

SAMSUNG

ER-290

ELECTRONIC CASH REGISTER



**Operator's And
Programming Manual**

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INTRODUCTION

This Electronic Cash Register is designed for general retail applications requiring efficient management control and simplicity of operation.

How to use this manual :

This manual is divided into eight sections -

1. INITIAL SET-UP INSTRUCTION

- which guides the user through the initializing of this model, changing the paper and ink ribbon.

2. BASIC FEATURES AND FUNCTIONS

- which shows keyboard layout, function key descriptions, control lock, display, symbol indicators, error messages and battery system.

3. PROGRAMMING

- which lists programming options for Departments, PLUs, Function keys, and system options.

This section is recommended for use by store owners and managers, since programming can be somewhat complicated.

4. OPERATIONS

5. VOID OPERATIONS

- which guides the user through the basic operation of the ER-290.
- The use of the function keys are included in this section.

6. REPORTS

- which lists financial reports, time report, PLU report, Clerk report, Cash-in-drawer report, and Check-in-drawer report.

7. SYSTEM BALANCING

- which gathers Department sales total, Net total, Gross total and Grand total.

8. SPECIFICATION

- which lists the specification of ECR.

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

1-1. UNPACK THE CASH REGISTER

1-1-1. Unpack and unwrap cash register.

1-1-2. Locate in the packing the following items.

- ☐ 1 roll of paper
- ☐ 1 ink ribbon
- ☐ 1 rewind spindle
- ☐ 1 set of control keys

1-1-3. Remove cardboard protectors from the cash drawer.

1-2. CLEAR RANDOM ACCESS MEMORY(RAM) & INITIALIZE REGISTER

1-2-1. Unplug the register.

1-2-2. Turn the control lock to MC position with control key.

1-2-3. Connect the AC plug into a power outlet while pressing the **C** key.

1-2-4. When RAM is cleared of all memory, the register prints a line.

" C S "

NOTE!!. Do this once only.

Don't clear the RAM after the machine has been set up.

To do so would cause all programs and totals to be lost.

1-3. INSTALL PAPER IN THE PRINTER

1-3-1. Remove the printer cover and cut or tear the end of the paper roll evenly for the straight, even edge, for proper feeding through the printhead.

1-3-2. Place paper roll in the paper holder so that paper will feed from the bottom of the roll.

1-3-3. Insert the end of the paper into the paper slot of printer.

1-3-4. Depress the **FEED** key until the paper comes out about 20 cm from the printer.

1-3-5. For journal use: Insert the leading end of the paper into the paper take-up spool, wind the paper two or three turns around the spool shaft and install the spool in the mount.

1-3-6. For ticket use: Pass the outside plain tape through the window of the printer cover and replace the printer cover.

CAUTION : When the printer cover is opened to change the paper, press the key carefully to avoid to be injured by the printer gear.

1-4. CHANGING RIBBON

1-4-1. Remove the printer cover.

1-4-2. Lift up ink ribbon.

1-4-3. Insert the new ink ribbon.

1-4-4. Replace the printer cover.

BASIC FEATURES AND FUNCTIONS

2-1. KEYBOARD LAYOUT

FEED	CLERK	X/TM	7	8	9	4	8	12	PLU	RA
-	+%	-%	4	5	6	3	7	11	CHARGE	PO
CANCEL	RF	VD	1	2	3	2	6	10	SUB TOTAL	CHECK
#/NS	TAX	C	0	00	.	1	5	9	CASH/ TEND	

FUNCTION KEY

NUMERIC KEY

DEPARTMENT, PLU, FUNCTION AND
TENDER KEY

2-2. FUNCTION KEY DESCRIPTIONS

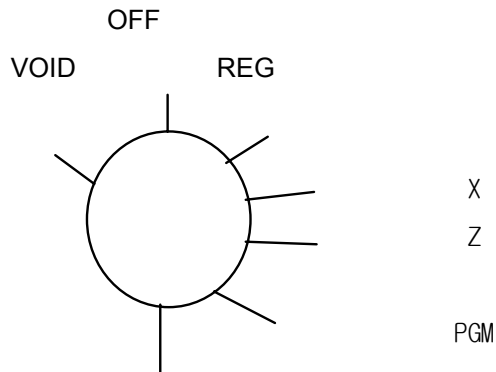
- FEED** - Used to advance printer paper.
- 00,0-9** - For all numeric entries in REG, X, Z, VOID, and PGM mode.
- C** - CLEAR key is used to clear errors made on keyboard prior to pressing the registration key. Also used to stop the error alarm when incorrect entries are made.
- DPT(1-12)** - These DEPARTMENT keys input possible in VOID, REG, and PGM mode. Used to enter the classified commodities. Unit price, HDLO, single item, TAX status can be programmed on each department in PGM mode.
- #/NS** - #/NO SALE key inputs possible in PGM and REG mode. Used to print the reference number and open the cash drawer in REG mode. Used to set up the machine number in PGM mode.

X/TM	<ul style="list-style-type: none"> - X/TIME key is used to set up the time in PGM mode. Used for multiplication of items entries in REG and VOID mode. Used to read the TIME report in X mode. Used to read and reset the TIME report in Z mode.
VD	<ul style="list-style-type: none"> - VOID key is used for item void operation in REG and VOID mode.
RF	<ul style="list-style-type: none"> - RETURN MERCHANDISE key is used for refund operation in REG mode. Used to set up the decimal and tax information in PGM mode.
-	<ul style="list-style-type: none"> - MINUS key is used to register a negative amount in REG and VOID mode. Used to set up the TAX calculation status in PGM mode.
-% , +%	<ul style="list-style-type: none"> - PERCENT key is used to subtract or surcharge a percentage from an item, or the subtotal in REG and VOID mode. Used to set up the percent rate and TAX calculation status in PGM mode.
PLU	<ul style="list-style-type: none"> - Used to register a Price Look Up(PLU) in REG and VOID mode. Used to read the PLU report in X mode. Used to read and reset the PLU report in Z mode. Used to program the PLU in PGM mode.
RA	<ul style="list-style-type: none"> - RECEIVED ON ACCOUNT key is used for received on account operation outside of a sale in REG and VOID mode. Used to set up system option with PAID OUT key in PGM mode.
PO	<ul style="list-style-type: none"> - PAID OUT key is used for paid out operation outside of sale in REG and VOID mode. Used to set up function of the receipt buffer in REG and VOID mode. Used to set up system option with RECEIVED ON ACCOUNT key in PGM mode.
TAX	<ul style="list-style-type: none"> - Used to set up the tax rate in PGM mode.
.	<ul style="list-style-type: none"> -0 DECIMAL key is used for numeric entries in REG, VOID, and PGM mode.

- SUBTOTAL - Used to obtain the subtotal of a sale in REG and VOID mode.
Used for the Cash-In-Drawer Declaration in X mode.
Used to set up the date and program the open department in PGM mode.
- CHARGE - CHARGE key is used to finalize the transaction in charge sales in REG and VOID mode.
Used to read the P-T-D report in X mode.
Used to read and reset the P-T-D report in Z mode.
- CHECK - Used to finalize the transaction in cheque sales in REG and VOID mode.
Used to convert check into cash in REG mode.
- CASH/TEND - Used to finalize cash sales in REG and VOID mode.
Used to calculate the change in REG and VOID mode.
Used to read the Daily financial report in X mode.
Used to read and reset Daily financial report in Z mode.
Used to read the programming report in PGM mode.
- CLERK - The register will operate without any clerk signing on operation in default status. However, all entries made on the register will report to one of the 4 clerk totals.
Used to sign on and sign off in REG and VOID mode.
Used to set up clerk's secret code in PGM mode.
Used to read the Clerk Report in X mode.
Used to read and reset Clerk Report in Z mode.
- CANCEL - Used to cancel transactions in REG and VOID mode.

