

# OPERATION MANUAL

## 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.



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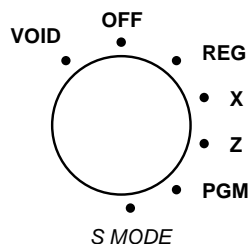
## GETTING STARTED

# REGISTER CONTROLS – MODE LOCK

EMPL OYEE1	EMPL OYEE2	EMPL OYEE3	EMPL OYEE4	EMPLOYEE SIGN ON
SCREEN 1	SCREEN 2	SCREEN 3	SCREEN 4	
SCREEN 6	SCREEN 7	SCREEN 8	SCREEN 9	
RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	
RECALL CHK2	STORE CHK2	LIST CHECK2	PRINT CHECK	
CLK IN/OUT	ALPHA TEXT	PAID RECALL	PRICE LVL1	
				P01 R0n REG01

## Positions Accessible

Turn the control lock to the **REG** position to operate the register.



**VOID**  
**OFF**  
**REG**  
**X**  
  
**Z**  
**PGM**  
**S MODE**

Use to void (correct) items outside of a sale.  
The register is inoperable.  
(Register) use for normal registrations.  
Use to read register reports and perform other manager functions.  
Use to read register reports and reset totals to zero.  
(Program) Use to program the register.  
Use for tests and special settings. This position is not marked on the control lock.

The SPS-500 includes two sets of keys that can be used to access the following control lock positions.

Key	Positions Accessible
<b>VOID</b>	VOID, OFF, REG , X
<b>X</b>	OFF, REG, X
<b>Z</b>	OFF, REG, X, Z
<b>PGM</b>	VOID, OFF, REG, X, Z, PGM
<b>C</b>	ALL POSITIONS

# DISPLAY MESSAGES

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## **Amount Required**

This operation requires an amount entry.

## **Bad Value**

The number's entered is incorrect for the task being performed.

## **Buffer Full**

The buffer for soft check, hard check, or buffered receipt has reached capacity. For hard checks, the operator must press the SERVICE key to print the items and clear the buffer. The operator must then pick up the previous balance again in order to continue with finalization. In a soft check environment, this message will appear when the check has reached capacity (maximum lines stored). The register will require the sale to be finalized with the option of printing a bill if required.

## **Buffer Empty**

An operation has been attempted where no information exists, for example the opening of a window look up that has nothing to display, the attempt to transfer a check, which contains no information etc.

## **Busy**

Destination register is busy (pre poll memory is in use). Requires a clear command from the P.C. or Register using the s-mode menu.

## **Bad Command**

The key sequence entered is not a valid operation.

## **Cash Declaration Required**

Cash declaration has been programmed as compulsory, and must first be performed before reports

## **Cash-In-Drawer Limit Exceeded**

The programmed Cash-In-Drawer limit has been exceeded.

## **Check# Is Assigned Automatically**

The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.

## **Check# Required**

This register has been programmed to force check number entry to begin a transaction. An existing guest check must be recalled, or a new one started.

## **Condiment Required**

This PLU has been programmed to require a condiment entry.

## **CRC Error**

An error has occurred in the block check sum while transferring data in IRC mode.

## **Duplicate**

This check already exists. May also apply to secret code programming.

## **Analysis 1/Analysis 2/Analysis 3**

This operation is set for compulsory entry of one of the three analysis keys.

## **Enter Employee Code**

A registration has been attempted without entering the employee number.

# DISPLAY MESSAGES

---

## **Enter Employee #**

The employee is required to sign on before performing a task.

## **Enter Guest Count**

The operator must enter the number of guests when opening a guest check, or beginning a sale.

## **Enter Seat#**

Seat number entry is required before operation can continue.

## **Enter Table#**

Table number entry is required to open a guest check, or begin sale.

## **Entry Required**

The function selected from the WLU requires a numeric entry, i.e. an open percent discount.

## **Error**

General error message, indicating mis-operation

## **Error Jam**

Receipt / journal printer jammed message. Remove the paper jam.

## **Table Number In Use**

The system is programmed to allow only one check number per table, and an attempt has been made to use the same table number twice.

## **Halo Over**

The amount entered exceeds the programmed HALO i.e. the task exceeds the maximum amount allowed.

## **Illegal Key Sequence**

The operator has used an illegal key sequence.

## **In Use**

This guest check or clerk number is already open elsewhere in the system. This is also applicable when the floating clerk system is activated and the operator is in use on another terminal.

## **Inactive**

The key pressed is inactive. This message also appears if VOID Mode has been disabled.

## **Input Qty**

Quantity input is required for a condiment WLU

## **Kitchen Printer Failure**

The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer

## **Manager Override Required**

The key lock should be moved to the X-Mode position in order to override a HALO amount, or other restriction.

## **Manager Required**

This operation requires the key to be turned to the X position.

# DISPLAY MESSAGES

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## **Memory Full**

Memory is full, whilst attempting a register sale.

## **Negative**

This sale has gone negative. Negative sales are programmed as not allowed.

## **No Check #**

This message appears when the system cannot find the guest check number.

## **No Data**

The PLU code accessed does not exist, shown in program mode during stock entry etc. It is recommended that the PLU is programmed.

## **No Drawer**

The employee currently signed on is not assigned to a drawer, and is not allowed to perform cash sales, or the drawer is no longer attached and is required in order to continue.

## **No Manual Entry**

Manual entry is not allowed (scale function).

## **No Paper**

Slip printer is out of paper, appears when printing to a loose-leaf printer.

## **No PLU**

The number entered is not a valid PLU. This message will also appear if a PLU number "built" using modifier keys recalls an invalid PLU number.

## **Non add# required**

This operation requires the entry of a Non-Add number to fulfill the compulsory requirements.

## **Not Discountable**

The preceding entry is not discountable; the product is not available for discounting.

## **Not Programmed**

This key has not been programmed

## **Not Ready**

Remote printer is not ready for printing tasks, check the printer status.

## **Not Zero**

Displayed when trying to delete a PLU that still has sales counts and stock amounts. The PLU must first be reset and cleared from all Z Mode reports.

## **Off Line**

IRC communications have gone off line, check the cable network.

## **Open Drawer**

The register has been programmed not to operate with the cash drawer open, close the cash drawer.

## **P/Bal Required**

This register has been programmed to require a previous balance entry.

# DISPLAY MESSAGES

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## **Paper End**

The guest check printer has reached the end of the form, or the Receipt/Journal paper is at, or near, the end of its roll.

## **Range Over**

The number entered is out of range.

## **Remove Paper**

Validation is complete and the paper must now be removed.

## **Sequence Error**

The preceding key sequence is not allowed.

## **Single Item**

This PLU has been programmed as a single item PLU and cannot be used within a sale.

## **Subtotal Required**

The SUBTOTAL key must be depressed before continuing.

## **System Error**

The register procedure attempted is not allowed, due to the fact the program code has not been set. For example, opening of a check or clerk, where the service mode system option has not be set to determine the register storing the sales data, correctly enter the required program codes.

## **Tare# Required**

This PLU/scale item requires a tare (package) weight entry.

## **Tray Subtotal Required**

This prompt appears while in a TRAY SUBTOTAL transaction. The operator must first press the TRAY SUBTOTAL key before pressing any tender keys.

## **Validation Required**

This operation requires the valid function key to be pressed to complete the compulsory settings.

## **Waste Required**

The operator is in the middle of a waste operation, and must depress the WASTE key in order to complete the operation.

## **Wrong Employee**

The employee attempting to open this guest check is not the person who started the sale. Also appears when attempting to sign on a new employee without first signing the current employee off, if overlap employee is not programmed. Enter the correct employee code.

## **Sign Off Required**

In order to complete this sequence the operator must sign off from the register.

## **Zero Amount**

The register has been programmed to not allow negative sales.

## **Price Level Mismatch**

The price level attempted in the sale, is not allocated to the PLU, check the price levels set against the PLU programming

# DISPLAY MESSAGES

---

## **Override Not Allowed**

The clerk has attempted a manual numeric entry such as manual PLU price, but has been disallowed within the system settings program option.

## **Wrong Sequence**

The attempted key sequence is incorrect

## **Wrong Command**

The attempt command sequence is invalid for this operation

## **Wrong File Number**

The file number accessed is incorrect, for example when sending program IRC this may be printed if two file sizes are not identical.

## **Wrong Itemiser**

An attempt has been made to print a report for sales totals that do not exist, for example an attempt to print a Z2 report when only Z1 has been allocated in memory.

## **Under Tender Not Allowed**

An attempt to pay the sale with a value less than the subtotal has been made against a tender key. Tender the exact amount or more than the subtotal value

## **Over Tender Not Allowed**

An attempt to pay the sale with a value greater than the subtotal has been made against a tender key. Tender the exact amount or less than the subtotal value

## **Check Tracking Error**

An attempt to access one of the four check tracking files has failed, either the service mode option, has not been set to determine which register is storing the check tracking data, or within register the check has been accessed using one check tracking file and an attempt to store against another is made.

## **Using**

The check or clerk number is in use on another register.

## **PLU Not Allowed**

The PLU has been programmed as disallowed in the key sequence

## **Condiment PLU Not Allowed**

An attempt to sell a condiment PLU without first selling the main product has been made.

## **Non Condiment PLU Not Allowed**

The last PLU sold, was programmed to enforce the sale of a condiment PLU, and the next product was not a condiment-flagged item.

## **Function Key Not Allowed**

The function key attempted is not allowed as part of this key sequence.

## **This Key Is Not Allowed**

An invalid key press has been attempted.

## **No Function Key**

An attempt to recall a function that is not a designated function key has been made.

# DISPLAY MESSAGES

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## **No Programmable Key**

An attempt to re-program a fixed function key has been made.

## **X/Time Required**

The x/time function is required during the present key sequence.

## **Time In Required**

The register has enforced time clock entry before registration. The time clock entry must be completed before sales can be made.

## **Sign On Required**

The register, requires the entry of an employee number.

## **Memory Not Allocated**

The file attempted to be utilised has no corresponding memory allocation.

## **This Emp Rpt Must Be Cleared**

The employee report must be reset within the Z mode position before continuing.

## **Error Status**

The program status of the attempted function or item is incorrect set, this must be re-programmed before the item can be successful used.

## **Error Value**

The value entered is not acceptable for this procedure.

## **Error System Option**

The programmed system options are set incorrectly for the attempted procedure. For example a check or clerk access has been attempted and the register storing the data has not been set within the service mode options.

## **Error Employee**

The employee number settings are incorrect for the attempted procedure, or an attempt to change the employee mid operation has been made.

## **Error Table No**

The table number entered is not valid during the present procedure, enter an alternative table number

## **Scale Motion**

The attached scale, position should be checked.

## **Over Weight**

The item currently weighed is greater than the accepted weight.

## **Under Weight**

The item currently weighed is less than the accepted weight.

## **Promo Not Allowed**

The promotion function key has been disallowed for the current product or procedure

## **Waste Not Allowed**

The wastage function key is not allowed during the current operation.



# DISPLAY MESSAGES

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## **Decimal Entry Not Allowed**

The decimal function is used for multiplication entries, an attempt has been made to use the decimal key within an incorrect sequence

## **Split Pricing Not Allowed**

The multiplication key has the ability to carry out fractional entries, for split pricing, this feature is not allowed during this current operation or has been disabled

## **Void Mode Is Deactivated**

Access to the void mode has been restricted within the program system options.

## **Job Change Required**

The current clocked on job code, is required to be changed using the time clock entry.

## **Job Code Change Not Allowed**

The job code change attempted during the time clock procedure is not allowed.

## **Push Button Entry Required**

The employee sign on has been attempted without using the EMPLOYEE 1 – 10 push button functions.

## **Tendering Is Not Allowed**

Sale finalization using a tender key has been attempted, however the procedure is disallowed during the current operation.

## **Over Regular Hours Per Week**

The employee time logged onto the system is over the predefined number of hours per week.

## **Must <= Line# Per Transact**

An attempt to enter the number of lines per check greater than the number of lines per transaction has been made during memory allocation programming.

## **Must >= Line# Per Soft Check**

An attempt to enter the number of lines per transaction less than the number of lines per check has been made during memory allocation programming.

## **No Stock PLU**

The product selected for stock maintenance has not been defined as an inventory PLU within the PLU status group settings.

## **Negative Card**

It is not possible to enter a negative balance to the smart card.

## **Linked Status Required**

The product requires a status group program setting.

## **Error – Slip Paper**

The paper should be inserted into the external loose-leaf paper printer before attempting this operation.

## **Local Printer Required**

This procedure requires the programming of a printer physically connected to the register.

## **Mode Error**

The mode lock key has been changed mid operation, return to the correct mode position.

# DISPLAY MESSAGES

---

## **Set Date & Time Is Deactivated**

The option to program the date and time has been disabled within the program settings.

## **Employee Should Be Different**

The employee entered to complete the sequence should not be the same as the employee Signed on.

## **Transfer Not Allowed**

The attempt to transfer a check or clerk balance is not allowed at during the present operation.

## **Req Gallonage Amount**

The product to be sold is programmed as a gallonage product and therefore requires the entry in gallonage format.

## **Available Only In Check**

The attempted operation is only available when a check number is open and in use.

## **Split This Item Is Not Possible**

Split pricing or split bill procedure has been attempted against a product which has this option disallowed.

## **Function Key Not Included**

The function key selected is not allowed within this operation.

## **Error Post Tender**

The post tender operation allows the calculation of change for a paid sales, this feature has been disabled or operated incorrectly.

## **No Tracking Data In This Reg**

An attempt to clear the check tracking sales data has been made from a register which is not set within the service options to store the check tracking data.

## **No Time Keep Data In This Reg**

An attempt to clear the employee time keeping data has been made from a register which is not set within the service options to store the time clock data.

## **Multiplication Limit Exceed**

The value entered is greater than the programmed multiplication maximum limit.

## **Tab Of Field 2 Too Big**

The value entered during the programming of non PLU's (price inclusive barcodes) is incorrect.

## **Non PLU Code Range Over**

The program value entered during non PLU's (price inclusive barcodes) has been entered incorrectly.

## **Tare Entry No Allowed**

The attempt to enter the weight of packaging against a product is not allowed during the current operation.

## **Misc Tend Required**

The miscellaneous tender function key is required as the next key sequence.

# DISPLAY MESSAGES

---

## **Same Check Track Required**

The register allows the operation of four check tracking files, the opening and closing of the balance should be carried out on the same check type function key. An attempt has been made to open a balance using one check type function and closed on another.

## **Not Scaleable PLU**

Registration of a PLU not set as scalable has been made, the correct product type should be sold

## **EJ Buffer Full**

The electronic journal memory of transactions, has reached the maximum limit set within the memory allocation, the report should be reset.

## **Must Be Start<=End In Range**

When entering a range, the end of the range must be greater than the starting value

## **Range Overlap**

The range entry for reporting or programming is incorrect.

## **Final End Should Be 9 Or 99**

The ending value has been entered incorrectly re-enter with either a 9 or 99

## **Not PLU**

The key selected for the sequence is the incorrect type, re-select a PLU key

## **Not WLU**

The key selected for the sequence is the incorrect type, re-select a WLU key

## **Print Key Required**

During registration the print key has been pressed in order to send none kitchen print items to the order printer, press the Print key again to finalize the key sequence.

## **Surcharge Not Allowed**

The sale has been restricted preventing the addition of an amount during the current procedure

## **Decimal Entry Required**

The current sequence requires the entry of a decimal amount

## **System Reg# Required**

The current operation must be carried out on the register set within the service option to store the check tracking / clerk interrupt and other balance data.

## **Training Emp File# Required**

The attempt to print a training report, or access clerk training operations is not possible unless the training clerk settings have been allocated within the program mode system options

## **Time In/Out Reg# Required**

The time in / out function can not be operated until the service mode settings have been programmed to determine the register storing time clock sales

## **Check Tracking Reg# Required**

The check tracking function can not be operated until the service mode settings have been programmed to determine the register storing the check tracking sales

# DISPLAY MESSAGES

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## **Electronic Journal Inactive**

The electronic journal report cannot be printed unless activated within the program mode.

## **Cheque Endorsement Required**

The cheque key has been programmed to force endorsement printing to an external printer, the cheque endorsement function must be pressed to complete the procedure

## **EFT Terminal Trans Key Error**

The function programmed for credit key payment is not operational

## **Card error**

The EFT or smartcard is not operating correctly, there is a problem with the card

## **Printer Off Line**

The printer is powered off or out of paper, correct the problem and then select retry

## **Kv Off Line**

An attempt to display the sale on a kitchen video has failed, re-check the cable and settings

## **No Relocatable Key**

The function is not re-programmable as it is a fixed key

## **Clerk Key Error**

The clerk key lock has been mis-operated, insert the correct key or check the clerk lock.

