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**SAMSUNG SPS 1000**

# **OPERATION MANUAL**



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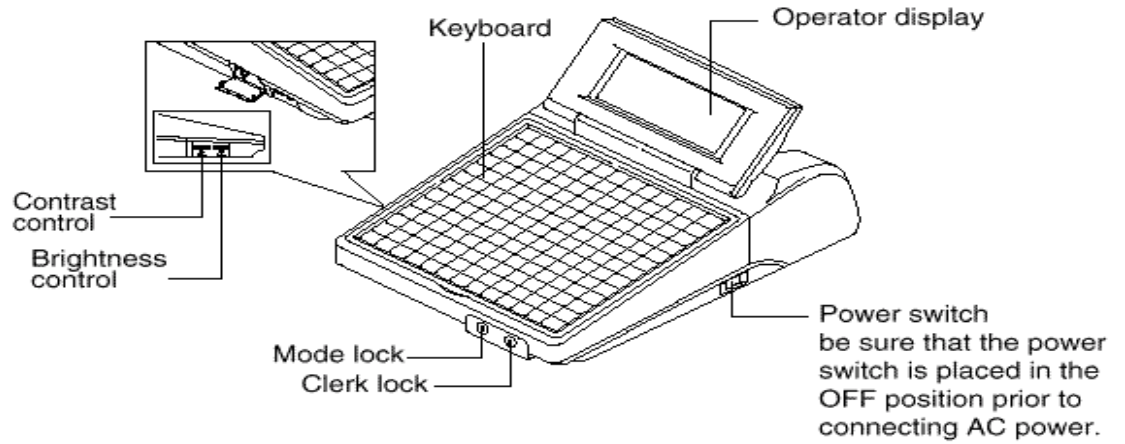
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# GETTING STARTED

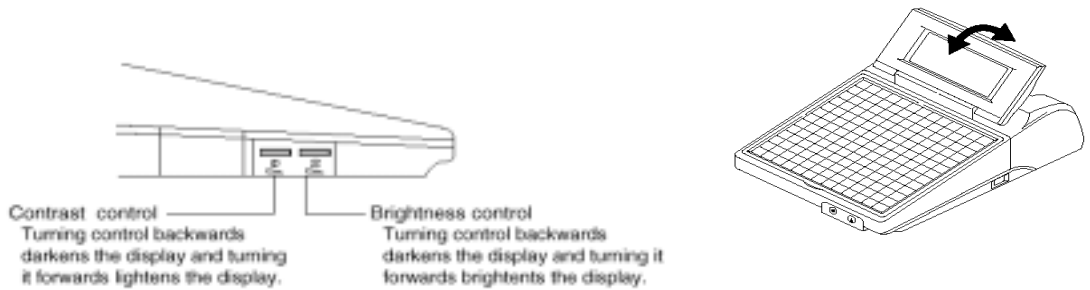
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# REGISTER CONTROLS – DISPLAY

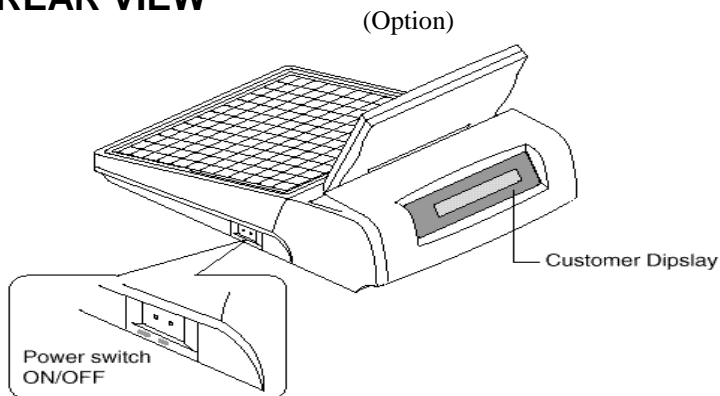
## FRONT VIEW



## DISPLAY ADJUSTMENTS

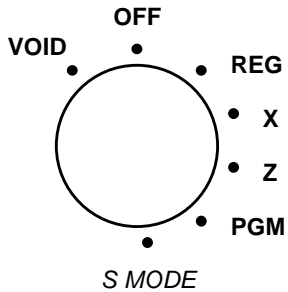


## REAR VIEW





# REGISTER CONTROLS – MODE LOCK



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

The *SPS 1000* includes two sets of keys that can be used to access the following key lock positions.

