

**SAM4s**

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**SER-7000/7040**

# Operation Manual



All specifications are subject to change without notice.

V1.01

Contact your authorized SAM4s dealer for sales, service and support.

Dealer Imprint:

#### **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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# Keyboard

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## About the **SER-7000 Series**

The *SER-7000* Series is offered in two different versions:

- The *SER-7000* features a flat 160-position keyboard with 107 NLU keys. Because it offers protection from spills, this keyboard works best in restaurants, food service shops, or convenience stores where food is served.
- The *SER-7040* features a 90-position keyboard with traditional raised keys. In the standard configuration, the keyboard provides 15 NLU keys – it can be expanded to 40 NLU keys. The *SER-7040* works best in retail stores, or shops where it is not necessary to place a large number of preset item keys on the keyboard.

This manual includes instructions for both models. The keyboard is the only significant difference between the two models. All other features are the same, unless otherwise noted.

## Default Keyboard – SER-7000

RECT FEED	DETL FEED	RCPT ON/OFF	28	38	48	58	68	78	88	98	PRICE LVL 1	KEYB LVL 1	RECEIPT ISSUE	TIME CLOCK	EMP #
1	10	19	29	39	49	59	69	79	89	99	PRICE LVL 2	KEYB LVL 2	ERR CORR	VOID ITEM	MDSE RTRN
2	11	20	30	40	50	60	70	80	90	100	TAX1 SHIFT	EXEMPT TAX	YES/NO	ENTER	CANCEL
3	12	21	31	41	51	61	71	81	91	101	MACRO 1	PAGE UP	↑	PAGE DOWN	RECALL CHECK
4	13	22	32	42	52	62	72	82	92	102	MACRO 2	←	↓	→	STORE CHECK
5	14	23	33	43	53	63	73	83	93	103	MACRO 3	@/FOR	PLU	CLEAR	MISC 2
6	15	24	34	44	54	64	74	84	94	104	%1	7	8	9	MISC 1
7	16	25	35	45	55	65	75	85	95	105	%2	4	5	6	CHECK
8	17	26	36	46	56	66	76	86	96	106	%3	1	2	3	SBTL
9	18	27	37	47	57	67	77	87	97	107	DONE	0	00	.	CASH

# Alpha Overlay

RECT FEED	DETL FEED	RCPT ON/OFF	-	+		{	`}	:	"	=	PRICE LVL 1	KEYB LVL 1	RECEIPT ISSUE	TIME CLOCK	EMP #
!	@	#	\$	%	^	&	*	(	)	-	PRICE LVL 2	KEYB LVL 2	ERR CORR	VOID ITEM	MDSE RTRN
Q	W	E	R	T	Y	U	I	O	P	\	TAX1 SHIFT	EXEMPT TAX	YESNO	ENTER	TRANS VOID
A	S	D	F	G	H	J	K	L	;	'	MACRO 1	PAGE UP	↑	PAGE DOWN	RECALL CHECK
Z	X	C	V	B	N	M	,	.	/	<	MACRO 2	←	↓	→	STORE CHECK
CAPS	SHIFT	BOLD	SPACE	SPACE	SPACE	SPACE	SPACE	BACK	?	>	MACRO 3	@/FOR	PLU	CLEAR	MISC 2
									[	]	%1	7	8	9	MISC 1
											%2	4	5	6	CHECK
											%3	1	2	3	SBTL
											DONE	0	00	.	CASH

## Default Keyboard - SER-7040

The *SER-7040* keyboard is shown below with the default legends and key assignments. This configuration has 15 keyboard NLU locations and can be expanded to 40 NLU locations.

Programmable key locations are shown with a bold border.

RECT FEED	DETL FEED	RCPT ISSUE	ENTER	DONE	TAX 1 SHIFT	VOID	MDSE RTRN	ERROR CORR	MACRO 1	MACRO 2	MACRO 3	#NS	CANCEL	EMP#
↑	↓	XTIME	PLU	CLEAR		1	6	11					F/S SHIFT	TIME IN/OUT
←	→	7	8	9		2	7	12					F/S SUB	MISC 1
PAGE UP	PAGE DOWN	4	5	6		3	8	13					F/S TEND	CHECK
% 1	YES/N O	1	2	3		4	9	14					SBTL	
% 2	% 3	0	00	.		5	10	15					CASH	

## Expanded Keyboard – SER-7040

RECT FEED	DETL FEED	RCPT ISSUE	ENTER	DONE	TAX 1 SHIFT	VOID	MDSE RTRN	ERROR CORR	MACRO 1	MACRO 2	MACRO 3	#NS	CANCEL	EMP#
↑	↓	XTIME	PLU	CLEAR	1	6	11	16	21	26	31	36	F/S SHIFT	TIME IN/OUT
←	→	7	8	9	2	7	12	17	22	27	32	37	F/S SUB	MISC 1
PAGE UP	PAGE DOWN	4	5	6	3	8	13	18	23	28	33	38	F/S TEND	CHECK
% 1	YES/N O	1	2	3	4	9	14	19	24	29	34	39	SBTL	
% 2	% 3	0	00	.	5	10	15	20	25	30	35	40	CASH	

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## Key Descriptions

Key	Description
<b>0 - 9, 00, 000</b> (Numeric Keys)	Used in all modes to enter numeric information such as prices or quantities.
<b>ADD CHECK</b>	Use to add multiple guest checks (tracking balances or soft checks) for payment together. See "TRAY SUBTL" on page 11 to add separate transactions when you are not tracking balances.
<b>ALPHA TEXT</b>	Use to type a name or message that will be associated with a soft check. Press the <b>ALPHA TEXT</b> key anytime after a check has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and press <b>ENTER</b> . The message is saved and printed/displayed with the order.
<b>CANCEL</b>	Press <b>CANCEL</b> to abort a transaction in progress. All current items are removed (voided).
<b>CASH</b>	Use <b>CASH</b> to finalize or tender cash sales. Change is computed when the amount of cash tendered is greater than the amount of the sale.
<b>CHECK</b>	Use <b>CHECK</b> to finalize or tender check sales. Change is computed when the amount of the check tendered is greater than the amount of the sale.
<b>CHECK CASH</b>	Use the <b>CHECK CASH</b> key to exchange a check for cash outside of a sale.
<b>CHECK ENDORSE</b>	If compulsory check endorsement is set with the <b>CHECK</b> key, use the <b>CHECK ENDORSE</b> key to print the endorsement message after a check is inserted into the appropriate printer.
<b>CLEAR/ESC</b>	Use the <b>CLEAR</b> function to clear numeric entries or error conditions. Use the <b>ESC</b> (escape) function to exit program screens and return to the previous menu or screen.
<b>CONTINUE</b>	Use to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.
<b>CURR. CONV. 1-5</b>	Use to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing a <b>CURR CONV</b> key. Change is calculated and issued in home currency.

Key	Description
<b>CURSOR CONTROL KEYS</b> (↑↓←→)	<ol style="list-style-type: none"> <li>1. On menu screens, press the up or down keys to move the cursor to the menu item you wish to select.</li> <li>2. On program screens, press the cursor control keys (up, down, left, right) to move the cursor (highlighted field) to the field you wish to edit.</li> <li>3. On program screens, use the cursor keys to finalize your entry in the current field and move the cursor to the next field.</li> <li>4. On operation screens, press the up or down cursor keys to select a main item that has been registered in the current transaction. The last item entered is automatically selected.</li> </ol>
<b>DECIMAL (.)</b>	Use the decimal key to enter fractional rates or percentages. Do not use to enter amounts; the decimal is automatically inserted in the proper position.
<b>DONE</b>	Press the <b>DONE</b> key to exit a WLU, or to execute a report after all report options have been selected.
<b>DRIVE THRU</b>	<b>DRIVE THRU</b> is a subtotal key. Press <b>DRIVE THRU</b> to record the amount of the transaction in the drive thru total on the financial report. Tax calculation can be changed to accommodate different tax rules for drive thru sales.
<b>EAT-IN</b>	<b>EAT-IN</b> is a subtotal key. Press <b>EAT-IN</b> to record the amount of the transaction in the eat-in total on the financial report. Tax calculation can be changed to accommodate different tax rules for eat-in sales. Sales cannot be split between eat-in and take-out.
<b>EMPLOYEE</b>	The <b>EMPLOYEE #</b> key is used to sign on a cashier, clerk, server or employee who is clocking in or out.
<b>EMPLOYEE (1-10)</b>	The <b>EMPLOYEE (1-10)</b> keys can be programmed to sign on a specific employee when pressed directly, without entering a code.
<b>ENTER</b>	When programming or selecting from window look-ups, press <b>ENTER</b> to enter data into a field with the cursor remaining in the field.
<b>ERR.CORR</b>	Press <b>ERR CORR</b> immediately after an item to void that item.
<b>FD STMP SHIFT</b>	Press <b>FD STMP SHIFT</b> to shift the pre-programmed food stamp status of an item prior to its registration.
<b>FD STMP SUBTTL</b>	Press <b>FD STMP SUBTTL</b> to display the total of food stamp eligible items registered in the current transaction.
<b>FD STMP TEND</b>	Press the <b>FD STMP TEND</b> key to tender Food Stamps after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than \$1 may be applied to any cash balance or issued as cash change.

<b>Key</b>	<b>Description</b>
<b>GUEST #</b>	Use to record the number of guests served by a transaction. The entry may be compulsory. The entry appears on receipts and at the kitchen printer/KVS.
<b>HOLD</b>	Use to identify an individual item, or an entire transaction so that the designated items will not print/display at the kitchen printer/KVS at the current finalization. Items designated as "hold" items will display on the screen with an "H".
<b>INACTIVE</b>	The <b>INACTIVE</b> function key can be re-used as many times as necessary to inactivate key locations.
<b>KP ROUTING</b>	The <b>KP ROUTING</b> key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN or TRANSACTION POP up operation. To operate, enter a routing period # (1-4) and press the key at any time inside or outside of a transaction.
<b>KEYBOARD LEVEL 1-5</b>	Use to select one of the five keyboard levels.
<b>LIST CHECK 1-4</b>	Press <b>LIST CHECK</b> (for the appropriate tracking file) to display a list of all open soft checks in the file.
<b>MACRO OFF, P, R, X, Z, VOID</b>	Press the <b>MACRO OFF, P, R, X, Z, or VOID</b> key while programming a macro sequence to allow the macro to set the register in the indicated control lock position (without actually turning the control lock.)
<b>MACRO PAUSE</b>	Press the <b>MACRO PAUSE</b> key during macro programming to indicate a pause in the macro. A macro will stop when it reaches the pause, and then accept an operator key entry before continuing the macro sequence.
<b>MACRO SET</b>	Press the <b>MACRO SET</b> key to create a macro at any time without going through the P-mode macro program.
<b>MACRO 1 - 40</b>	Use to execute one of forty possible preprogrammed key sequences.
<b>MACRO #</b>	Use to execute one of the forty possible macros by entering the macro number and pressing the <b>MACRO #</b> key.
<b>MDSE RETURN</b>	Press the <b>MDSE RETURN</b> key to adjust items inside or outside of a transaction.
<b>MISC TEND 1-16</b>	Press a <b>MISC TEND</b> key to finalize or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon function key programming.

Key	Description
<b>MISC TEND #</b>	Access any of the 16 possible miscellaneous tender functions by entering the tender number (1-16) and pressing the <b>MISC TEND #</b> key.
<b>MODIFIER 1-10</b>	Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9).
<b>NEXT RECORD</b>	Use the <b>NEXT RECORD</b> key when programming areas with multiple records, i.e. PLUs, PLU Status Groups, Groups, Function Keys, WLUs, or Employees. Press the <b>NEXT RECORD</b> key from any field on the program screen and the next sequential record will display with the cursor in the same field position.
<b>NOT FOUND PLU</b>	Designed to be used in a scanning system, the <b>NOT FOUND PLU</b> key allows the operator to immediately enter basic PLU information for an item that is not in the PLU file. If the "Not Found PLU" message displays when a PLU is entered (or when an item is scanned) the operator can press the <b>NOT FOUND PLU</b> key and will be prompted to enter PLU price, descriptor and linking information. The item is registered immediately.
<b>#/NO SALE</b>	Use to enter a non-adding memo number during a transaction (# function) or use to open the cash drawer outside of a sale (no sale function).
<b>P/BAL</b>	Enter an amount, and then press the Manual Previous Balance ( <b>P/BAL</b> ) key to use the simplest form of Charge Posting/Table Service. The <b>P/BAL</b> key may be used any time within a transaction. Transactions where the <b>P/BAL</b> key is used must be finalized with one of the <b>STORE CHECK</b> keys.
<b>PAGE DOWN PAGE UP</b>	When a transaction, menu or program contains more information than can be displayed on the screen at one time, press the <b>PAGE UP</b> or <b>PAGE DN</b> keys to shift your view of the information up or down. Note that the scroll indicators (▼, ▲, ◆) tell you whether there is more information above, below, or above and below your current view.
<b>PAID OUT 1-5</b>	Press a <b>PAID OUT</b> key to remove cash, check or miscellaneous media from the drawer.
<b>PAID RECALL</b>	The <b>PAID RECALL</b> key is used to recall last x number of transactions, starting with the last transaction finalized. (X is determined in memory allocation.) Once recalled, a transaction could be reviewed (using the cursor keys or <b>PAGE UP/PAGE DN</b> ) and/or a receipt printed. To exit the paid order view, press <b>DONE</b> or <b>ESC</b> .

Key	Description
<b>PARK ORDER</b>	Used in conjunction with a kitchen video system and the <b>SERVE ORDER</b> function key. Enter a number and press <b>PARK ORDER</b> to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the <b>SERVE ORDER</b> key.
<b>%1 - %10</b>	Ten discount keys ( <b>%1 - %10</b> ) are available to handle various kinds of discounts, markdowns and adjustments to items or transactions.
<b>PLU</b>	Enter the PLU code number and press <b>PLU</b> to register a PLU.
<b>PREV. RECORD</b>	Use the <b>PREV. RECORD</b> key when programming areas with multiple records, i.e. PLUs, PLU Status Groups, Groups, Function Keys, WLUs, or Employees. Press the <b>PREV. RECORD</b> field from any field on the program screen and the previous sequential record will display with the cursor in the same field position.
<b>PRICE INQ</b>	Press the <b>PRICE INQ</b> to display the PLU price without actually registering the PLU.
<b>PRICE LVL 1-20</b>	Press a <b>LEVEL</b> key prior to a PLU entry to shift the price of a PLU to a different price set in PLU programming.
<b>PRINT</b>	Press the <b>PRINT</b> function to send items that require special preparation to the kitchen printer (or KVS) before the sale is finalized. An item can be programmed as an auto grill item, requiring the <b>PRINT</b> key to be pressed every time the menu item is sold. This function does not affect normal kitchen printer/KVS routing.
<b>PRINT CHECK</b>	Prints the soft guest check (tracking file) that is currently displayed. The <b>PRINT CHECK</b> key may be programmed to store (service) the check automatically.
<b>PRINT HOLD</b>	Use 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 finalization.
<b>PROMO</b>	Press the <b>PROMO</b> key to void the price (the item remains) of an item. Can be used for 2 for 1 promotions. A <b>PROMO</b> count is available for each menu item.
<b>PRINT SCREEN</b>	Press <b>PRINT SCREEN</b> to print a copy of the current screen on the designated receipt printer.
<b>QUIT</b>	Press <b>QUIT</b> to automatically sign off the current cashier/clerk.

Key	Description
<b>RECEIPT ON/OFF</b>	Press <b>RECEIPT ON/OFF</b> to toggle the receipt function from on to off. You must first have a receipt printer connected, identified to the register, and the print receipt automatically option (see General Printing Options) turned on.
<b>RECALL CHECK # 1-4</b>	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 separated to maintain, for example: restaurant checks, call-in orders, delivery orders, and/or table balances. Press one of the four <b>RECALL CHECK #</b> keys directly to begin a tracking transaction, or enter the tracking number and press the <b>RECALL CHECK #</b> key to access the existing tracking balance.
<b>RECD ACCT 1-5</b>	Press a <b>RECD ACCT</b> key to add cash, check or miscellaneous media to the drawer.
<b>RECEIPT</b>	Press the <b>RECEIPT</b> key to issue a transaction receipt at the designated receipt printer.
<b>REPEAT</b>	Press the <b>REPEAT</b> key to quickly re-order a set of items. When a check is recalled, simply press the <b>REPEAT</b> key to automatically register all of the items registered at the previous posting.
<b>SCALE</b>	Press the <b>SCALE</b> key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension.
<b>SEAT #</b>	Use to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat, and identifies to the food preparation staff (through the kitchen printer/KVS) how to assemble meals. Seat numbers may be assigned at the time of entry or, if necessary, later in the transaction.
<b>SERVE ORDER</b>	Used in conjunction with a kitchen video system and the <b>PARK ORDER</b> function key. Enter a number and press <b>SERVE ORDER</b> to serve or bump the order from a video monitor. No video keypad is needed for this function.
<b>SPLIT CHECK</b>	Function key not in use with current feature set.
<b>SPLIT PAY</b>	Press the <b>SPLIT PAY</b> key to divide the amount of a guest check into equal segments for payment by more than one person.
<b>STOCK INQ</b>	Press the <b>STOCK INQ</b> key, and then enter (or scan) an item to view the stock status of the item. (The item must be a stock item to use this function.)

Key	Description
<b>STORE CHECK 1-4</b>	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 separated to maintain, for example, restaurant checks, call-in orders, delivery orders, and/or table balances. Press one of the four <b>STORE CHECK #</b> keys to finalize a tracking transaction. (This function is equivalent to the <i>SERVICE</i> function.)
<b>SUBTOTAL</b>	Press <b>SUBTOTAL</b> to display the message "SUBTOTAL" on the display. Although a running total is always displayed on the bottom of the screen, the <b>SUBTOTAL</b> key may be required before some functions, such as subtotal discount.
<b>TABLE # (1-4)</b>	Use to enter the table number of the check. If a table number is entered, the <b>TABLE #</b> key can also be used to recall the check.
<b>TAKE-OUT</b>	<b>TAKE-OUT</b> is a subtotal key. Press <b>TAKE-OUT</b> to record the amount of the transaction in the take-out total on the financial report. Tax calculation can be changed to accommodate different tax rules for take-out sales. Sales cannot be split between eat-in and take-out.
<b>TAX EXEMPT</b>	The <b>TAX EXEMPT</b> can be preprogrammed to exempt specific taxes from a sale.
<b>TAX SHIFT 1-6</b>	Use to shift the preprogrammed tax status of an item. Press before an item entry to make taxable.
<b>TIME IN/OUT</b>	Press the <b>TIME IN/OUT</b> key to record start and stop work times for the registered employee. Hours worked are maintained by the time clock system.
<b>TIP (1-3)</b>	Use to enter a tip amount on a check.
<b>TIP DECLARE</b>	Use to declare employee tips if you are not using the employee time keeping feature. (If you are using employee time keeping, you are prompted to declare tips when clocking out.)
<b>TRANSFER CHECK (1-4)</b>	Use to transfer one or all open soft checks from one server to another server. A transfer check receipt will print.
<b>TRAY SUBTL</b>	Press the <b>TRAY SUBTL</b> key to finalize a transaction that will be paid later with subsequent transactions. See "ADD CHECK" on page 5 to add multiple soft checks for payment.
<b>VALID</b>	Press <b>VALID</b> to initiate a single line validation. (A printer with validation capability must be connected to the system and programmed appropriately.)
<b>VOID ITEM</b>	Press the <b>VOID ITEM</b> key to remove an item from a transaction. Locate the cursor on the item you wish to remove and press the <b>VOID ITEM</b> key.

<b>Key</b>	<b>Description</b>
<b>WASTE</b>	Used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.
<b>WLU</b>	Use to access a WLU by entering the numeric WLU number and pressing the <b>WLU</b> key.
<b>X/TIME</b>	Use the <b>X/TIME</b> key to multiply, to register split price items, or display the time in the REG mode.
<b>Y/N</b>	When programming, press <b>Y/N</b> to toggle a selection from yes to no or no to yes.

# Display

---

## Display Adjustments

### Front View

By pushing on the bottom or top of the display, you can move the display to a different viewing angle.

### Contrast Adjustment

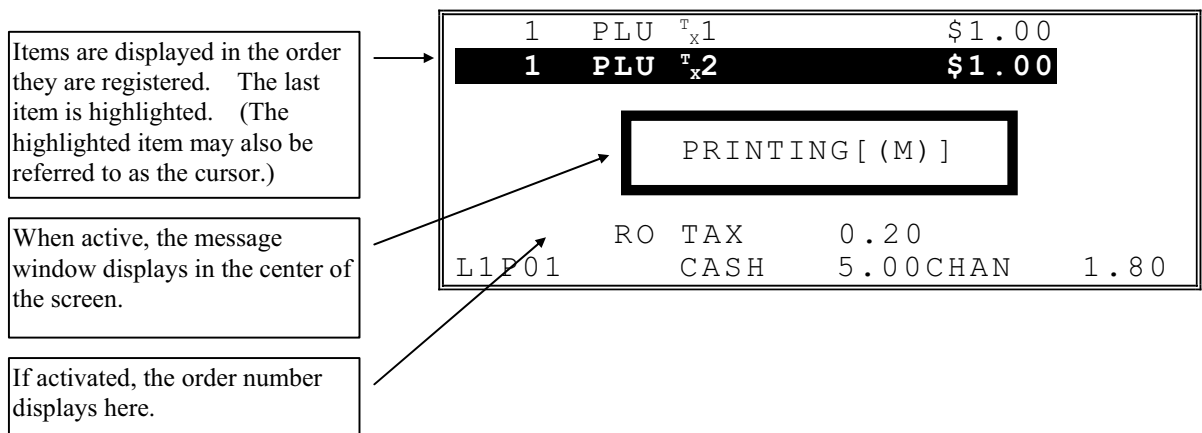
In the **Reg** key lock position, press the **Page Up** key repetitively to increase contrast; press the **Page Down** key repetitively to reduce contrast.

### Rear View

You can lift the rear display and rotate it for optimum viewing.

---

## Sample Transaction



---

## Cursor Control (↑ ↓ ← →)

The Cursor Control (↑ ↓ ← →) keys are used to select an item (on operation screens or WLUs) or a field (on program screens).

### Selecting an Item

The cursor on the screen is the highlighted item. On the register mode screen, the last item entered is always selected. The CURSOR UP (↑) or CURSOR DOWN (↓) keys may be used to select a different item for an action (such as void or split item). In the case of a WLU the first item of the WLU is automatically selected when the WLU is first displayed.

1. The last item entered is selected.

1	HOT DOG			\$1.69
	CATSUP			
1	MED COKE			\$1.00
L1P01	1	1		
	TAX	0.00	TOTA	4.38

2. Press the ↑ key.

1	HOT DOG			\$1.69
	CATSUP			
1	MED COKE			\$1.00
L1P01	TAX	0.00	TOTA	4.38

## Page Up and Page Down

Use the **PAGE UP** and **PAGE DN** keys to view information that will not display completely on the screen. For example:

1. The display is shown with the maximum of 6 items displayed.

1	PLU #1	\$1.00
1	PLU #2	\$2.00
1	PLU #3	\$3.00
1	PLU #4	\$4.00
1	PLU #5	\$5.00
1	PLU #6	\$6.00
L1 P01 TAX 0.00 TOTA 21.00		

2. When the seventh item is registered, the view shifts to the most current items and the scroll indicator shows that more items are located above those displayed.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
1	PLU #4	\$4.00
1	PLU #5	\$5.00
1	PLU #6	\$6.00
1	PLU #7	\$7.00
▲		
L1P01	TAX	0.00
TOTA	28.00	

3. Press **PAGE UP**. Items above the previous view are now displayed.

1	PLU #1	\$1.00
1	PLU #2	\$2.00
1	PLU #3	\$3.00
1	PLU #4	\$4.00
1	PLU #5	\$5.00
1	PLU #6	\$6.00
▲		
L1P01	TAX	0.00TOTA 28.00

### Scroll Indicators:

- ▲ indicates more items above.
- ▼ indicates more items below.
- ◆ indicated more items above & below.