## **Enforce Actual Inventory**

The actual stock quantity is required as compulsory during this operation

## **Authority Level Not Linked**

The employee currently signed on is not set with the correct authority options

## **Weight Is Zero**

The weight of the current item is zero, re-attempt the operation.

## **Stock Is Not Zero**

The stock level of the current product is not set to zero, therefore the attempted procedure is not allowed.

## **Clear Can Not Be Removed**

The function key cannot be moved or re-programmed; this is a fixed key position

## **Enter Can Not Be Removed**

The function key cannot be moved or re-programmed; this is a fixed key position

## **Yes/No Can Not Be Removed**

The function key cannot be moved or re-programmed; this is a fixed key position

## **This Numeric Can't Be Removed**

The function key can not be moved or re-programmed, this is a fixed key position

## **Incorrect Code**

The value entered is not correct for the current operation, re-enter the correct value.

# DISPLAY MESSAGES

---

## **Soft Check Only**

This function can only be used if the memory allocation is set for soft check tracking.

## **Inactive PLU**

The PLU selected has been programmed as inactive.

## **Multiple Disc Not Allowed**

The system settings have been changed to disallow more than one discount per transaction.

## **New Check Opened**

The system has opened a new check number. It is possible to use either the New check or check # function keys to create a new check

## **No More Split Tender Allowed**

The system has prohibited the partial payment of a sale value, using multiple tender keys.

## **Check Pole Display**

The pole display connection has failed, re-check the connection

## **Must Max Non Tax <= Brk Pnt 1**

The tax programming entry for USA tax breaks has been entered incorrectly

## **Must Brk Pnt N<=Brk Pnt N+1**

The tax programming entry for USA tax breaks has been entered incorrectly

## **Not Allowed With Open Orders**

The system program options have been set to prevent reporting when an open balance exists, close all balances before attempting the report

## **Now Polling!**

The register is currently connected to the computer

## **Incorrect Tare Weight**

The package weight (tare) has been incorrectly entered for the product

## **Void Promo First**

The sale consists of a promotion item, in order to void the selected product you must first void the promotional item

## **Multiple Receipts Not Allowed**

The system has been programmed to disallow printing of multiple post sale receipts

## **Mix And Match Error**

The product sold has an incorrect mix and match link, or the linked mix and match number has not been programmed

## **Clerk Interrupt Error**

The clerk interrupt program options are incorrectly set, or an invalid register operation has been attempted

## **Check Opened No Data**

The check number entered has no sales data

# DISPLAY MESSAGES

---

## **No Clerk Buffer In This Reg**

The clerk sales data are held on another register within the network as set within the service options.

## **Not Allowed With Open Clerks**

The procedure can not be completed whilst there are sales against a clerk, finalize all outstanding sales, then print the report

## **Not Enough Money**

A sale finalization has been attempted for a smart card which has insufficient funds

## **Amount Too Big**

The value entered to be added to the card, will reach the cards preset maximum limit

## **Card Not Present**

The card should be inserted in the card reader

## **Card Problem**

The smart card cannot be read, there is a problem with the card

## **Wrong Purse**

The smart card allows two purse, one for cash balances, and one for daily allowance. There has been an attempt to write or read data from the wrong purse

## **Card Not Open**

The smart card information has not been recalled successfully for the sale, re-attempt the procedure

## **Card Expired**

The smart card currently in the reader is past the programmed expiry date. The sales will be refused until the expiry date on the card is changed or a new card is issued.

## **Card Hot listed**

An attempt to amend or use a hot listed smart card has been made. The card must be deleted from the hot list before a successful smart card operation can be carried out.

## **Not Allowed**

The attempted sequence is invalid or has been disallowed within the program options

## **Card Present**

There is a card in the smart card reader, this should be removed

## **Device Already Opened**

The device has already been opened.

## **Device Open Error**

The device is unable to open due to an error.

## **Password Error**

The Password entered is incorrect.

## **Nothing Selected**

No selection had been made.

# DISPLAY MESSAGES

---

## **Invalid SD Card**

The SD card being used is the wrong format or is not working correctly.

## **Reset Report?**

This is shown after a report has been displayed or printed. With an option of Yes or No

## **Choose Irc Reporting**

IRC reporting has to be selected for the desired report to be printed

## **Please Check Sd Card**

The SD card may be full or not inserted correctly

## **MCR Required**

Magnetic card reader required.

## **File Not Found**

The requested file has not been found.







# OPERATOR DISPLAY

## Selecting an Item

The cursor on the screen is the highlighted item. On the register mode screen, the last item entered is always selected. Select an item on the screen to select a different item for an action (such as void or split item).

The last item entered is selected.

EMPLOYEE 1			
1	HOT DOG	1.69	
	CATSUP		
1	MED COKE	1.00	
TOTAL	2.69		
P01		RON	REG01

Select the item on screen.

EMPLOYEE 1			
1	HOT DOG	1.69	
	CATSUP		
1	MED COKE	1.00	
TOTAL	2.69		
PO1		RON	REG01

## Selecting Multiple Items

The cursor highlights the last item entered.

<b>EMPLOYEE 1</b>	
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
PO1	RON REG01

Select the item on screen that you wish to select.

<b>EMPLOYEE 1</b>	
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
PO1	RON REG01

Select the item on screen that you wish to select.

<b>EMPLOYEE 1</b>	
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
PO1	RON REG01

## De-Selecting Multiple Items

With items selected, press  
**CLEAR.**

The cursor returns to the last  
main item entered.

<b>EMPLOYEE 1</b>		
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL	0.00	
1	STEAK DINNER	8.00
1	SHRIMP APP	3.95
1	PRIME RIB	9.95
1	ONION RING	2.95
		<b>TTL 24.85</b>
PO1	RON	REG01

<b>EMPLOYEE 1</b>		
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL	0.00	
1	STEAK DINNER	8.00
1	SHRIMP APP	3.95
1	PRIME RIB	9.95
1	ONION RING	2.95
		<b>TTL 24.85</b>
PO1	ROn	REG01

## Scroll Bar

Use the scroll bar at the side of the item display screen to view information that will not display completely.

For example:

When an operation screen is filled with items, the view will automatically scroll so that the operator views the most current entries. The scroll bar will allow the operator to view items previously entered, but unable to be displayed at the same time on the screen.

## EMPLOYEE SIGN-ON/SIGN-OFF

---

The system allows employees to access the system in various ways

Using an Employee button on the screen allocated to the correct employee

Signing on using the sequential employee code 1 – last in the file

Entering a secret code number entry

Using the optional Dallas key method

The system can be programmed with any of the above methods, if you are unsure of the current operating method please contact your system provider.

## Push Button Entry Method - Stay Down

The message "SIGN ON REQUIRED" displays when the register is in the **REG** mode and is in a signed off condition.

Press the **EMPLOYEE#** key to sign on.

The employee name displays.

This employee remains signed on until sign off.

Press the **EMPLOYEE#** key to sign off. You cannot sign off inside of a transaction.

The image displays three sequential screenshots of a POS register screen, enclosed in a blue border. Each screen has a status bar at the bottom with the text "PO1 RON REG01".

- Top Screenshot:** The top of the screen features a yellow banner with the text "SIGN ON REQUIRED".
- Middle Screenshot:** The top of the screen features a yellow banner with the text "ANNIE W". In the center of the screen, the name "ANNIE W" is displayed inside a black rectangular box.
- Bottom Screenshot:** This screenshot shows the same screen as the middle one, but without the yellow banner or the central name box.

## Push Button - Pop-Up

The message "SIGN ON  
REQUIRED" displays when the  
register is in the **REG** mode and  
is in a signed off condition.

Press the **EMPLOYEE#** key to  
sign on.

The employee name displays.

This employee remains signed on  
until the transaction is complete.

Enter the transaction.

When the transaction is finalized,  
the "SIGN ON REQUIRED"  
message automatically displays,  
prompting the entry for the next  
transaction.

<b>SIGN ON REQUIRED</b>		
PO1	ROn	REG01

---

<b>ANNIE W</b>		
ANNIE W		
PO1	ROn	REG01

---

<b>SIGN ON REQUIRED</b>		
1	PLU #12	12.00
1	PLU #12	12.00
TTL	24.00	CASH 24.00
PO1	ROn	REG01

## Code Entry Method - Stay-Down

The message "SIGN ON REQUIRED" displays when the register is in the **REG** mode and is in a signed off condition.

Enter the employee number, press the **EMPLOYEE#** key to sign on.

The employee name displays.  
This employee remains signed on until sign off.

Press the **EMPLOYEE#** key to sign off.

You cannot sign off inside of a transaction.

The image displays three sequential screenshots of a POS register screen, each enclosed in a blue border. The screen is divided into a top status bar, a main display area, and a bottom status bar.

- Top Screenshot:** The top status bar is yellow with the text "SIGN ON REQUIRED" in black. The bottom status bar shows "PO1", "ROn", and "REG01".
- Middle Screenshot:** The top status bar is yellow with the text "ANNIE W" in black. In the center of the main display area, the name "ANNIE W" is shown inside a black rectangular box. Below this, a note in a dotted border reads: "NOTE: The employee number does not display when entered in a sign off condition". The bottom status bar shows "PO1", "ROn", and "REG01".
- Bottom Screenshot:** The top status bar is yellow with the text "SIGN ON REQUIRED" in black. The bottom status bar shows "PO1", "ROn", and "REG01".



## Code Entry Method - Pop-Up

The message “SIGN ON REQUIRED” displays when the register is in the **REG** position and is in a signed off condition.

Enter the employee number,  
press the **EMPLOYEE#** key to  
sign on.

The employee name displays.

This employee remains signed on until the following transaction is complete.

Enter the transaction.

When the transaction is finalized, the "ENTER EMPLOYEE CODE" message automatically displays, prompting the entry for the next transaction.

SIGN ON REQUIRED .			
PO1	ROn	REG01	
ANNIE W .			
<div style="border: 2px solid black; padding: 10px; display: inline-block;">ANNIE W</div>			
<div style="border: 1px dotted black; padding: 5px; display: inline-block;">NOTE: The employee number does not display when entered in a sign off condition</div>			
PO1	ROn	REG01	
SIGN ON REQUIRED .			
1	PLU12		12.00
1	PLU12		12.00
TTL	24.00	CASH	24.00
PO1	ROn	REG01	

## Sign Off

The sequence 0 EMP# will sign off the current employee.

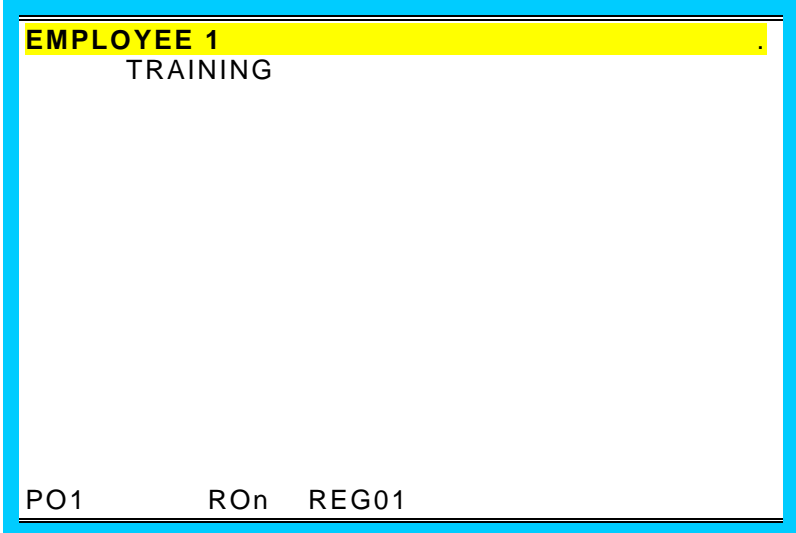
Enter **0** on the numeric key pad, press **EMP#**. The "SIGN ON REQUIRED" message displays.

<b>SIGN ON REQUIRED</b>			
1	PLU12		12.00
1	PLU12		12.00
TTL	24.00	CASH	24.00
PO1		Ron	REG01

## Training Mode - Clock-in and Sign-on

A single employee can be signed on in training mode. (Other employees can continue with live operations.)

When training mode is active, the "TRAINING" message displays at the top of the operator screen.

A screenshot of an operator screen with a thick blue border. At the top, a yellow horizontal bar contains the text "EMPLOYEE 1" in bold black font, followed by a small black dot. Below this bar, the word "TRAINING" is displayed in black font. At the bottom of the screen, the text "PO1" is on the left, "ROn" is in the center, and "REG01" is on the right.

<b>EMPLOYEE 1</b> .		
TRAINING		
PO1	ROn	REG01

# TIME CLOCK PROCEDURES

---

## Clock-In Entry

Enter the employee number and press **TIME CLOCK**.

<b>TIME IN/OUT</b>	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:12	
JOB CODE: 1	MANAGER SUMMARY
1 MANAGER	
2 SERVER	
3 HEAD SERVER	
4 CASHIER	
5	
6	
ESC ENTER	

Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.

Press **TIME CLOCK** to complete the procedure. .

<b>TIME IN/OUT</b>	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:12	
JOB CODE: 1	MANAGER SUMMARY
1 MANAGER	12:12 - :
2 SERVER	
3 HEAD SERVER	
4 CASHIER	
5	
6	
ESC TIME IN/OUT	

# Clock Out for Break

Enter the employee number and press **TIME CLOCK**.

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - :
1: OUT FOR BREAK	
2: OUT	
CLOCK OUT:1	
ESC ENTER	

Type **1** (out for break) and press **ENTER**.

Press **TIME CLOCK** to complete the procedure.

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - 12:20
1: OUT FOR BREAK	
2: OUT	
CLOCK OUT:	
ESC TIME IN/OUT	

## Clock In From Break

Enter the employee number and press **TIME CLOCK**.

TIME IN/OUT		
#001 EMPLOYEE1		
DATE: MON 07/12/98 TIME 12:25		
JOB CODE: 1 MANAGER		SUMMARY
1 MANAGER		12:12 - 12:20
2 SERVER		: - :
3 HEAD SERVER		: - :
4 CASHIER		: - :
5		: - :
6		: - :
		: - :
		: - :
		: - :
		: - :
		: - :
ESC ENTER		

Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.

Press **TIME CLOCK** to complete the procedure. .

TIME IN/OUT		
#001 EMPLOYEE1		
DATE: MON 07/12/98 TIME 12:25		
JOB CODE: 1 MANAGER		SUMMARY
1 MANAGER		12:12 - 12:20
2 SERVER		12:25 - :
3 HEAD SERVER		: - :
4 CASHIER		: - :
5		: - :
6		: - :
		: - :
		: - :
		: - :
		: - :
		: - :
ESC TIME IN/OUT		

# Clock Out for the Day

Enter the employee number and press **TIME CLOCK**.

TIME IN/OUT		
#001 EMPLOYEE1		
DATE: MON 07/12/98 TIME 12:30		
JOB CODE: 1	MANAGER	SUMMARY
1	MANAGER	12:12 - 12:20
2	SERVER	12:25 - :
3	HEAD SERVER	: - :
4	CASHIER	: - :
5		: - :
6		: - :
		: - :
		: - :
		: - :
		: - :
ESC ENTER		

Enter **2** (out) and press **ENTER**.

Press **TIME CLOCK** to complete the procedure.

TIME IN/OUT		
#001 EMPLOYEE1		
DATE: MON 07/12/98 TIME 12:30		
JOB CODE: 1	MANAGER	SUMMARY
		12:12 - 12:20
1:	OUT FOR BREAK	12:25 - 12:30
2:	OUT	: - :
		: - :
CLOCK OUT:2		: - :
		: - :
		: - :
		: - :
		: - :
		: - :
ESC TIME IN/OUT		

The DECLARE CASH TIPS window displays.

Enter a tip declaration amount and press **ENTER**, or press **ENTER** to exit the window.

TIME IN/OUT		
#001 EMPLOYEE1		
DATE: MON 07/12/98 TIME 12:30		
TIME 12:30		
JOB CODE: 1	MANAGER	SUMMARY
1:	OUT FOR BREAK	19:45 - 20:20
2:	OUT	
DECLARE CASH TIPS		
[REDACTED]		
ENTER		
		: - :
		: - :
		: - :
ESC ENTER		





## FUNCTION OPERATION

# FUNCTION KEY - DEFINITIONS

---

## Add Check

Used to add multiple guest checks (soft checks) for payment together or to add check between different tracking files. Or to move one check to another.

