to print a sales journal, insert the paper into the paper take-up spool. Wind the paper two or three turns around the spool shaft and install the spool in the mount and insure that the paper is being fed from the bottom of the roll.



Memory Clear

Initial Clear (Status Clear)

CAUTION: Do not share this information with unauthorized users. Distribute the S Mode and/or P Mode key only to those you may want to perform this function.

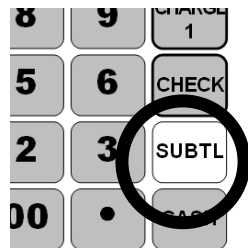
The initial clear function allows you to **exit any register activity and return to a beginning or cleared state**. Any transaction that is in progress will be exited and totals for that transaction **will not be updated**. You will **not** lose your programs and settings!

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

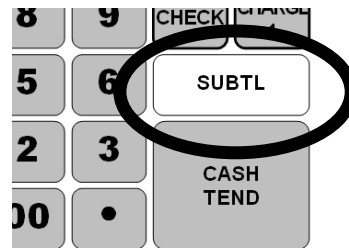
- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- You have performed a function that includes a compulsory activity and you wish to bypass the compulsion.
- An initial clear may be necessary as part of servicing, or troubleshooting.

To Perform an Initial Clear:

1. Turn the power switch located on the right side of the register to the **OFF** position..
2. Turn the control lock to the **PGM** position.
3. For All Models (**ER-920/925/940/945**), press and hold the button position where the **SUBTOTAL (SUBTL)** button is located on the default keyboard layout.



↑ **ER-920/940**



↑ **ER-925/945**

4. While continuing to hold the **SUBTOTAL (SUBTL)** button, turn the power switch to the **ON** position.
5. After the BEEP, release **SUBTOTAL (SUBTL)** button. The display now shows **INITIAL CLEAR OK**, also the message **INITIAL CLEAR OK !** prints when the initial clear is complete.
6. The display now shows **PROGRAM MODE CLOSED**.

NOTE: Please see **Clerk Sign-On/Sign-Off** for detail when **CLOSE** appear on the display.

Receipt Example:

DATE 01/05/2012 TUE	TIME 08:30
=====	
INITIAL CLEAR OK !	
=====	
CLERK 00	000002 00000

Clerk Sign-On/Sign-Off

See "System Option Programming" to review your clerk options:

- **System option #2** allows you to select direct or code entry sign on.
- **System option #3** allows you to select stay-down or pop-up operation.

Depending on how your machine has been programmed, sign-on will take place only at the beginning of a shift (stay-down), or may have to be repeated for each transaction (pop-up). If your machine has been programmed for stay-down clerks, the clerk currently signed on must be signed off before another clerk may be signed on.

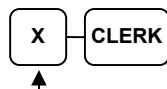
Check with your store manager to see which options have been selected for your register.

When **CLOSED** appears on the display, a clerk must be signed on before any transaction can take place. Clerk sign-on is accomplished in one of two ways:

To sign On/Off Clerk, need to turn control lock to **REG** position.

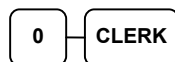
Direct Sign-On

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



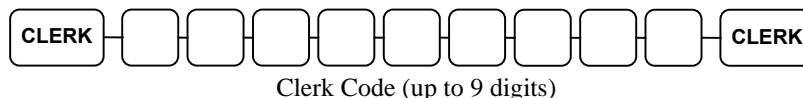
X is clerk number starts from **1**, for the maximum number, please see **S-Mode, Memory Allocation Scan**, look for **#2 ALLOCATED CLERK IS:** for detail. Default is **15**.

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



Secret Coded Sign-On

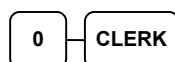
To sign on a clerk, press the **CLERK** key, enter the clerk code, and then press the **CLERK** key again.



When Clerk Interrupt is activated (please see "Table Management and Clerk Interrupt Operations" in Operation Instructions), to sign on a clerk, enter the clerk code then press the **CLERK** key.



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



Straight Percentage Tax Rate Programming

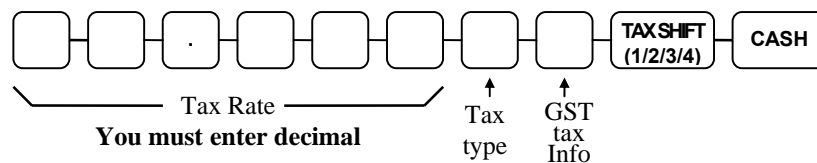
NOTE: On Sam4S ECRs, Tax Rate has been preset to 10.000% VAT (Value Added Tax) GST for Australian Market. If you do need to re-program Tax rate, you will need the appropriate TAX SHIFT button on the keyboard. Please see **Service Mode Programming - Function key Assignment Programming** for detail.)

When tax requirements may be met using a straight percentage rate, use the following method to program a tax as a straight percentage.

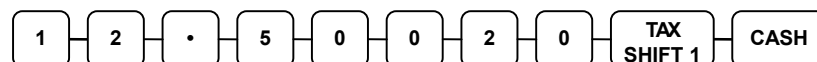
Programming Straight Percentage Tax Rates and Status

1. Turn the control lock to the **PGM** position.
2. Enter the tax rate with a decimal. (00.000-99.999). It is not necessary to enter preceding zeros, but you must enter the decimal. For example, **New Zealand GST** is **12.5%**, enter **1 2 • 5 0 0**.
3. Enter **2 0**. (Entries here set tax options for **value added tax** and **normal tax**. See **P-Mode Programming - Tax Programming** for details.)
4. Press the appropriate **Tax Shift** key for the tax you are programming.
5. Press the **CASH** key to end programming.

Tax Rate Programming Flowchart



Flowchart for New Zealand GST Programming



Programming Tax & Preset Status for Keyboard PLUs

NOTE: On ER-900 series, PLU Status has been preset to Preset Price, Preset Price Overridable and Taxable by GST (Tax Rate 1) which status is 4 0 0 0 0 0 0 0 0 for Australia Market.

Tax status and preset status for PLUs is set as part of the PLU Status Program, where many other PLU options are set as well. For many basic users, tax and preset status are the only necessary settings, so a short cut program sequence is shown here. If you need to review other PLU status options, go to **P-Mode Programming - Program 100 - PLU Programming** for detailed instructions.

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 0 0**, press the **SUBTL** key.
3. Press a PLU item key on the keyboard.

PLU

4. Enter the nine digits as shown and press the **X/TIME** key.

For an **open-price-entry, taxable by GST** (tax rate 1) PLU, enter:

5 0 0 0 0 0 0 0 0 X/TIME

For an **open-price-entry, non-taxable** PLU, enter:

1 0 0 0 0 0 0 0 0 X/TIME

For a **preset-price, non-taxable** PLU, enter:

0 0 0 0 0 0 0 0 0 X/TIME

For a **preset-price, taxable by GST** (tax rate 1) PLU (**default status**), enter:

4 0 0 0 0 0 0 0 0 X/TIME

5. To program additional PLU Status, repeat from step 3, or press the **CASH** key to finalise the program.

CASH

Programming a Price/HALO for Keyboard PLUs

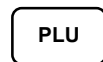
NOTE: This example programs normal PLU's with 1 price level. On machines with 2 price level, see **Program Mode Programming - Program 200 - PLU Price/HALO Programming** for detail. If not sure, see **Service Mode Programming, Memory Allocation Scan** to check.

If a PLU is **open-price**, set the **HALO (High Amount Lock Out)** here. If a PLU is **preset-price**, set the **preset price** here.

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **2 0 0**, press the **SUBTL** key.



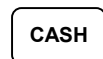
3. Press a PLU key on the keyboard.



4. If the PLU is **preset**, the number entered will be a preset price. If the PLU is **open**, the number entered will be a HALO. Enter up to 7 digits. (*Note: Do not enter the decimal.* The maximum number you can enter is **9999999** for **\$99,999.99**.) Press the **X/TIME** key.



5. To program additional PLU Price/HALO, repeat from step 3, or press the **CASH** key to finalise the program.



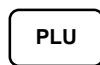
Programming a Descriptor for Keyboard PLUs

NOTE: On *ER-900 Series*, Descriptor Programming Method has been preset to **Descriptor Overlay**. Please refer to **Introduction - Basic Function and Feature - Keyboards** to find out the alpha overlay for your register model.

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **3 0 0**, press the **SUBTL** key.



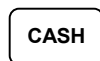
3. Press a PLU key on the keyboard.



4. Enter up to 18 character for the descriptor.



5. To program additional PLU Descriptor, repeat from step 3, or press the **CASH** key to finalise the program.



Operating Instructions

Function Key Descriptions

Keys are listed in alphabetical order. Some of the keys described below are not included on the default keyboard. See “**Function Key Assignment Programming**” to add or change programmable keys.

Keyboard Legend	Description
#/NS (#/No Sale)	The #/NS key is also used as a NO SALE key to open the cash drawer without making a sale. When #/NS key is used as a NON ADD # key, it will print up to 9-digit numeric entry on the receipt (preceding 0s will be ignored). This entry will not add to any sales totals.
X/TIME	Use X/TIME key to multiply a quantity of items or calculate split pricing on PLU entries.
00, 0 - 9, Decimal	Use to make numeric entries. The decimal key is used for decimal or scale multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into PLUs.
ADD CHECK	Use ADD CHECK key to combine individual trays (such as in a cafeteria situation) that will be paid together. Each tray subtotal can advance the consecutive number, depending on programming.
CANCEL	Use CANCEL key to cancel a transaction without updating PLU, or function key totals. The cancel function may only be used prior to tendering. Once tendering begins, the cancel function may no longer be used. The CANCEL key corrects the appropriate totals and counters and the Financial report records total of transactions canceled.
CASH	Use CASH key to calculate the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CASH key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Post tendering is also available should a second change calculation be necessary. Re-enter the tendered amount and press the CASH key to show the new change computation. Press the CASH key a second time to issue a buffered receipt (up to 200 lines) when the Receipt ON/OFF function is OFF.

Keyboard Legend	Description
CASH OUT	Use to allow cash out function when EFTPOS terminal is connected and activated. 0(zero) amount cash out will generate a sequence error. This function only allowed within a sale.
CHARGE (1 - 8) (for EFTPOS)	Use to finalise charge sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CHARGE key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the cash-in-drawer total.
CHECK (CHEQUE)	Use to finalise check sales. Calculates the sale total including tax, finalises the sale, and opens the cash drawer. Change computation is allowed by entering an amount before pressing the CHECK key. The cash drawer will open only if the amount tendered is equal to or greater than the total amount of the sale. Change issued will be subtracted from the cash-in-drawer total.
CHECK (CHEQUE) CASHING	Use to exchange a check for cash. Cash-in-drawer and check-in-drawer totals are adjusted.
CHECK (CHEQUE) ENDORSEMENT	Use to print a check endorsement message on an optional slip printer. The endorsement message has to be programmed prior to use this feature.
CHECK #	The CHECK # key is used to begin a new, or access an existing balance (hard check), or itemized bill (soft check.) Check track numbers that are entered manually may be set at a fixed length of one to ten digits (preceding 0s will be ignored). Check track numbers assigned automatically will begin at #1. Existing checks are accessed by entering the check track number and pressing the CHECK # key.
CLEAR (Esc)	Use to clear entries made into the 10 key numeric pad or X/TIME key before they are printed. Also used to clear error conditions.
CLERK	The register will not operate in VOID, REG, X, Z modes unless a clerk has been signed on. Clerk sign-on is accomplished by “direct” or “secret code” sign-on. All entries made on the register will report to one of the clerk totals. When a clerk is signed on, all entries following will add to that clerk’s total until another clerk is signed on. However, a clerk cannot be changed in the middle of a transaction. To sign a clerk off, thereby displaying the “CLOSED” message on the display, enter 0, and then press the CLERK key. This disables the register until another clerk is signed on. The current clerk must first be signed off before another clerk may be signed on.
CONV (1 - 4)	The currency conversion function, allowed after subtotal, converts and displays the new subtotal at a preprogrammed exchange rate. Tendering is allowed after using the currency conversion function. Change is calculated and issued in home currency. The amount of foreign currency tendered is stored in a separate total on the Financial report, but not added to the drawer total.

Keyboard Legend	Description
EAT-IN TAKE OUT DRIVE THRU	Eat-In, Take Out and Drive Thru are subtotal functions. In areas that have different tax rules for eat-in and take out sales, the EAT-IN, TAKE OUT and DRIVE THRU keys can be programmed to automatically charge or exempt taxes. Sales may not be split between Eat-In, Take Out and Drive Thru. The EAT-IN, TAKE OUT and DRIVE THRU keys maintain separate totals on the Financial report.
ERROR CORR	Use to correct the last entry. The ERROR CORR key corrects the appropriate totals and counters.
F/S SHIFT	When pressed before a PLU entry, the F/S SHIFT key reverses the preprogrammed food stamp status of the PLU. For example, an item not food stamp eligible can be made food stamp eligible.
F/S SUB	Displays the amount of the sale that is food stamp eligible.
F/S TEND	Use to tender food stamps for eligible sales.
GUEST #	Use to enter the count of guests served as part of a guest check.
INACTIVE	Use to inactivate the key on the keyboard with warning/error message.
JFEED (Journal Feed) (Two Printer Stations models only)	Advances the journal printer paper one line, or continuously until the key is released.
LEVEL (1 - 2)	Use to switch between different price levels if price level 2 is activated.
MACRO (1 - 20)	Macro keys may be programmed to record, and then later perform, up to 50 keystrokes. For example, a macro key could be set to tender (preset tender) a common currency, such as \$5 into the cash key.
MODIFIER (1 - 5)	The Modifier key alters the next PLU registered, either by changing the Code number of the PLU so that a different item is registered, or by adding the modifier descriptor.
P/BAL	Use to enter the amount of an outstanding balance.
PO (1 - 3) (Paid Out)	The PO (Paid Out) key is use to record money taken from the register to pay invoices, etc. The amount paid out, depends on tendered method, will subtracts from its total. The PO operations are allowed outside of a sale only.
FINALISE (Previously PAYMENT)	Used to allow final payment on a Soft Check when part of the bill has previously been paid.
PFEED (Receipt Feed)	Advances the receipt printer paper one line, or continuously until the key is released.
PLU	The PLU key is used to register Price Look-Ups by number entry. PLUs can be programmed open or preset, and positive or negative.
PRICE INQUIRY	Used to check the price of PLU without registering the item.

Keyboard Legend	Description
PRINT CHECK	Use to print a guest check on the receipt printer or on an optional (RS-232C) printer. The PRINT CHECK key can be set to automatically service the check.
PROMO	The PROMO key allows you to account for promotional items, as in "buy two, get one free". Pressing this key will remove an item's cost from the sale, but will include the sale of the item in the item's sales counter and updates reports.
RCPT ON/OFF (Receipt On/Off)	Use to switch receipt printer on/off. When OFF , no receipt will print during a sale. (If the System Option "Buffer Receipt" is set YES , a receipt can still be issued by pressing CASH key the second time.)
RA (1 - 3) (Received on Account)	The RA (Received on Account) key is used to record media loaned to the cash drawer, or payments received outside of a sale. The cash drawer will open. The amount received, depends on tendered method, will adds to its total. The RA operations are allowed outside of a sale only.
RETURN	Used to return or refund merchandise. Returning an item will also return any tax that may have been applied.
SCALE	Use to make weight entries. When a scale is attached, press the scale key to show the weight in the display, then press (or enter) a PLU to multiple the weight times the price. When a scale is not attached, you can enter the weight (using the decimal key for fractions). PLUs may be programmed to require an entry through the scale key.
SERVICE (New Balance)	Use to temporarily finalise Previous Balance or Table tracking transactions.
SUBTOTAL	Displays subtotal of sale including tax. Must be pressed prior to a sale discount or sale surcharge.
TABLE #	Tracks the current balance for a guest check or table.
TARE	Tares are container weights. If you are using the scale function, you can preset up to 5 different tare weights. The tare can be subtracted automatically when a specific PLU is registered, or manually inputting the tare number and pressing the TARE key can subtract the tare. Tare #5 can be programmed for entering tare weights manually.
TAX EXEMPT	Press the TAX EXEMPT key to exempt tax 1, tax 2, tax 3, and/or tax 4 from the entire sale.
TAX SHIFT (1 - 4)	When pressed before a PLU entry, the tax shift keys reverse the tax status of the PLU, i.e., a PLU with non-tax status would become taxable or a PLU with tax status would become non-taxable.
TIP	<p>The TIP key allows a gratuity to be added into a guest check payment before finalised. The tip amount includes in the Sales Total figures, but also have its own total figures. Tip amount defaults not to add into Net and Gross Totals.</p> <p>The TIP key may be programmed as either a percentage or amount. If programmed as a percentage, tax programming defines whether the percentage is calculated on the net amount, or the amount after taxes.</p>

Keyboard Legend	Description
VOID	Use to correct an item entered earlier within a sale. The VOID key corrects the appropriate totals and counters. To correct the last item, use the ERROR CORR key. For void operations outside of a sale (Transaction Void), use the VOID position on the control lock. The Financial report records totals for each type of void separately.
VALID	Press the VALID key to print a three-line validation on a separate form or piece of paper. Any item registration, discount or payment may be validated.
WASTE	The WASTE key allows control of inventory by accounting for items that must be removed from stock due to spoilage, breakage or mistakes. Press the WASTE key before entering wasted items, and then press the WASTE key again to finalise. The WASTE key may be under manager control, requiring the control lock to be in the X position. The WASTE key is not allowed within a sale.
% (1 - 5)	Up to five % keys may be placed on the keyboard. Each % key is set with a specific function, such as item discount or surcharge, or sale discount or surcharge. The percent rate may be entered or preprogrammed, or the percent keys can be programmed with a negative open or preset price, thus acting as coupon keys. A percentage key may also be set up to accept charge tip entries.

Receipt On and Off

The **RECEIPT ON/OFF** function key may or may not be located on your keyboard.

If the RECEIPT ON/OFF Key is located on the keyboard

1. Press the **RECEIPT ON/OFF** key once to turn the receipt *off*.
2. Press the **RECEIPT ON/OFF** key again to turn the receipt *on*.

Please refer to “**S-Mode Programming - Function Key Assignment**” for detail.

OR

If The RECEIPT ON/OFF Key is NOT located on the keyboard

Program 99 - Receipt ON/OFF Programming

1. Turn the control lock to the **X** position.
2. To turn the receipt *off*, enter **9 9**, press the **SUBTL** key. Enter **1**, press **CASH**.



3. To turn the receipt *on*, enter **9 9**, press the **SUBTL** key. Enter **0**, press **CASH**.



Item Registrations

All registrations are made into open or preset PLUs.

- In place of traditional PLU keys, some PLUs are located directly on the keyboard.
- When more items or categories are needed than the number of PLUs available on the keyboard, registrations can be put into PLUs by entering the PLU code number and pressing the **PLU** key on the keyboard.
- The buffer for item registration is fixed as **200 lines**.

This system simplifies reporting by listing all items (regardless of how they are entered) on the PLU report, while reporting for groups of items or categories is available from the Group report.

To perform an item registration, turn the control lock to **REG-Mode** if there is no specific instruction given.

Keyboard PLU Entry - Open Price / Preset Price Override

1. Enter an amount on the number pad. *Do not use the decimal key.*

For example, for \$2.99, enter:

2	9	9
---	---	---

2. Press a PLU.

For example, press PLU 1:

1

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU1 T1		\$2.99
ROUND		\$0.01
TOTAL		\$3.00
CASH		\$3.00
GST		\$0.27
CLERK 1	No.000011	00001

Keyboard PLU Entry - Preset Price

A preset PLU registers the price that was previously programmed for the PLU. See "**PLU Programming**" in the "**Program Mode Programming**" chapter to program preset prices.

1. Press a preset PLU.

For example, press PLU 5:

5

Receipt Example:

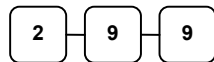
THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU5		\$1.29
ROUND		\$0.01
TOTAL		\$1.30
CASH		\$1.30
CLERK 1	No.000012	00001

Keyboard PLU Entry - Repeat

Open or preset price PLUs can be repeated as many times as necessary by pressing the same PLU again. The number of times the item is repeated is shown on the display.

1. Enter an amount on the number pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



2. Press a PLU.

For example, press PLU 1:



3. To register a second item exactly as the first, press the PLU a second time.

For example, press PLU 1:



Receipt Example:

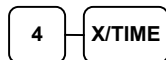
THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU1 T1		\$2.99
PLU1 T1		\$2.99
ROUND		\$0.02
TOTAL		\$6.00
CASH		\$6.00
GST		\$0.54
CLERK 1	NO.000013	00001

Keyboard PLU Entry - Multiplication

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

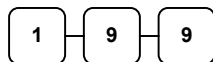
1. Enter the quantity of items being purchased, and then press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



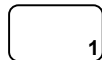
2. Enter an amount on the number pad. *Do not use the decimal key.*

For example, for \$1.99, enter:



3. Press a PLU.

For example, press PLU **1**:



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
4	@ \$ 1.99	
PLU1 T1		\$7.96
ROUND		-0.01
TOTAL		\$7.95
CASH		\$7.95
GST		\$0.72
CLERK 1	No.000014	00001

Keyboard PLU Entry - Direct Multiplication with Preset Price

When “**Direct Multiply**” (System Option #18-1) is set to yes, you can multiply the preset price PLU directly when **number of item is up to 9**. When “**Direct Multiply more than one digit**” (System Option #20-1) is also set to yes, you can then multiply **more than 9 items** directly when PLU is preset price.

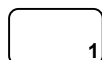
1. Enter the quantity of items being purchased.

For example, enter **4** on the numeric key pad.



2. Press a PLU.

For example, press PLU **1**:



Receipt Example:

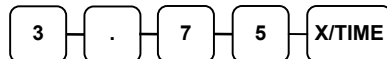
THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
4	@ \$ 1.99	
PLU1 T1		\$7.96
ROUND		-0.01
TOTAL		\$7.95
CASH		\$7.95
GST		\$0.72
CLERK 1	No.000015	00001

Keyboard PLU Entry - Multiplication with Decimal Point

If you are selling goods by weight or by length etc., you can multiply a fraction of a unit. It is up to 3 digits after decimal places.

1. Enter the amount with the decimal point, and then press the **X/TIME** key.

For example, for 3.75 kilos of produce, enter:



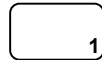
2. Enter an amount on the number pad. **Do not use the decimal key.**

For example, if the price is \$.99 per kilo, enter:



3. Press a PLU.

For example, press PLU 1:



Receipt Example:

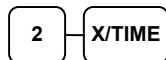
THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
3.75	@ \$ 0.99	
PLU1 T1		\$3.71
ROUND		-0.01
TOTAL		\$3.70
CASH		\$3.70
GST		\$0.34
CLERK 1	NO.000016	00001

Keyboard PLU Entry - Split Pricing

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

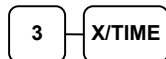
1. Enter the quantity purchased, and then press the **X/TIME** key.

For example, enter:



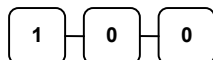
2. Enter the quantity of the group price, and then press the **X/TIME** key.

For example, if the items are priced 3 for \$1.00, enter:



3. Enter an amount on the number pad.

For example, if the items are priced 3 for \$1.00, enter:



4. Press a PLU key.

For example, press PLU 1:



Receipt Example:

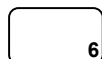
THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
2@3FOR	@ \$ 1.00	
PLU1 T1		\$0.67
ROUND		-0.02
TOTAL		\$0.65
CASH		\$0.65
GST		\$0.06
CLERK 1	NO.000017	00001

Keyboard PLU Entry - Single Item

Immediately after registration Single Item PLUs automatically total as a cash sale. Use single item PLUs for speedy one item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can use an open or preset PLU. After each registration, the drawer will immediately open, and a separate transaction receipt is printed. See "**PLU Programming**" in the "**Program Mode Programming**" chapter to program a single item PLU.

1. Press a single item preset PLU. (Or enter a price and press a single item open PLU key.)

For example, press PLU 6:



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU6		\$1.29
ROUND		\$0.01
TOTAL		\$1.30
CASH		\$1.30
CLERK 1	NO.000018	00001

Code PLU Entry - Open Price

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

1. Enter the PLU number; press the **PLU** key.

For example, enter:



2. Enter an amount on the number pad. *Do not use the decimal key.*

For example, for \$2.99, enter:



3. Press the **PLU** key again.



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU2 T1		\$2.99
ROUND		\$0.01
TOTAL		\$3.00
CASH		\$3.00
GST		\$0.18
CLERK 1	No.000019	00001

Code PLU Entry - Preset Price / Single Item

1. Enter the PLU number; press the **PLU** key.

For example, enter:



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU1 T1		\$1.29
ROUND		\$0.01
TOTAL		\$1.30
CASH		\$1.30
GST		\$0.12
CLERK 1	No.000020	00001

Code PLU Entry - Preset Price Override

If the OVERRIDE PRESET is set to Y (yes), the PLU is operating as a preset override PLU. See "PLU Programming" in the "Program Mode Programming" chapter to program PLU descriptors and options.

1. Enter the quantity of items being purchased, and then press the **X/TIME** key, even there is only one item.

For example, enter **1** on the numeric key pad and press the **X/TIME** key:



2. Enter the PLU number; press the PLU key.

For example, enter:



3. Enter an amount on the number pad. *Do not use the decimal key.*

For example, for \$2.99, enter:



4. Press the **PLU** key again.



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
1	@ \$ 2.99	
PLU2 T1		\$2.99
ROUND		\$0.01
TOTAL		\$3.00
CASH		\$3.00
GST		\$0.27
CLERK 1	NO.000021	00001

Code PLU Entry - Repeat

Open or preset price PLUs can be repeated as many times as necessary by pressing PLU function key again. The number of times the item is repeated is shown on the display.

1. Enter the PLU number; press the **PLU** key.

For example, enter:



2. To register a second item exactly as the first, press the **PLU** key again.



Receipt Example:

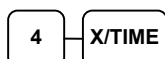
THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
ROUND		\$0.02
TOTAL		\$6.00
CASH		\$6.00
GST		\$0.55
CLERK 1	NO.000022	00001

Code PLU Entry - Multiplication

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

1. Enter the quantity of items being purchased, and then press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



2. Enter the PLU number; press the **PLU** key.

For example, enter:



Receipt Example:

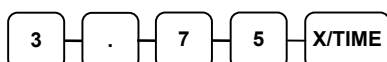
THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
4	@ \$ 1.99	
PLU1 T1		\$7.96
ROUND		-0.01
TOTAL		\$7.95
CASH		\$7.95
GST		\$0.72
CLERK 1	No.000023	00001

Code PLU Entry - Multiplication with Decimal Point

If you are selling items by weight or by length etc., you can multiply a fraction of a unit. It is up to 3 digits after decimal places.

1. Enter the quantity with the decimal point, and then press the **X/TIME** key.

For example, for 3.75 kilos of produce, enter:



2. Enter the PLU number; press the **PLU** key.

For example, enter:



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
3.75	@ \$ 2.99	
PLU3 T1		\$11.21
ROUND		-0.01
TOTAL		\$11.20
CASH		\$11.20
GST		\$1.02
CLERK 1	No.000024	00001

Code PLU Entry - Split Pricing

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

1. Enter the quantity purchased, and then press the **X/TIME** key.

For example, enter:

2 **X/TIME**

2. Enter the quantity of the group price, and then press the **X/TIME** key.

For example, if the items are priced 3 for \$1.00, enter:

3 **X/TIME**

3. Enter the PLU number; press the **PLU** key.

For example, enter:

3 **PLU**

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
2@3FOR	@ \$2.99	
PLU3 T1		\$1.99
ROUND		\$0.01
TOTAL		\$2.00
CASH		\$2.00
GST		\$0.18
CLERK 1	NO.000025	00001

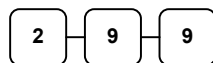
Barcode PLU Entry - Open Price, Single Item

1. Press 1 on the number pad, and then press the **X/TIME** key.



2. Scan barcode of the item.
3. Enter an amount on the number pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



4. Press the **PLU** key.



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
1	@ \$ 2.99	
#1234567890123 T1		\$2.99
ROUND		\$0.01
TOTAL		\$3.00
CASH		\$3.00
GST		\$0.27
CLERK 1	No.000026	00001

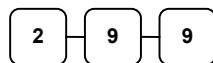
Barcode PLU Entry - Open Price, Multiple Items

1. Press number of items on the number pad, and then press the **X/TIME** key.
For example, for 4 identical items, enter:



2. Scan barcode of the item.
3. Enter an amount on the number pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



4. Press the **PLU** key.



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
4	@ \$ 2.99	
#1234567890123 T1		\$11.96
ROUND		-0.01
TOTAL		\$11.95
CASH		\$11.95
GST		\$1.09
CLERK 1	No.000027	00001

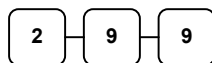
Barcode PLU Entry - Preset Price Override, Single Item

1. Press 1 on the number pad, and then press the **X/TIME** key.



2. Scan barcode of the item.
3. Enter an amount on the number pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



4. Press the **PLU** key.



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
1	@ \$ 2.99	
#3210987654321 T1		\$2.99
ROUND		\$0.01
TOTAL		\$3.00
CASH		\$3.00
GST		\$0.27
CLERK 1	No.000028	00001

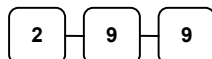
Barcode PLU Entry - Preset Price Override, Multiple Items

1. Press 1 on the number pad, and then press the **X/TIME** key.



2. Scan barcode of the item.
3. Enter an amount on the number pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



4. Press the **PLU** key.



5. For additional identical items, press **PLU**.



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
1	@ \$ 2.99	
#3210987654321 T1		\$2.99
#3210987654321 T1		\$2.99
#3210987654321 T1		\$2.99
#3210987654321 T1		\$2.99
ROUND		-0.01
TOTAL		\$11.95
CASH		\$11.95
GST		\$1.09
CLERK 1	No.000029	00001

Modifier Key

Pressing a modifier key alters the next PLU registered, either by changing the code number of the PLU so that a different item is registered, or by just adding the modifier descriptor and registering the same PLU. See "**Modifier 1-5**" in the "**Program Mode Programming**" chapter in order to determine how the modifier key will affect the PLU entry.

This is often used to change the size, package, pricing or even eaten/takeaway, hot/cold etc., status of PLUs. Discuss your requirements with your dealer. The PLU Report lists these items separately.

Modifiers can be:

- **Stay down** so that registrations will be modified by the same modifier until another modifier is selected,
- **Pop-up after each item** to register, for example large, medium or small soft drink,
- **Pop-up after each transaction** to register, for example, toppings of various pizza sizes.

See "**System Options**" in the "**Program Mode Programming**" chapter to select stay down/pop-up status.

Pop-Up Modifier Key Affecting PLU Code

For example: PLU 1 is DRINK for \$1.00 and PLU#1001 is DRINK for \$1.25 as large. The Modifier 1 Key descriptor is LARGE.

1. Press a preset PLU key.

For example, press PLU **1** key to register DRINK with \$1.00.



2. Press the **MOD 1** key. The message "LARGE" appear on the display.



3. Press the same PLU key. In this example the modifier 1 will add the digit 1 to the fourth PLU # position, resulting in the registration of PLU #1001.