2-3. CONTROL LOCK

The Keylock has 7 positions.



Key locks are :

- 2-3-1. 'VOID' - Used for void operations outside of a sale.
- 2-3-2. 'OFF' - The system is inoperable.
- 2-3-3. 'REG' - Used for normal operations.
- 2-3-4. 'X' - Used to read the reports.
- 2-3-5. 'Z' - Used to read the reports and reset totals to zero.
- 2-3-6. 'PGM' - Used for all register programming and to read the programming report.
- 2-3-7. 'MC' - Used for manager control operations.

NOTE !! All keys are removable in the OFF position or REG positions.

2-4. CONTROL KEYS

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

- 2-4-1. 'REG' - travels from 'OFF' to 'REG'.
- 2-4-2. 'VD' - travels from 'VOID' to 'X'.
- 2-4-3. 'Z' - travels from 'VOID' to 'Z'.
- 2-4-4. 'P' - travels from 'VOID' to 'PGM'.
- 2-4-5. 'C' - travels from 'VOID' to 'MC'.

2-5. DISPLAY

DPT	RPT	A M O U N T			
1234567.89					
1 2 3 4					
CLERK					

- D P T : Indicates the Department number of the last item entered.
- R P T : Indicates the number of times an item has been repeated or multiplied.
- AMOU : Indicates the number of times an item has been repeated or multiplied
- NT
- CLERK : Shows the current Clerk.

2-6. SYMBOL INDICATORS

* SYMBOL INDICATORS (1st digit)

CHANGE ERROR NEGATIVE TOTAL

2-7. ERROR MESSAGES

E0 : MEMORY FULL

- This message indicates that the Z report should be taken immediately because sold data is too big.
Depress the key in Z mode.

E1 : KEY INPUT ERROR

- This message indicates an error condition.
Press the key to clear this error condition.

E9 : DISCONNECTION OF PRINTER, PAPER JAM

- Please turn the power off and fix the printer connector,
turn the power on again.
- Please turn the power off and remove the paper in the printer,
turn the power on again.

2-8. BATTERY SYSTEM

This model is equipped with a battery system that provides back up power to the register memory if the power cord is accidentally disconnected or if a power interruption occurs.

The register program, the transaction totals, and the grand total will be retained in the machine because of the memory protection feature. The average span of life is approximately 60 days after a power interruption.

These batteries recharge automatically when the machine is plugged in.

PROGRAMMING

Setting up features before use.

When you finish with this program, make it a rule to depress the CASH/TEND key.

****TURN CONTROL LOCK POSITION TO PGM MODE.***

3-1. SYSTEM OPTION

System option is provided for your selections of this model's functions according to the your requirements.

It is provided for 22 varieties and its default status is mostly zero.

You can set it up according to your preference with the RA key and the PO key.

System option has its own number between 1 and 22.

See the example below:

n1 n2 - RA - n3 - PO

└─┘ └─┘ Status

System option No.

NOTE !! Refer to STATUS TABLE about status.

Example. Now, let's set up system option.

Set up allowing Post tender, Check cashing, Clerk and Receipt Buffer function.

1 7 RA 1 PO

1 8 RA 1 PO

1 9 RA 1 PO

2 1 RA 1 PO

@ 1 7	1 S O
@ 1 8	1 S O
@ 1 9	1 S O
@ 2 1	1 S O

STATUS TABLE

No.	S Y S T E M O P T I O N	STATUS
1	Print GRAND TOTAL in X,Z report.	YES = 0
		NO = 1
2	Print GROSS TOTAL in X,Z report.	YES = 0
		NO = 1
3	Select printing DATE & TIME on all report.	
	- Print DATE & TIME all.	0
	- Print only DATE.	1
	- Print only TIME.	2
	- Not print DATE & TIME all.	3
4	Reset CONSECUTIVE NUMBER after Z report.	NO = 0
		YES = 1
5	Reset COUNTER after Z report.	NO = 0
		YES = 1
6	ZERO SKIP on X,Z report	NO = 0
		YES = 1
7	Reset GRAND TOTAL after Z report	NO = 0
		YES = 1
8	Print SUBTOTAL.	NO = 0
		YES = 1
9	Select DRAWER COMPULSORY.	NO = 0
		YES = 1
10	Select Cash-In-Drawer COMPULSORY.	NO = 0
		YES = 1
11	Select X REPORT ALLOWED.	YES = 0
		NO = 1

No.	S Y S T E M O P T I O N		STATUS
12	Print data of VOID position in report		YES = 0
			NO = 1
13	Select information of TAX		
	- Not print Taxable Total.	- Print separately TAX Amount.	0
		- Print TAX Amount Total.	1
		- Not Print TAX Amount.	2
	- Print Taxable Total.	- Print separately TAX Amount.	3
		- Print TAX Amount Total.	4
		- Not Print TAX Amount.	5
14	TAX and % calculation.	Raised / Discarded.	0
		Discarded.	1
		Round up.	2
15	Decimal multiplication and split pricing calculation.	Raised / Discarded.	0
		Discarded.	1
		Round up.	2
16	Select information of rounding		
	- NONE Rounding.		0
	- EUROPEAN Rounding. 0.00 - 0.02 = 0.00 0.03 - 0.07 = 0.05 0.08 - 0.09 = 0.10		1
	- SWEDEN Rounding. 0.00 - 0.24 = 0.00 0.25 - 0.74 = 0.50 0.75 - 0.99 = 1.00		2
	- DENMARK Rounding. 0.00 - 0.12 = 0.00 0.13 - 0.37 = 0.25 0.38 - 0.62 = 0.50 0.63 - 0.87 = 0.75 0.88 - 0.99 = 1.00		3
	- FINLAND Rounding. 0.00 - 0.04 = 0.00 0.05 - 0.09 = 0.10		4
17	Allow Post Tender.		NO = 1
			YES = 0
18	Allow Check Cashing.		NO = 1
			YES = 0

No.	S Y S T E M O P T I O N	STATUS
19	Select Information of Clerk	
	- Not allow function of Clerk	0
	- Allow function of Clerk as Stay down mode.	1
	- Allow function of Clerk as Pop up mode.	2
20	Select the DATE sequence.	
	Day - Month - Year	0
	Month - Day - Year	1
	Year - Month - Day	2
19	Allow function of Receipt Buffer.	NO = 1
		YES = 0
20	Printing the SALE ITEM COUNTER in Receipt.	NO = 1
		YES = 0



=> INITIAL STATUS

3-2. DECIMAL POINT & TAX INFORMATION

This programming is for setting up the decimal point and tax information.

Decimal point information comes in four varieties - from 0 to 3

and tax information comes in two varieties - VAT, ADD ON TAX.

If you want to set up this information, do it as below.

n1 n2 - RF

| _____ Tax information

Decimal point information - 0 -> 2 Decimal point 0 -> VAT (Value Added Tax)

1 -> 0 Decimal point 1 -> ADD ON TAX

2 -> 1 Decimal point

3 -> 3 Decimal point

Example. 2 Decimal point and VAT version

0 0 - RF

* 0 0 T D

3-3. TAX RATE

As previously stated this model has two separate tax rates.

These rates are set up and calculated between 0.001% and 99.999%.

Each tax has a number which is classified by item.

n1 - RA — Select Tax No.(1 - 4)

n2 n3 . n4 n5 n6 - TAX

tax rate(0.000%- 99.999%)

Example. Tax rate of VAT 1 is 8.000% or tax rate of ADD ON TAX 1 is 8.000%.

1 — Select Tax 1

8 □ 0 0 0 — Rate

* 8 . 0 0 0 T 1

3-4. PERCENT(%)

Percent(%) key is programmed either positive or negative, as an open or preset amount of percentage.

This is set up and calculated between 0.001% and 99.999%.

The status of Percent key has two options.