---

## Display Messages

<b>AGE RESTRICTION</b>	The item cannot be registered due to age verification.
<b>AMOUNT REQUIRED</b>	This operation requires an amount entry.
<b>AVAILABLE ONLY IN CHECK</b>	A guest check must be opened for this operation.
<b>BAD VALUE</b>	The number entered is wrong.
<b>BUFFER EMPTY</b>	No information in the buffer.
<b>BUFFER FULL</b>	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. In a soft check environment, this message will appear when the check has reached capacity (maximum lines stored). The register will maintain the correct balance, but does not print additional items and will give the BUFFER FULL error after each additional item.
<b>BUSY</b>	Destination register is busy (pre poll memory is in use). Requires a clear command from the PC or register.
<b>CASH DECLARATION REQUIRED</b>	Cash declaration has been programmed as compulsory, and must first be performed before reports may be generated.
<b>CASH-IN-DRAWER LIMIT EXCEEDED</b>	The programmed Cash-In-Drawer limit has been exceeded.
<b>CHECK KEY POSITION</b>	The key lock is in the wrong position.
<b>CHECK TRACKING ERROR</b>	The register is not able to communicate with the check track master register, or the register is not set in system options.
<b>CHECK# IS ASSIGNED AUTO</b>	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.
<b>CHECK# REQUIRED!</b>	This register has been programmed to require a check number entry to begin a guest check transaction. An existing guest check must be recalled, or a new one started.
<b>CONDIMENT REQUIRED!</b>	This PLU has been programmed to require a condiment entry.
<b>CRC ERROR</b>	An error has occurred in the block check sum while transferring data in IRC mode.
<b>DUPLICATE!</b>	This check already exists. May also apply to secret code programming.

<b>EAT-IN/TAKE-OUT/DRIVE-THRU</b>	This operation requires a depression of either the EAT-IN, TAKE-OUT, or DRIVE-THRU keys.
<b>EMPLOYEE SHOULD BE DIFFERENT</b>	You cannot transfer a check from same employee to same employee.
<b>ENTER EMPLOYEE CODE</b>	Employee is required to sign on.
<b>ENTER EMPLOYEE</b>	Enter the employee (not sign on code).
<b>ENTER GUEST COUNT</b>	The operator must enter the number of guests when opening a guest check or beginning a sale.
<b>ENTER SEAT#</b>	Seat # entry required.
<b>ENTER TABLE#</b>	Table number entry is required to open a guest check or begin sale.
<b>ENTRY REQUIRED</b>	The function selected from the WLU requires a numeric entry, i.e. a percentage for an open percent discount.
<b>ERROR</b>	General error message.
<b>ERROR JAM</b>	Receipt / journal printer jammed message.
<b>GALLON AMOUNT REQUIRED</b>	This entry involves a gallonage PLU, and requires an amount entry.
<b>HALO OVER!</b>	The amount entered exceeds the programmed HALO.
<b>ILLEGAL KEY SEQUENCE</b>	The operator has used an illegal key sequence.
<b>IN USE!</b>	This guest check number is already open elsewhere in the system.
<b>INACTIVE!</b>	The key pressed is inactive. This message also appears if VOID Mode has been disabled.
<b>INPUT QTY</b>	Quantity input is required for a WLU.
<b>JOB CODE REQUIRED</b>	For time in/out and time edits.
<b>JOB CODE CHANGE NOT ALLOWED</b>	Employee is not authorized.
<b>KITCHEN PRINTER FAILURE</b>	The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer.
<b>MANAGER OVERRIDE REQUIRED</b>	The key lock has to be moved to the X-Mode position in order to override a HALO amount, or other restriction.
<b>MANAGER REQUIRED</b>	This operation requires the key to be turned to the X position.
<b>MEMORY FULL</b>	Displays if memory is full during memory allocation program.
<b>MEMORY NOT ALLOCATED</b>	Memory has not been allocated for this function, i.e., groups by employee.
<b>MCR REQUIRED</b>	Magnetic card reader required for this operation.
<b>MISC TEND REQUIRED</b>	Check to determine if the TIP key is programmed to require finalization with a Misc. Tender key.
<b>MODE ERROR</b>	Key turned during a transaction.

<b>MULTIPLICATION LIMIT EXCEEDED</b>	The maximum digits for multiplication (set in general function options) has been exceeded.
<b>NEGATIVE</b>	This sale has gone negative. Negative sales are not allowed.
<b>NO CHECK #</b>	Can not find this guest check number.
<b>NO DATA</b>	PLU can not be found (does not appear in Register Mode).
<b>NO DRAWER!</b>	The employee currently signed on is not assigned to a drawer, and is not allowed to perform cash sales, or drawer is no longer attached and is required in order to continue.
<b>NO FOOD STAMP AMOUNT</b>	The food stamp subtotal must be displayed before food stamps can be tendered.
<b>NO FUNCTION KEY</b>	The selected key (when prompted to select a function key) is not a function key.
<b>NO MANUAL ENTRY</b>	Manual entry is not allowed (scale function).
<b>NO PAPER</b>	Slip printer is out of paper.
<b>NO PLU!</b>	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.
<b>NO PROGRAMMABLE KEY</b>	There is no programming on the key.
<b>NONADD# REQUIRED</b>	This operation requires the entry of a Non-Add number.
<b>NOT DISCOUNTABLE</b>	The preceding entry is not discountable.
<b>NOT PROGRAMMED!</b>	This key has not been programmed.
<b>NOT READY!</b>	Remote printer is not ready.
<b>NOT ZERO</b>	Displayed when trying to delete a PLU which still has sales counts and amounts. PLU must first be reset in Z Mode.
<b>OFF LINE!</b>	IRC communications have gone off line.
<b>OPEN DRAWER</b>	The register has been programmed not to operate with the cash drawer open.
<b>OVERRIDE NOT ALLOWED</b>	X-Mode override is not allowed.
<b>OVER WEIGHT</b>	The weight on the scale exceeds the capacity of the scale.
<b>P/BAL REQUIRED!</b>	This register has been programmed to require a previous balance entry.
<b>PAPER END</b>	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.
<b>PRICE LEVEL MISMATCH</b>	PLU does not have the selected price level programmed.
<b>PRINTER OFF LINE</b>	A printer is turned off.
<b>RANGE OVER</b>	The number entered is out of range.
<b>REMOVE PAPER</b>	Validation is complete and the form must now be removed.

<b>SIGN OFF REQUIRED</b>	Operation requires the employee to sign off.
<b>SCALE FAIL!</b>	The register is not able to find the scale.
<b>SCALE MOTION</b>	Scale error; the weight is not stable on the scale.
<b>SCALE REQUIRED!</b>	This item requires a quantity entry (weight) via the SCALE key. Weight may be entered either manually or automatically.
<b>SEQUENCE ERROR!</b>	The preceding key sequence is not allowed.
<b>SINGLE ITEM!</b>	This PLU has been programmed as a single item PLU and can not be used within a sale.
<b>SUBTOTAL REQUIRED</b>	The SUBTOTAL key must be depressed before continuing.
<b>SYSTEM ERROR</b>	The operation requires a change in S-Mode system options.
<b>TABLE# IN USE</b>	Operator has entered a duplicate table # when one check per table is programmed.
<b>TARE# REQUIRED</b>	This PLU/scale item requires a tare weight entry.
<b>TRAY SUBTOTAL REQUIRED!</b>	This prompt appears while in a TRAY SUBTOTAL transaction. The operator must first press the TRAY SUBTOTAL key before pressing any tender keys.
<b>VALIDATION REQUIRED!</b>	This operation requires validation.
<b>VOID PROMO FIRST</b>	The operator is not allowed to void sold item before the promo'd item.
<b>WASTE REQUIRED!</b>	The operator is in the middle of a waste operation, and must depress the WASTE key in order to complete the operation.
<b>WRONG EMPLOYEE</b>	The employee attempting to open this guest check is not the original clerk who started the guest check. Also appears when attempting to sign on a new employee without first signing the current employee off.
<b>WRONG SEQUENCE</b>	String of bad commands.
<b>ZERO AMOUNT</b>	The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.

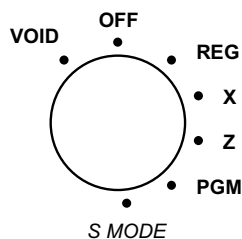


# Operation Sequences

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## Control Lock

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



<b>VOID</b>	Use to void (correct) items outside of a sale.
<b>OFF</b>	The register is inoperable.
<b>REG</b>	(Register) use for normal registrations.
<b>X</b>	Use to read register reports and perform other manager functions.
<b>Z</b>	Use to read register reports and reset totals to zero.
<b>PGM</b>	(Program) Use to program the register.
<b>S MODE</b>	Use for tests and special settings. This position is not marked on the control lock.

The *SER-7000* 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

---

## Employee Sign-On/Sign-Off

### ***Program Notes for Clerk Operation***

- Choose between "Push Button", "Secret Code", "Employee Number", or "MCR" for the employee sign on method. (See "System Option Programming/General Function Options" in the *Program Manual*.)
- If you choose "Push Button" sign on, use any of the 10 direct employee keys to sign on by direct key depression. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate functions.) You must also link a specific employee to each push button key. (To make these links, see "System Option Programming/General Function Options" in the *Program Manual*.)
- If you choose "Secret Code" sign on, use the EMPLOYEE key to sign on by code entry. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) You must also program an operating code for each employee. (See "Employee Programming" in the *Program Manual*.)
- If you choose "Employee Number" sign on, use the EMPLOYEE key to sign on by employee number entry. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) The employee number is the sequential number (i.e. 1-10) for each employee in the employee file.
- Employee operation can be stay down or pop up. (See "System Option Programming/General Function Options" in the *Program Manual*.)

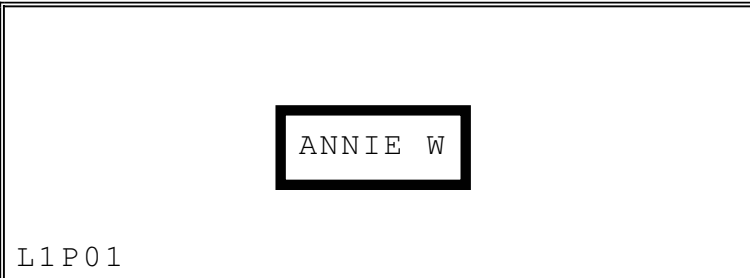
## Push Button Entry Method - Stay Down

1. The message “ENTER EMPLOYEE CODE” displays when the register is in the **REG** (register) control lock position and is in a signed off condition.



A terminal screen with a double-line border. In the center, a rectangular box contains the text "ENTER EMPLOYEE #". In the bottom-left corner, the text "L1P01" is displayed.

2. Press the **EMPLOYEE (1-10)** key to sign on. The employee name displays. This employee remains signed on until sign off.



A terminal screen with a double-line border. In the center, a rectangular box contains the text "ANNIE W". In the bottom-left corner, the text "L1P01" is displayed.

3. Press the **EMPLOYEE (1-10)** or QUIT key to sign off. You cannot sign off inside of a transaction.



A terminal screen with a double-line border. In the center, a rectangular box contains the text "ENTER EMPLOYEE #". In the bottom-left corner, the text "L1P01" is displayed.

## Push Button Entry Method - Pop-Up

1. The message "ENTER EMPLOYEE CODE" displays when the register is in the **REG** (register) control lock position and is in a signed off condition.

ENTER EMPLOYEE #	
L1P01	

2. Press the **EMPLOYEE (1-10)** key to sign on. The employee name displays. This employee remains signed on until the following transaction is complete.

ANNIE W	
L1P01	

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

1	PLU	#12	\$12.00
1	PLU	#12	\$12.00
ENTER EMPLOYEE #			
		TAX	0.00
L1P01	CASH		24.00

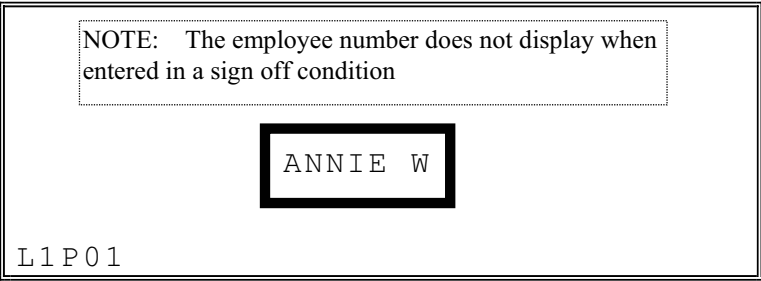
## Code Entry Method - Stay-Down

1. The message “ENTER EMPLOYEE CODE” displays when the register is in the **REG** (register) control lock position and is in a signed off condition.




A terminal screen with a double-line border. In the center, a rectangular box contains the text "ENTER EMPLOYEE #". In the bottom-left corner, the text "L1P01" is displayed.

2. Enter the employee number, press the **EMP#** key to sign on. The employee name displays. This employee remains signed on until sign off.



A terminal screen with a double-line border. At the top, a dotted-line box contains the text: "NOTE: The employee number does not display when entered in a sign off condition". Below this, a rectangular box contains the text "ANNIE W". In the bottom-left corner, the text "L1P01" is displayed.

3. Press the **EMP#** key or **QUIT** to sign off. You cannot sign off inside of a transaction.



A terminal screen with a double-line border. In the center, a rectangular box contains the text "ENTER EMPLOYEE #". In the bottom-left corner, the text "L1P01" is displayed.

## Code Entry Method - Pop-Up

1. The message "ENTER EMPLOYEE CODE" displays when the register is in the **REG** (register) control lock position and is in a signed off condition.

ENTER EMPLOYEE #

L1P01

2. Enter the employee number, press the **EMP#** key to sign on. The employee name displays. This employee remains signed on until the following transaction is complete.

NOTE: The employee number does not display when entered in a sign off condition

ANNIE W

L1P01

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

1	PLU	#12	12.00
1	PLU	#12	12.00

ENTER EMPLOYEE #

L1P01

TAX        0.00  
CASH     24.00

## Sign Off/Quit

The **QUIT** key or the sequence **0 EMP#** will sign off the current employee.

1. Press **QUIT**. The "ENTER EMPLOYEE CODE" message displays. Or:

1	PLU	#12	\$12.00
1	PLU	#12	\$12.00
ENTER EMPLOYEE #			
TAX		0.00	
L1P01	CASH	24.00	

2. Enter **0** on the numeric key pad, press **EMP#**. The "ENTER EMPLOYEE CODE" message displays.

1	PLU	#12	\$12.00
1	PLU	#12	\$12.00
ENTER EMPLOYEE #			
TAX		0.00	
L1P01	CASH	24.00	

## Continue

1. The "ENTER EMPLOYEE CODE" message is displayed.

1	PLU	#12	\$12.00
1	PLU	#12	\$12.00
ENTER EMPLOYEE #			
TAX		0.00	
L1P01	CASH	24.00	

2. Press **CONTINUE** to sign on the previous employee for the next transaction.

1	PLU	#12	\$12.00
1	PLU	#12	\$12.00
ANNIE W			
TAX		0.00	
L1P01	CASH	24.00	

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

The entire register can be locked into training mode. Turn the key to the **X** control lock position and select TRAINING from the X-MODE MANAGER MENU. See "X Mode Procedures" for more information.

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



2. Operate the register as you would in register mode.

---

## Time Clock Procedures

### Clock-In Entry

1. Enter the employee number and press **TIME IN/OUT**.

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER      : - :
 2 SERVER       : - :
 3 HEAD SERVER  : - :
 4 CASHIER      : - :
L1 PAGE UP/DN ESC ENTER
```

2. 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.

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER      19:45 - :
 2 SERVER       : - :
 3 HEAD SERVER  : - :
 4 CASHIER      : - :
L1 PAGE UP/DN ESC ENTER
```

3. Press **TIME IN/OUT** to complete the procedure.

## Clock Out for Break

1. Enter the employee number and press **TIME IN/OUT**.

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
1:OUT FOR BREAK : - :
2:OUT           : - :
               : - :
               : - :
L1              PAGE UP/DN ESC ENTER
```

2. Type **1** (out for break) and press **ENTER**.
3. Press **TIME IN/OUT** to complete the procedure.

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
1 MANAGER      : - :
2 SERVER       : - :
3 HEAD SERVER  : - :
4 CASHIER      : - :
L1              PAGE UP/DN ESC ENTER
```

## Clock In From Break

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

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER      : - :
 2 SERVER       : - :
 3 HEAD SERVER  : - :
 4 CASHIER      : - :
L1 PAGE UP/DN ESC ENTER
```

2. 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.

```
TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER      : - :
 2 SERVER       : - :
 3 HEAD SERVER  : - :
 4 CASHIER      : - :
L1 PAGE UP/DN ESC ENTER
```

3. Press **TIME IN/OUT** to complete the procedure.

## Clock Out for the Day

1. Enter the employee number and press **TIME IN/OUT**.

```

TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER : - :
 2 SERVER : - :
 3 HEAD SERVER : - :
 4 CASHIER : - :
L1 PAGE UP/DN ESC ENTER
  
```

2. Enter **2** (out) and press **ENTER**.
3. Press **TIME IN/OUT** to complete the procedure.

```

TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER : - :
 2 SERVER : - :
 3 HEAD SERVER : - :
 4 CASHIER : - :
L1 PAGE UP/DN ESC ENTER
  
```

4. The **DECLARE CASH TIPS** window displays.

```

TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MAN DECLARE CASH TIPS : :
 2 SER 0.00 : :
 3 HEAD SERVER : - :
 4 CASHIER : - :
L1 PAGE UP/DN ESC ENTER
  
```

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