<b><u>KEY</u></b>	<b><u>POSITIONS ACCESSIBLE</u></b>
<b>REG</b>	OFF, REG
<b>VD</b>	VOID, OFF, REG, X
<b>Z</b>	VOID, OFF, REG, X, Z
<b>P</b>	VOID, OFF, REG, X, Z, PGM
<b>C</b>	ALL POSITIONS

---

# DISPLAY MESSAGES

## AMOUNT REQUIRED

This operation requires an amount entry.

## BAD VALUE

The number entered is incorrect for the task being performed.

## BUFFER FULL

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

## BUFFER EMPTY

The buffer for WLU, REPEAT or PAID RECALL is empty.

## BUSY

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

## CASH DECLARATION REQUIRED

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

## CASH-IN-DRAWER EXCEEDED

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

## CHECK# ASSIGNED AUTO

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

## CHECK# REQUIRED !

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

---

# DISPLAY MESSAGES

## CONDIMENT REQUIRED!

This PLU has been programmed to require a condiment entry.

## CRC ERROR

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

## ANALYSIS1/2/3

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

## ENTER EMPLOYEE CODE

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

## ENTER EMPLOYEE #

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

## ENTER GUEST COUNT

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

## ENTER SEAT#

Seat # entry required before operation can continue.

## ENTER TABLE#

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

## ENTRY REQUIRED

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

## ERROR

General error message.

## ERROR JAM

Receipt / journal printer jammed message.

---

# DISPLAY MESSAGES

## TABLE NUMBER IN USE

This check already exists.

## HALO OVER

The input value exceeds the halo amount.

## ILLEGAL KEY SEQUENCE

The operator has used an illegal key sequence.

## IN USE!

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

## INACTIVE!

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

## INPUT QTY

Quantity input is required for a condiment WLU

## KITCHEN PRINTER FAILURE

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

## MANAGER REQUIRED

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

## MANAGER OVERRIDE REQUIRE

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

## MEMORY FULL

Memory is full.

## NEGATIVE

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

## NO CHECK#

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

---

# DISPLAY MESSAGES

## **NO DATA**

PLU can not be found (does not appear in Register Mode). Usually associated with stock entry on an IRC system when the PLU exists in one terminal but not another. On the terminal where the PLU does not exist the message not found will appear.

## **NO DRAWER!**

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

## **NO MANUAL ENTRY**

Manual entry is not allowed (scale function).

## **NO PAPER**

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

## **NO PLU!**

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

## **NON ADD# REQUIRED**

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

## **NOT DISCOUNTABLE**

The preceding entry is not discountable, product is not available for discounting.

## **NOT PROGRAMMED!**

This key has not been programmed

## **NOT READY!**

Remote printer is not ready for printing tasks.

## **NOT ZERO**

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

## **OFF LINE!**

IRC communications have gone off line.

---

# DISPLAY MESSAGES

## **OPEN DRAWER**

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

## **P/BAL REQUIRED**

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

## **PAPER END**

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

## **RANGE OVER**

The number entered is out of range.

## **REMOVE PAPER**

Validation is complete and the paper must now be removed.

## **SCALE FAIL!**

The register is not able to find the scale.

## **SCALE REQUIRED!**

This item requires a weight this may be entered either manually or automatically.

## **SINGLE ITEM!**

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

## **SUBTOTAL REQUIRED**

The SUBTOTAL key must be depressed before continuing.

## **SYSTEM ERROR**

Normal Operation error.

## **TARE# REQUIRED**

This PLU/scale item requires a tare weight entry.

## **TRAY SUBTOTAL REQUIRED!**

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

---

# DISPLAY MESSAGES

## **VALIDATION REQUIRED**

This operation requires validation to complete the compulsory settings.

## **WASTE REQUIRED!**

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

## **WRONG EMPLOYEE**

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

## **SIGN OFF REQUIRED**

This operation requires a SIGN-OFF.

## **ZERO AMOUNT**

The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.

## **PRICE LEVEL MISMATCH**

This PLU has no price that corresponds to the current price level.

## **OVERRIDE NOT ALLOWED**

X-Mode override is not allowed for this operation.

## **WRONG SEQUENCE**

The preceding key sequence is not allowed.

## **WRONG FILE NO**

The file number do not match.

## **WRONG ITEMIZER**

Wrong itemizer encountered.

## **UNDER TEND NOT ALLOWED**

The under tendering is not allowed.