4. Press another PLU key. In this example press PLU **2** with a price of \$1.50.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
DRINK T1		\$1.00
LARGE		
DRINK T1		\$1.25
PLU2 T1		\$1.50
TOTAL		\$3.75
CASH		\$3.75
GST		\$0.34
CLERK 1	No.000030	00001

Price Level Key

If you choose to use the price level feature, you must allocate memory for each level. See "**Memory Allocation**" in the "**Service Mode Programming**" chapter. Note that the default program selects one price level. You must also place price level keys on the keyboard. See "**Function Key Assignment**" in the "**Program Mode Programming**" chapter.

This feature allows you to change on item price. Often used for medium/large, eatin/takeaway, hot/cold drinks etc. The PLU Report will combine the price levels. Discuss your needs with your dealer.

If you use this feature, the same PLU can be given up to 2 different preset prices. Price Level keys shift the price that is being registered. Levels can be:

- **Stay down** so that registrations will stay in the selected level until another level is selected, for example, Happy Hour...
- **Pop-up after each item** to register, for example large, medium or small soft drink,
- **Pop-up after each transaction** to register, for example, member or non-member pricing.

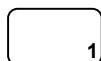
See "**System Options**" in the "**Program Mode Programming**" chapter to set how the price level keys operate.

Pop-Up Price Level Keys

For example: PLU 1 is DRINK and price level 1 is \$1.00 and price level 2 is \$2.00 as large.

1. Press a preset PLU key.

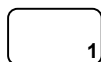
For example, press PLU **1** key to register DRINK with \$1.00 for price level 1.



2. Press the **LEVEL 2** key. The message "LEVEL 2" displays.



3. Press the same PLU key. In this example the PLU 1 key is programmed with a price of \$2.00 for price level 2.



4. Press another PLU key. In this example press PLU **2** programmed to register PLU #2 with price level 1. Note that the level 1 price is registered.

Receipt Example:

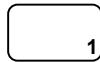
THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
DRINK T1		\$1.00
DRINK T1		\$2.00
PLU2 T1		\$1.50
TOTAL		\$4.50
CASH		\$4.50
GST		\$0.41
CLERK 1	NO.000031	00001

Promo

The **PROMO** key allows you to account for promotional items, as in "buy two, get one free". Pressing this key will remove an item's cost from the sale, and the promo item will not be added to the PLU sales total, but it is added to the item sales counter. If stock (inventory) reporting is used, the item will be subtracted from inventory.

1. Register an item.

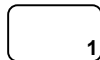
For example, press **PLU 1** programmed with a price of \$1.00 for price level 1.



2. Press the **PROMO** key. The message "PROMO" displays.



3. Press **PLU 1** again. You cannot enter an item that has not been already registered in this transaction.



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PLU1		\$1.00
PROMO		
PLU1		
TOTAL		\$0.00
CASH		\$0.00
CLERK 1	No.000032	00001

Waste

The **WASTE** key allows control of inventory by accounting for items that must be removed from stock due to spoilage, breakage or mistakes. Press the **WASTE** key before entering wasted items, and then press the **WASTE** key again to finalise. The **WASTE** key may be under manager control, requiring the control lock to be in the **X** position. The **WASTE** key is not allowed within a sale.

1. Press the **WASTE** key. The message "WASTE" displays at the top of the screen.
2. Enter the item or items that are wasted.
3. Press the **WASTE** key again to total the wasted items:

WASTE

WASTE

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
WASTE		
PLU1		\$1.25
PLU2		\$1.50
WASTE		
TOTAL		\$2.75
CLERK 1	No.000033	00001

Not Found PLU function

The “Not Found PLU” feature is used when a new item which is not yet been programmed is registered. When the operator decided to register that item, choices between **Quick Entry**, input the price of the item and assign it the same descriptor and properties of another PLU, or **Detail Entry**, enter the descriptor and tax status independently are available. This provides a simple mechanism for building a PLU file.

Program descriptions by typing description on the alpha keyboard overlay is default. To program description by three digit character codes, you must select ‘No’ in system option #31-1 (See “System Option Programming”). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

Quick Entry



1. After scanning or entering a PLU not in the PLU file, **NOT FOUND PLU STOP:0 SAVE:1** appears on display, press **1** to start Not Found PLU Entry Procedure (or press **0** to Stop (discard the registration of the item)).



2. The “**INPUT PRICE PRESS X/TIME key**” appears on display, input the **price** then press **X/TIME** key. *Do not use the decimal key.*



NOTE: Despite the Price Level setting in **S-Mode**, **MEMORY ALLOCATION -> 7. PRICE LEVEL**, Not Found PLU procedure only requires price of **Price Level 1** to be entered.

3. The “**SELECT COPY PLU or PRESS PLU key**” appears on display, to **copy from an existing item**,
 - Press the PLU on the keyboard, or

 - Enter up to 15 digit number of the PLU and press the **PLU** key, or
Enter the PLU#, → 
up to 15 digits
 - **For a barcode item, scan the barcode.**
4. The new item is created and registered as the selected product.

Detail Entry

1. When **NOT FOUND PLU STOP:0 SAVE:1** appears on display, press **1** to start Not Found PLU Entry Procedure (or press **0** to Stop (discard the registration of the item)).



2. The “**INPUT PRICE PRESS X/TIME key**” appears on display, input the **price** then press **X/TIME** key. *Do not use the decimal key.*




NOTE: Despite the Price Level setting in **S-Mode**, **MEMORY ALLOCATION -> 7. PRICE LEVEL**, Not Found PLU procedure only requires price of **Price Level 1** to be entered.

3. The “**SELECT COPY PLU or PRESS PLU key**” appears on display, to **program new information for the PLU**, press **PLU** function key.




4. The “**INPUT DESCRIPTION PRESS X/TIME key**” appears on display, if you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **X/TIME** key,

NOTE: As you are entering descriptors only the last 16 descriptors will display.

Type up to 18
descriptor keys → 

or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **X/TIME** key.

Enter up to 18 three-digit
character codes → 

If you do not want to enter any description, press **X/TIME** key and go to next step.



5. The “**GST:40 No Tax:0 PRESS X/TIME key**” appears on display, ready to select the Tax information. Please refer to the table below to select the proper Tax Type, then press **X/TIME** key.



X	Tax Type	X	TAX Type
40	Tax 1 (GST)	02	Tax 3
01	Tax 2	04	Tax 4
00	No Tax		

6. The new item is registered with the description and price entered, and tax status selected.

NOTE: All Not Found PLUs are default to link to **Group 1**.

Not Found PLU Report

Turn the key lock to **X** or **Z**, enter **1 5** and press **SUBTL**.

NOTE: **Up to 50 Not Found PLU items can be retained.** When capacity is reached, any further registration of new Not Found PLUs will not be recorded, along with **** WARNING ** NOT FOUND FULL!** error message. you must run Not Found PLU report in **Z-Mode** to print and clear the report. Despite the failure of recording those Not Found PLUs into the report, those PLUs are still recorded into register's PLU memory. And are able to be registered later.

Percent Key Operations

A total of five % functions are available. There are three % keys located on **ER-920** and **ER-940** default keyboard. Your keyboard may be different. More or less % keys may be located on the keyboard.

Each function is individually programmable to add or subtract, from an individual item or from a sale total, amounts (coupons) or percentages. You can also program the percentage key taxable or non-taxable, so that sales taxes are calculated on the net, or the gross amount of the item or sale. You can also program preset amounts or rates.

The operation examples in this section show the percentage key in a variety of configurations. See "**Function Key Programming**" in the "**Program Mode Programming**" chapter to assign a specific function to each percentage key.

These keys will be pre-programmed to operate on EITHER **PLUs** (item) OR **SUBTOTALs** (sale), but not both; EITHER **MINUS** (discount) OR **PLUS** (surcharges), but not both; EITHER **RATE** (percentage) OR **AMOUNT** (Dollar), but not both.

So, if you want to discount items but not every item in a sale, you will need two % keys. To discount on the whole sale, you will need to press **SUBTOTAL** first.

Preset Percent Discount on an Item

In this example the **%1** function is programmed with **Percentage, Negative, Item, Preset** and **Overridable** with a **rate of 10%**. Please refer to **% (1 ~ 5) (Discounts or Surcharges)** in **Function Key Programming in Program Mode Programming** for more detail.

1. Register the item.
2. Press the **%1** key:

% 1
3. The discount is automatically subtracted.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2 T1		\$10.00
% 1		-10.000%
AMOUNT T1		-1.00
TOTAL		\$9.00
CASH		\$9.00
GST		&0.82
CLERK 1	NO.000034	00001

Enter a Percent Discount on an Item

You can also operate the percentage functions by entering the percentage of the discount or surcharge. You can enter a fractional percentage up to 3 digits beyond the decimal (i.e. 99.999%) if necessary.

1. Register the discounted item.
2. Enter the percentage. If you are entering a fraction of a percent, you must use the decimal key.

For example, for one third off enter:

3

3

.

3

3

3

3. Press the **%1** key:

% 1
4. The discount is automatically subtracted.



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2 T1		\$10.00
% 1		-33.333%
AMOUNT T1		-3.33
ROUND		-0.02
TOTAL		\$6.65
CASH		\$6.65
GST		\$0.61
CLERK 1	NO.000035	00001

Preset Percent Discount on Sale Total

In this example the %1 function is programmed with **Percentage, Negative, Sale, Preset** and **Overridable** with a **rate of 10%**. Please refer to **% (1 ~ 5) (Discounts or Surcharges)** in **Function Key Programming in Program Mode Programming** for more detail.

NOTE: Please see **Program Mode Programming, Print Option Programming -> #4-4** sets SUBTOTAL is print when SUBTOTAL button is pressed? to Yes.





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

3. Press the **%1** key:

4. The discount is automatically subtracted.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2 T1	\$10.00	
SUBTOTAL	\$10.00	
% 1	-15.000%	
AMOUNT T1	-1.50	
TOTAL	\$8.50	
CASH	\$8.50	
GST	\$0.77	
CLERK 1	No.000036	00001

Enter a Percent Discount on Sale Total

You can also operate the percentage functions by entering the percentage of the discount or surcharge. You can enter a fractional percentage up to 3 digits beyond the decimal (i.e. 99.999%) if necessary.

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

3. Enter the percentage, and then press the appropriate discount key.
For example, for 15% enter:
  
4. The discount is automatically subtracted.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2 T1	\$10.00	
SUBTOTAL	\$10.00	
% 1	-15.000%	
AMOUNT T1	-1.50	
TOTAL	\$8.50	
CASH	\$8.50	
GST	\$0.77	
CLERK 1	No.000037	00001

For Surcharge Operation

When a % function is preset with “Percentage, **Positive**, Item, Preset and Overridable” or “Percentage, **Positive**, Sale, Preset and Overridable” with a preset percentage rate, the % function key will perform as a **Surcharge** on Item or Sale. Of course a override rate can be put in manually. Please refer to previous operation sequences.

For setting, please refer to **% (1 ~ 5) (Discounts or Surcharges)** in **Function Key Programming in Program Mode Programming** for more detail.

Dollar Amount Discount on Sale

When programmed as "amount", "sale", "open" and "negative", a % key will deduct an amount from a sale. Also, depending upon programming:

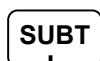
- You may be allowed to enter only one discount in a sale, after the **SUBTL** key is pressed,
- You may be allowed to enter multiple discounts, but you must press the **SUBTL** key before each discount entry, or
- You may be allowed to enter multiple discounts, without first pressing **SUBTL**.

In this example, a discount may be entered only once, and you must first press **SUBTL**.

NOTE: Please see **Program Mode Programming, Print Option Programming -> #4-4** sets SUBTOTAL is print when **SUBTOTAL** button is pressed? to Yes.

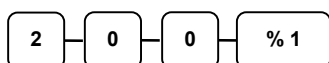
1. Register the items you wish to sell.

2. Press the **SUBTL** key:



3. Enter the amount of the discount, and then press the appropriate % key.

For example:



4. The discount is subtracted.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2 T1		\$10.00
SUBTOTAL		\$10.00
% 1		-2.00
TOTAL		\$8.00
CASH		\$8.00
GST		\$0.73
CLERK 1	No.000038	00001

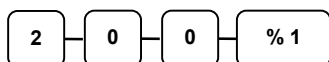
Dollar Amount Discount on Item

When programmed as "amount", "item", "open" and "negative", a % key will reduce a discount amount against an item. In this case, you must press the PLU (or enter the PLU number) of the PLU you wish the discount to be subtracted from.

1. Register the items you wish to sell.

2. Enter the amount of the discount, and then press the appropriate % key.

For example:



3. The discount is automatically subtracted.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$10.00
% 1		-2.00
TOTAL		\$8.00
CASH		\$8.00
GST		\$0.73
CLERK 1	No.000039	00001

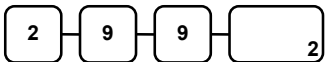
Return Merchandise Registrations

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

1. Press **RETURN**:



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



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

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
RETURN *****		
PLU2 T1		-2.99
ROUND		-0.01
TOTAL		-3.00
CASH		- 3.00
GST		-0.27
CLERK 1	NO.000040	00001

Voids and Corrections

Error Correction (Void Last Item)

This function corrects the last item entered.

1. Register the item you wish to sell.
2. Press the **ERROR CORR** key:

**ERROR
CORR**

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.29
PLU2		\$1.29
ERRCORR	-----	
PLU2		-1.29
ROUND		\$0.01
TOTAL		\$2.30
CASH		\$2.30
GST		\$0.21
CLERK 1	No.000041	00001

Void Previous Item

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

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

VOID

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

2 9 9 2

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2		\$1.29
PLU1 T1		\$2.29
VOID	-----	
PLU2		-1.29
ROUND		\$0.01
TOTAL		\$2.30
CASH		\$2.30
GST		\$0.21
CLERK 1	No.000042	00001

Cancel

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

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



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.29
PLU2		\$1.29
CANCEL *****		
CLERK 1	NO.000043	00001

Void Mode Operations

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

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

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
VOID MODE *****		
PLU1 T1		-2.29
PLU2		-1.29
ROUND		-0.02
TOTAL		-3.60
CASH		- 3.60
GST		-0.21
CLERK 1	NO.000044	00001

NB. Be sure to turn the key back when finished.

#/No Sale Operations

The **#/NS** key has two functions - **No Sale** and **Non Add#**. No Sale is used to open cash drawer outside a transaction, Non Add # is used to enter a reference number for the transaction.

No Sale - Open Drawer

The **#/No Sale** key will open the cash drawer when you have not already started a transaction. The **No Sale** function can be disabled or placed under manager control through programming, see "**Function Key Programming**" in the "**Program Mode Programming**" chapter. All **No Sale** operations will be recorded in Journal and/or Electronic Journal for future need, but only a usage counter in Financial Report.

1. Press **#/NS**:



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

Receipt Example:

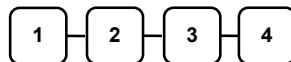
THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
NO SALE -----		
CLERK 1	NO.000045	00001

Non Add # - Add Information

You can also use the **#/NS** key as **Non Add #** function to enter any number (up to 9 digits) for a transaction. You can enter the number any time during a transaction. For example, if you wish to record a checking account number, enter the number and press the **#/NS** key before totaling the sale with a tendered key. The **Non Add** function can be disabled or enforced through programming, see "**Function Key Programming**" in the "**Program Mode Programming**" chapter. All **Non Add #** operations will be recorded in Journal and/or Electronic Journal for future need, but only a usage counter and a sum up number in Financial Report.

1. Register the items you wish to sell.
2. Enter the number you wish to record.

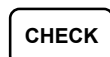
For example enter:



3. Press **#/NS**:



4. Press **CHECK**:



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1	\$2.99	
NON-ADD#	1234	
TOTAL	\$2.99	
CHECK	\$2.99	
GST	\$0.27	
CLERK 1	NO.000046	00001

Received On Account Operations

You can use one of the received on account functions (**RA1-RA3**) to accept cash or checks into the cash drawer when you are not actually selling merchandise. For example, use received on account to accept payments for previously sold merchandise, or record loans to the cash drawer.

1. Press one of the received on account keys (**RA1-RA3**)

RA1

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

1 **0** **0** **0** **CASH**

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

1 **0** **0** **0** **CHECK**

4. Enter the charge amount received, press **CHARGE1**

1 **0** **0** **0** **CHARGE 1**

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

RA1

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
RA1		
CASH		\$10.00
CHECK		\$10.00
CHARGE1		\$10.00
RA1		\$30.00
CLERK 1	NO.000047	00001

Paid Out Operations

You can use the paid out function (**PO1-PO3**) to track cash or checks paid out or to record loans from the cash drawer.

1. Press one of the paid out keys (**PO1-PO3**)

PO1

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

1 0 0 0 **CASH**

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

1 0 0 0 **CHECK**

4. Enter the charge amount received, press **CHARGE1**

1 0 0 0 **CHARGE 1**

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

PO1

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE	01/05/2012 TUE	TIME 08:30
PO1		
CASH		-10.00
CHECK		-10.00
CHARGE1		-10.00
PO1		-30.00
CLERK 1	No.000048	00001

Subtotaling a Sale

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



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

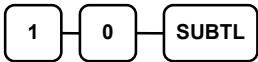
Eat In/Take Out/Drive Thru Sales

Different types of sales, such as "Eat In", "Take Out" and "Drive Thru" can be categorized by placing separate keys on the keyboard. **EAT IN**, **TAKE OUT**, and **DRIVE THRU** keys function as subtotal keys. You can force the operator to press one of the keys before tendering. See "**System Option Programming**" in the "**Program Mode Programming**" chapter. Separate totals will be maintained on the financial report to detail sales counts and amounts for each key.

These keys will also print the description at the top of a KP docket.

Quick EJ (Electronic Journal) Lookup

When the operator needs to find out the detail of the last 10 lines of transaction, a **Quick EJ Lookup** in **REG-Mode** feature allows operator to print the last 10 lines of EJ for a quick check. Preset is to print 10 lines, maximum is 99 lines. Please see **Program Mode Programming, Print Option Programming, option #37** for detail.

1. In **REG-Mode**, when the last transaction is finalised and the register is idle,
2. Press **1 0** then **SUBTL**,

3. A ticket with the last 10 lines of Electronic Journal will print from the receipt printer.

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
** PRINT EJ: LAST 10 LINES **		
CHARGE1		\$10.00
RA1		\$30.00
CLERK 1	No.000047	00001
DATE 01/05/2012 TUE	TIME 08:30	
PO1		
CASH		-10.00
CHECK		-10.00
CHARGE1		-10.00
PO1		-30.00
CLERK 1	No.000048	00001
CLERK 1	No.000049	00001

Totaling and Tendering

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

Totaling a Cash Sale

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

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

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2		\$7.96
ROUND		-0.01
TOTAL		\$7.95
CASH		\$7.95
CLERK 1	No.000050	00001

Totaling a Check Sale

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

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

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2		\$7.96
TOTAL		\$7.96
CHECK		\$7.96
CLERK 1	No.000051	00001

Tendering a Cash Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.

For example, for \$20.00 enter:

2 0 0 0

3. Press **CASH**:
CASH
4. The display will indicate the total amount of the cash tendered and the change due, if any.

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4	@ \$ 1.99	
PLU2		\$7.96
ROUND		\$0.01
TOTAL		\$13.95
CASH		\$20.00
CHANGE		\$6.05
GST		\$0.54
CLERK 1	No.000052	00001

Tendering a Check Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.

For example, for \$20.00 enter:

2 0 0 0

3. Press **CHECK**:
CHECK
4. The display will indicate the total amount of the check tendered and the change due, if any.

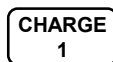
Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4	@ \$ 1.99	
PLU2		\$7.96
TOTAL		\$13.94
CHECK		\$20.00
CHANGE		\$6.06
GST		\$0.54
CLERK 1	No.000053	00001

Totaling a Charge (EFTPOS) Sale

Use the charge keys to track charge or credit card sales. See **"Function Key Programming"** in the **"Program Mode Programming"** chapter to change the descriptors for the charge tender functions. For example, you can use CHARGE 1 to track Visa card sales. The descriptor "VISA" will display on the function look up menu and print on the printer. You can also set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

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



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4	@ \$ 1.99	
PLU2		\$7.96
TOTAL		\$13.94
CHARGE1		\$13.94
GST		\$0.54
CLERK 1	No.000054	00001

Tendering a Charge (EFTPOS) Sale

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

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



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4	@ \$ 1.99	
PLU2		\$7.96
TOTAL		\$13.94
CHARGE1		\$20.00
CHANGE		\$6.06
GST		\$0.54
CLERK 1	No.000055	00001

Cash Out within a Charge (EFTPOS) Sale

CASH OUT within a charge (EFTPOS) sale may or may not be allowed. See "**Function Key Assignment Programming**" in the "**Service Mode Programming**" chapter to assign **CASH OUT** key.

1. Register the items you wish to sell.
2. Enter the amount of cash for cash out then press **CASH OUT** key.

2 0 0 0 CASH OUT

3. Press **EFTPOS** key.

EFTPOS

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.99
PLU1 T1		\$2.99
4	@ \$ 1.99	
PLU2		\$7.96
TOTAL		\$13.94
CASH OUT		\$20.00
EFTPOS		\$33.94
CHANGE		\$20.00
GST		\$0.54
CLERK 1	NO.000056	00001

Check (Cheque) Cashing

Check cashing means exchanging cash for a check. If you wish to cash checks, you must place a **CHKCASH** key on the keyboard. See "**Function Key Assignment**" in the "**Program Mode Programming**" chapter.

1. Enter the amount of the check tendered by the customer.

For example, for \$20.00 enter:

2 0 0 0

2. Press **CHKCASH**:

CHK
CASH

3. The display will indicate the amount of the check and the cash change.

Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHKCASH		
CHECK		\$20.00
CASH		-20.00
CLERK 1	No.000057	00001

Split Tender

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

1. Register the items you wish to sell.
2. Enter the amount of cash tendered by the customer.

For example, enter \$10.00 and press **CASH**:

1 0 0 0 CASH

3. The display will indicate the \$10.00 cash tender and the \$10.00 total still due.
4. Enter the amount of check tendered by the customer.

For example, enter \$10.00 and press **CHECK**:

1 0 0 0 CHECK

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

Receipt Example:

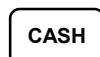
THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU2		
TOTAL		\$20.00
CASH		\$10.00
TOTAL		\$10.00
CHECK		\$10.00
CLERK 1	No.000058	00001

Post Tender

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

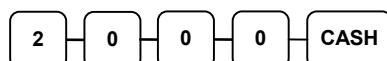
1. Register the items you wish to sell.

2. Press **CASH**:



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

4. Enter the amount of the new tender, Press **CASH**:



5. The display will indicate the change due.

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.00
CASH		\$2.12
GST		\$0.18
CLERK 1	No.000059	00001

Currency Conversion

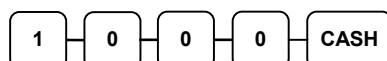
If you normally accept currency from neighboring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor. For example,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

1. Register the items you wish to sell.

2. Press the **CONV1** key if it is located on the keyboard:



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



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

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1 T1		\$2.00
TOTAL		\$2.12
CONV 1		¥2.90
CHANGE RATE	@1.3720	
HOME AMT.		\$10.00
CHANGE		\$5.17
GST		\$0.12
CLERK 1	No.000060	00001

The currency symbol you program will display here. See "Print Option Programming" in the "Program Mode Programming" chapter.

Check Track System (*Account Management*)

Overview

The ER-900 Series has a **Check Track System** for **Account Management**. This can be used in several ways. Clerks use a special account to temporarily interrupt sales, while actual accounts can be run as **Soft Check** or **Hard Check**. The **maximum number of accounts** for Check Tracking System is **500**.

There are two ways to operate Check Track System, **Clerk Interrupt** and **Table Management**. **Clerk Interrupt** is an **operator oriented** operation, the transaction (account) follows the operator, one operator operates one account. On the other hand, **Table Management** is a **customer oriented** operation, the transaction (account) follows the customer. One operator can access multiple accounts, although the clerk who opens the account may be programmed to service that account exclusively.

To switch between **Soft Check** and **Hard Check**, consult your dealer. Detail information is in **Service Mode, Memory Allocation Programming**. (*Warning! Modifying Memory Allocation will reset all programming that has been done on the machine!*)

To switch between **Clerk Interrupt** and **Table Management**, please see **System Option #26-1** in **Program Mode Programming, System Option Programming**.

An **Open Check Report** summarises how many checks/accounts are currently open (includes either **Clerk Interrupt** or **Table Management**). However, when using **Clerk Interrupt**, the clerk who has interrupted sales is prevented from checking the report. Please see **X/Z Mode, Report Table** for detail.

When using **Clerk Interrupt**, all unfinished Clerk Interrupt transactions recorded will be cleared by Z Financial Report. In **System Option - #42-2 Allow Z Financial Report with Open Clerk Interrupt Sales** - can be set **NO** to prevent that happening. This ensures you have completed all sales and your reports balance. See **Program Mode Programming, System Option Programming** for detail.

Soft Check

When **Soft Check** is used, the **transaction detail** is recorded in **the register's memory** until the account is fully paid off and closed. The Soft Check is suitable for **short term** (eg, **daily**) **accounts**, like **Restaurant Billing (Table Tracking)**, **Bar Tab** or **Clerk Interrupt**, where number of entries of a transaction is relatively small (maximum **200** lines) and the transaction will normally be finalised before a **Z Financial Report** is done.

Hard Check

For **Hard Check**, the cash register only records **account number** and **balance (balance forward)**. Detail of the transaction is printed either through the receipt printer or external printer (POS printer or slip printer). The slip printer is recommended. The **Hard Check**, on the other hand, is better for **long term accounts**, such as **Monthly Account**, **Service Station**, **Lay By** or **Caravan Park**.

Clerk Interrupt

When using the **Clerk Interrupt**, a second clerk is allowed to access the register by signing in his/her account to **interrupt the current clerk**. The **Clerk Interrupt** works using the **Soft Check Track**, therefore the transaction details of **interrupted clerk** will be recorded in the register's memory and recalled after the **interrupted clerk** signs back in.

To Enter Clerk Interrupt System (To Exit Table Management system)

1. Program Clerk Secret Code. See “**Program 800 - Secret Code Programming**” to program Clerk Secret Code.
2. Set **System Option #2** to a value of **1** (Clerk Sign On Method is **Code Entry**).
3. Set **System Option #26-1** to a value of **1** (**Use Clerk Interrupt**).

You can also setup the options below to refine the Clerk Interrupt procedure.

1. Set **System Option #3** to a value of **1** (Clerks are **Pop-up**) for clerks to sign-off automatically at the end of transaction.
2. Set **Print Option #9-1** to a value of **1** (**Not to Print Receipt When Sign On/Off**)

NOTE 1: The printing of signing on docket can stop by changing Print Option **#9-1 Print Receipt when sign on/off** to **No** in **Program Mode Programming, Print Option Programming**.

NOTE 2: For the clerks that are interrupted, the transaction has been stored in the cash register's memory. A **Guest Check** will be always printed at the end of transaction.

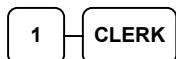
So, clerk #1 sells items totaling, say \$2.00, but not ready to finish the sale. Clerk #2 signs on sells milk for \$2.99 and customer pays. Clerk #1 signs on again and their sale balance of \$2.00 is displayed. Clerk #1 can add items to the sale or go directly to payment.

More than one clerk can be interrupted at once. Please see following pages for operation example.

The First Clerk Sign-On

As the Clerk feature has been programmed as **pop-up**, the first clerk has to sign on in order to use the register.

1. Clerk 1 signs-on by enters his clerk number then **CLERK** key



2. PLU 1 has been registered, and waiting for further instruction from the customer.

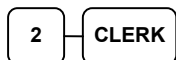
Receipt Example:

THANK-YOU	
CALL AGAIN	
DATE 01/05/2012 TUE	TIME 08:30
DRINK T1	\$2.00

The Second Clerk Interrupts

The first clerk begins serving the customer, but walks away from the register, the second clerk can interrupt the first clerk's transaction by signing on to the register.

1. The second clerk interrupts by entering his clerk number then **CLERK** key



2. The first clerk then being signed off and the second clerk will sign on.

Receipt Example:

** CLERK INTERRUPT **	
GST	\$0.18
TOTAL	\$2.00
CLERK 1	No.000062 00001

The Second Clerk Registers a Transaction

While the first clerk is serving the customer, but walk away from the register, the second clerk can interrupt the first clerk's transaction by signing on the register.

1. The second clerk registers item(s) into the transaction, then finalise the transaction with **CASH** key



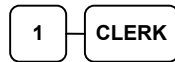
2. The second clerk then signed off automatically.

THANK-YOU	
CALL AGAIN	
DATE 01/05/2012 TUE	TIME 08:30
MILK T1	\$2.99
ROUND	\$0.01
TOTAL	\$3.00
CASH	\$3.00
GST	\$0.27
CLERK 2	No.000064 00001

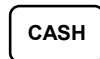
The First Clerk Finalises Their Transaction

While the first clerk is serving the customer, but walk away from the register, the second clerk can interrupt the first clerk's transaction by signing on to the register.

1. The first clerk signs back on



2. Continue the transaction, then finalise the transaction with **CASH** key.



3. The first clerk then signed off automatically.

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CLERK TOTAL		\$2.00
MAGAZINE T1		\$5.00
TOTAL		\$7.00
CASH		\$7.00
GST		\$0.64
CLERK 1	No.000065	00001

DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
DRINK T1		\$2.00
MAGAZINE T1		\$5.00
TOTAL		\$7.00
CASH		\$7.00
GST		\$0.64
CLERK 1	No.000071	00001

Table Management

If **Table Management** is preferred, it can be used for **short term** account management such as **Restaurant Billing, Lay By** or **Bar Tab** when based on **Soft Check** and the whole transaction has **less than 200 line** records; or **long term** account management like **Service Station** or **Caravan Park** when based on **Hard Check** and the transaction details are printed from internal printer or external receipt or slip printer.

Programming.

For **Table Management**, a transaction can be stored in the cash register's memory, be recalled later, with further item registrations then stored back to memory again, then recall and finalise the transaction; or simply just recall the transaction, cash off, finalising the transaction.

Table Management may work under the Soft Check Track System or Hard Check Track System. If all accounts in Table Management are supposed to be closed and fully paid off before a **Z Financial Report** is made, the Table Management must run under Soft Check Track System. Such as **Restaurant Billing** (Table Tracking), or **Bar Tab**. All transaction details except "account number" and "balance of the amount" in Soft Check Track will be erased after a **Z Financial Report**.

With Soft Check Track System, the detail of the transaction will be remembered in the cash register's memory for that account until the account is paid off (and finalised). The transaction detail can be printed again and again with the Soft Check Track system. Depending on the memory size and arrangement, you may go up to 200 lines of receipt record for each account.