```

TIME CLOCK - IN #001 ANNIE W
DATE:FRI 7/10/2003 TIME 20:55
JOB CODE: 1 SUMMARY 1
 1 MANAGER : - :
 2 SERVER : - :
 3 HEAD DECLARE CASH TIPS : :
 4 CAS 11.25 : :
L1 ENTER
  
```

---

## Outside of Sale Functions

### Time Display

1. Press **X/TIME** to display the time and register information.
2. Press **X/TIME**, **CLEAR**, **DONE**, or turn the key lock to clear the display.

DATE: WED 04/26/2004
TIME: 08:51:55 AM
OPERATOR: EMPLOYEE1
REG: 01
SER-7000 0.99d NOV.26 2003
L1

### Selecting Keyboard Levels

Levels may be set by:

- Function Key
- X-Mode Menu Selection (see “X-Mode Procedures”)
- Time Control (see the “Samsung *SER-7000* Program Manual”)

Function key selection is shown here.

1. Press **KEYB LVL# 1.**

L1 P01
--------

2. Press **KEYB LVL# 2.**

L2 P01
--------

3. Press **KEYB LVL# 5.**

L5 P01
--------

## Selecting Price Levels

Levels may be set by:

- Function Key
- X-Mode Menu Selection
- Time Control

Function key selection is shown here.

1. Press  
**PRICE LVL# 1.**

L1P01

2. Press  
**PRICE LVL# 2.**

L1P02

3. Press  
**PRICE LVL# 5.**

L1P05

## No Sale

1. Press  
**NO SALE.**

L1P01 NO SALE

## Received on Account (Loan)

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

RECD	ACCT1	0.00
0.00	CASH	
0.00	CHECK	
0.00	MISC TEND#	
0.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

2. Enter the amount of cash received; press **CASH**.
3. Enter the amount of check or checks received; press **CHECK**.

RECD	ACCT1	0.00
10.00	CASH	
20.00	CHECK	
0.00	MISC TEND#	
30.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

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

RECD	ACCT1	0.00
10.00	CASH	
20.00	CHECK	
30.00	MISC TEND#	
60.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

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

RECD	ACCT1	0.00
10.00	CASH	
20.00	CHECK	
30.00	MISC TEND#	
60.00	TOTAL	
L1 P01	TAX	0.00 TOTA 0.00

## Paid Out (Pick Up)

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

PAID	OUT1	0.00
0.00	CASH	
0.00	CHECK	
0.00	MISC TEND#	
0.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

2. Enter the amount of cash received; press **CASH**.
3. Enter the amount of check or checks received; press **CHECK**.

PAID	OUT1	0.00
10.00	CASH	
20.00	CHECK	
0.00	MISC TEND#	
30.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

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

PAID	OUT1	0.00
10.00	CASH	
20.00	CHECK	
30.00	MISC TEND#	
60.00	TOTAL	
RO		
<b>L1</b>	<b>CASH CHECK MISC TEND# DONE</b>	

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

PAID	OUT1	0.00
10.00	CASH	
20.00	CHECK	
30.00	MISC TEND#	
60.00	TOTAL	
L1P01	TAX	0.00
TOTA		0.00

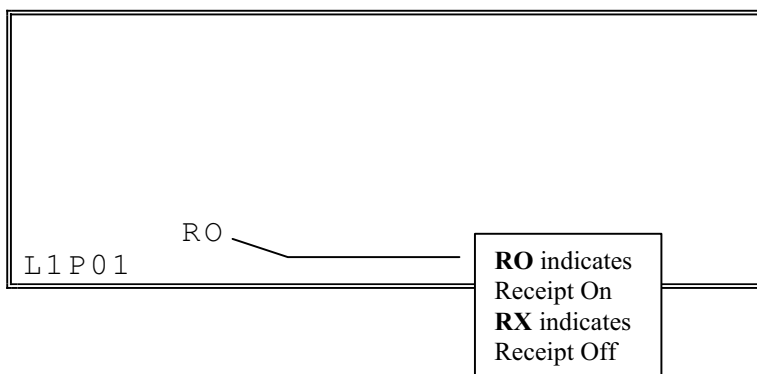
---

## Item Registrations

### Open PLU/Item Entries

#### *Keyboard PLU*

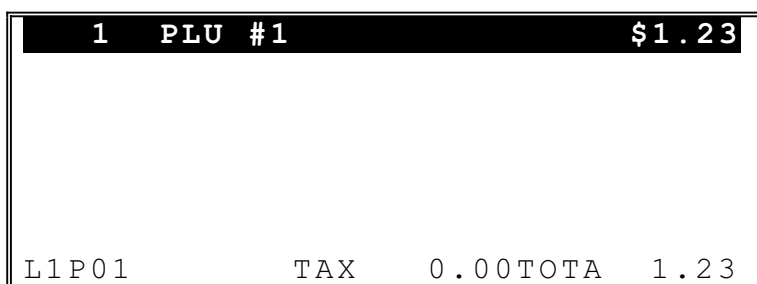
**NOTE:** To prevent operator confusion, **TAXES** and **TOTAL** information does not appear until the first item is registered. Press **CLEAR** to clear the display of any previous transaction information.



1. Enter the amount of the item.



2. Press PLU #1.



### ***Repeat***

1. Enter the amount of the item.
2. Press **PLU #1**.
3. Press **PLU #1** again to register the second item.

<b>2 PLU #1</b>				<b>\$2.46</b>
L1P01	TAX	0.00	TOTAL	2.46

### ***Multiplication***

1. Enter the quantity.
2. Press **X/TIME**.
3. Enter the amount of the item.
4. Press **PLU #1**.

<b>3 PLU #1</b>				<b>\$3.69</b>
L1P01	TAX	0.00	TOTAL	3.69

### ***Code Entry PLU***

1. Enter the PLU code number.
2. Press **PLU**. The AMOUNT REQUIRED prompt displays.
3. Enter the amount of the item.
4. Press **PLU**.

<b>1 PLU #10</b>				<b>\$1.23</b>
L1P01	TAX	0.00	TOTAL	1.23

## Preset PLU/Item Entries

### Keyboard PLU

1. Press **PLU #2**.

1		PLU #2		\$2.00	
L1P01	TAX	0.00	TOTA	2.00	

### Code Entry PLU

1. Enter the PLU code number.
2. Press **PLU**.

1		PLU #11		\$11.00
L1P01	TAX	0.00	TOTA	11.00

## Condiment/PLU/Function Entry from a WLU

### *What is a WLU?*

WLU stands for “Window Look Up”. A WLU window displays on the operator screen.

- A WLU can be triggered by registering a PLU that is programmed to activate a WLU,
- By pressing a WLU function key on the keyboard that is assigned to a specific WLU,
- By entering the number of the WLU you wish to display and pressing the **WLU#** key, or
- A WLU can be linked to another WLU, so that when selection(s) from the first WLU are completed, another WLU is automatically opened.

Three items can be displayed at one time in a WLU. If there are more than three items in the WLU, an arrow “▼” displays in the bottom left corner of the WLU window. Press the **PAGE DN** key to view the next three items in the WLU. Press the **PAGE UP** key to view the previous three items in the WLU. (The “◆” indicator will display if there are items both above and below the current view; the “▲” indicator will display if you are at the bottom of the list and there are items only above the current view.)

### *Selecting Items from WLUs*

You can select an item from a WLU in one of several ways:

- Type the number of the WLU and press **ENTER**.
- Press the ↑ or ↓ keys to select an item and press **ENTER**:
- With the appropriate option flag set, you can select an item from a WLU by simply typing the number of the WLU item. If there are more than nine selections on the menu, you must enter single digit selections with a preceding zero, i.e. enter **01** to select item #1. You cannot use this method if function keys are allowed on the WLU. (See “General Function Option #41” in the “Samsung *SER-7000* Program Manual” to allow this method.)
- If a WLU can be displayed by pressing a WLU key on the keyboard, you can select an item from that WLU without first displaying the WLU window. Type the number of the item you wish to register, then press the appropriate WLU key and the item will be immediately registered.

## **WLU Applications**

A WLU can list PLUs with condiment status, ordinary PLUs, and/or functions.

- A WLU listing condiments may be linked to an item so that immediately after the item is registered, condiment options for that item are displayed.
- A WLU listing PLUs can be displayed by pressing a WLU function key on the keyboard. In this way, a list of similar items, such as a wine list, can be displayed for easy selection and entry.
- A WLU listing functions can be displayed by pressing a WLU key on the keyboard. In this way, functions that are only used occasionally can be accessed indirectly, or if there are insufficient key locations on the keyboard for all the functions you wish to use, some of them could be located on a WLU. (A function need not be on the keyboard in order to be placed on a WLU.)
- Any WLU can be set to list combinations of Condiment PLUs, ordinary PLUs or functions.

## **Programs Notes for Setting up WLUs**

- Check your memory allocation settings (see “S-Mode Programming-Memory Allocation” in the *Program Manual*.) The total number of WLUs available is determined in memory allocation. The default is 10 WLUs; the maximum is 999 WLUs, if memory is available. The number of items that can be listed in a WLU is also set in memory allocation. The default is 28 items; the maximum is 50 items.
- Program the items for each WLU. First, set the options for each individual WLU, then add or delete items as necessary. (See “P-Mode Programming-Window Look Up (WLU)” in the *Program Manual*.)
- If a WLU is to be activated by the registration of an item, go to PLU programming and enter the WLU number in the ACTIVATE WLU# field. (See “P-Mode Programming-PLU Programming” in the *Program Manual*.)
- If a WLU is to be activated by pressing a function key, identify the key as a WLU key and set the WLU# that is to be activated. (See “P-Mode Programming-Key Keyboard Key Relocation” in the *Program Manual*.)

### Viewing a WLU

In this example a WLU with the title “CONDIMENTS” is programmed with 13 items. PLU #7 is set to activate the WLU.

1. Press **PLU #7**.  
The WLU displays with the first condiment item highlighted.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00 TOTA 1.69

2. If there are more than 3 items on the WLU, press **PAGE DN** to display the next group of items.

CONDIMENTS		1.69
4	TOMATO	
5	LETTUCE	
6	CHEESE SAUCE	
▼ ↑ ↵ ✕ ENT DONE DONE		
L1P01		TAX 0.00 TOTA 1.69

3. Press **PAGE UP** to return to a view of previous items in the WLU.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00 TOTA 1.69

4. Press **→** to change the view of the WLU from PLU descriptors to PLU numbers.

CONDIMENTS		1.69
1	P#000000000000136	
2	P#000000000000138	
3	P#000000000000140	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00 TOTA 1.69

5. Press **←** to return the WLU view to PLU descriptors.

### Selecting a Single Item from a WLU by Cursor Selection

In this example a WLU with the title “CONDIMENTS” is programmed with 13 items. The WLU is set to close automatically after one item is selected. PLU #7 is set to activate the WLU.

1. Press **PLU #7**.  
The WLU displays with the first condiment item highlighted.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00 TOTA 1.69

2. Press the ↓ key to move the cursor to the second item on the WLU.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00 TOTA 1.69

3. Press **ENTER** to register the item.  
The WLU automatically closes.

1	HOT DOG	\$1.69
	MUSTARD	
L1P01		
TAX 0.00		TOTA 1.69

### Selecting a Single Item from a WLU by Numeric Selection

In this example a WLU with the title “CONDIMENTS” is programmed with 13 items. The WLU is set to close automatically after one item is selected. PLU #7 is set to activate the WLU.

1. Press **PLU #7**.  
The WLU displays with the first condiment item highlighted.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01	TAX	0.00TOTA 1.69

2. Type **2** (to select mustard).
3. Press **ENTER**. The WLU automatically closes.

1	HOT DOG	\$1.69
	MUSTARD	
L1P01	TAX	0.00TOTA 1.69

### Selecting Multiple Items from a WLU - Closing with the Done Key

In this example a WLU with the title “CONDIMENTS” is programmed with 13 items. The WLU is set to allow multiple items selection and can be closed with the **DONE** key. PLU #7 is set to activate the WLU.

1. Press **PLU #7**.  
The WLU displays with the first condiment item highlighted.

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00TOTA 1.69

2. Type **3**.
3. Press **ENTER**.  
(The WLU remains open.)

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00TOTA 1.69

4. Type **1**.
5. Press **ENTER**.  
(The WLU remains open.)

CONDIMENTS		1.69
1	CATSUP	
2	MUSTARD	
3	ONION	
▼ ↑ ↵ ✕ ENT DONE		
L1P01		TAX 0.00TOTA 1.69

6. Press **DONE** to close the WLU.

1	HOT DOG	\$1.69
	ONION	
	CATSUP	
L1P01		TAX 0.00TOTA 1.69

### ***Entering an Item from a WLU Without Opening the WLU Window***

In this example item #10 from WLU #8 is registered without opening the WLU window.

1. Enter an item that is not linked to a WLU.
2. Type **10**, press **WLU#8** (or type **8** and press the **WLU** key.)

1	ROAST BEEF	1.69
	<b>MILD SAUCE</b>	
L1P01	TAX	0.00
	TOTA	1.69

### **Multiplication of Condiments in a WLU**

In this example a WLU with the title “CHICKEN” is programmed with 3 items describing the ways chicken can be prepared. The WLU is set to require eight item choices and item multiplication is set to Y(es). PLU #8 is set to activate the WLU.

---

**Note: Functions cannot be allowed on a WLU to enable this function.  
(Functions must equal N.)**

---

1. Press **PLU #8**.  
The WLU displays with the first condiment item highlighted. The Input Qty message displays.

1	CHICKEN	1.69
1	ORIGINAL	
2	CRI	
3	BBQ	
INPUT QTY		
↑ ↓ ← → E		
L1P01		TAX 0.00 TOTA 1.69

2. Enter **2**.
3. Press **X/TIME**.
4. Press the ↑ or ↓ keys to move the cursor to the condiment you wish to select.
5. Press **ENTER**.  
(The Input Qty prompt and WLU window do not clear until the total quantity set for the # of choices on the WLU are selected.)

1	CHICKEN	1.69
1	ORIGINAL	
2	CRI	
3	BBQ	
INPUT QTY		
↑ ↓ ← → E		
L1P01		TAX 0.00 TOTA 1.69

1	8 PC CHICKN	\$1.69
2	ORIGINAL	
6	BBQ	
L1P01		TAX 0.00 TOTA 1.69

6. Enter **6**.

7. Press **X/TIME**.
8. Enter **3**.
9. Press **ENTER**.  
(The Input Qty  
prompt and WLU  
window clear when  
the total quantity  
required of eight  
has been fulfilled.)

## Multiple WLUs

A WLU maybe linked to another WLU, so that when the first WLU is completed, the second is automatically displayed. In this example, the first WLU displays the choices of potato for the item. The potato WLU is linked to the soup/salad WLU so that when the potato is selected, the soup/salad WLU is automatically opened. The salad selection on the soup/salad WLU is programmed to open the dressing WLU, so that only if salad is selected, you are required to enter a dressing selection. PLU #9 opens the potato WLU.

1. Press **PLU #9**.  
The potato WLU displays with the first item highlighted.
2. Press the **↑** or **↓** keys to move the cursor to an item and press **ENTER**.

1	POTATO	9.69
1	<b>BAKED</b>	
2	FRENCH FRIES	
3	HASH BROWNS	
↑↓←→ <b>ENT DONE</b>		
L1 P01		TAX 0.00 TOTA 9.69

3. The potato WLU is closed and the soup/salad WLU is opened.
4. Type **2** and press **ENTER** to select salad.

1	SOUP/SALAD	9.69
1	<b>SOUP</b>	
2	SALAD	
3	JUICE	
↑↓←→ <b>ENT DONE</b>		
L1 P01		TAX 0.00 TOTA 9.69

5. The soup/salad WLU is closed and the dressing WLU is opened.
6. Select a dressing to complete the sequence.

1	DRESSING	9.69
1	<b>FRENCH</b>	
2	ITALIAN	
3	BLUE CHEESE	
↑↓←→ <b>ENT DONE</b>		
L1 P01		TAX 0.00 TOTA 9.69

7. The dressing WLU  
is closed.

1	PRIME RIB		9.69
	BAKED		
	SALAD		
	FRENCH		
L1P01	TAX	0.00	TOTA 9.69

### ***PLU Registration from Window Look Up (WLU)***

A WLU can serve as a menu of PLUs that are not located on the keyboard. In a restaurant, for example, a wine or liquor item list could be on a WLU menu to save space on the keyboard. The capacity of a WLU is defined in memory allocation, up to 50 items per WLU. The WLU display window can view up to 10 items. The **PAGE UP** and **PAGE DN** keys can be used to view additional WLU items when there are more than ten PLUs in the WLU.

If the PLU on the WLU is preset, it is executed upon selection. If the PLU selected requires an amount entry, then a prompt will display. After making the appropriate entry, press **PLU**.

1. Press the PLU list WLU.

1	LIQUOR LIST	CTL 4.50
1	<b>SEAGRAMS</b>	
2	V.O.	
3	DEWARS	
↑↓←→ ENT DONE		
L1P01		TAX 0.00TOTA..4.50

2. Press **PAGE DN** to view the second page of the WLU.

1	LIQUOR LIST	4.50
4	<b>CUTTY SARK</b>	
5	JACK DANIELS	
6	VODKA	
↑↓←→ ENT DONE		
L1P01		TAX 0.00TOTA 4.50

3. Select a PLU entering the numeric digit corresponding to your selection, or press the ↑ or ↓ keys to select your choice and press **ENTER**.

1	SHRIMP CTL	\$4.50
1	<b>VODKA</b>	<b>\$2.75</b>
L1P01		TAX 0.00TOTA 7.25

**Open PLU Registration from Window Look Up (WLU)**

4. If the PLU requires an amount entry, a prompt will display.

1	SHRIMP CTL	\$4.50
<div>AMOUNT</div>		
L1P01	TAX 0.00	TOTA 4.50

5. Type the amount, press **PLU**.

1	SHRIMP CTL	\$4.50
1	OPEN LIQUOR	\$3.25
L1P01	TAX 0.00	TOTA 7.75

## Price Level Shift

The current price level can be set by an X mode program, 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.

1. Press PLU#1.
2. Press the **PRICE LVL#2** key.
3. Press **PLU#1**.

1	PLU #1	\$1.00
PRICE LEVEL 2		
L1P02	TAX	0.00TOTA 1.00

1	PLU #1	\$1.00
1	PLU #1	\$2.00
L1P02	TAX	0.00TOTA 3.00

## Scale Items

The *SER-7000* can be interfaced to an electronic scale, allowing direct entry of the item's weight by using the SCALE key.

### 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:
  - ⇒ ACTIVE IN X ONLY?
  - ⇒ ALLOW MANUAL ENTRY OF WEIGHT?
  - ⇒ INHIBIT TARE WEIGHT ENTRY?
  - ⇒ TARE ENTRY IN X ONLY?
  - ⇒ TARE ENTRY IS COMPULSORY?
  - ⇒ WEIGHT SYMBOL : Y=kg/N=lb

### ***Direct Scale Entry***

1. Place the item on the scale.
2. Press the **SCALE** key to display the weight.

2.23 LBS	
L1P01	

3. Register the open or preset PLU.

2.23 LBS @ 1.00	
BANANAS	\$2.23
L1P01 TAX 0.00TOTA 2.23	

### ***Manual Weight Entry***

Manual weights may not be entered if a scale is programmed in S-Mode port selections.

1. Enter the weight using the decimal key
2. Press the **SCALE** key to display the weight.

1.59 LBS	
L1P01	

3. Register the open or preset PLU.

1.59 LBS @ 1.00	
APPLES	\$1.59
L1P01 TAX 0.00TOTA 1.59	

### ***Auto Tare Weight***

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

1. Place the item on the scale.
2. Press the **SCALE** key to display the weight.

1.39 LBS	
L1P01	

3. Register the open or preset PLU.

1.29 LBS @ 1.00		
ICE CREAM		\$1.29
L1P01	TAX	0.00TOTA 2.23

### ***Manual Tare Weight Entry***

1. Place the item on the scale.
2. Enter the tare # and press the **SCALE** key to display the weight less the tare.

1.39 LBS	
L1P01	

2. Enter the tare # and press the **SCALE** key to display the weight less the tare.
3. Register the open or preset PLU.

1.29 LBS NET	
L1P01	

1.29 LBS @ 1.00		
ICE CREAM		\$1.29
L1P01	TAX	0.00TOTA 2.23

### Open Tare Weight Entry

1. Place the item on the scale.

1.39 LBS
L1P01

2. Press **20**. This will call for tare 20, which is an open tare.

1.09 LBS NET
L1P01

3. Press the **SCALE**
4. Press the decimal [.] , then the numeric **3**. This will enter a tare weight of 0.3 lb.
5. Press the **SCALE** key.

6. Register the open or preset PLU.

1.29 LBS @ 1.00	
ICE CREAM	\$1.09
L1P01	TAX 0.00TOTA 2.23

## PRINT 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 wouldn't normally go to a kitchen printer or send items that require special attention. All printer output made using the 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 to want printed for special attention. In this example, a BLT sandwich has been ordered without mayo.

---

**Note:** The PLU Status Group flag #30 “Print on KP?” must be set to Y (yes) for items that are to be sent to a printer via the **PRINT** key.

---

1. Press **PRINT**.

1	HOT DOG			\$1.69
<div>PRINT</div>				
L1P01	G	TAX	0.00	TOTA 1.69

2. Enter the item and condiments or instructions.

1	HOT DOG			\$1.69
1	BLT			\$2.00
<div>NO MAYO</div>				
L1P01	G	TAX	0.00	TOTA 3.69

3. Press the **PRINT** key again to send the item & instructions to the printer identified on the **PRINT** key.

1	HOT DOG			\$1.69
1	BLT			\$2.00
<div>NO MAYO</div>				
L1P01		TAX	0.00	TOTA 3.69

### Auto Grill Item

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.

1. Enter the auto grill item and condiments or instructions.

1	HOT DOG	\$1.69
1	BLT	\$2.00
	<b>NO MAYO</b>	
L1P01	TAX	0.00
	TOTA	3.69

2. Enter the next item or press the **PRINT** key to send the item and instructions to the kitchen printer group identified in the PLUs status group at "K-GRILL GROUP #".

1	HOT DOG	\$1.69
1	BLT	\$2.00
	NO MAYO	
1	COKE	\$0.75
L1P01	TAX	0.00
	TOTA	4.44

## Promo

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.

1. Register the items to be sold.

3	HOT DOG			\$ 4 . 5 0
L1P01	TAX	0 . 0 0	TOTA	4 . 5 0

2. Press **PROMO**.

3	HOT DOG			\$ 4 . 5 0
PROMO				
L1P01	TAX	0 . 0 0	TOTA	4 . 5 0

3. Register the items to be promo'd.

3	HOT DOG			\$ 4 . 5 0
	PROMO			
1	HOT DOG			- 1 . 5 0
L1P01	TAX	0 . 0 0	TOTA	3 . 0 0

### Void of Promo Items

The promo item must be voided before the charged item. For example, if a hot dog and a promo hot dog are registered, the promo hot dog must be voided before the paid hot dog is voided. If more than one paid hot dogs are registered, the promo hot dog must be voided before the last paid hot dog is voided.

Waste

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

1. Press **WASTE**.

\*\*\*\*\*WASTE\*\*\*\*\*

L1P01

2. Register the wasted items.

\*\*\*\*\*WASTE\*\*\*\*\*

3    HOT   DOG                      \$ 4 . 5 0

L1P01

3. Press **WASTE** to finalize.

\*\*\*\*\*WASTE\*\*\*\*\*

3    HOT   DOG                      \$ 4 . 5 0

L1P01                      \*\*\*\*\*WASTE\*\*\*\*\*

## Price Inquiry

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

1. Press **PRICE INQ**.
2. Enter the PLU number and press the PLU key.

PRICE INQ	
PLU #	1
PLU1	1.00
L1P01	

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

1	PLU #1	\$1.00
L1P01	TAX	0.00TOTA 1.00

## Food Stamp Shift

**Note:** Display (Yes or No) of food stamp eligible indicators is controlled by an option flag.

In the following examples:

- Tax 1 is 6%
- PLU #15 is taxable by tax 1 and is not food stamp eligible
- PLU #16 is taxable by tax 1 and is food stamp eligible

### ***Selling a Non-Food Stamp Eligible Item with Food Stamp Eligibility***

To sell a non-food stamp eligible item with food stamp eligibility, press the **FD/S SHIFT** key before the item entry.

1. Enter amount, press **PLU#15**.
2. Press the **FD/S SHIFT** key, enter amount, press **PLU#15**, or

Enter amount, press **FD/S SHIFT**, press **PLU#15**.

1	PLU	#15	T <sub>x</sub> 1	\$12.00
1	PLU	#15	F <sub>s</sub> T <sub>x</sub> 1	\$12.00
Food Stamp eligibility indicator				
L1P01	TAX	0.72	TOT	24.72

### ***Selling a Food Stamp Eligible Item as Non-Food Stamp Eligible***

To sell a food stamp eligible item as non-food stamp eligible, press the **FD/S SHIFT** key before the item entry.

1. Enter amount, press **PLU#16**.
