

# BMC2010S

## ELECTRONIC CASH REGISTER



## OPERATION MANUAL



**=====Notes =====**

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## **Introduction**

Thank you very much for choosing the BMC Electronic Cash Register BMC2010S. Its functions are flexible and can preset a quality receipt for your clients, and get detailed reports for your accounts. Especially apply to retail and restaurants.

We also created assistant software in PC side to help you get the most of your ECR.

This operation manual provides two sections:

1. How to program this register.
2. How to use this register.

User should be read carefully to ensure optimum performance.

## **Firmware Version**

This manual describes about operations of the firmware version 1.04 (5346).



## **WARNING!**

In order to ensure years of trouble-free operation, however, the following points should be noted when handling the cash Register.

1. Do not locate the cash Register where it will be subjected to direct sunlight, high humidity, splashing with water or other liquids, or high temperature
2. Make sure that its voltage matches that of the power supply in the area.
3. Do not insert or drop metal, flammable or other foreign objects into the machines through the ventilation slits, as this may cause fire or electric shock.
4. Never operate the cash Register while your hands are wet
5. When removing dirt stains, use only alcohol. Never use benzene, thinner, or any other volatile agent. The parts made of plastic may damage.
6. Do not remove covers, repair or modify the machine by yourself. Please contact your dealer.

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

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# 1. MAIN FEATURES

## 1.1. Hardware & Software Features

### Standard Hardware

- 58mm wide 1 station thermal printer
- 10 digit numeric LED for operation and customer
- 6- position Software lock
- 38 keys with key caps
- Communications Ports: Two RS232C (DB9 and RJ45).

### Optional Hardware

- Kitchen Printer
  - Epson TM-88III
  - Epson TM-U210
- Barcode scanner
- Cash drawer
- eTAX Control Unit
- PC

### Software Features

- Up to large (9999) Price Look Ups (PLUs) (The total number of PLUs available values by memory allocation)
- Department Standard 7, Maximum 24(registerable)+26(as summary category)
- Up to 15 clerks with name and password
- 12 characters programmable descriptors for PLU/department and functions
- Tax function
  - 4 tax rates for Value Added Tax (VAT)
- Void, Error Correct, Refund, Transaction Void functions etc
- Electronic journal capability
- Cash, Misc, 4 preset cash and 5 check/charge tender functions
- 20 built-in logos & 1 user-defined
- 6-lines programmable welcome and trailer message
- Redefine each key location
- Training Mode

## 2. BEFORE USING

### 2.1. Mode Selection

There are 6 modes, includes the Program mode, Registration mode, X report mode, Z report mode, Special mode and Lock mode. Each mode has a specific function, see the following:

The operational mode can be selected by following key operation.

(A) 【MODE】

- A =   **0** Lock Mode  
          **1** Reg Mode  
          **2** X- Mode  
          **3** Z- Mode  
          **4** Prog Mode  
          **5** Special Mode

- LOCK MODE

The machine is locked without responding to the key input.  
Only the operation of mode selection is available in this mode.

- REGISTRATION (**Reg**) MODE

Available to perform all sales transactions, RA, PO and No sale functions.

- X MODE

Taking this type of report will not affect any sales data in the report memory. It can be issued at any time.

- Z MODE

Taking this type of report will clear all the resettable totals and counters in the report memory after the report is issued. However, it should be issued only once at the end of the day usually after closing the store.

- PROGRAM (**Prog**) MODE

All the programming is done in this mode.

- SPECIAL PROGRAM (**S**) MODE

Some special programming is done in this mode

### 2.1.1. Security Code to Prog, S and Z mode

The security code for Prog, S and Z mode can be programmed.

If the security code has set, it is needed to enter this code when the operational mode will be changed to Prog, S or Z mode.

#### 1). Setting of Security code

Prog mode → (11) → 【X/TIME】 → (Secret Code)→ 【SUBTTL】 【CASH/TEND】

**Secret Code:** 1 to 9999, 0 to clear the secret code.

#### 2). Entering the Security Code in the Prog, S or Z mode

When the operator change the operational mode to Prog mode, S or Z mode, the message "PASS" is displayed. Then enter the correct code and press the 【SUBTTL】key.

(3, 4 or 5) → 【MODE】 (Mode change operation) : To change Z,Prog,S mode.

=> The display shows [ - - - P A S S - - - ] as secret code entry requirement.

(Secret Code) → 【SUBTTL】

#### 3). Entering the Security Code in S mode

Even if the security code to Prog/S/Z mode is not programmed, it needs to enter the pass code to enter the S-mode by [5] [MODE] operation.

It must use the special security code in this case. Please ask to your service company of BMC2010S to know Special Security Code if you need.

## 2.2. Key Layout

The following is the standard keyboard layout, which was initially set at the factory.

### Standard Keyboard Layout

BLACK = DEFAULT KEY LAYOUT

RED = CHARACTER KEY

BLUE = CALCULATOR KEY

FEED	MODE (Cap)	(CL) CLERK ID (ABC)	(CE) DEPT 7 (DEF)	(BK) DEPT 6 (GHI)	(-/+) DEPT 5 (J)	RA (K)	PO (L)
REFUND (M)	X/TIME (N)	7	8	9	(+) DEPT 4 (O)	DEPT SHIFT (P)	CANCEL (Q)
%PLUS (R)	%DISC (S)	4	5	6	(-) DEPT 3 (T)	CHECK (U)	CHARGE (V)
VOID (W)	#/NS (X)	1	2	3	(*) DEPT 2 (Y)	SUBTOTAL	
CLEAR	PLU (Z)	0	00	.	(/) DEPT 1 (SPACE)	(=) CASH TEND	

## 2.3. Key Functions

This chapter will introduce all the keys which the register provided, it included that the keys have already installed on the standard keyboard layout and the optional keys.

### Note:

If you want to add some optional keys in place of the current keys. See Chapter “8.9. Free Function Key Preset”.

#### 1) 【0-9】 KEYS

These keys are used to enter amounts, quantity, percentage, etc. The leading zeros entered prior to a 1 to 9 are ignored.

#### 2) 【00】 KEY

This key is used to enter “00” as numeric key.

#### 3) 【.】 KEY

The decimal key is used for decimal multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into DEPT or PLUs or tendering.

#### 4) 【FEED】 (Paper Feed) KEY

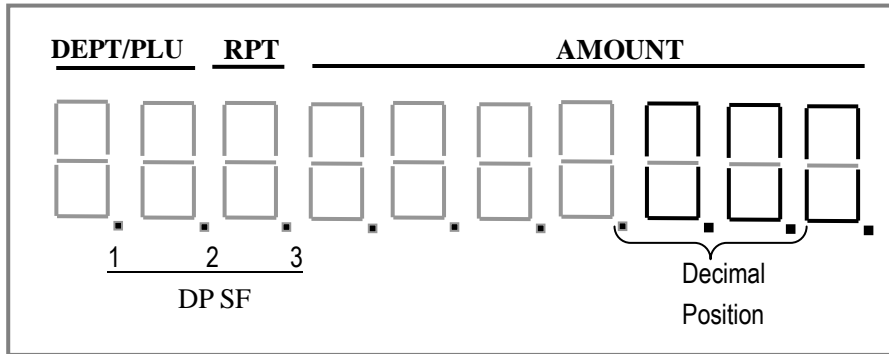
Simply used for feeding paper. This key is operable in all except LOCK mode. If user needs to feed paper continuously, depress this key and without release.

- 5) **【#/NS】** (No Sale) KEY  
The key is used to open the cash drawer without recording a sale, or as a reference number during a sale.
- 6) **【CLEAR】** KEY  
This key has two basic functions. One is to correct any numeric keys entry error or incorrect command entry; another is to correct a machine error condition that has caused the error tone to sound.
- 7) **【X/TIME】** KEY  
This key has two functions, straight multiplication and time displaying. When this key is pressed in “Reg” mode and the machine is out of transaction, the time is displayed.
- 8) **【CLERK I.D.】** KEY  
This key is functioned to record the clerk who is operating the machine during a sale or when the cash drawer is opened.
- 9) **【%DISC】 / 【%PLUS】 / 【%3】** KEYS  
Use these keys to register discount or surcharge.  
Depending on programming, these keys can be added to an item or a subtotal amount. The rate can be preset or manually entered.
- 10) **【-】** (Amount Minus) KEY  
This key is used when some amount of money is subtracted from a sale or given back to a customer for reason other than an item being returned.  
It can either work with a department (item) or off the total of the sale
- 11) **【VOID】** KEY  
This key can be used directly after the item has been entered incorrectly, or to remove an item entered earlier in the sale.
- 12) **【PLU】** (Price Look Up) KEY  
PLU is the selling item coded with number. A PLU is usually associated with a preset price. This key retrieves the preset price from the PLU table in the register memory and records item. PLU price can also be opened, that is OPEN PLU.
- 13) **【PO】** (Paid Out) KEY  
This key is used when some amount of money is taken out from the register for reason other than a sale transaction.
- 14) **【RA】** (Received On Account) KEY  
This key is used when some amount of money is received on account.
- 15) **【CHECK】** KEY  
Press to totalize a transaction paid by check. It has 5 ways of tender (payment).
- 16) **【SUBTTL】** (Subtotal) KEY  
This key displays and prints the total of the sale including any tax calculation.
- 17) **【CASH/TEND】** KEY  
Press to totalize a transaction paid by cash. Also, if the cash amount tendered is over the amount purchased, enter the amount of the tender, and then press the **CASH** key. The drawer will open and the cash change will be computed.

- 18) **【DEPTx】**  
The machine has 7 direct departments in default. Each department supports 3 layers that can be extended via **【DEPT SHIFT】** key to support 24 departments. Normally they are used to manage all PLU.
- 19) **【DEPT SHIFT】 KEY**  
This key is a conversion key. Press it in order to obtain the extended number of department.
- 20) **【REFUND】 KEY**  
This key is used when an item sold by the store is returned for some reason and the amount of the sale is given back to the customer.
- 21) **【AMT】 (Amount )KEY**  
To be used for OPEN PLU operation.
- 22) **【MISC】 KEY**  
Press to totalize a transaction paid by non-cash media.
- 23) **【EC】 (Error Correct) KEY**  
Cancelling the registration of the last-registered item which includes function key operation, such as %, (-), RM, etc.
- 24) **【PCASH 1-4】 (Preset Cash)KEYS**  
Enters a preprogrammed tendering amount directly by key depression. The tendering amount is memorized in one of the PCASH key.
- 25) **【CANCEL(TRS VOID)】 KEY**  
Press the CANCEL(TRS-VOID) KEY to cancel the whole transaction.
- 26) **【000】 key**  
This key is used to enter “000” as numeric key.
- 27) **【CHARGE】 KEY**  
Used to finalize charge sales. Calculates the sale total including tax, finalizes the sale, and opens the cash drawer. It has 5 ways of tender (payment).
- 28) **【FCE】 key or 【FCE1~4】 keys**  
This function keys are used to convert a subtotal amount into foreign currency using an exchange rate preset to each key.
- 29) **【DPLU1~DPLU120】 keys**  
DPLU stands for direct PLU. Before using this function, must allocate the keys on the ECR keyboard or the external POS keyboard, and also link to a normal PLU preset to price.
- 30) **【CONTAINER01~CONTAINER10】 keys**  
Used for programming and registering Menu PLUs.  
Menu PLUs that means pressing one CONTAINER key, it will be automatically registered all pre-programmed PLUs.
- 38) **【CUSTOMER ID】 key**  
Input the customer’s name or ID.

## 2.4. Display

The Operator's Display (front display) is located at the top of the register just above the keyboard. The rear display also is a 10 digits display that allows your customer to monitor the transaction and view the sale total. The display has two types of display portions — numeric display and message descriptors (status lamps).



### Numeric Display

DEPT /PLU (2 digits): Display the code that represents each DEPT key.


AMOUNT: 8 digits for total display, and 7 digits for entries. When the subtotal is 8-digits, the RPT digit is also used for amount display.

### The Point Message:

- DP 1: Illuminates when the DEPT SHIFT key depressed one time.
- DP 2: Illuminates when the DEPT SHIFT key depressed two times.
- DP 3: Illuminates when the DEPT SHIFT key depressed three times.

**Decimal Position:** The register has max.2 digits decimal.

### 3. CLEAR MEMORY OPERATION

** WARNING!** The clear memory operation makes reset all of the internal data in ECR, it has possibility getting problem by this operation. Therefore please ask to your service company of BMC2010S before you consider to do clear operation.

#### 3.1. Initial Clear

There are two ways for the clear all.

***To Perform an All Clear:***

**The first way:**

1. Switch the ECR to the **Prog** mode.
2. Do the following key operation

**951 【X/TIME】**

(Display shows “Inlt SurE” as confirmation) **【SUBTTL】** (If it OK)

**【Other key】** (If it not OK, Quit)

**The second way:**

1. Turn the Power OFF. Open the cabinet case and set the DIP switch #1 on main board to “ON”.
2. Press and hold **【1】 【3】 【7】 【9】** keys, then Power ON.
3. The message “Inlt” will display and then releasing these keys.
4. Press the **【SUBTTL】** to confirm the initialization.(Other function keys to discard)
5. The message “Inlt...” will be displayed.
6. Turn the Power OFF. Open the cabinet case and set the DIP switch #1 on main board to “OFF”. (**IMPORTANT: If DIP SW#1 is ON, the R,X,Z-mode operation is prohibited.**)

**Note:**

The operation will clear all data and make the register return to a beginning state.

***Perform this operation only as necessary.***

### 3.2. Clear the PLU stock

**Condition:**

When the PLU stock function is activated (2-A of Terminal Status is '1').

Switch the ECR to the **Z** mode

(1) Clear designated PLU's stock

(0) → **【X/TIME】** → (PLU barcode) → **【PLU】** →by keyboard

(0) → **【X/TIME】** →Scan PLU barcode →by Scanner

(2) clear all PLU's stock

(0) → **【X/TIME】** → **【PLU】**

Then the "SurE" message will be displayed ,to confirm, press**【SUBTTL】**key, otherwise press other function key.

## ■ MEMORY ALLOCATION

⚠ **WARNING!** The memory allocation makes reset all of the file data in ECR, it has possibility to get lot of problem by this operation.

⚠ Therefore please ask to your service company of BMC2010S before you consider to do clear operation.

Using this function, user can redefine the amount of department no. clerk no. table no.etc  
After this operation, the ECR will do the all clear operation automatically, so it is better to print whole report before do it.

### **Procedure:**

Switch the ECR to the **Prog** mode.

(501)→ **【X/TIME】** → (Redefine parameters)→ **【SUBTTL】** → **【CHECK】** → **【SUBTTL】**  
↑  
Repeat to program next

The parameters that to redefine in Retail Mode and Restaurant Mode are as follows:

Parameters	Default Set	Max. No.
Department Num	24	50
Clerk Num	15	15
PLU Num	9999	***

### **Note:**

#### **1. About the department**

There are 7 standard keys on the keyboard and can be extended via **【DEPT SHIFT】** key to support 24 departments. So, above table, list the max. number is 50, actually only department 1-24 can join in the transactions, the remainder are only as visual department, its function to manage the PLU. Please see **8.2.2. Visual Department (Department 25~Department50)** section.

#### **2. About the PLU \*\*\***

The total number of PLUs available values are allocated automatically, after the previous items are decision. So it cannot enter manually.

**Comments for steps:**

1. Starting at the department's field, enter the quantity of each memory variable. Press **【SUBTTL】** key, after each entry, and will move to the next variable.
2. If you press **【CASH/TEND】**key, at any parameter you will abort memory allocation processes without making changes.
3. Continue filling each variable until complete. If you wish to implement the new allocation you have entered, press **【CHECK】** key.
4. The message "ALLOC SURE" will be displayed.
5. Press **【SUBTTL】** key to confirm.(Other function keys to discard)
6. The display will monitor the memory clear processes. When complete, it will print one receipt, which shows the detail information.

## 5. WORKING TYPE CHOICE

**⚠️ WARNING!** The working type choice makes reset all of the file data in ECR, it has possibility to get lot of problem by this operation. Therefore please ask to your service company of BMC2010S before you consider to do clear operation.

The machine has two working type, Retail Mode and Restaurant Mode. After all clear, the Retail Mode is default.

**Note:**

After do the ECR work type change, the following will do automatically:

- a. Clear all the report data, both daily and period to date
- b. Initialize the department programming parameter to default
- c. Initialize the PLU programming parameter to default
- d. Initialize the table programming parameter to default

### 5.1. Changing to Restaurant Mode

The procedure for changing the register to Restaurant Mode:

**Operation:**

1. Switch the ECR to the Prog mode.
2. Enter “202” by numeric keypad, then press 【X/TIME】 key.
3. The message “SUrE” will be displayed.
4. Press the 【SUBTTL】 key to confirm. (Other function keys to discard)
5. Then user will do the memory allocation.

The following are the default quantity of the below items: (See “Memory Allocation ” for the detailed information)

- a. Department Number
- b. Clerk Number
- c. Table Number
- d. Waiter Number

e. **PLU Number** (The total number of PLUs available values are allocated automatically, after the previous items are decision. So it cannot enter by manually.)

At the quantity filed, After each entry, press 【SUBTTL】 key and the next item will appear, if user wants to keep the default value, directly press the 【SUBTTL】 key to skip.

6. After the set is completed, press 【CHECK】 key to allocate the memory.
7. The message “ALLOC SUrE” is displayed.
8. Press 【SUBTTL】 key to confirm (Other function keys to discard)
9. When completed, the register will print one receipt, which represents the quantity for each item.

## 5.2. Changing to Retail Mode

ECR automatically starts in Retail Mode after the initial clear procedure.

### **Procedure:**

1. Switch the ECR to **Prog** Mode.
2. Enter "201" by numeric keypad, press **【X/TIME】** key.
3. The message "SUrE" will be displayed.
4. Press **【SUBTTL】** key to confirm. (Other function keys to discard)
5. Then user will do the memory allocation.

The following are the default quantity of the below items: (**see "Memory Allocation "** for the detailed information)

- a. Department Number
  - b. Clerk Number
  - c. PLU Number (The total number of PLUs available values are allocated automatically, after the previous items are decision. So it cannot enter by manually.)
6. After the set is completed, press **【CHECK】** key to allocate the memory.
  7. The message "ALLOC SUrE..." is displayed.
  8. Press **【SUBTTL】** key to confirm (Other function keys to discard)
  9. When completed, the register will print one receipt, which represents the quantity for each item.

# 6. THE SPECIAL INPUTTING

## 6.1. Regarding Decimal Point Inputting

The Decimal Point Position is set in the System Flag Option. The system default value is two digits decimal point.

When the Decimal Point is decided, at the transaction inputting the amount cannot be entered with decimal .

E.g. user inputs the number "1234", if the decimal has 2 digits, the register will deal with it as "12.34".

The point key can be used in the following operations:

- 1. The rate of % Disc, %Plus and %3 is programmed.
- 2. The rate of VAT/TAX is programmed.
- 3. The Auto percent rate of department is programmed.
- 4. The multiplication operation at Reg mode or Training mode.
- 5. The rate of % Disc, %Plus and %3 manual entries at Reg mode or Training mode.
- 6. The stock manually entries of PLU is programmed.
- 7. The exchange rate of FCE is programmed.

The example for **Rate** inputted:

Input number	Display
12	12.000%
1.2	1.200%
.12	0.120%
0.12	0.120%
.012	0.012%
0.012	0.012%

## 6.2. Descriptors Inputting

Descriptors are programmable for Departments, PLUs, Clerks and the Welcome /Trailer Messages.

**Note:** Only the descriptors of welcome message/bottom message can be blank, others can not.

There are two methods available to program descriptors, **by character keyboard** method or **by character code** method.

### 6.2.1. Using Character Code

#### Steps:

1. At a descriptor field, refer to the Characters Code Chart below and type the code.
2. Each character code will be displayed as it is entered.
3. Press **【SUBTTL】** key when the descriptor is completed.

#### Note:

The detailed usage of **【CLEAR】** key, **【●】** key, **【SUBTTL】** key, and **【CASH/TEND】** key in Character Code entering method, See the latter by **Character Keyboard** section.