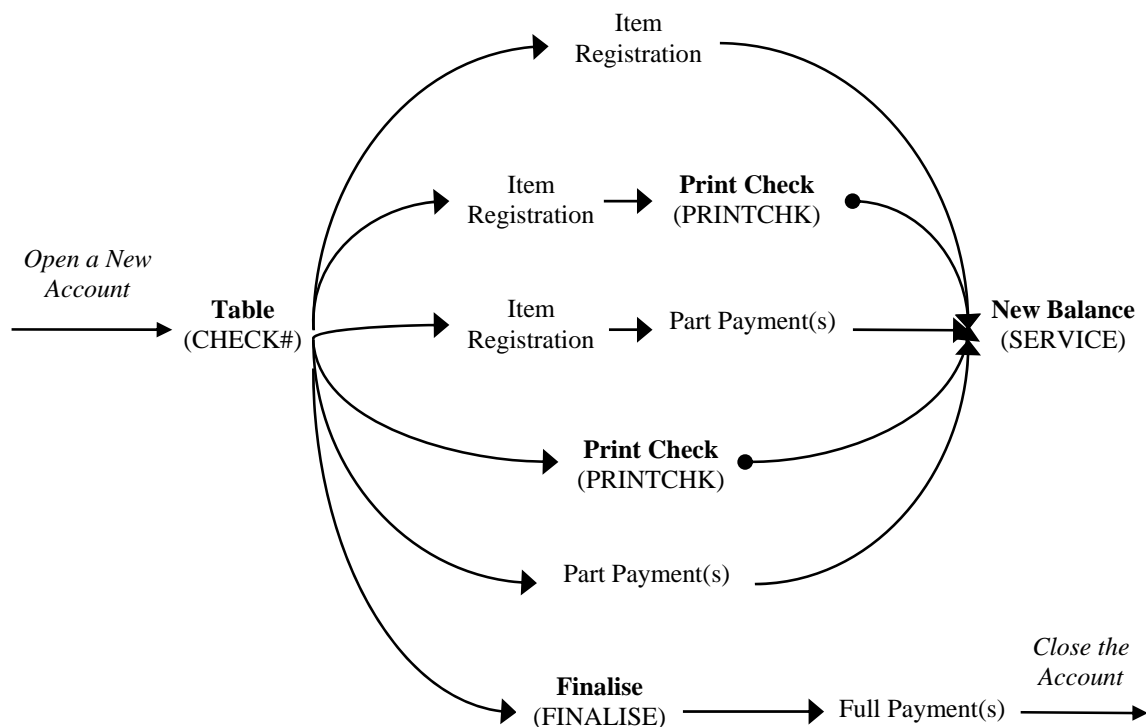
On the other hand, when all accounts in a Table Management are basically running more than a day, which will not be paid off before a **Z Financial Report**, Table Management is recommended to run under the Hard Check Track System. For example **Monthly Account, Service Station, Lay By** or **Caravan Park**. All Transaction details are printed only one time to an internal printer, external POS printer or slip printer. The register stores "account number" and "balance of the account".

To Enter Table Management system (To Exit Clerk Interrupt System)

1. Set **System Option #26-1** to a value of **0** (Use **Table Management**).
2. Set **System Option #2** to a value of **0** (Clerk Sign On Method is **Push Entry**).

Basic Operation

For Basic Operation, 4 function keys are involved - **CHECK#**, **SERVICE**, **PRINTCHK**, and **FINALISE**.



In this system:-

The **CHECK#** function key is used to open an account, both new and ongoing accounts. The name of the key can be changed for better understanding. For example, "Table#" for basic table management operation. This **Table#** normally refers to the **table number** issued to a customer after their order is registered.

The **SERVICE** function key is used to save an ongoing account to the cash register's memory with or without modification. The function key's name can be changed to "New Balance" for better understanding.

The **PRINTCHK** function key is used to print the current detail of an account before the account is finalised. Two options of the **PRINTCHK** function key - "Automatic service check?" and "Print check on receipt?" need to be set to Yes for better operation. "**Print Check**" is the full name of the function key, alternatively, "**Print Bill**" will make it easier to understand.

NOTE: The **PRINTCHK** (Print Check) function key will not work in Hard Check Track System.

The **FINALISE** function key is used only when Split Bill or Part Payment is used in your account system. The option "Require to close the check?" of the function key needs to be set to Yes in order to make **FINALISE** key working properly.

How does it work:-

Following example will be based on the **Restaurant Billing with Part Payment**.

Opening a New Table (Account)

1. Enter the number of the guest check, press the **Table#** (CHECK#) key:

1	2	3	TABLE#
---	---	---	--------

2. Register the items you wish to sell.
3. To total the posting, press **New Balance** (SERVICE):

NEW BALANCE

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
TABLE#	#123	
CHICKEN		\$7.00
STEAK		\$10.00
NEW BALANCE		\$17.00
BFW		\$17.00
GST		\$1.55
CLERK 1	No.000066	00001

Re-Open the Table (Account) and Add More Items

1. Enter the number of the guest check, press the **Table#** (CHECK#) key:

1	2	3	TABLE#
---	---	---	--------

2. Register the next items you wish to sell.
3. To total the posting, press **New Balance** (SERVICE):

NEW BALANCE

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
TABLE#	#123	
GARLIC BREAD		\$2.00
NEW BALANCE		\$2.00
BFW		\$19.00
GST		\$1.73
CLERK 1	No.000067	00001

Printing a Soft Check (Pro Forma)

1. Enter the number of the guest check, press the **Table#** (CHECK#) key:

1	2	3	TABLE#
---	---	---	--------

2. Press **Print Check** (PRINTCHK) to print the complete check. the **Print Check** (PRINTCHK) key will automatically service the check:

PRINT CHECK

Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
TABLE#	#123	
NEW BALANCE		\$0.00
BFW		\$19.00
GST		\$1.73
CLERK 1	No.000068	00001

DATE 01/05/2012 TUE TIME 08:30		
TABLE#	#123	
PBAL		\$19.00
CHICKEN		\$7.00
STEAK		\$10.00
GARLIC BREAD		\$2.00
NEW BALANCE		\$0.00
BFW		\$19.00
CHK # : 1		
CLERK 1	No.000068	00001

Part Payment of the Table (Account)

1. Enter the number of the guest check, press the **Table#** (CHECK#) key:

1 2 3 TABLE#

2. To enter a Deposit or Account payment, simply enter the amount given and press the tender type followed by the **New Balance** (SERVICE):

1 5 0 0 CASH

NEW
BALANCE

Receipt Example:

```

THANK-YOU
CALL AGAIN
DATE 01/05/2012 TUE    TIME 08:30

TABLE#                  #123
** PAYMENT **
CASH                    $15.00
NEW BALANCE             $0.00
BFW                     $4.00
GST                     $1.73
CLERK 1                 No.000070    00001
  
```

Finalise the Table to Close Account

1. Enter the number of the guest check, press the **Table#** (CHECK#) key:

1 2 3 TABLE#

2. Press the **FINALISE** key then enter amount tendered as you would normally tender a transaction, with **CASH**, **CHECK**, or one of the **CHARGE** keys. If the tender is greater than the balance due, change is displayed.

FINALISE

5 0 0 CASH

Receipt Example:

```

THANK-YOU
CALL AGAIN
DATE 01/05/2012 TUE    TIME 08:30

TABLE #                  #123
CHECKS PAID              $19.00
TOTAL                   $19.00
PAYMENT                  $15.00
CASH                     $5.00
CHANGE                   $1.00
GST                      $1.73
CLERK 1                 No.000071    00001
  
```

```

DATE 01/05/2012 TUE    TIME 08:30

TABLE #                  #123
CHICKEN                  $7.00
STEAK                    $10.00
GARLIC BREAD             $2.00
CASH                      $15.00
CHANGE                   $0.00
CHECKS PAID              $19.00
TOTAL                   $19.00
PAYMENT                  $15.00
CASH                      $5.00
CHANGE                   $1.00
GST                      $1.73
CHECK # : 2
CLERK 1                 No.000071    00001
  
```

Paying a Soft Check without Payment Key required to Close Check

1. Enter the number of the guest check, press the **CHECK #** key:

1 2 3 CHECK#

or, if you entered a table number, enter the table number and press the **TABLE** key:

3 TABLE

2. If necessary, add additional items. If you wish to add a tip, press **SUBTL**, then enter the tip amount and press the **TIP** key:

SUBT
|

3 0 0 TIP

3. Pay the balance, as you would normally tender a transaction, with **CASH**, **CHECK**, or one of the **CHARGE** keys. If the tender is greater than the balance due, change is displayed.

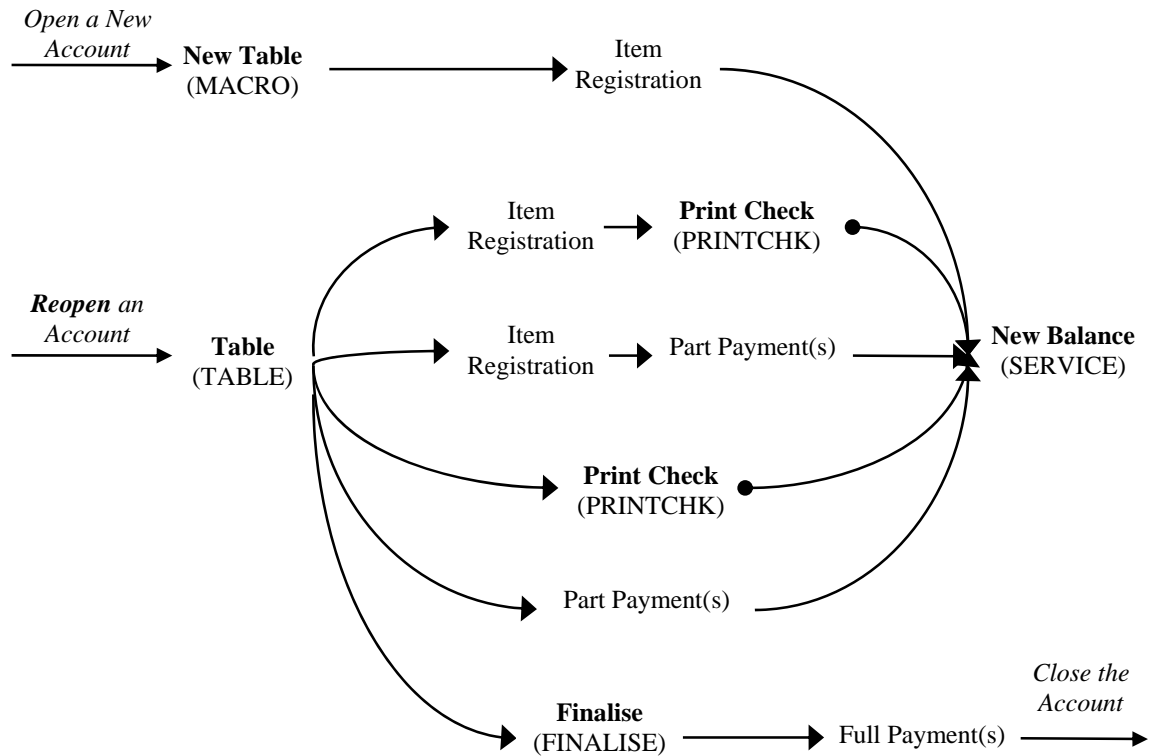
2 5 0 0 CASH

Receipt Example:

THANK-YOU	
CALL AGAIN	
DATE 01/05/2012 TUE	TIME 08:30
CHECK #	#123
PBAL	\$19.00
TABLE	#3
TIP	\$3.00
CHECKS PAID	\$22.00
CASH	\$25.00
CHANGE	\$3.00
	CHK # : 2
CLERK 1	NO.000069 00001

Advance Operation - Table Transfer

For Advance Operation, 1 additional function key - **TABLE** - is need for **Table Transfer** along with those 4 function keys - **CHECK#**, **SERVICE**, **PRINTCHK**, and **FINALISE** for **Table Management**.



In a Restaurant Billing situation, the **TABLE** function key is used to assign an additional table number to an account. This “Table #” represents the number of each table in the restaurant.

In Advance Operation, as **TABLE** function key is in use, The **CHECK #** function is recommended to rename to “**Bill #**” in order to distinguish this key from the **TABLE** function key.

With default settings, more than one **Bills** (CHECK #) may be assigned to same table. To avoid this happen, please set “**One Check Per Table**” to **Yes**.

To maximise the convenience and minimise the complexity, the recommend programming is:

In Service Mode:

1. Program a **MACRO** function key to keyboard. **MACRO 1 ~ 5** have been programmed on the default default keyboard . Do this only those 5 **MACRO** keys has been used for some other features. Please see **Program 70 - Function Key Assignment Programming** for detail.

In Program Mode:

1. Program one of the **MACRO** key descriptor to “**New Table**”. Please see **MACRO Programming → Program 711 - Macro Name Programming** for detail.
2. Program the “**New Table**” **MACRO** key with keysequence “**TABLE → CHECK #**” in **REG-Mode**. Please see **MACRO Programming → Program 1500 - Macro Key Sequence Programming** for detail.
3. Program **CHECK#** function keys with “**Assigned by Register**” sets to **Yes**. Please see **Function Key Programming → CHECK # → Program 70** for detail.

NOTE : There are more settings related to **CHECK #** and **TABLE** keys in printing on **function key themselves** and in **Print Option**, please contact your dealer for detail.

Opening a New Table (Account)

1. Enter the number of the Table, press the **New Table** (MACRO) key:



2. Register the items you wish to sell.
3. To total the posting, press **New Balance** (SERVICE):



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
TABLE		#123
CHICKEN		\$7.00
STEAK		\$10.00
NEW BALANCE		\$17.00
BFWD		\$17.00
GST		\$1.55
CLERK 1	No.000066	00001

Re-Open the Table (Account) and Add More Items

1. Enter the number of the Table, press the **Table** (TABLE) key:



2. Register the next items you wish to sell.
3. To total the posting, press **New Balance** (SERVICE):

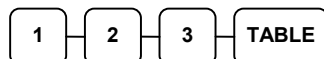


Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
TABLE		#123
GARLIC BREAD		\$2.00
NEW BALANCE		\$2.00
BFWD		\$19.00
GST		\$1.73
CLERK 1	No.000067	00001

To Transfer a Table

1. Enter the number of the Table, press the **Table** (TABLE) key:



2. Enter the number of the New Table, press the **Table** (TABLE) key:



3. To store this Table Transfer, press **New Balance** (SERVICE):



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
TABLE		#123
TABLE		#105
NEW BALANCE		\$0.00
BFWD		\$19.00
GST		\$1.73
CLERK 1	No.000067	00001

Additional Operation - Guest Number and Tip

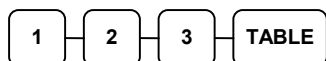
For Additional Operation, 2 additional function keys - **GUEST** and **TIP** - are involved for **Guest Number** and **Tip** amount recording for **Table Management**.

The **GUEST** function key is used to record number of customers in an account for reference. The number of guest can be entered any time while an account remains open.

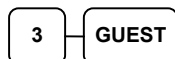
The **TIP** function key is used to record amount of tip has been given. A Tip can be recorded at anytime after **SUBTOTAL** is pressed while an account remains open.

Enter Number of Guest (when Reopen an Account)

1. Enter the number of the Table, press the **Table** (TABLE) key:



2. Enter the number of the Guest, then press **GUEST** key:



3. To store this Guest number entry in to the account, press **New Balance** (SERVICE):

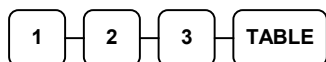


Receipt Example:

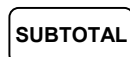
THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
TABLE		#123
GUEST		#3
NEW BALANCE		\$0.00
BFWD		\$19.00
GST		\$1.73
CLERK 1	No.000067	00001

Enter a Tip (when Reopen an Account)

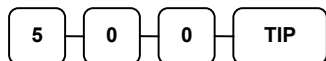
1. Enter the number of the Table, press the **Table** (TABLE) key:



2. Press **SUBTOTAL** key



3. Enter the amount of the Tip, then press **TIP** key:



4. To store this Tip entry, press **New Balance** (SERVICE):



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
CHECK #		#1
TABLE		#123
SUBTOTAL		\$19.00
TIP		\$5.00
NEW BALANCE		\$5.00
BFWD		\$24.00
GST		\$1.73
CLERK 1	No.000067	00001

Scale Entry

Direct Scale Entry

Place a product on the scale and access the **SCALE** function to display the weight on the cash register. Then make the appropriate entry; the PLU must have "**saleable**" status.

1. Place an item on the scale.
2. Press the **SCALE** key.

SCALE

3. Note that the weight is displayed on the screen. Enter the price per **kilo** on the number pad. ***Do not use the decimal key.***

For example, for \$3.00, enter:

3 0 0

4. Press a PLU.

For example, press PLU 1:

1

Receipt Example:

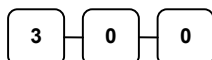
THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1		\$4.50
1.500kg @ \$3.00/kg		
TOTAL		\$4.50
CASH		\$4.50
CLERK 1	No.000077	00001

Automatic Scale Entry

Place a product on the scale and make the appropriate PLU entry. The PLU must be set with "**auto scale status**" & "**Scalable**".

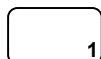
1. Place an item on the scale.
2. Press a PLU key, if the item is a preset item, or enter the price per **kilo** on the number pad. *Do not use the decimal key.*

For example, for \$3.00, enter:



3. Press a PLU.

For example, press PLU 1:



Receipt Example:

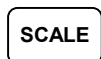
THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1		\$4.50
1.500kg @ \$3.00/kg		
TOTAL		\$4.50
CASH		\$4.50
CLERK 1	No.000078	00001

Tare Weight Entry

1. Place an item on the scale.
2. Enter the preprogrammed tare number. Press the **TARE** key.

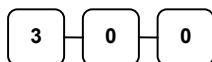


3. Press the **SCALE** key.



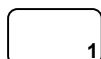
4. Note that the weight, less the tare weight, is displayed on the screen. Enter the price per kilo on the number pad. *Do not use the decimal key.*

For example, for \$3.00, enter:



5. Press a PLU.

For example, press PLU 1:



Receipt Example:

THANK-YOU CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1		\$4.47
1.490kg @ \$3.00/kg		
ROUND		-0.02
TOTAL		\$4.45
CASH		\$4.45
CLERK 1	No.000079	00001

Manual Tare Weight Entry

1. Place an item on the scale.
2. Enter the manual tare number, **5**. Press the **TARE** key:

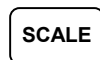


3. Enter the weight of the tare.

For example, enter **.01**, press the tare key:

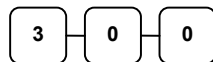


4. Press the **SCALE** key.



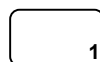
5. Note that the weight, less the tare weight, is displayed on the screen. Enter the price per **kilo** on the number pad. *Do not use the decimal key.*

For example, for \$3.00, enter:



6. Press a PLU.

For example, press PLU **1**:



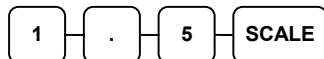
Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1		\$4.47
1.490kg @ \$3.00/kg		
ROUND		-0.02
TOTAL		\$4.45
CASH		\$4.45
CLERK 1	No.000080	00001

Manual Weight Entry

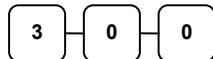
Operators can make manual weight entries if the item has been programmed to accept them. You must use the decimal key to enter fractional manual weights.

1. Place an item on the scale.
2. Enter the weight using the decimal key for fractional weights. Press the **SCALE** key:



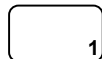
3. Enter the price per **kilo** on the number pad. *Do not use the decimal key.*

For example, for \$3.00, enter:



4. Press a PLU.

For example, press PLU 1:



Receipt Example:

THANK-YOU		
CALL AGAIN		
DATE 01/05/2012 TUE	TIME 08:30	
PLU1		\$4.50
1.500kg MANUAL WT.	@ \$3.00/kg	
TOTAL		\$4.50
CASH		\$4.50
CLERK 1	No.000081	00001

Manager/Report Mode

Introduction

All Management Functions take place with the control lock in the **X** position. In this way only those with the correct key will have access to these functions. Some register operations may be programmed to require the control lock in the **X** position in order to operate. All reports require a key that will access the **X** or **Z** position.

X/Z Reports

System reports are divided into two basic categories:

- **X** reports (include **X1** and **X2** reports) in **X** Mode, which read totals without resetting
- **Z** reports (include **Z1** and **Z2** reports) in **Z** Mode, which read totals and reset them to zero

Most reports are available in both categories. Some reports, such as the Cash-in-Drawer report and the From-To PLU report are available only as **X1** reports.

Some reports also provide identical but separate *period to date* (**X2** and **Z2**) reports. These reports maintain a separate set of totals which may be allowed to accumulate over a period of days, weeks, months, or even years. **X2** reports read period to date totals without resetting, and **Z2** reports read period to date totals and reset them to zero. Period to date report (**X2** and **Z2**) totals are updated each time a **Z1** report is completed.

When register is operating, **X1** and **Z1** reports are updated at the same time, after **Z1** reports are made, the records are forwarded and updated to **X2** and **Z2** reports at the same time, and **X1** and **Z1** reports are reset to zero. When **Z2** reports are made, the records in **X2** and **Z2** reports are reset to zero.

A complete list of available reports is presented in a chart on the following page.

An example is given for each of these reports in the pages that follow. Those reports which may be optionally abbreviated through register programming are represented twice. They are first shown with the option off, giving all totals, and again with the option turned on, showing the abbreviated version of the same report.

Always require a clerk signed on in order to take reports.

Running a Report - General Instructions

1. Refer to the “Report Table” and “Electronic Journal Table”.
2. Select a report type and the report mode.
3. Turn the control lock to the position indicated.
4. Enter the key sequence for the report you have selected.

Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
Financial	1	X1	X	1 - SUBTL
		Z1	Z	1 - SUBTL
		X2	X	201 - SUBTL
		Z2	Z	201 - SUBTL
Time	2	X1	X	2 - SUBTL
		Z1	Z	2 - SUBTL
		X2	X	202 - SUBTL
		Z2	Z	202 - SUBTL
All PLU	3	X1	X	3 - SUBTL
		Z1	Z	3 - SUBTL
		X2	X	203 - SUBTL
		Z2	Z	203 - SUBTL
All Clerk	4	X1	X	4 - SUBTL
		Z1	Z	4 - SUBTL
		X2	X	204 - SUBTL
		Z2	Z	204 - SUBTL
Group	5	X1	X	5 - SUBTL
		Z1	Z	5 - SUBTL
		X2	X	205 - SUBTL
		Z2	Z	205 - SUBTL
All STOCK	6	X1	X	6 - SUBTL
		Z1	Z	6 - SUBTL
Daily Sales	8	X2	X	208 - SUBTL
		Z2	Z	208 - SUBTL
Individual Clerk Report	9	X1	X	9-SUBTL-#*-CLERK-#*-CLERK
		X2	X	209-SUBTL-#*-CLERK-#*-CLERK
Open Table REPORT TABLE	11	X1	X	11 - SUBTL
		Z1	Z	11 - SUBTL
From/To PLU	13	X1	X	13 - SUBTL - #^ - PLU - #^ - PLU
		X2	X	213 - SUBTL - #^ - PLU - #^ - PLU
From/To STOCK	14	X1	X	14 - SUBTL - #^ - PLU - #^ - PLU
Not Found PLU	15	X1	X	15 - SUBTL
		Z1	Z	15 - SUBTL
DRAWER TOTAL	111	X1	X	111 - SUBTL

* # represents the clerk number, starts from 01 and the Maximum number depends on the maximum number of clerk set in **S-Mode, Memory Allocation**.

^ # is up to 15 digits for PLU number.

Electronic Journal Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
PRINT ALL EJ	300	X	X	300 - SUBTL
PRINT EJ CASH	301	X	X	301 - SUBTL
PRINT EJ CHECK	302	X	X	302 - SUBTL
PRINT EJ MISC/T	303	X	X	303 - SUBTL
PRINT EJ %	304	X	X	304 - SUBTL
PRINT EJ RA/PO	305	X	X	305 - SUBTL
PRINT EJ RETURN	306	X	X	306 - SUBTL
PRINT EJ EC/VOID	307	X	X	307 - SUBTL
PRINT EJ NO SALE	308	X	X	308 - SUBTL
PRINT EJ CANCEL	309	X	X	309 - SUBTL
PRINT EJ BY CLERK	4xx*	X	X/Z	4xx* - SUBTL
EJ RESET (No Printing)	399	Z	Z	399 - SUBTL

* xx represents the clerk number, starts from 01 and the Maximum number depends on the maximum number of clerk set in **S-Mode, Memory Allocation**.

Reset Hard Check Line

At the beginning of each accounting period, for example, beginning of a month, you will want to reset the **Auto Line Find** of the **Hard Check** to zero for the new account card. Please follow below sequences in **Z position**.

Program 10 - Reset Hard Check Line # Programming

1. Reset **All** Hard Check Line #.



2. Reset **an Individual** Hard Check Line #.



This resets the auto line find function on the slip printer.

Cash Declaration

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

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

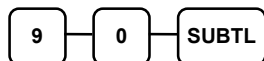
Either way you choose to enter cash, the register will compare your declaration with the expected cash and check in drawer totals and print the over or short amounts on the report.

Program 90 - Cash Declaration Programming

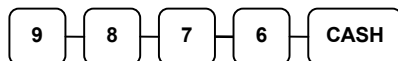
For example:

1. Turn the control lock to the **X position** or **Z position** (depending upon the type of report you are taking.)

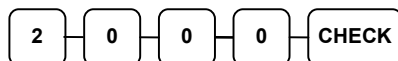
2. Press the **SUBTL** key.



3. Enter the total of cash.



4. Enter the total of checks.



5. Press the **CASH** key to total the declaration.



DATE	01/05/2012 TUE	TIME	08:30
*** CASH DECLARATION ***			
CASH			\$98.76
CHECK			\$20.00
INPUT AMT			\$118.76
DRAWER TTL			\$118.76
DIFFERENCE			\$0.00
CLERK 1	No.000082		00000

Service Mode Programming

Overview

The **Service Mode Programming** requires careful reading. You may want to contact your dealer for assistance. The following procedures are available in the Service Mode Programming.

- *Memory All Clear (Clear All Memory back to factory default)*
- *Program 1x - Self Tests*
- *Program 20 - Clear All Sales Totals*
- *Program 30 - Clear Grand Total*
- *Program 40 - Clear / Delete PLU File*
- *Program 50 - EPROM Information*
- *Program 60 - Memory Allocation Programming / Scan*
- *Program 70 - Function Key Assignment Programming*
- *Program 8x - RS232C Serial Ports Communication Programming*
- *Program 1xx - SD Card Operations*
- *PC Utilities Operations*

Memory All Clear

Before you use your *ER-900 Series Electronic Cash Register* for the first time, you must perform a **Memory All Clear** to insure that all totals and counters are cleared and that the factory default program is installed.

CAUTION: The procedures described in this area are security sensitive. Clearing all or parts of the memory may cause damage or loss to the program. Do not share this information with unauthorized users and distribute the special SERVICE-Mode key only to those you may want to perform these functions.

Perform "Clear All Totals", or "Clear PLU File" if you wish to clear only parts of memory. Complete clearing of all memory areas and installation of the default program can be done through the following special procedure:

ER-920/940 Memory All Clear (RAM All Clear)

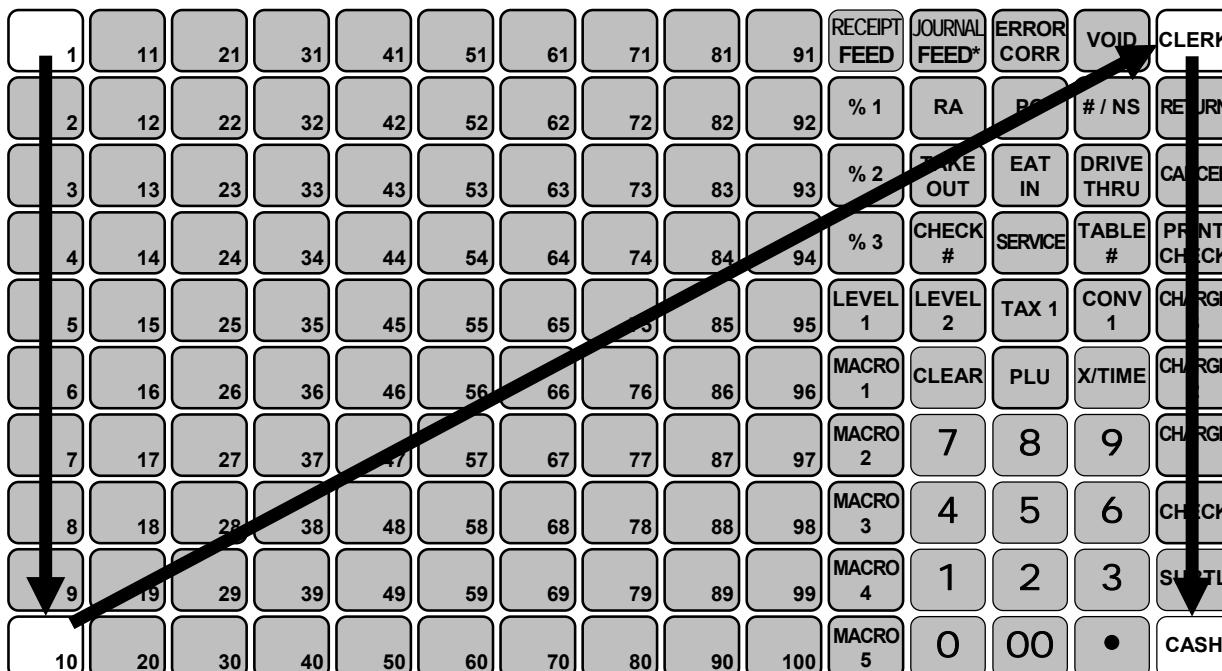
To Perform a Memory All Clear (reset memory completely)

1. Turn the power switch located on the right side of the register to the **OFF** position.
2. Turn the control lock to the **S** position (one past PGM position, a **hidden position**).
3. Press and hold the button position where the **CHECK** button (circled button) is located on the default keyboard layout.



4. Continue to hold the **CHECK** button while turning the power switch to the **ON** position.
5. After the BEEP, release the **CHECK** button, **RAM ALL CLEAR** will appear on the display.

6. Press the **upper left button** (PLU #1) of the keyboard, then the **lower left button** (PLU #10), then the **upper right button** (CLERK), and finally press the **lower right button** (CASH). After each button press, a ← symbol appears on the lower line of display.



7. After a while, **Please Wait...** appears on the display along with those 4 ←s. When memory is cleared, the register prints a message **"RAM ALL CLEAR OK!"**. This is then followed by firmware info.
8. The display then shows **PRINTER 2STATION Y=CASH N=CLEAR**. For an **ER-920** (one printer station), press **CLEAR**; for an **ER-940** (two printer stations), press **CASH**.
9. The display then shows **AUTO CUT ? Y=CASH N=CLEAR**. Press **CASH** if you want Auto Cutter to be activated, press **CLEAR** if you do not.
10. The display now shows **USB=SERIAL4 ? Y=CASH N=CLEAR**. Australian models have an USB port unless modified. Please have a look at **the back panel inside the cover below Customer Display**, Press **CASH** if the COM Port #4 is an **USB socket**, press **CLEAR** when COM Port #4 is a **RJ45 Socket**.

NOTE: Please check port arrangement prior to making the decision.

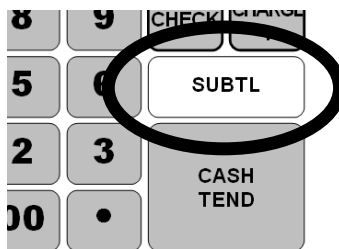
11. The display now shows **SERVICE MODE, CLOSED**. The RAM Clear procedure is complete.

NOTE: Please see Clerk Sign-On/Sign-Off for detail when **CLOSED** appears on the display.