2. Press the **FD/S SHIFT** key, enter amount, press **PLU#15**.

1	PLU	#16	F <sub>s</sub> T <sub>x</sub> 1	\$12.00
1	PLU	#15	T <sub>x</sub> 1	\$12.00
L1P01	TAX	0.72	TOT	24.72

## 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 6%, 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

### ***Excepting 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,

1. Press **PLU#12**.

1	PLU #12	T <sub>x</sub> 1	\$12.00
L1P01	TAX	0.72	TOT 12.72

2. Press **TAX SHIFT1**.

1	PLU #12	T <sub>x</sub> 1	\$12.00
TAX			
L1P01	TAX	0.72	TOT 12.72

3. Press **PLU#12**.

1	PLU #12	T <sub>x</sub> 1	\$12.00
1	PLU #12		\$12.00
L1P01	TAX	0.72	TOT 24.72

### ***Adding Tax to a Non-Taxable Item***

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,

1. Press **PLU#11**.
2. Press **TAX SHIFT1**.
3. Press **PLU#11**.

1	PLU	#11		\$11.00
1	PLU	#11	T <sub>x</sub> 1	\$11.00
L1P01		TAX	0.66	TOT 22.66

### ***Excepting Tax on an Entire Sale***

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

#### ***Tax Exception with TAX EXEMPT Key***

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

1. Press **PLU#12**.
2. Press **PLU#12**.

1	PLU	#12	T <sub>x</sub> 1	\$12.00
1	PLU	#12	T <sub>x</sub> 1	\$12.00
L1P01		TAX	1.44	TOT 25.44

3. Press **SBTL**.

1	PLU	#12	T <sub>x</sub> 1	\$12.00
1	PLU	#12	T <sub>x</sub> 1	\$12.00
SUBTOTAL				
L1P01		TAX	1.44	TOT 25.44

4. Press **TAX**  
**EXEMPT.**

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
SUBTOTAL				
L1P01	TAX		0.00	TOT 24.00

5. Press **CASH.**

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
			TAX	0.00
L1P01	CASH		24.00	

### ***Tax Exemption with TAX Shift Keys***

1. Press **PLU#12**.

2. Press **PLU#12**.

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
L1P01	TAX	1.44	TOT	25.44

3. Press **SBTL**.

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
SUBTOTAL				
L1P01	TAX	1.44	TOT	25.44

4. Press **TAX  
SHIFT1**.

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
TAX				
L1P01	TAX	0.00	TOT	24.00

5. Press **CASH**.

1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
1	PLU	#12	<sup>T</sup> <sub>x</sub> 1	\$12.00
L1P01	TAX	0.00		
L1P01	CASH	24.00		

## Canadian Donut Tax Exemption

- PLU #15 & #16 are taxable and are linked to a status group with the option "Eligible for Canadian Donut Law? " set as "Y".
- The tax-exempt quantity is set at "6".

1. Press **PLU#15**.
2. Press **PLU#16**.
3. Press **PLU#15**.
4. Press **PLU#16**.
5. Press **PLU#15**.

3	PLU #15	<sup>T</sup> <sub>x</sub> 1	\$1.50
2	PLU #16	<sup>T</sup> <sub>x</sub> 1	\$1.00
L1P01	TAX	0.15	TOTA 2.65

6. Press **PLU#16**.

3	PLU #15	<sup>T</sup> <sub>x</sub> 1	\$1.50
3	PLU #16	<sup>T</sup> <sub>x</sub> 1	\$1.50
L1P01	TAX	0.00	TOTA 3.00

---

## Corrections

### Clear

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

L1P01	456
-------	-----

2. Press **CLEAR**.

L1P01	
-------	--

### Error Correct

1. Register an item.

1		PLU #2		\$2.00	
L1P01	TAX	0.00	TOTA	2.00	

2. Press **ERR CORR**.

L1P01	TAX	0.00	TOTA	0.00	
-------	-----	------	------	------	--

## Void

### *Void Previous Item*

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.00TOTA 5.00

3. Press **CLEAR**.
4. Press **VOID ITEM**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
VOID		
L1P01	TAX	0.00TOTA 5.00

5. Press **PLU#2**.

1	PLU #3	\$3.00
L1P01	TAX	0.00TOTA 3.00

### *Void One of Multiple Items*

1. **PLU#2**.
2. **PLU#2**.
3. **PLU#3**.

2	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.00TOTA 7.00

3. Press **CLEAR**.
4. Press **VOID**.
5. Press **PLU#2**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.00TOTA 5.00

### ***Void Item with Condiments***

1. Enter Items.

1	HOT DOG	\$1.69
	MUSTARD	
1	MED COKE	\$1.00
L1P01 TAXES0.00 TOTAL 2.69		

2. Press **CLEAR**.
3. Press **VOID**.
4. Press **HOT DOG**.

1	MED COKE	\$1.00
L1P01 TAX 0.00TOTA 1.00		

### ***Void Multiple Items with Different Condiments***

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

1. Enter Items.

1	HOT DOG	\$1.69
	MUSTARD	
1	HOT DOG	\$1.69
	CATSUP	
1	MED COKE	\$1.00
L1P01 TAX 0.00TOTA 4.38		

2. Press **CLEAR**.
3. Press **VOID**.
4. Press **HOT DOG**.

1	HOT DOG	\$1.69
	MUSTARD	
1	MED COKE	\$1.00
L1P01 TAX 0.00TOTA 2.69		

### Cursor Void (Using Cursor Up & Cursor Down)

1. Enter Items.

1	HOT DOG		\$1.69
	MUSTARD		
1	HOT DOG		\$1.69
	CATSUP		
1	MED COKE		\$1.00
L1P01	TAX	0.00	TOTA 4.38

2. Use the ↑ or ↓ keys to highlight the item you wish to void

1	HOT DOG		\$1.69
	MUSTARD		
1	HOT DOG		\$1.69
	CATSUP		
1	MED COKE		\$1.00
L1P01	TAX	0.00	TOTA 4.38

3. Press **VOID ITEM**.  
(If you are voiding a main item, the item and its' condiments are removed.)

1	HOT DOG		\$1.69
	MUSTARD		
1	MED COKE		\$1.00
L1P01	TAX	0.00	TOTA 2.69

## Cursor Void a Condiment

1. Enter Items.

1	HOT DOG			\$1.69
	MUSTARD			
1	HOT DOG			\$1.69
	CATSUP			
1	MED COKE			\$1.00
L1P01	TAX	0.00	TOTA	4.38

2. Use the **↑** or **↓** keys to highlight the condiment you wish to void

1	HOT DOG	\$1.69
<b>MUSTARD</b>		
1	HOT DOG	\$1.69
	CATSUP	
1	MED COKE	\$1.00
L1P01	TAX	0.00
	TOTA	4.38

3. Press **VOID ITEM**.

1	HOT DOG			\$1.69
1	HOT DOG			\$1.69
	CATSUP			
1	MED COKE			\$1.00
L1P01	TAX	0.00	TOTA	4.38

**Cancel**

**Note:** May not be allowed - see authority level programming. Drawer does not open.

1. Enter Items.

1	HOT DOG			\$1.69
	MUSTARD			
1	HOT DOG			\$1.69
	CATSUP			
<b>1</b>	<b>MED COKE</b>			<b>\$1.00</b>
L1P01	TAX	0.00	TOTA	4.38

2. Press **CANCEL**.

**CANCEL**

L1P01                      TAX        0.00TOTA     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.

1. Turn the control lock to **VOID** position.

ENTER TIME :	
L1P01	X / TIME

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

L1P01	VOID
-------	------

3. Enter Items to be voided.

1	HOT DOG	-1.69
	MUSTARD	
1	HOT DOG	-1.69
	CATSUP	
<b>1</b>	<b>MED COKE</b>	<b>-1.00</b>
L1P01	VOIDTAX	0.00TOT -4.38

4. Finalize the void sale using the appropriate tender.
5. If necessary, void additional transactions for the same time.
6. Return the control lock to the **REG** position.

1	HOT DOG	-1.69
	MUSTARD	
1	HOT DOG	-1.69
	CATSUP	
<b>1</b>	<b>MED COKE</b>	<b>-1.00</b>
	TAX	-0.00
L1P01	VOIDCASH	-4.38



## Merchandise Return

1. Press **PLU #2**.

1		PLU #2		\$2.00	
L1P01		TAX		0.00TOTA 2.00	

2. Press  
**MDSE RTRN.**

1		PLU #2		\$2.00	
MDSE RETURN					
L1P01		TAX		0.00TOTA 2.00	

3. Enter item to be returned.

1		PLU #2		\$2.00	
-1		PLU #7		-1.00	
L1P01		TAX		0.00TOTA 1.00	

---

## % 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 discount to reduce the food stamp subtotal,
- 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 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

3. Press **SBTL**.

4. Enter **15.5**  
(15.5%), press **%1**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%1	-0.78
L1P01	TAX	0.25TOTA 4.47

5. Press **CASH**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%1	-0.78
L1P01	TAX	0.25
	CASH	4.47

### ***Preset Percentage Discount***

**%2** key is programmed as a preset (10%) discount on the entire sale, taxable by tax 1 at 6%.

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01		
TAX		0.30
TOTA		5.30

3. Press **SBTL**.
4. Press **%2**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%2	-0.50
L1P01		
TAX		0.27
TOTA		4.77

5. Press **CASH**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%2	-0.50
L1P01		
TAX		0.27
CASH		4.77

### ***Amount Subtotal Discount***

**%3** key is programmed as an open amount discount on the entire sale, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

3. Press **SBTL**.

4. Enter the amount of the discount, press **%3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	<b>%3</b>	<b>-1.00</b>
L1P01	TAX	0.24TOTA 4.24

5. Press **CASH**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%3	-1.00
L1P01	TAX	0.24
	CASH	4.24

### **"Do It" Discount**

%4 key is programmed as a "Do It" entire sale, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01		
TAX 0.30		
TOTA 5.30		

3. Press **SBTL**.

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

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%4	-0.05
L1P01		
TAX 0.30		
TOTA 5.30		

5. Press **CASH**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%4	-0.05
L1P01		
TAX 0.30		
CASH 5.25		

## Item Discounts

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

The **%1** key is programmed as an open percentage discount on an item, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

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

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
		%1		-0.47
L1P01		TAX	0.27	TOTA 4.80

### ***Preset Percentage Discount***

The **%2** key is programmed as a preset (10%) discount on an item, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30
TOTA		5.30

3. Press the **%2** key.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	<b>%2</b>	<b>-0.30</b>
L1P01	TAX	0.28
TOTA		4.98

### ***Discount on Cursor Selected Item***

The **%3** key is programmed as a preset (10%) discount on an item, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA..5.30

3. Press the **↑** key.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

4. Press the **%3** key.

1	PLU #2	\$2.00
	<b>%3</b>	<b>-0.20</b>
1	PLU #3	\$3.00
L1P01	TAX	0.29TOTA 5.09

### **Store (Item) Coupon**

The **%1** key is programmed as an open amount discount on an item (store coupon), taxable by tax 1 at 6%.

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

3. Enter the amount, press the **%1** key.
4. Press the **PLU#2** (the PLU the coupon is to be subtracted from.)

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%1	
	PLU #2	-1.00
L1P01	TAX	0.24TOTA 4.24

## Surcharges

### ***Preset % Surcharge on an Entire Sale***

The **%1** key is programmed as a preset (10%) surcharge on the entire sale, taxable by tax 1 at 6%.

1. Press **PLU#2**.

2. Press **PLU#3**.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

3. Press **SBTL**.

4. Press the **%1** key.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
	%1			\$0.50
L1P01		TAX	0.33	TOTA 5.83

5. Press **CASH**.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
	%1			\$0.50
		TAX	0.00	
L1P01		CASH	5.83	

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

The **%3** key is programmed as an open percentage surcharge on the entire sale, taxable by tax 1 at 6%.

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

3. Press **SBTL**.
4. Enter **15** (15%),  
press the **%3** key.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%3	\$0.75
L1P01	TAX	0.35TOTA 6.10

5. Press **CASH**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	%3	\$0.75
L1P01	TAX	0.35
	CASH	6.10

### ***Preset % Surcharge on an Item***

The **%2** key is programmed as a preset (10%) surcharge on an item, taxable by tax 1 at 6%.

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

3. Press the **%2** key.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	<b>%2</b>	<b>\$0.30</b>
L1P01	TAX	0.32TOTA 5.62

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

The **%1** key is programmed as an open percentage surcharge on an item, taxable by tax 1 at 6%.

1. Press **PLU#2**.
2. Press **PLU#3**.

1	PLU #2	\$2.00
1	PLU #3	\$3.00
L1P01	TAX	0.30TOTA 5.30

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

1	PLU #2	\$2.00
1	PLU #3	\$3.00
	<b>%1</b>	<b>\$0.45</b>
L1P01	TAX	0.33TOTA 5.78

# Age Verification

Sale of age restricted items (i.e. alcohol, tobacco) can be controlled at the point of sale by forcing to operator to enter a date of birth before a controlled item can be registered.

- 1. Register an item that has been programmed for age restriction. The CUSTOMER DATE OF BIRTH entry box displays.

CUST. BIRTH DATE (MMDDYYYY) :

L1P01CLEARENTER

- 2. Enter the date of birth in MMDDYYYY format, press ENTER.
- 3. If the date of birth entered represents an age greater than the age restriction, the item registers.

1SUMMITALE\$4.99

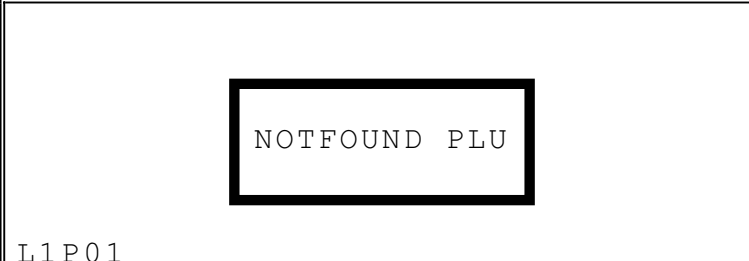
L1P01TAX0.33TOTA5.32

If the date of birth entered represents an age less than the age restriction, the message "AGE RESTRICTION" displays and the item is not registered.

## Not Found PLU

Designed to be used in a scanning system, the **NOT FOUND PLU** key allows the operator to immediately enter basic PLU information for an item that is not in the PLU file. If the "Not Found PLU" message displays when a PLU is entered (or when an item is scanned) the operator can press the **NOT FOUND PLU** key and will be prompted to enter PLU price, descriptor and linking information. The item is registered immediately.


1. Scan or enter a PLU that is not in the PLU file. The **NOT FOUND PLU** message displays.



NOTFOUND PLU

L1P01

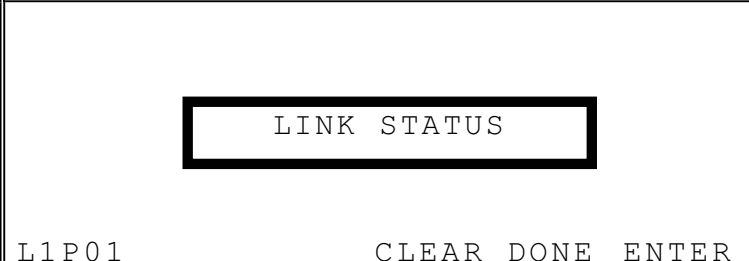
2. Press the **NOT FOUND PLU** key. The PRICE/HALO entry box displays.



PRICE/HALO 0.00

L1P01 CLEAR DONE ENTER


3. Enter the price for the item, press **ENTER**. The **LINK STATUS** entry box displays.



LINK STATUS

L1P01 CLEAR DONE ENTER

4. Enter the status link for the PLU, press **ENTER**. The **LINK GROUP** entry box displays.



LINK GROUP

L1P01 CLEAR DONE ENTER

5. Enter the primary group link for the PLU, press **ENTER**. The **DESCRIPTOR** entry box displays.

<div style="border: 2px solid black; padding: 5px; display: inline-block;">DESCRIPTOR</div>	
L1P01	CLEAR DONE ENTER

6. Use the alpha keyboard overlay to type the descriptor for the item, press **ENTER**. The item is registered.

1	SUMMIT ALE	\$4.99
L1P01	TAX 0.33	TOTA 5.32

## KP Routing

The **KP ROUTING** key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select **STAYDOWN**, **TICKET POP UP** or **ITEM POP up** operation.

To operate, enter a routing period # (1-4) and press the key at any time inside or outside of a transaction.

## Guest Check Operations

### Overview

The *SER-7000* 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 *SER-7000* allows up to four 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 are defined in memory allocation. The method of tracking you select (hard/soft) applies to all tracking files.

Because there are four possible tracking files, there are separate sets of keys for each of the following functions:

- RECALL CHECK (1-4)
- STORE CHECK (1-4)
- TABLE (1-4)
- LIST CHECK (1-4)
- TRANSFER 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.)

TBL# (1)	CHECK#	GST#	EMP	BALANCE
6	10	2	1	5.30
6	11	2	1	9.54

Tracking File # is indicated

ENTER DONE

### **# Of Guests**

Entry is optional and is controlled by system flag. The number of guests may be required on all transactions or only on tracking transactions.

## Manual Previous Balance

### NOTES:

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

You must set memory allocation to “Hard” check to post manual balances.

Although not commonly used, the *SER-7000* 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. Any of the four STORE 1-4 keys may be used to service the transaction.

### Function Key Notes:

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

### Opening a Check

1. Enter zero, press P/BAL.

P/BAL		0.00	
L1P01	TAX	0.00	TOTA 0.00

2. Enter items.

P/BAL		0.00	
1	PLU #2	\$2.00	
1	PLU #3	\$3.00	
L1P01	TAX	0.30	TOTA 5.30

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

SERVED	
--------	--

**Adding to a Check**

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

P / BAL		5 . 3 0	
L1 P01	TAX	0 . 0 0	TOTA 5 . 3 0

- 2. Enter items.

P / BAL		5 . 3 0	
1	PLU # 4	\$ 4 . 0 0	
1 PLU # 5		\$ 5 . 0 0	
L1 P01	TAX	0 . 5 4	TOT 1 4 . 8 4

- 3. Press **STORE #1**.

SERVED

**Paying a Check**

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

P / BAL		1 4 . 8 4	
L1 P01	TAX	0 . 0 0	TOT 1 4 . 8 4

P/BAL	14.84
-------	-------

P/BAL	14.84
-------	-------

	TAX	0.00		
L1P01	CASH	10.00	CHA	4.70

	TAX	0.00		
L1P01	CASH	10.00	CHA	4.70

	TAX	0.00		
L1P01	CASH	10.00	CHA	4.70

	TAX	0.00		
L1P01	CASH	10.00	CHA	4.70

	TAX	0.00		
L1P01	CASH	10.00	CHA	4.70

## Hard Check Posting

With "hard check" posting, only current balances are stored in memory.

Procedures and options relating to *beginning*, *adding to* and *paying* a check are the same on "hard" and "soft" check posting, except it is necessary to print an update to the check at each posting. Note that when a hard check is recalled, the previous balance is displayed. (In soft check posting the previously registered items are recalled.)

### Recalling a Hard Check

1. Depending on the method used:

Enter check number, press CHECK #, or

Enter table number, press TABLE #.

2. Note that the previous balance is displayed.

CK	1 / T 0 / G 0 / ANNIE	
PBAL		5.00
L1 P 01	TAX	0.30
TOTA		5.30

### Sample Print of Hard Check

DATE	03/23/2000	THU
<b>R E C A L L    C H K 1</b>		
<b># 2</b>		
P/BAL		0.00
2 PLU1		\$2.00
TOTAL		\$2.00
* ORDER# 0107 *		
NO.000007	REG 01 EMPLOYEE1	TIME 08:10
P/BAL		\$2.00
1 PLU2		\$2.00
1 PLU3		\$3.00
TOTAL		\$7.00
* ORDER# 0107 *		
NO.000008	REG 01 EMPLOYEE1	TIME 08:11
P/BAL		\$7.00
1 PLU3		\$3.00
TOTAL		\$10.00
CASH		\$10.00
* ORDER# 0107 *		
NO.000009	REG 01 EMPLOYEE1	TIME 08:11

## Soft Check Posting

It is not necessary to print the check at each posting. The **PRINT CHECK** key will print the check at the designated printer. The **PRINT CHECK** key can be programmed to automatically service the transaction.

### ***Beginning a Check***

1. Depending on programming:
  - a) Enter check number, press one of the Recall Check functions, i.e. **RECALL #1**, or
  - b) Press **RECALL #1** to automatically assign a check number.
  - c) If Table# is compulsory and only one check per table is allowed, enter the table# and press **TABLE#**.

C	100/T0/G0/EMPLOYEE1			
L1P01	TAX	0.00	TOTA	0.00

2. Optional:  
  
Enter table number, press **TABLE 1**.

C	100/T2/G0/EMPLOYEE1			
L1P01	TAX	0.00	TOTA	0.00

3. Optional:  
  
Enter number of guests, press **GUEST #**.

C	100/T2/G2/EMPLOYEE1			
L1P01	TAX	0.00	TOTA	0.00

4. Enter items.

C				100/T2/G2/EMPLOYEE1			
1	PLU	#4					\$4.00
1	PLU	#5					\$5.00
L1P01				TAX	0.54	TOTA	9.00

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

C				100/T2/G2/EMPLOYEE1			
1	PLU	#4					\$4.00
1	PLU	#5					\$5.00
				SERVED			
L1P01				TAX	0.54	TOTA	9.00

### Adding to a Check

1. *Check Method:*

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

C				100/T2/G2/EMPLOYEE1			
1	PLU	#4					\$4.00
1	PLU	#5					\$5.00
L1P01				TAX	0.54	TOTA	9.00

2. *Table Method:*

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

TBL# (1)	CHECK#	GST#	EMP	BALANCE
2	100	2	1	5.30
2	101	2	1	9.54
Note: If more than one check is open for the table the checks will be listed:				
Press the ↑ or ↓ keys to select the check you wish to open.				
				ENTER DONE

3. Press **ENTER**.

C				100/T2/G2/EMPLOYEE1			
1	PLU	#4					\$4.00
1	PLU	#5					\$5.00
L1P01				TAX	0.54	TOTA	9.00

4. Enter items.

The dotted line represents the division of the previously serviced items (before the line) and the new items (after the line.)

C	100/T2/G2/EMPLOYEE1		
1	PLU #4		\$4.00
1	PLU #5		\$5.00
-----			
1	PLU #2		\$2.00
1	PLU #3		\$3.00
L1P01	TAX	0.84	TOT 14.84

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

C	100/T2/G2/EMPLOYEE1		
1	PLU #4		\$4.00
1	PLU #5		\$5.00
-----			
1	PLU #2	SERVED	\$2.00
1	PLU #3		\$3.00
L1P01	TAX	0.84	TOT 14.84

### Paying a Check

1. *Check Method:*

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

C	100/T2/G2/EMPLOYEE1		
1	PLU #2		\$2.00
1	PLU #3		\$3.00
1	PLU #4		\$4.00
1	PLU #5		\$5.00
L1P01	TAX	0.84	TOT 14.84

2. *Table Method:*

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

C	100/T2/G2/EMPLOYEE1		
1	PLU #2		\$2.00
1	PLU #3		\$3.00
1	PLU #4		\$4.00
1	PLU #5		\$5.00
L1P01	TAX	0.84	TOT 14.84

*If more than one check is open for the table, the checks will be listed:*

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

TBL# (1)	CHECK#	GST#	EMP	BALANCE
<b>6</b>	<b>10</b>	<b>2</b>	<b>1</b>	<b>10.01</b>
6	11	2	1	14.84
				ENTER DONE

3. Press **ENTER**.

C	11/T2/G2/EMPLOYEE1			
1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
1	PLU	#4		\$4.00
1	PLU	#5		\$5.00
L1P01				TAX 0.84TOT 14.84

4. *Optional:*

Press **SBTL**.

C	11/T2/G2/EMPLOYEE1			
1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
1	PLU	#4		\$4.00
1	PLU	#5		\$5.00
				<b>SUBTOTAL</b>
L1P01				TAX 0.84TOT 14.84

5. Press **CASH**, or

Enter amount and press **CASH**.

C	11/T2/G2/EMPLOYEE1			
1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
1	PLU	#4		\$4.00
1	PLU	#5		\$5.00
				<b>SUBTOTAL</b>
				TAX 0.84
L1P01				CASH 14.84

or,

5. Press **CHECK**, or

Enter amount and  
press **CHECK**.

C	11/T2/G2/EMPLOYEE1		
1	PLU #2		\$2.00
1	PLU #3		\$3.00
1	PLU #4		\$4.00
1	PLU #5		\$5.00
	TAX	0.84	
L1P01	CHECK	10.00AMT	4.84

or,

5. Optional:

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

C	11/T2/G2/EMPLOYEE1		
	TIP1		\$2.00
L1P01	TAX	.84AMT	14.84

6. Press **CASH**, or:

Enter amount and  
press **CASH**, or

Press **CHECK**, or

Enter amount and  
press **CHECK**, or

Press one of the  
miscellaneous  
tender keys, or

Enter amount and  
press of the  
miscellaneous  
tender keys..

C	11/T2/G2/EMPLOYEE1		
1	PLU #2		\$2.00
1	PLU #3		\$3.00
1	PLU #4		\$4.00
1	PLU #5		\$5.00
	TIP1		2.00
	TAXES	.84	
L1P01	MISC	16.84	

---

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

---

### Sample Print of Soft Check