---

## **DISPLAY MESSAGES**

### **OVER TEND NOT ALLOWED**

The over tendering is not allowed.

### **CHECK TRACKING ERROR**

Error occurred during check tracking operation.

### **CHECK# IN USE**

Current check number is already in use.

### **PLU NOT ALLOWED**

PLU is not allowed in this operation.

### **CONDIMENT PLU NOT ALLOWED**

Condiment PLU is not allowed in this operation.

### **NON-CONDIMENT PLU NOT ALLOWED**

Non-Condiment PLU is not allowed in this operation.

### **FUNCTION KEY NOT ALLOWED**

Function key is not allowed in this operation.

### **THIS KEY NOT ALLOWED**

This key is not allowed in this operation.

### **NO FUNCTION KEY**

This key is not a function key.

### **NO PROGRAMMABLE KEY**

This function key is not a programmable key.

### **X/TIME REQUIRED**

This operation requires X/TIME

### **INVALID AUTHORITY LEVEL**

The authority level of the employee signed on does not allow this operation.

### **TIME IN REQUIRED**



This operation requires TIME IN.

---

## **DISPLAY MESSAGES**

### **SIGN ON REQUIRED**

This operation requires SIGN ON.

### **MEMORY NOT ALLOCATED**

This report or programming file is not allocated in memory allocation.

### **THIS EMP. RPT MUST BE CLEARED**

Issue the Z report of this employee in order to assign this employee to training employee file #.

### **ERROR STATUS**

Current operation is not correct.

### **ERROR VALUE**

The number entered is incorrect for the task being performed.

### **ERROR SYSTEM OPTION**

System option error. Please check the appropriate system option in PGM or S mode.

### **ERROR EMPLOYEE**

This employee is not acceptable.

### **ERROR TABLE NO**

Wrong table number entered.

### **SCALE MOTION**

The scale is not settled down.

### **OVER WEIGHT**

Weight is over the weighing capacity of scale.

### **UNDER WEIGHT**

Weight is under the weighing capacity of scale.

### **PROMO NOT ALLOWED**

This PLU does not allow promo operation. Please check the programming of PLU status group linked to this PLU.

---

## **DISPLAY MESSAGES**

### **WASTE NOT ALLOWED**

This PLU does not allow waste operation. Please check the programming of PLU STATUS GROUP linked to this PLU.

### **NO FOOD STAMP AMOUNT**

No food stamp eligible amount.

### **DECIMAL ENTRY NOT ALLOWED**

The decimal entry is not allowed.

### **SPLIT PRICING NOT ALLOWED**

The split pricing is not allowed.

### **VOID MODE IS DEACTIVATED**

The transaction in VOID mode is deactivated. Please check the GENERAL FUNCTION OPTIONS.

### **JOB CODE REQUIRED**

There is the part that do not include job code.

### **JOB CODE CHANGE NOT ALLOWED**

JOB CODE change is not allowed. Please check the programming of AUTHORITY LEVEL linked to the employee.

### **PUSH BUTTON ENTRY REQUIRED**

Please use any of the 10 direct employee keys to sign on by direct key depression.

### **EMPLOYEE CODE NOT LINKED**

The employee # is not linked this direct employee key. Please assign the employee # in GENERAL FUNCTION OPTIONS.

### **TENDERING IS NOT ALLOWED**

This employee can do GUEST CHECK ENTRIES ONLY. Please check the programming of AUTHORITY LEVEL linked to the employee.

## **OVER REGULAR HOURS PER WEEK**

The entered data exceeds the regular hours per week. Please check the TIME KEEPING OPTIONS programming.

---

## **DISPLAY MESSAGES**

### **MUST <= LINE# PER TRANSACTION**

# of lines per soft check should be less than or equal to # of lines per transaction.

### **MUST >= LINE# PER SOFT CHECK**

# of lines per transaction should be more than or equal to # of lines per soft check.

### **NO STOCK PLU**

This PLU is not a STOCK PLU. Please check the programming of PLU status group linked to this PLU.

### **NEGATIVE CARD**

Negative value not allowed.

### **LINKED STATUS REQUIRED**

This PLU requires the linked PLU STATUS GROUP.

### **RETURN TO X-MODE**

In order to exit the EDIT INVENTORY ITEM, the returning to X mode is required.

### **ERROR - SLIP PAPER**

Error in printing on Slip printer.

### **LOCAL PRINTER REQUIRED**

The local printer connected to this register is required.

### **MODE ERROR**

The mode should not be changed because the current task is not completed.