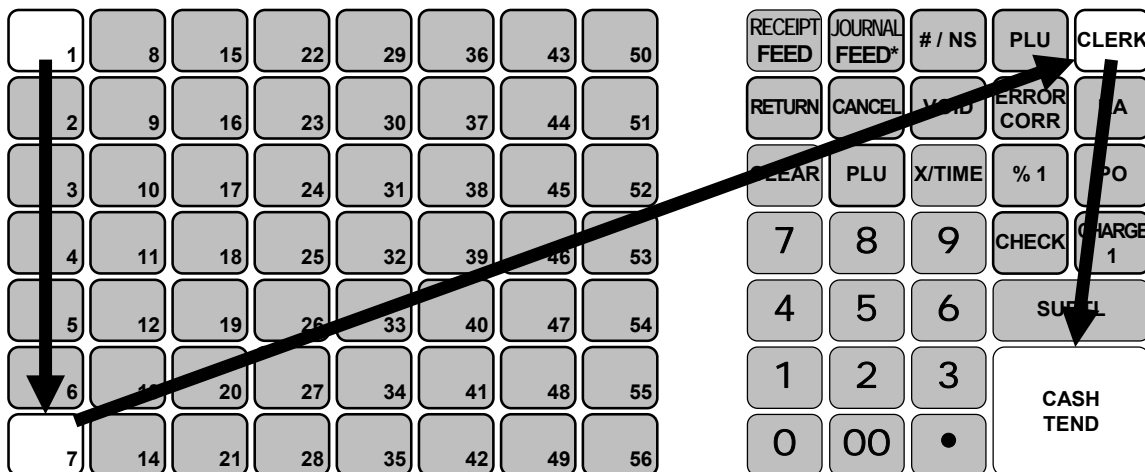
ER-925/945 Memory All Clear (RAM All Clear)

To Perform a Memory All Clear (reset memory completely)

1. Turn the power switch located on the right side of the register to the **OFF** position.
2. Turn the control lock to the **S** position (one passed PGM position as a **hidden position**).
3. Press and hold the button position where the **SUBTOTAL (SUBTL)** button (circled button) is located on the default keyboard layout.



4. Continue to hold the **SUBTOTAL (SUBTL)** button while turning the power switch to the **ON** position.
5. After the BEEP, release the **SUBTOTAL (SUBTL)** button, **RAM ALL CLEAR** will appear on the display.
6. Press the **upper left button** (PLU #1) of the keyboard, then the **lower left button** (PLU #10), then the **upper right button** (CLERK), and finally press the **lower right button** (CASH). After each button press, a ← symbol appears on the lower line of display.



91 Key Keyboard Shown Above

7. After a while, **Please Wait...** appears on the display along with those 4 ←s. When memory is cleared, the register prints a message **“RAM ALL CLEAR OK!”**. This is then followed by firmware info.
8. The display then shows **PRINTER 2STATION Y=CASH N=CLEAR**. For an **ER-920** (one printer station), press **CLEAR**; for an **ER-940** (two printer stations), press **CASH**.

9. The display then shows **AUTO CUT ? Y=CASH N=CLEAR**. Press **CASH** if you want Auto Cutter to be activated, press **CLEAR** if you do not.
10. The display now shows **USB=SERIAL4 ? Y=CASH N=CLEAR**. Please have a look **the back panel inside the cover below Customer Display**, Press **CASH** if the COM Port #4 is an **USB socket**, press **CLEAR** when COM Port #4 is a **RJ45 Socket**.

NOTE: Please check port arrangement prior to making the decision.

11. The display now shows **SERVICE MODE CLOSED**. The RAM Clear procedure is complete.

NOTE: Please see **Clerk Sign-On/Sign-Off** for detail when **CLOSE** appear on the display.

Receipt Example:

```
DATE 01/05/2012 TUE  TIME 08:30

=====
          RAM ALL CLEAR OK !
=====
RAM (4M)  OK

          EPROM INFO.

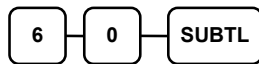
VERSION  : GSON 01.012
CHECKSUM : DB5C
BOOT/APP : 9FC3/3B99
PLUS USED: 300/2000
SEP.    21  2012

CLERK 00      000001      00000
```

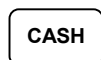
Memory Allocation Scan

This will print a summary of Memory Allocation.

1. Turn the control lock to the **S** position.
2. Enter **6 0**, press the **SUBTL** key.



3. Press **CASH** key.



PC Online Mode

In **ER-900**, there are no special commands to enter PC Online Mode.

When you want to enter PC Online Mode, all you have to do is connect to the USB Port or if using Serial, set 232 Communication Option in Programming.

When the PC sends commands to ECR, The ECR will automatically go to the PC Online Mode if connected.

Self Tests

Self-tests can be performed to check the functions of the register.

1. Turn the control lock to the **S** position to scan the allocated memory.
2. Enter the test number from the chart below and press the **SUBTL** key.

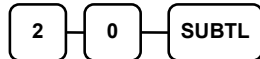


Test	Key Sequence	Results/Instructions
Printer	1 0 SUBTL	The receipt printer generates a print test pattern and the drawer will open at the end of the test.
Display	1 1 SUBTL	Displays illuminate a test pattern.
Keyboard	1 2 SUBTL	Press any key. The key's current function is displayed. Turn key lock to end the test.
Mode Lock	1 3 SUBTL	Turn the mode lock to display the lock position. Return the key to S to end the test.
RS232C Port	1 4 SUBTL	Loop back connector must be connected. Displays "232 Port Good" if successful; displays "232 Port No Good" and sounds an error if unsuccessful (or if loop back is not connected).
Endless Printing	1 6 SUBTL	The receipt prints a sample ticket and opens the cash drawer. The print is repeated until the key lock is turned.

Clear All Sales Totals

Program 20 - Clear All Sales Totals

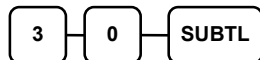
1. Turn the control lock to the **S** position.
2. To **Clear All Sale Totals**, enter **2 0**, and then press the **SUBTL** key.



Clear Grand Total

Program 30 - Clear Grand Total

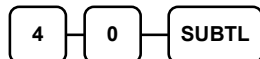
1. Turn the control lock to the **S** position.
2. To **Clear Grand Total**, enter **3 0**, and then press the **SUBTL** key.



Clear / Delete PLU File

Program 40 - Clear / Delete PLU File

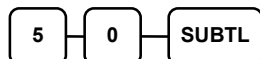
1. Turn the control lock to the **S** position.
2. To **Clear / Delete PLU File**, enter **4 0**, and then press the **SUBTL** key.



EPROM Version Information

Program 50 - EPROM Information

1. Turn the control lock to the **S** position.
2. To **Scan EPROM Information**, enter **5 0**, and then press the **SUBTL** key.



Memory Allocation

The memory allocation program determines how memory is divided to support the following features:

1. PLUs - You must allocate a minimum number of PLUs which match the number of NLU in your ECR. Please refer to the table in step 4 on the next page for maximum number of PLU for your model. The maximum number of PLU is based on **full load memory**. Please contact your dealer for detail. Standard machine have 2000 PLU spaces (300 PLUs has been pre-programmed) preset, maximum is 15,000.

2. Clerks - You must allocate at least **1 clerk**, with a maximum of 99.

NOTE: you also must allocate at least one guest check for each clerk.

3. Groups - You must allocate at least **1 group**, up to maximum of 99.
4. Checks - You must allocate number of Guest Check to **at least** match number of clerk.
Otherwise, you can allocate a maximum of 500 hard or soft checks. The maximum number of Guest Checks is based on **full load memory**.
5. Soft Check Lines - You can allocate a maximum of **200 lines** per check
6. Check Type - Select hard or soft checks.
7. Levels - Allocate one or two price levels.
8. Mix & Match Discount Tables - Default is 10 you can allocate a minimum of 0 to a maximum of 100.
9. Electronic Journal - Default is 0 lines; maximum is based on the remaining memory space available.

Important Memory Allocation Notes

- a. Memory variable maximums are dependent. For example, if all other variables are at or near zero, then you may allocate more PLUs.

NOTE: check memory, especially **soft check** memory, and **clerk memory** consume considerable memory.

- b. Using the clerk interrupt feature requires allocation of at least one guest check for each clerk and sufficient soft check lines to support the interrupted transaction (i.e. if soft check lines allocated is 20, a transaction with up to 20 lines can be interrupted.) See **System Option** address #26 to select clerk interrupt operations instead of table management (check tracking) operations.

NB. This will clear the Memory!

Program 60 - Memory Allocation Programming

1. Turn the control lock to the **S** position.
2. To **Allocate Memory**, enter **60**, and then press the **SUBTL** key.

6 0 SUBTL

3. Refer to the chart below. Enter the index number and press the **X/TIME** key.

X X/TIME

X	MEMORY ITEM
1	PLU
2	CLERK
3	GROUP
4	CHECK#
5	SOFT CHECK LINE
6	CHECK TYPE : Hard (1), Soft (0)
7	PRICE LEVEL
8	MIX AND MATCH
9	ELECTRONIC JOURNAL

4. Enter the Number to allocate for the Memory Item and Press **CASH** key.
See the example data table below

N CASH

MEMORY ITEM	N
PLU	2,000 (Max 15,000)
CLERK	10 (Max. 99)
GROUP	20 (Max. 99)
CHECK #	10 (Max. 500)
SOFT CHECK LINE	50 (Max. 200)
CHECK TYPE	0 (Soft Check), 1 (Hard Check)
PRICE LEVEL	1 (Max. 2)
MIX AND MATCH	10 (Max. 100)
ELECTRONIC JOURNAL	1000 (Max. 50,000) Lines

※Default values have been highlighted in **bold** print

5. If you want to finish memory allocation, press **CASH** key again with no numeric key input. If you want to allocate another memory area, repeat step 3 and 4.

CASH

Function Key Assignment Programming

Function keys may be relocated, inactivated or changed with this program. For example, you may wish to add functions, such as **PREVIOUS BALANCE** and **SERVICE** that are not placed on the default keyboard. Or perhaps, you may wish to remove a function, such as **CANCEL**, for security reasons.

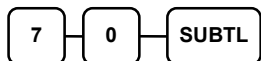
Program 70 - Function Key Assignment Programming

Please note the following limitations:

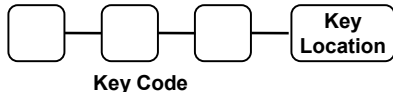
- If you assign a duplicate of a function code, the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.
- You can reassign keys only in locations that are programmable. See “Keyboard”, where the key locations that may be programmed are identified.

To Assign a Function Key to a Location:

1. Turn the control lock to the **S position**.
2. Enter **7 0**, and then press the **SUBTL** key.



3. Refer to Function Key Codes to find the code for the key you wish to assign, press the location you wish to program. Repeat this step to assign another key.



4. Press **CASH** key to finalise key assignment program.



Function Key Codes

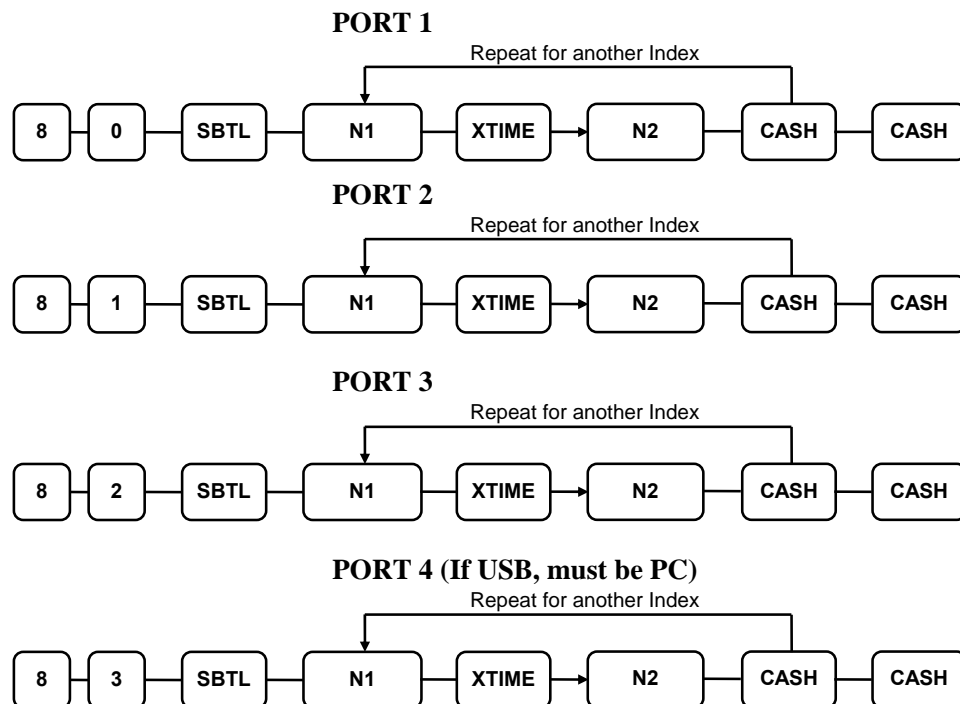
Code	Function	Code	Function	Code	Function	Code	Function
1	NLU 1	331	CHKCASH	364	MACRO9	396	NOT USED
~ 300	~ NLU 300	332	CHKENDOR	365	MACRO10	397	TIP
301	Numeric 1	333	CHECK	366	RETURN	398	VOID
302	Numeric 2	334	CHECK #	367	MOD 1	399	WASTE
303	Numeric 3	335	CLEAR (ESC)	368	MOD 2	400	NOT USED
304	Numeric 4	336	CLERK	369	MOD 3	401	VALIDATION
305	Numeric 5	337	CONV 1	370	MOD 4	402	FINALISE PAYMENT Since EPROM v1.011
306	Numeric 6	338	CONV 2	371	MOD 5		
307	Numeric 7	339	CONV 3	372	PBAL		
308	Numeric 8	340	CONV 4	373	NOT USED	403	RCPT ON/OFF
309	Numeric 9	341	DVTHR	374	NOT USED	404	JFEED (ER-940 ONLY)
310	Numeric 0	342	EATIN	375	PO1		
311	Numeric 00	343	ERRCORR	376	PO2	405	INACTIVE
312	DECIMAL	344	FSHIFT	377	PO3	406	NONADD #
313	#/NS	345	F/S SUB	378	PFEED	407	CASH OUT
314	%1	346	F/S TEND	379	PRICE INQ	408	NOT USED
315	%2	347	NOT USED	380	PRINT CHK	409	NOT USED
316	%3	348	NOT USED	381	PROMO	410	MACRO11
317	%4	349	GUEST	382	RA1	411	MACRO12
318	%5	350	PLU	383	RA2	412	MACRO13
319	X/TIME	351	LEVEL 1	384	RA3	413	MACRO14
320	ADDCHK	352	LEVEL 2	385	SUBTOTAL	414	MACRO15
321	CANCEL	353	NOT USED	386	SCALE	415	MACRO16
322	CASH	~ 355	~ NOT USED	387	SERVICE	416	MACRO17
323	CHARGE1	356	MACRO1	388	TABLE	417	MACRO18
324	CHARGE2	357	MACRO2	389	TARE	418	MACRO19
325	CHARGE3	358	MACRO3	390	TKOUT	419	MACRO20
326	CHARGE4	359	MACRO4	391	TAXEXMT	420	NOT USED
327	CHARGE5	360	MACRO5	392	GST	~ 434	~ NOT USED
328	CHARGE6	361	MACRO6	393	TAX 2	435	NOT USED
329	CHARGE7	362	MACRO7	394	TAX 3	~ 449	~ NOT USED
330	CHARGE8	363	MACRO8	395	TAX 4		

RS-232 Communication Options

You must define the device that is attached to the RS-232C communications port, and the options for the device. **The Default is Comm1 is set to PC Polling**

Program 80/81/82/83 - RS232C Serial Ports Communication Options

1. Turn the control lock to the **S** position.
2. Enter **8 0** and press the **SUBTL** key to Program **Port 1** or
Enter **8 1** and press the **SUBTL** key to Program **Port 2** or
Enter **8 2** and press the **SUBTL** key to Program **Port 3** or
Enter **8 3** and press the **SUBTL** key to Program **Port 4**.
3. Refer to the chart RS-232C option chart that follows and enter the number of the address you wish to program and press the **X/TIME** key.
4. Enter the value that represents your selection and press the **CASH** key.
5. To program additional PLU Status, repeat from step 3, or press **CASH** to finalise the program.



RS-232 Option Chart

N1	OPTION	N2	VALUE
1	Baud Rate	0	9,600 BPS
		1	1,200 BPS
		2	2,400 BPS
		3	4,800 BPS
		4	19,200 BPS
		5	38,400 BPS
		6	57,600 BPS
		7	115,200 BPS
2	Parity	0	NONE
		1	ODD
		2	EVEN
3	Data Bits	0	8 BITS
		1	7 BITS
4	Stop Bits	0	1 BIT
		1	2 BIT
5	Device Function	0	NONE
		1	PC
		2	SCALE
		3	RJ (Remote Journal) / CCTV
		4	RP (Remote Printer)
		6	SCANNER
		7	COIN
		8	EFT
		9	POLE
6	Initial Feeding Line KP	0 – 20	0
7	End Feeding Line KP	0 – 20	7
8	Initial Feeding Line Slip	0 – 20	0
9	Print Line On Guest Check	0 – 50	0
10	Scale Type	0	NCI
		1	CAS

N1	OPTION	N2	VALUE
11	Printer Type (SAM4S ELLIX 10, ELLIX 20 and SRP-270 are added and replace from 1 to 3)	0	NONE
		1	SAM4S ELLIX 10
		2	SAM4S ELLIX 20II
		3	SRP-270
		4	SRP-350
		5	CITIZEN3550/3551
		6	CITIZEN810
		7	CITIZEN230
		8	EPSON TMT88-2
		9	EPSON U200
		10	EPSON U295
		11	EPSON U300
		12	EPSON U325
		13	EPSON U375
		14	STAR SP-200
		15	STAR SP-298
		16	STAR SP-300
		17	STAR TSP-200
12	Pole Display	0	EPSON
		1	ICD
13	EFT Type	0	EFT GLED
		1	EFT INGE
		2	RESERVED
		3	TYRO EFTPOS
		4	EFT NZINGE
14	EFT Config Byte	0 – 127	0
15	EFT Currency	0	NONE
		1	DM
		2	EURO
16	EFT Password	0- 99999999	0

※Default values have been highlighted in **bold** print

SD Card Utilities

Program Backup and Restore

You can use an SD flash memory card to backup and restore the full program. The program data is saved in a separate folder named with the store name which must be programmed in system option #30.

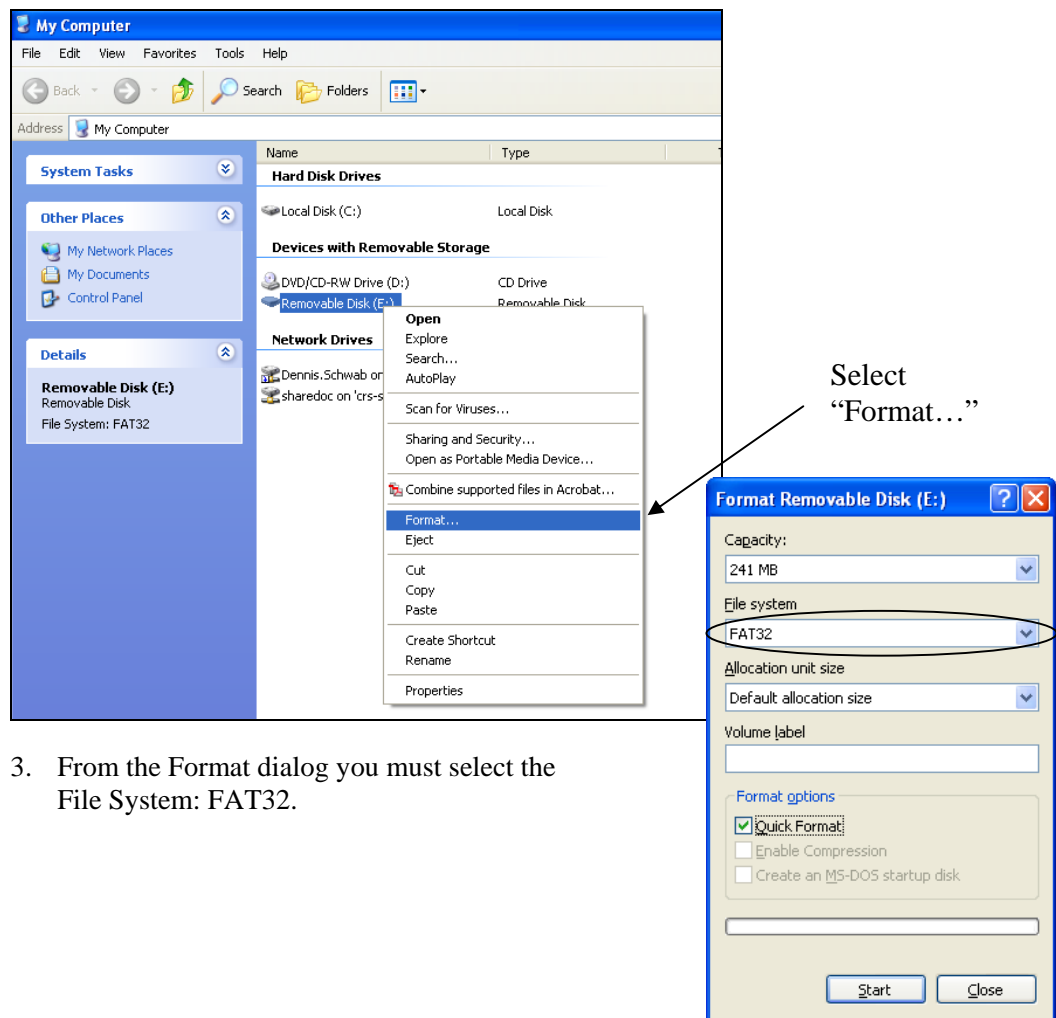
The SD card can also be used to save reports, which can then be viewed on a PC using the ER-900 PC Utility. The report data is saved in a separate folder named with current date and time.

NOTE: SD cards must be formatted as FAT 32.

If you are Using an SD Card in ER-900 for the First Time . . .

CAUTION: Formatting the SD card will clear all data on the SD card and prepare it for use.

1. Start Windows Explorer.
2. Select the SD card drive, right click and select *Format*. (Win XP screen shown; slightly different procedures are used with different operating systems.)

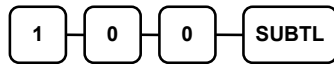


3. From the Format dialog you must select the File System: FAT32.

Backing Up the Program to an SD Card

CAUTION: Before backing up and restoring data, the **Store Name** must be programmed in **Programmed Mode Programming - System Option #30**.

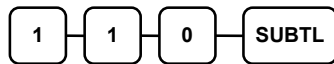
1. Turn the control lock to the **S** position.
2. To backup the program to SD, enter **1 0 0**, press the **SUBTL** key.



Restore Program from the SD Card

CAUTION: **Memory allocation must be set the same** as the saved program. Be sure to print out the memory allocation so that it can be re-entered before restoring the program.

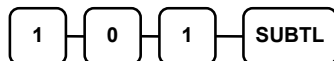
1. Turn the control lock to the **S** position.
2. To load the program to the register from the SD card, enter **1 1 0**, press the **SUBTL** key.



Saving Reports to an SD Card

Reports saved are the current X1 readings in PC Utility Report format.

1. Turn the control lock to the **S** position.
2. To backup Reports to SD, enter **1 0 1**, press the **SUBTL** key.



Load/Save Receipt Images

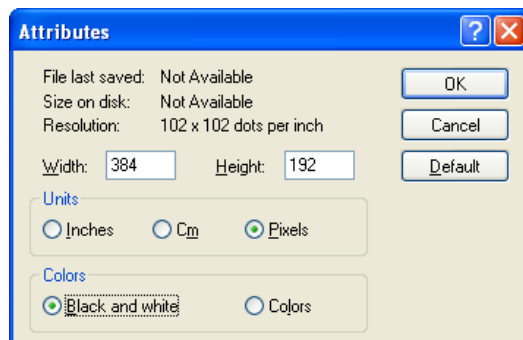
You can load a preamble and postamble image for your ER-900 receipt. Before loading, the images must be converted by the PC Utility to .img format. After conversion, they can be loaded directly by connecting a PC to the ER-900 or by copying the images to a SD card and loading (or saving the image) using the SD utility program described here.

NOTE: After loading the images, you must set Print Options #21 and #22 to activate the image printing.

1. Preparing a Graphic Logo Bitmap for an ER-900 Series

The image must be black/white, 384 x 192 pixels, and 10 Kbytes or less in size.

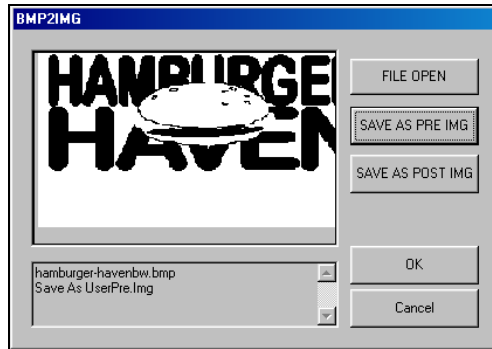
1. Open MS Paint.
2. Open the image file you wish to use.
3. Choose **Attributes** from the **Image** menu. The **Attributes** dialog box displays.



4. The image dimensions must be no larger than 384 pixels wide by 192 pixels high. If the image size in pixels is greater than the maximum, you must resize your image.
 - a. Click OK to exit the Attributes dialog.
 - b. Select your image. (Choose **Select All** from the **Edit** menu.)
 - c. Using the handles of the selected image, resize the image. Keep the image in the upper left corner of the screen.
 - d. Choose **Attributes** from the **Image** menu. The **Attributes** dialog box displays again. Enter 384 in the **Width** field; enter 192 in the **Height** field; select **Pixels** as the unit. Click **OK** to exit the dialog box.
 - e. Your image will be cropped to the 384 x 192 pixel size. If you cropped part of the image you wish to keep, you can undo (Ctrl + Z) and try again. You may have to experiment a bit to resize the image inside the 384 x 192 pixel limit.
5. After the image is sized, select **Black and white** in the **Attributes** dialog.
6. Save your image as type "Monochrome Bitmap (*.bmp;*.dib)" and confirm that the size is 10k or less. If you resized your original image, you may wish to rename when you save, so that you preserve a copy of the original image.

2. Use the PC Utility to Convert the Image

1. Install the *ER-900 PC Utility* on your PC.
2. At your PC, start the ER-900 PC Utility. (Select **Start, Programs, SHC PC UTILITY, ER-900 PC UTILITY.**) The **Store Setting** dialog box displays.
3. If you are starting the ER-900 PC Utility for the first time, you must define a store name, or if a store is already defined, you can select the store from the drop down list. After the store is defined or selected, click **Close**. The PC Utility program starts.
4. Move the .bmp logos you wish to use into the store directory (i.e. C:\ER-900PC\storename.)
5. At the PC Utility, choose **Convert Logo Image** from the **Utility** menu. The Bmp dialog box displays.
6. Click **FILE OPEN**. Select the bitmap image you wish to use from the **Open** dialog and click the **Open** command button.
7. Click the SAVE AS PRE IMG or SAVE AS POST IMG button.



8. When the image is selected, click **OK**. Verify that the message “Save As UserPre.Img” or “Save As UserPost.Img” displays. If the file is too large, and cannot be loaded, the message “File Size Error” displays.

3. Copy the Images to an SD Card

The PC Utility will create two image files:

- USERPRE.IMG
- USERPOST.IMG

They will be located in your PC at:

C:\ER-900PC\<Store Name>

Copy the images to the following path on your SD card:

SD\\ER900\PgmBack\<Store Name>

Important: In the path: **C:\ER-900PC\<Store Name>**, the store name is the name you have defined as the store in the PC Utility.

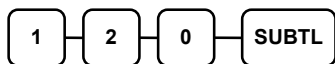
Note: You must use the same store name in the ER-900 Series ECR at System Option #30.

4. Load the Images by SD Card

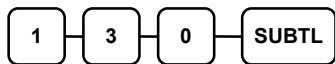
1. Insert the SD card in the register's SD slot.

NOTE: The SD slot is located in the printer compartment of the ER-900. Remove the security screw to access the slot.

2. Turn the control lock to the **S** position.
3. To load the **Preamble Image** from the SD card to the register, enter **1 2 0**, press the **SUBTOTAL** key.



4. To load the **Postamble Image** from the SD card to the register, enter **1 3 0**, press the **SUBTOTAL** key.

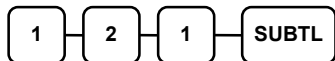


5. Saving Images from an ER-900 to an SD Card

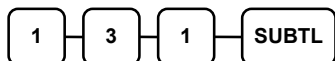
1. Insert the SD card in the register's SD slot.

NOTE: The SD slot is located in the printer compartment of the ER-900. Remove the security screw to access the slot.

2. Turn the control lock to the **S** position.
3. To save the **Preamble Image** from the register to the SD card, enter **1 2 1**, press the **SUBTOTAL** key.



4. To save the **Postamble Image** from the register to the SD card, enter **1 3 1**, press the **SUBTOTAL** key.



Flash ROM Updates

The ER-900 register software is loaded in an Flash ROM (erasable programmable read only memory). This program may occasionally be updated by the manufacturer. Your SAM4s dealer can update the software if necessary.

The Flash ROM can be loaded through a PC Utility or by SD card.

CAUTION: Flash ROM update by either method must be done by a qualified, trained technician. DO NOT POWER OFF OR ABORT any program loading once it has started. Failure to follow the procedures exactly may cause the program to load incompletely and for the register to fail completely.

Flash ROM Update by SD

The ER-900 Flash ROM program is contained in a file named NEWNET.bin. This file will be provided to the authorized dealer and contains both the Boot program area and the Application program area.

1. At your PC, format the SD Card for FAT32. (See the *“If you are Using an SD Card for ER-900 the First Time . . . ”*)
2. Create a folder named “update” in the root of the SD card.
3. Copy NEWNET.bin to: SD\\update\\.
4. Insert the SD card into the register. (The SD slot is located inside the printer compartment. Remove the security screw and open the flap securing the SD slot. Insert the SD card until you hear a click and the SD card is locked in.)

Boot Area Update

Update instructions included with the .bin file will tell whether both Boot Area and Application Area updates are required. In most cases you may be instructed only to update the Application Area. For application only updates please see next section. Below is for boot area updates.

1. At the ER-900, turn the control lock to the **S** position.
2. Power off the ER-900.
3. Press and hold the Numeral **1** key on the keyboard. While continuing to hold the Numeral **1** key, turn on the power switch.
4. Release the Numeral **1** Key.
5. The display will flash, slowly at first. After a few seconds a rapid beep-beep-beep will be heard, and the display will flash rapidly. The boot update is now complete
6. Turn the ECR power switch OFF and proceed directly to the next step: Application Update.

Application Area Update

1. Set the control lock to the **S** position.
2. Press and hold the Numeral **2** key on the keyboard. While continuing to hold the Numeral **2** key, turn on the power switch.
3. Release the Numeral **2** Key.
4. The display will flash (Current program is being erased), after a few seconds, the display will continue to flash, but at a slower rate. This continues for about 1-minute while the new program is being loaded. When the load is complete, a rapid beep-beep-beep will be heard, and the display will flash rapidly.
5. Power the register OFF. The Flash ROM update is complete.
6. Remove the SD card from the register.
7. Perform a memory all clear on the ECR. The ECR is now ready to program or to load a previously saved end-user program.