## Cash

Used to finalise or tender cash sales. Change is computed when the amount of the cash tender is greater than the amount of the sale. There is also the programmable option of allowing change to be re-calculated once a sale has been completed using the post tender system flag.

## Cancel

Press cancel to abort any transactions in progress. All current items are removed (voided).

## Tip Declare

Employees use this for the declaration of tips earned.

## Slip

Used to print guest check bills to a loose-leaf paper printer

## Cheque

Use the cheque key to finalise or tender cheque sales. Change is computed when the amount of the cheque tender is greater than the amount of the sale. This can be used as a cash back feature for cheque payments.

## Check Cash

Use the Check Cashing key to exchange a cheque for cash outside of a sale.

## Check Endorsement

This will print onto the check an endorsement message (only on printer models with a validation sensor)

## Continue

Used in-conjunction with the magnetic card swipe system (peripheral options dependant)

## Clear

Press CLEAR to clear numeric entries or error conditions

## Curr Conv 1 - 5

Used to convert and display the value of the transaction in foreign currency. This works also for Euro dual pricing in-conjunction with system printing flags. It is assumed currency rate one is the Euro exchange rate

## Void Mode

This is a Fixed Key, which puts the register into void mode so that all transactions and sales are voided. This can be switched on and off at the beginning of each transaction and not in the middle of a sale.

## Table DSP

For future Development

## Analysis 1-3

This key is used to record sales totals providing analysis on the both the financial report and special hourly sales analysis report. This function can be used for example as eat in / take out changing the kitchen order printer and tax settings when this key is pressed within a sale.

# FUNCTION KEY - DEFINITIONS

---

## **Employee # (Cashier)**

The employee number key is used to sign on the employee starting registration.

## **Employee 1-10**

The employee keys 1 – 10 can be programmed to sign on a specific cashier when pressed directly without entering a code. These keys are used for PUSH Button clerk entry

## **Err Correct**

Press the error correct key to remove the last item from the sale total.

## **FD/S Shift**

## **FD/S Subtl**

## **FD/S Tend**

## **Guest #**

Used to record the number of guests served by a transaction. The entry may be compulsory, the entry can also be programmed to appear on printers

## **Hold**

Used to identify an individual item, or an entire transaction, in order that the selected items will not print/display on the kitchen printer / Kitchen video when the transaction is finalised. The system can be programmed to warn if items are held when a check is stored, also to automatically select the items ready for print when a check is recalled.

## **Inactive**

The inactive function key can be re-used as many times as necessary to inactivate key locations

## **List Check 1 - 4**

Press the List Check key to display a list of open checks for each of the four tracking types.

## **Macro Code Entry Key**

Used to execute one of forty possible macros by entering the macro number and pressing the macro code entry key

## **Mdse Return**

Used to remove items from the sales totals and return goods back into stock. This key can be used within or outside of a transaction

## **Macro 1 - 40**

Used to execute one of the forty possible pre-programmed key sequences, by allocating the required key and then programming the appropriate sequence.

# FUNCTION KEY - DEFINITIONS

---

## Misc Tend #

Used to access by code any one of the 16 MISC TEND keys, used to finalise or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon programming.

## Misc Tend 1 - 16

Use a MISC TEND key to finalise or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon programming

## Modifier 1 - 10

MODIFIER Keys can be set to change either the item code or the description only. This can be used to build up a code number system with various modifiers working together to sell a complied code. For example if MODIFIER 1 is set to change the 4th digit of the PLU by 4 and MODIFIER 2 is set to change the 3rd digit by 5 pressing MODIFIER 1 then MODIFIER 2 followed by PLU 1 would sell code 4501 PLU 2 would become product code 4502 etc.

## #/No Sale

Used to enter a non-adding memo number during a transaction (# function) or to open the cash drawer outside of a sale

## P/Bal

Enter an amount, then press the manual previous balance (P/bal) key to use the simplest form of Charge Posting / Table Service.

## Paid Out 1 - 5

Press a Paid Out key to register monies removed from the cash drawer

## Paid Recall

The paid recall key is used to recall the last xx number of transactions, where xx is defined in the memory. Pressing RECEIPT ISSUE key whilst a transaction is displayed will result in a copy receipt for the sale.

## %1 - %10

Ten discount/Premium keys are available to handle various types of discounts, mark downs and adjustments to items or transactions. When Smart card's are used %9, %10 are used for category discounts and premiums.

## PLU

Used to register a PLU by entering the appropriate PLU number and pressing the PLU/# key.

## Price Inquire

Used to inquire on the retail price of a product within register mode.

## Price Level 1 - 20

Press a price level key prior to a PLU entry to shift the price of a PLU to a different '*price set*' pre-programmed to the PLU. Each product has the ability to sell at four different prices. The prices are not fixed however at price levels 1 through to 4. The Price level can be allocated from any of the twenty to provide detailed price reporting using the PLU by price level report (if set in memory allocation). The norm for a bar is two prices normal and special offer price this requires no special programming.

The terminal however can be programmed to used up to twenty price bands. For example we could have some PLU's using prices 1 – 4 representing sizes and some PLU's using prices 6 – 10. This would then represent different product types sold at different sizes; pressing the appropriate price key will sell the correct size. Then using the price level report, the analysis would show the total per product, a breakdown of the price sales per product and overall sales total for all products per price level.

# FUNCTION KEY - DEFINITIONS

---

## **Print**

This key is used to temporarily change the remote printer settings of a PLU allowing printing to the programmed printer route allocated to this key. It is required that a product to print has KP Print set to Y to allow the item to be printed.

## **Print Check**

Used during any open check or after finalisation to print a detailed bill for check tracking files 1 – 4, The bill can, if required, be programmed to print automatically to the printer defined by this key.

## **Print Hold**

Used to remove the HOLD designation from an item or order, so that the items and their instructions are now sent to the kitchen printer/KVS at finalisation

## **Promo**

Press the PROMO key to zero the price (the item remains). This can be used in 2 for 1 promotions etc. A promo count and value of discount given is shown on the financial reports.

## **Quit**

Press QUIT to automatically sign on/off the current employee, when using the magnetic card swipe (peripheral options dependant).

## **Receipt On /Off**

This is used to turn the receipt off, The receipt can be programmed using system flags to be a continuous receipt with the ability to issue a post receipt (default setting) or to print only when the post receipt key is pressed.

## **Recall Check 1 - 4**

The Check Tracking System can maintain only balances (hard checks) or entire transactions (soft checks) in the register memory. Four different tracking files can be separated to maintain different information e.g. bar tabs, tables etc. The check number can be entered by the employee or be programmed to be an automatically generated a number.

## **Recd Acct 1 - 5**

Press a RECD ACCT key to register monies added to cash, check or miscellaneous media to the drawer

## **Receipt Issue**

Press this key to issue a copy receipt. This key can also be used with PAID RECALL to issue past receipts

## **Repeat**

Use the repeat key to quickly re-order a set of items, for a check-tracking sale. This key repeats the last check order which has previously been stored.

## **Scale**

Use the scale key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension. (Peripheral options dependant)

# FUNCTION KEY - DEFINITIONS

---

## **Seat#**

Used to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat from a single check and identifies to the food preparation staff how to assemble meals. This feature also provides separate billing. To allocate items to a seat enter the seat number and press the seat key prior to selling the product or scroll through the items on the display and allocate by pressing the seat key followed by the seat number then the seat key again to accept. Payment is accepted by pressing subtotal then the seat key to display and pay the balances due.

## **Split Item**

When like items are consolidated in a transaction. It is possible to split the items for separate seat allocation.

## **Stock Inquire**

Used to display the current stock situation for a PLU, this will display the total stock for all the registers in the system. This can be programmed to display stock for one item then return to register mode or display stock for each product pressed until clear is used to exit.

## **Split Payment**

Use the split payment key to divide the amount of a guest check into equal segments for payment and issue bills accordingly.

## **Store Check 1 - 4**

The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separately maintained. The system can allow the operator to enter the check number manually using the RECALL CHECK key or to automatically generate a check number.

## **Subtotal**

Used to display the balance due. This can be programmed to print on request

## **Table 1 - 4**

This is used for reference which table a check is related to, there can be numerous checks per table, depending upon, programming of the store check key. There is also the feature that checks can be recalled using the table number, if the table applies to more than one check, all checks will be displayed on-screen

## **Tax Exempt**

The Tax Exempt can be programmed to exempt specific taxes from a sale.

# FUNCTION KEY - DEFINITIONS

---

## **Tax Shift 1 - 6**

These are used to change temporarily the pre-programmed tax rate of a product.

## **Time In/Out (Clock In/Out)**

Enter the employee clock in code then press the key to record start and end work times, breaks etc. Hours are maintained by the time clock system. There are various analysis reports for labour costing to assist with management of this feature.

## **Tip 1 - 3**

Used to enter a tip amount on a check tracking bill, the tip keys can be either a percent or amount.

## **Transfer Check 1 - 4**

Used to transfer check monies on open checks from one employee to another. Not used for check numbers.

## **Valid**

Use this key to initiate a single line validation (a printer with validation capability must be connected)

## **Tray Subtl (Ticket Issue)**

This key provides excellent flexibility of receipt issuance. The sale is entered as normal in register when a receipt is required this key is pressed and a receipt for all items sold to that point is issued.

## **Void Item**

This key is used to remove an item from a transaction. Locate the cursor on the item press the VOID key.

## **Waste**

This is used to start and end entries of items that are wasted. A waste count is maintained for each item and the inventory is adjusted, counters and values are provided on the financial reports.

## **X/Time**

Used for multiplication and split pricing entries in the register position.

## **Park Order/Serve Order**

Used with the kitchen video system to control order service

## **Kp Routing**

The system stores four periods of order printing sequences for example during the day the bar printer may print both food and drinks items whilst in the evening the bar prints drinks only and the restaurant printer issues food orders. This can be changed automatically using time periods or manually using this key.

## **No found PLU (Not Found PLU)**

If a code is entered or scanned that does not exist it is then possible using this key to create that item

# FUNCTION KEY - DEFINITIONS

---

## **New Check 1 – 4**

The standard recall check key allows a check to be opened if it does not already exist. This is excellent in hospitality tracking, however for account management credit may not so readily be given. Therefore when this button is programmed accounts are not opened automatically. A warning will indicate an account does not exist if an attempt is made to open using the recall check key. The new check button is used to open new accounts. The programmability for this key is automatically picked up from the status of the Recall check key.

## **Price Change (Price Chg)**

This allows the pre-programmed price of an item to be changed. There are optionally programmed restrictions

## **Split Check**

This allows an item/items to be selected from an open check bill and transferred to alternative check number.

## **Alpha Text**

Text can be entered using this function for printing on the receipt etc.. Pressing the text key switches the screen in Register Mode to the alpha keyboard

## **Add Balance**

This is a smart card function used to add monies to the card.

## **Sub Balance**

This is a smart card function used as the opposite of the ADD BALANCE function key used to remove monies from the current cash balance on the smart card

## **Add Points**

This is a smart card function used to manually increase the number of points on a card

## **Sub Points**

This is a smart card function key used to manually decrease the number of points on a card

## **Display Card (Disp. Card)**

This is a smart card function key used to display a cardholders details. The display is definable.

## **Print Card**

This is a smart card function key used to print a cardholders details. The print is definable.

## **Redeem Points**

This function is used to convert points to money, either within or outside of a transaction.

## **Add Hot list**

This is a smart card function used to mark a card as lost or stolen. The details are then placed in a hot list file, the maximum of which is set by the memory allocation. The card can be manually hot listed using program

## **Del Hot list**

This is a smart card function used to mark a card as no longer lost or stolen. The details are then removed from a hot list file, the maximum of which is set by the memory allocation. The card can be manually Un-hot-listed by accessing this file in the program position.

## **Open Card (Absent)**

This is a smart card function used to enter a smart card sale for a customer that is either not present or does not have the card available.



# OUTSIDE OF SALE FUNCTIONS

---

## Time Display

Press X/TIME.

DATE: TUE 28/04/2009

TIME: 12:12:05 PM

OPERATOR:1 EMPLOYEE REG:01

SAM4S SPS-500

V1.00A APR.08 2009

# PLU : 107/107

CURRENTL SCREEN # : 0

POWER FAIL COUNT : 10

# Selecting Price Levels

Levels may be set by:

Function Key

Time Control

Function key selection is shown here.

Press  
PRICE LVL# 1.

P01

Press  
PRICE LVL# 2.

P02

Press  
PRICE LVL# 5.

P05

## No Sale

Press **NO SALE.**

# / NO SALE

## Received on Account (Loan)

Press the appropriate received on account key, i.e. **R/A #1**.

```
EMPLOYEE 1
RECD ACCT1 0.00

0.00 CASH
0.00 CHEQUE
0.00 MISC TEND#

0.00 TTL
CASH CHEQUE MISC TEND# DONE
PO1      ROn REG01
```

Enter the amount of cash received; press **CASH**.

Enter the amount of cheque or cheques received; press **CHEQUE**

Enter the amount of charge or other media, press the appropriate miscellaneous tender key, i.e. **MISC TND1**.

Press **DONE** to finalize and total the amounts received.

```
RECD ACCT1 0.00

10.00 CASH
20.00 CHEQUE
30.00 MISC TEND#

60.00 TTL
CASH CHEQUE MISC TEND# DONE
PO1      ROn REG01
```

```
RECD ACCT1 0.00

10.00 CASH
20.00 CHEQUE
30.00 MISC TEND#

60.00 TTL

TTL 0.00
PO1      ROn REG01
```

## Paid Out (Pick Up)

Press the appropriate paid out key,  
i.e. **P/O #1**

PAID OUT1	<b>0.00</b>
0.00 CASH	
0.00 CHEQUE	
0.00 MISC TEND#	
0.00 TTL	
<b>CASH CHEQUE MISC TEND# DONE</b>	
PO1	ROn REG01

Enter the amount of cash paid out; press **CASH**.

Enter the amount of cheque or cheques paid out; press **CHEQUE**

Enter the amount of charge or other media, press the appropriate miscellaneous tender key, i.e. **MISC TND1**.

PAID OUT1	<b>0.00</b>
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TTL	
<b>CASH CHEQUE MISC TEND# DONE</b>	
PO1	ROn REG01

Press **DONE** to finalize and total the amounts paid out.

PAID OUT1	<b>0.00</b>
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TTL	
	<b>TTL 0.00</b>
PO1	ROn REG01

# ITEM REGISTRATIONS

## Open Keyboard Items

Enter the amount of the item.

**NOTE:** To prevent operator confusion, TAXES and TOTAL information does not appear until the first item is registered. Or press CLEAR to clear the display of any previous transaction information.

Open PLU/Item Entries Keyboard  
PLU Press **PLU #1**.

Press **PLU #1**.

EMPLOYEE 1		
P01	ROn	123

EMPLOYEE 1		
1	PLU1	1.23
		TTL 1.23
P01	ROn	REG01

EMPLOYEE 1		
1	PLU1	1.23
		TTL 1.23
P01	ROn	REG01

## Repeat

Enter the amount of the item.

Press **PLU #1**.

Press **PLU #1** again to register the second item.

[illegible]

## Multiplication

Enter the quantity.

Press **X/TIME**.

Enter the amount of the item.

Press **PLU #1**.

[illegible]

## Code Entry PLU

Enter the PLU code number.

Press **PLU**. The AMOUNT  
REQUIRED prompt displays.

Enter the amount of the item.

Press **PLU**.

<b>EMPLOYEE 1</b>		.
1	PLU10	1.23
TTL		1.23
PO1	ROn	REG01

## Preset PLU/Item Entries

### *Keyboard PLU*

Press **PLU #2**.

<b>EMPLOYEE 1</b>		.
1	PLU2	2.00
TTL		2.00
PO1	ROn	REG01

## Code Entry PLU

Enter the PLU code number.

Press **PLU**.

<b>EMPLOYEE 1</b>		.
1	PLU11	11.00
TTL		11.00
PO1	ROn	REG01

# PRICE LEVEL SHIFT

The current price level can be set by an X mode option, by price level key, or automatically by the time of day or day of week. Price levels can be locked into a specific level (stay down) or they can return to a default level after being shifted to another level for a single registration (pop up). When price level keys are used, press the appropriate price shift key prior to entering the PLU.

In this example, price levels are set to pop up after each item and the default level is price level 1. PLU #1 is preset at 1.00 for price level 1 and at 2.00 for price level 2.