One is that tax calculated before percent rate is applied, and the other is that tax calculated after percent rate is applied.

n1 - RA — Select Status

STATUS : 0 -> Tax calculated before percent rate is applied.

1 -> Tax calculated after percent rate is applied.

[-] -%

n2 n3 . n4 n5 n6 -|

[+] +%

Percent rate(0.000%-99.999%)

Example. -% is 10.000% and Tax calculated before percent rate is applied.

0 RA — Select the Status
1 0 [-] 0 0 0 -%

* 1 0 . 0 0 0 - %

3-5. MINUS(-)

This is for a discount and it can use amount of discount.

The status has two varieties as the percent key.

n1 - -

STATUS : 0 -> Tax calculated before discount is applied.

1 -> Tax calculated after discount is applied.

Example. Tax calculated after discount is applied.

1 -

* 1 -

3-6. CLERK

You can use the Clerk function as standard.

Or you can set up the System option to allow.

You can input a secret code for each clerk.

The secret code is made up of 3 figures, which are numbers between 100 and 999.

Each clerk has his own number between 1 and 4.

To operate 4 clerks.

Refer to the System option No.19, please.

Clerk of System option is divided three modes.

One is not setting up the Clerk function, another is setting up clerk function

Stay down mode, and the other is Pop up mode.

Stay down mode is typically used in supermarkets where only one operator uses the register in a time period.

Pop up mode signs off the operator automatically after each receipt.

This mode is used in restaurants or similar types of stores where servers one after the other are using the register during the same period.

NOTE !! Refer to 3-1. SYSTEM OPTION about Clerk.

3-6-1. SETTING UP SECRET CODE OF CLERK

The method of setting up secret code numbers for clerks is as follows.

CLERK - n1 n2 n3 n4 - CLERK

_____ L Clerk No.

Secret code

Example. Set up the secret code of clerk1, 123.

Set up the secret code of clerk2, 222.

CLERK 1 2 3 1 CLERK

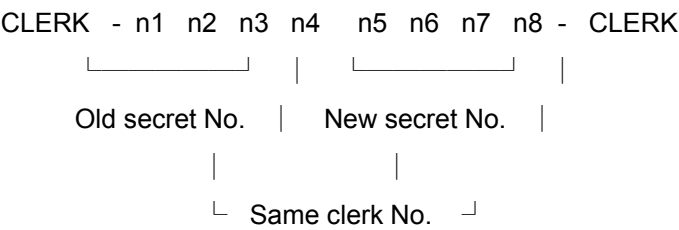
CLERK 2 2 2 2 CLERK

* 1	# S
* 2	# S

3-6-2. CHANGING THE SECRET CLERK CODE

You can change the existing secret code of a clerk.

By inputting the old secret No. followed by the new secret No. of the clerk.



Example. Change the secret code of clerk1 123 to 111.

CLERK 1 2 3 1 1 1 1 1 CLERK

* 1 # S

3-6-3. CONFIRMING THE CLERK

If you want to confirm, do the follows.

Press the numeric key 9 and then the CLERK key.

9 - CLERK

* 1 1 1 1
* 2 2 2 2
* 3 0 0 0
* 4 0 0 0
0 0 0 0 0 1
1 5 . 2 6 0 0

3-6-4. CANCEL THE CLERK INFORMATION

To cancel the secret code of all clerks.

Press the numeric key 0 and then the CLERK key .

* C L
0 0 0 0 0 2
1 5 . 2 6 0 0

3-7. DEPARTMENT

This programming consists of two parts.

One is OPEN DEPARTMENT, and the other is PRESET PRICE DEPARTMENT.

Each department can be programmed as OPEN or PRESET PRICE.

3-7-1. OPEN DEPARTMENT

This is consist of HDLO(High Digit Lock Out) and status.

HDLO means entries above a limit are not allowed.

How to alter status.

Status is whether the department is single item or not and what its tax is.

SUBTOAL - n1 n2 - DEPARTMENT

NOTE !! The expression of DEPARTMENT key is alternated with DPT key from now on.

n1 : number of HDLO

n2 : number of single item and tax status

NO	L I M I T
0	no HDLO (same as 7)
1	0.01 - 0.09
2	0.01 - 0.99
3	0.01 - 9.99
4	0.01 - 99.99
5	0.01 - 999.99
6	0.01 - 9999.99
7	0.01 - 99999.99

NOT SINGLE ITEM		SINGLE ITEM	
NO	TAXBLE BY...	NO	TAXBLE BY...
0	Non-taxable	5	Non-taxable
1	TAX 1	6	TAX 1
2	TAX 2	7	TAX 2
3	TAX 3	8	TAX 3
4	TAX 4	9	TAX 4

Example. Department3 : 4 HDLO, Not single item, Non-taxable

Department4 : 5 HDLO, Single item, Taxable by TAX1

SUBTOTAL 4 0 DPT3

SUBTOTAL 5 6 DPT4

3 4
4 5 T 1

3-7-2. PRESET PRICE DEPARTMENT

Preset price department consists of preset price and status.

Preset price can be programmed up to seven digits.

Status is equal to open department's.

The sequence of inputting is as follows.

n1 n2 n3 n4 n5 n6 n7 n8 - DPT
└──────────────────┘ └─ Status(same as open department)
Preset price

Example. Department1 : Price is 10.00, Not single item, Taxable by TAX1

Department2 : Price is 20.00, Not single item, Taxable by TAX2

1 0 0 0 1 DTP1
2 0 0 0 2 DPT2

1 1 0 . 0 0 T 1
2 2 0 . 0 0 T 2

3-8. PLU (Price Look Up)

PLU programming is similar to department programming.

Each PLU can be programmed as OPEN or PRESET PRICE.

The difference is that PLU numbers must be between 1 and 300 and that

PLU's are linked to each department.

The PLU numbers are between 1 and 300.

3-8-1. OPEN PLU

n1 n2 n3 - PLU - SUBTOTAL - n4 n5 - DPT

	<input type="text"/>				└ Status (same as open department)
--	----------------------	--	--	--	------------------------------------

PLU No.(1 - 300) HDLO(same as open department)

Example. PLU25, 4 HDLO, Not single item, Non-taxable, Linked department1

2 5 PLU — PLU No.
SUBTOTAL 4 0 DPT1 — Open
Department

$$\begin{array}{ccccccc} * & 0 & 2 & 5 & & & \\ 1 & . & . & . & . & . & 4 \end{array}$$

NOTE !! Refer to 3-7-1. OPEN DEPARTMENT about HDLO and status.

3-8-2. PRESET PRICE PLU

n1 n2 n3 - PLU - n4 n5 n6 n7 n8 n9 n10 n11 - DPT

PLU No.(1 - 300) Preset price (same as open department)

Example. PLU12, Price is 2.50, Not single item, Taxable by TAX1, Linked department1

1 2 PLU — PLU No.
2 5 0 1 DPT1 — Preset price
Department

* 0 1 2
1 2 . 5 0 T 1

NOTE !! Refer to 3-7-1. OPEN DEPARTMENT about status information.

3-9. DATE

This is related to date sequence.

You have to program according to following date sequence.

n1 n2 n3 n4 n5 n6 - SUBTOTAL

NOTE !! Day is allowed 1 to 31, month is allowed 1 to 12, year is consist of a number of two figures.

Refer to SYSTEM OPTION 20 DATE SEQUENCE .

Example. To set December 25,1997

2 5 1 2 9 7 SUBTOTAL
Day - Month - Year
1 2 2 5 9 7 SUBTOTAL
Month - Day - Year
9 7 1 2 2 5 SUBTOTAL
Year - Month - Day

2 5 - 1 2 - 1 9 9 7

1 2 - 2 5 - 1 9 9 7

1 9 9 7 - 1 2 - 2 5

3-10. TIME

Enter the hour and minutes using the 24 hour clock and press the X/M key.

n1 n2 n3 n4 - X/M

Hour Minute

Example. Current time is 3:25 p.m.