Flash ROM update by PC Utility

Update Files

To complete the firmware update, you will be supplied with the following files:

- NEWNET_DOWN.exe (The update utility program)
- E900xxxx.bin ("xxxx" is the version number)

PC Connection Cable

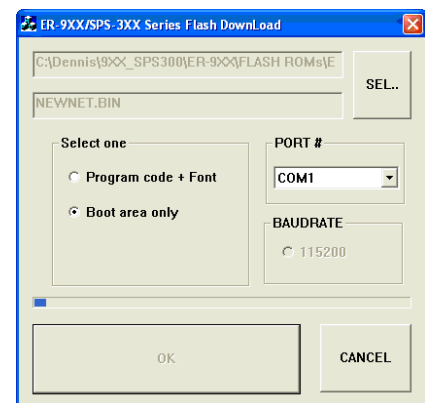
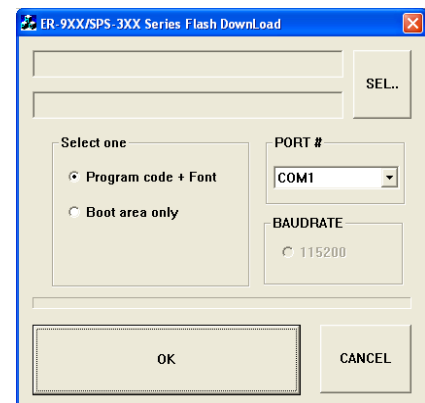
YOU MUST USE Port #1. Use the following cable:

- CAB-E101PC9 (Register DB-9F COM 1 to PC DB-9F)

PC Update - Boot Area

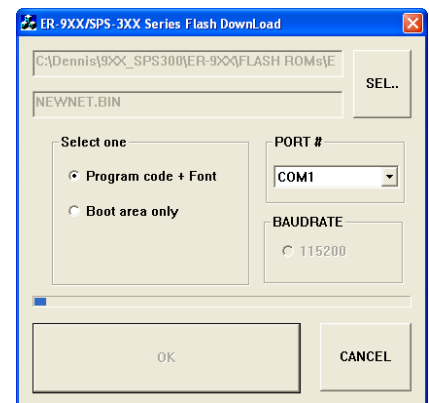
Update instructions included with the .bin file will tell whether both Boot Area and Application Area updates are required. In most cases you may be instructed only to update the Application Area.

1. Connect the Serial Cable From ECR to PC.
2. At the register, turn the control lock to the **S** position.
3. Turn the power switch to the **OFF** position.
4. Press and hold the **CASH** and **CLERK** keys. (Use the keys in their default locations, the upper-right and lower-right keys on the keyboard.) While continuing to hold the **CASH** and **CLERK** keys, turn the power switch to the **ON** position. (The display will illuminate and the error tone will sound beep-beep-beep in quick succession.) Release the keys.
5. At the PC, execute the program "NEWNET_DOWN.exe". The Download dialog box displays.
6. Select the appropriate com port connection at your PC at the PORT# option buttons.
7. Click **SEL.** find the folder where the update files are located and select NEWNET.bin.
8. Select **Boot Area Only** in the Select One option buttons.
9. Press **OK** Button. The download takes about 30 seconds; the scroll bar will track the progress of the download. At the ECR, the display will flash slowly while the update is taking place.
10. At the PC, the message Completed displays. Click OK and the Download program will close.
11. At the ECR, the display will flash rapidly, indicating the update is complete. Turn the power switch to OFF.



PC Update - Program Area

1. Connect the Serial Cable From ECR to PC.
2. At the register, turn the control lock to the **S** position.
3. Turn the power switch to the **OFF** position.
4. Press and hold the **CASH** and **CLERK** keys. (Use the keys in their default locations, the upper-right and lower-right keys on the keyboard.)
5. While continuing to hold the **CASH** and **CLERK** keys, turn the power switch to the **ON** position. (The display will illuminate and the error tone will sound beep-beep-beep in quick succession.) Release the keys.
6. At the PC, execute the program "Download.exe". The Download dialog box displays.
7. Select the appropriate com port connection at your PC at the PORT# option buttons.
8. Click **SEL.** find the folder where the update files are located and select NEWNET.bin.
9. Select **Program code** in the Select One option buttons.
10. Press **OK** Button. The download takes about 3½ minutes; the scroll bar will track the progress of the download.
11. The message **Completed** displays. Click **OK** and the Download program will close.
12. The display will flash (Current program is being erased), after a few seconds, the display will continue to flash, but at a slower rate. This continues for about 3 minutes while the new program is being loaded. When the load is complete, a rapid beep-beep-beep will be heard, and the display will flash rapidly. Turn the power switch to **OFF**, the program update is complete.
13. Disconnect the PC cable.
14. Perform a memory all clear on the ECR. The ECR is now ready to program or to load a previously saved end-user program.



Program Mode Programming

Default Programming

- All keyboard PLUs are **Taxable by GST (Tax1), Preset Price** and **Overridable on Preset Price**, without entry limits by default status programming of "**400000000**".
- All system options are set to **0** in default programming, unless otherwise noted. Change only the options that will deviate from default programming. There is no need to re-enter an option status of **0**, since **0** is its original setting.
- All programming (unless otherwise noted) is done with the control lock in the **PGM-Mode**. Each section details a specific area of register programming.
- The Default program is set to **10.000% VAT on Tax 1** and the description is set to **GST** already.

Descriptor Programming Methods

Descriptors are programmable for PLUs, function keys, groups, clerks and the logo/messages. There are two methods available to program descriptors, the *Alpha Overlay* and the *Descriptor Code* Methods. *Alpha Overlay* Method is the default programming method.

Alpha Overlay Method

The *Alpha Overlay* layout for each model is shown below. During descriptor programming, the keyboard button function changes to this layout.

Without requirement of using the **European characters** in the descriptions, *Alpha Overlay* Method is an easy and fast method to program a descriptor.

ER-920/940 (150 Buttons) Alpha Keyboard Overlay

										RECEIPT FEED	JOURNAL FEED*			
'	"	<	>	-	+	=	:	?						
!	@	#	\$	%	^	&	*	()					
Q	W	E	R	T	Y	U	I	O	P					
A	S	D	F	G	H	J	K	L	;		CLEAR	PLU	X/TIME	
Z	X	C	V	B	N	M	,	.	/		7	8	9	
CAPS	DOUBLE	SPACE	SPACE	SPACE	SPACE	SPACE	CAPS	DOUBLE	BACK SPACE		4	5	6	
											1	2	3	SUBTL
											0	00	•	CASH

NOTE: * The **JOURNAL FEED** key is replaced with ADD CHECK key on **ER-920** (150 Buttons) and not available on Alpha Keyboard Overlay.

ER-925/945 (91 Buttons) Alpha Keyboard Overlay

A	H	O	V	#)	"	SPACE	RECEIPT FEED	JOURNAL FEED*			
B	I	P	W	\$	-	,	SPACE					
C	J	Q	X	%	+	.	CAPS	CLEAR	PLU	X/TIME		
D	K	R	Y	^	=	/	DOUBLE	7	8	9		
E	L	S	Z	&	;	<	BACK SPACE	4	5	6	SUBTL	
F	M	T	!	*	:	>		1	2	3	CASH TEND	
G	N	U	@	('	?		0	00	•		

NOTE: * The **JOURNAL FEED** key is replaced with ADD CHECK key on **ER-925** (91 Buttons) and not available on Alpha Keyboard Overlay.

Descriptor Code Method

If you customize your keyboard by covering key locations, or by installing double or quad size keys, you will need to program descriptors using the *Descriptor Code Method*.

Descriptor Code Chart

CHAR	Ç	ü	é	â	ä	à	å	ç	ê	ë
CODE	001	002	003	004	005	006	007	008	009	010
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	011	012	013	014	015	016	017	018	019	020
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥
CODE	021	022	023	024	0250	026	027	028	029	030
CHAR	€	SPACE	!	"	#	\$	%	&	'	(
CODE	031	032	033	034	035	036	037	038	039	040
CHAR)	*	+	,	-	.	/	0	1	2
CODE	041	042	043	044	045	046	047	048	049	050
CHAR	3	4	5	6	7	8	9	:	;	<
CODE	051	052	053	054	055	056	057	058	059	060
CHAR	=	>	?	@	A	B	C	D	E	F
CODE	061	062	063	064	065	066	067	068	069	070
CHAR	G	H	I	J	K	L	M	N	O	P
CODE	071	072	073	074	075	076	077	078	079	080
CHAR	Q	R	S	T	U	V	W	X	Y	Z
CODE	081	082	083	084	085	086	087	088	089	090
CHAR							a	b	c	d
CODE	091	092	093	094	095	096	097	098	099	100
CHAR	e	f	g	h	i	j	k	l	m	n
CODE	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
CODE	111	112	113	114	115	116	117	118	119	120
CHAR	y	z	BACK SPACE			Double				
CODE	121	122	123			999				

Tax Programming

The **ER-900** has the capability to support four separate taxes.

Taxes can be calculated as either a straight percentage rate of between 0.001% and 99.999%, or a 60 break point tax table. Each tax may be either an add-on tax (added to the cost of a taxable item), or a value added tax (VAT) that is included in the price of the item.

Tax rate 4 may be set to function as the Canadian Goods & Services Tax (GST). Definitions for tax rates 1, 2, 3 & 4 are made as part of tax programming.

Definitions for tax rates 1, 2, 3 & 4 are made as part of tax programming.

- **The Default program is set to 10.000% VAT on Tax 1 and the description is set to GST already.**
- If you do need to program any of the 4 taxes in the system, a related tax (TAX 1 ~ 4) function key has to be assigned on the keyboard. Please refer to **S-Mode, Function Key Assignment Programming** for detail.
- If you are entering a tax rate (add-on or VAT), see "Straight Percentage Tax Rate Programming" to enter the percentage rate.
- If you are entering a Canadian Goods and Services Tax (GST), use tax rate 4 for the GST tax, and use tax rates 1, 2 and/or 3 for any other provincial tax or taxes. See "Straight Percentage Tax Rate Programming" to enter the GST status and percentage rate.

Important Note: After you have entered your tax program(s), test for accuracy by entering several transactions of different dollar amounts. Carefully check to make sure the tax charged by the cash register matches the tax on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, contact your dealer for assistance.

Tax Descriptor Related Programming

Function Key Descriptor - Program 80 (PGM-Mode)

- Refer to "Program 80 - Function Key Descriptor"

Financial Report Message - Program 701 (PGM-Mode)

- Refer to "Program 701 - Financial Report Message"

Clerk Report Message - Program 710 (PGM-Mode)

- Refer to "Program 710 - Clerk Report Message"

Straight Percentage Tax Rate Programming

When tax requirements may be met using a straight percentage rate, use the following method to program a tax as a straight percentage.

Programming Straight Percentage Tax Rates and Status

1. Turn the control lock to the **PGM** position.
2. If the tax is a percentage rate, with a decimal. (0.000-99.999). It is not necessary to enter preceding zeros. For example, for 6%, enter 06.000 or 6.000.
3. For the type of tax:

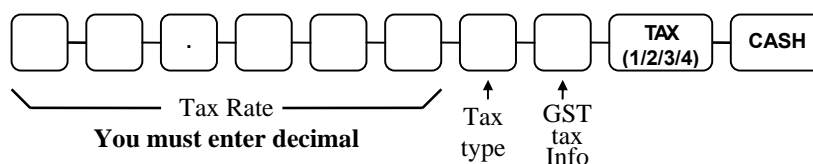
If the tax is a percentage added to the sale (normal add on tax), enter:	0
If the tax is a percentage value added tax (VAT; calculated as part of the sale), enter:	2

4. Enter 0 here for all taxes, unless if you are programming tax 4 as a Canadian GST. If tax 4 is a Canadian GST, enter the sum of the options below:

OPTION	VALUE	=	SUM
GST (tax 4) is taxable by rate 1?	Yes = 1 No = 0		
GST (tax 4) is taxable by rate 2?	Yes = 2 No = 0		
GST (tax 4) is taxable by rate 3?	Yes = 4 No = 0		

5. Press the Tax Shift key for the tax you are programming.
6. Press the **CASH** key to end programming.

Tax Rate Programming Flowchart



The Default program is set to 10.000% VAT on Tax 1 and the description is set to GST already.

PLU Programming

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

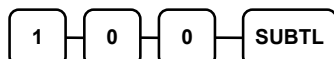
- **Program 100 - PLU Status Programming** determines whether the PLU is open, preset or inactive. Also selected here are tax, food stamp, scale, negative, single item, hash, gallonage, compulsory number entry, compulsory validation, compulsory condiment and print options.
- **Program 110 - PLU Auto Tare Programming** allows you to automatically subtract a pre-programmed tare weight when registering a scale PLU.
- **Program 150 - PLU Group Assignment** allows you to select up to three groups where each PLUs sales will accumulate.
- **Program 200 - PLU Price/HALO Programming** determines the PLU price if the PLU is preset or the high amount lock out (HALO) if the PLU is open.
- **Program 250 - PLU Stock Amount Programming** allows you to add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs.
- **Program 300 - PLU Description Programming** allows you to set a unique, up to 18 - character descriptor for each PLU.
- **Program 350 - PLU Link Programming** allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU.
- **Program 400 - PLU Delete Programming** allows you to delete the PLU.
- **Program 450 - PLU Mix & Match Programming** allows you to designate items eligible for mix and match discounts.

Program 100 - PLU Status Programming

NOTE: PLUs default to Taxable by Rate 1 - Australian GST

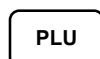
Programming PLU/PLUs Status

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 0 0**, press the **SUBTL** key.



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

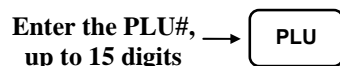
- Press a PLU on the keyboard, or



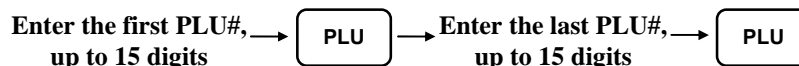
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or



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



- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. Refer to the "PLU Status Chart" to determine the values for **N1** through **N9**. (If an address offers more than one option, add the values for each option and enter the sum. For example, if you wish the PLU to be taxable by rates 1 and 3, add the values for your choices, 1 + 4, and enter the sum "5" for address N5.) Enter the values you have selected, press the **X/TIME** key. (**You do not need to enter preceding zeros.** For example, if you are only selecting a value for **N9**, i.e. auto tare by number 1, just enter 1.)



5. To program additional PLU Status, repeat from step 3, or press the **CASH** key to finalise the program.



PLU Status Chart

Address	Program Option	Value	=	Sum
N1	PLU is?	Preset Price =	Yes = 0	
		High Amount Lock Out =	No = 1	
	PLU allows override of preset price or HALO (High Amount Lock Out)?		Yes = 0 No = 2	
	PLU is taxable by rate 1(GST)?		Yes = 4 No = 0	
N2	PLU is taxable by rate 2?		Yes = 1 No = 0	
	PLU is taxable by rate 3?		Yes = 2 No = 0	
	PLU is taxable by rate 4?		Yes = 4 No = 0	
N3	PLU is food stamp eligible?		Yes = 1 No = 0	
	PLU is a negative item?		Yes = 2 No = 0	
	PLU is hash ?		Yes = 4 No = 0	
N4	PLU is single item ?		Yes = 1 No = 0	
	Compulsory non-add number entry ?		Yes = 2 No = 0	
	PLU is gallonage ?		Yes = 4 No = 0	
N5	PLU keeps inventory ?		Yes = 1 No = 0	
	PLU is inactive ?		Yes = 2 No = 0	
	PLU is scalable ? (Also see next N6-1)		Yes = 4 No = 0	
N6	PLU is auto-scale entry? (Also see previous N5-3)		Yes = 1 No = 0	
	PLU is a condiment ?		Yes = 2 No = 0	
	Compulsory condiment entry?		Yes = 4 No = 0	
N7	Print PLU on receipt ?		Yes = 0 No = 1	
	Print PLU on detail ? (2 Printer Station Model - ER-940 only)		Yes = 0 No = 2	
	Print PLU on check ?		Yes = 0 No = 4	

Address	Program Option	Value	=	Sum
N8	Print item's price on receipt?	Yes = 0 No = 1		
	Print item's price on check?	Yes = 0 No = 2		
	PLU is disabled PROMO function?	Yes = 4 No = 0		
N9	PLU counter is not reset when a PLU Z report is done?	Yes = 1 No = 0		
	PLU is preset override in MGR control?	Yes = 2 No = 0		
	PLU is disable Void and Return ?	Yes = 4 No = 0		

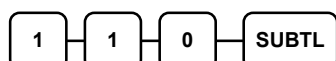
※Default values have been highlighted in **bold** print

Program 110 - PLU Auto Tare Programming

NOTE: If this program has been performed, please also see **Program 1400 - Scale Tare Weight Programming** in **Program Mode Programming - Miscellaneous Programming** for more detail.

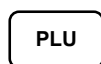
Programming PLU/PLUs Auto Tare

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 1 0**, press the **SUBTL** key



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

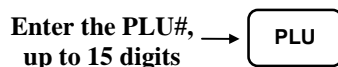
- Press a PLU on the keyboard, or



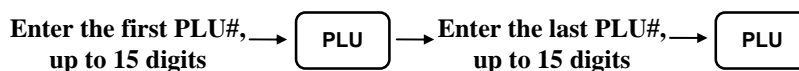
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or

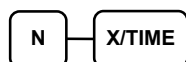


- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last PLU number in the range; press the **PLU** key, or



- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. Enter a value (between 1 and 5) to indicate the number of the preprogrammed tare weight you want to automatically subtract when the PLU is used for scale entry (using an optional scale). Enter 0 to disable automatic tare subtraction, follow with **X/TIME** key.



5. Program additional PLU Auto Tare, repeat from step 3, or press the **CASH** key to finalise the program



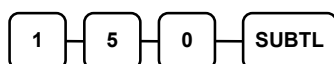
Program 150 - PLU Group Assignment Programming

Each PLU may report to any three levels of 20 groups. Group totals appear on reports, so that you can track sales of different types of items. A group can also be used to designate items that are to print on an optional kitchen printer. **The first of the three groups to which a PLU can be assigned determines kitchen printer routing.**

NOTE: The PLU will report to group "1", if not programmed to report to groups 1-20.

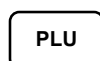
Programming PLU/PLUs Group Assignment

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 5 0**, press the **SUBTL** key.



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

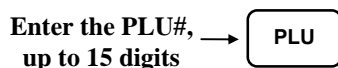
- Press a PLU on the keyboard, or



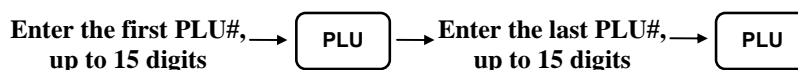
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or

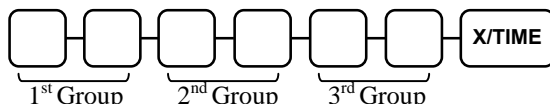


- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last PLU number in the range; press the **PLU** key, or

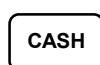


- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. Enter up to three 2-digit numbers representing the groups where you wish to add the PLUs sales, i.e. enter **1 0** for group 10 or enter **0 4** for group four. If a PLU is linked to group 03 as 1st group only, please enter **0 3 0 0 0 0**. Then press the **X/TIME** key.



5. To program additional PLU Group Assignment, repeat from step 3, or press the **CASH** key to finalise the program.



Program 200 - PLU Price/HALO Programming

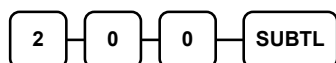
NOTE: If Price Level in **S-Mode, Memory Allocation** is set to **2**, the 2nd price level will be allocated for **ALL PLUs** and therefore must be programmed as well. Price of level 2 may be \$0.00. Before changing price, please find out what's the setting for Price Level in **S-Mode, Memory Allocation**.

When Price Level is set to **2**, and only one of the levels price is changing, the unchanged price of another level must be entered as well, even if the original price of another level is \$0.00.

If a PLU is set open, the number entered will be a HALO (**h**igh **a**mount **l**ock **o**ut). If a PLU is set preset, the amount entered will be a preset price. If a PLU is set with gallonage status, enter the price per liter here. (Enter price per liter in tenths of a cent, i.e. 1299 for \$1.299 per liter.)

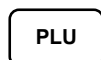
Programming PLU/PLUs Price/HALO

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **2 0 0**, press the **SUBTL** key.



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

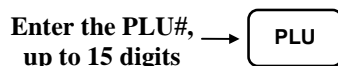
- Press a PLU on the keyboard, or



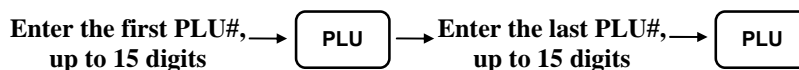
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or



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



- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price. Press **X/TIME** key.

							X/TIME
Price/HALO							

If the PLU **Price Level** is **2**, repeat this for level 2 price (or enter **0** for **\$0.00** price).

							X/TIME
Price/HALO							

5. To program additional PLU Price/HALO, repeat from step 3, or press the **CASH** key to finalise the program.

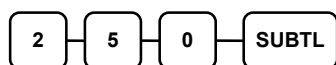
CASH

Program 250 - PLU Stock Amount Programming

With this program, you can add stock to the PLU sales counters for PLUs you have designated as stock keeping PLUs. See “**Program 100 - PLU Status Programming**”. The stock number set here can be the amount of stock that is being added to the current level, or optionally, it can be the new total stock level. See **option #18** in “**Program Mode Programming – System Option Programming**” to set this option.

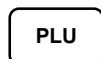
Programming PLU/PLUs Stock Amount

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **2 5 0**, press the **SUBTL** key.



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

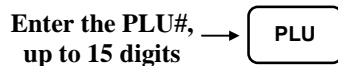
- Press a PLU on the keyboard, or



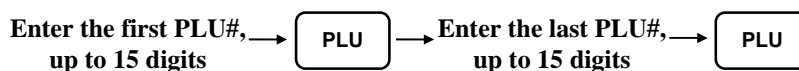
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or



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



- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. Enter the stock amount you wish to add (up to six digits. *Please do not use decimal point.* When **1 0 0** is entered, is equals to **1 item**), press the **X/TIME** key.



5. To program additional PLU Stock Amount, repeat from step 3, or press the **CASH** key to finalise the program.

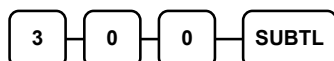


Program 300 - PLU Description Programming

Program descriptions by typing description on the alpha keyboard overlay. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming"). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

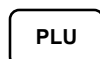
Programming PLU Descriptor

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **3 0 0**, press the **SUBTL** key.

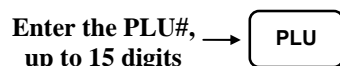


3. Select the PLU you wish to program in one of the following ways:

- Press a PLU on the keyboard, or



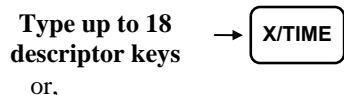
- Enter up to 15 digit number of the PLU and press the **PLU** key, or



- **For a barcode item, scan the barcode.** (Only for **single** item.)

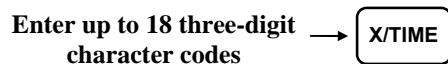
4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **X/TIME** key,

NOTE: As you are entering descriptors only the last 16 descriptors will display.

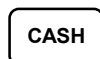


or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **X/TIME** key.



5. To program additional PLU Descriptor, repeat from step 3, or press the **CASH** key to finalise the program.

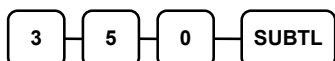


Program 350 - PLU Link Programming

PLU link programming allows you to link a PLU to another PLU, so that registration of the first PLU will automatically trigger registration of the linked PLU. For example, you may wish to link a bottle deposit with the sale of beverages, or you may wish to register a group of items normally sold together.

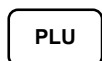
Programming PLU Link

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **3 5 0**, press the **SUBTL** key.

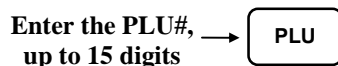


3. Select the PLU you wish to program in one of the following ways:

- Press a PLU on the keyboard, or

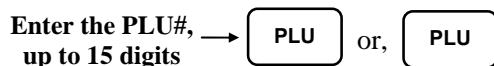


- Enter up to 15 digit number of the PLU and press the **PLU** key, or



- **For a barcode item, scan the barcode.** (Only for **single** item.)

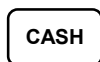
4. Enter the number of the PLU you wish the PLU linked to; press the PLU key. Or press the PLU key on the keyboard you wish the PLU linked to.



If you want to unlink,



5. To program additional PLU Link, repeat from step 3, or press the **CASH** key to finalise the program.

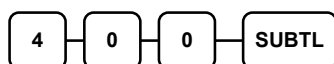


Program 400 - PLU Delete Programming

NOTE: To delete a PLU, all totals for the PLU must be cleared from Z reports (including Stock and PLU reports.)

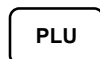
Programming PLU/PLUs Deletion

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **4 0 0**, press the **SUBTL** key.



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

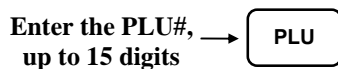
- Press a PLU on the keyboard, or



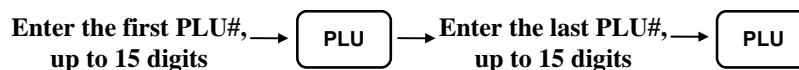
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or

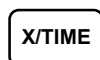


- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last PLU number in the range; press the **PLU** key, or



- **For a barcode item, scan the barcode.** (Only for **single** item.)

4. Press **X/TIME** key.



5. To program additional PLU deletion, repeat from step 3, or press the **CASH** key to finalise the program.

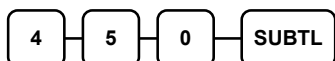


Program 450 - PLU MIX & MATCH Programming

If a PLU is eligible for a mix and match discount, enter the mix and match table for the PLU here.
See “**Mix n Match Discount Programming**” for more information.

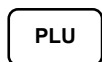
Programming PLU Mix and Match

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **4 5 0**, press the **SUBTL** key.



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

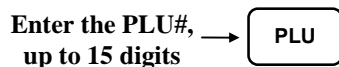
- Press a PLU on the keyboard, or



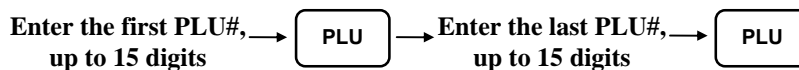
- Press the first PLU in a range of PLUs that are to receive the same setting then press the last PLU, or



- Enter up to 15 digit number of the PLU and press the **PLU** key, or



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



- **For a barcode item, scan the barcode**, (Only for **single** item.)

4. Enter the number of the Mix & Match Table (1-20); press the **X/TIME** key.



5. To program additional PLU Mix & Match, repeat from step 3, or press the **CASH** key to finalise the program.



System Option Programming

Refer to the “**System Option Table**” to review the system options. Read each option carefully to determine if you wish to make any changes. Default value has been highlighted in **bold** print.

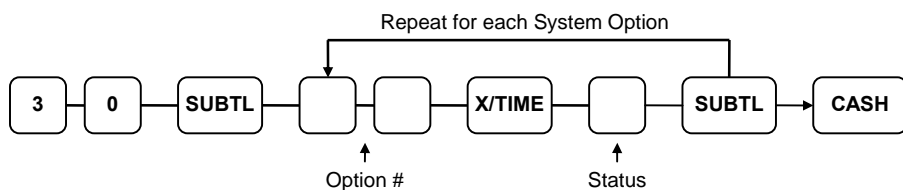
NOTE: Because after Memory All Clear all options settings are automatically set to default, you do not need to program this section unless you wish to change the default status.

Program 30 - System Option Programming

Programming a System Option:

1. Turn the control lock to the **PGM** position.
2. Enter **3 0**, press the **SUBTL** key.
3. Enter a system option address, press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SUBTL** key.
5. To program additional system option, repeat from step 3, or press the **CASH** key to finalise system option programming.