#### Characters Code Chart

1st 2nd	0	1	2	3	4	5	6	7	8	9
0	-	+	#	.	SP	Ä	Ö	Ü	ä	ö
1	ü	£	\$	¥	( )	/	%	!	”	
2	&	*	•	II	:	'	,	<	=	>
3	?	→	III	⊖	↑	;	←	@	^	MF
4	É	Å	Æ	\	é	â	€			

#### Note:

#### About “Ä”, “Ö” and “Å” characters

These three characters cannot be supported KP printout, using corresponding characters “[“ , “\” , “]” to instead of them. E.g. the descriptor of PLU01 is “ÄÖÅ”, KP printout will be “[\]”.

For PC SW, if you had programmed descriptor for one item with these “[“ “[\” “[]” characters by keypad, then downloaded to ECR, it would become corresponding characters “Ä”, “Ö” “Å”

## 6.2.2 Using Character Keyboard

The characters layouts on the key layout are as follows:

FEED	Cap	ABC	DEF	GHI	J	K	L
M	N	7	8	9	O	P	Q
R	S	4	5	6	T	U	V
W	X	1	2	3	Y	SUBTOTAL	
CLEAR	Z	0	00	.	SPACE	CASH TEND	

**FEED key:**

Advances the paper.

**CLEAR key:**

Backspace key, clear the last input character, also used in **Character Code** entering method.

**CAP key:**

Pressing this key shift the character through the uppercase letter, lowercase letter and return to the uppercase letter in sequences.

**Numerical (0-9) keys:**

Used to input Character Code here.

**Alphabet (A (a)-Z (z)) keys:**

Used input to characters.

**SUBTTL key:**

Accepts the programmed characters.

**CASH/TEND key:**

Exits the character programming.

**Decimal key:**

During entering the descriptors, press different times in this key can specifies that the current line you input to a double size character, or be able to combine Double & Single size characters. Also used in **Character Code** entering method.

**Space key:**

During entering the descriptors, press space key to input a space character in order to keep apart characters.

**00 key:**

During entering the descriptors, press different times in **[00]** key can chose special characters inputting or ordinary characters inputting.

**Note:**

## 1. Double Width, Double High, Double width&amp; high

These formats are only used for Welcome Message, Trailer Message and the sale mode programmable descriptors.

The below table are the counters of pressing decimal key [ . ] and its corresponding format:

[.] key press	Input Condition	Status
One time	Changing the character to double width	○
Two times	Changing the character to double height	○
Three times	Changing the character to double width and height.	○ ○
Four times	Changing the character to normal format.	

\* Status = The dot of 3<sup>r</sup>d and 4<sup>h</sup> digit in display shows the status of inputting.

## 2. Single and Double width

The descriptors of Department, PLU, Clerk, Table, Refund, Percent, VAT, TAX, FCE, CUSTOMER ID, PCASH, Check, Charge, etc can only have this two formats.

The below table are the counters of pressing decimal key [ . ] and its corresponding format:

[.] key press	Input Condition	Status
One time	Changing the character to double width	○
Two times	Changing the character to normal format.	

\* Status = The dot of 3<sup>r</sup>d digit in display shows the status of inputting.

## 3. Special characters and ordinary characters

During entering the descriptors, press different times in **[00]** key can chose special characters inputting or ordinary characters inputting Default: Ordinary characters inputting

[.] key press	Input Condition	Status
One time	Special characters inputting	○
Two times	Changing to Ordinary characters inputting	

\* Status = The dot of 5<sup>h</sup> digit in display shows the status of inputting.

## How to enter characters by the Character Keyboard?

\* ABC(abc), DEF(def), GHI(ghi)

### Steps:

1. Preset the appropriate format (upper or lower) for the letter by the **CAP** key  
When the letter is an upper format, the 3<sup>rd</sup> point (from right) will light.
2. Press the key that the desired letter on it.
3. The first letter on the key will display (upper letter is default)
4. Press the key continuously until the desired letter display.
5. Press the **SUBTTL** key to settle it.

### Note:

When the letter on the display, it will blink three times, once it stop blinking that means the register has registered the letter.

\* J(j)—Z(z)

### Steps:

1. Preset the appropriate format (upper or lower) for the letter by the **CAP** key, the upper letter is default.  
When the letter is an upper format, the 3<sup>rd</sup> point (from right) will light.
2. Press the key that the desired letter on it and simultaneously the register has registered the letter.

### Example:

Input "Apple Juice"

### Enter:

ABC→SUBTTL→CAP→P→P→L→DEF→DEF→SUBTTL  
→[SPACE]→J→U→GHI→GHI→GHI→ABC→ABC→ABC→SUBTTL→DEF→DEF→SUB  
TTL→SUBTT

## 7. S MODE PROGRAMMING

### 7.1. WITHOUT RAM CLEAR (half clearing)

1. Turn the Power OFF.
2. Press and hold 【1】 【3】 【7】 【9】 keys.
3. While continuing to hold the 【1】 【3】 【7】 【9】 keys, turn the power ON.
4. The message “Inlt” will display and then releasing these keys.
5. Press the 【SUBTOTAL】 to confirm the initialization.(Other function keys to discard)
6. The message “Inlt...” will be displayed.
7. The PORT2 renew default.

### 7.2. WITH ALL RAM CLEAR (all clearing)

Refer the 3. Clear Memory Operation

### 7.3. CLERK SIGN IN

#### 7.3.1 Sign on a Clerk

At the setting of Terminal Status 2-C is '1' (Clerk support), the clerk (operator) can be changed by sign in operation at the condition of displaying [OP      ].

**Sign on Operation:**

(5) → 【MODE】 → (Clerk Secret Code)→ 【CLERK I.D.】

Once a clerk is signed on, the same clerk will remain until operational mode is changed.

#### 7.3.2 Disable Clerk Function

If set the bit **C** of **Terminal Status 2** to ""(Clerk Function is not activated.), that means all operations which concerned the clerk would be invalid. Refer to Terminal Status 2 in **8.4. System Option Flag preset** section

## 7.4. CLEAR REPORT DATA

Operator can clear the reports data with the following shortcut mode, no need taking the Z reports.

### **Procedure:**

1. Switch the ECR to **S** mode
2. (A)→ **【CASH/TEND】** →(SUrE)→ ...
  - a. press **【SUBTTL】** to confirm
  - b. Press other key to discard

**A: Represents the different operations order, as shown below table**

<b>A value</b>	<b>Comments</b>	<b>Note</b>
26064550	Clear the whole reports data	<b>(*1 Note/Warning)</b>
26064551	Clear the Daily and PTD sales report	
26064552	Clear the Daily and PTD PLU report	
26064553	Clear the Daily and PTD clerk report	
26064554	Clear the hourly report	
26064555	Clear the table report	It is active in restaurant mode only.
26064556	Clear the waiter report	It is active in restaurant mode only.
26064557	Clear the NRGT(Non-Resettable Grand Total)	<b>(*2 Note)</b>

### **Note / Warning:**

\*1 The company ID and Cash register marking also cleared, It must re-program these data after this operation. And NRGT is also cleared by this operation.

\*2 It will print one receipt, which only including the NRGT has been cleared without grand total amount.

## 7.5. Reset the Programming Data

Operation can reset the program data to default with the following shortcut mode.

### **Procedure:**

1. Switch the ECR to **S** mode
2. (A) → **【CASH/TEND】** → (SUrE) → ...
  - a. Press **【SUBTTL】** to confirm
  - b. Press other key to discard

**A:** Represents the different operations order, as shown below table

<b>A value</b>	<b>Comments</b>	<b>Note</b>
26068660	Reset the whole programming data to default	<b>(1)</b>
26068661	Reset the system flag to default	
26068662	Reset the keyboard layout to default	<b>(2)</b>
26068663	Reset the sales mode programmable descriptors to default	
26068664	Reset the department programming data to default	
26068665	Reset the PLU programming data to default	Including the PLU group
26068666	Reset the clerk programming data to default	

### **Note:**

**(1)** The whole programming data means that including department, PLU, PLU group, clerk, table, waiter, refund, percent, VAT, tax, PCASH, Check, Charge.

### **(2) The second way:**

“Prog” mode → (99) → **【X/TIME】** → (0) → **【X/TIME】**

It will reset and printout the standard keyboard layout.

## 7.6. MACHINE NUMBER PRESET

### **OPERATION:**

1. Switch the ECR to Special mode. (5) → **【MODE】**
2. Press (1) → **【X/TIME】**
3. Input the machine number from the numerical key.
4. Press the **【SUBTOTAL】** to confirm.
5. Press the **【CASH TEND】**, then the machine number is printed.

## 7.7. CONSECUTIVE# PRESET

### PRESET NORMAL RECEIPT# OPERATION:

1. Switch the ECR to Special mode. (5) → **【MODE】**
2. Press (2) → **【X/TIME】**
3. Input the consecutive# of Normal receipt by the numerical key.
4. Press the **【SUBTOTAL】** to confirm.
5. Press the **【CASH TEND】** ,then the machine number is printed.

### PRESET NON-NORMAL RECEIPT# OPERATION:

1. Switch the ECR to Special mode. (5) → **【MODE】**
2. Press (3) → **【X/TIME】**
3. Input the consecutive# of Non-normal receipt by the numerical key.
4. Press the **【SUBTOTAL】** to confirm.
5. Press the **【CASH TEND】** ,then the machine number is printed.

## 7.8. TIME AND DATE PRESET

### Procedure

First switch the ECR to Special mode. (5) → **【MODE】**

**【X/TIME】**→(TIME INPUT)→**【SUBTOTAL】**→(DATE INPUT)→**【SUBTOTAL】**→**【CASH/TEND】**



Here:

Time Format: HHMM (4digits)

Date Format: (6digits) The set/print order is DD-MM-YY in default. If you want to change the date format, you can choose status of Bit **A** in **Terminal Status 1** in **8.4. System Option Preset** section.

## 7.9. COMPANY ID# PRESET

### OPERATION:

1. Switch the ECR to Special mode. (5) → **【MODE】**
2. Press (3001) → **【X/TIME】**
3. Input the company number by the numerical key. (Max. 10 digits)
4. Press the **【SUBTOTAL】** to confirm.

## 7.10. CASH REGISTER REGISTRATION# (Cash Register Marking) PRESET

### OPERATION:

1. Switch the ECR to Special mode. (5) → **【MODE】**
2. Press (3000) → **【X/TIME】**
3. Input the cash register registration (marking) by the character entry. (Max. 16 characters)
4. Press the **【SUBTOTAL】** to confirm.

## 8. PROGRAMMING

### Note:

1. All programming functions are completed in **Prog** mode.
2. (..) indicates the data are entered by numeric keys.  
【..】 indicates it is a function key.
3. During the Programming, if there is no change to the current parameters ,you can press 【SUBTTL】 key to skip.
4. More program use circulation procedure, so quitting has two methods: 【CASH】/【CHECK】  
【CASH】 : Quitting and only printing the current preset parameter.  
【CHECK】 : Quitting and printing all preset parameter, press 【CLEAR】 Key to interrupt the printing.

### 8.1 CLERK SIGN IN

#### 8.1.1 Sign on a Clerk

At the setting of Terminal Status 2-C is '1' (Clerk support), the clerk (operator) can be changed by sign in operation at the condition of displaying [OP       ].

#### **Sign on Operation:**

(4) → 【MODE】 → (Clerk Secret Code)→ 【CLERK I.D.】

Once a clerk is signed on, the same clerk will remain until operational mode is changed.

#### 8.1.2 Disable Clerk Function

If set the bit **C** of **Terminal Status 2** to ""(Clerk Function is not activated.), that means all operations which concerned the clerk would be invalid. Refer to Terminal Status 2 in **8.4. System Option Flag preset** section

## 8.2. Department Preset

### 8.2.1. Preset Department 01~Department 24

These are department keys through which sales item are registered. At program mode, simply depress on DEPTx key, and then preset the attribute, price and descriptor. If 【DEPT SHIFT】 key is necessary, please first depress the 【DEPT SHIFT】 key then depress the corresponding department key.

Press the 【DEPT SHIFT】 key different times can get the different result, the example is as follows: In the example the shift increment is default value 7 and the department keys that in standard key layout.

Press key	Operate sequence	Actual key	Example
1	【DEPT SHIFT】【DEPT 1-7】	【DEPT8-14】 = 【DEPT1-7】 + 7	【DEPT9】=【DEPT SHIFT】【DEPT 2】
2	【DEPTSHIFT】【DEPT SHIFT】 【DEPT 1-7】	【DEPT15-21】 = 【DEPT1-7】 +14	【DEPT16】 = 【DEPT SHIFT】【DEPT SHIFT】【DEPT2】

\* User can use the following method preset the shift increment:

**(105)→ 【X/TIME】 → (Input the increment) → 【SUBTTL】**

The shift increment: (1-24)

Then program the department as follow:

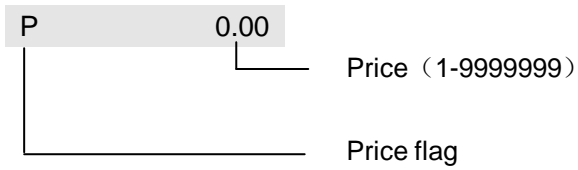
**【DEPTx】→ (FLAG) → 【SUBTTL】→ (PRICE) → 【SUBTTL】→ (DESCRIPTOR) → 【SUBTTL】**  
→Skip to next department preset.

**Note:**

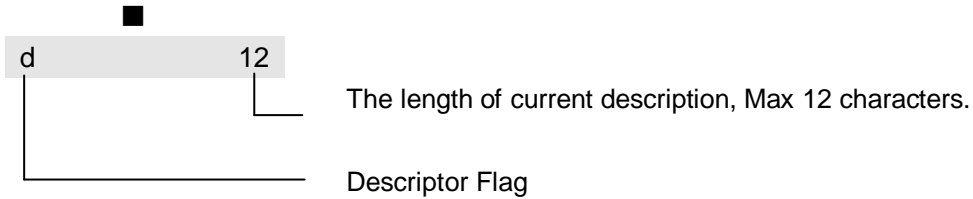
At this time, you can continue preset next department, or press 【CASH/TEND】 key for quit. After preset all the departments parameter you can press 【CHECK】 Key for printing them.



★ (Price) : The price display as follows:



★Descriptor) :The description display as follows:



See **6.2. Descriptors Inputting** section for the detail information

### 8.2.2. Visual Department (Department 25~Department50)

Up to 26 departments (department 25-50, the exact number is determined by memory allocation) are available to summarize PLU sales. Individual department's totals appear on reports, so that you can track sales of different types of items.

If user wants to use the visual departments to manage the PLU, only preset the PLU is linked to the department. See **8.3.1 PLU Attribute Preset** section.

Visual department report, refer to **Taking Read And Reset Reports** section.

## 8. 3. PLU Preset

### 8.3.1. PLU Attribute Preset

(Bar code input) → **【SUBTTL】** → (Linked Dept No.) → **【SUBTTL】** → (Flag **ABCD**) → **【SUBTTL】** → (Price) → **【SUBTTL】** → (Descriptor) → **【SUBTTL】** → **(STC SEL EF)** → **【SUBTTL】** → (Input Stock) → **【SUBTTL】** → Skip to next PLU program

#### Note:

At this time, you can continue preset next PLU, or press **【CASH/TEND】** key for quit. After preset all the PLUs parameter you can press **【CHECK】** Key for printing them.

(Bar Code Input ) → **【SUBTTL】**:

This step only used for entering the barcode manually. If by scanner, scans the barcode directly.

When ECR at the idle status in the “**Prog**” mode, user wants to program a PLU record, if the PLU barcode already existing in ECR system, just using the scanner scans the barcode, then can go to this PLU.

**(STC SEL EF)** → **【SUBTTL】** → (Input Stock) → **【SUBTTL】**:

There is no this parameter in the default preset, but via the **Bit A** of **terminal status2** in the **System Option Preset** user can set PLU Stock options. Here we set it to “1”.

If user did not set it, then has no this step operation. And if not set the **FLAG E** is 0 (this PLU stock function is inactive), also can't input PLU stock.

- **(Bar Code)**: We can input by keyboard or by scanner.
- **(Linked DEPT No.)**: (1-50)

*If a PLU linked with one department, the PLU will inherit the department's attribute. Such as the TAX/VAT Rate, Status, Auto Percent.*

#### ➤ **Flag AB:**

: This PLU is enabled or disabled

**A = 0**: The PLU is disabled, if one PLU belongs to this attribute, it will not allow for sale.

**A = 1**: The PLU is enabled (**default**)

**B**: The attribute (Normal, Descriptive or Gift) of this PLU

**B = 0**: it is a normal PLU. (**default**)

**B = 1**: It is a descriptive PLU. See **8.3.2 Descriptive PLUs** later for the info

**B = 2**: It is a gift PLU. See **8.3.3 Gift PLUs** later for the info

**C**: This PLU Linked VAT (as the same department)

Linked VAT No.

Code No.	VAT
0	NON TAXABLE
1	VAT1
2	VAT2
3	VAT3
4	VAT4

**Note:**

When the PLU link a VAT and its DEPT also link a tax .which VAT/tax was used in trade, please see the **E** bit of **Terminal status 9** for the detail info.

**D:** The state (Preset or open) of this PLU

**D = 0:** The Price of this PLU is preset

**D = 1:** The Price of this PLU is open (**default**)

➤ **STC SEL EF:**

: The stock function of this PLU Whether is active.

**E = 0:** stock function is inactive (**default**)

**E = 1:** stock function is active

**F:** PLU stock

**F = 0:** The new-preset amounts of PLU stock will overlay the original stock

**F = 1:** The original amount of PLU stock will add new-preset amount

**F = 2:** The original amount of PLU stock will subtract the new –preset amount

➤ **(Price):** Max. 6 digits. (1-999999)

➤ **(Descriptor):** Max. 12 characters. See **6.2. Descriptors Inputting** section for the detail info.

➤ **(Stock):** Max 99999.999

### 8.3.2 Descriptive PLUs

A descriptive PLUs is a supplementary items subject to a main PLU. It cannot be entered without a main PLU entry.

**For Example:** PLU20 is a descriptive PLU, and it is link to PLU 10.

<i>Item</i>	<i>Attribute</i>	<i>Price</i>	<i>Descriptor</i>
PLU0010	Normal	5.90	Orange
PLU0020	Descriptive		Spain

At Reg mode, do a sale with PLU 10, the receipt as below:

Item Name	Price	Qty	Total
=====			
Orange	5.90	1	5.90
(Spain)			
.....			

**Note:**

1. The PLU sales report will not show the descriptive PLU's amount.
2. The PLU stock report will not show the descriptive PLU's stock amount.

### 8.3.3 Gift PLUs

It allows you to sell PLUs at zero prices. The receipt only shows the quantity of the gift PLU.

A gift PLUs is subject to a main PLU, it is always sold together with a main PLU. It is printed below the descriptive PLU line, if the main PLU also link descriptive PLU.

**For Example:** PLU20 is a descriptive PLU, and it is link to PLU 10.

PLU30 is a gift PLU, and it is also link to PLU10.

<i>Item</i>	<i>Attribute</i>	<i>Price</i>	<i>Descriptor</i>
PLU0010	Normal	5.90	Orange
PLU0020	Descriptive		Spain
PLU0030	Gift	1.00	Pure water

At Reg mode, do a sale with PLU 10, the receipt as below:

Item Name	Price	Qty	Total
=====			
Orange	5.90	1	5.90
(Spain)			
* Pure water		(Gift)	
-----			
<b>SUB</b>			<b>5.90</b>
Cash			5.90
Total Qty			1
.....			

→ (\*\*\*)

**Note:**

1. (\*\*\*) The gift PLU amount is same as the main PLU's. When the gift PLU quantity is over to 1, it will print at the "Total" column.
2. After did the Return Merchandize operation, the gift PLU quantity must be printed, and must be a negative value.
3. The gift PLU item would be not printed for the VOID operation, but the descriptive PLU was still printed.
4. The PLU sales report will not show the gift PLU's amount.
5. The PLU stock report will show the gift PLU stock amount.

### 8.3.4 Link PLU

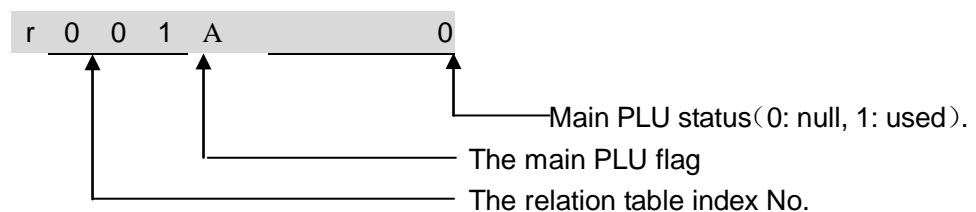
One PLU can be linked one PLU or more PLUs. When a PLU with a link PLU is registered, the link PLU is also registered automatically. A maximum of 100 relationship PLU tables are available.