### **SET TIME&DATE IS DEACTIVATED**

The setting time & date is deactivated. Please check the GENERAL FUNCTION OPTIONS programming.

**EMPLOYEE SHOULD BE DIFFERENT**

The TO EMPLOYEE should be different from the FROM EMPLOYEE in transfer check.

**TRANSFER NOT ALLOWED**

TRANSFER CHECK is not allowed. Please check the programming of AUTHORITY LEVEL linked to the employee.

---

**DISPLAY MESSAGES****REQ GALLONAGE AMOUNT**

This entry involves a gallonage PLU, and requires an amount entry.

**AVAILABLE ONLY IN CHECK**

This operation is available only if check is opened.

**SPLIT THIS ITEM NOT POSSIBLE**

No more splitting this item is allowed.

**FUNCTION KEY NOT INCLUDED**

There is no function key in this WLU.

**ERROR POST TENDER**

Error in post tender operation.

**NO TRACKING DATA IN THIS REG**

There is no check tracking data in this register. Please check the S-MODE SYSTEM OPTIONS programming.

**NO TIME KEEP DATA IN THIS REG**

There is no time in/out data in this register. Please check the S-MODE SYSTEM OPTIONS programming.

**MULTIPLICATION LIMIT EXCEEDED**

The entered multiplier exceeds the direct multiplication maximum digit. Please check the GENERAL FUNCTION OPTIONS programming.

**TAB OF FIELD2 TOO BIG**

TAB OR DECIMAL POINT OF FIELD 2 should be less than or equal to LENGTH OF FIELD 2.

### **NON-PLU CODE RANGE OVER**

The digit of PLU code according to programming exceeds the digit of real PLU code.

### **TARE ENTRY NOT ALLOWED**

Tare weight entry is not allowed. Please check the SCALE key programming.

### **MISC TEND REQUIRED**

Any of the 16 MISC TEND keys is required for the task being performed.

---

## **DISPLAY MESSAGES**

### **NOT SCALEABLE PLU**

This PLU is not a scaleable PLU. Please check the programming of PLU status group linked to this PLU.

### **EJ BUFFER FULL**

Electronic Journal buffer is full.

### **MUST BE START<=END IN RANGE**

START should be less than or equal to END in one range.

### **RANGE OVERLAP**

START should be more than END of the preceding range.

### **FINAL END SHOULD BE 9 OR 99**

END of the final range should be 9 or 99.

### **NOT PLU**

The key that will be relocated should be PLU key.

### **NOT WLU**

The key that will be relocated should be WLU key.

### **PRINT KEY REQUIRED**

PRINT key is required for the task being performed.

### **SURCHARGE NOT ALLOWED**

This PLU does not allow surcharge operation. Please check the programming of PLU STATUS GROUP linked to this PLU.

### **DECIMAL ENTRY REQUIRED**

The weight entry using DECIMAL key is required.

### **SYSTEM REG# REQUIRED**

Please assign the appropriate register # to IRC FROM and IRC TO REGISTER # in S-MODE SYSTEM OPTIONS.

### **TRAINING EMP FILE# REQUIRED**

Please assign the employee # to TRAINING EMPLOYEE FILE # in TRAINING MODE OPTIONS.

---

## **DISPLAY MESSAGES**

### **TIME IN/OUT REG# REQUIRED**

Please assign the register # to REG# HOLDS TIME IN/OUT DATA in S-MODE SYSTEM OPTIONS.

### **CHECK TRACKING REG# REQUIRED**

Please assign the register # to REG# HOLDS CHECK TRACKING DATA in S-MODE SYSTEM OPTIONS.

### **ELECTRONIC JOURNAL INACTIVE**

ELECTRONIC JOURNAL is inactive. Please check the E.J. & DETAIL PRINTING OPTIONS programming.

### **CHEQUE ENDORSEMENT REQUIRED**

CHEQUE ENDORSEMENT key is required for the task being performed.

### **EFT TERMINAL TRANS.KEY ERROR**

The TRANSACTION KEY of EFT Terminal connected to entered key is incorrect. Please check the FUNCTION KEY programming.

### **CARD ERROR**

General card error message.

### **PRINTER OFFLINE**

Printer is off line.

### **KV OFFLINE**

KV is off line.

### **NO RELOCATABLE KEY**

This key is no relocatable key.

### **CLERK KEY ERROR**

Wrong operation with real clerk key.