1 5 2 5 X/M

1 5 . 2 5

3-11. REGISTER NUMBER

You can set up a register number which consists of 2 figures.

n1 n2 - #/NS

Example. Set up this register number as 30.

3 0 #/NX

*	3	0	#
								0	0	0
								0	0	3
1	5	.	2	5					3	0

**NOTE !! After depressing the CASH/TEND key,
you can finish setting up function in PGM mode.**

3-12. RECEIPT/JOURNAL

The default state of this program is the RECEIPT status.

This means that the receipt is issued with stamp.

If you select the JOURNAL status, the stamp is not operational.

It works by toggle with the PO key in X mode.

See the follows.

9 9 9 9 PO

3-13. READ THE PROGRAMMING REPORT

You can confirm what you have set up to now.

By pressing the CASH/TEND key without any other key in PGM mode.

*** TURN CONTROL LOCK POSITION TO PGM MODE.**

Now, you are ready to operate the register.

PROGRAMMING CONTENTS

YOUR RECEIPT THANK YOU	- STAMP
2 5 - 1 2 - 1 9 9 7	
7 1	- HDLO, SINGLE ITEM and VAT STATUS
1 1 0 . 0 0 T 1	- DEPT. NO., UNIT PRICE, TAX SYMBOL
7 2	
2 2 0 . 0 0 T 2	
4 0	
3 0 . 0 0	
5 6	
4 0 . 0 0 T 1	
7 0	
5 0 . 0 0	
7 0	
6 0 . 0 0	
7 0	
7 0 . 0 0	
7 0	
8 0 . 0 0	
7 0	
9 0 . 0 0	
7 0	
1 0 0 . 0 0	
7 0	
1 1 0 . 0 0	
7 0	
1 2 0 . 0 0	
* 8 . 0 0 0 T 1	- TAX 1 RATE
* 0 . 0 0 0 T 2	- TAX 2 RATE
* 0 . 0 0 0 T 3	- TAX 3 RATE
* 0 . 0 0 0 T 4	- TAX 4 RATE

* 0 - %	
* 1 0 . 0 0 0 - %	
* 0 + %	
* 0 . 0 0 0 + %	
* 1 -	
* 0 0 T D	
@ 0 1	0 S 0
@ 0 2	0 S 0
@ 0 3	0 S 0
@ 0 4	0 S 0
@ 0 5	0 S 0
@ 0 6	0 S 0
@ 0 7	0 S 0
@ 0 8	0 S 0
@ 0 9	0 S 0
@ 1 0	0 S 0
@ 1 1	0 S 0
@ 1 2	0 S 0
@ 1 3	0 S 0
@ 1 4	0 S 0
@ 1 5	0 S 0
@ 1 6	0 S 0
@ 1 7	1 S 0
@ 1 8	1 S 0
@ 1 9	1 S 0
@ 2 0	0 S 0
@ 2 1	1 S 0
@ 2 2	0 S 0
* 0 1 2	7 1
1 2 . 5 0 T 1	
* 0 2 5	4 0
1 0 . 0 0	
	0 0 0 0 0 4
1 5 . 2 6	3 0

- -% TAX CALCULATION STATUS
- -% RATE
- +% TAX CALCULATION STATUS
- +% RATE
- (-) TAX CALCULATION STATUS
- DECIMAL POINT & TAX INFORMATION
- SYSTEM OPTION

4. OPERATIONS

Now, you can operate this model.

This part explains how to operate the cash register.

The tender keys are CASH/TEND , CHECK , CHARGE key.

When the Clerk of System option is set up, operate the Clerk function first before using other functions in **REG mode** .

*** TURN CONTROL LOCK POSITION TO REG MODE.**

NOTE !! Following examples are based on VAT system.

4-1-1. CLERK

You have to program the System option about Clerk and set up the secret code of the Clerk before operating the Clerk function.

The system option has three types.

One is used without the Clerk function, another is the Stay down mode, and the other is the Pop up mode.

You have to operate according to how the System option was programmed.

Two ways of operation are be available

- Stay down operation
- Pop up operation

Stay down operation requires a manual sign off.

This mode is typically used in Supermarkets where only one operator uses the register in a time period.

Pop up operation signs off the operator automatically after each receipt.

Therefore you have to sign on the operator before operating this model.

This mode is used in restaurants or similar types of stores where servers one after the other are using the register during the same period.

NOTE !! Refer to 3-1. SYSTEM OPTION and 3-6. CLERK.

4-1-1. CLERK SIGN ON

If the System option about Clerk is set up, operate as follows:
Then the end of display is showed the comma.

n1 n2 n3 n4 -
 _____ Clerk No.
 Secret code

Example. The Secret code of Clerk 1 is 111.
You operate Clerk 1 in Stay down mode.

1 1 1 1 CLERK

* 1	C 0
* 1	0 0 0 0 0 5
1 5 . 2 6	3 0

4-1-2. CLERK SIGN OFF

When you sign off current Clerk, depress the O key and the CLERK key in order. Then the end of display is not showed the comma.

4-2. DEPARTMENT

This operation is when you enter a sales item using the department key.
Watch the display when you are operating this key.
One digit of the display indicate department No. and items.

4-2-1. OPEN DEPARTMENT

You will probably have programmed the department before using this model.

Do you remember the word, "HDLO(High Digit Lock Out)"?

HDLO is means that entries above a limit are not allowed.

If you did not set up HDLO of department, it is set up default status - 7.

Let's operate the follows.

Example. Sale price 1.00 of the department1, price 2.00 of the department2,
price 3.00 of the department3.

1 0 0 DPT1

2 0 0 DPT2

3 0 0 DPT3

CASH/TEND

2 5 - 1 2 - 1 9 9 7

1 1 . 0 0 T 1

2 2 . 0 0 T 2

3 3 . 0 0

* 6 . 0 0 C A

* 0 . 0 7 T 1

* 1 0 0 0 0 0 6

1 5 . 2 6 3 0

4-2-2. PRESET PRICE DEPARTMENT

You have programmed preset price of department before.

You can operate the department without numeric key because of
presetting of the department key.

See as follows.

DPT2 — Preset Department

CASH/TEND — Tender

2 5 - 1 2 - 1 9 9 7

2 2 0 . 0 0 T 2

* 2 0 . 0 0 C A

* 1 0 0 0 0 0 7

1 5 . 2 6 3 0

4-2-3. DEPARTMENT REPEAT ENTRY

This is applied to either open or preset price department.
Depress again the department key used for the item just
entered and repeat as many times as required.

This also applies to PLU.

4 0 0 DPT2 DPT2 — Overriding
department

DPT1 DPT1 — Preset price
department

CASH/TEND — Tender

2 5 - 1 2 - 1 9 9 7

2 4 . 0 0 T 2

2 4 . 0 0 T 2

1 1 0 . 0 0 T 1

1 1 0 . 0 0 T 1

* 2 8 . 0 0 C A

* 1 . 4 8 T 1

* 1 0 0 0 0 0 8

1 5 . 2 6 3 0

4-2-4. DEPARTMENT MULTIPLICATION

When more than three items are to be entered with the same Department and price, the Multiplication is quicker than the Repeat Entry.

Quantity is consists of 4 figures(1 to 9999) using the X/TM key.

This is also applied to PLU.

It is as follows.