Press PLU#1.

Press the **PRICE LVL#2** key.

<b>EMPLOYEE 1</b>	
1 PLU1	1.00
PRICE LVL2	
TTL 1.00	
PO1	ROn REG01

Press **PLU#1**.

<b>EMPLOYEE 1</b>	
1 PLU1	1.00
1 PLU1	2.00
TTL 3.00	
PO1	ROn REG01



## SCALE ITEMS (Scale Feature Not Available In All Countries)

---

It is possible to enter a manual weight, for an item.

### *Scale Program Notes:*

See "P-Mode Programming-PLU Status Group" in the *Program Manual*. The following options affect each PLU linked to a PLU status group.

IS PLU SCALEABLE? If yes, the PLU may be registered only by multiplying a weight by the PLU.

AUTO SCALE ON THIS PLU? If yes, the weight on the scale will be automatically multiplied when the PLU is registered.

AUTO TARE# (0-20) If a tare is selected here, the preprogrammed tare weight will be subtracted from the scale weight when the PLU is registered.

See "P-Mode Programming-Function Key" in the *Program Manual* to set the Scale Key attributes:

MANAGER REQUIRED?

ALLOW MANUAL ENTRY OF WEIGHT?

INHIBIT TARE WEIGHT ENTRY?

TARE ENTRY IN X ONLY?

TARE ENTRY IS COMPULSORY?

WEIGHT SYMBOL : Y=kg/N=lb

## Manual Weight Entry

Enter the weight using the decimal key

Press the **SCALE** key to display the weight.

EMPLOYEE 1	
1.59 LBS	
PO1	ROn REG01

Register the open or preset PLU.

EMPLOYEE 1	
1.59 LBS @ 1.00	
APPLES	1.59
TTL 1.59	
PO1	ROn REG01

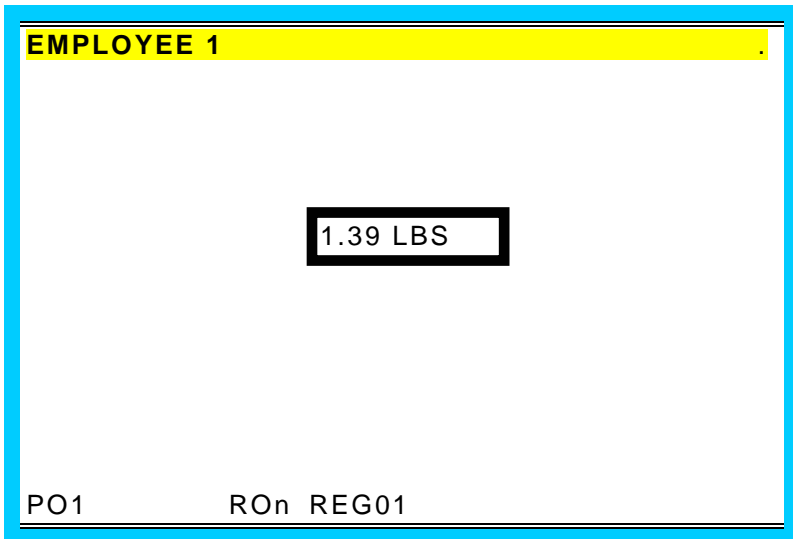
# Auto Tare Weight

This feature is not available in all countries please check with your system provider

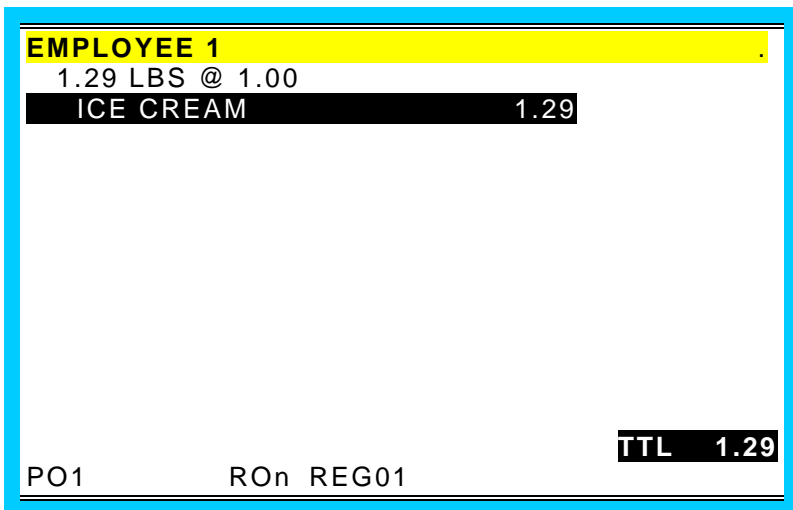
In this example, the tare weight of 0.10 lbs. is automatically subtracted when the ICE CREAM PLU is registered.

Place the item on the scale.

Press the **SCALE** key to display the weight.



Register the open or preset PLU.



# Manual Tare Weight Entry

Place the item on the scale.

<b>EMPLOYEE 1</b>	
1.39 LBS	
PO1	ROn REG01
TTL 0.00	

Enter the tare # and press the **SCALE** key to display the weight less the tare.

<b>EMPLOYEE 1</b>	
1.29 LBS	
PO1	ROn REG01
TTL 0.00	

Register the open or preset PLU.

<b>EMPLOYEE 1</b>	
1.29 LBS @ 1.00	
ICE CREAM 1.29	
PO1	ROn REG01
TTL 1.29	

## PRINT (GRILL) KEY

The PRINT key allows the operator to send items to the kitchen printer. Use the PRINT key (or label the key GRILL) to send items that wouldn't normally go to a kitchen printer or send items that require special attention. All printer output made using the PRINT key is in addition to regular output.

To use the PRINT key feature, press the PRINT key before the first item and immediately after the last item you want to be printed for special attention. In this example, a BLT sandwich has been ordered without Mayo.

Press **PRINT**.

<b>EMPLOYEE 1</b>		.
1	HOT DOG	1.69
<div>PRINT</div>		
		<b>TTL 1.69</b>
PO1	ROn REG01	

<b>EMPLOYEE 1</b>		.
1	HOT DOG	1.69
1	BLT	2.00
	NO MAYO	
		<b>TTL 3.69</b>
PO1	ROn REG01	

<b>EMPLOYEE 1</b>		.
1	HOT DOG	1.69
1	BLT	2.00
	NO MAYO	
		<b>TTL 3.69</b>
PO1	ROn REG01	

Enter the item and condiments or instructions.

Press the **PRINT** key again to send the item & instructions to the kitchen printer group identified in the PLUs status group at "K-GRILL GROUP #".

Some items may be programmed as "AUTO GRILL" so they will always be sent to the designated grill printer. The advantage of using auto grill is the item is sent to the printer immediately when the next item is registered, or when the PRINT key is pressed. This allows for speedy service in fast food environments.

[illegible][illegible]

The PROMO key allows the operator to account for promotional items (i.e. by two, get one free). This key will remove the cost of the item from the sale, but not the count. In the case of by two, get one free the count remains three items, but the customer is only charged for two.

[illegible]

EMPLOYEE 1	
3 HOT DOG	4.50
PROMO	
<div>PROMO</div>	
PO1	ROn REG01
TTL 4.50	

<b>EMPLOYEE 1</b>		
3	HOT DOG	4.50
	PROMO	
1	HOT DOG	-1.50
		<b>TTL 3.00</b>
PO1	ROn REG01	

# WASTE

The WASTE key allow control of inventory by accounting for items which must be removed from stock due to spoilage, breakage, or mistakes. The WASTE key may be under manager control, requiring the key lock to be in the "X" position. The WASTE key is not allowed within a sale.

Press **WASTE**.

<b>EMPLOYEE 1</b>		.
WASTE		
PO1		TTL 0.00
ROn REG01		

Register the wasted items.

<b>EMPLOYEE 1</b>		.
WASTE		
3	HOT DOG	4.50
PO1		TTL 4.50
ROn REG01		

Press **WASTE** to finalize.

<b>EMPLOYEE 1</b>		.
WASTE		
3	HOT DOG	4.50
WASTE		
PO1		TTL 4.50
ROn REG01		



# PRICE INQUIRY

---

Use the PRICE INQ key to check the price of an item without registering it.

Press PRICE INQ.

Enter number the PLU number,  
press the **PLU** key.

**EMPLOYEE 1**

PRICE INQ  
PLU # 1  
PLU1 1.00 1.00

PO1 ROn REG01

Press the **PLU** key again if you  
wish to register the item.

**EMPLOYEE 1**

1 PLU1 1.00

TTL 1.00

PO1 ROn REG01

## TAX SHIFT AND TAX EXEMPTION

**Note: Display (Yes or No) of Taxable Item indicators is controlled by an option flag. See “Tax Options” in the *Program Manual*.**

In the following examples:

Tax 1 is 5%, tax 2 is 10%

PLU #11 is nontaxable

PLU #12 is taxable by tax 1

PLU #13 is taxable by tax 2

PLU #14 is taxable by tax 1 & 2

## Exempting Tax from a Taxable Item

To except tax 1, press TAX SHIFT1; to except tax 2, press TAX SHIFT2; to except multiple taxes, press each of the appropriate tax shift keys.

Press **PLU#12**.

EMPLOYEE 1		
1	PLU12	12.00
TTL 12.60		

Press TAX SHIFT1.

EMPLOYEE 1		
1	PLU12	12.00
TAX SHIFT1		
PO1	ROn	REG01
		TTL 12.00

Press **PLU#12**.

EMPLOYEE 1					
1	PLU12 <sup>T</sup> x1			12.00	
1	PLU12				12.00
				TTL	24.60
PO1	ROn	REG01			

To charge tax 1, press TAX SHIFT1; to charge tax 2, press TAX SHIFT2; to charge multiple taxes, press each of the appropriate tax shift keys,

<b>EMPLOYEE 1</b>		.
1	PLU11	11.00
1	PLU11 x1	11.00
TTL		22.55
PO1	ROn REG01	

<b>EMPLOYEE 1</b>		.
1	PLU11	11.00
1	PLU11 x1	11.00
TTL		22.55
PO1	ROn REG01	

<b>EMPLOYEE 1</b>		.
1	PLU11	11.00
1	PLU11 x1	11.00
TTL		22.55
PO1	ROn REG01	

Taxes can be exempt from an entire sale by using a pre-programmed TAX EXEMPT key or by pressing the appropriate tax shift key.

In this example the TAX EXEMPT key has been programmed to remove all taxes.

Press **PLU#12**.

EMPLOYEE 1		
2	PLU12	24.00
		TTL 25.20
PO1	ROn REG01	

---

EMPLOYEE 1		
2	PLU12	24.00
SUBTOTAL		
		TTL 25.20
PO1	ROn REG01	

## Exempting Tax on an Entire Sale cont.

Press TAX EXEMPT.

EMPLOYEE 1	
2 PLU12 <sup>T</sup> <sub>x1</sub>	24.00
SUBTOTAL	
PO1	ROn REG01
TTL 24.00	

Press **CASH**.

EMPLOYEE 1					
2	PLU12	x1			24.00
TTL	24.00	CASH	24.00		
PO1		ROn	REG01		

## Tax Exemption With TAX Shift Keys

Press **PLU#12**.

Press **PLU#12**.

EMPLOYEE 1		
2	PLU12 x1	24.00
		TTL 25.20
PO1	ROn REG01	

Press **SBTL**.

EMPLOYEE 1		
2	PLU12	24.00
SUBTOTAL		
TTL		25.20
PO1	ROn REG01	

Press TAX SHIFT1.

EMPLOYEE 1		
2	PLU12 <sub>x1</sub>	24.00
TAX SHIFT1		
PO1	ROn REG01	TTL 24.00

## % KEY OPERATIONS

---

The % (percentage) key is programmable and may be set up to handle a variety of discounts, surcharges or coupons. Up to 10 keys are available, each can:

Apply to a Sale or an Item

Accept an amount entry or calculate a percentage

Be positive (surcharge) or negative (discount)

Be open or preset (preset may be price or percentage, depending upon other setup)

Calculate taxes before or after the discount is applied

Allow the "do it" subtotal discount function

Enforce validation after the % key function

If the % key is preset at a set percentage, allow override of the percentage, or to allow override of the percentage in 'X' mode only

If the % key is an item discount/surcharge function, net the item total or not

If the % key is a subtotal amount function (vendor coupon), allow multiple coupons without pressing subtotal or allow only one coupon

## SALE (SUBTOTAL) DISCOUNTS

## Open Percentage Discount (Or Overriding a Preset Percentage)

%1 key is programmed as an open percentage discount on the entire sale, taxable by tax 1 at 15%.

Press **PLU#2**.

Press **PLU#3**.

Press **SBTL** (optional)

Enter **1 5** (15%), press **%1**.

Press **CASH**.

EMPLOYEE 1					
1	PLU2				2.00
1	PLU3				3.00
					TTL 5.00
PO1 ROn REG01					

EMPLOYEE 1					
1	PLU2				2.00
1	PLU3				3.00
% 1		-0.75			
					TTL 4.25
PO1 ROn REG01					

EMPLOYEE 1					
1	PLU2				2.00
1	PLU3				3.00
% 1					-0.75
TTL	4.25	CASH	4.25		
PO1		ROn	REG01		



%2 key is programmed as a preset (10%) discount on the entire sale.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
% 2		-0.50
		<b>TTL 4.50</b>
PO1	ROn REG01	

Press %2.

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## Amount Subtotal Discount

%3 key is programmed as an open amount discount on the entire sale.

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press **SBTL** (optional)

Enter the amount of the discount,  
press %3.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
%	3	-1.00
		<b>TTL 4.00</b>
PO1	ROn REG01	

Press **CASH**.

<b>EMPLOYEE 1</b>			
1	PLU2		2.00
1	PLU3		3.00
	% 3		-1.00
TTL	4.00	CASH	4.00
PO1		ROn	REG01

## "Do It" Discount

%4 key is programmed as a "Do It" entire sale.

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press **SBTL**

Enter the amount of the tender  
(5.25 in this example), press %4.

<b>EMPLOYEE 1</b>			.
1	PLU2		2.00
1	PLU3		3.00
%	4		-5.00
TTL			0.00
PO1	ROn	REG01	

Press **CASH**.

<b>EMPLOYEE 1</b>		<b>.</b>
1	PLU2	2.00
1	PLU3	3.00
% 4		-5.00
TTL	0.00	CASH 0.00
PO1		ROn REG01

## Seat # Discount

This pertains to soft check operations only. A subtotal discount can be given to only a specific seat number. The %5 key is programmed as a preset (10%) discount on the entire sale, taxable by tax 1 at 6%.

Press **SBTL**.

Enter **2** (for seat # 2), press the **%5** key.

EMPLOYEE 1			
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1		
1	STEAK S1	8.00	
1	STEAK S2	8.00	
1	WALLEYE S3		9.00
	BROILED		
1	COKE S2	1.50	
	% 5		-0.95
			<b>TTL 25.55</b>
PO1	ROn REG01		

## Open Percentage Discount (Or Overriding a Preset Percentage)

Press **PLU#3**.

Enter **1 5 . 5** (15.5%), press the **%1** key.

SPS-500

## Preset Percentage Discount

The %2 key is programmed as a preset (10%) discount on an item.

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press the %2 key.

EMPLOYEE 1	
1 PLU2	2.00
1 PLU3	3.00
% 2	-0.30
TTL	
4.70	
PO1	ROn REG01

## Discount on Selected Item

The %3 key is programmed as a preset (10%) discount on an item.

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Select the item on the screen.

<b>EMPLOYEE 1</b>		
<b>1</b>	<b>PLU2</b>	<b>2.00</b>
<b>1</b>	<b>PLU3</b>	<b>3.00</b>
		<b>TTL 5.00</b>
<b>PO1</b>	<b>ROn REG01</b>	

Press the **%3** key.

EMPLOYEE 1		
1	PLU2	2.00
1	PLU3	3.00
%	3	-0.20
		TTL 4.80
PO1	ROn REG01	

The %1 key is programmed as an open amount discount on an item (store coupon)

Press **PLU#3**.

[illegible]

Press the **PLU#1** (the PLU the coupon is to be subtracted from.)



## SURCHARGES

## Preset % Surcharge on an Entire Sale

The %1 key is programmed as a preset (10%) surcharge on the entire sale

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		.
1	PLU2	2.00
1	PLU3	3.00
TTL		5.00
PO1	ROn REG01	

Press **SBTL** (optional).

Press the %1 key.