### **ENFORCE ACTUAL INVENTORY**

Please input ACTUAL INVENTORY at EDIT INVENTORY ITEM in X mode.

### **AUTHORITY LEVEL NOT LINKED**

Authority Level should be linked to this employee.

---

## **DISPLAY MESSAGES**

### **WEIGHT IS ZERO**

Weight on the scale is zero.

### **STOCK IS NOT ZERO**

The STOCK of this PLU is not zero.

### **CLEAR CAN NOT BE REMOVED**

If this position is relocated by other key except CLEAR key, CLEAR key will disappear on this keyboard. Please leave one CLEAR key at least.

### **ENTER CAN NOT BE REMOVED**

If this position is relocated by other key except ENTER key, ENTER key will disappear on this keyboard. Please leave one ENTER key at least.

### **YES/NO CAN NOT BE REMOVED**

If this position is relocated by other key except YES/NO key, YES/NO key will disappear on this keyboard. Please leave one YES/NO key at least.

### **THIS NUMERIC CAN'T BE REMOVED**

If this position is relocated by other key except this numeric key, this numeric key will disappear on this keyboard. Please leave one this numeric key at least.

### **INCORRECT CODE**

There is no code that matched with the entered code.

### **SOFT CHECK ONLY**

This operation can be done in only SOFT CHECK.

**INACTIVE PLU**

This PLU is inactive PLU.

**MULTIPLE DISCOUNT NOT ALLOWED**

Multiple Discount is not allowed.

**NEW CHECK OPENED**

The requested check does not exist so a new check is opened.

**NO MORE SPLIT TENDER ALLOWED**

No more split tender is allowed.

---

**DISPLAY MESSAGES****CHECK POLE DISPLAY**

Pole display is turned off or disconnected, check the pole display.

**MUST MAX.NONTAXABLE<=BRK PNT1**

MAXIMUM NON-TAXABLE AMOUNT should be less than or equal to BREAK POINT 1.

**MUST BRK PNT n <= BRK PNT n+1**

BREAK POINT should be less than or equal to the next BREAK POINT.

**NOT ALLOWED WITH OPEN ORDERS**

Z with open order is not allowed. Please check the REPORT OPTIONS programming.

**NOW POLLING !!**

Prepolling operation is in progress.

**MIX AND MATCH ERROR**

Wrong mix & match operation.

**CLERK INTERRUPT ERROR**

Clerk interrupt is not allowed or wrong operation was done.

**CHECK OPENED NO DATA**

NEW CHECK# key can not open a check.

**NO CLERK BUFFER IN THIS REG**



There is no clerk interrupt data in this register. Please check the S-MODE SYSTEM OPTIONS programming.



# OPERATION SEQUENCES

---



2. Press the **UP** key.  
(Note: The cursor moves up to next main item.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	<b>HOT DOG</b>	<b>1.69</b>
	CATSUP	
1	MED COKE	1.00
		<b>TOTAL 2.69</b>
L1P01	ROn	REG01

## Page Up and Page Down

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

- when an operation screen is filled with items, the view will automatically scroll so that the operator views the most current entries. The **PAGE UP** key will allow the operator to view items previously entered, but unable to be displayed at the same time on the screen.
- when a WLU exceeds 10 items, press the **PAGE UP** and **PAGE DOWN** keys view the next 10 items or the previous 10 items accordingly.
- when a program screen offers more options than can be displayed at the same time, press the **PAGE UP** and **PAGE DOWN** keys view the next items or the previous items accordingly

---

# Employee Sign-On/Sign-Off

## *Program Notes for Clerk Operation*

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

## Push Button Entry Method - Stay Down

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

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

2. Press the direct employee key or employee number and **EMPLO SIGN ON** key to sign on. The employee name displays. This employee remains signed on until sign off.

07/12/99 12:12 REG MODE		ANNIE W 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W</div>		
L1P01	R0n	REG01

3. Press the corresponding direct employee key or **0 – EMPLO SIGN ON** key to sign off. You can not sign off inside of a transaction if not in clerk interrupt operation.

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

## Push Button - Pop-Up

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

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

2. Press the direct employee key or employee number and **EMPLO SIGN ON** key to sign on. The employee name displays. This employee remains signed on until the following transaction is complete.