2 X/TM ——— Quantity

5 0 0 DPT1 ——— In case of Open Department

3 X/TM ——— Quantity

DPT2 ——— In case of Preset
Price Department

CASH/TEND ——— Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 2 X
@ . . . . . 5 . 0 0
1 . . . . . 1 0 . 0 0 T 1
* . . . . . 3 X
@ . . . . . 2 0 . 0 0
2 . . . . . 6 0 . 0 0 T 2
* . . . . . 7 0 . 0 0 C A
* . . . . . 0 . 7 4 T 1
* 1      0 0 0 0 0 9
1 5 . 2 6      3 0
  
```

4-2-5. DEPARTMENT MULTIPLICATION WITH DECIMAL POINT

1 ☐ 2 X/TM ——— Multiple Department with decimal point

1 0 0 DPT5 ——— Sale Department item

CASH/TEND ——— Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 1 . 2 0 0 X
@ . . . . . 1 . 0 0
5 . . . . . 1 . 2 0
* . . . . . 1 . 2 0 C A
* 1      0 0 0 0 1 0
1 5 . 2 6      3 0
  
```

4-2-6. SPLIT PRICING

2 X/TM —— Sale item

3 X/TM —— Set item

1 0 0 DPT6 —— Price of set item

CASH/TEND —— Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 2 X
* . . . . . 3 X
@ . . . . . 1 . 0 0
6 . . . . . 0 . 6 7
* . . . . . 0 . 6 7 C A
* 1      0 0 0 0 1 1
1 5 . 2 7      3 0

```

4-2-7. SINGLE ITEM DEPARTMENT

For example if Department 4 is programmed as a single item, Department 4 will not operate as a single sale if another department has already been used.

And this is applies to open or preset price departments.

4 0 0 0 DPT4

```

2 5 - 1 2 - 1 9 9 7

4 . . . . . 4 0 . 0 0 T 1
* . . . . . 4 0 . 0 0 C A
* . . . . . 2 . 9 6 T 1
* 1      0 0 0 0 1 2
1 5 . 2 7      3 0

```

4-3. PLU (Price Look Up)

This operation is similar to Department.

Only difference is that PLU is programmed before.

4-3-1. OPEN PLU

2 5 PLU —— PLU No.

5 0 0 PLU —— Price

CASH/TEND —— Tender

```

2 5 - 1 2 - 1 9 9 7

* 0 2 5
1 . . . . . 5 . 0 0
* . . . . . 5 . 0 0 C A
* 1      0 0 0 0 1 3
1 5 . 2 7      3 0

```

4-3-2. PRESET PRICE PLU

1 2 PLU — PLU No.

CASH/TEND — Tender

2	5	-	1	2	-	1	9	9	7
*	0	1	2						
1	2	.	5	0 T 1
*	2	.	5	0 C A
*	0	.	1	9 T 1
*	1					0	0	0	0 1 4
1	5	.	2	7					3 0

4-3-3. PLU OVERRIDING

Press the RA key before entering the number of the PLU in case of overriding of the preset PLU.

RA — PLU Overriding

1 2 PLU — Preset PLU

7 5 0 PLU — Price

CASH/TEND — Tender

2	5	-	1	2	-	1	9	9	7
*	0	1	2						
1	7	.	5	0 T 1
*	7	.	5	0 C A
*	0	.	5	6 T 1
*	1					0	0	0	0 1 5
1	5	.	2	7					3 0

4-3-4. PLU REPEAT ENTRY

1 2 PLU — PLU No.

PLU — PLU repeat entry

CASH/TEND — Tender

2	5	-	1	2	-	1	9	9	7
*	0	1	2						
1	2	.	5	0 T 1
*	0	1	2						
1	2	.	5	0 T 1
*	5	.	0	0 C A
*	0	.	3	7 T 1
*	1					0	0	0	0 1 6
1	5	.	2	7					3 0

4-3-5. PLU MULTIPLICATION

2 X/TM — Quantity

2 5 PLU —
| Open PLU

5 0 0 PLU —

3 X/TM — Quantity

1 2 PLU — Preset PLU

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 2 X
@ . . . . . 5 . 0 0
* 0 2 5
1 . . . . . 1 0 . 0 0
* . . . . . 3 X
@ . . . . . 2 . 5 0
* 0 1 2
1 . . . . . 7 . 5 0 T 1
* . . . . . 1 7 . 5 0 C A
* . . . . . 0 . 5 6 T 1
* 1      0 0 0 0 1 7
1 5 . 2 8      3 0

```

4-3-6. PLU MULTIPLICATION WITH DECIMAL POINT

1 □ 2 X/TM — Quantity

2 5 PLU — PLU No.

2 0 0 PLU — Price

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 1 . 2 0 0 X
@ . . . . . 2 . 0 0
* 0 2 5
1 . . . . . 2 . 4 0
* . . . . . 2 . 4 0 C A
* 1      0 0 0 0 1 8
1 5 . 2 8      3 0

```

4-3-7. SPLIT PRICING

2 X/TM — Sale item

3 X/TM — Set item

1 2 PLU — PLU

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

* . . . . . 2 X
* . . . . . 3 X
@ . . . . . 2 . 5 0
* 0 1 2
1 . . . . . 1 . 6 7 T 1
* . . . . . 1 . 6 7 C A
* . . . . . 0 . 1 2 T 1
* 1      0 0 0 0 1 9
1 5 . 2 8      3 0

```

4-3-8. SINGLE ITEM

When PLU is set up as single item, operate this function like a Department.

4-4 . PERCENT

These keys are used to add or subtract a percent rate to or from an individual sale entry item or the entire sale.
Each of the keys can function with a rate manually entered or a preset rate.
To activate the preset rate entry, rate setting is necessary.

4-4-1. PERCENT ON A DEPARTMENT OR PLU ITEM FOR THE PRESET RATE

┐ DPT ┐ ┐ -%
..... | | |
└ PLU └ └ +%

Example. Preset rate Percent discount is 10.000%.

1 0 0 0 DPT1 — Sale item

-% — Percent discount on Preset rate

CASH/TEND — Tender

2 5 - 1 2 - 1 9 9 7									
1	1 0 . 0 0 T 1			
*	1 0 . 0 0 0 - %			
*	- 1 . 0 0			
*	9 . 0 0 C A			
*	0 . 7 4 T 1			
*	1					0 0 0 0 2 0			
1 5 . 2 8							3 0		

4-4-2. PERCENT ON A DEPARTMENT OR PLU FOR THE MANUAL RATE

You can operate this key without the preset rate.
The manual rate is the number of 5 figures between 0 % and 99.999 %.

┐ -%
..... n1 n2 . n3 n4 n5 - |
└ +%
└──────────┘
Manual rate

Example. In case of Manual rate percent discount is 5.000%.

1 0 0 0 DPT1 — Sale item

3 0 0 0 DPT2

SUBTOTAL — Output subtotal

5 □ 0 0 0 -% — Percent discount on manual rate

CASH/TEND — Tender

2 5 - 1 2 - 1 9 9 7									
1	1	0	.	0 0 T 1
2	3	0	.	0 0 T 2
*	4	0	.	0 0 S T
*	5	.	0	0 0 - %
*	-	2	.	0 0
*	3	8	.	0 0 C A
*	0	.	7	4 T 1
*	1					0	0	0	0 2 3
1 5 . 2 8		3 0							

4-5. RETURN MERCHANDISE

This operation is used to return merchandise.
See the follows.

┌ DPT

RF | — In case of Preset price

└ n1 n2 n3 PLU

┌ n1 n2 n3 n4 n5 n6 n7 - DPT -- In case of Manual price

| ┌──────────────────┐

RF | Price

|

└ RA - n1 n2 n3 - PLU - n4 ... n10 - PLU — PLU overriding

┌────────┐ ┌────────┐

PLU No. Price

Example. PLU 12 has Preset price, 2.50.

RF ——— Return
merchandise
1 2 PLU ——— Preset PLU 12

CASH/TEND ——— Tender

```

2 5 - 1 2 - 1 9 9 7

- - - - - R T
* 0 1 2
1 . . . . . - 2 . 5 0 T 1
* . . . . . - 2 . 5 0 C A
* . . . . . - 0 . 1 9 T 1
* 1      0 0 0 0 2 4
1 5 . 2 9      3 0

```

Example. Return Department 1, 5.00.