**Note:**

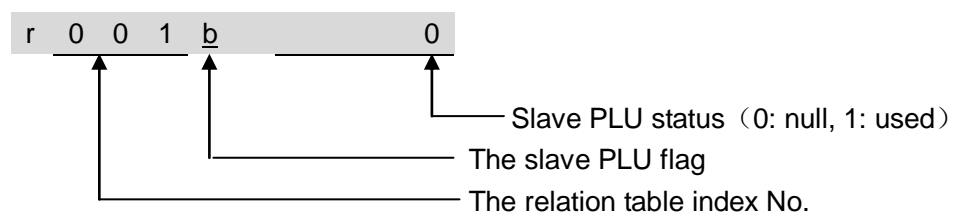
*The main PLU must be a normal PLU, and the link PLU must be descriptive or gift attribute, cannot be a normal PLU, Otherwise the error will be occurred.*

#### 8.3.4.1 Set link PLU Procedures

1. Switch the ECR to **Prog** mode.
2. Enter the relation table index no. (1-100), e.g. to set relation table 1, enter "1".
3. Press **【AMT】** key, the message displays as follows: **(AMT key code is 57)**



4. Enter the main PLU Barcode, press **【SUBTTL】** key, the message displays as follows:



5. Enter the slave PLU barcode, press **【SUBTTL】** key.
6. Then it will switch to next relation PLU table programming. Follows step 4, and 5 above, if user wants to program it continuously.
7. When the program is completed, press **【CASH/TEND】** key to quit, or press **【CHECK】** key to print all the preset.

**For example:**

**The Procedures are below:**

1. Switch the ECR to **Prog** mode.
2. Enter the relation table no. e.g. 1, press **【AMT】** key.
3. Enter the main PLU barcode 6921669003002, press **【SUBTTL】** key.
4. Enter the slave PLU barcode 6921669003003, press **【SUBTTL】** key.
5. Enter the main PLU barcode 6921669003002, press **【SUBTTL】** key.
6. Enter the slave PLU barcode 6921669003004, press **【SUBTTL】** key.
7. Press **【CASH/TEND】** key to quit.

---- PLU relation table----		
No.	Main	Slave
=====		
001	6921669003002	6921669003003
002	6921669003002	6921669003004
-----		
01-01-2007	Monday	15:30

When at Reg mode, if 6921669003002 is registered, the 6921669003003, and 6921669003004 will be registered automatically.

**Note:**

**About changing the PLU attribute:**

1. Changing the **Normal** PLU into **Descriptive / Gift PLU**.

**Condition:**

Before changing one normal PLU into descriptive/gift PLU, must make sure the PLU has no sales data, i.e. the Z-PLU report must be taken.

If changed one normal PLU into descriptive / gift, the relation table included this PLU will be deleted automatically.

2. Changing the **Descriptive / Gift** PLU into **Normal** PLU.

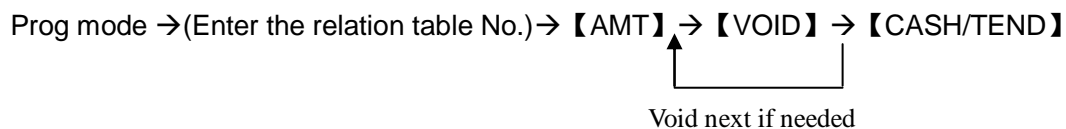
If changed one Descriptive/Gift PLU into normal PLU, this PLU will be deleted automatically from the relation table.

3. Changing the **Descriptive** PLU into **Gift** or **Gift** into **Descriptive**.

There is no any affect for this PLU.

4. If a slave PLU with disabled attribute, it will become void automatically.
5. If a main PLU with disabled attribute in the relationship table, the link PLU will not allow for sale.

### 8.3.4.2 VOID the relation PLU table



**【CASH/TEND】** : Press this key to quit.

### 8.3.5 Menu PLU

Up to 10 different menus can be programmed into the ECR, e.g. “Drink Menu”, “Lunch Menu”, “Dinner Menu”, etc. we called them from container01 to container10. These can be accessed by pressing the relevant menu key for each menu required, then the menu brings the pre-programmed or the standard PLUs.

Theses may include any normal PLU, and Link PLU. Each menu can include max.99 PLUs.

**Note:**

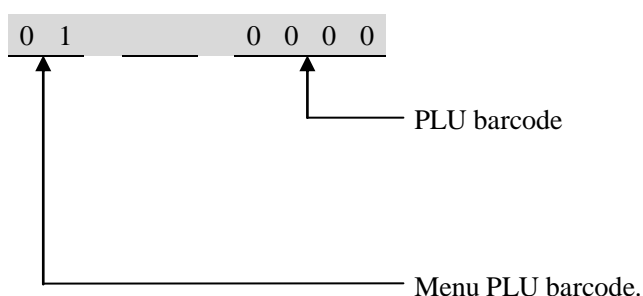
Before using the Menu PLU, must allocate keys on the keyboard and the key code are from **231 to 240**. e.g. menu1’s key code is 231. A maximum of **10** Menu PLUs are available.

**Set Menu Procedure:**

Prog mode → **【CONTAINERx】**

CONTAINERx means Container01~Container10

When you first preset the menu, the display format is as follows:

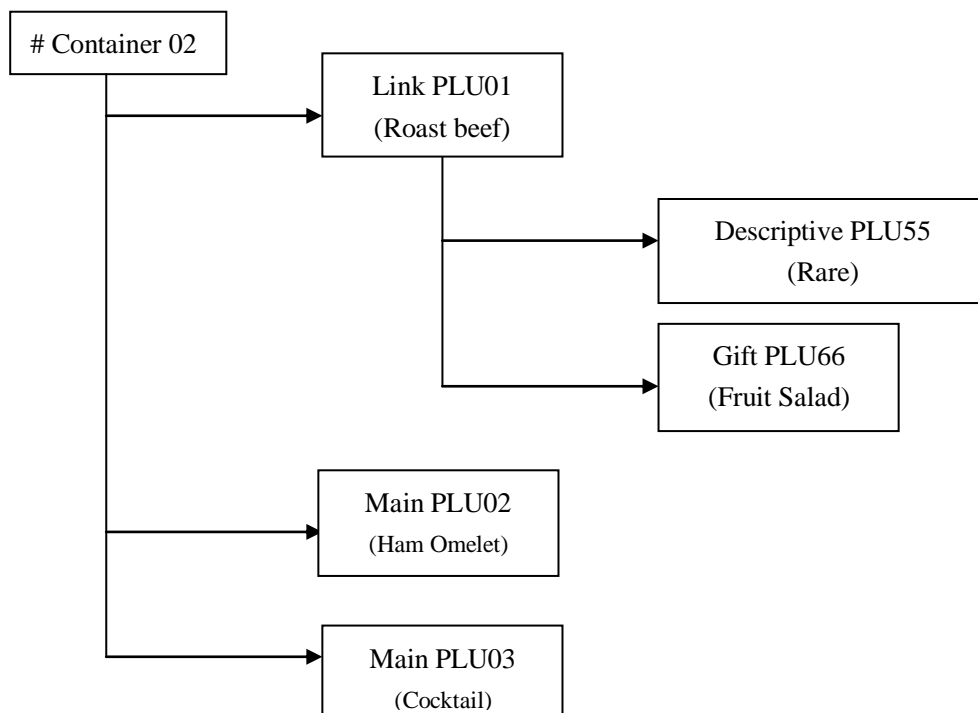


For the Menu PLU, there are some operations as follows:

1. Adding designated PLU for the current Menu  
(PLU barcode) → **【SUBTTL】**
2. Displaying the next PLU barcode of the current Menu  
Press **【SUBTTL】** key directly  
**Note:** when up to the last one, will skip to next Menu programming
3. Deleting the current PLU barcode of the current Menu  
Press **【VOID】** key directly
4. Deleting the designated PLU of the current Menu  
(PLU barcode) → **【VOID】**
5. Printing all the PLU that the current Menu included  
Press **【CHECK】** key directly

In the example below:

Program the Lunch Menu to Container02



***The Procedures are below:***

1. Switch the ECR to Prog mode.
2. Press the 【Container02】 key.
3. Enter the PLU barcode6921669003002 , press 【SUBTTL】 key.
4. Enter the PLU barcode6921669003003, press 【SUBTTL】 key.
5. Enter the PLU barcode6921669003004, press 【SUBTTL】 key.
6. Press 【CASH/TEND】 key to quit.

***Note:***

If all main PLU with disabled attribute in the Menu PLU, this Menu PLU will not allow for sale.

### 8.3.6. Price Embedded Barcode for Scanning

In this type of bar code scanning, the price of the PLU item is embedded right in the bar code, so that a PLU Sale By Price override operation is performed automatically when the item is scanned.

**Note: To enable Price Embedded Barcode – PLU, the Flag must be preset first.**

#### Flag Preset

##### **Procedure:**

Prog mode → (194) → **【X/TIME】** → (AB) → **【SUBTTL】** → (CD) → **【SUBTTL】** → **【CASH/TEND】**

##### **AB:**

AB for Price embedded PLU flag (20-29 and 99 is selectable)

If user will not use this type of PLU, then set it to 99.

##### **CD:**

C – is the length of the bar code input (PLU code section)

D – the price embedded PLU weight / amount choice

D = 0: the weight / amount field is total amount

D = 1: the weight / amount field is total weight

Its entire format is as follows:

XX YYYYY ZZZZ C

**XX** -- F1 (Flag of price embedded PLU 21—29)

**YYYYY** -- F2 (PLU Code, 1-9 digit)

**ZZZZ** -- F3 (Weight/Amount field (1-9 digit))

**C** -- Check Sum

Here: the length of YYYYY+ the length of ZZZZ must equal to 10 digits. So, user only presets the length of YYYYY only.

**Example: PLU bar code:**

28 030057 0318 5

**28:** indicates the PLU code is a price embedded PLU

**030057:** indicates the barcode front section (the length is 6)

**0318:** if flag set as weight field, here weight is 0.318

if flag set as amount field, here amount is 3.18

**5:** check sum value.

**Note:**

Here we must preset the scale PLU barcode (30057) on ECR before sale and the unit price same as the scale.

**How to preset the scale PLU on PROG MODE?**

There have two ways to setting it.

- 1) Direct scan the barcode from scale printout.
- 2) Input by manual, there barcode is 30057.

When at a transaction, the receipt issued as following:

Suppose the PLU preset price is 1.98.

When it's as amount:

Item Name	Price	Qty	Total
PLU #0001		0000000300570	
Beef	1.98	1.606	3.18

When it's as weight:

Item Name	Price	Qty	Total
PLU #0001		0000000300570	
Beef	1.98	0.318	0.63

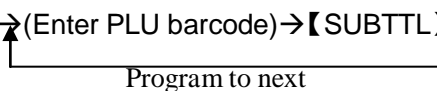
### 8.3.7. Direct PLU (DPLU) Function

Supports the Hard PLU (Direct PLU) function. A maximum of 120 DPLU are available.

For the direct PLU, you must allocate the keys on the keyboard and the key codes are from 101 to 220.

**Steps:**

1. Define a key to DPLUx (x from 1 to 120) to physical key in keyboard.  
Detailed using guide refer to **8.9. Free Function key Preset** section.
2. Define the linked PLU barcode to the DPLUx key  
Prog mode → **[DPLUx]** → (Enter PLU barcode) → **[SUBTTL]** → **[CASH/TEND]**/**[CHECK]**



PLU Barcode 1-9999

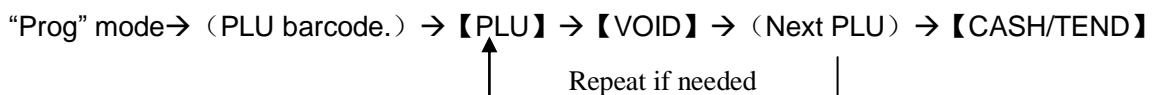
**[CASH/TEND]** : Quit the setting

**[CHECK]** : Quit and Print all the setting

3. Then the defined hard PLU can be used directly.

### 8.3.8. Delete PLU

**Condition:** The sales total of the PLU need delete must be empty



After the PLU is deleted, the attribute and barcode of the PLU will restore to default, if the PLU has stock that will be automatically clear.

**Note:**

If the PLU preset bar code, user can use the bar code scanner scans the bar code directly or enter it by keyboard.



### 8.3.10. Option to print the PLU barcode on PLU Report

Through this function, user can select to print or not to print the PLU Barcode on the PLU report.

**Procedure:**

Prog mode→(A)→【X/TIME】→(X)→【SUBTTL】

**A:** represents the different operations order

**X:** choice of set code

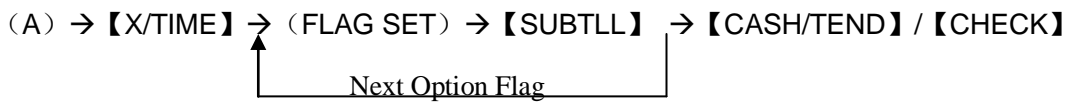
A value	Comments	X set value
182	Printing the PLU barcode on the PLU report or not	<b>0</b> = No (default) 1 = Yes

**Note:**

1. If these two functions are active, the barcode and PLU Number will print in same line.
2. When the option of printing the PLU number & barcode is active, both of them will be printed on the PLU report.

#### 8.4. System Option Preset

This operation is provided for your selections of the register's basic functions according to the market and your requirements.



- A: TERMINAL STATUS CODE --
- 1 = Terminal Status 1
  - 2 = Terminal Status 2
  - 3 = Terminal Status 3
  - 4 = Terminal Status 4
  - 5 = Terminal Status 5
  - 6 = Terminal Status 6
  - 7 = Terminal Status 7
  - 8 = Terminal Status 8
  - 9 = Terminal Status 9
  - 10= High Amount Lock-out preset
  - 11= Password for prog and position by software lock
  - 12 = Graphic logo selection
  - 13= Negative password
  - 14 = Terminal Status 14

## (1) Terminal Status 1

The display format is as follows:

F 0 1 - A B C D E

- A: Date display format  
0= American format (MM-DD-YY)  
1= English format (DD-MM-YY) → Default  
2= Japanese format (YY-MM-DD)

- B: Decimal Point Position

	DISPLAY	PRINTING
0	0	12345678
1	.0	1234567.8
2	.00	123456.78

→ Default

**Change condition:**

1. The sales total memory must be blank
2. When the register has registration data, must make sure all Reports are reset and the grand total is blank.

- C: Rounding for multiplication sales  
0 = Round Off (5/4) → Default  
1 = Round Up  
2 = Cut Off

- D: 0 → Fixed

- E: Deptshift key enable or not  
0 = Disable  
1 = Enable → Default

## (2) Terminal Status 2

F 0 2 - A B C D E

- A: The PLU stock function is active or not  
**0** = The Stock Function is not allowed → Default  
**1** = The Stock Function is allowed
- B: The Bottom message printed in the receipt" head flag.  
**0** = Print the bottom message in the receipt's tail. →Default  
**1** = Print the bottom message in the receipt's head..
- C: The clerk is support or not in the REGISTER mode (\*1)  
**0** = Clerk pass neglect → Default  
**1** = Need the clerk pass before the transaction  
\*1 This flag can changeable after clerk Z (6), clerk periodical Z (16) report.
- D: ALL negative operation flag need password or not  
**0** = Not need to enter password  
**1** = Need to enter password → Default
- E: Wind motor switch  
**0** = Do not wind the paper during printing feed → Default  
**1** = Wind the paper during feed.

### (3) Terminal Status 3

F 0 3 - A B C D E

- A: Print the subttl data when press the subttl key  
**0** = Do not print the subttldata when press the subttl → Default  
**1** = Print the subttl data when press the subttl key
- B: REGISTER or TRAINING mode NS key press, enable or not to print the receipt  
**0** = Disable  
**1** = Enable → Default
- C: The REGISTER mode PLU Linked Department Print flag  
**0** = Do not print the linked department when do the PLU transaction → Default  
**1** = Print the linked department when do the PLU transaction
- D: Control if allow direct tender or not  
**0** = Not allow direct tender.  
**1** = Allowed. → Default
- E: Payment flag  
**0** = Normal payment → Default  
**1** = The inputted amount must be bigger or equal to the total amount

#### (4) Terminal Status 4

F04 - A B C

A: 0 → Fixed

B: 0 → Fixed

C: When press tax shift key, the function is not shot or stay down  
0 = Tax shift one-shot. → Default  
1 = Tax shift stay-down



## (6) Terminal Status 6

F 06    A   B   C   D   E   F

Because use the software lock to control ,if you select no, so need prompt to input the password.

- A: Refund operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- B: VOID operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- C: Amount Minus operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- D: %- operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- E: RA operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- F: PO operation need password or not in reg mode  
0 = No  
1 = Yes → Default

## (7) Terminal Status 7

F 07    A   B   C   D   E

- A: NO SALE operation need password or not in reg mode  
0 = No  
1 = Yes → Default
- B: PLU price changeable when sales not zero,  
0 = No  
1 = Yes → Default
- C: Item counter print on sales receipt  
0 = No  
1 = Yes → Default
- D: Buyers name/ID entering is compulsory,  
0 = No → Default  
1 = Yes
- E: If pressed the DISC key, subtract the subtotal amount's decimal fraction directly or not.  
0 = Not allowed → Default  
1 = Allowed

## (8) Terminal Status 8

F08	A	B	C	D	E
-----	---	---	---	---	---

- A: ZERO SKIP on X/Z report,(not include DEPT and PLU),  
0 = No  
1 = Yes → Default
- B: ZERO SKIP on DEPT/PLU report  
0 = No  
1 = Yes → Default
- C: DEPT share % print on X/Z financial report,  
0 = No  
1 = Yes → Default
- D: DEPT sales print on X/Z financial report,  
0 = No  
1 = Yes → Default
- E: Open drawer when cash in drawer report,  
0 = No  
1 = Yes → Default

## (9) Terminal Status 9

F09	A	B	C	D	E
-----	---	---	---	---	---

- A: Printing Journal format or Receipt format  
0 = Receipt → Default  
1 = Journal
- B: 1 → Fixed
- C: 1 → Fixed
- D: Item counter or Sales counter  
0 = No  
1 = Yes → Default
- E.: PLU use itself VAT or use VAT in DEPT  
0 = Use itself VAT → Default  
1 = Use VAT in DEPT

**Note:**

When this flag is 0, VAT that the PLU linked is itself

When this flag is 1, VAT that the PLU linked is the DEPT's VAT.

### (10) High Amount Lock-out Preset

The High Amount Lock-Out limits the amount allowed to be entered in a department, PLU or other function key. When the amount entered is over the HALO amount, an error will occur.

H-      X   X   X   X   X   X   X   X

XXXXXXXX: Subtotal HALO preset. Maximum 8 digits (0 – 99999999).

E.g. Set 100 as limit, enter 10000. The display will be 100.00.

### (11) Password for Prog, S and Z position by Software Lock

When uses the Software Lock to select the operation mode, can preset a password that only to those you may want to perform these functions in Prog, S and Z mode

PASS -    X   X   X   X

XXXX: password (0 – 9999)

0 means that no password.

### (12) Graphic logo Selection

Logo      X

XX: graphic logo selection (0-21). For value = 0, graphic-logo is not activated.

**Note:**

1- 20 for the graphic logo in ROM.

21 for user-defined logo in SRAM, which can be download by the PC software. If user does all clear operation, it must be downloaded again.

“P” mode→(901)→【X/TIME】→ Printing all the Logos

### (13) Negative password

PASS      0 0 0 0

XXXX: password (0 – 9999)

0 means that no password.

#### (14) Terminal Status 14

F 14

A B C D

- A: The waiters need input password or not.  
0 = Not input the waiter" password → Default  
1 = Must input the waiter" password when open the table
- B: Whether sure the waiters password or not  
0 = Not to sure the password. → Default  
1 = Must sure the password.
- C: Print the check out bill flag  
0 = Not print the check out bill information when tender the table.  
1 = Print check out bill information when tender the table. → Default
- D: Print the table barcode or not.  
0 = Don" support print the table barcode when suspend table. → Default  
1 = Print the table barcode when suspend table and Open the table when scanner the table barcode.  
2 = Print the table barcode when suspend table and Do cash when scanner the table barcode.