System Option Flowchart



※Default values have been highlighted in **bold** print

System Option Table

Address	SYSTEM OPTION	VALUE	=	SUM
1	Beeper is active?	Yes = 0 No = 1		
	MCR clerk sign on/off	Yes = 2 No = 0		
	Percentage discount/surcharge affect net sale value?	Yes = 0 No = 4		
2	Clerk sign on method is:	Direct entry = 0		
		Code entry = 1		
3	Clerks are:	Pop-up = Yes = 1		
		Stay down = No = 0		
4	Drawer needs to be shut to operate?	Yes = 0 No = 1		
	Activate open drawer alarm?	Yes = 2 No = 0		
5	The number of seconds before the open drawer warning tone sounds (1-99 seconds).	30		
6	Allow the post tender function?	Yes = 1 No = 0		
	Open drawer on post tender?	Yes = 0 No = 2		
	Allow multiple receipts? (See Print Opt. #24-1)	Yes = 4 No = 0		
7	Cash Declaration required before Z Financial report? (Also see Sys Opt #25-3)	Yes = 1 No = 0		
	Force (allow) negative balance sales in the X control lock position only?	Yes = 2 No = 0		
8	Force(allow) zero balance sales in the X control lock position only?	Yes = 1 No = 0		
	Reset Consecutive Number after a financial report?	Yes = 2 No = 0		
9	Reset Grand Total after Z financial report?	Yes = 1 No = 0		
	Cash drawer will open when reports are run?	Yes = 0 No = 2		
	Open drawer during training mode?	Yes = 0 No = 4		

Address	SYSTEM OPTION		VALUE	=	SUM
10	Decimal place: (0,1,2,3)		2		
11	Date format is:	MMDDYY =	0		
		DDMMYY =	1		
		YYMMDD =	2		
12	Percentage and Tax calculations will:	Round up at 0.005 =	0		
		Always round up =	1		
		Always round down =	2		
13	Split price calculations will:	Round up at 0.005 =	0		
		Always round up =	1		
		Always round down =	2		
14	Compulsory Eat in, T-out and D-thru before tendering?		Yes = 1 No = 0		
	Hash is	Normal =	Yes = 0		
		Non-add =	No = 2		
15	Reset the Financial report Z counter after a Z1 Financial report?		Yes = 1 No = 0		
	Reset the Time report Z counter after a Z1 Time report?		Yes = 2 No = 0		
	Reset the PLU report Z counter after a Z1 PLU report?		Yes = 4 No = 0		
16	Reset the Clerk report Z counter after a Z1 Clerk report?		Yes = 1 No = 0		
	Reset the Group report Z counter after a Z1 Group report?		Yes = 2 No = 0		
17	Reset the Daily sale report Z counter after a Z2 Daily sale report?		Yes = 1 No = 0		
	Paper sensor is enabled?		Yes = 0 No = 2		
	Deactivate Split Pricing?		Yes = 4 No = 0		
18	Allow Direct Multiply?		Yes = 1 No = 0		
	Inventory (stock) counter entered in programming is:	Added to current level =	Yes = 2		
		Replaces current level =	No = 0		
19	The number of numeric digits: (0 -14, 0 is no limit for maximum - 15 digits)		0		

Address	SYSTEM OPTION		VALUE	=	SUM
20	Direct multiply more than one digit?		Yes = 1 No = 0		
	Tender Validation amount is:	Amount tendered =	Yes = 2		
		Amount of sale =	No = 0		
21	Displays add price of linked item?		Yes = 1 No = 0		
	Allow sale when stock reaches “0”?		Yes = 0 No = 2		
	Allow Australian Rounding on subtotal? (Also see Sys Opt #22-1, #43-1, and #43-2) (NB Turn New Zealand Rounding OFF first)		Yes = 4 No = 0		
22	Allow Australian Rounding on cash? (Also see Sys Opt #21-3, #43-1, and #43-2) (NB Turn New Zealand Rounding OFF first)		Yes = 1 No = 0		
	Allow Z stock report?		Yes = 0 No = 2		
23	Training mode	Enter =	Yes = 1		
		Exit =	No = 0		
24	Enable Electronic Journal (EJ)		Yes = 1 No = 0		
	Prompt operator when EJ buffer is full		Yes = 1 No = 0		
	Stop operations when EJ buffer is full		Yes = 4 No = 0		
25	Send only negative entries to Electronic Journal		Yes = 1 No = 0		
	Send reset report to Electronic Journal		Yes = 2 No = 0		
	Disable Cash Declaration? (Also see Sys Opt #7-1)		Yes = 4 No = 0		
26	Use Table Management or Clerk Interrupt?	Table Management =	No = 0		
		Clerk Interrupt =	Yes = 1		
	VAT shift affect the whole receipt		Yes = 2 No = 0		
	Not count in memory in Void-Mode		Yes = 4 No = 0		
27	Disable Price Level keys:	Neither =	0		
		Disable Level 1 =	1		
		Disable Level 2 =	2		

Address	SYSTEM OPTION		VALUE	=	SUM
28	Price level is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
29	Modifier is:	Pop-up after item =	0		
		Pop-up after sale =	1		
		Stay-down =	2		
30	Store Name (8-Characters)		“blank”		
	NOTE: Store Name has to be programmed before using SD card facility to Backup/Restore programs in S-Mode)				
31	Alpha Overlay for descriptor programming?		Yes = 1 No = 0		
	Use Journal Takeup Spool? (ER-920/925 Only)		Yes = 2 No = 0		
	Use MCR?		Yes = 4 No = 0		
32	MCR track uses:	Track 1 & 2 =	0		
		Track 2 & 3 =	1		
33	Use Dallas		Yes = 1 No = 0		
	Use Auto cutter?		Yes = 2 No = 0		
	Mix & Match is taxable?		Yes = 4 No = 0		
34	Embedded price barcode (0/1/2/3/4/7) (Please see note below)		0		
35	Language?	English =	0		
		Spanish =	1		
		German =	2		
36	Require manager to operate Check Track System?		Yes = 1 No = 0		
	Enable charge posting functions?		Yes = 2 No = 0		
	Send Reports to Remote Printer? (sends to printer with lowest port#)		Yes = 4 No = 0		
37	Reserved				
38	Reserved				
39	Reserved				

Address	SYSTEM OPTION	VALUE	=	SUM
40	Disable Not Found PLU ?	Yes = 1 No = 0		
41	Reserved			
42	Enable Keyboard PLU Function ?	Yes = 1 No = 0		
	Reset GST after Service on Hard Check	Yes = 2 No = 0		
	Allow Z Financial Report with Open Clerk Interrupt Sales	Yes = 4 No = 0		
43	New Zealand rounding on subtotal (Also see Sys Opt #21-3, #22-1, and #42-2) (NB Turn AU Rounding OFF first)	Yes = 1 No = 0		
	New Zealand rounding on Cash (Also see Sys Opt #21-3, #22-1, and #42-1) (NB Turn AU Rounding OFF first)	Yes = 2 No = 0		
	Disable Line Find on Slip Printer	Yes = 4 No = 0		

Price Embedded Barcode Format

Barcode Format	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th	13 th	
Type 1	D1	D2	I1	I2	I3	I4	I5	S	P1	P2	P3	P4	C	(5 and 4)
Type 2	D1	D2	I1	I2	I3	I4	S	P1	P2	P3	P4	P5	C	(4 and 5)
Type 3	D1	D2	I1	I2	I3	I4	I5	I6	P1	P2	P3	P4	C	(6 and 4)
Type 4	D1	D2	I1	I2	I3	I4	I5	P1	P2	P3	P4	P5	C	(5 and 5)
Type 7	D1	D2	I1	I2	I3	I4	I5	W1	W2	W3	W4	W5	C	(5 and 5)

D1, D2 = Department Number (02, 20 ~ 29)

I1 ~ I6 = Item Code digits

P1 ~ P5 = Price digits

W1 ~ W5 = Weight digits

S = Check sum digit for price

C = Check sum digit for all characters

Type 0: Price Embedded Barcode not used

Type 1: 2 digits Department Number, 5 digits Item Code, 1 digit Price Checksum, 4 digits Price, and 1 digit Checksum.

Type 2: 2 digits Department Number, 4 digits Item Code, 1 digit Price Checksum, 5 digits Price, and 1 digit Checksum.

Type 3: 2 digits Department Number, 6 digits Item Code, 4 digits Price, and 1 digit Checksum.

Type 4: 2 digits Department Number, 5 digits Item Code, 5 digits Price, and 1 digit Checksum.

Type 7: 2 digits Department Number, 5 digits Item Code, 5 digits **Weight**, and 1 digit Checksum.

Print Option Programming

Refer to the “**Print Option Table**” to review the print options. Read each option carefully to determine if you wish to make any changes. Default value has been highlighted in **bold** print

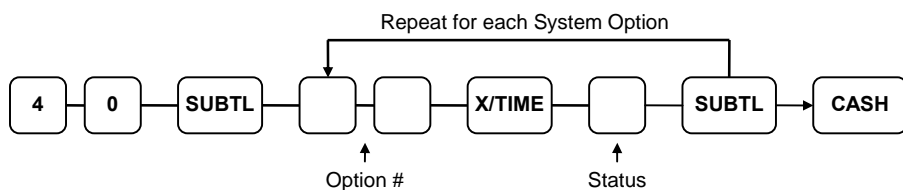
NOTE: Because after Memory All Clear all options settings are automatically set to default, you do not need to program this section unless you wish to change the default status.

Program 40 - Print Option Programming

Programming a Print Option:

1. Turn the control lock to the **PGM** position.
2. Enter **4 0**, press the **SUBTL** key.
3. Enter a print option address, press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SUBTL** key.
5. To program additional print option, repeat from step 3, or press the **CASH** key to finalise print option programming.

Print Option Flowchart



※Default values have been highlighted in **bold** print

Print Option Table

Address	PRINT OPTION	VALUE	=	SUM
1	Print media total on clerk report?	Yes = 1 No = 0		
	Print tax symbol ?	Yes = 0 No = 2		
2	Void/Return totals will print on Financial report?	Yes = 0 No = 1		
	Audaction totals will print on Financial report?	Yes = 2 No = 0		
3	Skip media totals with zero activity on Financial report?	Yes = 0 No = 1		
	Skip media totals with zero activity on Clerk report?	Yes = 0 No = 2		
	Print Clerk report at the end of Financial report?	Yes = 4 No = 0		
4	Print sale item number (PLU number) ?	Yes = 1 No = 0		
	Print PLU with zero totals on report?	Yes = 2 No = 0		
	Subtotal is printed when the SUBTL key is pressed?	Yes = 4 No = 0		
5	Print percentage of sales on the PLU report?	Yes = 1 No = 0		
	Print consecutive number counter on receipt?	Yes = 0 No = 2		
6	Print date on receipt?	Yes = 0 No = 1		
	Print time on receipt?	Yes = 0 No = 2		
	Print machine number on receipt?	Yes = 0 No = 4		
7	Print clerk name on receipt?	Yes = 0 No = 1		
	Print Z counter on reports?	Yes = 0 No = 2		
8	Home Currency symbol (see note 1 below)	\$		

Address	PRINT OPTION		VALUE	=	SUM
9	Print receipt when sign on/off ?		Yes = 0 No = 1		
	Print Grand total on X Financial report ?		Yes = 0 No = 2		
	Print Grand total on Z Financial report ?		Yes = 0 No = 4		
10	Print Gross total on X Financial report ?		Yes = 0 No = 1		
	Print Gross total on Z Financial report ?		Yes = 0 No = 2		
11	Print the subtotal without tax on the receipt?		Yes = 1 No = 0		
	Tax amount to print on receipt is:	Combined =	Yes = 2		
		Itemized =	No = 0		
12	Print the tax amount on receipt?		Yes = 0 No = 1		
	Print taxable totals ?		Yes = 2 No = 0		
	Print the tax rate ?		Yes = 4 No = 0		
13	Print a breakdown of the VAT eligible sale?		Yes = 1 No = 0		
	Print training mode message on the receipt during training mode operations?		Yes = 2 No = 0		
14	Currency Symbol: (see note 2 below)	CONV. #1 =	.		
15		CONV. #2 =	.		
16		CONV. #3 =	.		
17		CONV. #4 =	.		
18	Print the kitchen printer / Requisition order number on receipt?		Yes = 0 No = 1		
	Print the Item's Price on the Kitchen Printer / Requisition?		Yes = 2 No = 0		
19	Send/print order to the Kitchen Printer / Requisition in Void Mode ?		Yes = 0 No = 1		
	Send/print order to the Kitchen Printer / Requisition in Training Mode ?		Yes = 2 No = 0		

Address	PRINT OPTION	VALUE	=	SUM
20	Combine like items on the Kitchen Printer / Requisition?	Yes = 0 No = 1		
	Consolidation of like items on check track?	Yes = 0 No = 2		
	Chooses volume unit When the PLU is gallonage.	Gallons = 0		
		Liters = 4		
21	Print preamble message on receipt?	Yes = 0 No = 1		
	Print postamble message on receipt?	Yes = 0 No = 2		
22	Print preamble message on guest check?	Yes = 1 No = 0		
	Print postamble message on guest check?	Yes = 2 No = 0		
23	Print average items per customer on Financial report?	Yes = 0 No = 1		
	Print average sales per customer on Financial report?	Yes = 0 No = 2		
24	Issue a second receipt for the same transaction? (Buffer receipt issue when receipt printer is on) (See System Option #6-3)	Yes = 1 No = 0		
	Priority print by group on the kitchen printer?	Yes = 2 No = 0		
	Print PLU number on the receipt?	Yes = 4 No = 0		
25	Not print when polling reports? (Note: this setting is equivalent to ' print when polling reports - Yes ')	Yes = 1 No = 0		
	Print PLU number on PLU report?	Yes = 2 No = 0		
	Grand total is:	Net sale = Yes = 4		
		Gross sale = No = 0		
26	Adjustable Cut Position (0 ~ 70) (To fully turn off Auto Cutter, please see System Option #33-2)	40		
27	Send order to the kitchen printer when the SUBTL key is pressed?	Yes = 1 No = 0		
	Print date on service on hard check?	Yes = 2 No = 0		

Address	PRINT OPTION	VALUE	=	SUM
28	Print preamble graphic logo on receipt?	Yes = 1 No = 0		
	Print postamble graphic logo on receipt?	Yes = 2 No = 0		
29	Print preamble graphic logo on guest check?	Yes = 1 No = 0		
	Print postamble graphic logo on guest check?	Yes = 2 No = 0		
30	Not Used			
31	Number of Pre-feeding lines . (0 - 5) on receipt	0		
32	Number of Post-feeding lines . (0 - 5) on receipt	0		
33	Print in high density?	Yes = 1 No = 0		
	Journal Printer is off?	Yes = 2 No = 0		
	Print journal font is small?	Small = Yes = 4		
		Normal = No = 0		
34	Print EJ from:	Oldest = Yes = 1		
		Newest = No = 0		
35	Reserved			
36	Reserved			
37	Number of lines prints on Quick EJ Lookup in REG-Mode . (0 ~ 99. Please see Quick EJ Lookup in Operation Instructions section for detail.)	10		
38	Print CHECK# Line on the Guest Check	No = 0 Yes = 1		

NOTE 1: Print Option# 8 - Users outside of the USA can designate a different currency symbol. To select a different symbol, type descriptors on the alpha keyboard overlay or enter three digit alpha character codes. **To use three digit alpha character codes you must select 'No' in system option #25(See "System Option Programming"). Also see Descriptor Programming Methods for Alpha Overlay and/or Descriptor Code Table.**

NOTE 2: Print Option# 14,15,16,17 - If you are using the currency conversion feature, you can select the appropriate symbol for each foreign currency you are accepting. To select a different symbol, type descriptors on the alpha keyboard overlay or enter three digit alpha character codes. **To use three digit alpha character codes you must select 'No' in system option #25 (See "System Option Programming). Also see Descriptor Programming Methods for Alpha Overlay and/or Descriptor Code Table.**

Function Key Programming

Three programs are used to program function keys:

- **Program 70 - Function Key Options Programming** is used to set each keys individual options
- **Program 80 - Function Key Descriptor Programming** is used to program a 18 character alpha numeric descriptor. In the case of the **#/No Sale** key, provision is made to program a separate descriptor for the **Non Add #** and **No Sale** functions.
- **Program 90 - Function Key HALO or Percentage Rate Programming** is used to set a high amount limit (HALO). In the case of **Percentage keys (% 1 ~ % 5)**, it is for discount/surcharge rate programming; or conversion rate is programmed in the case of **Currency Conversion (1 ~ 4)**.

In this chapter you will find:

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

To change descriptors on reports see:

***“Program 701 - Financial Report Message Programming” and
“Program 710 - Clerk Report Message Programming” also.***

To change descriptors on MACRO keys see:

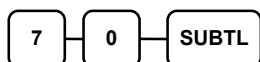
“Program 711 - MACRO Name Programming”.

Program 70 - Function Key Options Programming

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

Programming the Function Key Options/Status

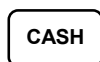
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **7 0**, press the **SUBTL** key.



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



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

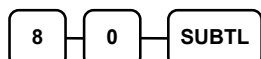


Program 80 - Function Key Descriptor Programming

Program descriptions by typing description on the alpha keyboard overlay is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

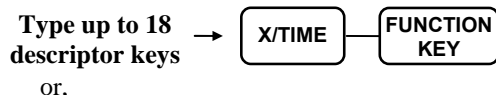
Programming the Function Key Descriptor

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 0**, press the **SUBTL** key.

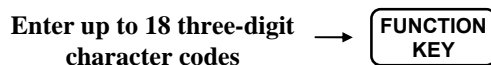


3. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **X/TIME** key and then press the function key you are programming.

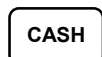
NOTE: As you are entering descriptors only the last 16 descriptors will display.



If you are programming using descriptor codes, enter up to 18 three-character codes and press the function key you are programming key.



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



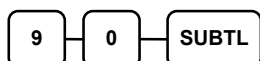
NOTE: The **MACRO (1 - 20)** function keys descriptor is programmed with **Programmed 711**. Please refer to **Miscellaneous Programming - Macro Name Programming**.

Program 90 - Function Key HALO or Percentage Rate Programming

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

Programming the Function Key HALO or Percentage Rate

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **9 0**, press the **SUBTL** key.



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



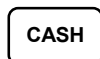
Enter up to 8 digit for HALO
or
up to 99999 for percentage rate

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

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

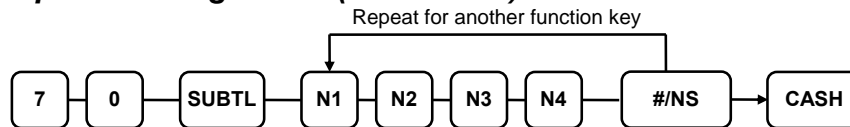


5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalise the program.



#/NS (Non Add#/No Sale)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	No Sale is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	No Sale inactive after non-add # entry?	Yes = 4 No = 0		
N2	Enforce non-add # entry at start of sale?	Yes = 1 No = 0		
	Print when a NO SALE is performed?	Yes = 0 No = 2		
	Non-add # entries are prohibited?	Yes = 4 No = 0		
N3	Compulsory non-add entry must match number of digits set in the MAX DIGIT flag below?	Yes = 1 No = 0		
	Print non-add on guest check?	Yes = 2 No = 0		
N4	Enter maximum number of digits for non-add number entry. (0-8; Zero (0) means no limit).	0		

※Default values have been highlighted in **bold** print

Descriptor - Programs 80 (PGM-Mode) for No Sale

- Refer to “**Program 80 - Function Key Descriptor**”

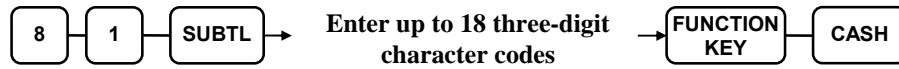
Descriptor - Programs 81 (PGM-Mode) for Non Add#

If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **X/TIME** key and then press the function key you are programming.

NOTE: As you are entering descriptors only the last 16 descriptors will display.

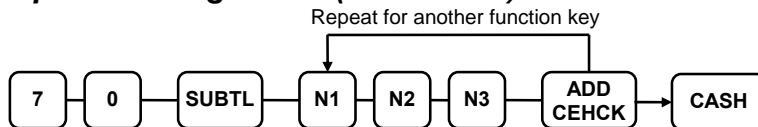


If you are programming using descriptor codes, enter up to 18 three-character codes and press the function key you are programming key.



ADDCHK (Add Check - Cafeteria Tray Total)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Compulsory before tendering?	Yes = 2 No = 0		
	Advance the consecutive # when this function is used?	Yes = 0 No = 4		
N2	Delete the preamble/postamble when this function is used?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

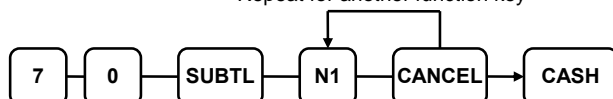
Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

CANCEL (Cancel a Sale)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

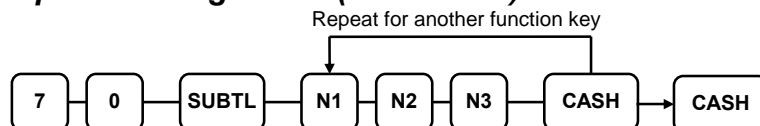
- Refer to “**Program 80 - Function Key Descriptor**”

HALO - Program 90 (PGM-Mode)

- Refer to “**Program 90 - Function Key HALO**”

CASH (Cash Tender)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in X control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

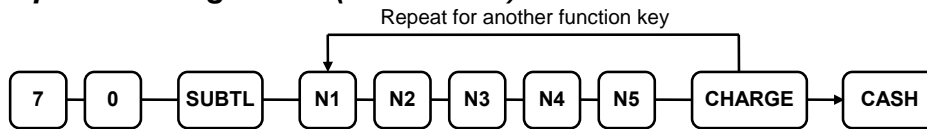
- Refer to “Program 80 - Function Key Descriptor”

HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

CHARGE (1 ~ 8) (Miscellaneous Tender)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in X control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Allow over tendering?	Yes = 2 No = 0		
	Non-add # entry compulsory?	Yes = 4 No = 0		
N3	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N4	Exempt tax 4?	Yes = 1 No = 0		
	Validation compulsory?	Yes = 2 No = 0		
	Send to EFT?	Yes = 4 No = 0		
N5	EFT Port (0-4)	0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

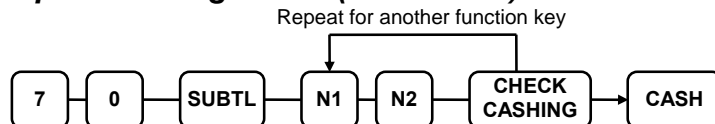
- Refer to “**Program 80 - Function Key Descriptor**”

HALO - Program 90 (PGM-Mode)

- Refer to “**Program 90 - Function Key HALO**”

CHKCASH (*Check (Cheque) Cashing*)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		
N2	Check Endorsement is compulsory?	Yes = 1 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

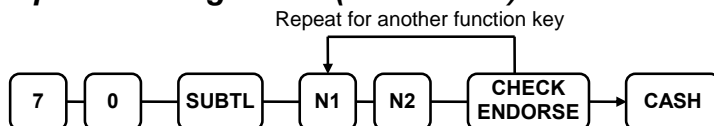
- Refer to “**Program 80 - Function Key Descriptor**”

HALO - Program 90 (PGM-Mode)

- Refer to “**Program 90 - Function Key HALO**”

CHKENDOR (*Check (Cheque) Endorsement*)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Print the amount of the check and endorsement message?	Yes = 2 No = 0		
	Print date?	Yes = 4 No = 0		
N2	Print time?	Yes = 1 No = 0		
	Print clerk?	Yes = 2 No = 0		
	Print consecutive number?	Yes = 4 No = 0		

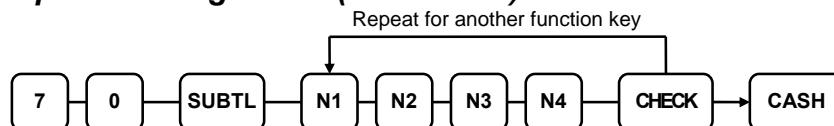
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

CHECK (*Cheque* - Check (*Cheque*) Tender)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in X control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
N4	Check endorsement compulsory?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

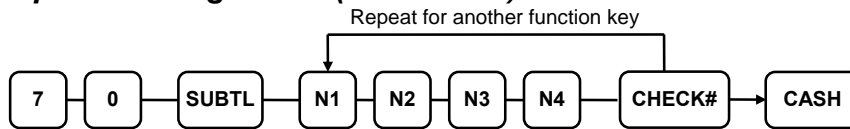
- Refer to “Program 80 - Function Key Descriptor”

HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

CHECK # (for Soft/Hard Check - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Required at Start of Sale?	Yes = 2 No = 0		
	Opening clerk has exclusive access?	Yes = 4 No = 0		
N2	Check track # and balance will print on receipt?	Yes = 0 No = 1		
	Check track # and balance will print on remote?	Yes = 0 No = 2		
	Allow only one check per table?	Yes = 4 No = 0		
N3	Check# is automatically assigned by register?	Yes = 1 No = 0		
	PBAL Key is used as Drive thru recall key?	Yes = 2 No = 0		
N4	Length of Check (0-9; 0 is no limit for maximum - 10 digits)	0		

※Default values have been highlighted in **bold** print

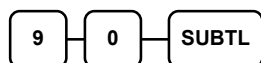
Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

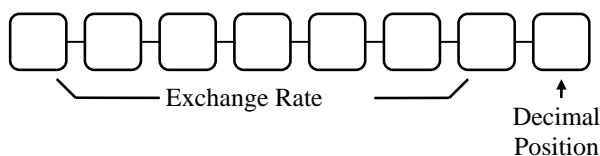
CONV (1 ~ 4) (Currency Conversion)

Currency Conversion Rate - Program 90 (PGM-Mode)

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **9 0**, press the **SUBTL** key.



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



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



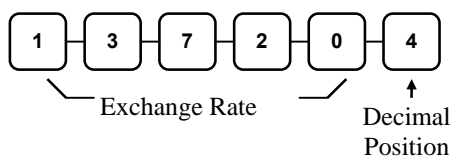
5. To program additional function keys, repeat from step 3, or press the **CASH** key to finalise the program.



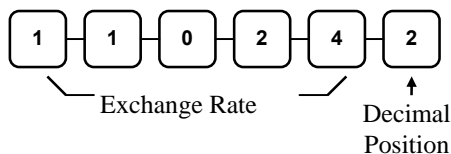
Currency Exchange Rate Programming Examples

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

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

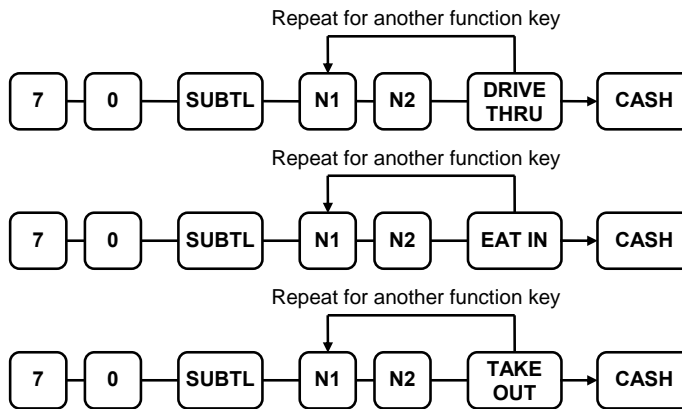


The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).



DVTHR (Drive Through) / EATIN (Eat In) / TKOUT (Take Out)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

※Default values have been highlighted in **bold** print

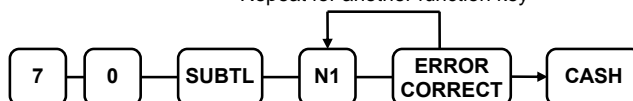
Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

ERRCORR (Error Correct)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

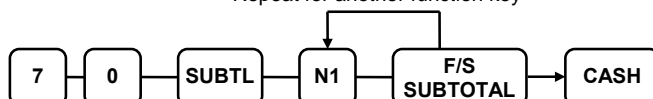
HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

F/S SUB (Food Stamp Subtotal)

Options - Program 70 (PGM-Mode)

Repeat for another function key



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

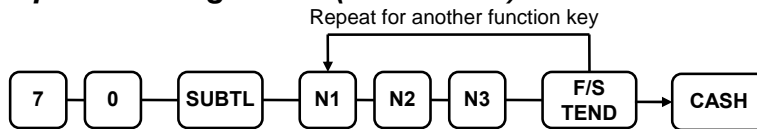
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

F/S TEND (*Food Stamp Tender*)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	The tender is allowed in any amount?	Yes = 2 No = 0		
	Food stamp change Is issued in	Cash = 4 Food stamps = 0		
N3	Open cash drawer?	Yes = 0 No = 1		
	Validation is compulsory?	Yes = 2 No = 0		
	Allow over tender?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

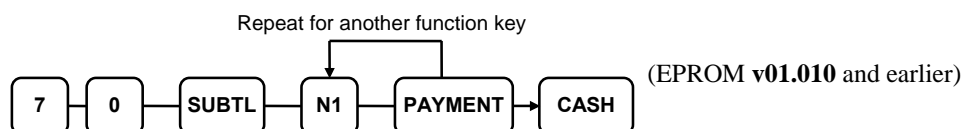
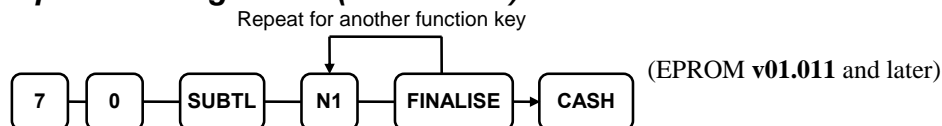
- Refer to “Program 80 - Function Key Descriptor”

HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

FINALISE or ~~PAYMENT~~ (Close Account - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Required to close check?	Yes = 1		
		No = 0		

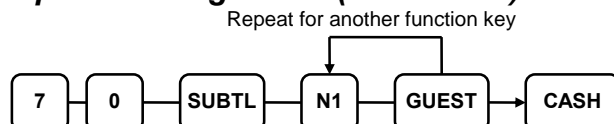
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

GUEST (Guest # - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Required when opening a new check?	Yes = 1 No = 0		
	Before registering, enter a guest number?	Yes = 2 No = 0		
	Print Guest # at the kitchen printer?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

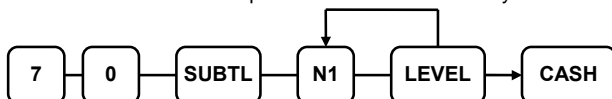
Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

LEVEL1 ~ 2 (Price Level)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Print level description at the KP?	Yes = 1 No = 0		

※Default values have been highlighted in **bold** print

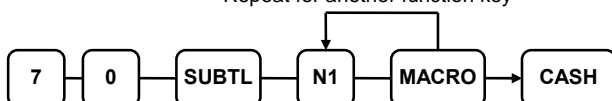
Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

MACRO (1 ~ 20) (Multiple Key Stroke Programmable Key)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is active in X control lock position only?	Yes = 1 No = 0		

※Default values have been highlighted in **bold** print

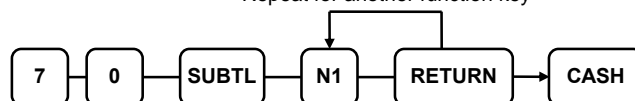
Descriptor - Program 711

- Refer to “Program 771 - Macro Name Programming” in Macro Name Programming

RETURN (*Merchandise Return*)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

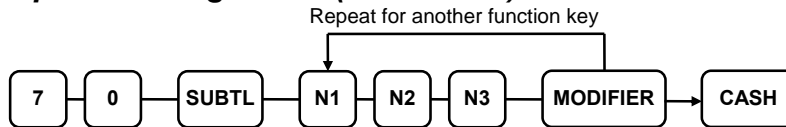
HALO - Program 90 (PGM-Mode)

- Refer to “**Program 90 - Function Key HALO**”

MOD (1 ~ 5) (Modifier)

NOTE: See example on the following page.

Options - Program 70 (PGM-Mode)



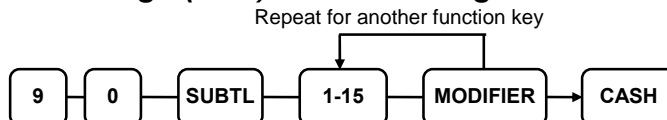
Address	OPTION	VALUE	=	SUM
N1	Key is active in X control lock position only?	Yes = 1 No = 0		
	Modify PLU#?	Yes = 2 No = 0		
N2	Print modifier descriptor on the guest check?	Yes = 1 No = 0		
	Print modifier descriptor on the receipt?	Yes = 2 No = 0		
N3	Value of affected digit (0-9)	1		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

Affect Digit (1-15) of PLU# - Program 90



NOTE: For MOD (1 ~ 5) function keys, all 5 of them has been preset to following values...

Modifier	Affect Digit	Values of Affect Digit
1	4(th)	1
2	4(th)	2
3	4(th)	3
4	4(th)	4
5	4(th)	0

Modifier Key Programming Example

Selling soft drinks in different sizes is an excellent modifier application. For example, a restaurant sells Coke, Sprite and Root Beer in 3-sizes: small, medium & large.

If the PLU number assignment is:

PLU #1= **Coke****PLU #2= Sprite**

PLU #3= **Root Beer**

You may choose to modify the 4th digit of the PLU number with the digit 1 for small, 2 for medium and 3 for large. (Always count right-to-left to determine the PLU digit#.)

When the 4th digit is modified to a value of 1, and the Small modifier key is pressed before the Root Beer key, the registration of PLU #1003 results.