RF ——— Return
merchandise
5 0 0 DPT1 ——— Sale item

CASH/TEND ——— Tender

```

2 5 - 1 2 - 1 9 9 7

- - - - - R T
1 . . . . . - 5 . 0 0 T 1
* . . . . . - 5 . 0 0 C A
* . . . . . - 0 . 3 7 T 1
* 1      0 0 0 0 2 5
1 5 . 2 9      3 0

```

4-6. VOID

4-6-1. LAST ITEM VOID / ERROR ITEM

This key corrects the last item or voids the last item only.

1 0 0 0 DPT1 ——— Sale item

2 0 0 0 DPT4

VD ——— Void or Correct
the last item
CASH/TEND ——— Tender

```

2 5 - 1 2 - 1 9 9 7

1 . . . . . 1 0 . 0 0 T 1
4 . . . . . 2 0 . 0 0 T 1
- - - - - V 1
4 . . . . . - 2 0 . 0 0 T 1
* . . . . . 1 0 . 0 0 C A
* . . . . . 0 . 7 4 T 1
* 1      0 0 0 0 2 6
1 5 . 2 9      3 0

```

1 2 PLU — Preset PLU 12

PLU — Repeat Entry

VD — Void or Correct
the last item

1 2 VD PLU — Void previous item

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

* 0 1 2
1 . . . . . 2 . 5 0 T 1
* 0 1 2
1 . . . . . 2 . 5 0 T 1
- - - - - V 1
* 0 1 2
1 . . . . . - 2 . 5 0 T 1
- - - - - V 1
* 0 1 2
1 . . . . . - 2 . 5 0 T 1
* . . . . . 0 . 0 0 C A
* 1      0 0 0 0 2 7
1 5 . 2 9      3 0

```

4-6-2. VOID PREVIOUS ITEM

1 0 0 0 DPT1 — Sale item

2 0 0 0 DPT4

1 0 0 0 VD DPT1 — Void
Previous item

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

1 . . . . . 1 0 . 0 0 T 1
2 . . . . . 2 0 . 0 0 T 2
- - - - - V 1
1 . . . . . - 1 0 . 0 0 T 1
* . . . . . 2 0 . 0 0 C A
* . . . . . 1 . 4 8 T 1
* 1      0 0 0 0 2 8
1 5 . 2 9      3 0

```

4-7. MINUS

1 0 0 0 DPT1 — Sale item

2 0 0 0 DPT2

1 0 0 - — Discount

CASH/TEND — Tender

```

2 5 - 1 2 - 1 9 9 7

1 . . . . . 1 0 . 0 0 T 1
2 . . . . . 2 0 . 0 0 T 2
* . . . . . - 1 . 0 0 -
* . . . . . 2 9 . 0 0 C A
* . . . . . 0 . 7 4 T 1
* 1      0 0 0 0 2 9
1 5 . 2 9      3 0

```

4-8. CANCEL

When you have completed the transaction on the subtotal
press CANCEL key .

1 0 0 DPT1 ——— Sale item

2 0 0 DPT2

3 0 0 DPT3

SUBTOTAL ——— Subtotal

CANCEL ——— Cancel

2 5 - 1 2 - 1 9 9 7

1 1 . 0 0 T 1
2 2 . 0 0 T 2
3 3 . 0 0
* 6 . 0 0 S T
- - - - - - - - - V 3
* 1 0 0 0 0 3 0
1 5 . 3 0 3 0

4-9. NO SALE

4-9-1. OPEN DRAWER

This is used to open the cash drawer outside of a sale.

#/NS

2 5 - 1 2 - 1 9 9 7

. N S
* 1 0 0 0 0 3 1
1 5 . 3 0 3 0

4-9-2. NON ADD NUMBER

This is used to print the reference number.

n1 n2 n3 n4 n5 n6 n7 - #/NS
|
Reference number

Example. The reference number is 1234567.

1 2 3 4 5 6 7 - #/NS

2 5 - 1 2 - 1 9 9 7

* . . . 1 2 3 4 5 6 7 #

4-10. RECEIVED ON ACCOUNT

n1 n2 n3 n4 n5 n6 n7 - RA

money received on

Example. Received on 30.00.

3 0 0 0 RA

2 5 - 1 2 - 1 9 9 7
* 3 0 . 0 0 R A
* 1 0 0 0 0 3 2
1 5 . 3 1 3 0

4-11. PAID OUT

4-11-1. PAID OUT OPERATION

n1 n2 n3 n4 n5 n6 n7 - PO

money paid out

Example. Paid out 20.00.

2 0 0 0 PO

2 5 - 1 2 - 1 9 9 7
* 2 0 . 0 0 P 0
* 1 0 0 0 0 3 3
1 5 . 3 1 3 0

4-11-2. RECEIPT BUFFER

Receipt issued when required.

Set up System option 21.

NOTE !! Refer to 3-1. SYSTEM OPTION about receipt buffer.

Before operating the register, depress the PO key.

This will suppress printing.

If receipt required press the CASH/TEND key.

Depress the PO key again, printing will resume.

PO ——— Suppress printing

1 0 0 0 DPT1 ——— Sale item

2 0 0 0 DPT2

CASH/TEND ——— Tender

(The receipt is not issued.)

CASH/TEND ——— Post finalization
receipt.

PO ——— Cancel printing
suppression.

```
2 5 - 1 2 - 1 9 9 7

1 . . . . . 1 0 . 0 0 T 1
2 . . . . . 2 0 . 0 0 T 2
* . . . . . 3 0 . 0 0 C A
* . . . . . 0 . 7 4 T 1
* 1      0 0 0 0 3 4
1 5 . 3 1      3 0
```

NOTE !! If The sale item is more than 30 items or the tender key is used more than 3 times in performing this function, you get a receipt as follows.

```
2 5 - 1 2 - 1 9 9 7

1 . . . . . 1 0 . 0 0 T 1
1 . . . . . 1 0 . 0 0 T 1
:           :
2 . . . . . 2 0 . 0 0 T 2
2 . . . . . 2 0 . 0 0 T 2
:           :
3 . . . . . 3 0 . 0 0
3 . . . . . 3 0 . 0 0
:           :
:           :
:           :
```

```
. . . . .
* . . . . 6 4 0 . 0 0 T L
* . . . . 5 0 . 0 0 C A
* . . . . 5 9 0 . 0 0 T L
* . . . . 3 0 . 0 0 C 2
* . . . . 5 6 0 . 0 0 T L
* . . . . 5 0 . 0 0 C A
* . . . . 5 1 0 . 0 0 T L
. . . . .
* . . . . 4 8 0 . 0 0 C H
* . . . . 1 0 . 3 7 T 1
* 1      0 0 0 0 3 4
1 5 . 3 1      3 0
```

4-12. SUBTOTAL

2 0 0 0 DPT1 ——— Sale item

SUBTOTAL ——— Subtotal

CASH/TEND ——— Tender

```
2 5 - 1 2 - 1 9 9 7

1 . . . . . 2 0 . 0 0 T 1
* . . . . . 2 0 . 0 0 S T
* . . . . . 2 0 . 0 0 C A
* . . . . . 1 . 4 8 T 1
* 1      0 0 0 0 3 5
1 5 . 3 1      3 0
```

4-13. TENDER

These keys are finalization CASH/TEND , CHECK , CHARGE key.
They can also be used for split tendering and change calculation.