```
DATE 02/27/2004 FRI      TIME 17:23
R E C A L L      C H K 1      # 1 2 3
  1  FILET MIGNON T1          $14.99
  1  MARGARITA T1             $3.75
  1  TROUT T1                 $16.95
  1  PINA COLADA T1           $4.00
    TAX1 AMT                   $3.62
    TOTAL                      $43.31
    VISA                       $43.31

          * ORDER# 0111 *
NO.000011 REG 01 EMPL TIME 17:23
```

## 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.

1. Open a check.

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

C	100/T0/G0/EMPLOYEE1		
ENTER SEAT#			
L1P01	TAX	0.00	TOTA 0.00

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

C	100/T0/G0/EMPLOYEE1		
SEAT#1			
L1P01	TAX	0.00	TOTA 0.00

4. Enter main item and condiments.

C	100/T0/G0/EMPLOYEE1		
1	STEAK S1	\$10.00	
L1P01	TAX	0.60	TOT 10.60

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

C				100/T0/G0/EMPLOYEE1			
1	STEAK	S1					\$10.00
SEAT#2							
L1P01				TAX	0.60	TOT	10.60

6. Enter the next item and its' condiments.

C				100/T0/G0/EMPLOYEE1			
1	STEAK	S1					\$10.00
1	SEAFOOD	S2					\$10.00
L1P01				TAX	1.20	TOT	21.20

### ***Changing the Seat # On A Previously Entered Item***

1. Move cursor to the item you wish to change

C				100/T0/G0/EMPLOYEE1			
1	STEAK	S1					\$10.00
1	SEAFOOD	S2					\$10.00
L1P01				TAX	1.20	TOT	21.20

2. Press **SEAT #**.

C				100/T0/G0/EMPLOYEE1			
1	STEAK	S1					\$10.00
1	SEAFOOD						
ENTER NEW SEAT #							
L1P01				TAX	1.20	TOT	21.20

3. Enter a new number and press **SEAT #**.

C				100/T0/G0/EMPLOYEE1			
1	STEAK	S3					\$10.00
1	SEAFOOD	S2					\$10.00
L1P01				TAX	1.20	TOT	21.20

### 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.
- Items not assigned to a different seat number will default to seat #1.

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

C	100/T0/G0/EMPLOYEE1			
2	STEAK	S1		16.00
1	WALLEYE	S1		9.00
	BROILED			
1	COKE	S1		1.50
L1P01	TAX	1.59	TOT	28.09

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

C	100/T0/G0/EMPLOYEE1			
2	STEAK	S1		16.00
1	WALLEYE	S1		9.00
	BROILED			
1	COKE	S1		1.50
L1P01	TAX	1.59	TOT	28.09

3. Press **SEAT #**.

C	100/T0/G0/EMPLOYEE1			
2	STEAK	S1		16.00
1	WALLEYE	S1		9.00
	BROILED			
1	COKE	S1		1.50
L1P01	TAX	1.59	TOT	28.09

4. Enter a new number and press **SEAT #**.

C	100/T0/G0/EMPLOYEE1			
2	STEAK	S1		16.00
1	WALLEYE	S2		9.00
	BROILED			
1	COKE	S1		1.50
L1P01	TAX	1.59	TOT	28.09

### Splitting Consolidated Items for Seat Assignment

When like items are consolidated, press the **SPLIT ITEM** key to separate items for separate seat assignment.

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

C	100/T0/G0/EMPLOYEE1			
	<b>2</b>	<b>STEAK S1</b>		<b>16.00</b>
	1	WALLEYE S2		9.00
		BROILED		
	1	COKE S1		1.50
L1P01		TAX	1.59	TOT 28.09

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

C	100/T0/G0/EMPLOYEE1			
	<b>1</b>	<b>STEAK S1</b>		<b>8.00</b>
	1	STEAK S1		8.00
	1	WALLEYE S2		9.00
		BROILED		
	1	COKE S1		1.50
L1P01		TAX	1.59	TOT 28.09

### Payment by Seat Number

1. Press **SBTL**.

C	100/T0/G0/EMPLOYEE1			
	1	STEAK S1		\$10.00
	1	SEAFOOD S2		\$10.00
		<b>SUBTOTAL</b>		
L1P01		TAX	1.20	TOT 21.20

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

C	100/T0/G0/EMPLOYEE1			
	<b>SEAT#01</b>	<b>0.30</b>		<b>\$10.00</b>
	SEAT#02	0.30		\$10.00
L1P01		TAX	0.60	TOT 10.60

3. 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.

C 100/T0/G0/EMPLOYEE1			
<b>SEAT#01</b>	<b>0.30</b>	<b>\$10.00</b>	
SEAT#02	0.30	\$10.00	
L1P01	TAX	0.30	TOT 10.30

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

C 100/T0/G0/EMPLOYEE1			
<b>SEAT#01</b>	<b>0.30</b>	<b>\$10.00</b>	
SEAT#02	0.30	\$10.00	
TAX		.30	
L1P01	CA	10.30	

5. Continue to pay each seat until the check is paid. Pay one seat at a time. You cannot service once a seat is paid.

## 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, an 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, later, the employee can recall the check 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' to 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.

### Hold an Item

1. Press the ↑ or ↓ keys to position the cursor on the item you wish to hold.

C	11/T2/G2/EMPLOYEE1			
	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		\$3.95
	1	<b>PRIME RIB</b>		<b>\$9.95</b>
	1	ONION RING		\$2.95
L1P01 TAX 1.49TOT 26.34				

2. Press **HOLD** to apply hold status to the selected item.
3. If necessary, select and hold additional items.

C	11/T2/G2/EMPLOYEE1			
	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		3.95
H	1	<b>PRIME RIB</b>		<b>9.95</b>
	1	ONION RING		2.95
L1P01 TAX 1.49TOT 26.34				

4. Press the appropriate Store Check function, i.e. **STORE #1**. If the option to prompt when held items are stored is set to Yes, the display will show the held item.
5. Press **DONE** to continue.

TBL# (1)	CHECK#	GST#	TIME	#HELD
2	11	2	10:18	1
ENTER DONE				

### **Print All Held Items**

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

C	11/T2/G2/EMPLOYEE1			
<b>H</b>	<b>1</b>	<b>STEAK DINNER</b>		<b>8.00</b>
	1	SHRIMP APP		3.95
<b>H</b>	1	PRIME RIB		9.95
	1	ONION RING		2.95
L1P01		TAX	1.49	TOT 26.34

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

C	11/T2/G2/EMPLOYEE1			
	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		\$3.95
	1	PRIME RIB		\$9.95
	1	ONION RING		\$2.95
L1P01		TAX	1.49	TOT 26.34

### ***Print an Individual Item***

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

C	11/T2/G2/EMPLOYEE1			
H	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		\$3.95
H	1	PRIME RIB		\$9.95
	1	ONION RING		\$2.95
L1P01		TAX	1.49	TOT 26.34

2. Press the ↑ or ↓ keys to position the cursor on the item you wish to print.

C	11/T2/G2/EMPLOYEE1			
<b>H</b>	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		\$3.95
<b>H</b>	<b>1</b>	<b>PRIME RIB</b>		<b>\$9.95</b>
	1	ONION RING		\$2.95
L1P01		TAX	1.49	TOT 26.34

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

C	11/T2/G2/EMPLOYEE1			
<b>H</b>	1	STEAK DINNER		\$8.00
	1	SHRIMP APP		\$3.95
	<b>1</b>	<b>PRIME RIB</b>		<b>\$9.95</b>
	1	ONION RING		\$2.95
L1P01		TAX	1.49	TOT 26.34

### Display Warning to Operator

1. Service any check for an 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.

TBL# (1)	CHECK#	GST#	TIME	#HELD
2	11	2	10:18	1
1	12	2	19:35	2
ENTER DONE				

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

TBL# (1)	CHECK#	GST#	TIME	#HELD
2	11	2	10:18	1
1	12	2	19:35	2
ENTER DONE				

### List Check

1. Sign on an employee.
2. Press **LIST CHECK**.
3. Press the ↑ or ↓ keys to select a specific check.
4. Press **ENTER** to open the selected check. Or, press **DONE** to exit the list check screen without opening a check.

TBL# (1)	CHECK#	GST#	EMP	BALANCE
6	10	2	1	10.01
6	11	2	1	5.00
ENTER DONE				

## Repeat

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

1. Open a check.
2. Enter Items.
3. Press the appropriate store check key, i.e. **STORE CHECK 1**.

C	100/T0/G0/EMPLOYEE1			
1	STEAK		\$10.00	
1	SEAFOOD		\$10.00	
SERVED				
L1P01	TAX	1.20	TOT	21.20

4. Recall the Check.

C	100/T0/G0/EMPLOYEE1			
1	STEAK		\$10.00	
1	SEAFOOD		\$10.00	
-----				
L1P01	TAX	1.20	TOT	21.20

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

C	100/T0/G0/EMPLOYEE1			
1	STEAK		\$10.00	
1	SEAFOOD		\$0.00	
-----				
1	BEER		\$2.00	
1	WINE		\$2.50	
L1P01	TAX	1.47	TOT	25.97

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

7. Recall the Check.

C	100/T0/G0/EMPLOYEE1			
1	STEAK		\$10.00	
1	SEAFOOD		\$10.00	
1	BEER		\$2.00	
1	WINE		\$2.50	
L1P01	TAX	1.47	TOT	25.97

8. Press **REPEAT**.  
Note that new items are not consolidated.
9. Press the appropriate store check key, i.e. **STORE CHECK 1**.

C	100/T0/G0/EMPLOYEE1			
1	BEER			\$2.00
1	WINE			\$2.50
-----				
1	BEER	SERVED		\$2.00
1	WINE			\$2.50
▼	RO			
L1P01	TAX	1.74	TOT	30.74

10. Recall the Check.  
Repeated items are now consolidated.

C	100/T0/G0/EMPLOYEE1			
1	STEAK			\$10.00
1	SEAFOOD			\$10.00
2	BEER			\$4.00
2	WINE			\$5.00
L1P01	TAX	1.74	TOT	30.74

## Transfer Table

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.

1. Recall a check by entering a table or check number.

C	100/T2/G0/EMPLOYEE1				
1	PLU	#2			2.00
1	PLU	#3			3.00
L1P01			TAX	0.30	TOTA 5.30

2. Enter a new table number by entering the number and pressing the **TABLE #** key.
3. Continue with the transaction by adding items, accepting payment or servicing.

C	100/T3/G0/EMPLOYEE1				
1	PLU	#2			2.00
1	PLU	#3			3.00
L1P01			TAX	0.30	TOTA 5.30

## Combine Checks for Payment

1. Sign on an employee.
2. Press the **ADD CHECK** key

ADD CHECKS FOR PAYMENT			
TBL	CHECK#	EMPL.	BALANCE
L1P01	TAX	0.00	TOTA 0.00

3. Enter the table # or check # of the first check to be paid.

ADD CHECKS FOR PAYMENT			
TBL	CHECK#	EMPL.	BALANCE
6	10	ETHAN	\$9.54
L1P01	TAX	0.54	TOTA 9.54

4. Enter the table # or check # of the next check to be paid.  
If the next check is assigned to a different employee, the appropriate employee must be signed on before the check can be called up for payment.

ADD CHECKS FOR PAYMENT			
TBL	CHECK#	EMPL.	BALANCE
6	10	ETHAN	\$9.54
6	11	ETHAN	\$5.30
L1P01	TAX	0.84	TOT 14.84

## Transfer Check

Checks can be transferred in two ways:

- Individually, by signing on a new employee when the check is open. The "Automatic transfer check" system flag must be set to Y to allow this option.
- Individually or in groups, from the TRANSFER CHECK screen.

**A system flag determines whether totals are transferred with the check to the new employee.**

1. Sign on an employee.
2. Press **TRANSFER CHECK**.
3. Enter the FROM employee file # or select the FROM employee from the list.

TRANSFER CHK	
	<b>FROM</b>
	<b>001. ANNIE</b>
	002. ETHAN
	003. SUE
	004. FRED
	005. AMY
	006. DAVE

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

TRANSFER CHK	
FROM :	1
	<b>FROM</b>
	<b>001. ANNIE</b>
	002. ETHAN
	003. SUE
	004. FRED
	005. AMY
	006. DAVE

5. When the TO employee is entered, choose to transfer a single check or all checks.
6. To transfer all, select **ALL CHECKS** and press enter. The message "CHECKS TRANSFERRED" will display.

TRANSFER CHK	
FROM :	1
TO :	2
	<b>ALL CHECKS</b>
	ONE CHECK

7. To transfer a single check, select **ONE CHECK**.
8. From the List Check screen, press the **↑** or **↓** keys to select a c check.
9. Press **ENTER** to transfer the selected check, or press **DONE** to abort the transfer procedure.

TBL# (1)	CHECK#	GST#	EMP	BALANCE
6	10	2	1	10.01
<b>6</b>	<b>11</b>	<b>2</b>	<b>1</b>	<b>5.00</b>
ENTER DONE				

## Tip Declare

If the employee time keeping feature is used, the operator is prompted to enter cash tips when clocking out. See "Time Clock Procedures" on page 29. The **TIP DECLARE** key can be used to enter cash tips when the time keeping feature is not used.

1. Sign on the employee.
2. Press the **TIP DECLARE** key.

TIP DECLARE			
08/11/98	WED		
EMPLOYEE	#	001	
TIPS DELCLARED	<b>0.00</b>		

3. Enter the declared amount and press **ENTER**.
4. Press **DONE** to exit the Cash Tips Declared screen.

TIP DECLARE			
08/11/98	WEDNESDAY		
EMPLOYEE	#	01	
TIPS DELCLARED	<b>1.00</b>		

---

## Fast Food Operations

The SER-7000 offers four distinct tracking files. It is possible to use the tracking files for different purposes within the same system. For example, (in a restaurant) one tracking file could be used for check/table tracking, another for phone in orders, and a third for drive thru orders. The function keys RECALL CHECK # 1-4 are used to open or recall balances. The function keys STORE CHECK 1-4 are used to store balances.

To facilitate fast food operations (i.e. drive through or phone in orders) the drive through function can be assigned to the RECALL CHECK # keys. When in place, the drive through function allows the lowest open tracking number to be recalled when the CHECK # key is pressed directly. Alternatively, a balance can be recalled out of sequence by entering the check number and then pressing the RECALL CHECK # key.

The drive through function may also be applied to the STORE CHECK keys. When this option is selected, the transaction can be finalized without first assigning a tracking number. The next sequential tracking number is automatically assigned and the finalized balance is stored with that number. Note that the drive thru option also controls the display; when selected the taxes and the total are displayed rather than the P/B, Total, and Service total which are displayed for non-drive thru posting.

## Drive Thru Store

In the following examples, RECALL CHECK # and STORE CHECK keys have been programmed with the "drive thru" function.

1. Enter items.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
L1P01	TAX	0.30TOTA 5.30

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

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

## Drive Thru Recall

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

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
-----		
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

2. Add or void items as necessary.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
-----		
1	COKE	\$1.00
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

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

1	HAMB		\$2.00
1	CHICK NUG		\$3.00
-----			
1	COKE		\$1.00
	TAX	0.36	
L1P01	CASH	6.36	

## Alpha Text

Use to type a name or message that will be associated with a soft check. Press the **ALPHA TEXT** key anytime after a check has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and press **ENTER**. The message is saved and printed/displayed with the order.

1. Enter items.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
L1P01	TAX	0.30TOTA 5.30

2. Press the **ALPHA TEXT** key. The **ALPHA MESSAGE** entry box displays.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
ALPHA MESSAGE :		
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

3. Type a message of up to 15 characters, press **ENTER**. If you make a mistake, press **CLEAR** and start over.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
SAMMY W		
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

4. Press **ENTER** to accept the message.

5. Press the appropriate store check key, i.e. **STORE #1**. The alpha message will be saved and displayed when the soft check is recalled.

1	HAMB	\$2.00
1	CHICK NUG	\$3.00
SAMMY W		
SERVED		
[ 0116 ]		
L1P01	TAX	0.30TOTA 5.30

## **Drive Thru Park**

Enter a number and press **PARK ORDER** to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the **SERVE ORDER** key.

## **Drive Thru Serve**

Enter a number and press **SERVE ORDER** to serve or bump the order from a video monitor. No video keypad is needed for this function.

---

## Miscellaneous Operations

### Function Key WLU

A WLU can serve as a menu of function keys that are not located on the keyboard. For example, manager functions, or different types of discounts and coupons could be kept on a WLU menu to save space on the keyboard.

If the function selected requires no preceding numeric entries, the function is executed upon selection. If the function selected requires an entry, i.e. amount, or discount percentage, then a prompt will display. After making the appropriate entry, press **ENTER**.

1. Press the function key WLU.

DISCOUNTS		\$1.69	
1	10% SALE		
2	15% SALE		
3	OPEN SALE DISC		
↑↓←→ ENT DONE			
RO			
L1P01	TAX	0.00	TOTA 1.69

2. Select a function by entering the numeric digit corresponding to your selection, or press the ↑ or ↓ keys to select your choice and press **ENTER**.

1	HOT DOG	\$1.69	
10% DISC		0.17	
L1P01	TAX	0.00	TOTA 1.52

3. If the function requires an entry (i.e. #3, OPEN SALE DISCOUNT), enter the value required (i.e. 33 for 33% discount, press **ENTER**.

1	HOT DOG	\$1.69	
OPEN SALE DISC		-0.56	
L1P01	TAX	0.00	TOTA 1.13

## # (Non-Add) Key

You can enter a reference number for an item or transaction. For example, you could enter a customer number, drivers license identification number, check number or SKU number for an item.

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

1		PLU		#2		\$2.00	
NON-ADD#				1 2 3 4 5 6			
L1P01				TAX		0.00	
TOTA				1.23			

---

## Finalizing Transactions

### Cash Tender

1. Enter items.

1	PLU	#2			\$2.00
1	PLU	#3			\$3.00
L1P01			TAX	0.30	TOTA 5.30

2. Press **CASH**.

1	PLU	#2			\$2.00
1	PLU	#3			\$3.00
L1P01			TAX	0.30	
			CASH	5.30	

or,

Enter amount  
tendered and press  
**CASH**.

1	PLU	#2			\$2.00
1	PLU	#3			\$3.00
L1P01			TAX	0.30	
			CASH	10.00	CHAN 4.70

### Check Tender

1. Enter items.

1	PLU	#2			\$2.00
1	PLU	#3			\$3.00
L1P01			TAX	0.30	TOTA 5.30

2. Press **CHECK**.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CHECK	5.30	CHAN 2.00

Or,

Enter amount  
tendered and press  
**CHECK**.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CHECK	10.00	CHAN 4.70

## Check Cashing

A function key is available for cashing checks.

1. Enter amount, press the **CHECK CASH** key.

<div style="border: 2px solid black; padding: 5px; display: inline-block;">CHECK CASH</div>				
L1P01		CHECK	10.00	CHA 10.00

Misc (Charge) Tender

1. Enter items.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

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

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		MISC	5.30	

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

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CHARG	10.00	CHAN 4.70

Preset Tender

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

## Split Tender

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

1. Enter items.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

2. Enter amount, press the first partial tender (\$1 CASH).

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CASH	1.00	AMT 4.30

3. Enter amount, press the second partial tender (\$1 MISC).

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		MISC	1.00	AMT 3.30

4. Enter amount, press the last partial tender (\$5 CHECK).

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CHECK	5.00	CHAN 1.70

## Split Payment

1. Recall the Check.

C	100/T2/G0/EMPLOYEE1		
2	BEER		4.00
2	WINE		5.00
L1P01	TAX	0.54	TOTA 9.54

2. 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.

PAYMENT	1 OF 2	4.00
AMT DUE	\$4.77	5.00
L1P01	TAX	0.54
	TOTA	9.54

3. Enter the first payment, press the appropriate tender key (**5 0 0 CASH** in this example). The display indicates the first payment and prompts for the second payment.

PAYMENT	2 OF 2	4.00
AMT DUE	\$4.77	5.00
L1P01	TAX	0.54
	CASH	5.00
	CHAN	0.23

4. Enter the second payment, press the appropriate tender key (**1 0 0 0 CHECK** in this example). The display indicates the second payment. When all split portions are paid, the display prompt is removed.

C	100/T2/G0/EMPLOYEE1		
2	BEER		4.00
2	WINE		5.00
L1P01	TAX	0.54	
	CASH	10.00	CHAN 5.23

## Tray Subtotal

(Do not to confuse **TRAY SUBTOTAL** 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.

1. Enter items.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

2. Press **TRAY SUBTL**.

L1P01		TAX	0.30	TOTA 0.00
		PBAL	5.30	AMT 5.30

3. Enter additional items.

1	PLU	#4		\$4.00
1	PLU	#5		\$5.00
L1P01		TAX	0.54	TOTA 9.54
		PBAL	5.30	AMT 14.84

4. Press **TRAY SUBTL**.

L1P01		TAX	0.54	TOTA 9.54
		PBAL	5.30	AMT 14.84

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

1	PLU	#4		\$4.00
1	PLU	#5		\$5.00
L1P01		TAX	0.84	
		CASH	14.84	

## Foreign Currency Subtotal & Tender

1. Enter items.

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	TOTA 5.30

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

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CANADA\$	AMT	7.07

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

1	PLU	#2		\$2.00
1	PLU	#3		\$3.00
L1P01		TAX	0.30	
		CANA	10.00	CHAN 2.20

## Food Stamp Subtotal & Tender

Food Stamp options include:

- The **FD/S TEND** key can be programmed to forgive tax on items paid for with food stamps.
- Food Stamp change of less than \$1 can be applied toward the sale or given as change.

1. Enter items. (PLU #2 is food stamp eligible, PLU #3 is not food stamp eligible.)

1	PLU	#2	<sup>F</sup> s	\$2.00
1	PLU	#3		\$3.00
L1P01 TAX 0.30TOTA 5.30				

2. Press **FD/S SUBTL**.

1	PLU	#2	<sup>F</sup> s	\$2.00
1	PLU	#3		\$3.00
FD/S SUBTL				
L1P01 FSTAX 0.18FSTT 2.00				

3. Enter food stamp tender amount, press **FD/S TEND**.

1	PLU	#2	<sup>F</sup> s	\$2.00
1	PLU	#3		\$3.00
L1P01 TAX 0.18FSCN 8.00				
FD/S 2.00AMT 3.18				

4. Pay remainder due with **CASH**, **CHECK** or by one of the miscellaneous tender functions (charge).

1	PLU	#2	<sup>F</sup> s	\$2.00
1	PLU	#3		\$3.00
L1P01 TAX 0.18FSCN 8.00				
CASH 5.00CHAN 1.82				

---

## 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 **DONE** 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.



# X-Mode Procedures

---

## X-Mode Manager Menu

1. Turn the control lock to the **X** position to display the X-MODE MANAGER MENU. If necessary, press PAGE DOWN to view the remaining options.

2. Choose an item from the menu in one of two ways:

Type the number for your choice and press **ENTER**.

Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

X-MODE MANAGER MENU	
<b>1.</b>	<b>MANAGER OPERATION</b>
2.	X REPORTS
3.	TRAINING
4.	SET DATE & TIME
5.	CASH DECLARATION
6.	KEYBOARD & PRICE LEVEL
7.	TIME CLOCK EDIT

X-MODE MANAGER MENU	
4.	SET DATE & TIME
5.	CASH DECLARATION
6.	KEYBOARD & PRICE LEVEL
7.	TIME CLOCK EDIT
<b>8.</b>	<b>EDIT INVENTORY ITEM</b>
9.	EDIT PLU STOCK
10.	DRAWER ASSIGNMENT

---

## Manager Operation

Some functions may be programmed to operate only when the register is in Manager Operation mode.

### Manager Control of Functions Inside of a Sales Transaction

If manager control is required to access a function inside of a sale, the message "MANAGER REQUIRED" will display when the function is attempted. Turn the control lock to the **X** position to perform the restricted function, and then return the control lock to the **REG** position. The indicator MGR will display in the lower left portion of the display when the register is in manager operation mode.

### Manager Control of Functions Outside of a Sales Transaction

If manager control is required to access a function outside of a sale, the message "MANAGER REQUIRED" will display when the function is attempted. Turn the control lock to the **X** position, select MANAGER OPERATION (by pressing **1**, then **ENTER**) to perform the restricted function, and then return the control lock to the **REG** position. The indicator MGR will display in the lower left portion of the display when the register is in manager operation mode.

## X Reports

1. Select X REPORTS from the X MODE MANAGER MENU. The X-REPORTS screen displays.

```
X-REPORTS                                     L1
REPORT# : 00

• ENTER REPORT NUMBER - [ENTER]
• [ENTER] TO VIEW REPORT LIST
• [ESC] TO RETURN TO THE X-MODE
  MANAGER MENU

                                ESC ENTER
```

2. If you know the number of the report you wish to generate, type the number and press **ENTER**, then go to step 8 to select the report options. Or, if you wish to select a report from the report list, press **ENTER**.

Reports are listed by number on the following page.

```
X-REPORT LIST                                     L1
1.  FINANCIAL
2.  SALES BY TIME PERIOD
3.  ALL PLUS
4.  FROM/TO PLUS
5.  PLUS BY GROUP
6.  PLUS BY GRP FOR SELECTED GRP
▼                                     ESC ENTER PAGE UP/DN ↑↓
```

### SCROLL BAR INDICATOR:

- ▼ = MORE INFORMATION BELOW
- ▲ = MORE INFORMATION ABOVE
- ◆ = MORE INFORMATION ABOVE & BELOW

1. FINANCIAL
2. SALES BY TIME PERIOD
3. ALL PLUS
4. FROM/TO PLUS
5. PLUS BY GROUP
6. PLUS BY GRP FOR SELECTED GRP
7. TOP 20 PLUS
8. PLU ZERO SALES
9. PLU ZERO SALES BY GROUP
10. PLU SALES BY PRICE LEVEL
11. EMPLOYEES
12. INDIVIDUAL EMPLOYEE
13. EMPLOYEE CURRENTLY SIGNED ON
14. GROUPS BY EMPLOYEE
15. GROUP
16. FROM/TO GROUPS
17. SELECTIVE GROUP
18. DRAWER TOTALS
19. DRAWER 1/2/
20. LABOR GROUPS
21. SALES AND LABOR %
22. DAILY SALES
23. GROUPS BY TIME PERIODS
24. EAT-IN BY TIME PERIODS
25. TAKE OUT BY TIME PERIODS
26. DRIVE THRU BY TIME PERIODS
27. TRACK 1 BY TIME PERIODS
28. TRACK 2 BY TIME PERIODS
29. TRACK 3 BY TIME PERIODS
30. TRACK 4 BY TIME PERIODS

31. CHECKS FOR TRACK 1
32. CHECKS FOR TRACK 2
33. CHECKS FOR TRACK 3
34. CHECKS FOR TRACK 4
35. OPEN CHECK FOR SELECTED EMP.
36. OPEN CHECKS FOR CURRENT EMP.
37. OPEN CHECKS FOR TRACK 1,2,3,&4
38. PRODUCT MIX
39. PRODUCT PROJECTIONS
40. STATION TOTALS
41. ACTIVE EMPLOYEES
42. TIME KEEPING
43. DAY SHIFT
44. INVENTORY
45. PLU STOCK
46. STOCK BY PLU RANGE
47. STOCK BY GROUP
48. STOCK BY INDIVIDUAL GROUP
49. FOOD COST
50. PLU MINIMUM STOCK
51. ELECTRONIC JOURNAL
52. STRING REPORT #1
53. STRING REPORT #2
54. STRING REPORT #3
55. STRING REPORT #4
56. CUSTOM
57. PREPOLL
58. NOT FOUND PLU
59. MIX AND MATCH
60. CLOCKED IN EMPLOYEES

3. After selecting a report, the X-REPORT OPTIONS screen displays.

OPTIONS SELECTED  
ON THIS SCREEN ARE  
SAVED FOR THE NEXT  
TIME THE SAME  
REPORT IS TAKEN

CLICK ON THE  
ARROW TO SELECT  
THE REPORT  
TYPE. THE  
NUMBER OF  
REPORT LEVELS

X-REPORT OPTION L1  
REPORT#: 1 FINANCIAL  
  
1. REPORT TYPE : DAILY (X1) ▶  
2. IRC OPTIONS : STANDALONE ▶  
  
ESC ENTER ↑↓ DONE:MAKE REPORT

CLICK ON THE ARROW TO  
SELECT STANDALONE, IRC  
ALL, OR IRC SELECTED. IF  
IRC SELECTED IS CHOSEN,  
THE REGISTER SELECTION  
SCREEN DISPLAYS.

4. Press the ↑ or ↓ keys to select a field.
5. The arrow indicates that the selections for the field are made from a pop-up window. Press **ENTER** to open the selection window.
6. Press the ↑ or ↓ keys to make your choice, then press **ENTER** to close the pop-up window. Your new choice is displayed.
7. After completing selections, press **DONE** to generate the report, or press **ESC** to return to the X-REPORTS screen.

### Top 20 PLUs Report Selection Window

The Report Option window for the Top 20 PLUs Report is different, as there is an additional option to select the sorting method. This example shows the familiar X-REPORT OPTIONS screen with the additional option #4, "SORT BY", available only on this report.

SORT BY "COUNT"  
(THE DEFAULT  
SELECTION) LISTS  
THE TOP 20 PLUS  
BY SALES COUNTER.  
SELECTING SORT BY  
"SALES AMT"  
CAUSES THE REPORT  
TO GENERATE THE  
TOP 20 BY HIGHEST  
SALES AMOUNT.