PLU digit 8 7 6 5 **4** 3 2 1

↓

0 0 0 0 **1** ← 0 0 3 **New PLU #**

To complete the application, set modifier programming options as shown:

Modifier Name	Affected Digit (Program 90)	Value of Affected Digit (Program 70, option N3)
Small	4	1
Medium	4	2
Large	4	3

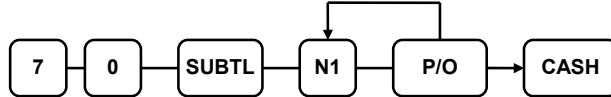
The following PLUs will be programmed:

PLU Number	Item
1001	Small Coke
1002	Small Sprite
1003	Small Root Beer
2001	Medium Coke
2002	Medium Sprite
2003	Medium Root Beer
3001	Large Coke
3002	Large Sprite
3003	Large Root Beer

PO (1 ~ 3) (*Paid Out*)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

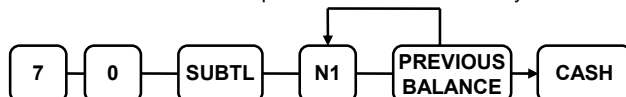
Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

PBAL (*Previous Balance - Bill or Account*)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Previous balance may be entered at any time?	Yes = 1 No = 0		
	Previous balance required at the start of the sale?	Yes = 2 No = 0		
	Print on Guest Check (Soft) and Hard Check?	Yes = 4 No = 0		

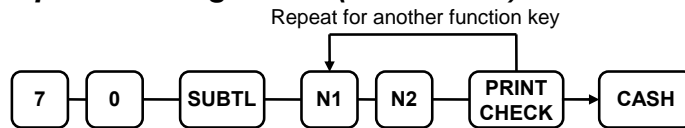
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

PRINT CHK (*Print Check (Pro Forma)*, for Soft Check - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Enter Port Number. (Zero if the check will print on the receipt printer) (0-4)	0		
N2	Automatically Service Check?	Yes = 1 No = 0		
	Print Check on Receipt?	Yes = 2 No = 0		
	Skip printing consecutive # (number of times the check has been printed) on the guest check?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

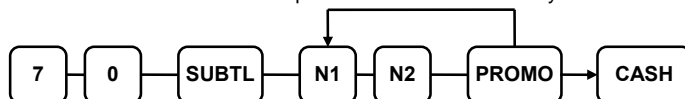
Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

PROMO (*Promotion*)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Taxable by tax 1?	Yes = 4 No = 0		
N2	Taxable by tax 2?	Yes = 1 No = 0		
	Taxable by tax 3?	Yes = 2 No = 0		
	Taxable by tax 4?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

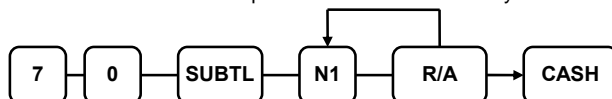
Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

RA (1 ~ 3) (*Received on Account*)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

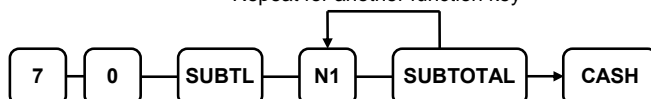
HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

SUBTOTAL

Options - Program 70 (PGM-Mode)

Repeat for another function key



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

※Default values have been highlighted in **bold** print

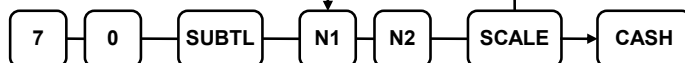
Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

SCALE

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Allow manual entry of weight?	Yes = 4 No = 0		
N2	Subtract tare weight on the scale entry?	Yes = 1 No = 0		
	Weight symbol for manual entry is:	Kg = 2 Lb = 0		
	Allow register scalable items by weight extension or by price entry?	Yes = 4 No = 0		

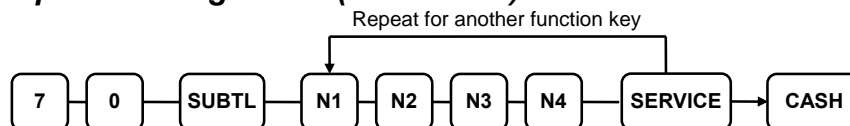
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

SERVICE (New Balance, for Soft/Hard Check - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Compulsory non-add number before this key is used?	Yes = 1 No = 0		
	Print on receipt?	Yes = 0 No = 2		
	Allow negative balance in X control lock position only?	Yes = 4 No = 0		
N2	Calculate tax 1?	Yes = 0 No = 1		
	Calculate tax 2?	Yes = 0 No = 2		
	Calculate tax 3?	Yes = 0 No = 4		
N3	Calculate tax 4?	Yes = 0 No = 1		
	Validation is compulsory?	Yes = 2 No = 0		
N4	Enter the port number if you are using a hard check system. (0-4)	0		

※Default values have been highlighted in **bold** print

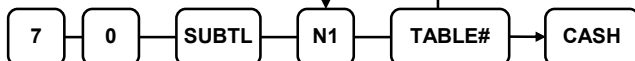
Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

TABLE (Table #, for Soft/Hard Check - Bill or Account)

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Table number entry compulsory before opening a new check?	Yes = 1 No = 0		
	Table number entry compulsory for all sales?	Yes = 2 No = 0		
	Print table# at the remote printer?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

TARE

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Using tare number five to manually enter a tare weight?	Yes = 4 No = 0		

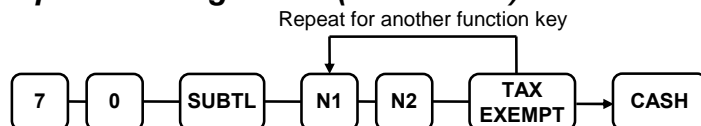
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

TAXEXMT (*Tax Exempt*)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Exempt tax 1?	Yes = 1 No = 0		
	Exempt tax 2?	Yes = 2 No = 0		
	Exempt tax 3?	Yes = 4 No = 0		
N2	Exempt tax 4?	Yes = 1 No = 0		
	Compulsory non-add number before this key is used?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

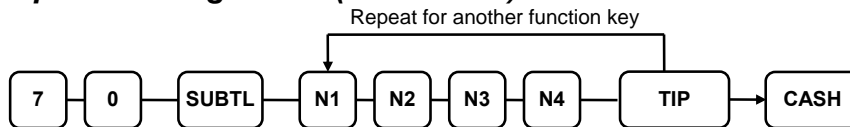
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

TIP (for Soft/Hard Check - Bill or Account)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Type of tip is:	Percentage = 1		
		Amount = 0		
N2	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Add tax rate 1?	Yes = 4 No = 0		
N3	Add tax rate 2?	Yes = 1 No = 0		
	Add tax rate 3?	Yes = 2 No = 0		
	Add tax rate 4?	Yes = 4 No = 0		
N4	Add the tip total to the NET and GROSS sales total?	Yes = 1 No = 0		

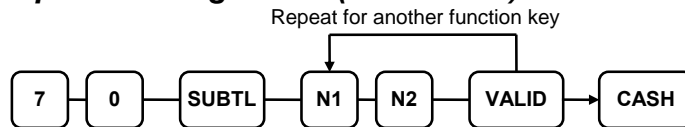
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

VALIDATION

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Enter Port Number. Enter 0 (zero) if validation is not used. (0-4)	0		
N2	Key is inactive?	Yes = 1 No = 0		
	Allow multiple validations?	Yes = 2 No = 0		

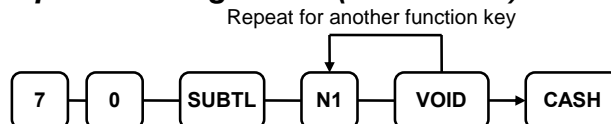
※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

VOID (Void Previous Item)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “Program 80 - Function Key Descriptor”

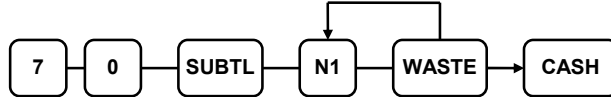
HALO - Program 90 (PGM-Mode)

- Refer to “Program 90 - Function Key HALO”

WASTE

Options - Program 70 (PGM-Mode)

Repeat for another function key



Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

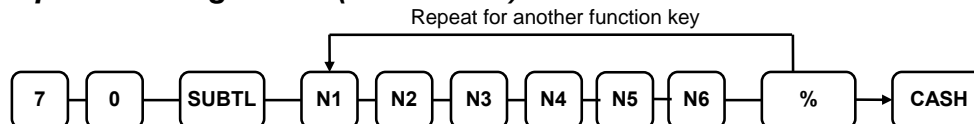
- Refer to “**Program 80 - Function Key Descriptor**”

HALO - Program 90 (PGM-Mode)

- Refer to “**Program 90 - Function Key HALO**”

% (1 ~ 5) (Discounts or Surcharges)

Options - Program 70 (PGM-Mode)



Address	OPTION	VALUE	=	SUM
N1	Apply an:	Amount = 1		
		Percentage = 0		
	Key is inactive?	Yes = 2 No = 0		
	Key is active in X control lock position only?	Yes = 4 No = 0		
N2	% Key is:	Open = 1		
		Preset = 0		
	% Key is:	Sale = 2		
		Item = 0		
	Allow % key override preset?	Yes = 4 No = 0		
N3	% Key is:	Positive = 1		
		Negative = 0		
	% Amount taxable tax 1?	Yes = 2 No = 0		
N4	% Amount taxable tax 2?	Yes = 1 No = 0		
	% Amount taxable tax 3?	Yes = 2 No = 0		
	% Amount taxable tax 4?	Yes = 4 No = 0		
N5	Reduce (or increase) the food stamp subtotal by % entry?	Yes = 1 No = 0		
	Allow only one time subtotal entry?	Yes = 2 No = 0		
	Allow multiple amount discounts (coupons) without pressing subtotal?	Yes = 4 No = 0		

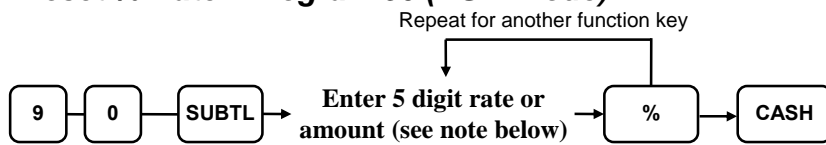
Address	OPTION	VALUE	=	SUM
N6	Allow % key preset override active in X control lock position only?	Yes = 1 No = 0		
	Validation is compulsory?	Yes = 2 No = 0		

※Default values have been highlighted in **bold** print

Descriptor - Program 80 (PGM-Mode)

- Refer to “**Program 80 - Function Key Descriptor**”

Preset % Rate - Program 90 (PGM-Mode)



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

Mix & Match Programming

Retailers often offer discounts when multiples of different items are purchased. For example, the offer: “save \$5 on any three bottles of wine” can be handled by a mix and match discount. The **ER-900** can accommodate up to 99 different mix and match discounts. See **Service Mode Programming, Program 60 - Memory Allocation** for detail.

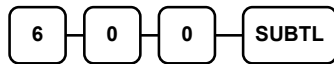
Mix & Match Tables have the following programming options. These options are set through separate programs:

- **Program 600 - Trip Level Programming** sets the number of items that must be purchased to receive the discount for individual **Mix & Match** discount.
- **Program 601 - Price Programming** sets the amount of the discount for individual **Mix & Match** discount.
- **Program 610 - Mix & Match Description Programming** allows you to set a unique, up to 18 characters descriptor for individual **Mix & Match** discount.

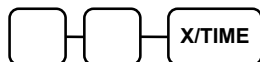
Program 600 - Trip Level Programming

Programming the Number of Item Purchased

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **6 0 0**, press the **SUBTL** key.



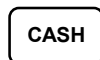
3. Enter the number of the M&M table you wish to program; press the **X/TIME** key.



4. Enter a level of up to 3 digits (The Maximum Level you can enter is **200**) press the **SUBTL** key.



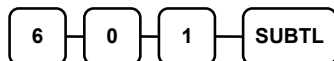
5. To program additional Mix & Match Discount **Trip Level**, repeat from step 3, or press the **CASH** key to finalise the program.



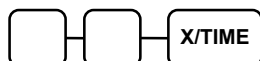
Program 601 - Price Programming

Programming the Discount Dollar Amount

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **6 0 1**, press the **SUBTL** key.



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

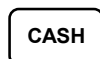


4. Enter a Discount Dollar Amount (up to 4 digits, *Do Not Use Decimal Point*); press the **SUBTL** key.



Discount Dollar Amount

5. To program additional Mix & Match Discount **Price**, repeat from step 3, or press the **CASH** key to finalise the program.

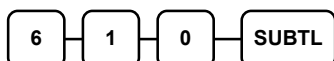


Program 610 - Mix & Match Description Programming

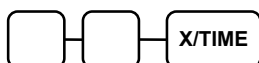
Program descriptions by typing description on the alpha keyboard overlay which is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

Programming the Mix & Match Descriptor

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **6 1 0**, press the **SUBTL** key.



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



4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key,

NOTE: As you are entering descriptors only the last 16 descriptors will display.

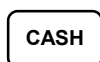
Type up to 18
descriptor keys → SUBTL

or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.

Enter up to 18 three-digit
character codes → SUBTL

5. To program additional Mix & Match Discount **Descriptor**, repeat from step 3, or press the **CASH** key to finalise the program.



Receipt and Report Messages Programming

Program descriptions by typing description on the alpha keyboard overlay which is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See **"System Option Programming"**). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

There are messages you can program for the **Preamble (Receipt Header)**, **Postamble (Receipt Footer)**, **Check (Cheque) Endorsement**, **Financial Report Messages** and **Clerk Report Messages** can program on the register.

By changing the settings in **PGM-Mode**, **Print Option**, Preamble and Postamble messages can also print on Guest Check.

The message on Financial Report and Clerk Report can also be modified to make the report more understandable. Many of the titles refer to the function key is used. However, Change function key name only affect the print out on the receipt. For report line name, please modified according to the report that is used.

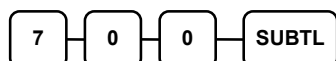
- **Program 700 - Logo Descriptor Programming** to program Preamble (Receipt Header), Postamble (Receipt Footer) and Check (Cheque) Endorsement Messages.
- **Program 701 - Financial Report Message Programming** to program Financial Report Message Line title.
- **Program 710 - Clerk Report Message Programming** to program Clerk Report Message Line title.

Program 700 - Logo Description Programming

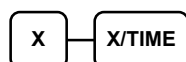
A preamble message of up to six lines can be printed at the top of each receipt; a postamble message of up to six lines can be printed at the bottom of each receipt; an endorsement message of up to ten lines can be printed when a check is endorsed on an optional slip printer. Each line can consist of up to 32 single space characters.

Programming the Receipt/Check/Endorsement Message

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **7 0 0**, press the **SUBTL** key.



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



X	Message Line	X	Message Line	X	Message Line
1	1 st line of Preamble	9	3 rd line of Postamble	17	5 th line of Endorsement
2	2 nd line of Preamble	10	4 th line of Postamble	18	6 th line of Endorsement
3	3 rd line of Preamble	11	5 th line of Postamble	19	7 th line of Endorsement
4	4 th line of Preamble	12	6 th line of Postamble	20	8 th line of Endorsement
5	5 th line of Preamble	13	1 st line of Endorsement	21	9 th line of Endorsement
6	6 th line of Preamble	14	2 nd line of Endorsement	22	10 th line of Endorsement
7	1 st line of Postamble	15	3 rd line of Endorsement		
8	2 nd line of Postamble	16	4 th line of Endorsement		

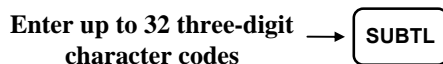
4. If you are programming using alpha overlay, type up to 32 descriptors on the overlay and press the **SUBTL** key.

NOTE: As you are entering descriptors only the last 16 descriptors will display.



or,

If you are programming using descriptor codes, enter up to 32 three-character codes and press the **SUBTL** key.



5. To program additional Logo Descriptor, repeat from step 3, or press the **CASH** key to finalise the program.

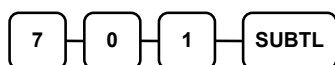


Program 701 - Financial Report Message Programming

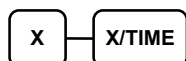
The Financial Report selection allows you to reprogram the descriptors that appear with the Financial Report totals and counters. For example, the first total on the financial report "+PLU TTL" represents the total of all positive PLU entries. You might wish to re-label this total to say "FOOD SALES". You can reprogram any of the Financial Report totals listed here with any 18-character descriptor. (See "Financial Report Message").

Programming the Financial Report Message

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **7 0 1**, press the **SUBTL** key.

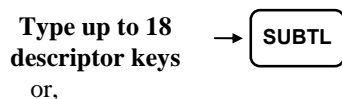


3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



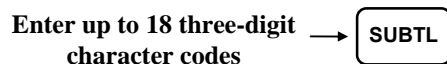
4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key

NOTE: As you are entering descriptors only the last 16 descriptors will display.



or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.



5. To program additional Financial Report Message, repeat from step 3, or press the **CASH** key to finalise the program.



Financial Report Message

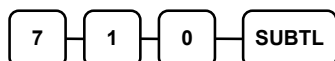
X	Message Line	X	Message Line	X	Message Line
1	+PLU TTL	29	CREDIT TAX4	57	CHG7-IN-D
2	-PLU TTL	30	FD/S CREDIT	58	CHG8-IN-D
3	ADJST TTL	31	RETURN	59	CHG1 SALES
4	NONTAX SALES	32	ERROR CORR	60	CHG2 SALES
5	GST SALES	33	PREVIOUS VD	61	CHG3 SALES
6	TAX2 SALES	34	VOID MODE	62	CHG4 SALES
7	TAX3 SALES	35	CANCEL	63	CHG5 SALES
8	TAX4 SALES	36	GROSS SALES	64	CHG6 SALES
9	GST	37	CASH SALES	65	CHG7 SALES
10	TAX2	38	CHECK SALES	66	CHG8 SALES
11	TAX3	39	R/A 1	67	FOREIGN 1
12	TAX4	40	R/A 2	68	FOREIGN 2
13	XMPT1 SALES	41	R/A 3	69	FOREIGN 3
14	XMPT2 SALES	42	P/O 1	70	FOREIGN 4
15	XMPT3 SALES	43	P/O 2	71	DRWR TTL
16	XMPT4 SALES	44	P/O 3	72	PROMO
17	EATIN TTL	45	HASH TTL	73	WASTE
18	TAKEOUT TTL	46	AUDACTION	74	TIP
19	DRTHRU TTL	47	NOSALE	75	TRAIN TTL
20	% 1	48	CASH-IN-D	76	BAL FORWARD
21	% 2	49	CHECK-IN-D	77	GUESTS
22	% 3	50	FD/S-IN-D	78	P/BAL
23	% 4	51	CHG1-IN-D	79	CHECKS PAID
24	% 5	52	CHG2-IN-D	80	SERVICE
25	NET SALE	53	CHG3-IN-D	81	MIX&MATCH
26	CREDIT GST	54	CHG4-IN-D	82	PAYMENT TTL
27	CREDIT TAX2	55	CHG5-IN-D	83	ROUND TTL
28	CREDIT TAX3	56	CHG6-IN-D	84	CASH OUT

Program 710 - Clerk Report Message Programming

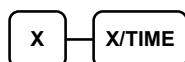
The Clerk Report selection allows you to reprogram the descriptors that appear with the Clerk Report totals and counters. For example, the first total on the clerk report "NET SALES" might be re-labeled to say "GROSS SALES". You can reprogram any of the Financial Report totals listed here with any 18-character descriptor. (See "Clerk Report Message").

Programming the Clerk Report Message

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **7 1 0**, press the **SUBTL** key.



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



4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key

NOTE: As you are entering descriptors only the last 16 descriptors will display.

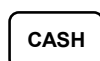
Type up to 18
descriptor keys → SUBTL

or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.

Enter up to 18 three-digit
character codes → SUBTL

5. To program additional Clerk Report Message, repeat from step 3, or press the **CASH** key to finalise the program.



Clerk Report Message

X	Message Line	X	Message Line	X	Message Line
1	NET SALE	25	CREDIT TAX3	49	CHG4 SALES
2	NONTAX SALES	26	CREDIT TAX4	50	CHG5 SALES
3	GST SALES	27	FD/S CREDIT	51	CHG6 SALES
4	TAX2 SALES	28	RETURN	52	CHG7 SALES
5	TAX3 SALES	29	ERROR CORR	53	CHG8 SALES
6	TAX4 SALES	30	PREVIOUS VD	54	FOREIGN 1
7	GST	31	VOID MODE	55	FOREIGN 2
8	TAX2	32	CANCEL	56	FOREIGN 3
9	TAX3	33	GROSS SALES	57	FOREIGN 4
10	TAX4	34	CASH SALES	58	DRWR TTL
11	XMPT1 SALES	35	CHECK SALES	59	PROMO
12	XMPT2 SALES	36	R/A 1	60	WASTE
13	XMPT3 SALES	37	R/A 2	61	TIP
14	XMPT4 SALES	38	R/A 3	62	TRAIN TTL
15	EATIN TTL	39	P/O 1	63	BAL FORWARD
16	TAKEOUT TTL	40	P/O 2	64	GUESTS
17	DRTHRU TTL	41	P/O 3	65	P/BAL
18	% 1	42	HASH TTL	66	CHECKS PAID
19	% 2	43	CASH-IN-D	67	SERVICE
20	% 3	44	CHECK-IN-D	68	NOSALE
21	% 4	45	FD/S-IN-D	69	MIX&MATCH
22	% 5	46	CHG1 SALES	70	CASH OUT
23	CREDIT GST	47	CHG2 SALES	71	PAYMENT
24	CREDIT TAX2	48	CHG3 SALES		

MACRO Programming

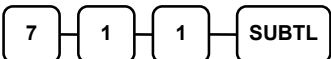
Program 711 - Macro Name Programming

Program descriptions by typing description on the alpha keyboard overlay which is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

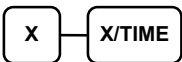
Up to ten function locations may be designated as Macro keys. You may wish to program a name for a macro. For example if a macro executes a series of commands to produce daily reports, you can program the descriptor "DAILY", so the macro can easily be identified. Macro names can also be helpful when looking at keyboard layout information with the PC communication utility.

Programming the Macro Name

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **7 1 1**, press the **SUBTL** key.



3. Refer to the chart below and enter the number that represents the Macro key Macro 1 you wish to program; press the **X/TIME** key.



X	Macro Key	X	Macro Key	X	Macro Key	X	Macro Key
1	Macro 1	6	Macro 6	11	Macro 11	16	Macro 16
2	Macro 2	7	Macro 7	12	Macro 12	17	Macro 17
3	Macro 3	8	Macro 8	13	Macro 13	18	Macro 18
4	Macro 4	9	Macro 9	14	Macro 14	19	Macro 19
5	Macro 5	10	Macro 10	15	Macro 15	20	Macro 20

4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key

NOTE: As you are entering descriptors only the last 16 descriptors will display.

Type up to 18
descriptor keys → SUBTL

or,

If you are programming using descriptor codes, enter up to 18 three-digit character codes and press the **SUBTL** key.

Enter up to 18 three-digit
character codes → SUBTL

5. To program additional MACRO name, repeat from step 3, or press the **CASH** key to finalise the program.

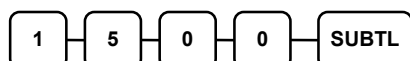


Program 1500 - Macro Key Sequence Programming

Macros are special function keys that are used to execute a sequence of key depressions. For example, a macro might be used to execute a string of reports or to automatically tender a preset amount. Up to ten different macros may be placed on the keyboard. (See "**Function Key Assignment Programming**" to place macros on the keyboard.)

Programming Key Sequence into a Macro

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 5 0 0**, press the **SUBTL** key.



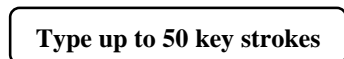
3. Press the **Macro** key that you wish to program.



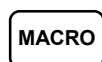
4. First, you must change the Mode Key. **Default** Mode is **PGM** Mode. You must set the key lock to the position where you wish the macro to set the register (**REG**, **X** or **Z**.) For example, if you wish the macro to set the key lock to **X** to run a report, turn the key lock to **X**. When used in the **REG** position, the macro will set the register to **X** and run the report **without** turning the Mode Key.

NOTE: A **Manager Require** option for a Macro key is on its own status. Please see **Program Mode Programming → Function key Programming → MACRO 1 ~ 20** for detail.

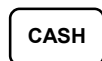
5. Type up to 50 key strokes



6. Turn the control lock to the **PGM** position. Press **the same Macro** key to end the sequence.



7. To program additional MACRO key sequence, repeat from step 3, or press the **CASH** key to finalise the program.



To removing a Macro

If you wish to remove a keystroke from a macro, replace the current function with the **INACTIVE** function.

Clerk Programming

Clerks (which may be used as cashiers), have the following programming options. These options are set through separate programs:

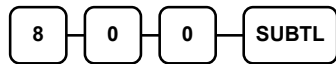
- ***Program 800 - Secret Code programming*** determines the code that is used for clerk sign on if a code entry sign on method is selected in system option #2 (See "**System Option Programming**")
- ***Program 801 - Drawer Assignment & Training Clerk Programming*** determines which cash drawer will be opened for each.
- ***Program 810 - Clerk Description Programming*** allows you to set a unique, up to 18 character descriptor for each clerk

NOTE: Before attempting any programming, all clerks must first be signed off in REG mode.

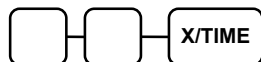
Program 800 - Secret Code Programming

Programming the Clerk Secret Code

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 0 0**, press the **SUBTL** key.

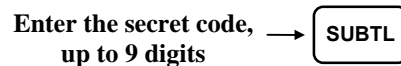


3. Enter the number of the clerk you wish to program; press the **X/TIME** key.



4. Select the Secret Code System you wish to use in one of the following ways:

- Enter a secret code (up to 9 digits); press the **SUBTL** key.



- For **optional** MSR entry, swipe the magnetic strip card; press the **SUBTL** key.



NOTE: Optional MSR has to be installed for this feature.

The code on magnetic strip card must not exceed 9 digits

System option #1-2, #31-3 and #32 have to be set correctly to match this programming.

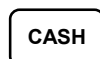
- For **optional** magnetic DALLAS key entry, attach the Dallas key to the key reader, press **SUBTL** key



NOTE: Optional magnetic Dallas key reader has to be installed for this feature.

System option #33-1 has to be set correctly to match this programming.

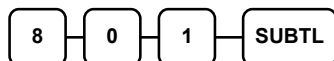
5. To program additional Clerk **Secret Code**, repeat from step 3, or press the **CASH** key to finalise the program.



Program 801 - Drawer Assignment & Training Clerk Programming

Programming the Drawer Assignment & Training Clerk

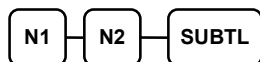
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 0 1**, press the **SUBTL** key.



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



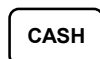
4. Enter an option digit from the table below, press the **SUBTL** key.



Address	OPTION	VALUE	=	SUM
N1	Drawer assignment 0: No Drawer 1: Assign to Drawer 1, 2: Assign to Drawer 2,	1		
N2	Train Clerk	Yes = 1 No = 0		

※Default values have been highlighted in **bold** print

5. To program additional Clerk **Drawer Assignment & Training Clerk**, repeat from step 3, or press the **CASH** key to finalise the program.

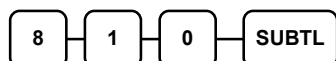


Program 810 - Clerk Description Programming

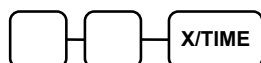
Program descriptions by typing description on the alpha keyboard overlay is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

Programming the Clerk Descriptor

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 1 0**, press the **SUBTL** key.



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



4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key,

NOTE: As you are entering descriptors only the last 16 descriptors will display.

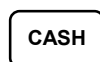
Type up to 18
descriptor keys → SUBTL

or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.

Enter up to 18 three-digit
character codes → SUBTL

5. To program additional Clerk **Descriptor**, repeat from step 3, or press the **CASH** key to finalise the program.



Group Programming

Up to 99 Group totals are available to accumulate totals of individual PLUs that are assigned to each group. Numbers of group can be modified in **Service Mode Programming, Program 60 - Memory Allocation**. Each PLU can be assigned to one, two or three different groups. (See **Program Mode Programming, Program 150 - PLU Group Assignment**. However, **only** the Group assigned as the **first group** will have an effect on the **Kitchen Printing** programming as assigned.

- **Program 900 - Group Status Programming** allows to assign a group status, i.e. a group can be set to *not add* to the total of all groups, or a group can be used to designate like items for kitchen printer assignment.
- **Program 910 - Group Descriptors Programming** to assign a unique descriptor for each group, so that the group may be easily understood on the group report.

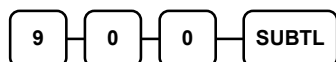
Program 900 - Group Status and Kitchen Printing Programming

Group Programming includes two different parts - Group Status and Kitchen Printing Routing.

“Group Total is Added to the Total of All Groups on the Group Report?” is default to YES. However, when a PLU links to more than one group, care must be taken to ensure total remain correct. Generally, you will only “Add to Total” for one linked group. Contact your dealer for more information if required..

Programming the Group Status and KP

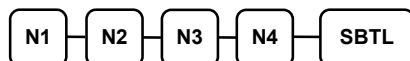
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **9 0 0**, press the **SUBTL** key.



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



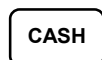
4. Enter an option digit from the table below, press the **SUBTL** key.



Address	OPTION	VALUE	=	SUM
N1	Group total is added to the total of all groups on the Group report?	Yes = 0 No = 1		
	Send to kitchen printer?	Yes = 2 No = 0		
N2	Print PLU of this group to KP PORT#: R (print a kitchen requisition)	Yes = 1 No = 0		
	Print PLU of this group to KP PORT#: 1	Yes = 2 No = 0		
	Print PLU of this group to KP PORT#: 2	Yes = 4 No = 0		
N3	Print PLU of this group to KP PORT#: 3	Yes = 1 No = 0		
	Print PLU of this group to KP PORT#: 4*	Yes = 2 No = 0		
N4	Print RED on KP?	Yes = 1 No = 0		

※Default values have been highlighted in **bold** print

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



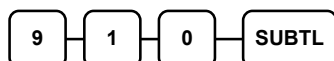
* Available only when COM #4 is present and **NOT** an USB port.

Program 910 - Group Descriptors Programming

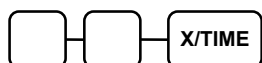
Program descriptions by typing description on the alpha keyboard overlay which is default. To program description by three digit character codes, you must select 'No' in system option #31-1 (See "System Option Programming). Also see **Descriptor Programming Methods for Alpha Overlay** and/or **Descriptor Code Table**.

Programming the Group Descriptor

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **9 1 0**, press the **SUBTL** key.



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



4. If you are programming using alpha overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key,

NOTE: As you are entering descriptors only the last 16 descriptors will display.

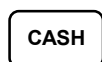
Type up to 18
descriptor keys → SUBTL

or,

If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.

Enter up to 18 three-digit
character codes → SUBTL

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



Miscellaneous Programming

The remaining individual programs in **PGM-Mode** are listed in this section.

- **Program 1000 - NLU Code Number Programming** determines which PLU number links to a NLU button (a function key).
- **Program 1100 - Cash-In-Drawer Limit Programming** determines the maximum amount of cash is allowed in the cash drawer.
- **Program 1200 - Check (Cheque) Change Limit Programming** determines the maximum amount of change can be given to customer when Check (Cheque) is tendered.
- **Program 1300 - Date and Time Programming** sets the Date and Time in the cash register.
- **Program 1400 - Scale Tare Weight Programming** determines container weights to be tared when Scale Item weight in a container.
- **Program 1600 - Machine Number Programming** sets a number into a register in order to provide traceability.
- **Program 1900 - Starting Kitchen Printer Order Number** determines the KP Order#.

Program 1000 - NLU Code Number (PLU on Keyboard) Programming

NLU (Number Look Up, also known as Keyboard PLU) are function keys on the keyboard (like traditional department keys) that access specific PLUs. In the default program after **RAM All Clear**, each NLU (Keyboard PLU) will look up the appropriate numeric PLU, beginning with PLU #1 for NLU (Keyboard PLU) #1 and continuing sequentially through the keyboard.

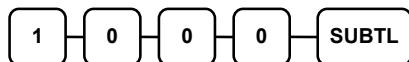
However, this numbering sequence may be impractical for some applications. For example, NLU (Keyboard PLU) #1 may represent a 600ml bottle of *Coca Cola*. The merchant may wish to have the NLU (Keyboard PLU) look up the EAN13 barcode for *Coca Cola*, which is “9300675009829”. Using this program you can change the NLU (Keyboard PLU) to lookup any 15-digit number you choose.