## 8.5. VAT Rate Preset

### **Change condition:**

1. The sales total memory must be blank.
2. When the register has registration data, must make sure all reports are reset and the grand total is blank.

### **VAT Rate Preset:**

(X)→【RA】→(VAT RATE)→【SUBTLL】→(DESCRIPTOR)→【SUBTLL】→【CASH】/【CHECK】



(Repeat if needed)

- ※ **X** = No. of VAT (1-4), There are 4 kinds of VAT rate.
- ※ **VAT Rate** :( 00.000%-99.999%)
- ※ **Descriptor**: Max.12 characters. See **6.2. Descriptors Inputting** section for the detail info.

### **Note:**

*After you program the tax, you also have to individually specify which departments are to be taxed.*

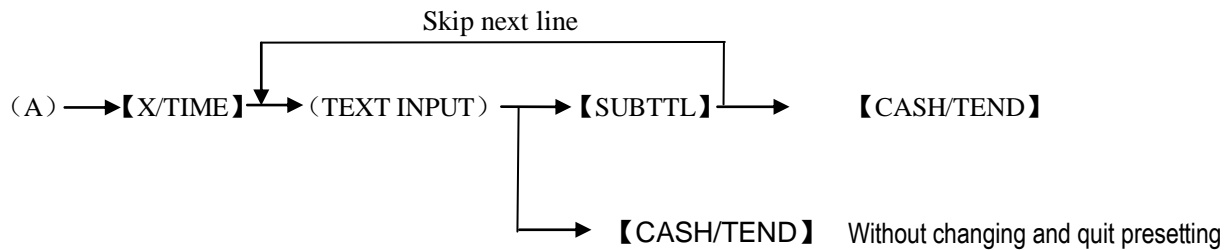
Please refer to **8.2. Department Preset** section.

After preset all the VAT/TAX Rate preset you can press **【CHECK】** Key for printing them.

## 8.6. Welcome Message Preset

The Welcome Message can only be set with maximum 6 lines. Each line has maximum characters as follows:

Normal	32 characters
Double Width	16 characters
Double Height	32 characters
Double width and height.	16 characters



A : Line Code

- 21 = 1<sup>s</sup> line
- 22 = 2<sup>n</sup> line
- 23 = 3<sup>r</sup> line
- 24 = 4<sup>t</sup> line
- 25 = 5<sup>t</sup> line
- 26 = 6<sup>t</sup> line

See **6.2. Descriptors Inputting** section for the detail information

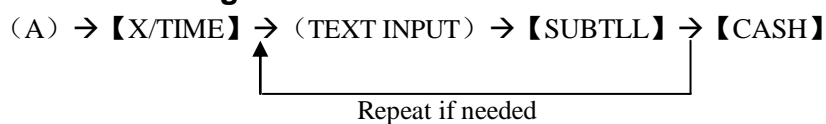
### How to cancel one line already programmed?

E.g. cancel the third line

#### Steps:

“Prog” mode → (23) → [X/TIME] → [SPACE] → [SUBTTL]

## 8.7. Trailer Message Preset



A : Line Code

- 31 = 1<sup>s</sup> line
- 32 = 2<sup>n</sup> line
- 33 = 3<sup>r</sup> line
- 34 = 4<sup>t</sup> line
- 35 = 5<sup>t</sup> line
- 36 = 6<sup>t</sup> line

※ For detail operation please refer to Welcome Message Preset

## 8.8. Clerk Programming

(A) → **【CLERK I.D.】** → (SECRET CODE) → **【SUBTTL】** → (DESCRIPTOR) → **【SUBTTL】** → **【CASH/TEND】** / **【CHECK】**

```
graph LR; A["(A)"] --> CLERK["【CLERK I.D.】"]; CLERK --> SECRET["(SECRET CODE)"]; SECRET --> SUBTTL1["【SUBTTL】"]; SUBTTL1 --> DESC["(DESCRIPTOR)"]; DESC --> SUBTTL2["【SUBTTL】"]; SUBTTL2 --> CASH["【CASH/TEND】"]; CASH --> CHECK["【CHECK】"]; SECRET -.->|Repeat if needed| SUBTTL2;
```

**A:** 1-15, a maximum of 15 clerks can be preset.

**Secret Code:** 4 digits

**Descriptor:** Max .12 characters. **6.2. Descriptors inputting.** section for the detail information

If the current clerk is completed, the machine will automatically increase to the next clerk program. After presetting all the clerks, user can simply depress the **【CASH/TEND】** key for quit, or depress the **【CHECK】** key for printing all the clerk preset.

**Note:**

The password cannot be zero and no two passwords can be the same.

## 8.9. Free Function Key Preset

Using the Code Numbers in the following table, the user can re-define the function of each key, the only keys that cannot be programmed are numeric keys (0-9), "CLEAR", and "X/TIME".

CODE	KEY	CODE	KEY	CODE	KEY
10	“.”	49	#/NS	85	DEPT 15
11	“00”	50	EC	86	DEPT 16
12	“000”	51	PCASH 1	87	DEPT 17
13	PLU	52	PCASH 2	88	DEPT 18
14	CLERK I.D.	53	PCASH 3	89	DEPT 19
16	MODE	54	PCASH 4	90	DEPT 20
17	FEED	55	MISC	91	DEPT 21
20	DEPT SHIFT	57	AMT	92	DEPT 22
21	DEPT 1	59	TRS VOID (CANCEL)	93	DEPT 23
22	DEPT 2	60	BILL PRINT	94	DEPT 24
23	DEPT 3	61	OPENTABLE	96	WAITER
24	DEPT 4	62	CLOSETABLE	97	TIP IN
25	DEPT 5	63	TRANSTABLE	98	TIP OUT
26	DEPT 6	68	WEIGHTING	101~220	DPLU1~DPLU120
28	CUSTOMER ID	70	FCE	231~240	CONTAINER01~ CONTAINTER10
31	% Disc (%1)	71	FCE1		
32	%PLUS (%2)	72	FCE2		
33	%3	73	FCE3		
40	CASH/TEND	74	FCE4		
41	CHECK	77	DEPT7		
42	CHARGE	78	DEPT 8		
43	RA	79	DEPT 9		
44	PO	80	DEPT 10		
45	MINUS ( - )	81	DEPT 11		
46	SUBTTL	82	DEPT 12		
47	VOID	83	DEPT 13		
48	REFUND	84	DEPT 14		

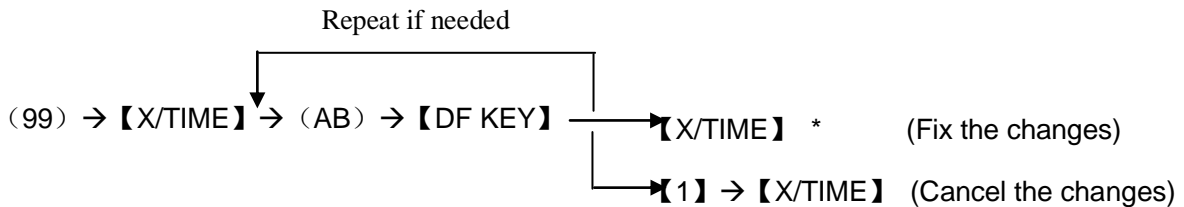
## Key Physical Position Code

( ) .... The key code and key name are defined by user.

■ .... The position cannot be re-defined.

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
(9)	X/TIME	7	8	9	(14)	(15)	(16)
(17)	(18)	4	5	6	(22)	(23)	(24)
(25)	(26)	1	2	3	(30)	(31)	
CLEAR	(33)	0	(35)	(36)	(37)	(38)	

### 1. Procedure:



AB: Key Code

DF KEY: New key position to be defined.

### 2. Printing the current key layout.

(99) → 【X/TIME】 → (9) → 【X/TIME】

It will help you knowing the current key layout.

### 3. Restoring to the initial layout:

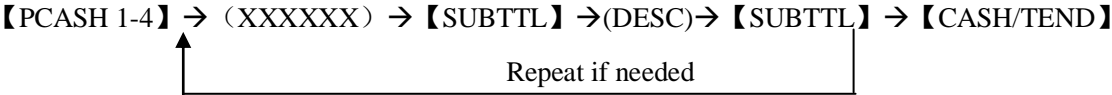
(99) → 【X/TIME】 → 【0】 → 【X/TIME】

### Example:

Let us define **OPEN TABLE** key on “1” (FEED), **TRANS TABLE** key on “2”

99      【X/TIME】  
 61      【FEED】      → OPEN TABLE key's code is “61”  
           【X/TIME】

**8.10. Preset Cash Programming**



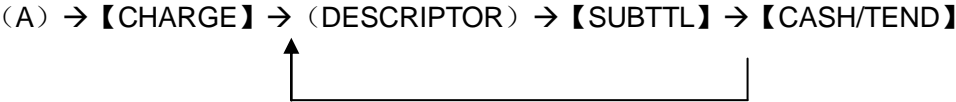
**XXXXXX:** The amount of preset price (max.6 digits)  
**Desc:** max.12 characters. See **6.2. Descriptors Inputting** section for the detail info.  
 The PCASH 1-4 keys locations can be defined by user.

**8.11. Check Key Programming**



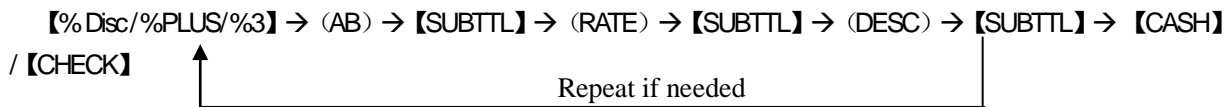
**A:** 1-5  
**Descriptor:** Max.12 Characters. See **6.2. Descriptors Inputting** section for the detail info.

**8.12. Charge Key Programming**



**A:** 1-5  
**DESCRIPTOR:** Max.12 Characters. See **6.2. Descriptors Inputting** section for the detail information

### 8.13. %Disc (%1), %PLUS (%2) and %3 Preset



**AB:** status

**A:** Status 1

**Note:** When changing the status A must make sure sales total memory of % is zero (i.e. when no sales are made of after a Daily Z Report is taken to reset the sales data of the % into zero)

Code No	After Subtotal	After Item	+ / -
0	YES	YES	+
1	YES	YES	-
2	YES	NO	+
3	YES	NO	-
4	NO	YES	+
5	NO	YES	-
6	NO	NO	+
7	NO	NO	-

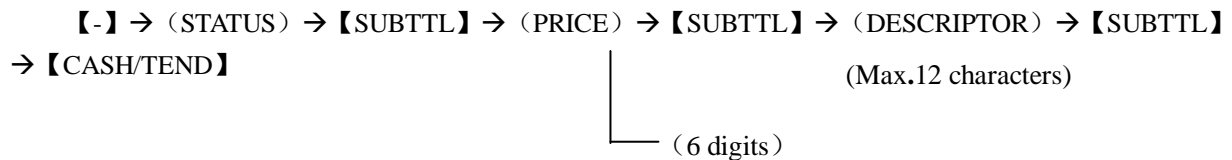
**B:** Status 2

Code No	Rate Rounding
0	Rounding off
1	Rounding Up
2	Cut off

**Percent Rate:** 0.000% - 99.999%

**Desc:** Descriptor, Max.12 characters. See **6.2. Descriptors Inputting** section for the detail information

### 8.14. Amount Minus (-) Preset



The status is as follows:

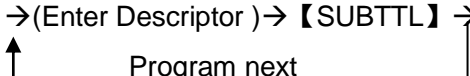
Code No	After Subtotal	After Item
0	N	Y
1	Y	N
2	Y	Y

## 8.15. Programming the Sale Mode Programmable Descriptor (Void, Refund, etc)

### Note:

The character format double width, double height, double width& height can be used in these descriptors inputting.

### Procedure:

(XX)→【X/TIME】→(Enter Descriptor)→【SUBTTL】→【CASH/TEND】  


**XX: 51~69**, each of them represents the default descriptor on the printout receipt

**Descriptor:** See **6.2. Descriptors Inputting** section for the detail information

Code	Default Descriptor	Programmable Max. Length	At the Receipt Position
51	Avbrutet	8	Void previously item
52	Retur	12	Refund
53	* to Item *	12	%/ Minus for item
54	* to SubT *	12	%/ Minus for subtotal
55	Auto Per	12	Auto percent for department
56	* E.C. *	20	Error corrector or void item directly
57	A <del>tt</del> betala	20	Subtotal
58	M <del>isc</del>	20	Misc tendering
59	K <del>ONTANT</del>	20	Cash tendering
60	A <del>ntal</del> varor	20	Total quantity
61	V <del>ÄXEL</del>	20	Change Amount
62	Mottaget per konto	20	RA operation
63	Utbetalt	20	PO operation
64	Senast Avbruten total	20	Open and suspend a table
65	Avbruten total	20	Open and suspend a table
66	* ÖVNINGSKVITTO *	32	Training mode
67	*** No sale***	32	Press #/NS key at Reg mode
68	Transaktionen Avbruten	32	Void all transaction
69	====>>>	32	Transfer a table to another

**User can through the following operation to print all**

Prog mode→(50)→【X/TIME】→(Sure)→...

Press 【SUBTTL】 key to confirm, other function keys to discard.

## 8.16. The Electronic Journal Function Is Enabled or Disabled

The electronic journal can active or not by the choice. The default is active

Prog mode→(161)→【X/TIME】→(X)→【SUBTTL】

**X:** can set 1-3

1 = the journal data is stored to ECR. (default)

2 = the journal data is stored to eTAX EJ card.

3 = the journal data is stored to both ECR and eTAX EJ card.

**8.17. Media Total in the Drawer Limit Function**

After one transaction is end, when the media total in drawer is over to the setting, machine will warn with “E043”. Clear the error message can begin a new transaction, but the scenario will recur except taking the Z report.

Prog mode→(171)→ **【X/TIME】** →(XXXXXXX)→ **【SUBTTL】**

**XXXXXXX**: it is the setting of maximum media total in the drawer

The max.and default total are 99999999 (Including decimal dots)

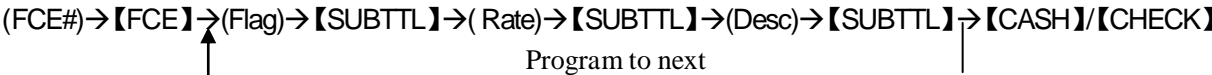
**8.18. Foreign Currency Exchange Rate Programming**

If you tender with foreign currency, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. To do this, you need to program the currency exchange rate first.

The **【FCE】** key is a free function key, program it to the keyboard before use it, and the key code is 70.

A maximum of four Foreign Currency Exchange Rates are available.

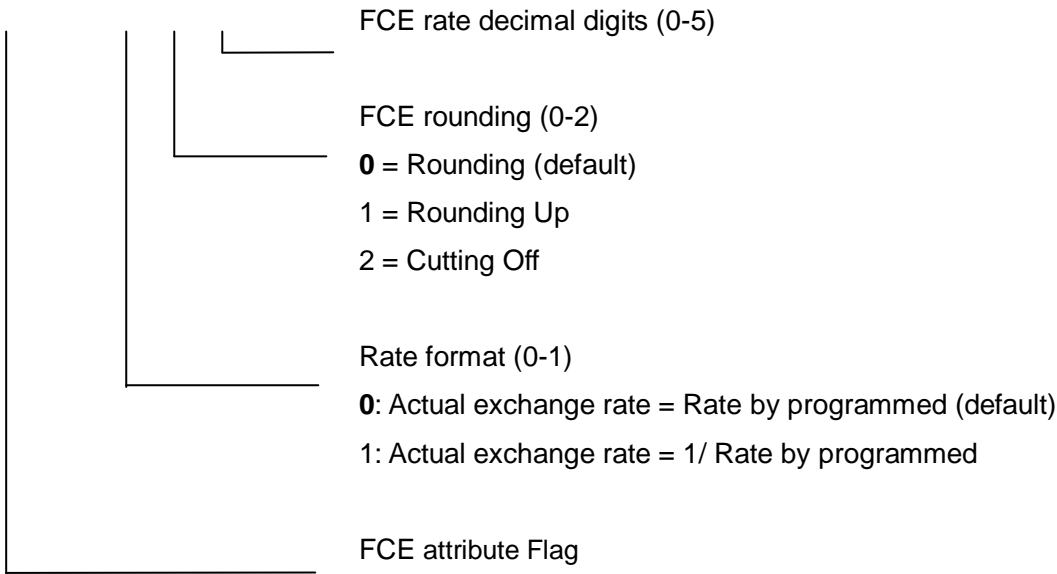
**Procedure:**



**FCE #:** 1~4

**FLAG** – displays as follows:

```
F01  0  0  0
```



**Exchange Rage:** Max 9 digits.

**Desc:** descriptor, max.12 characters.

**【CASH】** : Quit the setting

**【CHECK】** : Quit and Print all the FCEs setting

**In additional:**

You can use 4 FCE keys, they are FCE1, FCE2, FCE3 and FCE4, each of them that assigned to key coed are 71, 72, 73 and 74.

## 8.19. Other in Prog Mode

### 1. Version information

#### 1.1 Display the version ID

**Procedure:**

Prog mode→(102)→【X/TIME】 :Shows Version Number, This can be cleared by 【CASH】

#### Print the version ID

**Procedure:**

Prog mode→(801)→ 【X/TIME】

### 2. Preset the Department's Increment

**Procedure:**

Prog mode→(105)→ 【X/TIME】 →(X)→ 【SUBTTL】

X: department Increment: 1-24, 7 is default.

### 3. Adjusting the Position of Graphic Logo on the Receipt

In **Prog** mode, the operator can change the position of the “welcome message” and logo as it will be printed on the receipt.

**Option 1:**

(107) → 【X/TIME】 → (X) → 【SUBTTL】

**X can be set 0 or 1**

**0** = The “Welcome message” will not be printed on the top of the receipt simultaneously after the last receipt is printed.

**1** = The “Welcome message” will be printed on the top of the receipt simultaneously after the last receipt is printed. **(default)**

**Option 2:**

(108) → 【X/TIME】 → (X) → 【SUBTTL】

**X can be set 0 to or 1**

**0** = The logo image is printed at the end of the receipt. **(default)**

**1** = The logo image is printed beneath “Welcome Message” place.

### 4. Printing Error Code Corresponding List Table

**Procedure:**

Prog mode→(301)→ 【X/TIME】

## 5. Printing all Graphic-Logo Images

**Procedure:**

Prog mode→(901)→ 【X/TIME】

## 6. Preset the Feed Lines for after Receipt Printing

**Procedure:**

Prog mode→(902)→ 【X/TIME】 →(X)→ 【SUBTTL】

X: feed lines (0-20), 5 is default

## 7. Preset the Printer Heats up Time

Preset the printer heats up time in order to adjustment the printing effect

**Procedure:**

Prog mode→(903)→ 【X/TIME】 →(X)→ 【SUBTTL】

X: heats up time (0ms --> 300ms) 0 is default

## 8. Preset the time of clear the hour report

**Procedure:**

Prog mode→(120)→ 【X/TIME】 → (input the time ) → 【SUBTTL】

## 9. RETAIL MODE

### 9.1. Clerk Assign

#### 9.1.1 Sign on/off a Clerk

At the setting of Terminal Status 2-C is '1' (Clerk support), the clerk (operator) can be changed by sign in operation at the condition of displaying [OP       ].

**Sign off Operation:**

“Reg” mode → 【CLERK I.D.】

**Sign on Operation:**

(Clerk Secret Code) → 【CLERK I.D.】

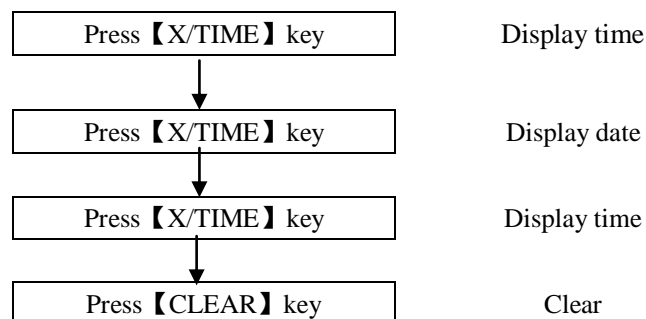
Once a clerk is signed on, the same clerk will remain the clerk signed on until the clerk signed off.