```

X-REPORT OPTIONS
REPORT#: 7   TOP 20 PLUS

1. REPORT TYPE :      DAILY (X1) ▶
2. IRC OPTIONS :      IRC ALL ▶
3. SORT BY :      COUNT ▶

ESC ENTER ↑↓ DONE:MAKE REPORT

```

---

## Training

Training mode allows operations without updating totals and counters.

Use this option to set the entire register in training mode.

1. Select TRAINING from the X MODE MENU.
2. Press the ↑ or ↓ keys to select OFF or ON, press **ENTER**.
3. After selection, press **ESC** to exit the screen.

```

TRAINING

• TRAINING MODE  OFF
                  ON

```

---

## Set Date & Time

1. Select SET DATE & TIME from the X MODE MENU.
2. Press the  $\uparrow$  or  $\downarrow$  keys to select a field.
3. Type the time and date into the appropriate fields. Press **ENTER** at the DATE PRINT field to select the date print format.
4. After selection, press **ESC** to exit the screen

SET DATE & TIME	
1. TIME: (00:00-23:59)	<b>00:00</b>
2. DATE:	<u>01</u> - <u>01</u> - <u>99</u>
3. DATE PRINT:	MMDDYY ▶

---

## Cash Declaration

See “Report Options” in the *Samsung SER-7000 Program Manual* to make cash declaration compulsory. If cash declaration is compulsory, the operator must first enter the cash drawer totals before generating a report that reveals the expected totals. This procedure helps to ensure accurate cash reporting.

1. Select CASH DECLARATION from the X MODE MENU.
2. Enter an amount, press the appropriate tender key. Repeat to enter additional amounts. Running totals are updated on the screen.

CASH DECLARATION	
CASH	\$ 0 . 0 0
CHECK	\$ 0 . 0 0
FD / S	\$ 0 . 0 0
MISC TEND#	\$ 0 . 0 0
TOTAL	\$ 0 . 0 0
CASH CHK FD / S MISC DONE	0 . 0 0

If necessary, use the **X/TIME** key to enter quantities of media, i.e. 5 - **X/TIME** - 25 - **CASH** for five quarters.

3. After completing all entries, press **DONE** to accept entries and exit the screen.

---

## Keyboard & Price Level

The current keyboard level and/or price levels are set with this program.

1. Select  
KEYBOARD &  
PRICE LEVEL  
from the X MODE  
MENU.
2. Press the ↑ or ↓  
keys to select  
KEYBOARD  
LEVEL or PRICE  
LEVEL.
3. Enter a new level,  
press **ENTER**.
4. After completing all  
entries, press  
**DONE** to accept  
entries and exit the  
screen.

KEYBOARD & PRICE LEVEL	
KEYBOARD LEVEL: (1-5)	<b>1</b>
PRICE LEVEL: (1-20)	01

---

## Time Clock Edit

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

---

**Note:** Memory must be allocated for Z1-Z5 reports in order to access data for editing.

---

1. Select TIME CLOCK EDIT from the X MODE MENU.
2. Choose an item from the menu in one of two ways:

TIME CLOCK EDIT	
1 . X / Z 1	(DAILY EDIT)
2 . X / Z 2	EDIT
3 . X / Z 3	EDIT
4 . X / Z 4	EDIT
5 . X / Z 5	EDIT

ESC ENTER PAGE UP/DN ↑↓

Type the number for your choice and press **ENTER**, or

Press the ↑ or ↓ keys to move the cursor to your choice and press **ENTER**.

## X/Z1 (Daily Edit)

The X/Z1 (Daily Edit) function allows you to edit actual punch in/out times for the day. (After the Z1 TIME KEEPING report is taken, only hours worked totals can be edited at the Z2-Z5 levels.)

1. Select X/Z1 (DAILY EDIT).
2. At the Employee Selection window, select the employee you wish to edit and press **ENTER**.

TIME CLOCK EDIT	
1 .	EMPLOYEE1
2 .	EMPLOYEE2
3 .	EMPLOYEE3
4 .	EMPLOYEE4
5 .	EMPLOYEE5
6 .	EMPLOYEE6

**Note:** Press the PAGE UP/PAGE DN keys to view the entire employee list. Only the number of employees allocated in memory will display.

3. The TIME CLOCK EDIT X/Z1 (DAILY) screen displays. Press the **↑**, **↓**, **←**, or **→** keys to select the field you wish to edit.
4. Enter new data, press **ENTER**.
5. After completing all entries, press **DONE** to accept entries and exit the screen.

TIME CLOCK EDIT X/Z1		EMP#0	L1
		FRI 01-10-2004	
IN	OUT	BRK	JOB#
JOB NAME			
00:00	-00:00	0	00
00:00	-00:00	0	00
00:00	-00:00	0	00
00:00	-00:00	0	00
▼ TIPS 00000000.00			

## X/Z2 to X/Z5 Edit

**Note:** Memory must be allocated for Z2-Z5 reports in order to access data for editing.

1. Select X/Z2 EDIT-X/Z5 EDIT from the TIME CLOCK EDIT screen.
2. At the Employee Selection window, select the employee you wish to edit and press **ENTER**.

TIME CLOCK EDIT

```
1.  EMPLOYEE1
2.  EMPLOYEE2
3.  EMPLOYEE3
4.  EMPLOYEE4
5.  EMPLOYEE5
6.  EMPLOYEE6
```

3. The appropriate TIME CLOCK EDIT screen displays. Press the **↑**, **↓**, **←**, or **→** keys to select the field you wish to edit.
6. Enter new data, press **ENTER**.
7. After completing all entries, press **DONE** to accept entries and exit the screen.

```
TIME  CLOCK  EDIT  X/Z2  EMP#0      L1
                0000:00REG 0000.000T
                0000:00REG 0000.000T
                0000:00REG 0000.000T
                0000:00REG 0000.000T
                0000:00REG 0000.000T
                0000:00REG 0000.000T
                0000:00REG 0000.000T
TIPS: 00000000.00
```

---

## Edit Inventory Item

A *menu-explosion type inventory system* is set up when PLUs are linked to a recipe. (See “PLU Status Group” in the *Samsung SER-7000 Program Manual*.) Recipes and their inventory items are set up and maintained from the INGREDIENT INVENTORY selection on the P-Mode Programming Menu.

Once recipes and inventory items are set up, the EDIT INVENTORY ITEM selection on the X-MODE MANAGER MENU is used to enter:

- Actual inventory counts
- Receipts
- Transfer in or out from other stores or warehouses
- Raw waste

The appropriate usage of these functions is essential to controlling inventory by comparing actual inventory (from a physical inventory count) with actual usage (from the sales of menu items). The results of this comparison (showing variances) are available on the Inventory Report.

---

**NOTE:** Be careful not to confuse the separate and distinct inventory features of the *SER-7000*:

- **Recipes and Ingredients** (inventory item maintenance is described here.)
  - **Product Mix Groups** (see “Product Mix Groups in the Samsung *SER-7000* Program Manual)
  - **PLU Stock** (see “PLU Stock” in the Samsung *SER-7000* Program Manual)
-

1. Select EDIT INVENTORY ITEM from the X-MODE MANAGER MENU. The EDIT INVENTORY ITEM# screen displays for the first inventory item.

EDIT INVENTORY ITEM# <b>1</b>	
BUN	\$ 0.115
ACTUAL INVENTORY	00000.000
RECEIPT	00000.000
TRANSFER IN	00000.000
TRANSFER OUT	00000.000
RAW WASTE	00000.000
ESC ENTER PAGE UP/DN ↑↓	

2. Enter an inventory item number and press **ENTER**, or press **PAGE UP** or **PAGE DOWN** until inventory item you wish to maintain is selected.
3. The descriptor and cost of the selected inventory item is displayed. Press the ↑ or ↓ keys to move the cursor to the field you wish to edit.
4. Enter an inventory quantity and press **ENTER**. Note that inventory can be entered in decimal units. For example, to enter 12 whole units, type **1, 2, Decimal**, or type **1, 2, 0, 0, 0**, then press **ENTER**.
5. Select another inventory item to maintain, or press **ESC** to exit.

---

**Inventory Maintenance Tip:**

**Frequently, the operator will enter physical inventory or receipts for many items at the same time. After editing a field for the first item, press PAGE DOWN. The cursor will remain on the same field for the next item.**

---

---

## Edit PLU Stock

*PLU stock* is a simple inventory system where each whole unit PLU activity subtracts a value of "1" from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained in increments to the second decimal position, i.e. "X.XX".)

PLU stock applies only to PLUs that are assigned to a PLU status group with the STOCK PLU? setting set to Y (See "PLU Status Group" in the *Program Manual*.)

Select EDIT PLU STOCK from the X MODE MANAGER MENU to maintain stock levels on PLUs selected for stock unit inventory. (PLU Stock can also be maintained from the P-MODE PROGRAMMING MENU.)

1. Select PLU STOCK from the X-MODE MANAGER MENU to display the PLU STOCK MENU screen.

PLU STOCK MENU	L1
<div>1 . ADD</div> <div>2 . OVERRIDE</div> <div>3 . SUBTRACT</div>	
ESC ENTER PAGE UP/DN ↑↓	

2. Choose ADD, OVERRIDE or SUBTRACT and press **ENTER**.

3. Select the PLU to be programmed by entering the number or pressing the PLU key on the keyboard.

PLU #	00000000000000	STOCK (ADD)
• PRESS PLU TO BE PROGRAMMED		
OR		
• ENTER THE PLU - [ENTER]		
PLU #	ESC ENTER	INDIVIDUAL PLU

4. The screen displays stock for first PLU. Enter the number of the PLU you wish to edit, or press the **PAGE UP** or **PAGE DN** keys until the PLU you wish to edit is viewed on the screen.
5. Press the ↓ key to move the cursor to the stock field.
6. Enter a value assuming a two digit decimal position (i.e. enter 2000 to display 20.00 for 20 units.) Press **ENTER** or ↓ to a set the entry and advance the cursor to the next PLU.
7. Continue to add, override or subtract stock as necessary. Press **ESC** to exit the program and save changes.

PLU#	0000000000000001	STOCK (ADD)
DESCRIPTOR :	PLU1	
STOCK		0.00

---

## Drawer Assignment

Drawer Assignment allows you to choose the cash drawer that will open for each employee. If you connect optional multiple drawers, you can select the employee or employees that will work out of each drawer. You can also choose not to assign a drawer for an employee. In that case, the employee cannot perform register functions that would normally open the drawer, such as cash transactions or checks paid operations.

1. Select **DRAWER ASSIGNMENT** from the **X-MODE MANAGER MENU** to display the **DRAWER ASSIGNMENT PROGRAMMING** screen.
2. Type the **EMPLOYEE** number and press **ENTER**, or press **PAGE UP** or **PAGE DN** to scroll to the Employee you wish to program.
3. Press **↓** to move the cursor to the next field, then type the digit representing the drawer you wish to assign (where zero means only posting allowed.)
4. Press **ESC** to exit the **DRAWER ASSIGNMENT PROGRAMMING** screen.

DRAWER ASSIGNMENT PROGRAMMI	L1
EMPLOYEE#	<b>01</b>

CURRENT DRAWER ASSIGNMENT(0-3) 01
NOTE : IF ASSIGNMENT IS 0, THEN
ONLY POSTING TO A TRACKING FILE
IS ALLOWED. CHECKS PAID AND/OR
CASH TRANSACTION IS NOT ALLOWED



# Reports & Balancing

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## Report Table

The following table summarizes all of the *SER-7000* reports, the mode in which they are available and whether the report is available from an individual register or from a group of registers through IRC.

Report Number/Name	Mode Available	Individual/IRC
1. Financial	X1/Z1 - X5/Z5	Individual/IRC
2. Sales By Time Period	X1/Z1 - X5/Z5	Individual/IRC
3. All PLUs	X1/Z1 - X5/Z5	Individual/IRC
4. From/To PLUs	X1/Z1 - X5/Z5	Individual/IRC
5. PLUs By Group	X1/Z1 - X5/Z5	Individual/IRC
6. PLUs By Group For Selected Group	X1/Z1 - X5/Z5	Individual/IRC
7. Top 20 PLUs	X1 - X5	Individual/IRC
8. PLU Zero Sales	X1 - X5	Individual/IRC
9. PLU Zero Sales By Group	X1 - X5	Individual/IRC
10. PLU Sales By Price Level	X1/Z1 - X5/Z5	Individual/IRC
11. Employees	X1/Z1 - X5/Z5	Individual/IRC
12. Individual Employee	X1/Z1 - X5/Z5	Individual/IRC
13. Employee Currently Signed On	X1/Z1 - X5/Z5	Individual/IRC
14. Groups by Employee	X1/Z1 - X5/Z5	Individual/IRC
15. Groups	X1/Z1 - X5/Z5	Individual/IRC
16. From/To Groups	X1/Z1 - X5/Z5	Individual/IRC
17. Selective Group	X1/Z1 - X5/Z5	Individual/IRC

<b>Report Number/Name</b>	<b>Mode Available</b>	<b>Individual/IRC</b>
18. Drawer Totals	X1 - X5	Individual/IRC
19. Drawer 1/2/3	X1 - X5	Individual/IRC
20. Labor Groups	X1/Z1-X2/Z2	IRC
21. Sales and Labor %	X1 - X5	IRC
22. Daily Sales	X/Z	Individual/IRC
23. Groups By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
24. Eat-In By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
25. Take Out By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
26. Drive Thru By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
27. Track 1 By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
28. Track 2 By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
29. Track 3 By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
30. Track 4 By Time Periods	X1/Z1 - X5/Z5	Individual/IRC
31. Open Check For Track 1	X/Z	IRC
32. Open Check For Track 2	X/Z	IRC
33. Open Check For Track 3	X/Z	IRC
34. Open Check For Track 4	X/Z	IRC
35. Open Check For Selected Employee	X/Z	IRC
36. Open Check For Current Employee	X/Z	IRC
37. Open Check For Track 1,2,3,&4	X/Z	IRC
38. Product Mix	X1/Z1 - X2/Z2	Individual/IRC
39. Product Projections	X	Individual/IRC
40. Station Totals	X/Z	IRC
41. Active Employees	X	Individual/IRC
42. Time Keeping	X1/Z1 - X5/Z5	IRC*
43. Day Shift	X/Z	Individual/IRC
44. Inventory	X/Z	IRC
45. PLU Stock	X/Z	Individual/IRC
46. Stock by PLU Range	X/Z	Individual/IRC
47. Stock by Group	X/Z	Individual/IRC

<b>Report Number/Name</b>	<b>Mode Available</b>	<b>Individual/IRC</b>
48. Stock by Individual Group	X/Z	Individual/IRC
49. Food Cost	X/Z	IRC
50. PLU Minimum Stock	X/Z	IRC
51. Electronic Journal	X/Z	Individual
52. String Report #1	X1/Z1 - X5/Z5	Individual/IRC
53. String Report #2	X1/Z1 - X5/Z5	Individual/IRC
54. String Report #3	X1/Z1 - X5/Z5	Individual/IRC
55. String Report #4	X1/Z1 - X5/Z5	Individual/IRC
56. Custom	X1 - X5	Individual/IRC
57. Prepoll	X1/Z1 - X5/Z5	Individual/IRC
58. Not Found PLU	XI/Z1	Individual/IRC
59. Mix and Match	X1/Z1	Individual/IRC
60. Clocked in Employees	X1	Individual

\* Although Time Keeping reports reside in a designated register, and they are not consolidated, Time Keeping reports should be available at any from any register though IRC communication.

## Z-Reports

1. Turn the control lock to the **Z** position to display the Z-REPORTS screen.

```
Z-REPORTS
REPORT# : 00

• ENTER REPORT NUMBER AND [ENTER]
• [ENTER] TO VIEW REPORT LIST

ENTER
```

2. If you know the number of the report you wish to generate, type the number and press **ENTER**, then go to step 6 to select the report options. Or, if you wish to select a report from the report list, press **ENTER**.

Reports are listed by number on the following page.

```
Z-REPORT LIST                                L1
1.  FINANCIAL
2.  SALES BY TIME PERIODS
3.  ALL PLUS
4.  FROM/TO PLUS
5.  PLUS BY GROUP
6.  PLUS BY GRP FOR SELECTED GRP
▼                                     ESC ENTER PAGE UP/DN ↑↓
```

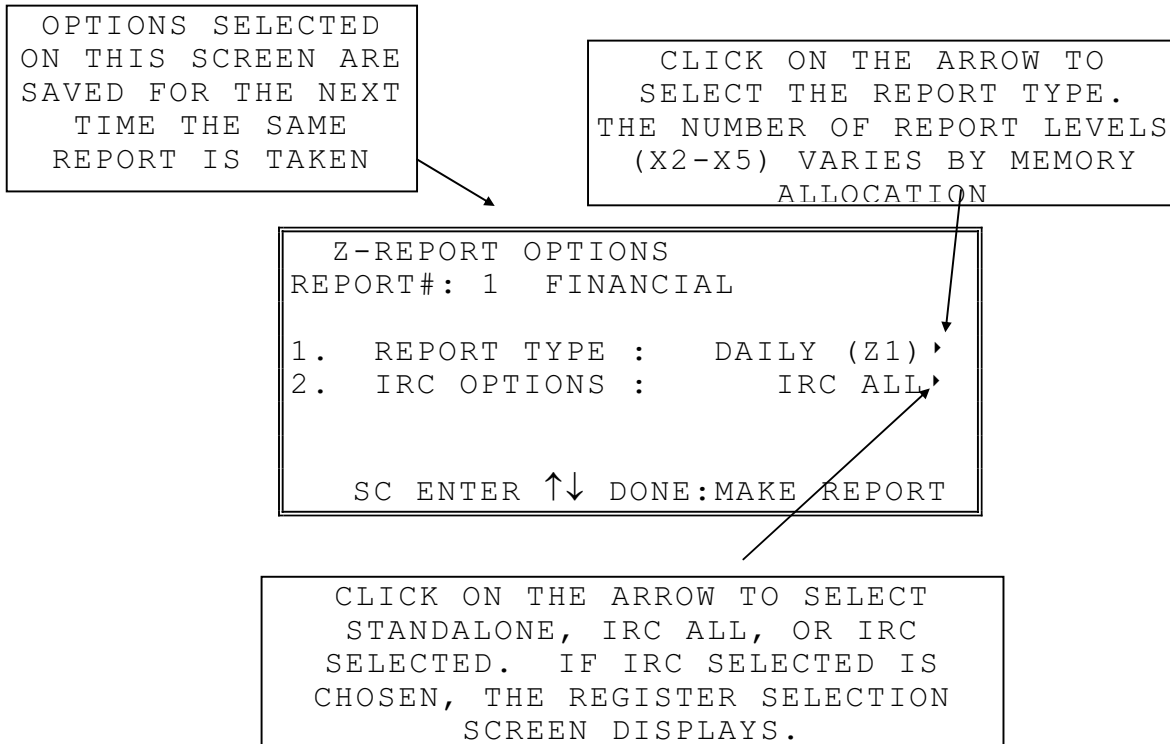
### SCROLL BAR INDICATOR:

- ▼ = MORE INFORMATION BELOW
- ▲ = MORE INFORMATION ABOVE
- ◆ = MORE INFORMATION ABOVE & BELOW

1. FINANCIAL
2. SALES BY TIME PERIOD
3. ALL PLUS
4. FROM/TO PLUS
5. PLUS BY GROUP
6. PLUS BY GRP FOR SELECTED GRP
10. PLU SALES BY PRICE LEVEL
11. EMPLOYEES
12. INDIVIDUAL EMPLOYEE
13. EMPLOYEE CURRENTLY SIGNED ON
14. GROUPS BY EMPLOYEE
15. GROUP
16. FROM/TO GROUPS
17. SELECTIVE GROUP
20. LABOR GROUPS
22. DAILY SALES
23. GROUPS BY TIME PERIODS
24. EAT-IN BY TIME PERIODS
25. TAKE OUT BY TIME PERIODS
26. DRIVE THRU BY TIME PERIODS
27. TRACK 1 BY TIME PERIODS
28. TRACK 2 BY TIME PERIODS
29. TRACK 3 BY TIME PERIODS
30. TRACK 4 BY TIME PERIODS

31. CHECKS FOR TRACK 1
32. CHECKS FOR TRACK 2
33. CHECKS FOR TRACK 3
34. CHECKS FOR TRACK 4
35. OPEN CHECK FOR SELECTED EMP.
36. OPEN CHECKS FOR CURRENT EMP.
37. OPEN CHECKS FOR TRACK 1,2,3,&4
38. PRODUCT MIX
40. STATION TOTALS
42. TIME KEEPING
43. DAY SHIFT
44. INVENTORY
45. PLU STOCK
46. STOCK BY PLU RANGE
47. STOCK BY GROUP
48. STOCK BY INDIVIDUAL GROUP
49. FOOD COST
50. PLU MINIMUM STOCK
51. ELECTRONIC JOURNAL
52. STRING REPORT #1
53. STRING REPORT #2
54. STRING REPORT #3
55. STRING REPORT #4
56. CUSTOM
57. PREPOLL
58. NOT FOUND PLU
59. MIX AND MATCH

3. After selecting a report, the Z-REPORT OPTIONS screen displays.



4. Press the ↑ or ↓ keys to select a field.
5. The arrow indicates that the selections for the field are made from a pop-up window. Press **ENTER** to open the selection window.
6. Press the ↑ or ↓ keys to make your choice, then press **ENTER** to close the pop-up window. Your new choice is displayed.
7. After completing selections, press **DONE** to generate the report, or press **ESC** to return to the X-REPORTS screen.
8. If the system option "CONFIRM PRINTING BEFORE RESETTING TOTALS ON Z" is selected, then the following message will display upon completion of each Z report.

```
Z REPORT COMPLETED
SUCCESSFULLY.
DO YOU WISH TO RESET
TOTALS?