NOTE: A barcode number has to be entered through numeric pad on the keyboard. Using a barcode scanner programmed for item registration will end up with **Sequence Error** warning!

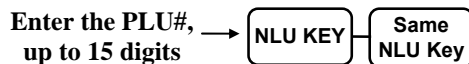
On the **ER-920** and **ER-940** default keyboard, there are 100 NLU (Keyboard PLU) keys. You may put any PLU number you choose on these keys.

Programming the NLU Code Number

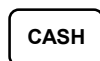
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 0 0 0**, press the **SUBTL** key.



3. Type the new PLU code number you wish to use for this NLU key, and Press the NLU key on the keyboard you wish to program, and Press the NLU key again.



4. To program additional NLU Code Number, repeat from step 3, or press **CASH** to finalise the program

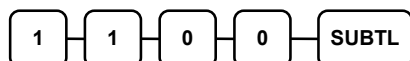


Program 1100 - Cash-In-Drawer Limit Programming

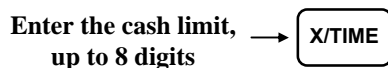
You can set a limit for cash in drawer. When cash in drawer exceeds the limit with the program here, a warning will display on the screen. You must press CLEAR to remove the warning and continue operations. The warning will continue to appear at the completion of every transaction with the limit exceeded, until you use the PAID OUT function to remove cash from the drawer.

Programming the Drawer Limit

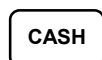
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 1 0 0**, press the **SUBTL** key.



3. Enter a cash-in-drawer limit (up to 8 digits or **0** for no limit); press the **X/TIME** key.



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

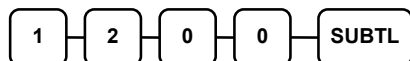


Program 1200 - Check (Cheque) Change Limit Programming

Use this program to set the maximum amount of cash that can be returned when a check is tendered for an amount greater than the amount of the sale. For example, if the check change limit is \$10.00 the maximum amount that can be tendered into the check key on a \$5.00 sale is \$15.00.

Programming the Check Change Limit

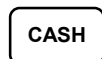
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 2 0 0**, press the **SUBTL** key.



3. Enter a cash-in-drawer limit (up to 8 digits or **0** for no limit); press the **X/TIME** key.



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

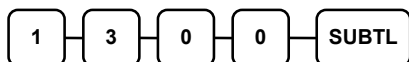


Program 1300 - Date and Time Programming

Use this program to set the clock and calendar on your *ER-900 Series Registers*. The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending of daylight savings time.

Programming the Date and Time

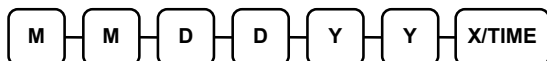
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 3 0 0**, press the **SUBTL** key.



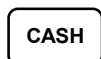
3. Enter time in military standard time (based on 24 hours), must be four digits (i.e. 1300 hours = 1:00 PM); press the **X/TIME** key.



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



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

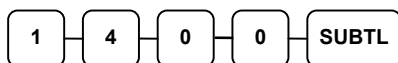


Program 1400 - Scale Tare Weight Programming

A tare is the amount of weight representing the container, or package when items are sold by weight. You can pre-program five tare weights, representing the weight of different containers. When you place an item and a container on optional scale, you can enter the tare number to automatically subtract the pre-programmed tare weight. If you choose to use tare #5 for manual tare weight entry, do not enter a weight for tare #5. (See TARE function key Options #N1-3.)

Programming the Scale Tare Weight

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 4 0 0**, press the **SUBTL** key.



3. Enter the number (**1-5**) of the tare you wish to program; press the **X/TIME** key.



4. Enter the weight of the tare (one digit preceding the decimal key, the decimal key, then three digits after the decimal key). Press the **SUBTL** key.



5. To program additional tare weights, repeat from step 3, or press the **CASH** key to finalise the program.

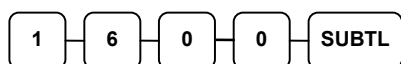


Program 1600 - Machine Number Programming

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

Programming the Machine Number

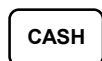
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 6 0 0**, press the **SUBTL** key.



3. Enter a machine number (up to 5 digits); press the **X/TIME** key.



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

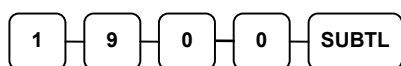


Program 1900 - Starting Kitchen Printer Order Number

When using a kitchen printer or requisition receipt, you can program the starting order number that will appear on the requisition. When a Z1 financial report is taken, the requisition number will reset and begin again at the number set here.

Programming the Starting KP Order Number

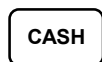
1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 9 0 0**, press the **SUBTL** key.



3. Enter the starting number (up to 4 digits); press the **X/TIME** key.



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



Program Scans

Since much time and energy has been invested in the planning and programming of your **ER-900 Series Registers**, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place. Alternatively, you can save your program electronically, on a SD card or via PC Utility. Please see **S-Mode**, Program Backup and Restore on SD Card for detail.

Program 15 - Program Scans

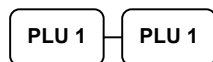
1. Turn the control lock to the **PGM** position.
2. To print a program scan, enter **1 5**, press the **SUBTL** key.



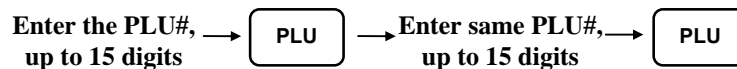
3. In this step, there are three different ways to scan program information. One is PLU, the other is Macro, and the third is Others.

PLU PROGRAM SCAN

- Press a PLU key on the keyboard and press same key again.



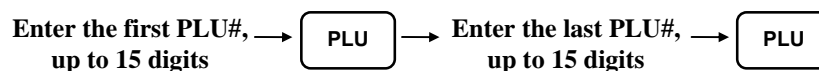
- To read single PLU program information, enter the number (1-1000) of the PLU and press the same number and PLU key.



- Press a PLU key on the keyboard.

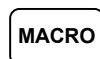


- To read multiple PLU program information, enter the first number (1-1000) and press PLU key. Press the last number (1-1000) and press PLU key



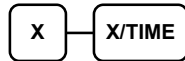
MACRO PROGRAM SCAN

- To read MACRO information, press the MACRO key to be scanned, to scan different MACRO key, please repeat this step,



OTHERS PROGRAM SCAN

Refer to the chart below and enter a digit to represent the segment of the program you wish to print; press the **X/TIME** key. To see additional scan, repeat this operation.



X	Program	X	Program
0	Group	9	Financial Report message
1	Tax	10	Clerk Report message
2	System option	11	Macro Name
3	Print option	12	Drawer Limit
4	Function keys	13	Check Change Limit
5	Clerk	14	Time & Date
6	Preamble message	15	Tare Weight
7	Postamble message	16	Machine Number
8	Endorsement message	17	Mix & Match

NOTE: When **X** is **4** for function key scan, please press the function key you want to scan after **X/TIME** button. When features on **more than one function keys** are going to be scanned, repeat “**4** then **X/TIME**” followed with next function key.

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



Sample Reports

Financial

X or Z report	DATE 01/05/2012 TUE TIME 17:32	Current Stock count
Total and count of all positive PLUs	X 1 REPORT 00001	
Total and count of all Negative PLUs	-----	
	FINANCIAL	
	+PLU TTL 179.56	
	\$288.60	
	-PLU TTL 10	
	-20.00	
Total of +PLU and -PLU sales	ADJST TTL 189.56	
	\$268.60	

Total of Non-taxable sales	NONTAX \$30.47	
PLU number	GST SALES \$153.60	
	TAX2 SALES \$11.92	
	TAX3 SALES \$16.77	
	TAX4 SALES \$31.89	
	GST \$10.00	
	TAX2 \$1.21	
	TAX3 \$1.18	
Number of items sold in all groups.	TAX4 \$2.18	
	XMPT1 SALES \$7.00	
	XMPT2 SALES \$1.50	
Total exempted sales for each tax	XMPT3 SALES \$7.95	
	XMPT4 SALES \$7.50	
	EATIN TTL 1	
	\$10.12	
Total sales for each type of destination	TAKEOUT TTL 2	
	\$40.77	

continued . . .

Total sales for each type of destination

Total and count for each % function key (i.e. discounts & coupons)

Net Sales

Credited tax for each tax. (Tax is credited for negative taxable sales, i.e. mdse return transactions.)

Food stamp change credited to sales

Total and count for each type of transaction correction.

Gross Sales

Totals and counters for CASH and CHECK sales

Total and count for each type R/A (received on account) and P/O (paid out) key.

continued from previous page

DRTHRU TTL	1
	\$3.04
ITEM DISC.	3
	-0.48
SALE DISC.	2
	-5.22
SALE SURCH.	3
	\$3.23
% 4	0
	\$0.00
% 5	0
	\$0.00
NET SALE	26
	\$281.18
CREDIT GST	4
	-1.11
CREDIT TAX2	1
	-0.23
CREDIT TAX3	2
	-0.89
CREDIT TAX4	1
	-0.39
FD/S CREDIT	0
	\$0.23
RETURN	33
	-59.73
ERROR CORR	2
	-4.00
PREVIOUS VD	1
	-1.50
VOID MODE	-2
	-6.40
CANCEL	2
	\$16.00
GROSS SALES	\$375.63
CASH SALES	13
	\$133.49
CHECK SALES	1
	\$23.05
R/A 1	1
	\$145.00
R/A 2	0
	\$0.00

continued . . .

Total and count for
each type R/A
(received on
account) and P/O
(paid out) key.

Total and count of
items sold with
HASH status.

Count of No Sales.

Total of numbers
entered into the non-
add key

Total and count of
expected CASH,
CHECK in drawer

Total and count for
each CHARGE in
drawer.

Total and count for
each CHARGE key.

continued from previous page

R/A 3	0
	\$0.00
P/O 1	1
	-140.00
P/O 2	0
	\$0.00
P/O 3	0
	\$0.00
HASH TTL	0
	\$0.00
NOSALE	4
NON ADD #	547
CASH-IN-D	14
	\$269.99
CHECK-IN-D	3
	-108.45
FD/S-IN-D	2
	\$21.00
CHG1-IN-D	0
	\$0.00
CHG2-IN-D	1
	\$8.43
CHG3-IN-D	1
	\$8.52
CHG4-IN-D	2
	-1.60
CHG5-IN-D	1
	\$2.67
CHG6-IN-D	2
	\$13.09
CHG7-IN-D	0
	\$0.00
CHG8-IN-D	1
	\$0.00
CHG1 SALES	0
	\$0.00
CHG2 SALES	1
	\$8.43
CHG3 SALES	1
	\$8.52
CHG4 SALES	2
	-1.60
CHG5 SALES	1
	\$2.67

continued . . .

continued from previous page

Total and count for each CHARGE key.	CHG6 SALES	2	
		\$13.09	
	CHG7 SALES	0	
		\$0.00	
Total for each Foreign currency in drawer.	CHG8 SALES	1	
		\$3.04	
Total of CASH, CHECKS and CHARGES in drawer.	FOREIGN 1	0.00	
	FOREIGN 2	0.00	
	FOREIGN 3	0.00	
	FOREIGN 4	0.00	
Total and count for PROMO,WASTE and TIPS.	DRWR TTL	\$216.69	
	PROMO	1	
		\$1.50	
Number of transactions and total activity in Training Mode	WASTE	8	
		\$12.50	
	TIPS	0	
		\$0.00	
Total and count of all balances serviced	TRAIN TTL	5	
		\$62.59	
Total number of guests served	BAL FORWARD	4	
		\$88.13	
Total and count of balances entered into PBAL key	GUESTS	5	
	P/BAL	4	
Total and count of balances paid		\$0.00	
	CHECKS PAID	2	
Total and count of items serviced		\$18.64	
	SERVICE	4	
Total and count of mix & match disc.		\$88.13	
	MIX&MATCH	0	
		\$0.00	
	PAYMENT TTL	0	
		\$0.00	
	ROUND TTL	0	
		\$0.00	
	CASH OUT	0	
		\$0.00	
	AVG ITEM/CUST	7.29	
	AVG \$/CUST	\$10.81	

Average number of items per customer, and average dollar sales per customer	GRAND	\$375.63	
Grand total	ETHAN	000236	00000

Time

Time Period	
Number of Transactions	
Net sales in this period.	
Percentage of total sales	
Number of Transactions all periods	
Net sales in all periods.	

DATE	01/05/2012	TUE	TIME	17:32
X 1	REPORT			00001

TIME				
13:00-13:59				
CNT				17
SALES AMT				\$183.85
SALES RATE				65.39%
14:00-14:59				
CNT				9
SALES AMT				\$97.33
SALES RATE				34.61%

TOTAL CNT				26
TOTAL AMT				\$281.18
ETHAN			000237	00000

PLU

PLU number
PLU Descriptor
Count and sales total.

Percentage of total sales (optional)

DATE	01/05/2012	TUE	TIME	17:32
X 1	REPORT			00001

ALL PLU				
PLU#1				
HAMBURGER				
CNT 28			\$42.00	
SALES RATE			15.64%	
PLU#2				
DBL BURGER				
CNT 40			\$99.75	
SALES RATE			37.14%	
PLU#4				
COKE				
CNT 26			\$38.85	
SALES RATE			14.46%	
PLU#5				
SPRITE				
CNT 18			\$13.42	
SALES RATE			5.00%	
PLU#7				
ROAST				
CNT 19.16			\$30.47	
SALES RATE			11.34%	
PLU#28				
UNLEADED				
CNT 32.85			\$39.39	
SALES RATE			14.66%	
PLU#29				
RETURNS				
CNT 10			-20.00	
SALES RATE			-7.44%	
PLU#33				
NAILS				
CNT 15.55			\$24.72	
SALES RATE			9.20%	

TOTAL CNT			189.56	
TOTAL AMT			\$268.60	
ETHAN		000238	00000	

Total activity for all PLUs

Total sales for all PLUs.

Clerk

NOTE: Media totals can be printed for each clerk, if selected in **System Option Programming**.

Clerk Name	DATE 01/05/2012 TUE TIME 17:32
Number of Transactions	X 1 REPORT 00001
Net sales for this clerk	-----
Drawer total for this clerk	ALL CLERK
	ETHAN
	NET SALE 10
	\$155.23
	DRWR TTL \$109.81

	ZACH
	NET SALE 5
	\$45.14
	DRWR TTL \$43.22

	ANNA
	NET SALE 4
	\$78.75
	DRWR TTL \$67.03

	LAURA
	NET SALE 2
	\$0.00
	DRWR TTL \$18.64

	PEGGY
	NET SALE 0
	\$0.00
	DRWR TTL \$0.00

	MOLLY
	NET SALE 5
	\$2.06
	DRWR TTL -22.01

	ETHAN 000239 00000

Individual Clerk

Clerk Name	DATE 01/05/2012 TUE TIME 17:32
Number of Transactions	X 1 REPORT 00001
Net sales for this clerk	----- INDIVIDUAL CLERK ETHAN NET SALE 10 \$155.23
Drawer total for this clerk	DRWR TTL \$109.81 ----- ETHAN 000240 00000

Groups

Group Descriptor	DATE 01/05/2012 TUE TIME 17:32
Number of items sold in this group	X 1 REPORT 00001
Net sales for this group	-----
	GROUP
	GROUP : 1 FOOD
	CNT 68
	SALES AMT \$141.75
	GROUP : 2 DRINK
	CNT 44
	SALES AMT \$52.27
	GROUP : 3 REST.
	CNT 112
	SALES AMT \$194.02
	GROUP : 5 STORE
	CNT 19.16
	SALES AMT \$30.47
	GROUP : 8 MDSE
	CNT 58.40
	SALES AMT \$44.11
	GROUP : 9 STORE MDSE
	CNT 77.56
	SALES AMT \$74.58

Number of items sold in all groups.	TOTAL CNT 189.56
Net sales for all groups.	TOTAL AMT \$268.60
	ETHAN 000241 00000

Stock

PLU number

PLU Descriptor

Current Stock count

```
DATE 01/05/2012 TUE   TIME 17:32
X 1  REPORT                                00001
-----
ALL PLU STOCK
PLU#1
HAMBURGER
  CNT                                26
PLU#2
DBL BURGER
  CNT                                15
PLU#7
ROAST
  CNT                                25.96
PLU#28
UNLEADED
  CNT                                1488.47
PLU#33
NAILS
  CNT                                161.25
ETHAN                                000242  00000
```

Open Check

Open check number and balance. Often used as real "Table No"

Table # is used to identify the Table number. Showign 0 when TABLE function key is not used.

Clerk responsible for the check.

```
DATE 01/05/2012 TUE   TIME 17:32
X 1  REPORT                                00001
-----
OPEN CHECK
CHECK : 3                                $24.07
TABLE# : 0
MOLLY
CHECK : 4                                $45.42
TABLE# : 0
ETHAN
CHECK : 5                                $24.50
TABLE# : 0
ETHAN
CHECK : 6                                $28.33
TABLE# : 0
ETHAN

ETHAN                                000243  00000
```

Balancing Formulas

+/-	Net Sales	\$ Example
=	PLU Sales Total	\$
+	Tax 1	\$
+	Tax 2	\$
+	Tax 3	\$
+	Tax 4	\$
+	Sale Coupon Amounts	\$
+	Sale Percent Discounts	\$
+	Sale Surcharge Amounts	\$
=	Net Sales	\$

+/-	Gross Sales	\$ Example
=	Net Sales	\$
+	Negative PLU Total	\$
+	Item Coupon Total	\$
+	Item Percent Discount	\$
+	Sale Coupon Amounts	\$
+	Sale Percent Discounts	\$
+	Credit Tax 1	\$
+	Credit Tax 2	\$
+	Credit Tax 3	\$
+	Credit Tax 4	\$
+	Merchandise Return	\$
+	Void Position Total	\$
=	Gross Sales	\$

Glossary

Activity Count

The activity counter increments each time an entry is made on a particular PLU, or function key. The counter prints on the appropriate reports.

Cancel

Press the CANCEL function to abort a transaction in progress. All current items are removed (voided).

Cash Declaration

This option forces the operator to count the cash drawer and input the results before the financial report can be taken. Absentee owners may want clerks or managers to declare the drawer counts to insure that all cash is deposited, regardless of overages, or shortages. As an added benefit, the overage or shortage amount is calculated and printed on the financial report.

Clerk

Sales clerks are individuals who are responsible for selling the merchandise to the customer. Typically, management wants to know merchandise sales levels for each clerk, in order to monitor productivity, account for cash and other media, and/or pay commissions. The default program provides operation for 15 clerks, however up to 99 different clerks can be used by changing the default memory allocation.

Compulsory

When an operation is programmed compulsory, the appropriate entry must be performed in order to complete the operation.

Compulsory Amount Tendering

This forces the operator to input the tender, rather than pressing a payment key directly. The change will always be computed by the register when a customer tenders an amount greater than the total due. Compulsory tendering will reduce cashier change errors.

Compulsory Condiment

When a kitchen printer, or requisition system is used, the merchant may wish to force the entry of a condiment or instruction for specific items. If compulsory condiment status is set for a specific PLU, then a condiment PLU must follow the entry of the item.

Compulsory Drawer

With compulsory drawer enabled, the clerk cannot begin a new transaction until the drawer is closed. This simple feature was designed to teach cashiers the habit of closing the cash drawer after each transaction. You'll reduce potential errors, theft and fraud that can take place when your cashier works out of an open drawer.

Compulsory Number Entry

This option forces the operator to enter a reference number (using the #/NS key) before a PLU entry can be made or a transaction finalised with a Charge key. The number could represent an SKU number that would be tracked manually, or other data such as a customer count.

Consecutive Number

A sequential number is printed on each receipt issued. This is not a "customer count" as this number is incremented for non-sales activity such as no-sales and reports. A count of revenue generating transactions (true customer count) is printed with the Net Sales total on the financial report.

Currency Conversion

Use the currency conversion function to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing the currency conversion function. Change is calculated and issued in home currency.

Decimal Multiplication

If you sell weighed goods, yard goods, or any merchandise sold in fractions of a unit, the decimal multiplication feature calculates each transaction quickly and accurately. For example, if your customer selects 4.75 pounds of an item sold at \$1.59 per pound, you enter 4.75 on the numeric keypad, press the X/TIME (multiplication) key, then enter the price per pound and press the appropriate PLU key.

Default Program

The original program installed in the ER-900 Series. The register has a default program which makes it operational after a memory clear. Nearly all option, rate, and status programs are set to zero as the default condition.

Department

Note: The ER-900 Series uses price look-ups (PLUs) to perform the function of traditional cash register departments. PLUs may be registered directly on the keyboard (like traditional departments) or indirectly by entering the item or PLU number and then pressing the PLU key.

Electronic Journal

The ER-920 and ER-925 do not provide a journal printer; the ER-940 and ER-945 provide a traditional journal printer. Today many systems, even expensive PC-based systems do not print a traditional sales journal. For business records, a copy of daily financial summaries is usually all that is needed. Like some of the more expensive POS systems, the SAM4s ER-900 Series has the capability of storing a sales journal in memory. The electronic journal can be reviewed and discarded, saved to an SD card or polled by a PC for archival. When ECR memory reserved for electronic journal is full, current records are saved and old data is discarded.

Error Condition

An error condition signals that mis-operation has occurred. It is identified by an audible tone and an error descriptor appearing on the display.

Error Correct

An error correct operation voids the last item entered, it must be used within a sale.

Flash ROM

Erasable, Programmable Read-Only Memory (Flash ROM) is used by the manufacturer to contain the program that runs the register. Flash ROMs maintain memory when power is off, allowing the register to be especially stable and reliable. In the case that the register's program is improved, or updated, the Flash ROM can be updated by a qualified service technician through a utility in the register.

Food Stamp

Note: Many areas now administer food stamp payments through EBT cards, rather than traditional food stamp coupons. The ER-900 Series is not capable of accepting EBT electronic payments at this time.

Merchants who accept food stamp payments have the responsibility of accepting food stamps only for food stamp eligible merchandise.

The SAM4s ER-900 Series offers a sophisticated routine to separate food stamp eligible items and accept the appropriate payments. First, each PLU is pre-programmed with food stamp eligibility status. If the customer is paying by food stamps, the operator can then recall and display the food stamp eligible total. Depending upon local rules, sales tax can be forgiven on any taxable food stamp eligible item. Change less than one dollar from food stamp tender is applied to non-food stamp eligible items, or issued in cash change. If both cash and food stamp change is due, the register displays both types of change due.

Using this system, all food stamp items are automatically sorted, with change and tax calculated by the register. Thus, a potentially confusing transaction can be handled quickly with little risk for errors.

Gallongage

To simplify gasoline transactions, PLUs can be designated to calculate gallons sold on fuel purchases. The price of the fuel sold is entered as it would be in a normal “open” PLU. However the price per gallon of fuel is entered where the PLU preset price is normally maintained. When fuel is sold, the register will refer to the programmed price per gallon and calculate the number of gallons sold. Both the gallons pumped and dollar amount of the gas purchase are conveniently printed on the customer receipt and sales journal. This provides all the necessary information for a customer that needs a receipt for gas purchases. The total of gallons sold is also maintained on the appropriate PLU report, in the place of the PLU item counter. Several gallonage PLUs could be placed on the keyboard to maintain records for different pumps, or types of fuel. Thus, the dollar and gallon totals can provide a useful security check against separate pump totals.

Groups (PLU Groups)

Groups are used to organize sets of items. For example, in a restaurant Grill Items, Drinks, and Ice Cream items might be separated into different groups. Up to 99 group totals are available. Group reporting is available on the group report.

HALO

The high amount lock-out (HALO) limits the amount allowed to be entered in a PLU, or function key.

HASH

Merchants often sell non-merchandise items, such as lottery tickets, or bottle deposits, that they do not wish to account for as reportable revenue. HASH PLUs are useful to account for non-revenue income. They will add to the appropriate totals on the PLU report, they will add to the transaction totals, and they will be accountable for in drawer totals, but they will not affect the merchants, NET SALES, GROSS SALES or NON-RESETTABLE GRAND TOTAL. As a system option, HASH can be defined to not add to the transaction (NON-ADD).

Link (PLU Link)

Use linked PLUs if you wish the registration a PLU to automatically cause the registration of another PLU (for example to automatically add a bottle deposit.) Linked PLUs are set with Program 350, PLU Link programming.

Macro

Macro keys may be programmed to record, and then later perform, up to 50 keystrokes.

For example, a macro key could be set to tender (preset tender) a common currency, such as \$5 into the cash key.

Memory Allocation

Memory allocation is a program that determines how the system memory is divided to provide the correct features for your application. For example, you may require more or less clerk memory, PLUs, or electronic journal memory. Memory allocation allows you to maximize the features you need while minimizing the features you do not need.

Mix & Match

Retailers often offer discounts when multiples of different items are purchased. For example, the offer: “save \$5 on any three bottles of wine” can be handled by a mix and match discount. The default ER-900 Series can accommodate up to 10 different mix and match discounts, the total can be increased to a maximum of 100 through memory allocation.

Multiple Receipts

In some cases, for example where a mail-in rebate is offered, an extra copy of a receipt is needed. If allowed, the receipt must be re-printed immediately, before another transaction is started.

Negative PLUs

As you program PLUs, you will find a setting to make them negative (normally they are positive). Positive PLUs are used for items that add to the sale. Negative PLUs are used for items that subtract from a sale, like individual store coupons or bottle deposit credits.

NLU

Number Look-Up (NLU) refers to PLU code that is accessed when a Keyboard PLU is used. In the default program each Keyboard PLU will look up the appropriate numeric PLU, beginning with PLU #1 for Keyboard PLU key #1 and continuing sequentially through the keyboard.

However, this numbering sequence may be impractical for some applications. For example, Keyboard PLU #1 may represent a can of *Diet Pepsi*. The merchant may wish to have the Keyboard PLU look up the UPC code number for *Diet Pepsi*, which is “120500”. Using this program you can change the Number Look-Up (NLU) for the keyboard PLU to any 15-digit number you choose.

No Sale

No sale is an operation to simply open the cash drawer. No sales are counted and reported on the financial report.

Not Found PLU

For small merchants, the ER-900 Series can build a PLU file “on the fly”. Each time an item is scanned (or entered by PLU number) that is not in the PLU file, the operator is prompted to enter the price and other options for the item. At the end of the day, the “Not Found PLU Report” will allow the manager to verify the prices and update the PLU file as needed.

Open (PLU)

Open PLUs accept price entries, rather than register a preset price. To prevent errors, you may set a high limit (HALO) for open entries.

Override

Override is an operation used to bypass a programmed price or entry limit (HALO).

Over-Tendering/Under-Tendering

When a payment is made less than the amount due, it is called an under-tender. After an under-tender, the register calculates and displays the remaining balance for the sale. Additional payments must be made until the total due is satisfied. When the sale is fully paid, the cash drawer will then open and the receipt is completed. When a payment is made more than the amount due, it is called an over-tender. The register will compute and display the change due and the receipt will be completed. Note that register options can be set to allow or disallow over-tendering for check and charge payments.

Paid Out

The Paid Out key is used to track cash paid out of the cash drawer or to record pick ups from the cash drawer.

PLUs

Price look-ups (PLUs) are accessed by indexing a code number and pressing the PLU key, or by pressing a keyboard PLU key. PLUs can be programmed with a preset or open price. PLUs record an activity count and dollar total on the PLU report. PLU sales may also report to a group.

Post Tender

Post tendering is available to help prevent cashier confusion when a customer decides to change the tender amount. When Post Tendering is allowed, the operator can re-enter a cash tender and the register will re-calculate the change.

To post tender after finalizing the sale, enter the cash amount presented by the customer and then press CASH. The amount of change due to the customer is then displayed. This is a calculation function only, and no totals or counters are updated by the use of this feature.

Preamble/Postamble Message

Programmable messages allow each merchant to customize his receipt with the store name, address, phone number, website or other critical identification information or advertising messages. The SAM4s ER-900 Series allows a preamble message of up to six lines, each with up to 24-characters, to be printed at the top of each receipt. A postamble of up to 6-lines of 24-characters can also be printed at the bottom of the receipt.

Preset (PLU)

When a PLU is pre-programmed or pre-set with a fixed amount, the preset amount will automatically register when the PLU is pressed or entered.

Preset Override

When a PLU is preset, it is possible to override the preset price with a different price. If the override function is set to be allowed in the PLU program, you can simply enter a new price and press the PLU key.

Receipt

A receipt is a printed tape given to a customer as a record of the sale transaction.

Received on Account

The Received on Account key is used to track cash received into the cash drawer or to record loans to the cash drawer.

Register Number

The number of the register can be set and printed on each receipt. If the merchant uses more than one register, or has more than one location, the register where a transaction took place or report was taken is easily identified.

Single Item

The transaction is finalised automatically when a single item PLU is registered as the first item in a sale. Single item status is used to speed transaction entry when an item is normally sold in a one-item sale, for example, a pack of cigarettes, a newspaper or an admission ticket.

Split Pricing

Often merchants price items in multiples, for example 3 for \$1. The register will compute the price of items when the exact quantity is not purchased. If the customer chooses to buy 2 items at 3 for \$1, enter 2, press the X/TIME key, enter 3, press the X/TIME key and then enter the price and the PLU. The register will compute the price for the items purchased.

Stock (PLU Stock)

Each PLU reports an activity counter. Normally the activity counter increments (adds) and is reset when a PLU Z-report is taken. You can choose to use the PLU activity counter as a stock counter. If used as a stock counter, each PLU activity will reduce the count. A separate program allows you to add to the stock count or enter a new stock count. Stock counts are not reset when PLU Z-reports are taken.

Surcharge (Item)

An item percent surcharge adds a percentage to the price of an item. This addition nets the PLU total.

Surcharge (Sale)

A sale percent surcharge adds a percentage to the entire sale.

Tare

Tares are container weights. If you are using the scale function, you can preset up to 5 different tare weights. The tare can be subtracted automatically when a specific PLU is registered, or manually inputting the tare number and pressing the TARE key can subtract the tare. Tare #5 can be programmed for entering tare weights manually.

Tax Computation by Rate/Tax Computation by Table

In the simplest method of tax calculation, the register is set with a tax rate (or rates) and the taxes are computed by a percentage calculation. In some cases, a tax that is entered as a percentage does not follow exactly the tax charts that apply in your area (even if the tax chart is based on a percentage). In these cases, we recommend that you enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table.

Tax Exempt

Tax exempt is used to exclude the tax from an entire sale.

Tax Shift

Tax shift keys are used to reverse the tax status of a PLU entry.

Tender

A tender is the register operation in which the amount of the payment is entered. If the tender exceeds the amount due, the sale is finalised and change due is displayed.

Training Operation

Training operations do not add to PLU or function key totals. This allows an operator to practice making entries without updating sales totals. If you wish to perform training operations, designate one of the clerks for training. You must clear (Z) the register before the training clerk can be used. When that clerk is signed on, the register is in “training mode”.

Transaction Number

See consecutive number.

VAT

Value-Added Tax (VAT) is a tax collection system where a portion of the item’s sale price is tax. VAT is different than most sales taxes where tax amounts are calculated and added-on to the sale. Value added taxes are included in the item price. Most locales in the USA do not use a VAT system, which is used in Canada and other nations.

Void

A void operation will erase a previous item entry. It must be used inside of a sale only.

X & Z Reports

X (eXamine) reads reports without resetting and Z (Zero) reads and resets your sales totals.

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From *ER-900* v1.000 up to v1.012