<b>EMPLOYEE 1</b>		<b>.</b>
1	PLU2	2.00
1	PLU3	3.00
% 1		0.50
		<b>TTL 4.50</b>
PO1	ROn	REG01

Press **CASH**.

<b>EMPLOYEE 1</b>			<b>.</b>
1	PLU2		2.00
1	PLU3		3.00
	% 1		0.50
TTL	4.50	CASH	4.50
PO1		ROn	REG01

The **%3** key is programmed as an open percentage surcharge on the entire sale

<b>EMPLOYEE 1</b>		.
1	PLU2	2.00
1	PLU3	3.00
PO1 ROn REG01		TTL 5.00

<b>EMPLOYEE 1</b>		.
1	PLU2	2.00
1	PLU3	3.00
% 3	0.75	
		<b>TTL 5.75</b>
PO1	ROn REG01	

EMPLOYEE 1		
1	PLU2	2.00
1	PLU3	3.00
%	3	0.75
		TTL 5.75
PO1	ROn REG01	

## Preset % Surcharge on an Item

The %2 key is programmed as an preset (10%) surcharge on an item

Press **PLU#2**.

Press **PLU#3**.

EMPLOYEE 1		
1	PLU2	2.00
1	PLU3	3.00
		TTL 5.00
PO1	ROn REG01	

Press the %2 key.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
% 2		0.30
PO1 ROn REG01		TTL 5.30

### Open % Key Surcharge (Or Overriding a Preset Percentage)

The %1 key is programmed as an open percentage surcharge on an item.

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		.
1	PLU2	2.00
1	PLU3	3.00
PO1                  ROn REG01		TTL 5.00

Enter **1 5** (15%), press the **%1** key.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
% 1		0.45
TTL		5.45
PO1	ROn REG01	

---

# **GUEST CHECK OPERATIONS**

# GUEST CHECK OPERATIONS

---

## Overview

The *SAM4S SPS-500* can employ a manual previous balance, hard check, or soft check system.

If manual previous balance is selected, the check balance is not saved in memory and is input manually by the operator (use the manual previous balance key).

If a hard check system is selected, only the previous balance is maintained in memory.

If a soft check system is selected, the check detail is kept in memory until the check is paid. (After a check is paid, check detail is available only through the PAID RECALL function, if it is implemented, or the closed check file, if it is implemented.)

For hard or soft check operations, the following tracking options are available:

1. Tracking by manually entering the check number. (The number of digits in the check number may be set from 0-10, with zero meaning no fixed length.) Table number entry may be required.
2. Tracking by automatically assigning a check number. Starting check numbers can be set for each register in the system.
3. Tracking by Table Number, where a check number is also assigned. Multiple checks may be assigned at the same table.

In cases 1 & 3 above both a check # and a table # are connected to a balance. The balance can be recalled either by the check number, or by the table number. (If there are multiple checks at the same table, an attempt to recall by table number will result in a screen listing the open checks at the table. The operator may then select one of the checks to open.)

# Multiple Tracking Files

The SAM4S SPS-500 allows up to 4 separate tracking files. This allows you to set up different files for guest check/table tracking, phone order tracking, drive thru tracking for multiple windows, or whatever your application requires. The number of tracking files and the total number of checks is defined in memory allocation. The method of tracking you select (hard/soft) applies to all tracking files.

Because there are 4 possible tracking files, there are 4 different function keys for each of the following functions:

RECALL CHECK (1-4)

STORE CHECK (1-4)

TABLE (1-4)

LIST CHECK (1-4)

Note that the tracking file number (1-4) is displayed on the screen in situations when checks are listed (i.e. checks with held items, multiple checks on the same table, the List Check screen and the Transfer Check screen.

Tracking File # is indicated

EMPLOYEE 1

T (1) C# G#

6	10	2	EMPLOYEE 1201	5.00
6	11	2	EMPLOYEE 1230	9.00

PO1 ROn REG01

## # Of Guests

Entry is optional and is controlled by system flag. May be required on all transactions or only on tracking transactions.

## MANUAL PREVIOUS BALANCE

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**NOTE:** Neither the new balance or transaction items are stored in memory and neither can be recalled when using manual previous balance posting.

Although not commonly used, the *SAM4S SPS-500* has the capability of manual previous balance operations. Manual previous balance means that the balance amount is entered through the numeric keypad. New items entered are added to the previous balance and the new balance is computed when the transaction is finalized.

### Function Key Notes:

Use the P/BAL key (function key code #148) to enter the previous balance amount.

This not stored in memory and is allowed only when the system does not employ any tracking operations (STORE/RECALL 1-4 are not used).

Any of the four STORE 1-4 keys may be used to service the transaction.



## Opening a Check

Enter zero, press **P/BAL**.

[illegible]

Enter items.

EMPLOYEE 1		
P/BAL		0.00
1 PLU2		2.00
1 PLU3		3.00
		TTL 5.00
PO1	ROn REG01	

Press any one of the four store check functions, i.e. **STORE #1**.

<b>EMPLOYEE 1</b>	
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
<b>SERVED</b>	
<b>TTL 5.00</b>	
PO1	ROn REG01

## Adding to a Check

Enter amount, press **P/BAL**.

<b>EMPLOYEE 1</b>		.
P/BAL		5.30
		<b>TTL 5.30</b>
PO1	ROn REG01	

Enter items.

<b>EMPLOYEE 1</b>		.
P/BAL		5.30
1 PLU4		4.00
1 PLU5		5.00
		<b>TTL 14.30</b>
PO1	ROn REG01	

Press STORE #1.

<b>EMPLOYEE 1</b>		.
P/BAL		5.30
1 PLU4		4.00
1 PLU5		5.00
<b>SERVED</b>		
		<b>TTL 14.30</b>
PO1	ROn REG01	

## Paying a Check

Enter amount, press **P/BAL**.

EMPLOYEE 1	
P/BAL	14.84
PO1	ROn REG01
TTL 14.84	

Optional:

Press **SBTL**.

EMPLOYEE 1	
P/BAL	14.84
SUBTOTAL	
PO1	ROn REG01
TTL 14.84	

Optional:

Enter amount and press one of the tip function keys, i.e. **TIP1**.

EMPLOYEE 1	
P/BAL	14.84
TIP1	1.00
TTL 15.84	
PO1	ROn REG01

## Paying a Check cont.

Press **CASH**, or

Enter amount and press **CASH**,  
or

Press **CHEQUE** or

Enter amount and press **CHECK**,  
or

Press one of the miscellaneous tender keys, i.e. **MISC TEND1**, or

Enter amount and press  
**MISC TEND1.**

<b>EMPLOYEE 1</b>					
P/BAL					14.84
TTL	14.84	CASH	20.00	<b>CHANGE 5.16</b>	
PO1		ROn	REG01		

Note: If tender is less than balance, press **STORE #1** to finalize.

\_\_\_\_\_

[illegible]

\_\_\_\_\_

Enter the table # and press the appropriate Table # function, i.e. **TABLE 1**. (Note: If the recall function is set as “assigned by register”, then a check number will be assigned automatically when the table is input.)

EMPLOYEE 1					
C1	/T	6/G	2		.
P/BAL			0.00		
				TTL	0.00
PO1	ROn	REG01			

Enter table number, press **TABLE**  
1.

[illegible]

## Beginning a Check cont.

Optional:

Enter number of guests, press  
**GUEST #.**

<b>EMPLOYEE 1</b>			
001			
C1	/T	6/G	2
P/BAL			0.00
			<b>TTL 0.00</b>
PO1	ROn REG01		

Enter items.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			0.00
1 PLU4			4.00
1 PLU5			5.00
			<b>TTL 9.00</b>
PO1	ROn REG01		

Press the appropriate Store

Check function, i.e.  
**STORE #1.**

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			0.00
1 PLU4			4.00
1 PLU5			5.00
<b>SERVED</b>			
			<b>TTL 9.00</b>
PO1	ROn REG01		

# Adding to a Check

## Check Method:

Enter the check number, press the appropriate recall check function, i.e. **RECALL #1**, or

## Table Method:

Enter the table number, press the appropriate Table # function, i.e. **TABLE 1**.

If Multiple Check are open for the Table the checks will be listed:

Press the ↑ or ↓ keys to select the check you wish to open.

Press **ENTER**.

<b>EMPLOYEE 1</b>				.
C1	/T	6/G	2	
P/BAL			0.00	
1 PLU4				4.00
1 PLU5				5.00
				<b>TTL 9.00</b>
PO1	ROn REG01			

<b>EMPLOYEE 1</b>				.
PAYMENT				
6	10	2	EMPLOYEE 1201	5.00
2	11	2	EMPLOYEE 1205	9.00
PO1	ROn REG01			

<b>EMPLOYEE 1</b>				.
C1	/T	6/G	2	
P/BAL			9.00	
				<b>TTL 9.00</b>
PO1	ROn REG01			



## Adding to a Check cont.

Enter items.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL		9.00	
1 PLU2			2.00
1 PLU3			3.00
			<b>TTL 14.00</b>
PO1	ROn REG01		

Press the appropriate Store  
Check function, i.e.  
**STORE #1.**

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL		9.00	
1 PLU2			2.00
1 PLU3			3.00
			<b>TTL 14.00</b>
PO1	ROn REG01		

**SERVED**

## Paying a Check

### Check Method:

Enter the check number, press the appropriate recall check function, i.e. **RECALL #1**, or

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			14.00
			<b>TTL 14.00</b>
PO1	ROn REG01		

### Table Method:

Enter the appropriate Table # function, i.e. **TABLE 1**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			9.00
			<b>TTL 14.00</b>
PO1	ROn REG01		

## Paying a Check cont.

If Multiple Check are open for the  
Table the checks will be listed:

Press the ↑ or ↓ keys to select the  
check you wish to open.

Press **ENTER**.

*Optional:*

Press **SBTL**.

Press **CASH**, or

Enter amount and press **CASH**.

<b>EMPLOYEE 1</b>				
6	10	2	EMPLOYEE 1201	5.00
2	11	2	EMPLOYEE 1230	14.00
PO1                      ROn REG01				
<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
P/BAL				14.00
				<b>TTL 14.00</b>
PO1                      ROn REG01				
<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
P/BAL				14.00
<b>SUBTOTAL</b>				
				<b>TTL 14.00</b>
PO1                      ROn REG01				
<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
P/BAL				14.00
TTL 14.00 CASH 14.00				
PO1                      ROn REG01				

or,

## Paying a Check cont.

Press **CHECK**, or

Enter amount and press **CHECK**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			14.00
TTL	14.00	CHECK	10.00
PO1	ROn	REG01	<b>AMT DUE 4.00</b>

or,

Optional:

Enter amount and press one of the TIP function keys, i.e. **TIP1**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			14.00
TIP1		2.00	
PO1			<b>TTL 14.00</b>
ROn REG01			

Press one of the miscellaneous tender keys, i.e. **MISC TEND1**, or

Enter amount and press one of the miscellaneous tender keys, i.e. **MISC TEND1**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			14.00
TIP1			2.00
TTL	16.00	MISC	16.00
PO1	ROn	REG01	

**Note: If tender is less than balance, press STORE to finalize.**

# SEAT # ASSIGNMENT

---

The seat # system may be employed in a soft check system. Its' purposes are:

To separate orders by individuals so that orders are identified by individual on kitchen requisitions

To facilitate separate payments.

Seat # entry can be enforced, or if optional seat #'s can be applied to items previously entered.

## Enforced Seat # Entry

When seat # is enforced, it is enforced for each main item.

Seat # is not required for condiments.

Items are displayed as they are entered.

The seat number is displayed to the right of each main item.

Open a check.

If you attempt to enter an item without a seat number entry, the "ENTER SEAT#" prompt displays.

EMPLOYEE 1

C1 /T 6/G 2

ENTER SEAT #

PO1 ROn REG01

TTL 0.00

Enter seat # (up to 2 digits). Note that the seat number for the subsequent item displays.

EMPLOYEE 1

C1 /T 6/G 2

SEAT #1

PO1

ROn REG01

**TTL 0.00**

## Enforced Seat # Entry cont.

Enter main item and condiments.

[illegible]

Enter the seat number for the next item, press the **SEAT #** key.

EMPLOYEE 1			
C1	/T	6/G	2
1	STEAK S1		10.00
<div style="border: 1px solid black; padding: 10px; text-align: center;">SEAT #2</div>			
PO1	ROn	REG01	
			TTL 10.00

Enter the next item and its' condiments.

EMPLOYEE 1					
C1	/T	6/G	2		
1	STEAK S1			10.00	
1	SEAFOOD S2				10.00
				TTL	20.00
PO1		ROn REG01			

## Changing The Seat # On A Previously Entered Item

Move cursor to the item you wish to change

<b>EMPLOYEE 1</b>						
C1	/T	6/G	2			
1	STEAK S1			10.00		
1	SEAFOOD S2					10.00
				<b>TTL</b>	<b>20.00</b>	
PO1	ROn	REG01				

Press **SEAT #**.

EMPLOYEE 1			
C1	/T	6/G	2
1	STEAK S1		10.00
1	SEAFOOD S2		10.00
ENTER SEAT #			
TTL			20.00
PO1	ROn REG01		

Enter a new number, press **SEAT**  
#.

EMPLOYEE 1			
C1	/T	6/G	2
1	STEAK S3		10.00
1	SEAFOOD S2		10.00
TTL			20.00
PO1	ROn	REG01	



## Optional Seat # Entry

When seat # is not compulsory, press the ↑ or ↓ keys to select a main item (not a condiment). Press **SEAT #**, then enter a seat number for that item.

Enter items normally without seat #. Note that the default seat number is seat #1.

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1		9.00	
	BROILED			
1	COKE S1			1.50
				<b>TTL 26.50</b>
PO1	ROn REG01			

Press the ↑ key to select the item to which you wish to assign a seat #.

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1		9.00	
	BROILED			
1	COKE S1			1.50
				<b>TTL 26.50</b>
PO1	ROn REG01			

Press **SEAT #**.

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1		9.00	
	BROILED			
1	COKE S1			1.50
				<b>TTL 26.50</b>
PO1	ROn REG01			

## Enforced Seat # Entry cont.

Enter a new number, press **SEAT**  
#.

EMPLOYEE 1					
C1	/T	6/G	2		
2 STEAK S1					16.00
1 WALLEYE S2				9.00	
BROILED					
1 COKE S1					1.50
					TTL 26.50
PO1	RON	REG01			

## Splitting Consolidate Items for Seat Assignment

When like items are consolidated, press the SPLIT ITEM key to separate items for separate seat assignment. When a single item is shared between two or more seats, press the SPLIT ITEM key to share the cost of that item.

Press the ↑ key to select items that are consolidated on the screen.

EMPLOYEE 1			
C1	/T	6/G	2
2	STEAK S1		16.00
1	WALLEYE S2		9.00
	BROILED		
1	COKE S1		1.50
TTL			26.50
PO1	ROn	REG01	

Press **SPLIT ITEM**.

Assign seat numbers for the separated items by selecting the item, then pressing **SEAT #** and entering a new seat #.

EMPLOYEE 1			
C1	/T	6/G	2
1	STEAK S1		8.00
1	STEAK S1		8.00
1	WALLEYE S2		9.00
	BROILED		
1	COKE S1		1.50
TTL			26.50
PO1	ROn	REG01	

## Payment by Seat Number

Press **SBTL**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
1	STEAK S1		10.00
1	SEAFOOD S2		10.00
<b>SUBTOTAL</b>			
			<b>TTL 20.00</b>
PO1	ROn REG01		

Press **SEAT #** to display the seat number totals.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
	<b>SEAT1</b>		<b>10.00</b>
	SEAT2		10.00
<b>TTL 20.00</b>			
PO1	ROn REG01		

Press the **↑** or **↓** keys as necessary to select a different seat. Note that the taxes and the total for the seat are displayed when it is selected.

If you wish to pay more than one seat, select the first seat, press **ENTER**, select another seat, press **ENTER**. Both seats will be highlighted and the total of both displayed.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
	<b>SEAT1</b>		<b>10.00</b>
	SEAT2		10.00
<b>TTL 20.00</b>			
PO1	ROn REG01		

## Payment by Seat Number cont.

When the appropriated seats are selected for payment, tender payment for the seats as you would pay a complete check. The paid seat is removed from the list.

Continue to pay each seat until the check is paid, or service the check after one or more seats are paid. The paid items will be removed from the soft check when it is reopened.