4-13-1. CASH TENDER

2 0 0 0 DPT1 —— Sale item

SUBTOTAL —— Amount of sale

5 0 0 0 CASH/TEND —— Amount tender on cash

2 5 - 1 2 - 1 9 9 7									
1	2 0 . 0 0	T	1	
*	2 0 . 0 0	S	T	
*	2 0 . 0 0	T	L	
*	5 0 . 0 0	C	A	
*	3 0 . 0 0	C	4	
*	1 . 4 8	T	1	
* 1						0 0 0 0	3	6	
1 5 . 3 1								3 0	

4-13-2. CHECK TENDER

1 0 0 0 DPT1 —— Sale item

CHECK —— Non-amount
Tender on Check

2 5 - 1 2 - 1 9 9 7									
1	1 0 . 0 0	T	1	
*	1 0 . 0 0	C	2	
*	0 . 7 4	T	1	
* 1						0 0 0 0	3	7	
1 5 . 3 1								3 0	

4-13-3. CHARGE TENDER

2 0 0 0 DPT3 —— Sale item

DPT3 —— Repeat entry

SUBTOTAL —— Output subtotal

CHARGE —— Non-amount
Charge tender

2 5 - 1 2 - 1 9 9 7
3 2 0 . 0 0
3 2 0 . 0 0
* 4 0 . 0 0 S T
* 4 0 . 0 0 C 3
* 1 0 0 0 0 3 8
1 5 . 3 2 3 0

4-13-4. CHECK CASHING

Check cashing means changing cash against a check.

If this function was set up in System option, you can use this function.

NOTE !! Refer to SYSTEM OPTION about check cashing.

2 0 0 0 CHECK —— Check cashing

2 5 - 1 2 - 1 9 9 7
* 2 0 . 0 0 C 2
* - 2 0 . 0 0 C A
* 1 0 0 0 0 3 9
1 5 . 3 2 3 0

4-13-5. SPLIT TENDER

You can use the tender key several times.

1 0 0 0 DPT1 —— Sale item

2 0 0 0 DPT2

SUBTOTAL —— Output Subtotal

2 0 0 0 CASH/TEND —— Split

Tender on Cash

CHARGE —— Non-amount

Tender on Charge

2 5 - 1 2 - 1 9 9 7
1 1 0 . 0 0 T 1
2 2 0 . 0 0 T 2
* 3 0 . 0 0 S T
* 3 0 . 0 0 T L
* 2 0 . 0 0 C A
* 1 0 . 0 0 T L
* 1 0 . 0 0 C 3
* 0 . 7 4 T 1
* 1 0 0 0 0 4 0
1 5 . 3 2 3 0

4-13-6. POST TENDER

Allows change calculation option is after finalization.

NOTE !! Refer to 3-1. SYSTEM OPTION about Post tender.

6 0 0 DPT1 —— Sale item

SUBTOTAL —— Output subtotal

CASH/TEND —— Amount tender on cash

1 1 0 0 CASH/TEND —— Post tender

2	5	-	1	2	-	1	9	9	7
1	6	.	0	0 T 1
*	6	.	0	0 S T
*	6	.	0	0 C A
*	0	.	4	4 T 1
*	1					0	0	0	0 4 1
1	5	.	3	3					3 0

5. VOID POSITION OPERATIONS

Void position is used for void operation outside of a sale.

Entries can be voided in the VOID control lock position by re-entering the incorrect operation exactly as it was entered in the REG position.

REPORTS

System reports are divided into two basic categories;
"X", or read-only and "Z", or read & reset to zero.
Most reports are available in both categories.

NOTE 11 Refer to REPORT TABLE about report.

6-1. CASH-IN-DRAWER DECLARATION

In System Option Programming (3-1), Cash-In-Drawer Declaration can be programmed as compulsory.
Cash-In-Drawer Declaration is performed by adding the total of each type of media in the drawer, and pressing the SUBTOTAL key with numeric key will enter the information as the Cash-In-Drawer Declaration performed.
After performing this declaration, a report in X and Z position will be allowed.
In this case, the difference of input amount and Cash-In-Drawer is displayed.

*** Turn to CONTROL LOCK POSITION X.**

Example. You count the money in drawer, 420.00. Perform the Cash-In-Drawer Declaration.

4 2 0 0 0 SUBTOTAL

	2 5 - 1 2 - 1 9 9 7
	* 4 2 0 . 0 0 N A
	* 4 2 8 . 4 4 R 1
	* - 8 . 4 4 N 0
---- Inputted	* 1 0 0 0 0 4 2
---- Cash-in-d	1 5 . 3 3 3 0
---- Difference	

NOTE !! If you do not issue the report in X or Z mode after this declaration, you can not take any registering operation.

6-2. CASH-IN-DRAWER REPORT

After depressing the SUBTOTAL key in X mode, Cash-in-drawer Read Report will be issued.

You can check cash on hand by this means.

2 5 - 1 2 - 1 9 9 7	
* 4 2 8 . 4 4 R 1	--- Cash-in-drawer
* 1 0 0 0 0 4 3	
1 5 . 3 3 3 0	

6-3. CHECK-IN-DRAWER REPORT

After depressing the CHECK key in X mode, Check-in-drawer Read Report will be issued.

You can make check like Cash-in-drawer Read Report.

2 5 - 1 2 - 1 9 9 7	
* 3 0 . 0 0 R 2	---- Check-in-drawer
* 1 0 0 0 0 4 4	
1 5 . 3 3 3 0	

6-4. FINANCIAL REPORT

Financial report is divided into two.

One is Daily financial report and the other is Period financial report.

You can issue Daily financial report with the CASH/TEND key and Period financial report with the CHARGE key.

6-4-1. FINANCIAL DAILY REPORT - X MODE

This Report is read daily financial report.

So does not reset totals, nor does it advance the Z counter.

6-4-2. FINANCIAL DAILY REPORT - Z MODE

This report is read and reset daily financial report.

So resets totals to 0, and will advance the Z counter.

6-4-3. FINANCIAL PERIOD REPORT - X MODE

This report is read period financial report.

So does not reset totals, nor does it advance the Z counter.

6-4-4. FINANCIAL PERIOD REPORT - Z MODE

This report is read and reset period financial report.

So resets totals to 0, and will advance the Z counter.

REPORT TABLE

R E P O R T		MODE	KEY INPUT
Finalcial Daily	Read	X	CASH/TEND
	Read & Reset	Z	
Financial Period	Read	X	CHARGE
	Read & Reset	Z	
T I M E	Read	X	X/TM
	Read & Reset	Z	
P L U	Read	X	PLU
	Read & Reset	Z	
	From-To Read	X	The Start number of PLU,PLU The Last number of PLU,PLU
C L E R K	Read	X	CLERK
	Read & Reset	Z	
CASH - IN – DRAWER	Read	X	SUBTOTAL
CHECK - IN – DRAWER	Read	X	CHECK

FINANCIAL REPORT

2 5 - 1 2 - 1 9 9 7	
@ 1 Z 1	-- RESET(Z) COUNTER, MODE
1 2 7	-- DEPARTMENT NO, COUNTER
* 1 9 1 . 0 7 T 1	-- DEPARTMENT TOTAL, TAX
2 1 1	
* 1 8 0 . 0 0 T 2	
3 4	
* 7 3 . 0 0	
4 2	
* 6 0 . 0 0 T 1	
5 1	
* 1 . 2 0	
6 2	
* 0 . 6 7	
7 0	
* 0 . 0 0	
8 0	
* 0 . 0 0	
9 0	
* 0 . 0 0	
1 0 0	
* 0 . 0 0	
1 1 0	
* 0 . 0 0	
1 2 0	
* 0 . 0 0	
* 2 3 3 . 6 7 T 1	-- TAXABLE AMOUNT BY TAX1
* 1 7 . 2 9 T 1	-- TAX1 AMOUNT
* 1 7 9 . 0 0 T 2	-- TAXABLE AMOUNT BY TAX2
* 0 . 0 0 T 2	-- TAX2 AMOUNT
* 0 . 0 0 T 3	-- TAXABLE AMOUNT BY TAX3
* 0 . 0 0 T 3	-- TAX3 AMOUNT
* 0 . 0 0 T 4	-- TAXABLE AMOUNT BY TAX4
* 0 . 0 0 T 4	-- TAX4 AMOUNT
@ 2	-- ITEM -% COUNTER
* - 1 . 5 0 - %	-- ITEM -% TOTAL
@ 0	-- ITEM +% COUNTER
* 0 . 0 0 + %	-- ITEM +% TOTAL