#### 9.1.2 Disable Clerk Function

If set the bit **C** of **Terminal Status 2** to "" (Clerk Function is not activated.), that means all operations which concerned the clerk would be invalid. Refer to Terminal Status 3 in **8.4. System Option Flag preset** section

### 9.2 Time Display

When outside a transaction, user can press the 【X/TIME】 key to display the current Time, press the 【X/TIME】 again to display the current Date.



Time Display Format:  
(Example: 3:30 p.m.)

15 - 30 - 20

### 9.3 Entering Starting Cash Amount (RA/PO)

If you want to prepare the change due in drawer before starting sale and enter the amount of the cash, use R/A function. To withdraw cash, use P/O function.

The amount can be check, charge and misc function other than cash.

**RA** (Received on account) entry

**Procedure:**

If set the bit **E** of **Terminal Status 6** to **1**, the RA operation need password.

**Reg mode**→ (Amount)→ **【RA】** →(Input password) → **【CASH】/【CHARGE】/【CHECK】/【MISC】**

Or **Reg mode**→ (Amount)→ **【RA】** → **【CASH】 / 【CHARGE】 / 【CHECK】 / 【MISC】**

**PO** (paid out)

**Procedure:**

If set the bit **F** of **Terminal Status 6** to **1**, the PO operation need password.

**Reg mode**→ (Amount)→ **【PO】** →(Input password)→ **【CASH】/【CHARGE】/【CHECK】/【MISC】**

**Amount:** Max. 999999.99

**Note:**

When using CHARGE, CHECK function for PO and RA, its only supports press the **【CHARGE】** or **【CHECK】** key directly, does not the way (X)→ **【CHECK】** or (X)→ **【CHARGE】** , X means the 1- 5 types for check or charge.

## 9.4. Department Sale Entries

### 9.4.1. Normal Operation

- Open-price department(the bit 1 of the department's flag set 2)  
(price entries)→ 【DEPTx】
- Preset-price department(the bit 1 of the department's flag set 1)  
【DEPTx】

The following table is the detailed method with 【DEPT SHIFT】 key.

- DEPT1~DEPT7  
【DEPT1-7】 Preset Price  
(Price) 【DEPT1-7】 Manual price entry
- DEPT 8~ DEPT 14  
【DEPT SHIFT】 【DEPT1-7】 Preset Price  
【DEPT SHIFT】 (Price) 【DEPT1-7】 Manual price entry
- DEPT 15~ DEPT21  
【DEPT SHIFT】 【DEPT SHIFT】 【DEPT1-7】 Preset Price  
【DEPT SHIFT】 【DEPT SHIFT】 (Price) 【DEPT1-7】 Manual price entry

#### **Note:**

Above examples are used for the department keys in standard key layout.

### 9.4.2 Repeat Operation

You can use this function when you sell two or more of the same items by pressing the same key.

- Open-price department  
(price entries)→ 【DEPTx】 → 【DEPTx】 …
- Preset-price department  
【DEPTx】 → 【DEPTx】 …

**Example:**

- (100) **【DEPT1】** → Manual price entry.
- 【DEPT1】** → Repeat DEPT1
- 【DEPT2】** → Preset Price2.00.
- 【DEPT2】** → Repeat DEPT2
- 【DEPT SHIFT】** ※
- (700) **【DEPT1】** → Dept 09 price 7.00.
- 【DEPT1】** → Repeat dept09
- 【SUBTTL】**
- (2500) **【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
DEPT01	1.00	1	1.00
DEPT01	1.00	1	1.00
DEPT02	2.00	1	2.00
DEPT02	2.00	1	2.00
DEPT09	7.00	1	7.00
DEPT09	7.00	1	7.00
<b>SUB</b>			<b>20.00</b>
-----			
<b>VAT1</b>			0.01
<b>VAT2</b>			0.36
<b>VAT3</b>			1.83
<b>Cash</b>			25.00
<b>Change</b>			5.00
Total Qty			6
Date	01-01-2010	Time	12:30
Clerk01		0001	#0001

※ **Note:**

Above example is used for the department keys in standard key layout.

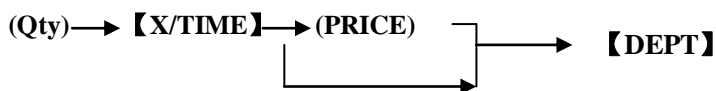
Other department please notice the **【DEPT SHIFT】** key.

If you defined the **【DEPT9】** key on the key layout, in the sample you can press it directly.

**9.4.3 Multiplication Operation**

You can use this function when you sell two or more same items, especially for a large quantity of items.

**Operation:**



When item is preset

※ Other department please notice the **【DEPT SHIFT】** key.

## 9.5. PLU Operation

During PLU transaction, the display shows PLU linked department No. and the PLU price. If user uses the “PLU stock function”, when a PLU stock amount is 0, the message **PLU StC 0** will be displayed.

There are five ways to enter a PLU.

1. **Bar Coded PLUs** which are PLUs programmed to be registered by a scanner.
2. **DPLU** keys are keys which are allocated to the keyboard. Up to 120 keys are available.
3. **Code entry PLUs** are any PLUs which are not allocated to a key on the keyboard.
4. **Link PLUs** are one main PLU links more slave PLUs.
5. **Menu PLUs** are pressing one container key can bring all the pre-programmed PLUs.

### Note:

When the PLU link tax and its department also link a tax, there is a terminal status to select use one tax, see the bit **E** of the **terminal status 9 ,0 is use PLU's tax,1 is use the department's tax.**

### 9.5.1 reset PLU Entry

**Bar Code PLUs:** Using the scanner scans the PLU directly **or** enter the barcode and then press **【PLU】** key

**DPLU:** Press DPLU key directly

**Code PLUs:** Enter PLU code → **【PLU】**

**Link PLUs:** Registered the main PLU same the way as barcode PLU, DPLU, or code PLU.

**Menu PLUs:** Press Container key directly

(6) **【PLU】** → Preset price 6.00  
**【SUBTTL】**  
 (1000) **【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
PLU0006	6.00	1	6.00
<b>SUB</b>			<b>6.00</b>
<b>VAT2</b>			0.55
<b>Cash</b>			10.00
<b>Change</b>			4.00
Total Qty			1
Date	01-01-2010	Time	12:30
Clerk01		0001	#0003

## 9.5.2 Open PLU Entry

■ **Note:**

**Menu PLUs** have no this operation.

**Bar Code PLUs:**

(Price) → **【AMT】** → Scan the PLU barcode → By Scanner

(Price) → **【AMT】** → (barcode input) → **【PLU】** → By keyboard

**DPLU:**

(Price) → **【AMT】** → **【DPLUx】**

**Code PLUs:**

(Price) → **【AMT】** → (PLU barcode) → **【PLU】**

**Link PLUs:**

(Price) → **【AMT】** → (Used the ways same as barcode PLUs, DPLU or code PLUs to register the main PLU)

**Example:**

PLU 6 is preset and PLU7 is an OPEN PLU.

(6) **【PLU】** → Preset price 6.00  
 (145) **【AMT】** → Temporarily enter price 1.45  
 (7) **【PLU】** → Enter open PLU 7  
**【SUBTTL】**  
 (1000) **【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
PLU0006	6.00	1	6.00
PLU0007	1.45	1	1.45
<b>SUB</b>			<b>7.45</b>
-----			
<b>VAT2</b>			0.65
<b>Cash</b>			10.00
<b>Change</b>			2.55
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0004

### 9.5.3 PLU Repeat Operation

The last registered PLU, including multiplication, can be repeated. Simply depress **【PLU】** key for the number times required immediately after a PLU entry.

If repeated registered barcode PLU **using scanner**, only can scan it more times directly.

**Example:**

\* In this example PLU 7 is an OPEN PLU.

- (6) **【PLU】** → Preset price 6.00
- 【PLU】** → Repeat PLU6
- (145) **【AMT】** → Temporarily enter price 1.45
- (7) **【PLU】** → Enter open PLU 7
- 【PLU】** → Repeat PLU7
- 【SUBTTL】**
- (1500) **【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
PLU0006	6.00	1	6.00
PLU0006	6.00	1	6.00
PLU0007	1.45	1	1.45
PLU0007	1.45	1	1.45
<b>SUB</b>			<b>14.90</b>
<b>VAT2</b>			1.09
<b>VAT3</b>			0.38
<b>Cash</b>			15.00
<b>Change</b>			0.10
Total Qty			4
Date	01-01-2010	Time	12:30
Clerk01		0001	#0005

## 9.5.4 PLU Multiplication Operation

### **Note:**

Menu PLU has no this operation.

### **Bar Code PLUs:**

① By scanner:

*Preset PLU:*

Enter the number of items → **【X/TIME】** → Scan the PLU bar code

*Open PLU:*

Enter the number of items → **【X/TIME】** →(input price)→ **【AMT】** → Scan the PLU bar code

② By keyboard:

*Preset PLU:*

Enter the number of items→ **【X/TIME】** → (input barcode)→ **【PLU】**

*Open PLU:*

Enter the number of items→ **【X/TIME】** →(input price)→ **【AMT】** →(input barcode)→ **【PLU】**

### **DPLU:**

*Preset PLU:*

Enter the number of items→ **【X/TIME】** → **【DPLUx】**

*Open PLU:*

Enter the number of items→ **【X/TIME】** →(Enter Price)→ **【AMT】** → **【DPLUx】**

### **Code PLUs:**

*Preset PLU:*

Enter the number of items → **【X/TIME】** → (PLU code)→ **【PLU】**

*Open PLU:*

Enter the number of items → **【X/TIME】** →(input price)→ **【AMT】** →(PLU code)→ **【PLU】**

### **Link PLUs:**

*Preset PLU:*

Enter the number of items→ **【X/TIME】** →Used the ways same as barcode PLUs, DPLU or code PLUs to register the main PLU)

*Open PLU:*

Enter the number of items → **【X/TIME】** →(input price)→ **【AMT】** → (Used the ways same as barcode PLUs, DPLU or code PLUs to register the main PLU)

## 9.6. Finalizing a Transaction

Press the **【SUBTTL】** key during a transaction when you want to know the sale subtotal including tax. Then the sale total will appear in the display.

Up to six different ways may be used to close a transaction.

### Re-printing the last receipt

last transaction's receipt, or press **【CASH/TEND】** key directly.

### 9.6.1 Direct Closing

Press the **【CASH/TEND】** directly

**Registrations – 【CASH/TEND】**

### 9.6.2 Cash Tendering

Enter the amount tendered by the customer and press the key **【CASH/TEND】** if it is cash tender. When the tendered amount is greater than the sale amount, the register will show the change due amount.

#### Example:

(150) **【DEPT03】** → Manual price entry  
 (350) **【DEPT04】** → Manual price entry  
**【SUBTTL】**  
 (1000) **【CASH/TEND】** → Tender amount is 10.00

Item Name	Price	Qty	Total
=====			
DEPT03	1.50	1	1.50
DEPT04	3.50	1	3.50
<b>SUB</b>			<b>5.00</b>
<b>VAT2</b>			0.45
<b>Cash</b>			10.00
<b>Change</b>			5.00
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0008

### 9.6.3 Preset Cash (PCASH) Tendering

Press the **【PCASH1~4】** that you defined directly

**Example:** **【PCASH 1】** key preset price 20.00

(150) **【DEPT03】** → Manual price entry  
 (350) **【DEPT04】** → Manual price entry  
**【SUBTTL】**  
**【PCASH1】** → Tender by PCASH1  
 PCASH 1 preset 20.00

Item Name	Price	Qty	Total
=====			
DEPT03	1.50	1	1.50
DEPT04	3.50	1	3.50
<b>SUB</b>			<b>5.00</b>
-----			
VAT2			0.45
PCASH1			20.00
Change			15.00
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0009

### 9.6.4. Charge Tendering

After **【SUBTTL】**, then enter the charge No. and press the **【CHARGE】** key. It will finalize transaction.

**Example: by Direct Payment**

(150) **【DEPT03】** → Manual price entry  
 (350) **【DEPT04】** → Manual price entry  
**【SUBTTL】**  
 (2) **【CHARGE】** → Tender by charge 2

Item Name	Price	Qty	Total
=====			
DEPT03	1.50	1	1.50
DEPT04	3.50	1	3.50
<b>SUB</b>			<b>5.00</b>
-----			
VAT2			0.45
CHARGE2			5.00
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0010

**Example: by Tendering**

(150) **【DEPT03】** → Manual price entry  
**【SUBTTL】**  
 (1000) **【X/TIME】**  
 (3) **【CHARGE】** → Tender by charge 3

DEPT03	1.50	1	1.50
<b>SUB</b>			<b>1.50</b>
-----			
VAT2			0.45
CHARGE3			10.00
Change			8.50
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0010

### 9.6.5. Check Tendering

After **【SUBTTL】** , then enter the check No. and press the **【CHECK】** key. It will finalize transaction.

#### Example: by Direct Payment

- (150) **【DEPT03】** → Manual price entry
- (350) **【DEPT04】** → Manual price entry
- 【SUBTTL】**
- (2) **【CHECK】** → Tender by check 2

Item Name	Price	Qty	Total
=====			
DEPT03	1.50	1	1.50
DEPT04	3.50	1	3.50
<b>SUB</b>			<b>5.00</b>
VAT2			0.45
CHECK2			5.00
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0011

#### Example: by Tendering

- (150) **【DEPT03】** → Manual price entry
- 【SUBTTL】**
- (1000) **【X/TIME】**
- (3) **【CHECK】** → Tender by check 3

DEPT03	1.50	1	1.50
<b>SUB</b>			<b>1.50</b>
VAT2			0.45
CHECK3			10.00
Change			8.50
Total Qty			2
Date	01-01-2010	Time	12:30
Clerk01		0001	#0010

### 9.6.6 Misc Tendering

This tendering method and cash tendering method can be used together in one transaction.

#### Example:

- (2) **【X/TIME】** → Quantity
- (10) **【PLU】** → PLU 10 price 10.00
- (3) **【X/TIME】** → Quantity
- (20) **【PLU】** → PLU20 price 20.00
- 【SUBTTL】**
- (5000) **【MISC】** → Tender by Misc
- (5000) **【CASH】** → Tender by cash

Item Name	Price	Qty	Total
=====			
PLU0010	10.00	2	20.00
PLU0020	20.00	3	60.00
<b>SUB</b>			<b>80.00</b>
VAT1			7.73
Misc			50.00
<b>SUB</b>			<b>30.00</b>
Cash			50.00
Change			20.00
Total Qty			5
Date	01-01-2010	Time	12:30
Clerk01		0001	#0012

## 9.6.7. Foreign Currency Tendering

### 9.6.7.1. Tender in Foreign Currency

**Procedure:**

Reg mode→(Registered items)→【SUBTTL】→(FCE#)→【FCE】→(Enter the foreign amount)→【CASH】 →change in local currency.

**For example:**

FCE3 1 local currency = 0.50000 foreign currency

Entering	Press key	Display
1000	【DEPT1】	0 1 1 0. 0 0 Display in local currency
2000	【DEPT3】	0 3 2 0. 0 0 Display in local currency
	【SUBTTL】	S 3 0. 0 0 Display in local currency
3	【FCE】	3 1 5. 0 0 Display in foreign currency
2000	【CASH/TEND】	C 1 0. 0 0 Cash in foreign currency      Change in local currency

**Notes:**

*Before pressing 【CASH】 key, you can press other key to discard FCE value, and press 【SUBTTL】 key again restoring to the local subtotal.*

### 9.6.7.2 Exchange Currency

Through this function, user can conveniently convert the price to the equivalent cost in the foreign currency outside of a transaction. To use this function, you must program the foreign currency exchange rate of the FCE key.

**Procedure:**

Reg mode→ (FCE#)→ 【FCE】 → (Enter the foreign currency amount)→ 【CASH/TEND】 → displays the exchange amount

- a. Press 【SUBTTL】 key to issue and quit.
- b. Press other key to quit.

## 9.7. Refund Operation

REFUND operation only use after a sale. When does refund operation, you only do it, can not do other operation.

If set the bit **A** of **Terminal Status 6** to **1**, the refund operation need password.

\* Return DEPT

【REFUND】 → (PRICE) → 【DEPT】

\* Return the bar code PLU:

【REFUND】 → Scans bar code PLU

【REFUND】 → (Input bar code) → 【PLU】

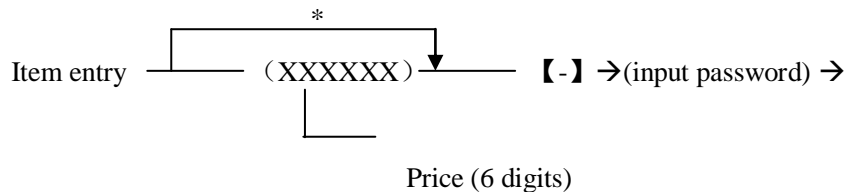
## 9.8. Amount Minus (-) Operation

**Note:** After registering one **Menu PLU**, cannot do amount minus operation immediately.

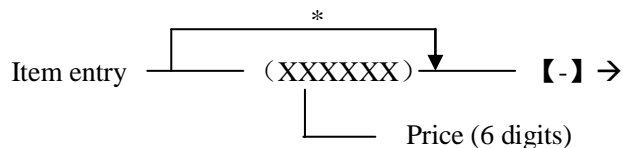
If set the bit **C** of **Terminal Status 6** to **1**, the amount minus operation need password.

### 1. Item Amount minus Operation

**Operation:**



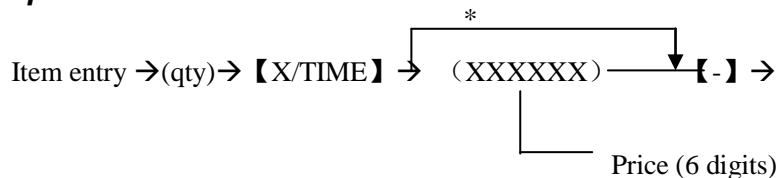
Or the operation as follow:



\* If you have already preset price for the 【-】 key, you can just press it.

You also can do multiplication with the 【-】 key the same as the department.

**Operation:**



**Qty:** quantity

\*f you have already preset price for the 【-】 key, you can just press it.

**Example:**

【-】 key has already preset price 1.00

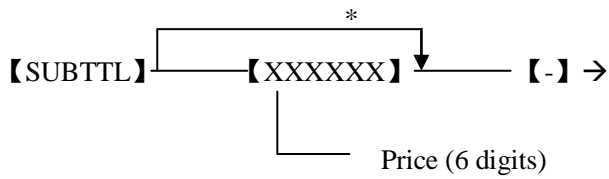
【DEPT2】 → Preset price 2.00  
 【-】 → Used preset price 1.00  
 (400) 【DEPT4】  
 (200) 【-】 → Manual entry  
 (600) 【DEPT6】  
 (2) 【X/TIME】  
 (200) 【-】 → Manual entry  
 【DEPT SHIFT】  
 (800) 【DEPT2】  
 (6) 【X/TIME】  
 【-】 → Used preset price 1.00  
 【CASH/TNED】

Item Name	Price	Qty	Total
=====			
DEPT02	2.00	1	2.00
Minus	1.00		
* to Item *		1	-1.00
DEPT04	4.00	1	4.00
Minus	2.00		
* to Item *		1	-2.00
DEPT06	6.00	1	6.00
Minus	2.00		
* to Item *		2	-4.00
DEPT10	8.00	1	8.00
Minus	1.00		
* to Item *	1.00	6	-6.00
<b>SUB</b>			<b>7.00</b>
<b>VAT 1</b>			0.64
<b>Cash</b>			7.00
Total Qty			4
Date	01-01-2010	Time	12:30
Clerk01		0001	#0015

※ **Note** : Must ensure the minus amount is less than the item amount.

## 2. Subtotal Amount minus Operation

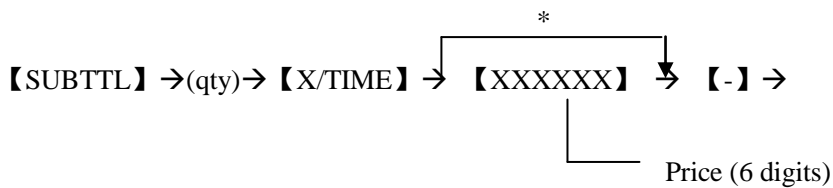
### Operation:



\* If you have already preset price for the **[-]** key, you can just press it.

You also can do multiplication with the **[-]** key the same as the department.