<b>EMPLOYEE 1</b>					
C1	/T	6/G	2		
<b>SEAT1</b>				<b>10.00</b>	
SEAT2				10.00	
TTL	10.00	CASH	10.00		
PO1		ROn	REG01		

## HOLD/PRINT HOLD

---

This feature is used in a table service restaurant. It prevents kitchen printer /KVS instructions from being sent immediately after items are registered and stored.

For example, a employee registers a customer order consisting of appetizers and main course entrees. Without this feature, both the appetizer and main course items are sent to the kitchen at the same time. With this feature, the employee can "hold" main course items, which prevents them from being sent to the kitchen printer (even though they are programmed to be sent to a printer). Then, at a later time, the employee can recall the check where the items were registered and print the main course items so they can be prepared and served when the customer is ready to eat them.

A held item is indicated on the display with an 'H' at the left of the item.

See "Tracking File Options" in the *Program Manual* to set the following related options:

Automatically select held items when a check is recalled, Yes or No. (This flag is to facilitate printing of held items.)

Display warning to operator that check(s) have held items when employee finalizes any check, Yes or No.

## Register And Hold An Individual Item

Enter the item.

<b>EMPLOYEE 1</b>					
C1	/T	6/G	2		
P/BAL			0.00		
1 STEAK DINNER					8.00
				TTL	8.00
PO1	ROn	REG01			

Press **HOLD**.

[illegible]

Press the appropriate Store Check function, i.e.

**STORE #1.** If the option to prompt if held items are stored is set to Yes, then the display will show the held item.

Press **DONE** to continue.

**EMPLOYEE 1**

T(1)	C#	G#	TIME	#HELD	ITEM
2		11	2 12:12	1	

PO1                      ROn REG01

**TTL 8.00**

## Register And Hold Multiple Items

Register multiple items.

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
P/BAL			0.00	
1	STEAK DINNER			8.00
1	SHRIMP APP		3.95	
1	PRIME RIB		9.95	
1	ONION RING		2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			

Press the ↑ or ↓ keys to position the cursor on the item you wish to hold. Press **ENTER**. (The item is selected.)

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
P/BAL			0.00	
1	STEAK DINNER			8.00
1	SHRIMP APP		3.95	
1	PRIME RIB		9.95	
1	ONION RING		2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			

Press the ↑ or ↓ keys to position the cursor on the next item you wish to hold. Press **ENTER**. (The item is selected.)

<b>EMPLOYEE 1</b>				
C1	/T	6/G	2	
1	STEAK DINNER			8.00
1	SHRIMP APP		3.95	
1	PRIME RIB		9.95	
1	ONION RING		2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			



## Register And Hold Multiple Items cont.

Press **HOLD** to apply hold status to the selected items.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
H	1 STEAK DINNER		8.00
	1 SHRIMP APP	3.95	
H	1 PRIME RIB	9.95	
	1 ONION RING	2.95	
			<b>TTL 24.85</b>
PO1 ROn REG01			

## Print All Held Items

Recall an order with held items. (Flag is selected Yes to automatically select held items. Press any key except **PRINT HOLD** (or **Repeat**) to de-select items if you are proceeding with any another operation.)

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL		0.00	
H	1 STEAK DINNER		8.00
	1 SHRIMP APP	3.95	
H	1 PRIME RIB	9.95	
	1 ONION RING	2.95	
			<b>TTL 24.85</b>
PO1 ROn REG01			

Press **PRINT HOLD**. (Hold status is removed for selected items; items will be sent to appropriate output when the check is serviced.)

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL		0.00	
	1 STEAK DINNER		8.00
	1 SHRIMP APP	3.95	
	1 PRIME RIB	9.95	
	1 ONION RING	2.95	
			<b>TTL 24.85</b>
PO1 ROn REG01			

## Print An Individual Item

Recall an order with held items.  
(Flag is selected *No* to not  
automatically select held items.)

EMPLOYEE 1				
C1	/T	6/G	2	
P/BAL			0.00	
H 1 STEAK DINNER				8.00
1 SHRIMP APP			3.95	
H 1 PRIME RIB			9.95	
1 ONION RING			2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			

Select the item on the screen you  
wish to print.

EMPLOYEE 1				
C1	/T	6/G	2	
P/BAL			0.00	
H 1 STEAK DINNER				8.00
1 SHRIMP APP			3.95	
H 1 PRIME RIB			9.95	
1 ONION RING			2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			

Press **PRINT HOLD**. (Hold status  
is removed for selected items;  
items will be sent to appropriate  
output when the check is  
served.)

EMPLOYEE 1				
C1	/T	6/G	2	
P/BAL			0.00	
H 1 STEAK DINNER				8.00
1 SHRIMP APP			3.95	
1 PRIME RIB			9.95	
1 ONION RING			2.95	
				<b>TTL 24.85</b>
PO1	ROn REG01			

## Display Warning to Operator

Service any check for a employee. If the employee has held items the following warning is displayed when flag is set to Yes. The warning lists any check with held items.

EMPLOYEE 1					
T#(1)	C#	G#	TIME	#HELD	ITEM
2	11	2	10:18	1	
1	12	2	19:35	2	
PO1 ROn REG01					

Press the ↑ or ↓ keys to select a check. Then press **ENTER** to open the selected check. Press any other key to remove warning message.

EMPLOYEE 1					
T#(1)	C#	G#	TIME	#HELD	ITEM
2	11	2	10:18	1	
1	12	2	19:35	2	
PO1 ROn REG01					

Or, press **DONE** to exit the list check screen without opening a check.

EMPLOYEE 1						
T#(1)	C#	G#	SERVER TIME		BALANCE	
6	10	2	ANNIE W	1201	10.01	
6	11	2	ANNIE W	1230	5.00	

PO1                      ROn REG01

## REPEAT

You can repeat the last items posted by using the REPEAT key. This simplifies registration of another round of drinks.

Open a check.

Enter Items.

Press the appropriate store check key, i.e. **STORE CHECK 1**.

<b>EMPLOYEE 1</b>				.
C1	/T	6/G	2	
P/BAL				0.00
1	STEAK			10.00
1	SEAFOOD			10.00
<b>SERVED</b>				
				<b>TTL 20.00</b>
PO1		ROn REG01		

Recall the Check.

<b>EMPLOYEE 1</b>				.
C1	/T	6/G	2	
P/BAL				20.00
<b>SERVED</b>				
				<b>TTL 20.00</b>
PO1		ROn REG01		

Enter new items. When the first items is entered, a line displays separating old from new items. If items are the same, they are not consolidated.

Press the appropriate store check key, i.e. **STORE CHECK 1**.

<b>EMPLOYEE 1</b>				.
C1	/T	6/G	2	
P/BAL				20.00
1	BEER			2.00
1	WINE			2.50
<b>SERVED</b>				
				<b>TTL 24.50</b>
PO1		ROn REG01		

## Repeat cont.

Recall the Check.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			24.50
			<b>TTL 24.50</b>
PO1	ROn REG01		

Press **REPEAT**. Note that new items are consolidated are shown separately

Press the appropriate store check key, i.e. **STORE CHECK 1**.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			24.50
1 BEER			2.00
1 WINE			2.50
<b>SERVED</b>			
			<b>TTL 29.00</b>
PO1	ROn REG01		

Recall the Check. Repeated items are now consolidated.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			24.50
			<b>TTL 29.00</b>
PO1	ROn REG01		

## TABLE NUMBER CHANGES

If permitted by authority level programming, an employee is allowed to move a check to a different table by re-entering a different table number. This can be done multiple times, if necessary.

Recall a check by entering a table or check number.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			0.00
1 PLU2			2.00
1 PLU3			3.00
			<b>TTL 5.00</b>
PO1	ROn REG01		

Enter a new table number by entering the number and pressing the **TABLE #** key.

Continue with the transaction by adding items, accepting payment or servicing.

<b>EMPLOYEE 1</b>			
C1	/T	6/G	2
P/BAL			0.00
1 PLU2			2.00
1 PLU3			3.00
			<b>TTL 5.00</b>
PO1	ROn REG01		

# COMBINE CHECKS / TRANSFER CHECKS

Press the **ADD CHECK** key.  
Sign on a employee.

<b>EMPLOYEE 1</b>					
ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
<div>EMPLOYEE1</div>					
					<b>TTL 0.00</b>
PO1		ROn REG01			

Enter the table # or check # of the first check.

<b>EMPLOYEE 1</b>					
ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
6	10	2	1201		9.00
					<b>TTL 9.00</b>
PO1		ROn REG01			

Enter the table # or check # of the next check

If transferring enter the number of the check to be transferred to if the check does not exist it will be automatically opened.

<b>EMPLOYEE 1</b>					
ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
6	10	2	1201		9.00
6	11	2	1230		5.00
					<b>TTL 14.00</b>
PO1		ROn REG01			



# EMPLOYEE CHECK MOVEMENTS

Checks can be transferred in two ways: This applies only to the details of each employee relating to a check. For check number movement and addition see combine checks using the ADD CHECK key. individually,

Sign on a employee.

Press TRANSFER CHECK.

Enter the FROM employee file # or select the FROM employee from the list.

Enter the TO employee file # or select the TO employee from the list.

When the TO employee is entered, a window displays offer a choice of transferring a single check or all check.

To transfer all, select **ALL CHECKS** and press enter. The message "CHECKS TRANSFERRED" will display.

<b>EMPLOYEE 1</b>	.
TRANSFER CHK	
	<b>FROM</b>
	<b>EMPLOYEE1</b>
	EMPLOYEE2
ESC ENTER PAGE UP/DN ↑↓	

<b>EMPLOYEE 1</b>	.
TRANSFER CHK	
	<b>TO</b>
FROM : 1	<b>EMPLOYEE1</b>
	EMPLOYEE2
ESC ENTER PAGE UP/DN ↑↓	

<b>EMPLOYEE 1</b>	.
TRANSFER CHK	
FROM : 1	<b>ALL CHECKS</b>
TO : 2	ONE CHECK
ESC ENTER PAGE UP/DN ↑↓	

## Employee check movement cont.

To transfer a single check, select **ONE CHECK**. The list check screen displays.

Press the ↑ or ↓ keys to select a specific check.

Press **ENTER** to transfer the selected check, or press **DONE** to abort the transfer procedure.

EMPLOYEE 1						
TBL#(1)	CHECK#	G#	SERVER	TIME	BALANCE	
6	10	2	ANNIE W	1201	10.01	
6	11	2	ANNIE W	1230	5.00	

## TIPS PAID

A separate TIPS PAID key is provided to enter charge tips paid out. The amount paid out to each employee is recorded on the employee (clerk/cashier) report.

Press the CHARGE TIPS PAID key.

```
EMPLOYEE 1 .
TIP PAID

07/12/1999 MON
EMPLOYEE # 001
TIP PAID OUT 0.00

PO1          ROn REG01
```

Enter the employee file number and press **ENTER**.

```
EMPLOYEE 1 .
TIP PAID

07/12/1999 MON
EMPLOYEE # 001
TIP PAID OUT 0.00

PO1          ROn REG01 ENTER DONE
```

Enter the tip amount and press **ENTER**.

```
EMPLOYEE 1 .
TIP PAID

05/07/1999 FRI
EMPLOYEE # 001
TIP PAID OUT 0.00

PO1          ROn REG01 ENTER DONE
```

## Tips Paid Cont.

Continue to enter tips for other employees or press DONE to exit the Charge Tip Paid screen.

<b>EMPLOYEE 1</b>	
TIP PAID	
07/12/1999 MON	
EMPLOYEE	# 001
TIP PAID OUT	<b>0.00</b>
PO1	ROn REG01 ENTER DONE

# Cash Tip Declare

If the employee time keeping feature is used, the operator is prompted to enter cash tips when clocking out. The CASH TIP DECLARE key can be used to enter cash tips when the time keeping feature is not used.

Sign on the employee.  
Press the CASH TIP DECLARE  
key.

**EMPLOYEE 1** .  
TIP DECLARE

07/12/99 MON

EMPLOYEE # 001

TIP PAID OUT **0.00**

Enter the tip declared amount and  
press **ENTER**.

Press **DONE** to exit the Cash Tips  
Declared screen.

**EMPLOYEE 1** .  
TIP DECLARE

08/11/98 WEDNESDAY

EMPLOYEE # 001

TIP PAID OUT 1.00

**ENTER DONE**



## Auto check number Recall

Press the appropriate recall order  
key, i.e. **RECALL #1**

[illegible]

Add or void items as necessary.

[illegible]

Finalize the transaction with **CASH**, **CHEQUE** or one of the miscellaneous tender functions.

EMPLOYEE 1			
C1	/T	6/G	2
1 HAMB			2.00
1 CHICK NUG			3.00
1 COKE			1.00
TTL	6.00	CASH	6.00
PO1		ROn	REG01

---

# MISCELLANEOUS OPERATIONS



## # (Non-Add) Key

Enter a non-adding number (entry limit set in function key program), press the **#/NO SALE** key.

[illegible]

---

## Cash Tender

Enter items.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
		TTL 5.00
PO1	ROn REG01	

Press **CASH**.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
TTL 5.00 CASH 5.00		
PO1	ROn REG01	

or,

Enter amount tendered and press  
**CASH.**

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
TTL	5.00	CASH 1000
PO1	ROn	REG01
		<b>CHANGE 5.00</b>

# Cheque Tender

Enter items.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
<b>TTL 5.00</b>		
PO1	ROn	REG01

Press **CHEQUE**.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
<b>TTL 5.00</b>		
		CHECK 5.00
PO1	ROn	REG01

or,

Enter amount tendered and press **CHEQUE**.

<b>EMPLOYEE 1</b>		.
1 PLU2		2.00
1 PLU3		3.00
<b>TTL 5.00</b>		
		CHECK 1000
		<b>CHANGE 5.00</b>
PO1	ROn	REG01

# Cheque Cashing

A function key is available for cashing checks.

Enter amount, press the  
**CHEQUE CASH** key.

**EMPLOYEE 1** .

CHECK CASH

CHECK 10.00 CHANG 10.00  
PO1 ROn REG01

## Misc (Charge) Tender

Enter items.

[illegible]

Press the appropriate miscellaneous tender function, i.e. **MISC TEND1**.

EMPLOYEE 1		
1 PLU2		2.00
1 PLU3		3.00
TTL		5.00
PO1		MISC 5.00
		ROn REG01

or,

Enter amount tendered and press the appropriate miscellaneous tender function, i.e. **MISC TEND1**.

<b>EMPLOYEE 1</b>				.
1	PLU2			2.00
1	PLU3			3.00
TTL	5.00	MISC	10.00	<b>CHANGE 5.00</b>
PO1		ROn	REG01	

Macro keys can be programmed to execute preprogrammed amount tenders for common currencies such as £ 5, £10 or £20 cash.

Multiple payments can be recorded for a single transaction. Cash, Cheque, and/or Misc. tenders can be recorded in any order, as many times as necessary to pay the entire transaction.

[illegible]

EMPLOYEE 1					
1 PLU3 3.00					
TTL	5.00	CASH	1.00	AMT DUE 4.00	
PO1		ROn	REG01		

EMPLOYEE 1				.
1	PLU2			2.00
1	PLU3			3.00
TTL	3.00	MISC	1.00	AMT DUE 3.00
PO1		RON	REG01	

## Split Tender cont.

Enter amount, press the last  
partial tender (5 CHEQUE).

EMPLOYEE 1			
1	PLU2		2.00
1	PLU3		3.00
TTL	3.00	CHECK 5.00	CHANGE 2.00
PO1		ROn REG01	

## Split Payment

Recall the Check.

**EMPLOYEE 1**

CHK# 100/TBL# 2/GST# 0/EMPLOYEE1  
P/BAL 9.00

**TTL 9.00**

PO1 ROn REG01

Enter the number of equal portions into which the check will be divided for payment. Press the **SPLIT PAY** key. The check is divided and the display prompts for the first payment.

<b>EMPLOYEE 1</b>					
CHK#	100/TBL# 2/GST# 0/EMPLOYEE1				
P/BAL	9.00				
<div><table><tr><td>PAYMENT</td><td>1 OF 2</td></tr><tr><td>AMT DUE</td><td>4.50</td></tr></table></div>		PAYMENT	1 OF 2	AMT DUE	4.50
PAYMENT	1 OF 2				
AMT DUE	4.50				
PO1	ROn REG01				
<b>TTL 9.00</b>					

Enter the payment for the first segment, press the appropriate tender key (**5 0 0 CASH** in this example).

The display indicates the first payment and prompts for the second payment.