PRESS DONE TO RESET
AND END THIS REPORT
```

---

## Balancing Formulas

+/-	NET SALES
=	PLU Sales Total
+	Tax 1 Amount
+	Tax 2 Amount
+	Tax 3 Amount
+	Tax 4 Amount
+	Tax 5 Amount
+	Tax 6 Amount
+	Item Coupon Total (when NET=N)
+	Item Percentage Discount (when NET=N)
+	Sale Coupon Amounts
+	Sale Percentage Discounts
+	Sale Surcharge Amounts
=	Net Sales

+/-	GROSS SALES
=	Net Sales
+	Negative PLU Total
+	Item Coupon Total (when NET=Y)
+	Item Percentage Discount (when NET=Y)
+	Sale Coupon Amounts
+	Sale Percentage Discounts
+	Credit Tax 1
+	Credit Tax 2
+	Credit Tax 3
+	Credit Tax 4
+	Credit Tax 5
+	Credit Tax 6
+	Merchandise Return
+	VOID Position Total
=	Gross Sales



# Sample Reports

---

## Financial Report

DATE 01/27/2004 WED			TIME 11:12	
FINANCIAL REPORT				
X1 REPORT			0004	
DESCRIPTOR			COUNT	TOTAL
+PLU	LVL1	TTL	83	\$223.05
-PLU	LVL1	TTL	0	\$0.00
+PLU	LVL2	TTL	0	\$0.00
-PLU	LVL2	TTL	0	\$0.00
+PLU	LVL3	TTL	0	\$0.00
-PLU	LVL3	TTL	0	\$0.00
+PLU	LVL4	TTL	0	\$0.00
-PLU	LVL4	TTL	0	\$0.00
+PLU	LVL5	TTL	0	\$0.00
-PLU	LVL5	TTL	0	\$0.00
+PLU	LVL6	TTL	0	\$0.00
-PLU	LVL6	TTL	0	\$0.00
+PLU	LVL7	TTL	0	\$0.00
-PLU	LVL7	TTL	0	\$0.00
+PLU	LVL8	TTL	0	\$0.00
-PLU	LVL8	TTL	0	\$0.00
+PLU	LVL9	TTL	0	\$0.00
-PLU	LVL9	TTL	0	\$0.00
+PLU	LVL10	TTL	0	\$0.00
-PLU	LVL10	TTL	0	\$0.00
+PLU	LVL11	TTL	0	\$0.00
-PLU	LVL11	TTL	0	\$0.00
+PLU	LVL12	TTL	0	\$0.00
-PLU	LVL12	TTL	0	\$0.00
+PLU	LVL13	TTL	0	\$0.00

-PLU	LVL13	TTL	0	\$0.00
+PLU	LVL14	TTL	0	\$0.00
-PLU	LVL14	TTL	0	\$0.00
+PLU	LVL15	TTL	0	\$0.00
-PLU	LVL15	TTL	0	\$0.00
+PLU	LVL16	TTL	0	\$0.00
-PLU	LVL16	TTL	0	\$0.00
+PLU	LVL17	TTL	0	\$0.00
-PLU	LVL17	TTL	0	\$0.00
+PLU	LVL18	TTL	0	\$0.00
-PLU	LVL18	TTL	0	\$0.00
+PLU	LVL19	TTL	0	\$0.00
-PLU	LVL19	TTL	0	\$0.00
+PLU	LVL20	TTL	0	\$0.00
-PLU	LVL20	TTL	0	\$0.00
ADJST	TTL		83	\$223.05
-----				
NON-TAX				\$0.00
TAX1	SALES			\$212.58
TAX2	SALES			\$0.00
TAX3	SALES			\$0.00
TAX4	SALES			\$0.00
TAX5	SALES			\$0.00
TAX6	SALES			\$0.00
TAX1				\$13.83
TAX2				\$0.00
TAX3				\$0.00
TAX4				\$0.00
TAX5				\$0.00
TAX6				\$0.00
XMPTAX1	SALES			\$10.47
XMPTAX2	SALES			\$0.00
XMPTAX3	SALES			\$0.00
XMPTAX4	SALES			\$0.00
XMPTAX5	SALES			\$0.00
XMPTAX6	SALES			\$0.00
-----				
EAT IN	SALES	0		\$0.00
TAKE OUT	SALES	0		\$0.00
DRIVE THRU	SALES	0		\$0.00
-----				
%	1		1	-0.61
%	2		1	\$0.00
%	3		0	\$0.00
%	4		0	\$0.00
%	5		0	\$0.00
%	6		0	\$0.00

% 7	0	\$0.00
% 8	0	\$0.00
% 9	0	\$0.00
% 10	0	\$0.00
NET SALES	27	\$236.27
-----		
CREDIT TAX1	0	\$0.00
CREDIT TAX2	0	\$0.00
CREDIT TAX3	0	\$0.00
CREDIT TAX4	0	\$0.00
CREDIT TAX5	0	\$0.00
CREDIT TAX6	0	\$0.00
FOOD STMP CREDIT		\$0.00
MDSE RETURN	1	-2.49
ERROR CORRECT	1	-4.49
PREVIOUS VOID	1	-4.49
TRANS VOID	0	\$0.00
CANCEL	1	\$32.15
GROSS SALES		\$239.37
-----		
CASH SALES	16	\$95.38
CHECK SALES	5	\$66.89
R/A 1	0	\$0.00
R/A 2	0	\$0.00
R/A 3	0	\$0.00
R/A 4	0	\$0.00
R/A 5	0	\$0.00
P/O 1	0	\$0.00
P/O 2	0	\$0.00
P/O 3	0	\$0.00
P/O 4	0	\$0.00
P/O 5	0	\$0.00
HASH TOTAL	0	\$0.00
AUDACTION	0	\$0.00
NO SALE/NON-ADD#	0	0
-----		
CASH-IN-DRAWER	16	\$51.88
CHECK-IN-DRAWER	5	\$110.39
FD/S-IN-DRAWER	0	\$0.00
MISC1 TEND	3	\$17.00
MISC2 TEND	3	\$57.00
MISC3 TEND	0	\$0.00
MISC4 TEND	0	\$0.00
MISC5 TEND	0	\$0.00

MISC6 TEND	0	\$0.00
MISC7 TEND	0	\$0.00
MISC8 TEND	0	\$0.00
MISC9 TEND	0	\$0.00
MISC10 TEND	0	\$0.00
MISC11 TEND	0	\$0.00
MISC12 TEND	0	\$0.00
MISC13 TEND	0	\$0.00
MISC14 TEND	0	\$0.00
MISC15 TEND	0	\$0.00
MISC16 TEND	0	\$0.00
FOREIGN 1		@0.00
FOREIGN 2		@0.00
FOREIGN 3		@0.00
FOREIGN 4		@0.00
FOREIGN 5		@0.00
DRAWER1 TOTAL		\$236.27
DRAWER2 TOTAL		\$0.00
-----		
PROMO	0	\$0.00
WASTE	0	\$0.00
TRAINING TOTAL	0	\$0.00
BAL FORWARD	0	\$0.00
GUESTS	0	
PREVIOUS BALANCE	0	\$0.00
CHECKS PAID	0	\$0.00
SERVICE	0	\$0.00
TIP TOTAL	0	\$0.00
-----		
CASH DEC AMT	0	\$0.00
CHECK DEC AMT	0	\$0.00
FD/S DEC AMT	0	\$0.00
MISC1 DEC AMT	0	\$0.00
MISC2 DEC AMT	0	\$0.00
MISC3 DEC AMT	0	\$0.00
MISC4 DEC AMT	0	\$0.00
MISC5 DEC AMT	0	\$0.00
MISC6 DEC AMT	0	\$0.00
MISC7 DEC AMT	0	\$0.00
MISC8 DEC AMT	0	\$0.00
MISC9 DEC AMT	0	\$0.00
MISC10 DEC AMT	0	\$0.00
MISC11 DEC AMT	0	\$0.00
MISC12 DEC AMT	0	\$0.00

MISC13	DEC	AMT	0	\$0.00
MISC14	DEC	AMT	0	\$0.00
MISC15	DEC	AMT	0	\$0.00
MISC16	DEC	AMT	0	\$0.00
COUPON	SALES		0	\$0.00
ROUND	TTL		0	\$0.00
M&M	TTL		0	\$0.00
TRANSFER	TTL		0	\$0.00
AVG.	GUEST			\$0.00
GRAND	TOTAL (NEG)			\$0.00
GRAND	TOTAL (NET)			\$594.47
GRAND	TOTAL (GROSS)			\$597.14
MIA K.			NO.000069	REG 01

## Sales By Time Period

DATE 01/27/2004 WED TIME 11:43			
SALES BY TIME REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS	TOTAL	
00:00 - 00:29	1	\$0.00	
00:30 - 00:59	0	\$0.00	
01:00 - 01:29	0	\$0.00	
01:30 - 01:59	0	\$0.00	
02:00 - 02:29	0	\$0.00	
02:30 - 02:59	0	\$0.00	
03:00 - 03:29	0	\$0.00	
03:30 - 03:59	0	\$0.00	
04:00 - 04:29	0	\$0.00	
04:30 - 04:59	0	\$0.00	
05:00 - 05:29	0	\$0.00	
05:30 - 05:59	0	\$0.00	
06:00 - 06:29	0	\$0.00	
06:30 - 06:59	0	\$0.00	
07:00 - 07:29	0	\$0.00	
07:30 - 07:59	0	\$0.00	
08:00 - 08:29	0	\$0.00	
08:30 - 08:59	0	\$0.00	
09:00 - 09:29	0	\$0.00	
09:30 - 09:59	29	\$347.78	
10:00 - 10:29	0	\$0.00	
10:30 - 10:59	25	\$223.52	
11:00 - 11:29	1	\$12.75	
11:30 - 11:59	0	\$0.00	
12:00 - 12:29	0	\$0.00	
12:30 - 12:59	0	\$0.00	
13:00 - 13:29	0	\$0.00	
13:30 - 13:59	0	\$0.00	
14:00 - 14:29	0	\$0.00	
14:30 - 14:59	0	\$0.00	
15:00 - 15:29	0	\$0.00	
15:30 - 15:59	0	\$0.00	
16:00 - 16:29	0	\$0.00	
16:30 - 16:59	0	\$0.00	
17:00 - 17:29	0	\$0.00	
17:30 - 17:59	0	\$0.00	
18:00 - 18:29	0	\$0.00	
18:30 - 18:59	0	\$0.00	

19:00	-	19:29	0	\$0.00
19:30	-	19:59	0	\$0.00
20:00	-	20:29	0	\$0.00
20:30	-	20:59	0	\$0.00
21:00	-	21:29	0	\$0.00
21:30	-	21:59	0	\$0.00
22:00	-	22:29	0	\$0.00
22:30	-	22:59	0	\$0.00
23:00	-	23:29	0	\$0.00
23:30	-	23:59	0	\$0.00
TOTAL			56	\$584.05
MIA K.			NO.000073	REG 01

# PLU

***All Plus***

***From/To PLUs***

***PLUs By Group***

***PLUs By Group For Selected Group***

***Top 20 PLUs***

***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

```
DATE 01/27/2004 WED    TIME 11:24
FROM/TO PLUS REPORT

X1 REPORT                                0001

#0000000000000001-#0000000000000025

ITEM                                     P#/%
GROUP#                                COUNT    TOTAL

                                000000000000001
03/00/00                                5          $0.00
CAPUCCINO                                000000000000002
                                0.99%
03/00/00                                3          $5.49
LOGO CUP W/D                                000000000000003
                                3.07%
03/00/00                                9          $16.92
PLU4                                000000000000004
01/00/00                                2          $0.00
SUB MAYO                                000000000000005
```

02/00/00	4	\$0.00
PLU6		000000000000006
01/00/00	2	\$0.00
REG LEMONADE		000000000000007
04/00/00	1	\$0.00
SM FRY		000000000000010
		0.34%
02/00/00	1	\$1.88
REG FRY		000000000000011
		3.16%
02/00/00	7	\$17.43
LG FRY		000000000000012
		6.51%
02/00/00	9	\$35.91
FRY UPGRADE		000000000000013
02/00/00	4	\$0.00
CHEESE SAUCE		000000000000014
		0.19%
02/00/00	2	\$1.10
XTRA MAYO		000000000000015
02/00/00	4	\$0.00
PLU16		000000000000016
01/00/00	3	\$0.00
R REUBEN		000000000000017
		0.77%
01/00/00	1	\$4.29
R COMBO #1		000000000000019
		0.72%
01/00/00	1	\$3.99
R COMBO #2		000000000000020
		2.89%
01/00/00	4	\$15.96

R COMBO #3		000000000000021
		2.89%
01/00/00	4	\$15.96
R COMBO #4		000000000000022
		2.17%
01/00/00	3	\$11.97
R COMBO #5		000000000000023
		1.44%
01/00/00	2	\$7.98
R COMBO #6		000000000000024
		1.44%
01/00/00	2	\$7.98
R COMBO #7		000000000000025
		0.72%
01/00/00	1	\$3.99
TOTAL		
	74	\$150.85
MIA K.	NO.000071	REG 01

---

# Employees

*Individual Employee*

*Employee Currently Signed On*

*Active Employee*

DATE 01/27/2004 WED TIME 11:32		
INDIV.EMPLOYEE REPORT		
X1 REPORT		0001
EMPLOYEE #1	AMY L.	
DESCRIPTOR	COUNT	TOTAL
NET SALES	43	\$420.79
TAX1 SALES		\$396.58
TAX1		\$25.75
-----		
% 1	1	-0.19
% 2	1	-1.35
-----		
CREDIT TAX1	1	-0.52
MDSE RETURN	3	-7.93
PREVIOUS VOID	1	-3.99
GROSS SALES		\$430.78
-----		
CASH SALES	29	\$289.54
CHECK SALES	11	\$112.06
AUDACTION	1	-8.45
-----		
CASH-IN-DRAWER	29	\$289.54
CHECK-IN-DRAWER	11	\$112.06
MISC1 TEND	2	\$14.94
MISC2 TEND	1	\$4.25
DRAWER1 TOTAL		\$420.79
ESTIMATED TIPS		\$59.25
MIA K.	NO.000072	REG 01

---

## Group

DATE 01/27/2004 WED		TIME 11:47
GROUPS REPORT		
X1 REPORT		0001
#	DESCRIPTOR	%
	COUNT	TOTAL
01	GROUP1	69.29
	104	\$381.88
02	GROUP2	22.76
	72	\$125.44
03	GROUP3	7.93
	45	\$43.75
04	GROUP4	
	1	\$0.00
GROUP TOTAL		222 \$551.07
MIA K.	NO.000074	REG 01

## Drawer Totals

DATE 01/27/2004 WED TIME 11:49  
DRAWER TOTALS REPORT

### X1 REPORT

DESCRIPTOR	COUNT	TOTAL
R/A 1	0	\$0.00
R/A 2	0	\$0.00
R/A 3	0	\$0.00
R/A 4	0	\$0.00
R/A 5	0	\$0.00
P/O 1	0	\$0.00
P/O 2	0	\$0.00
P/O 3	0	\$0.00
P/O 4	0	\$0.00
P/O 5	0	\$0.00
CASH-IN-DRAWER		\$51.88
CHECK-IN-DRAWER	5	\$110.39
FD/S-IN-DRAWER	0	\$0.00
MISC1 TEND	3	\$17.00
MISC2 TEND	3	\$57.00
MISC3 TEND	0	\$0.00
MISC4 TEND	0	\$0.00
MISC5 TEND	0	\$0.00
MISC6 TEND	0	\$0.00
MISC7 TEND	0	\$0.00
MISC8 TEND	0	\$0.00
MISC9 TEND	0	\$0.00
MISC10 TEND	0	\$0.00
MISC11 TEND	0	\$0.00
MISC12 TEND	0	\$0.00
MISC13 TEND	0	\$0.00
MISC14 TEND	0	\$0.00
MISC15 TEND	0	\$0.00
MISC16 TEND	0	\$0.00
FOREIGN 1		@0.00
FOREIGN 2		@0.00
FOREIGN 3		@0.00
FOREIGN 4		@0.00
FOREIGN 5		@0.00
COUPON SALES	0	\$0.00
MIA K.	NO.000075	REG 01

---

## Labor Groups

DATE 01/27/2004 WED TIME 11:49  
LABOR GROUPS REPORT

IRC REG#01  
X1 REPORT 0001

DESCRIPTOR	HOURS/MINUTES
------------	---------------

OWNER	4.16
MANAGER	4.00
COUNTER	12.00
KITCHEN	4.00

TOTAL TIME WORKED	24.16
AVG. DAILY LABOR COST	\$ 2.57
MIA K. NO.000075	REG 01

## Sales and Labor %

DATE	01/30/2004 SAT	TIME	11:06
SALES & LABOR % REPORT			
			IRC REG#01
X1 REPORT	0001		
TIME PERIOD / ITEM			
00:00 - 00:29			
CUST:	1	NET:	\$0.00
		AV/CUS:	\$0.00
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	
LABOR\$/CUST:			\$0.00
SALES/MANHOURL:			\$0.00
09:30 - 09:59			
CUST:	29	NET:	\$347.78
		AV/CUS:	\$11.99
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	59.04%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL:			\$0.00
10:30 - 10:59			
CUST:	25	NET:	\$223.52
		AV/CUS:	\$8.94
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	37.94%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL:			\$0.00
11:00 - 11:29			
CUST:	1	NET:	\$12.75
		AV/CUS:	\$12.75
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	2.16%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL:			\$0.00
12:00 - 12:29			
CUST:	1	NET:	\$0.00
		AV/CUS:	\$0.00
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	
LABOR\$/CUST:			\$0.00

SALES/MANHOURL			\$0.00
14:30 - 14:59			
CUST:	1	NET:	\$1.05
		AV/CUS:	\$1.05
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	0.17%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL			\$0.00
18:30 - 18:59			
CUST:	1	NET:	\$3.95
		AV/CUS:	\$3.95
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	0.67%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL			\$0.00
TOTAL			
CUST:	59	NET:	\$589.05
		AV/CUS:	\$9.98
HRS:	0.00	LBR CST:	\$0.00
		%/NET:	100.00%
LABOR\$/CUST:			\$0.00
SALES/MANHOURL			\$0.00
MIA K.	NO.000083	REG	01

---

## Daily Sales

DATE 01/27/2004 WED			TIME 11:57
DAILY SALES REPORT			
X2 REPORT			0001
DAY	COUNT	TOTAL	
1	1	\$0.00	
23	29	\$347.78	
27	26	\$236.27	
TOTAL		56	\$584.05
MIA K.	NO.000076	REG 01	

## Groups By Time Period

Reporting for each time period and each group. (Selected groups and periods shown here to provide format.)

DATE 01/30/2004 SAT TIME 11:44			
GROUPS BY TIME REPORT			
X1 REPORT			0001
TIME PERIOD	COUNT	TOTAL	AV/TRN
11:00-11:53		\$0.50	0.16
09:45-09:59	3	\$3.03	1.01
DESCRIPTOR	COUNT	TOTAL	
STUFF	3	\$3.03	
10:00-10:14	8	\$16.63	2.07
DESCRIPTOR	COUNT	TOTAL	
STUFF	4	\$4.14	
GROUP2	2	\$4.16	
GROUP4	2	\$8.33	
10:30-10:44	1	\$1.01	1.01
DESCRIPTOR	COUNT	TOTAL	
STUFF	1	\$1.01	
10:45-10:59	54	\$203.22	3.76
DESCRIPTOR	COUNT	TOTAL	
STUFF	42	\$193.87	
GROUP2	1	\$2.06	
GROUP3	1	\$3.13	
GROUP4	1	\$4.16	
GROUP13	9	\$0.00	
11:00-11:14	20	\$8.08	0.40
DESCRIPTOR	COUNT	TOTAL	
STUFF	14	-2.38	
GROUP2	1	\$2.06	
GROUP3	2	\$6.27	
GROUP4	1	\$4.16	
GROUP14	2	-2.03	
11:15-11:29	20	\$102.26	5.11
DESCRIPTOR	COUNT	TOTAL	
STUFF	18	\$97.02	
GROUP2	1	\$2.10	

GROUP3		1	\$3.14	
12:45-12:59	-3	-21.00		
DESCRIPTOR		COUNT		TOTAL
STUFF		-3		-21.00
13:00-13:14	77	\$488.30		6.34
DESCRIPTOR		COUNT		TOTAL
STUFF		76		\$485.17
GROUP3		1		\$3.13
13:15-13:29	26	\$173.06		6.65
DESCRIPTOR		COUNT		TOTAL
STUFF		25		\$173.06
GROUP13		1		\$0.00
13:45-13:59	7	\$42.00		6.00
DESCRIPTOR		COUNT		TOTAL
STUFF		7		\$42.00
14:15-14:29	26	\$179.01		6.88
DESCRIPTOR		COUNT		TOTAL
STUFF		26		\$179.01
14:30-14:44	5	\$32.16		6.43
DESCRIPTOR		COUNT		TOTAL
STUFF		4		\$29.01
GROUP3		1		\$3.15
14:45-14:59	37	\$246.00		6.64
DESCRIPTOR		COUNT		TOTAL
STUFF		37		\$246.00
TOTAL	281	\$1473.76		5.24
MIA K.		NO.000076		REG 01

---

## Eat-In By Time Periods

DATE 01/30/2004 SAT TIME 11:24			
EAT-IN BY TIME REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS	TOTAL	
14:15 - 14:29	3	\$83.07	
14:30 - 14:44	1	\$4.16	
14:45 - 14:59	2	\$45.45	
TOTAL		6	\$132.68
EMPLOYEE#000	NO.000084	REG 01	

---

## Take Out By Time Periods

DATE 01/30/2004 SAT TIME 11:24			
EAT-IN BY TIME REPORT			
TAKE OUT BY TIME REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS	TOTAL	
14:15 - 14:29	2	\$49.48	
14:30 - 14:44	1	\$43.00	
14:45 - 14:59	1	\$45.50	
TOTAL		4	\$137.98
EMPLOYEE#000	NO.000084	REG 01	

---

## Drive Thru By Time Periods

DATE 01/30/2004 SAT				TIME 11:24
EAT-IN BY TIME REPORT				
DRIVE THRU BY TIME REPORT				
X1 REPORT				0001
TIME PERIOD #/CUSTOMERS				TOTAL
14:15 - 14:29				3 \$82.47
14:45 - 14:59				2 \$59.11
TOTAL				5 \$141.58
EMPLOYEE#000		NO.000084		REG 01

---

## Track By Time Periods

*Track 1 By Time Periods*

*Track 2 By Time Periods*

*Track 3 By Time Periods*

*Track 4 By Time Periods*

DATE	01/30/2004 SAT	TIME	11:24
TRACK 1 BY TIME REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS	TOTAL	
13:00-13:14	2	\$20.94	
14:45-14:59	2	\$58.75	
TOTAL	4	\$79.69	
EMPLOYEE#000	NO.000084	REG	01

---

## 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***

DATE 01/30/2004 SAT				TIME 11:24	
OPEN CHK TRACK1 REPORT					
X1 REPORT				0001	
TBL#	GST#	TIME			
CHECK#	EMPLOYEE			TOTAL	
-----					
			IRC REG#01		
0001	3	10:27			
00000000003	ETHAN		\$	22.72	
0005	2	10:27			
00000000004	ETHAN		\$	44.95	
0044	1	10:28			
00000000005	ZACHARY		\$	10.63	
0008	2	10:28			
00000000006	ZACHARY		\$	13.80	
0000	0	10:28			
00000000007	GALILEO		\$	46.59	
0000	0	10:28			
00000000008	GALILEO		\$	6.71	
0000	0	10:28			[T]
00000000009	ORION		\$	10.63	
TRACK#1 TOTAL			\$	156.03	
EMPLOYEE#000		NO.000084		REG 01	

## Product Mix

DATE 02/20/2004 FRI		TIME 14:00	
PRODUCT MIX REPORT			
X1 REPORT		0001	
PRODUCT/TIME		UNIT#	PIECE
	COUNT		TOTAL
CHICKEN PC	(CHKN)		
07:00-07:59		0009#	000
	72		\$66.31
08:00-08:59		0005#	004
	44		\$35.67
09:00-09:59		0014#	004
	116		\$101.98
10:00-10:59		0001#	000
	8		\$11.25
11:00-11:59		0010#	000
	80		\$69.90
12:00-12:59		0013#	006
	110		\$101.74
13:00-13:59		0015#	006
	126		\$114.43
16:00-16:59		0030#	000
	240		\$81.34
		0099#	004
TOTAL	796		\$582.62
EMPLOYEE1	NO.000041	REG	01

---

## Product Projections

DATE 02/20/2004 FRI TIME 14:00				
PRODUCT PROJECT REPORT				
X1 REPORT				0001
CHICKEN PC		(CHKN)		FRI
TIME	WEEK1	WEEK2	WEEK3	WEEK4
07:00-	9	0	0	0
07:59		0	0	0
08:00-	5	0	0	0
08:59		0	0	0
09:00-	14	0	0	0
09:59		0	0	0
10:00-	1	0	0	0
10:59		0	0	0
11:00-	10	0	0	0
11:59		0	0	0
12:00-	13	0	0	0
12:59		0	0	0
13:00-	15	0	0	0
13:59		0	0	0
TOTAL	67	0	0	0
		0	0	0
EMPLOYEE1	NO.000042			REG 01

---

## Station Totals

Prints for each register in an IRC configuration.

DATE 01/27/2004 WED			TIME 12:02
STATION TOTALS REPORT			
X1 REPORT			0001
DESCRIPTOR	COUNT	TOTAL	
			IRC REG#01
NET SALES	56	\$584.05	
GROSS SALES		\$597.14	
COUPON TRANS	0	\$0.00	
AVG CPN SALE		\$0.00	
MIA K.	NO.000077	REG 01	

# Time Keeping

## Daily Time Keeping