### Operation:



**Qty:** quantity

\* If you have already preset price for the **[-]** key, you can just press it.

### Note:

Both of methods must ensure the minus amount is less than the subtotal amount.

### Example:

(200) **【DEPT2】**  
 (400) **【DEPT4】**  
 (600) **【DEPT6】**  
**【SUBTTL】**  
 (200) **【-】** → Manual entry  
**【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
DEPT02	2.00	1	2.00
DEPT04	4.00	1	4.00
DEPT06	6.00	1	6.00
<b>SUB</b>			<b>7.00</b>
Minus	2.00		
* to SubT *		1	-2.00
<b>SUB</b>			<b>10.00</b>
<b>VAT 1</b>			0.91
<b>Cash</b>			10.00
Total Qty			3
Date	01-01-2010	Time	12:30
Clerk01		0001	#0016

**9.9. Percentage (% Disc, % Plus and %3) OPERATION**

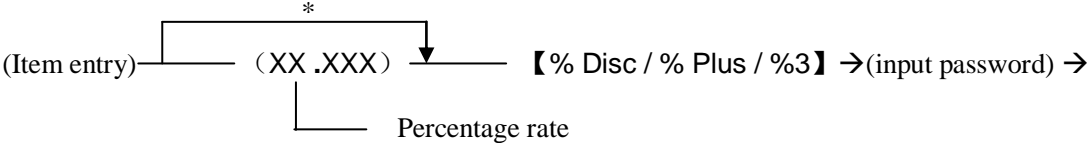
According to the % key's programmed status, it will act as a premium key or a discount key. And it can be programmed for item entries or for the subtotal.

**Note:** After registering one **Menu PLU**, cannot do % operation immediately.

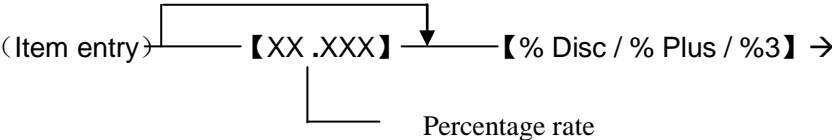
**1. % for item entries**

**Operation:**

If set the bit **D** of **Terminal Status 6** to **1**, the % operation need password.



Or the operation as follow



\* When % key is programmed for preset.

**Example:**

%Disc preset -5%, after item and subtotal is allowed.

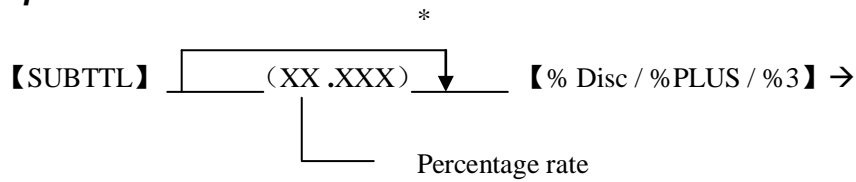
PLUS% preset 15%, after item and subtotal is allowed.

(500)    **【DEPT1】**            → Manual price entry  
           **【% Disc】**            → Used preset rate -5%  
           **【DEPT2】**            → Preset price 2.00  
 (10)    **【% Disc】**            → Manually enter -10%.  
 100     **【PLU】**  
           **【% PLUS】**            → Used preset rate 15%  
 (145)   **【AMT】**            → PLU200 price 1.45  
 (200)   **【PLU】**  
 (10)    **【% PLUS】**            → Manually enter 10%  
           **【SUBTTL】**  
           **【CASH/TNED】**

Item Name	Price	Qty	Total
=====			
DEPT01	5.00	1	5.00
%DISC			-5.000%
* to Item *			-0.25
DEPT02	2.00	1	2.00
%DISC			-10.000%
* to Item *			-0.20
PLU0100	100.00	1	100.00
%PLUS			15.000%
* to Item *			15.00
PLU0200	1.45	1	1.45
%PLUS			10.000%
* to Item *			0.15
<b>SUB</b>			<b>123.15</b>
-----			
<b>VAT1</b>			0.60
<b>VAT2</b>			15.21
<b>Cash</b>			123.15
Total Qty			4
Date	01-01-2010	Time	12:30
Clerk01		0001	#0017

**2. % for subtotal**

**Operation:**



\* When % key is programmed for preset.

**Example:**

- (500) **【DEPT1】** → Manual price entry
- (600) **【DEPT2】**
- 【SUBTTL】**
- (10) **【%PLUS】** → Manually enter 10%.
- 【SUBTTL】**
- 【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
DEPT01	5.00	1	5.00
DEPT02	6.00	1	6.000
SUB			11.00
%PLUS			10.000%
* to SubT *			1.10
<b>SUB</b>			<b>12.10</b>
<b>VAT 1</b>			1.10
<b>Cash</b>			12.10
Total Qty			2
Date 01-01-2010		Time 12:30	
Clerk01		0001	#0018

## 9.10. VOID Operation

You can void any item before tendering.

### Note:

If one **Link PLU** both linked descriptive PLU and gift PLU, when did the void operation, for the void items, just print the main PLU and descriptive PLU.

### 9.10.1 Direct Void Operation

If set the bit **B** of **Terminal Status 6** to **1**, the void operation need password.

After entering one item, press **【VOID】** key directly, you must input a right password or After entering one item, press **【VOID】** key directly, then can cancel this item.

### Example:

(500) **【DEPT1】** → Manual price entry  
**【VOID】** → Void dept01  
**【DEPT2】** → Preset price 2.00  
**【VOID】** → Void dept 02  
(100) **【PLU】** → Normal PLU100  
**【VOID】** → Void PLU100  
(145) **【AMT】** → PLU200 price  
(200) **【PLUT】**  
**【VOID】** → Void PLU200  
**【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
DEPT 01	5.00	1	5.00
* E.C. *			-5.00
DEPT02	2.00	1	2.00
* E.C. *			-2.00
PLU0100	100.00	1	100.00
* E.C. *			-100.00
PLU0200	1.45	1	1.45
* E.C. *			-1.45
<b>SUB</b>			<b>0.00</b>
<b>Cash</b>			0.00
Total Qty			0
Date	01-01-2010	Time	12:30
Clerk01		0001	#0019

## 9.10.2 Void Previously Items Operation

### **VOID department**

(price)→ **【VOID】** → **【DEPTx】**

→Void DEPT manual price entries

**(0)**→ **【VOID】** → **【DEPTx】**

→Void preset DEPT

### **Void PLU**

#### **1. Void preset PLU which used PLU barcode. registered.**

(PLU barcode)→ **【VOID】** → **【PLU】**

#### **2. Void OPEN PLU which used PLU barcode registered.**

(Price)→ **【AMT】** → **【VOID】** →(PLU barcode)→ **【PLU】**

#### **3. Void PLU (Preset or Open price) which used barcode registered.**

##### **1. By scanner**

(Price)→ **【AMT】** → **【VOID】** → scans barcode

##### **2. By keyboard**

(Price)→ **【AMT】** → **【VOID】** → (barcode input)→ **【PLU】**

### **Note:**

If you want to void the entire Menu PLUs, press [VOID] key immediately after registering it. The operation of voiding the item which included the Menu PLUs could not support.

### 9.10.3 Error Correct Operation

If you make any correction by pressing **【EC】** key immediately after the incorrect one, it is the same as Direct Void Operation.

It can correct the Department, PLU, %, RM, Designate Void Operation, and REFUND etc. The following is a simple example:

**Example:**

			Item Name	Price	Qty	Total
(450)	<b>【DEPT1】</b>	→ Manual price entry				
	<b>【EC】 / 【VOID】</b>					
(100)	<b>【DEPT1】</b>	→ EC price 4.50	DEPT01	4.50	1	4.50
	<b>【DEPT2】</b>	→Preset price 2.00	* E.C. *			-4.50
(300)	<b>【DEPT3】</b>		DEPT01	1.00	1	1.00
(10)	<b>【% Disc】</b>		DEPT02	2.00	1	2.00
	<b>【EC】 / 【VOID】</b>	→ EC % Disc operation	DEPT03	3.00	1	3.00
(400)	<b>【DEPT4】</b>		%Disc			-10.000%
(0)	<b>【VOID】</b>	→Void DEPT02	* to Item *			-0.30
	<b>【DEPT2】</b>		* E.C. *			0.30
	<b>【EC】 / 【VOID】</b>	→ EC void dept02	DEPT04	4.00	1	4.00
(500)	<b>【DEPT5】</b>		DEPT02	*	-2.00	
			VOI			
			D*			
(100)	<b>【-】</b>		* E.C *			2.00
	<b>【EC】 / 【VOID】</b>	→ EC refund o operation	DEPT05	5.00	1	5.00
	<b>【SUBTTL】</b>		Minus		1.00	
	<b>【CASH/TEND】</b>		* to Item *		1	-1.00
			* E.C *			1.00
			<b>SUB</b>			<b>15.00</b>
			<b>VAT1</b>			1.36
			<b>CASH</b>			15.00
			Total Qty			5
			Date	01-08-2004	Time	12:30
			Clerk01	0001	#0021	



**9.12. VAT Operation**

In normal transaction taxes are automatically collected according to the department's programmed taxable status. Please refer to **8.2.Department Preset** section

(105)    **【DEPT1】**            → Manual price  
 (110)    **【DEPT2】**  
 (115)    **【DEPT3】**  
 (120)    **【DEPT4】**  
 (125)    **【DEPT5】**  
 (130)    **【DEPT6】**  
           **【SUBTTL】**  
           **【CASH/TEND】**

Item Name	Price	Qty	Total
=====			
DEPT01	1.05	1	1.05
DEPT02	1.10	1	1.10
DEPT03	1.15	1	1.15
DEPT04	1.20	1	1.20
DEPT05	1.25	1	1.25
DEPT06	1.30	1	1.30
<b>SUB</b>			<b>7.05</b>
-----			
VAT1			0.05
VAT2			0.10
VAT3			0.15
VAT4			0.20
VAT5			0.25
VAT6			0.30
Total VAT amount			1.05
Cash			7.05
Total Qty			6
Date	01-01-2010	Time	12:30
Clerk01		0001	#0025

\* In the above example DEPT1 is programmed for VAT1, DEPT2 is for VAT2 and DEPT3 is for VAT3. DEPT4 is for VAT4. DEPT5 is for VAT5, DEPT6 is for VAT6.  
 VAT1 rate is 5.00%, VAT2rate is 10.00%, VAT3 rate is 15.00% and VAT4 rate is 20%, VAT5 rate is 25%, VAT6 rate is 30%.

### 9.13. No Sale Operations

Whether or not NO SALE operation allowed in reg mode, please see the **A** bit of **terminal status7**.

#### OPEN DRAWER

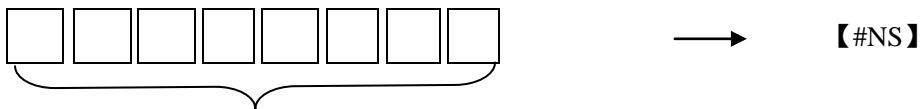
The **#/NS** key will open the cash drawer when you have not already started a transaction.

1. Press the **【#/NS】** key
2. The drawer will open and a receipt is printed.

#### 2. Non- Add Number

When any code number is to be recorded for future reference, such as a check no., customer no. etc. A Non-add Number Print function is used.

#### **Operation:**



Code Number Max.8 digits (0-9)  
(Decimal Point is not allowed)

#### **\* Note:**

- 1.. A Non-add Number can be entered at the starting of a sale or any time during a sale if it is not finalized.
2. The entered number will not affect any sales data, it is simply a print for reference.  
The preceding number cannot be '0'

### 9.14. Calculator Function

The register offers a calculator function. You can use it any time at the registration without affecting the sales.

Procedure: “Reg” mode → **【1】** → **【SUBTTL】**

Quit the Calculator Function:

Press the **【SUBTTL】** key located on the default keyboard layout.

The keys of calculator are located as follows, and the positions are fixed.

		<b>CL</b>	<b>CE</b>	<b>BK</b>	<b>- / +</b>		
		<b>7</b>	<b>8</b>	<b>9</b>	<b>+</b>		
		<b>4</b>	<b>5</b>	<b>6</b>	<b>-</b>		
		<b>1</b>	<b>2</b>	<b>3</b>	<b>*</b>		
		<b>0</b>	<b>00</b>	<b>.</b>	<b>/</b>		<b>=</b>

**Note:**

It is only a simple calculator, supports addition, subtraction, multiplication and division.

As only 10 digits can be displayed, the calculator can display max. **9** digits. The highest digit is used to display the symbol.

**Example:**

456789\*0.3694=168737.8566

The result is: 168737.857

When the value includes the fraction exceeds 9 digits, it will only display the integer portion.

**Example:**

999999987 \*0.56478=564779992.65786

The result is: 564779993

When the value integer portion exceeds the 9digits, it will display nothing and the buzzer will alarm. So the calculator can compute max. Value is 999999999.4999 and the min. value is -999999999.4999.

CL: Clear the current computation

CE: Clear the input data

BK: Delete the last one digit of the current display data, as the backspace function

-/+ : Change the Plus or minus symbol of the current display data

### 9.15. Recalculate the Change Amount

After finalizing a transaction paid by cash, for some reason, the change due is cleared or the cash amount tendered is changed from customer. Through the following operation User can recalculate the change amount.

(Enter cash amount)→ **【CASH】**

The display will review the cash change.

**Note:**

It must out of a transaction and the amount of the tender entered cannot less than the amount purchased.

This operation can also be used for closing a table temporarily in the Restaurant Mode.

### 9.16. INPUT CUSTOMER'S INFORMATION

There are tow ways to input the customer's Information.

**The first way:**

Define a key to customer's Information to physical key in keyboard.

Detailed using guide refer to **8.9. Free Function key Preset** section.

Operation:

R mode → **【CUSTOMER ID】** → (Input the customer's Information)→ **【SUBTTL】** →  
**【SUBTTL】** → **【CASH/TEND】**

**The second way:**

Operation:

R mode→ (11) → **【SUBTTL】** → (Input the customer's Information)→ **【SUBTTL】** →  
**【SUBTTL】** → **【CASH/TEND】**

## 10. RESTAURANT MODE

The operation of changing to the Restaurant Mode, see **5.Working Type Choice** section.

### 10.1. Major Features

The special RESTAURANT mode provides:

- Maximum 100 open tables
- 100 simultaneously open items for an open table.
- Max. 50 waiters
- Tip function
- Transfer one table to another

### 10.2. Table Preset

**Note:**

The function is only for Restaurant Mode.

**Condition:**

1. Switch the ECR to Prog mode.
2. The **【OPENTABLE】** key location must be defined in the keyboard. See **8.9.Free Function Key Preset** of **PROGRAMMING** section.

**Operation:**

(Table No.) → **【OPENTABLE】** → (Table Name) → **【SUBTTL】** → **【CASH】** / **【CHECK】**  
↑  
Repeat if needed

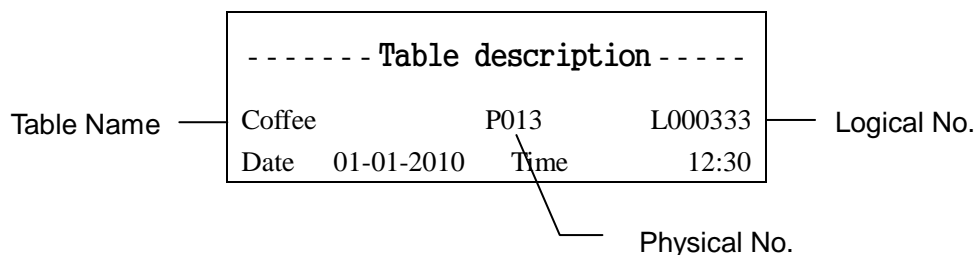
**Table No.:** The physical number (1-100), if you program the logical number, then to reprogram you must use the logical number here and open a table at the restaurant operation.

**Table Name:** Max. 12 characters. See **6.2. Descriptors Inputting** section for the detail info.

**Example:** The table 013 logical number is 333, name is coffee.

**“Prog” mode** → (13) → **【OPENTABLE】** → (333) → **【SUBTTL】** → (711534342424) → **【SUBTTL】** → **【CASH】**

Receipt format:



### 10.3. Table barcode Preset

“Prog” mode (100)→【X/TIME】→(input the position of bar code no.)→【SUBTLL】→(input the width) →【SUBTLL】→(input the height)→【SUBTLL】→(input the justification) →【SUBTLL】

In the procedure of programming the bar code, press the 【CASH】 to quit.

The position of table bar code no.

0= not print the bar code no.

1= print the bar code no. above the bar code

2= print the bar code no. under the bar code →Default

3= Print the bar code No. both above and under the bar code

The width of table bar code

2= the normal width →Default

3= the dilated bar code

The height of table bar code. The height range is 10~255,100 is default.

Adjust the table barcode

0= print the bar code on the left.

1= print the bar code in the middle. →Default

2= print the bar code on the right.

**Note:**

Whether or not print the table barcode, please see the **D** bit of **Terminal status 14**

### 10.4. Waiter Preset

A max. Of 50 waiters can be preset

(A)→【WAITER】→(PASSWORD)→【SUBTTL】→(DESC)→【SUBTTL】→【CASH】/【CHECK】

```
graph LR; A["(A)"] --> W["【WAITER】"]; W --> P["(PASSWORD)"]; P --> S1["【SUBTTL】"]; S1 --> D["(DESC)"]; D --> S2["【SUBTTL】"]; S2 --> C["【CASH】/【CHECK】"]; S1 -.->|Program next| W;
```

**A:** waiter code (1-50)

**Password:** 4digits

**Desc:** descriptor, waiter name, and max.12 characters. See **6.2 Descriptors inputting** section for the detail info.

**Note:**

The password cannot be zero and no two passwords can be the same.

## 10.5. REG Mode Operation

Most transaction operations are the same as the Retail Mode, the following only explains the special operation for the Restaurant Mode.

### 10.5.1 Open a Table and Suspend the Table

Opening a table is a procedure by which we keep an open account for a customer – table until the customers asks to pay for the account.

Each table belongs to one and only one clerk. When a clerk opens a table, all servings to that table are counted for his record.

**Operation:**

(Table No.)→ **【OPENTABLE】**→ (Clerk Secret Code)→ **【CLERK I.D.】**→ (Registrations)→ ...

Clerk entry condition refer to \*)

You can press **【CLOSETABLE】** key or **【OPENTABLE】** key again to close a table any time, and then serve for other customer.

**\*) Clerk:** If clerk function is not activated, here this step will be omitted. Refer to the Bit C of Terminal Status 2.

**Note:**

1. Before entering the clerk code, you can press **【CASH/TEND】** key to discard opening this table.
2. During the opening table operation, ECR also offers the waiter function. If user wants to use this function, please see **10.7. Waiter function** section .
3. During the opening table operation, user can print the bill anytime when press **【BILL PRINT】** key. And when close table, also can use **【BILL PRINT】** key.

**Step:** (R mode) --> table No. --> **【BILL PRINT】**

### 10.5.2. Re-activate a Suspended Table

**Operation:**

(Table No.)→ **【OPENTABLE】**→ (Clerk Secret Code)→ **【CLERK I.D.】**→(registrations)→  
**【CLOSETABLE】**

**Note:**

The clerk code must be the clerk code that originally opened the table.

### 10.5.3. Finally Close a Table

Because a table belongs to the clerk that originally opened it, to finally close a table the clerk's code and the table must be active at the time. Else, you must do the following operation:

(Table No.) → **【OPENTABLE】** → ( Clerk Secret Code) → **【CLERK I.D.】** → (tendering)

After tendering, the **subtotal bill** is printed, follows the checkout bills is printed too.

**Example:**

- (66) **【OPENTABLE】** → Open the table 66
- (1) **【CLERK】** → Clerk 01 signed on
- (2000) **【CASH/TEND】**

Coffee			L000066
Last suspend total			15.50
Item Name	Price	Qty	Total
=====			
<b>SUB</b>			<b>15.50</b>
-----			
<b>VAT 1</b>			1.36
<b>Cash</b>			20.00
<b>Change</b>			4.50
Total Qty			6
Date	01-01-2010	Time	12:30
Clerk01		0001	#0042

**Subtotal bills**

**Note:**

Refer to the Bit C of **Terminal Status 14** to decide to print the final checkout bill or not. See **10.5.5. Final check out bills** section

### 10.5.4. Transfer One Suspended Table To Another

**Condition:**

The source table and destination table must be suspended at the time.