@ 2	-- SALE -% COUNTER
* - 5 . 0 0 - %	-- SALE -% TOTAL
@ 0	-- SALE +% COUNTER
* 0 . 0 0 + %	-- SALE +% TOTAL
@ 1	-- - COUNTER
* - 1 . 0 0 -	-- - TOTAL
* 4 9 8 . 4 4 # 1	-- NET TOTAL
@ 2	-- RETURN MERCHANDISE COUNTER
* - 7 . 5 0 R T	-- RETURN MERCHANDISE TOTAL
@ 4	-- VOID KEY COUNTER
* - 3 5 . 0 0 V 1	-- VOID KEY TOTAL
@ 0	-- VOID MODE COUNTER
* 0 . 0 0 V 2	-- VOID MODE TOTAL
@ 1	-- CANCEL COUNTER
* 6 . 0 0 V 3	-- CANCEL TOTAL
* 5 1 3 . 4 4 # 2	-- GROSS TOTAL
@ 2 9	-- CASH SALE COUNTER
* 4 3 8 . 4 4 C A	-- CASH SALE TOTAL
@ 1	-- CHECK SALE COUNTER
* 1 0 . 0 0 C 2	-- CHECK SALE TOTAL
@ 2	-- CHARGE SALE COUNTER
* 5 0 . 0 0 C 3	-- CHARGE SALE TOTAL
@ 1	-- RECEIVED ON ACCOUNT COUNTER
* 3 0 . 0 0 R A	-- RECEIVED ON ACCOUNT TOTAL
@ 1	-- PAID OUT COUNTER
* 2 0 . 0 0 P 0	-- PAID OUT TOTAL
* 4 2 8 . 4 4 R 1	-- CASH-IN-DRAWER
* 3 0 . 0 0 R 2	-- CHECK-IN-DRAWER
@ 1 N S	-- NO SALE COUNTER
@ 3 1 N 1	-- CUSTOMER COUNTER
- - - - -	
* 5 1 3 . 4 4 # 3	-- GRAND TOTAL
* 1 0 0 0 0 4 5	-- CURRENT CLERK, RECEIPT NO.
1 5 . 3 4 3 0	-- TIME, MACHINE NO.

6-5. TIME REPORT

If you depress the X/TM key in X mode, and then it will issue
Time Read Report.

If you depress the X/TM key in Z mode, it will issue
Time Read and Reset Report.

2 5 - 1 2 - 1 9 9 7	
@ 1 Z 1	-- RESET(Z) COUNTER, MODE
1 5 . 0 0	-- TIME
@ 3 1	-- COUNTER
* 4 9 8 . 4 4	-- TIMELY TOTAL

@ 3 1	-- COUNTER TOTAL
* 4 9 8 . 4 4 T L	-- SALES TOTAL
* 1 0 0 0 0 4 6	
1 5 . 3 5 3 0	

6-6. PLU REPORT

6-6-1. FROM-TO PLU REPORT

Enter the start number of PLU to be read, depress the PLU key, then the last number of PLU to be read, depress the PLU key in X mode.

Example. Issue From 10 To 20 PLU REPORT.

1 0 PLU ——— Enter the start number of PLU

2 0 PLU ——— Enter the last number of PLU

2 5 - 1 2 - 1 9 9 7	
@ 1 X 1	-- RESET(Z) COUNTER, MODE
0 1 0 - - 0 2 0	-- THE START NUMBER OF PLU, THE LAST NUMBER OF PLU
* 0 1 2 8	-- PLU NO, COUNTER
1 2 . 5 0 T 1	-- LINKED DEPARTMENT NO., PRESET PRICE, TAX
* 2 1 . 6 7 T 1	-- SALES AMOUNT, TAX
- - - - -	
@ 8	-- COUNTER TOTAL
* 2 1 . 6 7 T L	-- SALES TOTAL
* 1 0 0 0 0 4 7	
1 5 . 3 6 3 0	

6-6-2. TOTAL PLU REPORT

After depressing the PLU key in X mode, PLU Read Report will be issued.

After depressing the PLU key in Z mode, PLU Read and Reset Report will be issued.

2 5 - 1 2 - 1 9 9 7	
@ 1 Z 1	-- RESET(Z) COUNTER, MODE
* 0 1 2 8	-- PLU NO., COUNTER
1 2 . 5 0 T 1	-- LINKED DEPARTMENT NO., PRESET PRICE, TAX
* 2 1 . 6 7 T 1	-- SALES AMOUNT, TAX
* 0 2 5 4	
1 4 0	-- LINKED DEPARTMENT NO., HDLO, TAX
* 1 7 . 4 0	
- - - - -	
@ 1 2	-- COUNTER TOTAL
* 3 9 . 0 7 T L	-- SALES TOTAL
* 1 0 0 0 0 4 8	
1 5 . 3 7 3 0	

6-7. CLERK REPORT

After depressing the CLERK key in X mode, it will issue Clerk Read Report.
After depressing the CLERK key in Z mode, it will issue Clerk Read and
Reset Report.

2 5 - 1 2 - 1 9 9 7																			
@	1	Z 1
* 1																			
*	4	9 8 . 4 4 # 1
@	1	N S
@	3	1 N 1
* 2																			
*	0	. 0 0 # 1
@	0	N S
@	0	N 1
* 3																			
*	0	. 0 0 # 1
@	0	N S
@	0	N 1
* 4																			
*	0	. 0 0 # 1
@	0	N S
@	0	N 1
* 0																			
*	0	. 0 0 # 1
@	0	N S
@	0	N 1
- - - - -																			
@	1	N S
@	3	1 N 1
*	4	9 8 . 4 4 T L
* 1 0 0 0 0 4 9																			
1 5 . 3 8 3 0																			

- RESET(Z) COUNTER, MODE
- CLERK NO.
- NET TOTAL OF EACH CLERK
- NOSALE COUNTER OF EACH CLERK
- CUSTOMER COUNTER OF EACH CLERK
- NO CLERK
- NO SALE COUNTER TOTAL
- CUSTOMER COUNTER TOTAL
- TOTAL OF EACH CLERK NET TOTAL

SYSTEM BALANCING

7-1. DEPARMENT SALES TOTAL

The sum of all department totals: Add all positive departments,
subtract all negative department.

7-2. NET TOTAL

Net total = The sum of all department totals
 + Tax total (Add-on tax)
 + % total
 + - total

7-3. GROSS TOTAL

Gross total = Net total
 - Return merchandise
 - VOID Position total
 - % total
 - - total

7-4. GRAND TOTAL

Ending Grand total = Gross total
 + Previous Grand total

SPECIFICATION

□ POWER : AC 110V/230V \pm 10%, 50/60 Hz

□ OPERATING TEMPERATURE : 0°C - 40°C

□ MEMORY PROTECTION : Approx. 60 days battery

□ DISPLAY UNIT : 9 digits (front and rear)

□ PRINTER UNIT

- COLUMN : 13 COLUMNS

- PRINTED SPPEED : 3.2 lines/sec

- PAPER ROLL : 57.5 \pm 0.5 mm, Diameter - 70 mm

□ INK RIBBON : PURPLE

□ DIMENSION

- WITH MIDDLE DRAWER : 400(W) \times 450(D) \times 281(H) mm

- WITH SMALL DRAWER : 325(W) \times 420(D) \times 225(H) mm

□ WEIGHT

- WITH MIDDLE DRAWER : 12.7 kg

- WITH SMALL DRAWER : 7.7 kg