**EMPLOYEE 1**

CHK# 100/TBL# 2/GST# 0/EMPLOYEE1  
P/BAL 9.00

PAYMENT 2 OF 2  
AMT DUE 4.50

TTL 4.50 CASH 5.00 **CHANGE 0.50**  
PO1 ROn REG01



## Split Payment cont.

Enter the payment for the second segment, press the appropriate tender key (**1000 CHEQUE** in this example). The display indicates the second payment. When all split portions are paid, the display prompt is removed.

<b>EMPLOYEE 1</b>		
CHK#	100/TBL# 2/GST# 0/EMPLOYEE1	
P/BAL	9.00	
TTL	9.00	CHECK 10.00 <b>CHANGE 5.50</b>
PO1	ROn REG01	

## Tray Subtotal / Ticket issuance

(Not to be confused with ADD CHECK, which is used to add separate tracking transactions for payment.) If necessary subtotal discounts can be applied to different segments of the transaction.

Enter items.

<b>EMPLOYEE 1</b>		
1 PLU2	2.00	
1 PLU3	3.00	
		<b>TTL 5.00</b>
PO1	ROn REG01	

<b>EMPLOYEE 1</b>		
TTL	0.00	PBAL 5.00
PO1	ROn REG01	

Press TRAY SUBTL.

## Tray Subtotal / Ticket issuance cont.

Enter additional items.

<b>EMPLOYEE 1</b>		.
1 PLU4		4.00
1 PLU5		5.00
TTL	9.00	PBAL 5.00
PO1		ROn REG01

Press TRAY SUBTL.

EMPLOYEE 1 .

TTL 0.00 PBAL 14.00  
PO1 ROn REG01

Pay entire sale with **CASH**,  
**CHEQUE** or by one of the  
miscellaneous tender functions  
(charge).

<b>EMPLOYEE 1</b>		
1 PLU4		4.00
1 PLU5		5.00
TTL 14.00 CASH 14.00		
PO1	ROn REG01	

## Foreign Currency Subtotal & Tender

Enter items.

<b>EMPLOYEE 1</b>		
1 PLU2		2.00
1 PLU3		3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press the appropriate conversion key which is pre-programmed with the exchange rate (in this example, a Canadian Dollar worth 0.75 US.)

<b>EMPLOYEE 1</b>			
1	PLU2		2.00
1	PLU3		3.00
TTL	5.00	CURR.	AMT DUE
PO1		ROn	REG01

Enter amount tendered in foreign currency and press **CASH**. Note that change is computed in home currency.

<b>EMPLOYEE 1</b>		
1 PLU2		2.00
1 PLU3		3.00
TTL	5.00	CASH
PO1		ROn REG01

# POST-FINALIZATION PROCEDURES

---

## Paid Order Recall

Press the PAID RECALL key to view the previous transaction. Press the PAID RECALL key again to view the next previous transaction. Up to 10 preceding transactions (depending upon memory allocation) may be viewed by repeatedly pressing the PAID RECALL key.

Press **PAGE UP**, **PAGE DN** or the ↑ or ↓ keys to view the entire recalled transaction.

Press **RECEIPT** if necessary to print a recalled transaction.

Press **CLEAR** to exit.

## Receipt Issue

Press RECEIPT to print a transaction receipt. If the issue of multiple receipts is allowed, press RECEIPT a second time to print a receipt copy.

## Validate

When a printer supporting single line validation is attached, insert paper into the printer and press the VALID key to initiate the single line validation.



---

## ERROR CORRECTIONS

# CORRECTIONS

---

## Clear

Press numeric keys, i.e. 4, 5, 6.

EMPLOYEE 1 .		
PO1	ROn REG01	465

Press **CLEAR**.

EMPLOYEE 1 .		
PO1	ROn	0.00

## Error Correct

Register an item.

[illegible]

Press ERR CORR.

EMPLOYEE 1 .

PO1 ROn REG01

TTL 0.00



## Void Previous Item

Press **PLU#2**.

Press **PLU#3**.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press **CLEAR**.

Press VOID ITEM.

<b>EMPLOYEE 1</b>		
1	PLU2	2.00
1	PLU3	3.00
<b>VOID ITEM</b>		
		<b>TTL 5.00</b>
PO1	ROn REG01	

Press **PLU#2**.

[illegible]

## Void One of Multiple Items

PLU#2.

PLU#2.

PLU#3.

EMPLOYEE 1		
2	PLU2	4.00
1	PLU3	3.00
		TTL 7.00
PO1	ROn REG01	

Press **CLEAR**.

Press **VOID**.

Press **PLU#2**.

EMPLOYEE 1		
1	PLU2	2.00
1	PLU3	3.00
		TTL 5.00
PO1	ROn REG01	

## Void Item With Condiments

Enter Items.

<b>EMPLOYEE 1</b>		
1	HOT DOG	1.00
	MUSTARD	
1	MED COKE	1.00
		<b>TTL 2.00</b>
PO1	ROn REG01	

Press **CLEAR**.

Press **VOID**.

Press **HOT DOG**.

EMPLOYEE 1		
1	MED COKE	1.00
		TTL 1.00
PO1	ROn REG01	

**Note:** The void item sequence will remove last or multiple items with different condiments. Use the cursor void method to select an item for void.

<b>EMPLOYEE 1</b>		.
1	HOT DOG	1.00
	MUSTARD	
1	HOT DOG	1.00
	CATSUP	
1	MED COKE	1.00
TTL		3.00
PO1	ROn REG01	

EMPLOYEE 1		
1	HOT DOG	1.00
	MUSTARD	
1	MED COKE	1.00
		TTL 2.00
PO1	ROn REG01	

Press **HOT DOG**.

Cancel

**Note** This option can be authority restricted using the program features

Enter Items.

EMPLOYEE 1		
1	HOT DOG	1.00
	MUSTARD	
1	HOT DOG	1.00
	CATSUP	
1	MED COKE	1.00
		TTL 3.00
PO1	ROn REG01	

Press **CANCEL**.

EMPLOYEE 1

CANCEL

PO1

ROn REG01

TTL 0.00

## Transaction Void

Entry of the current time may be required before a transaction void sequence. See “General Function Options” in the *Program Manual*. If time entry is required, the subsequent void operation will adjust the time report for the correct period.

Turn the key lock to **VOID** position.

Enter time, press **X/TIME**.

The diagram illustrates the keypad interface for the Transaction Void function. It features a large rectangular keypad area with a blue border. At the top, there is a label "ENTER TIME:" with a rectangular input field. An arrow points from a text box below to this input field. The text box contains the text "This is an optional programmable feature". Below the input field, the label "X/TIME" is displayed. A horizontal line separates this section from the next. Below the line, the label "VOID MODE" is displayed on a yellow background. At the bottom of the keypad area, the labels "PO1" and "ROn REG01" are displayed.

ENTER TIME:

This is an optional programmable feature

X/TIME

**VOID MODE**

PO1 ROn REG01

## Transaction Void cont.

Enter Items to be voided.

VOID MODE	
1 HOT DOG MUSTARD	-1.00
1 HOT DOG CATSUP	-1.00
1 MED COKE	-1.00
P01                  ROn REG01	TTL -3.00

### Finalize Void Sale.

If necessary, void additional transactions for the same time.

Return the key lock to the **R** position.

VOID MODE		.
1	HOT DOG	1.00
	MUSTARD	
1	HOT DOG	1.00
	CATSUP	
1	MED COKE	1.00
TTL -3.00 CASH -3.00		
PO1 ROn REG01		

## Merchandise Return

Press **PLU #2**.

EMPLOYEE 1					
1	PLU2				2.00
					TTL 2.00
PO1	ROn REG01				

Press **MDSE RTRN**.

The screenshot shows a terminal window with a blue border. At the top, a yellow bar contains the text "EMPLOYEE 1". Below this, a black bar contains the text "1 PLU2" on the left and "2.00" on the right. In the center of the screen, a black rectangular box contains the text "MDSE" on the first line and "RETURN" on the second line. At the bottom left, the text "PO1" is displayed. At the bottom right, a black rectangular box contains the text "TTL" on the left and "2.00" on the right. The bottom center of the screen displays the text "ROn REG01".

Enter item to be returned.

<b>EMPLOYEE 1</b>					
1	PLU2				2.00
-1	PLU7				-1.00
					TTL    1.00
PO1                 ROn REG01					





## REP MODE

## REP-MODE REPORTS MENU

Using the reporting screen, reports can be displayed to the screen or printed out

FINANCIAL REPORT	PLU REPORTS	EMPLOYEE REPORTS
GROUP REPORTS	TIME REPORTS	CHECK TRACKING REPORTS
PRODUCT REPORTS	STOCK REPORTS	STRING REPORTS
OTHER REPORTS	CASH DECLARATION	TIME CLOCK EDIT
EDIT INVENTORY ITEM	SET DATE AND TIME	FTP READ/WRITE CARD AUDIT DATA

REPORT LEVEL: <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5		IRC <input type="checkbox"/> TRC
REPORTS		
FINANCIAL	DRAWER TOTALS	DRAWER 1/2
DAILY SALES	STATION TOTALS	DAY SHIFT
MIX AND MATCH		
		CLOSE

## SET DATE & TIME

The current Date and Time is programmed in this section

RTC SETTING		
00:36:02		30-12-2005 FRI
INPUT DATE/TIME(DDMMYYYYHHMMSS)		
<input type="text"/>		
7	8	9
4	5	6
1	2	3
0	00	←
OK		CANCEL

# CASH DECLARATION

When compulsory declaration is set in the program options, the count of monies in drawer must be entered here before reports can be taken

FINANCIAL REPORT	PLU REPORTS	EMPLOYEE REPORTS
GROUP REPORTS	TIME REPORTS	CHECK TRACKING REPORTS
PRODUCT REPORTS	STOCK REPORTS	STRING REPORTS
OTHER REPORTS	CASH DECLARATION	TIME CLOCK EDIT
EDIT INVENTORY ITEM	SET DATE AND TIME	FTP READ/WRITE CARD AUDIT DATA

CASH DECLARATION															
CASH															
CHEQUE															
MISC															
TEND#															
TOTAL															
CASH		CHEQUE		MISC TEND1		MISC TEND2		7		8		9			
MISC TEND3		MISC TEND4		MISC TEND5		MISC TEND6		MISC TEND7		4		5		6	
MISC TEND8		MISC TEND9		MISC TEND10		MISC TEND11		MISC TEND12		1		2		3	
MISC TEND13		MISC TEND14		MISC TEND15		CLR				0		00		.	
OK							CANCEL								

## TIME CLOCK EDIT

---

Daily, weekly or period-to-date time clock errors can be corrected with this function.

### Daily Time Clock Edit

Daily time entries can be amended for each operator

TIME CLOCK EDIT X/Z1(DAILY)				
#1 1 EMPLOYEE		DATE : TUE 28-04-2009		
TIPS :		<input type="text" value="00000000.00"/>		
IN (MM/DD HH:MM)	OUT (MM/DD HH:MM)	BREAK	JOB#	JOB NAME
<input type="text" value="04/28 17:07"/>	- <input type="text" value="00/00 00:00"/>	<input type="text" value="NO"/>	<input type="text" value="01"/>	JOB#1
<input type="text" value="00/00 00:00"/>	- <input type="text" value="00/00 00:00"/>	<input type="text" value="NO"/>	<input type="text" value="00"/>	
<input type="text" value="00/00 00:00"/>	- <input type="text" value="00/00 00:00"/>	<input type="text" value="NO"/>	<input type="text" value="00"/>	
<input type="text" value="00/00 00:00"/>	- <input type="text" value="00/00 00:00"/>	<input type="text" value="NO"/>	<input type="text" value="00"/>	
<input type="text" value="00/00 00:00"/>	- <input type="text" value="00/00 00:00"/>	<input type="text" value="NO"/>	<input type="text" value="00"/>	
<input type="button" value="PAGE UP"/>		<input type="button" value="PAGE DOWN"/>	<input type="button" value="SAVE"/>	<input type="button" value="CLOSE"/>

### Weekly Time Clock Edit

The hours worked for the each employee can be amended for each employee

TIME CLOCK EDIT X/Z2				
#1 1 EMPLOYEE		<input type="text" value="00000000.00"/>		
JOB#1	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
	<input type="text" value="0000:00"/>	REG	<input type="text" value="0000.00"/>	OT
<input type="button" value="SAVE"/>		<input type="button" value="CLOSE"/>		

## EDIT INVENTORY ITEM

---

The system allows products to be linked to recipes, when sold the recipe will be checked and the ingredient stock will be updated. The ingredient stock can be entered using the following screen to enter deliveries, wastage etc.

---

**NOTE: Be careful not to confuse the separate and distinct inventory features**

- Recipes and Ingredients – Stock control of components making up a saleable product
  - Product Mix - Usage reporting of outers and units sold
  - PLU Stock – Stock control of saleable products
- 

FINANCIAL REPORT	PLU REPORTS	EMPLOYEE REPORTS
GROUP REPORTS	TIME REPORTS	CHECK TRACKING REPORTS
PRODUCT REPORTS	STOCK REPORTS	STRING REPORTS
OTHER REPORTS	CASH DECLARATION	TIME CLOCK EDIT
EDIT INVENTORY ITEM	SET DATE AND TIME	FTP READ/WRITE CARD AUDIT DATA

EDIT INVENTORY ITEM	
ITEM #	01
	£ 000.000
ACTUAL INVENTORY	00000.000
RECEIPT	00000.000
TRANSFER IN	00000.000
TRANSFER OUT	00000.000
RAW WASTE	00000.000
PAGE UP PAGE DOWN CLOSE	

### Actual Inventory

This is the field for entering the current stock holding

### Receipt

This is the field for entering the quantity delivered

### Transfer In

This is the field for entering the quantity of goods transferred in

### Transfer Out

This is the field for entering the quantity of goods transferred out

### Raw Waste

This is the field for entering wastage of items

## REP-MODE

---

The Z mode is used for the display and printing of reports, all information is reset at this stage.

**NOTE** Any report, which is displayed during Z-MODE reporting will also, reset those figures that appear. It is also important to report that some feature reports such as FOOD COST have a direct relationship to other reports for example resetting the PLU sales will result in no usage information printed for products on the food cost summary.

## Z-REPORTS



NOTIFICATION

RESET REPORT?

YES NO

# SAMPLE REPORTS



# REPORT LIST

	REPORT NAME	MODE	INDIVIDUAL / IRC
1	Financial	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
2	Sales by Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
3	All PLU's	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
4	From / To PLU's	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
5	PLU's by Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
6	PLU's by Group for Selected Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
7	Top 20 PLU's	X1 to X5 read only	INDIVIDUAL & IRC
8	PLU Zero Sales	X1 to X5 read only	INDIVIDUAL & IRC
9	PLU Zero Sales by Group	X1 to X5 read only	INDIVIDUAL & IRC
10	PLU Sales by Price Level	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
11	Mix and Match report	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
12	Not Found	X1 & Z1 only	INDIVIDUAL
13	Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
14	Individual Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
15	Employee Currently Signed on	X1 & Z1 also X5 to Z5	INDIVIDUAL
16	Groups by Employee	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
17	Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
18	From/To Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
19	Selective Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
20	Drawer Totals	X1 to X5 read only	INDIVIDUAL & IRC
21	Drawer 1/2/3	X1 to X5 read only	INDIVIDUAL & IRC
22	Labour Groups	X1 & Z1 also X5 to Z5	IRC
23	Sales & Labour %	X1 & Z1 also X2 & Z2	IRC
24	Daily Sales	X1 & Z1	INDIVIDUAL & IRC
25	Groups By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
26	Analysis 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
27	Analysis 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
28	Analysis 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
29	Track 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
30	Track 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
31	Track 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
32	Track 4 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
33	Checks for Track 1	X1 & Z1	IRC from REG holding data
34	Checks for Track 2	X1 & Z1	I IRC from REG holding data
35	Checks for Track 3	X1 & Z1	IRC from REG holding data
36	Checks for Track 4	X1 & Z1	IRC from REG holding data
37	Checks for Selected Employee	X1 & Z1	IRC from REG holding data
38	Checks for Current Employee	X1 & Z1	IRC from REG holding data
39	Checks for Track 1,2,3,4	X1 & Z1	IRC from REG holding data
40	Product Mix	X1 & Z1 also X2 & Z2	INDIVIDUAL & IRC
41	Product Projections	X1 read only	INDIVIDUAL & IRC
42	Station Totals	X1	IRC
43	Active Employees – time keeping	X1 read only	IRC
44	Daily Time Keeping	X1 & Z1 also X5 to Z5	IRC
45	Shift Reporting	X1 & Z1	INDIVIDUAL & IRC
46	Inventory	X1 & Z1	IRC
47	PLU Stock	X1 & Z1	INDIVIDUAL & IRC
48	Stock by PLU Range	X1 & Z1	INDIVIDUAL & IRC
49	Stock by Group	X1 & Z1	INDIVIDUAL & IRC
50	Stock by Individual Group	X1 & Z1	INDIVIDUAL & IRC
51	Food Cost	X1 & Z1	IRC
52	PLU Minimum Stock	X1 & Z1	INDIVIDUAL & IRC
53	Electronic Journal	X1 & Z1	INDIVIDUAL
54	String Report 1 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
55	String Report 2 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
56	String Report 3 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
57	String Report 4 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
58	Custom Report	X1 & Z1	INDIVIDUAL
59	Pre-Poll Report – Hard Copy Print Out	X1 & Z1	INDIVIDUAL & IRC
60	Outstanding interrupt balance	X1 & Z1	INDIVIDUAL OR IRC

# FINANCIAL REPORT

## FINANCIAL REPORT

X1 REPORT 0003

DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00
-----		
NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00
-----		
ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00
-----		
%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00
-----		
CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00

CANCEL	00.00	000.00
GROSS SALES	00.00	000.00
-----		
CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00
-----		
CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
.....		
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00
-----		
PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	
-----		
AVERAGE	000.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## SALES BY TIME PERIOD

SALES BY TIME PERIOD REPORT			
X1 REPORT		0003	
TIME PERIOD	#/CUSTOMERS		TOTAL
08:00 - 09:00	3	11.54	
09:00 - 10:00	15	186.82	
11:00 - 12:00	6	7.99	
TOTAL	38	355.07	
EMPLOYEE:	DEBI BARTON		#01
TIME 09:03		NO.000000	

## PLU

- All PLU's
- From/To PLU's
- PLU's By Group
- PLU's By Group For Selected Group
- Top 20 PLU's
- PLU Zero Sales
- PLU Zero Sales By Group
- PLU Sales By Price Level

Whole unit reporting if there is no decimal activity.