The **【TRANS TABLE】** key location must be defined in the keyboard. See **8.9.Free Function Key Preset** section And the source table must be suspended at the time.

**Operation:**

**【TRANS TABLE】** → (Source table No.) → **【OPEN TABLE】** → **【DESTINATION TABLE NO.】**  
 → **【OPEN TABLE】**

**Note:** If the destination table is suspended table, this operation is combine table. The ECR will display:

c	t	b	l		s	u	r	e	
---	---	---	---	--	---	---	---	---	--

Confirm this operation press **【SUBTOTAL】** key, press **【CLEAR】** key to discard.

And the table No. also can use the scanner input the table No..

**Example:** The two receipts are printed, transferring from table88 to table99.

The operation is as follows:

Table088			
Item Name	Price	Qty	Total
=====			
PLU0002	2.20	1	2.20
PLU0006	6.60	1	6.60
PLU0008	8.80	1	8.80
Suspend total			17.60
Total Qty			3
01-01-2007	Monday		12:30
Clerk01		0001	#0037

Table099			
Item Name	Price	Qty	Total
=====			
PLU0011	5.00	1	5.00
PLU0013	3.00	1	3.00
PLU0015	4.20	1	4.20
Suspend total			12.20
Total Qty			3
01-01-2007	Monday		12:30
Clerk01		0001	#0044

The operation is as follows:

- 【TRANS TABLE】** → Source table
- (88) **【OPEN TABLE】** → Destination table
- (99) **【OPEN TABLE】**
- 【SUBTOTAL】**

Table088			
== ==>>>			
Table099			
<b>SUB</b>			<b>29.80</b>
Total Qty			6
01-01-2007	Monday		12:30
Clerk01		0001	#0045

The Table 99's finally receipt is as follows:

- (99) **【OPENTABLE】**
- (1) **【CLERK I.D.】**
- 【CASH/TEND】**

Coffee			
Item Name	Price	Qty	Total
=====			
PLU0011	5.00	1	5.00
PLU0013	3.00	1	3.00
PLU0015	4.20	1	4.20
PLU0002	2.20	1	2.20
PLU0006	6.60	1	6.60
PLU0008	8.80	1	8.80
<b>SUB</b>			<b>29.80</b>
Total Qty			6
Date	01-01-2010	Time	12:30
Clerk01		0001	#0046

### 10.5.5. Final Check out Bills

When after a payment, it will print the table's checkout bills, which included the detailed order items.

Users can choice whether printing the checkout bills:

**Operation:**

Set the **Terminal Status 14's** C = 1, printing the checkout bills

Set the **Terminal Status 14's** C = 0, no printing the checkout bills.

### 10.6. Cooking Instructions

Cooking instructions are messages which are sent to the kitchen printer for the registered items, such as "sweet", "no sugar", etc.

Up to 20 cooking messages can be used.

#### 1. Programming the cooking message:

Switch the ECR to Prog mode

1. (XXX)→【X/TIME】→(Cooking message)→【SUBTTL】

**XXX:** 401-420 each of them represents one message

**Cooking message:** Max. 32 characters. See **6.2 Descriptors inputting** section for the detail info.

After programming the cooking message, press 【CASH/TEND】 key to quit.

#### 2. Printing the all cooking message

Using this function user can know each information of the cooking message

1. Switch the ECR to Prog mode
2. (400)→【X/TIME】→(SUrE)...

Press 【SUBTTL】 key to print the all cooking message. Other function keys to discard.

#### 3. The cooking message can be sent by following methods:

**Condition:**

1. The Kitchen printer must be activated
2. At Reg mode, during the transaction

##### a). By preset cooking message

(XXX)→【SUBTTL】

**XXX:** 101~120

E.g. (101)→【SUBTTL】 will send the first preset cooking message to the kitchen printer.

**Example:**

One customer wants to have a medium steak.  
The cooking message are allocated as follows:

- Cooking 1: rare
- Cooking 2: medium
- Cooking 3: well-done
- .....

- 1). Open a table.
- 2). Registered PLU with presetting steak.
- 3). Enter the numeric "101", then press **【SUBTTL】** key.

**b). By manual cooking message entry**

This function used to enter a maximum of 32 characters of the cooking message.  
Above sample, also can like this:

- 1). Open a table.
- 2). Registered PLU with presetting steak.
- 3). Enter the numeric "100", then press **【SUBTTL】** key.
- 4). Type in the characters (max.32).
- 5). Press **【SUBTTL】** key.

**10.7. Waiter Function**

**1. Sign on a waiter after opening a table**

Before a table is temporarily closed, a waiter can sign on at any time.

**Condition:**

**The terminal status14's A = 0.**

**Operation:**

**【WAITER】** →(Waiter code)→ **【WAITER】**

**2. Sign on a waiter compulsively**

This function is subjected to "Open table" operation

If user preset the bit A to "1" of the Terminal Status 14 by system flags option, when opening a table, the steps will be changed as following:

(Table No.)→**【OPEN TABLE】**→**【CLERK I.D.】**→(Waiter Code)→**【WAITER】**→(Registrations)→**【CLOSE TABLE】** / **【OPEN TABLE】**

At the steps, after a clerk signs on correctly, the message" PASS" will appear on display, that means must enter a right waiter code and press the **【WAITER】**key. Otherwise, the sales cannot be continued.

Also, when re-active a table, must do the same operation, If user preset the bit B to "1" of the Terminal Status 5 by system flags option.

## 10.8. Tip Function

Using TIP IN /OUT key can enter a tip amount. The tip amount is show on the waiter reports. This operation need out of a transaction.

### 10.8.1. TIP IN

1. Switch the ECR to Reg mode.
2. Enter the tip amount and press TIP IN key.
3. The message "PASS" appears the display that means waiter password required.
4. Enter the waiter password, press WAITER key.

### 10.8.2. TIP OUT

1. Switch the ECR to Reg mode.
2. Enter the tip amount and press TIP OUT key.
3. The message "PASS" appears the display that means waiter password required.
4. Enter the waiter password, press WAITER key.

## 10.9. Waiter Report

1. All waiters report  
X/Z mode → **【WAITER】** or (9)→ **【CASH/TEND】**
2. Individual waiter report  
X mode →(Enter waiter code)→ **【WAITER】**  
**Waiter code:** 1-50  
Press **【CASH/TEND】** key to quit.

## 10.10. Table Report

### 10.10.1View Active Table

#### 10.10.1.1 All Active Table

X mode→ (52) → **【CASH/TEND】** or directly press **【CLOSE TABLE】** key

#### 10.10.1.2. Active Table Individual Report

X Mode→(Enter table No.)→ **【CLOSE TABLE】**

**Table No.** : Here is logical No.

Press **【CASH/TEND】** key to quit.

### 10.10.2. Table Report

#### 10.10.2.1 Individual Table Report

Just key in table number and press the key **【OPEN TABLE】** .

**Operation:**

X Mode→(Table No.)→ **【OPENTABLE】** → **【CASH/TEND】**

**Table No.:** Logical number, if you did not program the table number with logical number, then can use the physical number.

### 10.10.2.2 All Table Sales Report

The report's data only includes the finally closed table.

**Operation:**

X/Z mode → 【OPEN TABLE】 OR (51) → 【CASH】

**Note:**

If there is no active table, taking the Z mode report will reset the report data. If there exists active table, the Z mode report cannot be taken.

## 11. TRAINING MODE

The register provides a training mode for new clerks. After entering the training mode, a clerk can operate the same transaction entries as those in the **REG** mode.

### 1. To change from Normal Operation mode to the Training mode

**Condition:** There is no active table.

**Operation:**

1. Press (1) → **【MODE】** to the R MODE..
2. Enter the number “**000987**” by numeric keypad.
3. Press **【SUBTTL】** key.

Then a trainee can operate all transaction entries described in the **REG** mode.  
All issued receipt will have a training message.

**Note:**

The data in the training mode is not affected any actual sales data in business and the report total area. But the consecutive number will be still incremented.

### 2. To quit the Training mode

There are two methods:

**The first way:**

1. Enter the number “**000789**” by number keypad.
2. Press **【SUBTTL】** key.
3. The register will change from Training mode to Normal mode

**The Second way:**

Changing the control lock to other positions.

**Note:**

When the register changes to normal mode, transaction entries there after will be stored in the memory.

## 12. COMMUNICATIONS

### 1. Port Preset

**PORT1 SETTING:**

**Procedure:**

Prog mode→(130)→ **【X/TIME】** →(input the external device code)→ **【SUBTTL】**  
 →( Baud Rate code) → **【SUBTTL】**

**PORT2 SETTING:**

**Procedure:**

Prog mode→(131)→ **【X/TIME】** →(input the external device code)→ **【SUBTTL】**  
 →( Baud Rate code) → **【SUBTTL】**

The below table list all devices that the ECR can be supported.

Device Code	Device Name
0	None
1	PC Comm.
2	Kitchen Printer
3	Scanner
4	eTAX

Port1 default is 3---scanner, port2 default is 4---ETAX..

**Note:**

1. All of them can connect port1 or port2.
2. Two ports cannot be preset the same device except both of them has none device.
3. One port preset to connect KP, another port cannot be preset to connect RP or KP.
4. When the specific device connects to one port, and the port's attribute will automatically correspond the device's default set, I.e. if port2 as KP, the port2's baud rate would become "19200", parity check become "1", data length become "8", stop bit become "1". (**other device's default set are as below table**)
5. The below table list all devices that the ECR can be supported.

Baud Rate Code:
0 — 9600
1 — 19200
2 — 38400
<b>3 — 57600</b>
4 — 4800

Port1 default is 0---9600, port2 default is 2---38400

## 2. Communications with PC

### Note:

When ECR communications with PC, The ECR PORT1 's Baud Rate and PC COM's Baud Rate which used for connecting the ECR must preset the same value. 57600 is our suggestion.

### ECR

2. Uses the standard serial cable connect the male connector to the ECR's PORT and then connect the other end of the cable to your PC's COM1 or COM2 port.
3. Power on, and turn the control lock to **Prog** mode.
4. Through (130)→ **【X/TIME】** order to select the ECR's PORT you are using and preset its proper baud rate.
5. Enter "101" by number keypad.
6. Press **【X/TIME】** key, then the "CO-----" will display, that means ready to communications with PC.

### PC

1. Run the PC software that provided with ECR.
2. Configure the PC's COM port you are using and preset the baud rate same as the ECR.
3. You are ready to program the ECR using the software and your PC.

### ISP operation

In this version, it will not support ISP function when power on. Do the ISP operation by the following operation:

P mode--> (103) -->[X/TIME] --> (9999) --> [SUB TOTAL]

The default of ISP's Baud Rate is 38400.

## 3. Communications with ETAX

Prog mode→(131/130)→ **【X/TIME】** →(4)→ **【SUBTTL】** →( 2) → **【SUBTTL】**

Operation

Turn to R mode

The ETAX information will communication before payment

Sale some items ----> [payment] ---> waiting the ETAX return the legal data (it will retry 10 times until succeed) --> continue the payment process.

If succeeds, it will print the ETAX data on receipt, or it will make error message and will not print the ETAX information.

### Get ETAX Information

(P mode)--> (3008) -->[X/TIME]

### Write journal data

Active write journal data to ETAX:

(P mode)--> (161) -->[X/Time] ->

(2: write journal to eTAX or 3: write journal to both ECR and eTAX)

Setting journal file id:

(P mode)--> (3006) --> (input the journal file id (0—99))

Current the journal file write mode is 'w'.

## 4. External Connecting Scanner

### **Note:**

The scanner needn't external the power supply.

- 1). Connects the cable of scanner to the ECR's PORT.
- 2). Through (130)→ **【X/TIME】** order to select the ECR's PORT you are using and preset its proper baud rate.

## 5 Preset Kitchen Printer

Kitchen Printer:

Only prints the quantity of the transactions items.

**Only at restaurant mode and at opening table situation**, the sale items can printout in the Kitchen Printer.

### ***The other conditions of the KP can printout items:***

1. Select the fit PORT and corresponding baud rate.
2. Select the type of printer is as kitchen printer.
3. Select the printer model that user is using.
4. Preset the department flag "send to kitchen printer" is active.
5. Working at Restaurant Mode.

The two types of printer are:

- ◆ Epson TM-88III series
- ◆ Epson TM-U210 series

### 5.1. Select the Printer Model

#### ***Procedure:***

Prog mode→(137)→ **【X/TIME】** →(X)→ **【SUBTTL】**

**X:** printer model code

0 = None

1 = Epson TM-88III (default)

2 = Epson TM-U210

**(See 5.2. Select the handshaking of the printer in this chapter)**

### 5.2. Select the Handshaking of the Printer

#### ***Procedure:***

Prog mode→(138)→ **【X/TIME】** →(X)→ **【SUBTTL】**

**X:** handshaking code

1 = XON/XFF (default)

2 = DTR/DSR

### 5.3. Preset the Feed Line for the Kitchen Printer

This data used to feed more lines before the next receipt printing in the kitchen printer.

**Procedure:**

Prog mode→(139)→ 【X/TIME】 →(XX)→ 【SUBTTL】

**XX:** 0~20

5 is default

### 5.4. Auto-cutter for the Kitchen Printer

**Procedure:**

Prog mode→(140)→ 【X/TIME】 →(X)→ 【SUBTTL】

**X:**

0 = Not auto-cutter

1 = Auto-cutter (default)

### 5.5. Set Character Format for the KP Printout

**Procedure:**

Prog mode→(141)→ 【X/TIME】 →(X)→ 【SUBTTL】

**X:** 1~4

X=1 Normal (default)

X=2 Double Height

X=3 Double Width

X=4 Double Width & Double Height

### 13. ELECTRONIC JOURNAL FUNCTION

The Electronic Journal includes Sales Journal and Item programming data. Journal Number is fixed for BMC2010S which as following:

Name	No.
Electronic Journal Line	12500

**Note:**

1. The Electronic Journal Function is activated or not?  
The electronic journal can active or not by the choice. The default is active  
Refer to **8.16. The Electronic Journal Function is activated or not?** Section.
2. If user does all clear procedure, the electronic journal contents cannot be cleared, only using the specified method can clear them.

### 13.1 Sales Journal

Mode	Method	Sequence
X	Read By Sales Number	(201) → 【CASH/TEND】 →(Receipt Number) → 【SUBTTL】
X	Read By Date	(202) → 【CASH/TEND】 →(Start Date) → 【SUBTTL】 →(End Date) → 【SUBTTL】 → (Number of printing receipt) → 【SUBTTL】
X	Read By Clerk No.	(203) →【CASH/TEND】→(Start Clerk No.) →【SUBTTL】→(End Clerk No.) → 【SUBTTL】 → (Number of printing receipt) → 【SUBTTL】
X	Read By Receipt No.	(204) →【CASH/TEND】→( Start Rcpt No.) →【SUBTTL】→(End Rcpt No.) → 【SUBTTL】 → (Number of printing receipt) → 【SUBTTL】
X	Ready By Time	(206) → 【CASH/TEND】 →(Start Date)→ 【SUBTTL】 →(Start Time) → 【SUBTTL】 →(End Date) → 【SUBTTL】 →(End Time) → 【SUBTTL】 →(Number of printing receipt) → 【SUBTTL】
Z	Clear and print the sales journal	(201)→ 【CASH/TEND】 →(Sure)→ 【SUBTTL】 / 【CASH/TEND】
Z	Clear the sales journal	(205)→ 【CASH/TEND】 →(Sure)→ 【SUBTTL】 / 【CASH/TEND】

**Comments:**

**Receipt Number:**

Number of printed receipt, this can be entered 1 ~10000. If user omits inputting the number, it will print the all of journal data in the memory.

**Start Date:**

6 digits, must input and the date format is determined by the system flag. (DDMMYY, MMDDYY or YYMMDD)

**End Date:**

The end date and the format is same as start date, if omitted, it will be till up the current date.

**Start Time:**

4 digits (HHMM), must input.

**End Time:**

4 digits (HHMM), if omitted, it will use the current time.

**Start Clerk No:**

1-15

**End Clerk No:**

If user omits inputting, it will be till up the last clerk no.

**Start Receipt No.:**

1-9999

**End Receipt No.:**

If user omits inputting, it will be till up the current record.

## 14. REPORTING AND BALANCING

### 14.1. Issuing Checking(X) and Closing(Z) Reports

#### 1. The Concepts Of Various Types Of Reports

##### ◆ **Daily checking Report:**

This report is used for checking current sales activities during the day. It reports the sale activities from the last Closing Report had issued. Checking report doesn't affect (like clear or change) to any sales data in the memory.

##### ◆ **Daily Closing Report:**

The print format and data are same as the **Daily Checking Report**. Closing report will clear all the resettable totals and counters in the memory by issued the report. This report should be used to summarize the daily activities at the end of the day.

##### ◆ **Periodical Checking Report:**

This report is used for checking current sales activities during the period (like weekly, monthly) that user need to sum up. It reports the sales activities from the last periodical closing report had issued. Checking report doesn't affect (like clear or change) to any sales data in the memory.

##### ◆ **Periodical Closing Report:**

The print format and data are same as the **Periodical Checking Report**. Closing report will clear all the resettable totals and counters in the memory by issued the report. This report should be used to summarize the period (that user want to sum up, like week, month) activities at the end of the period.

Several different types of reports available:

X reports --Read only, takes a Daily Report or a Periodic Report

Z reports – Reset, takes a Daily Report or a Periodic Report

## 2. Taking Reports Operation

TYPE OF REPORT	MODE		Daily Report	Periodical Report
Sales Report	X	Z	(1)→【CASH/TEND】	(11)→【CASH/TEND】
All Department Report	X		(2)→【CASH/TEND】	(12)→【CASH/TEND】
Department Group Report	X		(3)→【CASH/TEND】→【 Input Group No.】→【SUBTTL】	(13)→【CASH/TEND】→【Input Group No.】→【SUBTTL】
All PLU Report	X	Z	【PLU】 or (4)→【CASH/TEND】	
PLU Group Report	X		(5)→【CASH/TEND】→【 Input Group No.】→【SUBTTL】	
PLU by Department Report	X		601→【CASH/TEND】→DEPT no. →【SUBTTL】	611→【CASH/TEND】→DEPT no. →【SUBTTL】
Top 50 PLUs amount	X		(102)→【CASH/TEND】	
Top 50 PLUs quantity	X		(104)→【CASH/TEND】	
All Clerk Report	X	Z	【CLERK I.D.】 or (6)→【CASH】	(16)→【CASH/TEND】
Hourly Report*	X	Z	(7)→【CASH/TEND】	
Individual Department Report *	X		【DEPTx】→【DEPTx】…【CASH/TEND】	
Individual PLU Report*	X		(PLU barcode)→【PLU】…【CASH/TEND】	
Range PLU Report*	X		(0)→【PLU】→(Start PLU Barcode.)→【SUBTTL】→(End PLU Barcode.)→【SUBTTL】	
			(8)→【CASH】→(Start PLU Barcode.)→【SUBTTL】→(End PLU Barcode.)→【SUBTTL】	
Individual Clerk Report*	X		(Clerk No.)→【CLERK I.D.】→【CASH/TEND】	
PLU Stock Report*	X		(101)→【CASH/TEND】	
PLU Stock Report* (By PLU group)	X		801→【CASH/TEND】→PLU group no. →【SUBTTL】	
PLU Stock Report* (By DEPT)	X		802→【CASH/TEND】→DEPT no. →【SUBTTL】	

PLU Stock Range Report	X	803→【CASH】→(Start Stock.)→【SUBTTL】→(End Stock.)→【SUBTTL】
Cash In Drawer Report	X	1000→【CASH/TEND】

\* Indicates these report are not subject to Daily or Periodical

Cash In Drawer Report

```

---Cash In Drawer Report---
Cash total in drawer
562.00
-----
Date 01-01-2010      Time 16:
                        20

```

PLU Stock Area Report

```

----<X> PLU Stock Area
      Report----

PLU Stock 1.000---> 1000.000
PLU0001          100.000
PLU0002           50.000
PLU0046          242.000
-----
PLU0876           10.000
PLU1001            2.000
-----
Date 01-01-2010      Time 16:
                        20

```

→ PLU0001 remain stock

→ Current time

PLU By Department Report

<X>Daily PLU by Deptment Report		
** Departemnt01 **		
Item Name	Cnt/Qty	Amount
=====		
PLU#0001	1000000000001	
PLU0001	15Q	15.60
PLU#0005	1000000000005	
PLU0005	4Q	70.67
-----		
PLU#0050	1000000000050	
PLU0050	5Q	53.74
-----		
Total	55Q	213.25
Date 01-01-2010	Time	16:01

→ Cnt: count Qty: quantity

→ PLU1 sales: item quantity and amount

→ PLU5 sales: item quantity and amount

→ PLU50 sales: item quantity and amount

→ Sum of group1 sale quantity and amount

**Note:**

- (1) “**Top 50 PLUs** ” print out only the PLUs which has sold.
- (2) When All PLU Report, PLU Group Report and Range PLU Report is issued, you can terminate the print out by pressing **【CLEAR】** key during printing.
- (3) **PLU Stock Report**  
If PLU stock function is inactive, PLU stock reports cannot be issued. PLU stock report also skip the PLU data that has not registered of selling.