```
DATE 01/27/2004 WED TIME 12:02
TIME KEEPING REPORT
IRC REG#01
Z1 REPORT 0002

EMP# SSN NAME TIPS
-----
001 000-00-0000 EMPLOYEE1 $0.00
MANAGER 8:00 REG 0:00 OT
TTL REG 08:00 HR $125.20 CST
TTL OT 08:00 HR $0.00 CST
TTL LBR 08:00 HR $125.20 CST

002 000-00-0000 EMPLOYEE2 $0.00
COOK 6:06 REG 0:00 OT
TTL REG 06:06 HR $42.40 CST
TTL OT 00:00 HR $0.00 CST
TTL LBR 06:06 HR $42.40 CST

003 000-00-0000 EMPLOYEE3 $0.00
WAITER 5:28 REG 0:00 OT
TTL REG 05:28 HR $18.31 CST
TTL OT 00:00 HR $0.00 CST
TTL LBR 05:28 HR $18.31 CST

-----
MANAGER
REG 8:00 HR $125.20 CST
OT 0:00 HR $0.00 CST
TTL LBR 8:00 HR $125.20 CST

COOK
REG 6:06 HR $42.40 CST
OT 0:00 HR $0.00 CST
TTL LBR 6:06 HR $42.40 CST

WAITER
REG 5:28 HR $18.31 CST
OT 0:00 HR $0.00 CST
TTL LBR 5:28 HR $18.31 CST

TOTAL
REG 19.34 HR $185.91 CST
OT 0.00 HR $0.00 CST
TTL LBR 19.34 HR $185.91 CST
TTL TIPS $0.00 TIP% $0.00

EMPLOYEE NO.000002 REG 01
```

# **Weekly Time Keeping/Period Time Keeping**

DATE 02/21/2004 SAT		TIME 16:24	
TIME KEEPING REPORT			
Z2 REPORT		IRC REG#01	
		0001	
EMP#	SSN	NAME	TIPS
-----			
001	000-00-0000	EMPLOYEE1	\$0.00
MANAGE	14:11	REG	0:00 OT
TTL	REG	14:11 HR	\$291.97 CST
TTL	OT	8:00 HR	\$0.00 CST
TTL	LBR	14:11 HR	\$291.97 CST
002	000-00-0000	EMPLOYEE2	\$0.00
COOK	12:09	REG	0:00 OT
TTL	REG	12:09 HR	\$84.44 CST
TTL	OT	00:00 HR	\$0.00 CST
TTL	LBR	12:09 HR	\$84.44 CST
003	000-00-0000	EMPLOYEE3	\$0.00
WAITER	11:09	REG	0:00 OT
TTL	REG	11:09 HR	\$37.35 CST
TTL	OT	00:00 HR	\$0.00 CST
TTL	LBR	11:09 HR	\$37.35 CST
-----			
MANAGER			
REG	14:11	HR	\$221.97 CST
OT	0:00	HR	\$0.00 CST
TTL	LBR	14:11 HR	\$221.97 CST
COOK			
REG	12:09	HR	\$84.44 CST
OT	0:00	HR	\$0.00 CST
TTL	LBR	12:09 HR	\$84.44 CST
WAITER			
REG	11:09	HR	\$37.35 CST
OT	0:00	HR	\$0.00 CST
TTL	LBR	11:09 HR	\$37.35 CST
TOTAL			
REG	37.29	HR	\$343.76 CST
OT	0.00	HR	\$0.00 CST
TTL	LBR	37.29 HR	\$343.76 CST
TTL	TIPS	\$0.00	TIP% \$0.00
EMPLOYEE	NO.000003		REG 01

---

## Shift Report

Complete Financial Reporting is available for each of 4 possible shifts. The Shift Report format is identical to the Financial report. See “Financial Report” on page 163.

---

## Inventory

The Inventory report can only be taken in IRC, Consolidate All Registers mode. There is no inventory reporting by register, only store-wide. An example of the inventory report follows:

```
DATE 02/21/2004 SAT    TIME 16:24
      INVENTORY REPORT
CONSOLIDATED    (01)

Z1 REPORT
0001

INV #001  BUN
-----
BEGINNING INVENTORY      200.000
RECEIPTS                  00.000
TRANSFER INS              00.000
TRANSFER OUTS             00.000
RAW WASTE                 00.000
THEORETICAL USAGE        10.000
ACTUAL INVENTORY         190.000
ACTUAL USAGE              10.000
ENDING INVENTORY         190.000
VALUE OF INVENTORY       30.400
VARIANCE +/-              00.000
VARIANCE COST             $00.000
EFFICIENCY %              100.00%
FOOD COST                 $01.600
FOOD COST %               3.80%

INV #001  BEEF PATTY
-----
BEGINNING INVENTORY      350.000
RECEIPTS                  00.000
TRANSFER INS              00.000
TRANSFER OUTS             00.000
RAW WASTE                 00.000
THEORETICAL USAGE        12.000
ACTUAL INVENTORY         338.000
ACTUAL USAGE              12.000
ENDING INVENTORY         338.000
VALUE OF INVENTORY       209.560
VARIANCE +/-              00.000
VARIANCE COST             $00.000
EFFICIENCY %              100.00%
```

FOOD COST	\$07.440
FOOD COST %	17.70%
INV #001 CHEESE	
-----	
BEGINNING INVENTORY	200.000
RECEIPTS	00.000
TRANSFER INS	00.000
TRANSFER OUTS	00.000
RAW WASTE	00.000
THEORETICAL USAGE	08.000
ACTUAL INVENTORY	188.000
ACTUAL USAGE	12.000
ENDING INVENTORY	188.000
VALUE OF INVENTORY	15.040
VARIANCE +/-	-4.000
VARIANCE COST	-0.320
EFFICIENCY %	05.00%
FOOD COST	\$00.960
FOOD COST %	2.28%
INVENTORY TOTAL	
-----	
PLU RECIPE SALES	%42.02
FOOD COST	10.000
FOOD COST %	23.79%
VALUE OF INVENTORY	225.000
VARIANCE COST	-0.320
EMPLOYEE1	NO.000008
	REG 01

## 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 Ins***

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

### ***Transfer Outs***

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.  $T.USE = [(PROMO + WASTE + SOLD (ITEM/PLU \text{ Report})) * [COUNT (RECIPE TABLE)]]$

### ***Actual Inventory***

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

### ***Actual Usage***

The Actual Use Quantity.  $A.USE = [(BEGIN) + (RECPT) + (TR/IN) - (TR/OUT) - (RAW WASTE) - (SHELF)]$

### ***Ending Inventory***

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

***Value Of Inventory***

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

***Variance +/-***

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

***Variance Cost***

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

***Efficiency %***

The Efficiency Percentage.  $EFF.\% = [(100) - ((T.USE) - (A.USE)) * 100]$

***Food Cost***

The Food Cost.  $FDCST = [(A.USE) * (COST)]$

***Food Cost %***

The Food Cost Percentage.  $FC \% = [((FDCST) / (PLU RECIPE SALES)) * (100)]$

---

## PLU Stock

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

DATE 02/21/2004 SAT TIME 16:47		
PLU STOCK REPORT		
X1 REPORT		0001
PLU#	DESCRIPTOR	COUNT
000000000000001	HAMBURGER	19
000000000000002	CHEESE BURGER	-10
000000000000003	DBL CHSBURGER	-5
000000000000004	PLU4	0
000000000000005	PLU5	0
000000000000006	PLU6	0
000000000000007	PLU7	0
000000000000008	PLU8	0
000000000000009	PLU9	0
EMPLOYEE1	NO.000009	REG 01

## Food Cost

PLUs assigned to a recipe (see PLU Status Group Programming) will appear on this report.

```
DATE 02/21/2004 SAT    TIME 16:51
      FOOD COST REPORT
CONSOLIDATED      (01)

X1 REPORT                                0001

HAMBURGER                                PRICE $    2.79
-----
PLU#0000000000000001
  FOOD COST %          62.40%
  USAGE COUNT          10
  ITEM COST            $0.780
  USAGE COST           $7.800
  SALES COUNT          10
  NET SALES            $12.50

CHEESE BURGER                            PRICE $    2.25
-----
PLU#0000000000000002
  FOOD COST %          38.22%
  USAGE COUNT          14
  ITEM COST            $0.860
  USAGE COST           $12.040
  SALES COUNT          14
  NET SALES            $31.50

DBL CHSBURGER                            PRICE $    3.59
-----
PLU#0000000000000003
  FOOD COST %          60.83%
  USAGE COUNT          7
  ITEM COST            $1.560
  USAGE COST           $10.920
  SALES COUNT          7
  NET SALES            $17.95

PLU COST TOTAL
-----
TOTAL FOOD COST %          49.65%
TOTAL FOOD COST            $30.760
TOTAL SALES COUNT          31
NET SALES TOTAL            $61.95
```

## Definitions

### **Food Cost %**

$((\text{FOOD COST}) \backslash (\text{NET SALES})) * 100$

### **Usage Count**

$(\text{SALES COUNT} + \text{PROMO COUNT} + \text{WASTE COUNT})$

### **Item Food Cost**

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

### **Usage Cost**

$(\text{USAGE} * \text{ITEM FOOD COST})$

### **Sales Count**

$(\text{SALES COUNT})$

### **Net Sales**

$(\text{SALES COUNT} * \text{PRICE})$

### **Shelf Count**

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

---

## Electronic Journal

DATE	03/28/2000
TUE	
ELECTRONIC JOURNAL REPORT	
X1 REPORT	
0001	
DATE	03/31/2000
FRI	
1	PLU1
2.00	\$

1	PLU1		
0.00			
1	PLU1		
0.00			
1	PLU1		
0.00			
1	PLU1		
0.00			
1	PLU2	T1	\$
2.06			
1	PLU2	T1	\$
2.07			
1	PLU2	T1	\$
2.08			
1	PLU2	T1	\$
2.09			
1	PLU2	T1	\$
2.10			
	ITEMS	10.00	
	SUBTOTAL		\$
12.40			
	TAX TOTAL		\$
0.68			
	TOTAL	\$	13.08
	CASH	\$	13.08
	* ORDER# 0101 *		
NO.000001	REG 01 ETHAN	TIME	05:49
DATE	03/31/2000		
FRI			
1	PLU1		\$
2.00			
	ITEMS	1.00	
	SUBTOTAL		\$
2.00			
	TOTAL	\$	2.00
	CASH	\$	2.00
	* ORDER# 0102 *		
NO.000002	REG 01 ETHAN	TIME	06:16
DATE	03/31/2000		
FRI			
1	PLU1		\$
2.00			
	ITEMS	1.00	
	SUBTOTAL		\$
2.00			
	TOTAL	\$	2.00
	CASH	\$	2.00
	* ORDER# 0103 *		
NO.000003	REG 01 ETHAN	TIME	06:18
DATE	03/31/2000		
FRI			
3	PLU1		\$
6.00			
	ITEMS	3.00	
	SUBTOTAL		\$
6.00			
	TOTAL	\$	6.00
	CASH	\$	6.00
	* ORDER# 0104 *		

NO.000004 REG 01 ETHAN		TIME 06:18
DATE 03/31/2000		
FRI		
3	PLU1	\$
6.00		
	ITEMS 3.00	
	SUBTOTAL	\$
6.00		
	TOTAL	\$ 6.00
	CASH	\$ 6.00
* ORDER# 0105 *		
NO.000005 REG 01 ETHAN		TIME 06:20

---

## Not Found PLU Report

DATE 01/30/2004 SAT	TIME 10:09
NOT FOUND PLU REPORT	

X1 REPORT	0001
-----------	------

DESCRIPTOR	NOT FOUND PLU#
------------	----------------

-----	
-------	--

SUMMIT ALE	00000123700259
------------	----------------

MIA K.	NO.000082	REG 01
--------	-----------	--------



# Glossary of Terms

## **Activity Count**

The activity counter keeps track of the number of times an entry is made on a PLU, or function key.

## **Add Check**

The Add Check function is used to add multiple guest checks (tracking balances or soft checks) for payment together. ( Use Tray Subtotal to add separate transactions when you are not tracking balances.)

## **Alpha Keyboard Overlay**

The alpha keyboard overlay represents a new set of functions and characters for each key on the keyboard. When you are programming a field that requires alpha numeric entries, the keyboard automatically shifts into the alpha keyboard so that you can simply type the message or descriptor you wish to program. An overlay legend sheet is provided to place on the keyboard while you are programming.

## **Audaction**

Refers to the total of all sales ending in a negative balance.

## **Authority Levels**

Each employee must be assigned to one of nine authority levels. Each of the levels is set up to determine the operations that are allowed for each employee.

For example, in a restaurant an authority level with the descriptor kitchen help could be set to allow only clocking in/out, or an authority level with the descriptor owner could be set up to allow all functions. Other authority levels could be defined for servers, cashiers and managers that allow only the appropriate functions.

## **Auto Grill**

Use the Auto Grill option to send items individual items to the designated kitchen printer. Items are sent with a one item delay (at the next item or at subtotal.)

## **Auto Scale**

Registrations of PLUs with auto scale status will automatically multiply by the weight placed upon a scale connected to the register. Use for items such as produce that are always sold by weight.

## **Auto Tare**

With auto tare status assigned, a preprogrammed tare weight will automatically subtract from the weight from the scale.

## **Bitmap File**

The bitmap file is an image, i.e. a logo that can be printed on a receipt or guest check. The bitmap file is downloaded to the *SER-7000* from a PC, and then downloaded to the memory of the appropriate printer.

## **Canadian Donut Law**

Refers to special Provincial or State sales tax laws that change the taxable status of an item depending upon the quantity sold. Donuts, for example, might be taxable when sold individually at a bakery. However, if a customer purchases a dozen, the food sale is considered non-taxable.

## **Cancel**

Press the CANCEL function to abort a transaction in progress. All current items are removed (voided).

## **Check Cash**

Use the CHECK CASH function to exchange a check for cash outside of a sale.

## **Check Endorse**

If compulsory check endorsement is set with the CHECK key, use the CHECK ENDORSE function to print the endorsement message after a check is inserted into the appropriate printer.

## **Compulsory**

When an operation is programmed compulsory, a function (i.e. Non-add number entry) must be performed in order to complete the operation.

## **Condiment**

Condiment PLUs are different from non-condiment PLUs in the manner they display and print during operations. Non-condiment PLUs are used for "main" items. Condiment items are indented and displayed/printed below a main item so that condiments or cooking instructions are easily understood for each "main" item.

## **Continue**

Use the Continue function to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.

## **Currency Conversion**

Use one of the 5 available currency conversion functions to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing a CURR CONV key. Change is calculated and issued in home currency.

## **Custom Report**

One custom report can be created, with up to 50 totals and counters. The report is built by selecting totals that also appear on either the financial or sales by time period reports. When the custom report is created, totals and counters separate from the original report are also created (in other words, you can clear the custom report independently without affecting totals in any other report.)

Another feature of the custom report is the ability to add or subtract selected totals to create a new subtotal of selected information.

## **Default Program**

The original program installed in the *SER-7000*. The register has a default program, which makes it operational after a RAM clear. Nearly all option, rate, and status programs are set to zero as the default condition.

## **Destination**

Refers to the destination for the sale i.e. eat-in, take out, drive thru.

## **Discount (Item)**

An item discount (coupon or %) subtracts an amount or percentage from the price of an item. This subtraction nets the Department or PLU total.

## **Discount (Sale)**

A sale discount (coupon or %) subtracts an amount or percentage from the entire sale.

## **Electronic Journal**

The electronic journal is an area of memory designated to keep a sales journal. The electronic journal can be printed, if necessary, to provide a traditional record of all register activity.

## **Error Condition**

An error condition signals that an incorrect operation has occurred. It is identified by an audible tone and an error descriptor appearing on the display.

## **Error Correct**

An error correct operation voids the last item entered, it must be used within a sale.

## **Food Stamps**

In the United States, Food Stamps may be used to purchase eligible food items at food stores that participate in the program. The *SER-7000* can assist a retailer in handling food stamp transactions by sorting food stamp and non-food stamp eligible items within each sale and tracking food stamp payments for eligible items.

## **Gallonage**

Gallonage is a status that can be assigned to a PLU. Gallonage PLUs accept a price, but print both the price and the quantity of gallons sold. The quantity of gallons is computed from the price per gallon, which is set as the preset price.

## **Groups**

Groups are totals that collect information from designated PLUs. For example all PLU dessert items could collect in a group total called "desserts". You can send each PLU to up to three groups. The first group is designated in PLU programming, the second and third groups are designated in PLU Status Group programming.

## **HALO**

The high amount lock-out (HALO) limits the amount allowed to be entered in a PLU, or function key.

## **Ingredient Inventory**

A menu-explosion type inventory system is set up when PLUs are linked to a recipe#. The X-MODE MANAGER MENU provides functions to receive, transfer in/out, or enter raw waste for ingredients used in the recipe system.

## Initial Clear

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

## IRC

Inter Register Communications (IRC) is the term used to describe communications within a network of registers. Information exchanged between registers includes check information for posting to guest checks, information to be printed or displayed at printers or videos, and sales information for consolidated reporting.

The *SER-7000* uses ETHERNET at 10Mbps for IRC.

## Job Codes

Job codes are used to break down the hours worked for all employees into different categories (See "Labor Groups" report in the Operation Manual.) A breakdown of hours by job is also reported for each employee (See "Time Keeping" reports in the Operation Manual.)

## Keyboard Level

Each keyboard level is a separately defined set of keyboard functions for each key on the keyboard. For example, separate levels might be required for different lunch/dinner menus. Or, within a restaurant different keyboards might be set up for pre-check, bar and/or cashier stations. Each register might contain the functions for each station on a separate level, so that any register could function at any station by simply changing keyboard levels and key legend sheets.

The *SER-7000* has five keyboard levels.

## Link PLU

If you wish the registration of a PLU to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically in the LINK PLU field of the appropriate PLU Status Group.

## Macro

Macros record key sequences for later execution. Up to 40 macros may be recorded and executed by pressing a function key or by entering the appropriate macro number and pressing a function key.

## Memo PLUs

Use Memo PLUs to display a descriptor on the screen or print a descriptor at a printer. Memo PLUs do not add to any total in the *SER-7000*.

## Memory Allocation

Memory allocation is a program that determines how the system memory is divided to provide the correct features for your application. For example, you may require more or less employee memory, PLUs, or reporting. Memory allocation allows you to maximize the features you need while minimizing the features you do not need.

## Modifier

Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9). More than one modifier key can be pressed in succession to alter the PLU code.

## No Sale

No sale is an operation to simply open the cash drawer.

## NON-PLU Code

The NON-PLU Code program must be set if you wish to scan UPCs (using the EAN 13 code) with embedded prices, weights or quantities.

Within the EAN 13 code, the first two digits (part a) are used as an identifier and the last digit (part c) is used as a check digit. The remaining 10 digits (part b) contain the product code and the price (or weight or quantity).

## Override

Override is an operation used to bypass a programmed price or HALO.

## Password

A four digit password can be set to control access to reports. Different passwords can be set for X and Z1, Z2 etc. reports.

A system password can be set to allow service access to all of the functions of the *SER-7000*. For example, use the system password if you are servicing a users system and you do not know an employee code that allows you to access necessary functions, or if authority level programming prohibits you from accessing functions you need to access in order to complete your tasks.

## Piece Count

The piece count is the value assigned to a PLU item that represents the number of unit pieces sold when the PLU is registered. For example, the number of pieces of

chicken can be counted when a chicken dinner is sold. The number of units set as the piece count will be reflected in product mix reporting.

## **PLU Status Link #**

Also referred to as PLU Status Group. The status link # contains the many of the configurable options for a PLU.

## **PLUs**

Price look-ups (PLUs) are used to register items. PLUs can be fixed keys on the keyboard or they can be accessed by indexing a code number and pressing the PLU key. PLUs can be programmed with a preset or open price. PLUs record their own activity count and dollar total on any of the PLU reports.

## **Post Tendering**

The Post Tendering feature allows the operator to use the register to compute change on cash transactions after the sale has been finalized.

To calculate change due after finalizing the sale, enter the cash amount presented by the customer and then press **CASH**. The amount of change due the customer is then displayed, and the cash drawer may open.

This is a calculation function only, and no totals or counters are updated by the use of this feature.

## **Price Level**

Prices may be assigned at up to five different price levels for each item. One of up to 20 price level keys is identified for each different PLU price.

## **Product Mix Groups/Product Mix Reporting**

Product Mix Groups can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.)

Product mix groups also report usage by time period and optional Product Projections reporting is also available. The Product Projection report provides a history of each item's sales by day of week.

## **Promo**

The PROMO operation allows items to be sold without cost, i.e. buy two, and get one free. PROMO activity will remove the item cost from the sale, but the sales count will include the promo item.

## **Receipt**

A receipt is a printed tape given to a customer as a record of the sale transaction.

## **Recipe #**

A menu-explosion type inventory system is set up when PLUs are assigned to a recipe number.

## **Register Number**

The register number is a programmable number, which prints on the receipt and journal tapes. It identifies the electronic cash register the sale or report was performed on.

## **Stay-Down**

When a function is programmed as a stay-down function, it is valid until changed. For example, a stay-down clerk remains signed on until either signed off, or another clerk is signed on.

## **Stock PLU**

Stock PLUs track the quantity of the PLU item in stock. Each time the PLU is registered, a whole unit subtracts from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained increments to the second decimal position, i.e. "X.XX".)

## **Super Macro**

The super macro records transaction keystrokes, including key position changes. The size of the super macro, in keystrokes, is set in memory allocation (see "Memory Allocation" on page 37.) When the super macro memory is full, the most recent entries will be added and the oldest discarded. The super macro is designed to be used as a troubleshooting tool.

## **Surcharge (Item)**

An item percent surcharge adds a percentage to the price of an item. This addition nets the PLU total.

## **Surcharge (Sale)**

A sale percent surcharge adds a percentage to the entire sale.

## **Tare Weight**

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale.

## **Tax Exempt**

Tax exempt is used to exclude the tax from an entire sale.

## **Tax Shift**

Tax shift keys are used to reverse the tax status of a PLU entry.

## **Tender**

The method of register operation in which payment is made and the transaction is finalized.

## **Transaction Number**

A count appears at the bottom of each receipt and after each transaction on the journal tape. This count increases by one with each transaction, report, or scan.

## **Void**

A void operation will erase a previous item entry. It must be used inside of a sale only.

## **Waste**

The Waste function is used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.

## **WLU**

WLU stands for Window Look Up. A WLU pops up and displays a list of items on the operator screen. Three types of items that can be found on a Window Look-Up (WLU): condiments, functions, and PLUs.

Typically, a WLU is used to display a list of instructions or choices associated with an item. A WLU can be linked to a subsequent WLU in order to prompt an operator through a sequence of selections. The default capacity of each WLU is 28 items; the maximum capacity is 50 items.



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# Of Guests 91  
#/NO SALE 8

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