Total/Counter capacity varies by memory allocation. Counters: 6-8 digits Totals: 8-10 digits

PLU REPORT			
X1 REPORT		0003	
ITEM	PROMO	WASTE	USAGE PLU %
PLU#	GROUP	COUNT	TOTAL
HAMBURGER	1	2	6 50.00%
0000000000000001	01	3	3.00
CHEESE BURGER	1	4	8 50.00%
0000000000000001	01	3	3.00
TOTAL	2	6	14
	6		6.00
EMPLOYEE:	DEBI BARTON		#01
TIME 09:03		NO.000000	

# EMPLOYEES

- Individual Employee
- Employee Currently Signed On
- Active Employee

## EMPLOYEE REPORT

X1 REPORT 0003  
EMPLOYEE #0001 DEBI BARTON

DESCRIPTOR	COUNT	TOTAL
NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00
ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00
%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00
CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
-----		
GROSS SALES	00.00	000.00
-----		
CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00
-----		
CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00
-----		
PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	
-----		
AVERAGE	000.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## GROUP

### GROUP REPORT

X1 REPORT                      X1 0003 X2 0001

# GROUP	COUNT	TOTAL	%
01 DESCRIPTOR	000000	00000000.00	0.00
02 DESCRIPTOR	000000	00000000.00	0.00

GROUP TOTAL      000000 00000000.00

EMPLOYEE:      DEBI BARTON                      #01  
TIME 09:03                      NO.000000

## DRAWER TOTALS

### DRAWER TOTALS REPORT

X1 REPORT                      X1 0003 X2 0001

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00

MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
MISC TEND 5	00.00	000.00
MISC TEND 6	00.00	000.00

MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

EMPLOYEE:      DEBI BARTON                      #01  
TIME 09:03                      NO.000000

## LABOUR GROUPS

LABOUR GROUPS REPORT		
X1 REPORT	X1 0003	X2 0001
<u>DESCRIPTOR</u>	<u>HOURS</u>	
COUNTER HELP	0.00	
KITCHEN STAFF	0.00	
MANAGER	0.00	
TOTAL TIME WORKED	0.00	
AVG. DAILY LABOR COST	\$00.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## SALES AND LABOUR %

SALES AND LABOUR % REPORT		
X1 REPORT	X1 0003	X2 0001
00:00 - 01:00		
01:00 - 02:00		
CUST:	0 NET SALES	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR\$/CUST:		00.00
SALES/MANHOURL:		000.00
-----		
TOTAL		
CUST:	0 NET SALES:	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR\$/CUST:		00.00
SALES/MANHOURL:		000.00
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	



## DAILY SALES

### DAILY SALES REPORT

X1 REPORT X1 0003 X2 0001

<u>DAY</u>	<u>COUNT</u>	<u>TOTAL</u>
1	3	11.54
2	15	186.82
3	6	7.99
13	1	2.40
17	13	146.82
TOTAL	38	355.07

EMPLOYEE: DEBI BARTON #01  
TIME 09:03 NO.000000

## GROUPS BY TIME PERIOD

Reporting for each time period and each group.

### GROUPS BY TIME PERIOD REPORT

X1 REPORT X1 0003 X2  
0001

TIME PERIOD	CUST	TOTAL	AVG/TRANS
00:00 - 01:00	9999	999999999.99	99.99

	<u>COUNT</u>	<u>TOTAL</u>
GROUP 1	999999.99	999999999.99
GROUP 2	999999.99	999999999.99
GROUP 3	999999.99	999999999.99
GROUP 4	999999.99	999999999.99
GROUP 5	999999.99	999999999.99
GROUP 6	999999.99	999999999.99
GROUP 7	999999.99	999999999.99
GROUP 8	999999.99	999999999.99

TIME PERIOD	CUST	TOTAL	AVG/TRANS
01:00 - 02:00	9999	999999999.99	99.99

	<u>COUNT</u>	<u>TOTAL</u>
GROUP 1	999999.99	999999999.99
GROUP 2	999999.99	999999999.99
GROUP 3	999999.99	999999999.99
GROUP 4	999999.99	999999999.99
GROUP 5	999999.99	999999999.99
GROUP 6	999999.99	999999999.99
GROUP 7	999999.99	999999999.99
GROUP 8	999999.99	999999999.99

EMPLOYEE: DEBI BARTON #01  
TIME 09:03 NO.000000

## ANALYSIS 1 BY TIME PERIODS

EAT-IN BY TIME PERIOD REPORT		
X1 REPORT 0001	X1 0003	X2
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## ANALYSIS 2 BY TIME PERIODS

ANALYSIS 2 BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## ANALYSIS 3 BY TIME PERIODS

ANALYSIS 3 BY TIME PERIOD REPORT		
X1 REPORT 0001	X1 0003	X2
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

## TRACK BY TIME PERIODS

- Track 1 By Time Periods
- Track 2 By Time Periods
- Track 3 By Time Periods
- Track 4 By Time Periods

### TRACK 1 BY TIME PERIODS REPORT

X1 REPORT                      X1 0003 X2 0001

TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99

TOTAL                      999999.99 99999999.99

EMPLOYEE:      DEBI BARTON              #01  
TIME 09:03                      NO.000000

## OPEN CHECK

- Open Check For Track 1
- Open Check For Track 2
- Open Check For Track 3
- Open Check For Track 4
- Open Check For Selected Employee
- Open Check For Current Employee
- Open Check For Track 1,2,3,&4

### OPEN CHECK FOR TRACK 1 REPORT

X1 REPORT                      X1 0003 X2 0001

TBL#	CHECK#	G#	EMPLOYEE	TIME	BAL
1	100	2	STEVE	11:11	999.99

TOTAL                      9999.99

EMPLOYEE:      DEBI BARTON              #01  
TIME 09:03                      NO.000000

## PRODUCT MIX

PRODUCT MIX REPORT				
X1 REPORT		X1 0003 X2 0001		
PRODUCT/TIME UNIT#PC COUNT TOTAL				
BOTTLE BECKS (CASE)				
00:00-05:59	0001#084	204	222.36	
00:00-15:59	0001#084	204	222.36	
00:00-23:59	0001#084	204	222.36	
TOTAL	0005#012	612	667.08	
EMPLOYEE:		DEBI BARTON		#01
TIME 09:03		NO.000000		

## PRODUCT PROJECTIONS

PRODUCT PROJECTIONS REPORT						
X1 REPORT		X1 0003 X2 0001				
PRODUCT PROJECTIONS WED						
BOTTLE BECKS (CASE)						
TIME	WEEK1	WEEK2	WEEK3	WEEK4	AVG	
06:00-07:59	5	5	5	5		
08:00-08:29	10	20	30	40	25	
08:30-08:59	0	0	0	700	175	
09:30-09:59	0	0	68	1	17	
TOTAL	15	25	103	746	222	
EMPLOYEE:		DEBI BARTON			#01	
TIME 09:03		NO.000000				

## STATION TOTALS

Prints for each register in an IRC configuration.

STATION REPORT		
X1 REPORT		X1 0003 X2 0001
REG# 01:	<u>COUNT</u>	<u>TOTAL</u>
NET SALES	999999.99	99999999.99
GROSS SALES	999999.99	99999999.99
DRAWER 1	999999.99	99999999.99
DRAWER 2	999999.99	99999999.99
DRAWER 3	999999.99	99999999.99
EMPLOYEE: DEBI BARTON		#01
TIME 09:03		NO.000000

# TIME KEEPING

## Daily Time Keeping

DAILY TIME KEEPING REPORT			
X1 REPORT		X1 0003 X2 0001	
EMP#	SSN NAME	TIPS	
0001	123456789 ANNIE	00.00	
12:00 - 13:00		MANAGER	
13:00 - 14:00		SERVER	
MANAGER	1.00 REG	0.00 OT	
SERVER	1.00 REG	0.00 OT	
TOTAL REG	2.00 HR	14.00 CST	
TOTAL LBR	2.00 HR	14.00 CST	
-----			
MANAGER			
REG	1.00 HR	8.00 CST	
TOTAL LBR	1.00 HR	8.00 CST	
SERVER			
REG	1.00 HR	6.00 CST	
TOTAL LBR	1.00 HR	6.00 CST	
-----			
TOTAL			
REG	2.00 HR	14.00 CST	
OT	0.00 HR	0.00 CST	
TOTAL LABOR	2.00 HR	14.00 CST	
TOTAL TIPS	0.00		
EMPLOYEE:	DEBI BARTON	#01	
TIME 09:03	NO.000000		

# GROUPS BY EMPLOYEE

GROUPS BY EMPLOYEE		
X1 REPORT		X1 0003 X2
0001		
EMPLOYEE 1		
	<u>COUNT</u>	<u>TOTAL</u>
GROUP 1	999999.99	99999999.99
GROUP 2	999999.99	99999999.99
GROUP 3	999999.99	99999999.99
GROUP 4	999999.99	99999999.99
GROUP 5	999999.99	99999999.99
GROUP 6	999999.99	99999999.99
GROUP 7	999999.99	99999999.99
GROUP 8	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

# SHIFT REPORT

Complete Financial Reporting is available for each of 4 possible shifts. Shifts can be changed automatically at a set time or manually.

SHIFT REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00
-----		
NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	00.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00
-----		
ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00
-----		
%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00
-----		
CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
-----		
GROSS SALES	00.00	000.00
-----		
CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00
-----		
CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
-----		
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
MISC TEND 5	00.00	000.00
-----		
MISC TEND 16	00.00	000.00
-----		
DRAWER TOTAL	00.00	000.00
-----		
PROMO	00	000.00
WASTE	00	000.00
-----		
TRAINING TOTAL	00.00	000.00
-----		
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
-----		
GUESTS	00	
-----		
AVERAGE	000.00	
-----		
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

# INVENTORY

An example of the inventory report follows:

INVENTORY REPORT		
X1 REPORT	X1 0003	X2 0001
CONSOLIDATED 01-02		
INV #002 BURGER		
BEGINING INVENTORY		1000.00
RECEIPTS		100.00
TRANSFER INS		25.00
TRANSFER OUTS		10.00
RAW WASTE		-5.00
THEORETICAL USAGE		110.00
SHELF COUNT		1000.00
ACTUAL USEAGE		112.00
ENDING INVENTORY		998.00
VALUE OF INVENTORY		2245.50
VARIANCE +/-		-2.00
VARIANCE COST		-4.50
-----		
NET SALE		1376.15
FOOD COST		312.00
VALUE OF INVENTORY		2245.50
VARIANCE COST		-4.50
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000



# INVENTORY DEFINITIONS

## Beginning Inventory

The Beginning Quantity as entered in P-mode (inventory - register begin quantity), for the first report. Additional reports will get the begin quantity from the END value from the last "Z" reset report.

## Receipts

The Receipt Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

## Transfer In

The Transfer In Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

## Transfer Out

The Transfer Out Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

## Raw Waste

The Raw Waste Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

## Theoretical Usage

The Theoretical Use Quantity.  $=[(\text{PROMO}+\text{WASTE}+\text{SOLD (ITEM/PLU Report)}) * [\text{COUNT (RECIPE TABLE)}]]$

## Shelf Count

The Shelf is the Actual Inventory Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

## Actual Usage

The Actual Use Quantity.  $=[(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{SHELF})]$

## Ending Inventory

The Ending Quantity. If no actual inventory quantity is entered in X-mode.  $\text{END}=[(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{T.USE})]$ . If an actual inventory quantity is entered in X-mode.  $\text{END}=[(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{A.USE})]$

## Value Of Inventory

The Value of inventory items on hand.  $\text{VALUE}=[(\text{END}) * (\text{COST})]$

## Variance +/-

The Variance +/-.  $\text{VR}+/-=[(\text{T.USE})-(\text{A.USE})]$

## Variance Cost

The Variance Cost.  $\text{V.CST}=[(\text{VR}+/-) * (\text{COST})]$

## Food Cost

The Food Cost.  $\text{FDCST}=[(\text{A.USE}) * (\text{COST})]$

## PLU STOCK

PLUs designated as stock PLUs (see PLU Status Group Programming) will appear on this report.

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

## PLU STOCK BY GROUP

Further stock reporting formats are available

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
BOTTLE BEERS		
TOTAL	1234	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

## ELECTRONIC JOURNAL

This terminal has a very sophisticated analysis on journal reporting. All information can be selected by individual transaction type to be stored and reported extracted as required i.e. all Cash Transactions, VOIDS etc

**CASH TRANSACTIONS**  
**CHECK TRANSACTIONS**  
**MISC TEND TRANSACTIONS**  
**TRANSACTIONS WITH %**  
**RECD ACCT & PAID OUT**  
**RETURN TRANSACTIONS**  
**WITH ERROR CORRECTS & VOIDS**  
**NO SALES**  
**CANCEL TRANSACTIONS**  
**TRANSACTIONS WITH NEGATIVE**  
**REPORTS**  
**PROGRAM SCANS**  
**CHECK TRACKING**  
**CLERK INTERRUPT**  
**PAY BY POINTS**

- All cash sales made during normal operation
- All check sales made during normal operation
- All Miscellaneous tender operations made during normal operation
- All sales containing a discount or premium operation
- All received on account or Paid out sales transactions
- All Merchandise Return sales transactions
- All Transactions containing an error correct or voids.
- All Transactions containing no sale operations.
- All Register Mode cancelled transactions
- All Transactions with negative product sales.
- All Read & Reset reports which are printed
- All Program scans which are printed.
- All sales registered for open checks.
- All sales containing clerk interrupt balances
- All sales where Smartcard payment by points has been used.

# FOOD COST

FOOD COST REPORT		
X1 REPORT		0003
BURGER	PRICE \$	1.95
PLU# 01234567890123456		
USAGE COUNT		28
ITEM COST		1.200
USAGE COST		33.60
SALES COUNT		28
NET SALES		54.60
-----		
STEAK	PRICE	11.95
PLU#01234567890123456		
USAGE COUNT		105
ITEM FOOD COST		2.250
USAGE COST		236.25
SALES COUNT		105
NET SALES		1254.75
-----		
TOTAL FOOD COST		269.85
TOTAL SALES COUNT		133
NET SALES TOTAL		1309.35
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

## DEFINITIONS

### Usage Count

(SALES COUNT + PROMO COUNT + WASTE COUNT)

### Item Food Cost

COMBINED COST OF ALL INGREDIENTS\RECIPIES ASSOCIATED WITH THE ITEM.

### Usage Cost

(USAGE \* ITEM FOOD COST)

### Sales Count

(SALES COUNT)

### Net Sales

(SALES COUNT \* PRICE)

### Shelf Count

The Shelf is the Actual Inventory Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