**3. Visual Department Report**

At the **Memory allocation** chapter, it mentioned that support max.50 departments,. the actual number of departments is 1-24 that can sell in the sales transactions.  
Remaining 25-50 department are used as visual department for counter/calculator of the PLU.

**This department can be also used for viewing all the individual department report**

**Procedure:**

It is can be done in **X** mode.

(XX)→ **【VOID】**

XX: **department number 1-50 (the exact number is determined by memory allocation)**

## 14.2. Report Sample Format (VAT Version)

### Sales Read Or Reset Report (Daily Or Periodical)

----- <Z> Daily Report -----			
Z number		0003	
Item Name	Cnt/Qty	Amount	→ Cnt: count Qty: quantity
=====			
=			
DEPT01	98Q	772.11	→ Dept.1 sales: item quantity and amount
DEPT02	24Q	183.61	→ Dept.2 sales: item quantity and amount
DEPT03	38Q	839.58	→ Dept 3 sales: item quantity and amount
DEPT04	10Q	29.52	→ Dept 4 sales: item quantity and amount
DEPT05	12Q	70.00	→ Dept 5 sales: item quantity and amount
-----			
DEPT24	3Q	72.00	→ Dept.24 sales: item quantity and amount
-----			
Total	208Q	2123.12	→ Sum of departments: quantity and amount
%DISC		-5.000%	→ %DISC rate 15.000%
Percent Item	4	-0.55	→ %DISC after Item percentage count and amount
Percent Subttl	1	-0.70	→ %DISC after Item percentage count and amount
%PLUS		-15.000%	→ %PLUS rate -10.000%
Percent Item	2	-3.66	→ %PLUS after Item percentage count and amount
Percent Subttl	2	-1.85	→ %PLUS after Item percentage count and amount
%3	0	0.000%	
Percent Item	0	0.00	
Percent Subttl	0	0.00	
Minus Item	2Q	-32.00	→ Amount minus after item quantity and amount
Minus Subttl	1Q	-50.00	→ Amount minus after Subtotal quantity and amount
-----			
VAT1			
Taxable amt		772.11	→ Sales total with VAT1
Amt		29.68	→ VAT1 Total amount
-----			
VAT2			
Taxable amt		183.61	→ Sales total with VAT2
Amt		13.58	→ VAT2 Total amount
-----			
VAT6			
Taxable amt		118.30	→ Sales total with VAT6
Amt		33.81	→ VAT6 Total amount

Total VAT amount		212.97		
Net sale number		36		
Net sale amount		2070.57		
Net Amt exclude tax		1891.41	→	Net sale without tax
-----				
REFUND	6Q	-16.06	→	Refund item quantity and amount
E.C.	14	229.00	→	Error Correct item count and amount
VOID	7	16.16	→	VOID item count and amount
TransVOID	1	9.66	→	Transaction all VOID item count and amount
No sale count		4		
-----				
***** Received on account*****				
Cash	2	205.50	→	Cash amount for RA
Misc	0	0.00	→	Misc amount for RA
Check1	1	550.00	→	Check1 count and amount for RA
Charge1	1	50.00	→	Charge1 count and amount for RA
-----				
***** Paid Out *****				
Cash	1	-650.00	→	Cash amount for RPO
Misc	0	0.00	→	Misc amount for PO
Check1	1	-423.00	→	Check1 count and amount for PO
Charge1	1	-50.00	→	Charge1 count and amount for PO
*****				
Cash Sale	15	1038.02	→	Cash tendering count and amount
MISC Sale	2	300.00	→	Misc tendering count and amount
-----				
		---		
CHECK1	2	49.14	→	Check 1 tendering count and amount
CHECK2	2	12.84		
CHECK3	1	5.90		
CHECK4	1	11.80		
CHECK5	1	0.60		
-----				
Total	7	80.28	→	Check tendering total count and amount
-----				
CHARGE1	1	40.06	→	Charge 1 tendering count and amount
CHARGE2	1	98.60		
CHARGE3	2	40.08		
CHARGE4	1	20.04		
CHARGE5	1	55.55		
-----				
Total	6	254.33	→	Charge tendering total count and amount
-----				
FCE1		5.00000	→	FCE1 exchange rate
Sales count		2		
Total in drawer		750.00		

Local currency change	20.00		
-----			
FCE2	1/2.00000	→	FCE2 exchange rate
Sales count	2		
Total in drawer	50.05		
Local currency change	0.00		
-----			
FCE3	100	→	FCE3 exchange rate
Sales count	1		
Total in drawer	11300.00		
Local currency change	0.00		
-----			
FCE4	8	→	FCE4 exchange rate
Sales count	2		
Total in drawer	505.00		
Local currency change	8.29		
-----			
MISC Total in drawer	300.00		
Cash total in drawer	565.23		
Normal sale NRGT	1765.41		
Return sale NRGT	12.34		
Net NRGT	00000001753.07	→	Non-resettable grand total (13 digits)
Date 01-01-2010	Time 16:01		

**All Department Report (Daily Or Periodical)**

```

--<X>Daily Department Report--

Item Name      Cnt/Qty      Amount
=====
DEPT01         98Q         772.11
DEPT02         24Q         183.61
DEPT03         38Q         839.58
DEPT04         10Q          29.52
DEPT05         12Q          70.00
-----
DEPT24          3Q           72.00
-----
Total          208Q        2123.12
Date 01-01-2010      Time  16:01
    
```

- Cnt: count Qty: quantity
- Dept.1 sales: item quantity and amount
- Dept.2 sales: item quantity and amount
- Dept 3 sales: item quantity and amount
- Dept 4 sales: item quantity and amount
- Dept 5 sales: item quantity and amount
- Dept.24 sales: item quantity and amount
- Sum of departments: quantity and amount

**Department Group Report (Daily Or Periodical)**

**Example** group 1

```

--<X>Daily Dept group Report--

          ** GROUP 1 **
-----
Item Name      Cnt/Qty      Amount
=====
DEPT01         98Q         772.11
DEPT02         24Q         183.61
DEPT03         38Q         839.58
DEPT04         10Q          29.52
DEPT05         12Q          70.00
-----
Total          182Q        1894.82
Date 10-29-2003      Time  16:01
    
```

- GROUP Number
- Cnt: count Qty: quantity
- Dept.1 sales: item quantity and amount
- Dept.2 sales: item quantity and amount
- Dept 3 sales: item quantity and amount
- Dept 4 sales: item quantity and amount
- Dept 5 sales: item quantity and amount
- Sum of group1: quantity and amount

**All PLU Read Or Reset Report (Daily Or Periodical)**

```
-----<Z>Daily PLU Report----
```

Item Name	Cnt/Qty	Amount
PLU#0001	1000000000001	
PLU0001	15Q	15.60
PLU#2	1000000000002	
PLU0002	24Q	48.96
PLU#3	1000000000003	
PLU0003	4Q	12.16
PLU#4	1000000000004	
PLU0004	3Q	12.12
PLU#5	1000000000005	
PLU0005	4Q	70.67

- Cnt: count Qty: quantity
- PLU1 sales: item quantity and amount
- PLU2 sales: item quantity and amount
- PLU3 sales: item quantity and amount
- PLU4 sales: item quantity and amount
- PLU5 sales: item quantity and amount

PLU#300	100000000300	
PLU0300	4Q	18.12
-----		
Total	78Q	433.45
Date 01-01-2010	Time	16:01

- PLU300 sales: item quantity and amount
- Sum of PLU sale quantity and amount

**PLU Group Report (Daily Or Periodical)**

**Example** Group 01:

```
--<X>Daily PLU group Report--
```

\*\* GROUP01 \*\*

Item Name	Cnt/Qty	Amount
PLU#0001	1000000000001	
PLU0001	15Q	15.60
PLU#0002	1000000000002	
PLU0002	24Q	48.96
PLU#0003	1000000000003	
PLU0003	4Q	12.16
PLU#0004	1000000000004	

- Cnt: count Qty: quantity
- PLU1 sales: item quantity and amount
- PLU2 sales: item quantity and amount
- PLU3 sales: item quantity and amount

PLU#0050	1000000000050	
PLU0050	5Q	53.74
-----		
Total	55Q	213.25
Date 01-01-2010	Time	16:01

- PLU50 sales: item quantity and amount
- Sum of group1 sale quantity and amount

**Clerk Report (Daily or Periodical)**

```

-----<Z>Daily Clerk Report ---
Item Name      Cnt/Qty      Amount
=====
Clerk 01             10      300.53
Clerk 02             26       57.00
Clerk 03             15     536.57
-----
Clerk 15              5       99.99
-----
Total              58     2070.57
Date 01-01-2010    Time  16:01
    
```

- Cnt: count Qty: quantity
- Clerk1 sales count and amount
- Clerk 2 sales count and amount
- Clerk 3 sales count and amount
- Clerk 15 sales: item count and amount
- Sum of Clerk sales quantity and amount

**Hourly Report**

```

-----<Z> Hourly sales Report-----
08→ 09             3         7.55
09→10             10        22.00
-----
16→17             21       814.66
17→18             18       526.57
-----
Total count                58
Total amount              2070.57
Date 01-01-2010    Time  16:20
    
```

- Time zone (08-09), Hourly sales count 3, hourly sales total 7.55
- Current time

**PLU Stock Report**

```

-----<X> PLU stock report-----
PLU0001                100.000
PLU0002                 50.000
PLU0046                242.000
-----
PLU0876                 10.000
PLU0910                 12.000
PLU1001                  2.000
-----
    
```

- PLU0001 remain stock

Date 01-01-2010 Time 16:20

→ Current time

### PLU Stock Report (By PLU Group)

```
-----<X> PLU stock report-----  
      (By PLU group)  
  
      ** GROUP01**  
PLU0001          100.000  
PLU0002          50.000  
PLU0046          242.000  
~~~~~
```

→ PLU0001 remain stock

```
~~~~~  
PLU0876          10.000  
PLU1001           2.000  
-----  
Date 01-01-2010 Time 16:20
```

→ Current time

### PLU Stock Report (By DEPT)

```
-----<X> PLU stock report-----  
      (By DEPT)  
  
      ** DEPT01**  
PLU0001          100.000  
PLU0002          50.000  
PLU0046          242.000  
~~~~~
```

→ PLU0001 remain stock

```
~~~~~  
PLU0876          10.000  
PLU1001           2.000  
-----  
Date 01-01-2010 Time 16:20
```

→ Current time

### 14.3. The Reports Balance Expressions

The reports formula:

(Index) :

- A: (Department total quantity) (Signed)
- B: (Department total amount) (Signed)
- C: (Sub total refund amount) (Negative)
- D: (Sub total percentage amount) (The 1%, 2%, 3%' total amount) (Signed)
- E: (Tax sales value) (The tax1 and tax2'' total value) (Signed)
- F: (VAT sales value) (The VAT1, VAT2, VAT3&VAT4'' total value) (Signed)
- G: (Net sale number) (Positive)
- H: (Net sale amount) (Signed)
- I: (Net sale amount exclude tax/VAT) (Signed)
- J: (Received on account amount) (Positive)
  - J.1: (Cash receive on account) (Positive)
  - J.2: (Check1 receive on account) (Positive)
  - J.3: (Charge1 receive on account) (Positive)
  - J.4: (MISC receive on account) (Positive)
- K: (Paid out amount) (Negative)
  - K.1: (Cash paid out) (Negative)
  - K.2: (Check1 paid out) (Negative)
  - K.3: (Charge1 paid out) (Negative)
  - K.4: (MISC paid out) (Negative)
- L: (Cash sales amount) (Signed)
- M: (MISC sales amount) (Positive)
- N: (CHECK sales total amount) (Positive)
- O: (CHARGE sales total amount) (Positive)
- P: (MISC total in drawer) (Positive)
- Q: (Cash total in drawer) (Signed)
- R: (Clerk sales total count) (Positive)
- S: (Clerk sales total amount) (Signed)
- T: (Hourly sales total count) (Positive)
- U: (Hourly sales total amount) (Signed)
- V: (NRGT+) (Positive)
- W: (NRGT-) (Signed)
- X: (NRGT) (Positive)

## I .TAX mode

$$. (B) + (C) + (D) = (I)$$

$$. (B) + (C) + (D) + (E) = (H)$$

$$. (I) + (E) = (H)$$

$$. (J.4) + (K.4) + (M) = (P)$$

$$. (J.1) + (K.1) + (L) = (Q)$$

$$. (H) = (L) + (M) + (N) + (O)$$

$$. (B) + (C) + (D) + (E) = (L) + (M) + (N) + (O)$$

$$. (I) + (E) = (L) + (M) + (N) + (O)$$

$$\begin{aligned} . (V) &= \sum ((H) + (J.1) + (J.2) + (J.3) + (J.4) + (K.1) + (K.2) + (K.3) + (K.4)) \\ &= \sum ((N) + (O) + (P) + (J.2) + (J.3) + (Q) + (K.2) + (K.3)) \end{aligned}$$

(H is all the Daily Z Report Total amount accumulated from the Reset Grand Total was issued last time to the moment)

## II .VAT mode

$$. (B) + (C) + (D) = (H)$$

$$. (I) + (F) = (H)$$

$$. (B) + (C) + (D) = (I) + (F)$$

$$. (J.4) + (K.4) + (M) = (P)$$

$$. (J.1) + (K.1) + (L) = (Q)$$

$$. (H) = (L) + (M) + (N) + (O)$$

$$. (B) + (C) + (D) = (L) + (M) + (N) + (O)$$

$$. (I) + (F) = (L) + (M) + (N) + (O)$$

$$\begin{aligned} . (V) &= \sum ((H) + (J.1) + (J.2) + (J.3) + (J.4) + (K.1) + (K.2) + (K.3) + (K.4)) \\ &= \sum ((N) + (O) + (P) + (J.2) + (J.3) + (Q) + (K.2) + (K.3)) \end{aligned}$$

$$. (X) = (V) - | (W) |$$

(H is all the Daily Z Report Total amount accumulated from the Reset Grand Total was issued last time to the moment)

# 15. OTHER FUNCTIONS

## 15.1. Power Failure

If power failure occurs during a transaction, all sales data stored in the memory are automatically protected. When power on, it will print a line message “Power down, continue...”, at the time, user only can continue the sale or finalize without doing other operation, otherwise the buzzer will alarm.

The receipt format:

Item Name	Price	Qty	Total
=====			
Department01	5.00	1	5.00
Department02	1.10	1	1.10
*****			
Power down, continue...			
*****			
PLU0100	100.00	1	100.00
PLU0200	1.45	1	1.45
<b>SUB</b>			<b>107.55</b>
<b>Cash</b>			107.55
Total Qty			4
Date	01-01-2010	Time	11:36
Clerk04		0001	#0022

**Note:**

The message “Power down, continue...” is printed when power down is happened in middle of the transaction, or middle of the programming.

## ERROR CODE CORRESPONDING LIST TABLE

Error Code		Error Description
E001	-----	The input digit is too big or too small
E002	-----	The input digits format illegal
E003	-----	Press the illegal key
E004	-----	The input digits length is too long
E005	-----	Not allow pressed Decimal Point key in this case
E006	-----	The Decimal Point key has pressed already
E007	-----	The DEPT SHIFT key is not allowed by the system flag
E008	-----	This key code nonexistent or un-programmable
E009	-----	This PLU group is full
E010	-----	Only the Welcome& Bottom messages description support the Decimal Point key input.
E011	-----	The description input all is blank (Except Welcome& Bottom messages description)
E012	-----	The corresponding reports data is not empty
E013	-----	The payment is not end
E014	-----	The sale is not end
E015	-----	No new sale
E016	-----	Zero payment is not allowed
E017	-----	Zero transaction is not allowed
E018	-----	The VOID operation input digit is too big
E019	-----	Item Refund operation, the input digit is larger than the transaction price
E020	-----	The transaction is full (Must do the tender)
E021	-----	Transaction amount reaches maximum
E022	-----	The transaction's quantity is reach to the max
E023	-----	Refund or Percent operation, the corresponding flag not allow this operation
E024	-----	(HALO) Transaction amount too big
E025	-----	Nonexistent department
E026	-----	The multiplication operations max quantity is 9999.999
E027	-----	The Percent operations rate can't be 0
E028	-----	This operation is not allowed in Z mode
E029	-----	Doing the individual report
E030	-----	The buy's information is not entering.
E031	-----	The programming operation no end
E032	-----	Nonexistent the hard control lock
E033	-----	Doing partial electronic journal, the end condition input is smaller than the start condition input

E034	-----	Did not found the item with the condition in partial electronic journal
E035	-----	Max 24 operatable departments
E036	-----	The e-journal is blank
E037	-----	The PLU report is empty
E038	-----	The integrated receipt printing not end
E039	-----	Not initialize the FCE rate
E040	-----	The Journal is not active
E041	-----	The EJ is near to full
E042	-----	The EJ is full
E043	-----	The cash total in drawer is over
E044	-----	The exchange data are too big
E045	-----	FCE data over
E046	-----	The DEPT is inactive
E047	-----	The price is not opened
E051	-----	The input of long number is only for barcode input
E052	-----	Nonexistent PLU bar code in index table
E053	-----	Nonexistent bar code format
E054	-----	The bar code has existed
E055	-----	The PLU is full
E056	-----	Hasn't set the price of PLU
E061	-----	After download the PLU index table, did not download the PLU attribute
E062	-----	The serial port is working in other mode
E063	-----	Can't set the port work in this mode
E067	-----	Don't exit the HOLD items
E068	-----	Exit the HOLD items
E071	-----	The pressed key is not the calculator key
E073	-----	The inputted amount is less than total payment amount
E079	-----	The ECR time out for received data from Electronic Scale.
E080	-----	Data received from Electronic Scale is illegal.
E081	-----	The Electronic Scale send price is 0.
E082	-----	The Electronic Scale send weight is 0.
E099	-----	The ETAX communication error
E101	-----	Clerk function is not allowed by the system flag
E102	-----	Passwords cannot be zero, occurred when preset the passwords of waiter.
E103	-----	Already existing the same clerk password
E104	-----	Clerk password is not correct
E105	-----	Clerk is not the same as the previous open table

E106	-----	The table not activity
E107	-----	The object table is the same as the source table
E108	-----	The sum of the two tables buffer length is too big
E109	-----	Nonexistent opened table
E110	-----	This logical number is exist in other table
E111	-----	Logical number can not be zero
E112	-----	The logical number not exist
E113	-----	Waiter is not the same as the previous open table
E114	-----	Existing waiter in this table
E115	-----	Not in Restaurant Mode
E116	-----	The kitchen printer not active
E117	-----	Existing active table
E119	-----	Don't support print table barcode function
E151	-----	The PLU was inhiblt
E152	-----	Not the normal PLU
E153	-----	Not the descriptive or gift PLU
E154	-----	Same item in the relation table
E155	-----	The menu is empty
E156	-----	The menu is full
E157	-----	All menu item are inhibit
E201	-----	Nonexistent mode
E202	-----	R,X,Z mode operation are prohibited. DIP SW#1 on main board must be OFF.
E221	-----	No port used to PC communication
E222	-----	Kitchen printer time out
E300	-----	Unknown protocol command
E301	-----	Wrong protocol command parameter
E302	-----	Protocol command checksum error
E303	-----	Protocol timeout
E304	-----	Protocol error
E305	-----	Journal card error
E306	-----	Journal card full
E307	-----	Internal error
E308	-----	Etax data error
E996	-----	The electronic Journal's data is wrong
E997	-----	The Flash is damaged
E998	-----	Not existing the flash memory for store the electronic journal
E999	-----	The SRAM's data is wrong

The error code explanation can be printed out to receipt by following key operation.

“Prog” mode (301)→ **【X/TIME】**