07/12/99 12:12 REG MODE		ANNIE W 001
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ANNIE W</div>		
L1P01	R0n	REG01

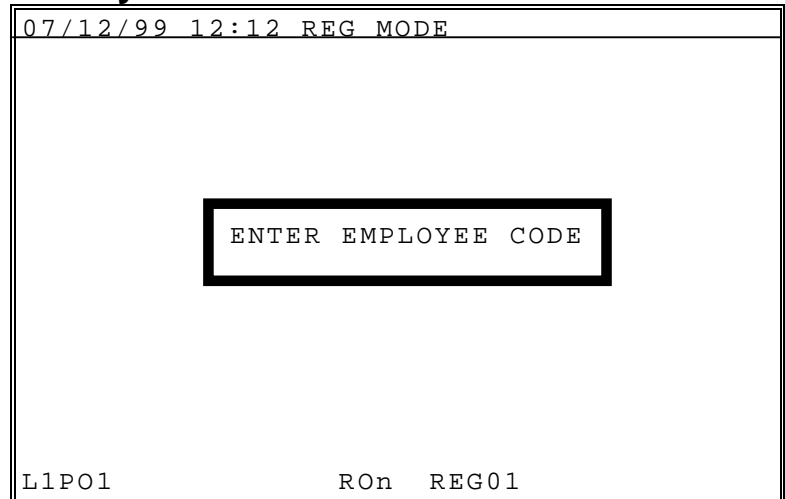
3. Enter the transaction. When the transaction is finalized, the "ENTER EMPLOYEE CODE" message automatically displays, prompting the entry for the next transaction.

07/12/99 12:12 REG MODE		
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ENTER EMPLOYEE CODE</div>		
TOTAL	24.00	CASH 24.00
L1P01	R0n	REG01

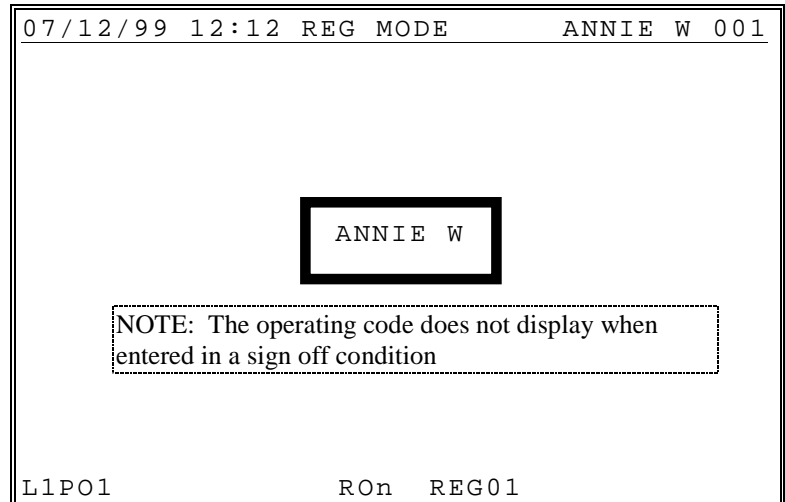


## Code Entry Method - Stay-Down

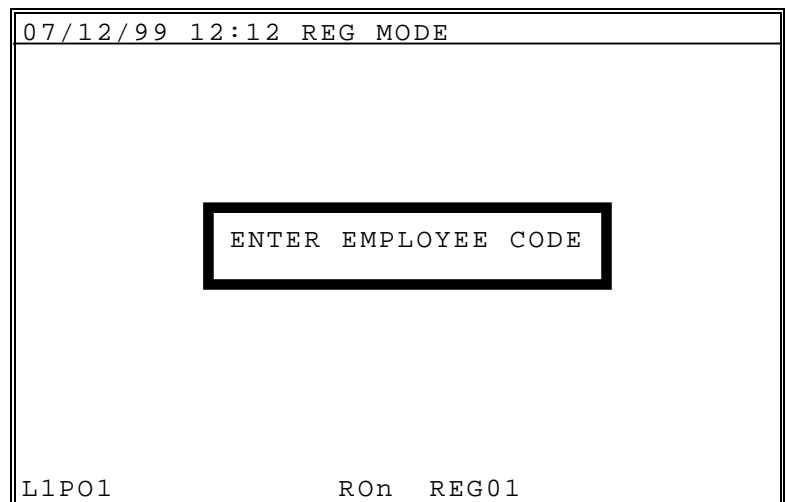
1. The message "ENTER EMPLOYEE CODE" displays when the register is in the **REG** (register) key lock position and is in a signed off condition.



2. Enter the operating code and press **EMPLO SIGN ON** key or direct employee key to sign on. The employee name displays. This employee remains signed on until sign off.

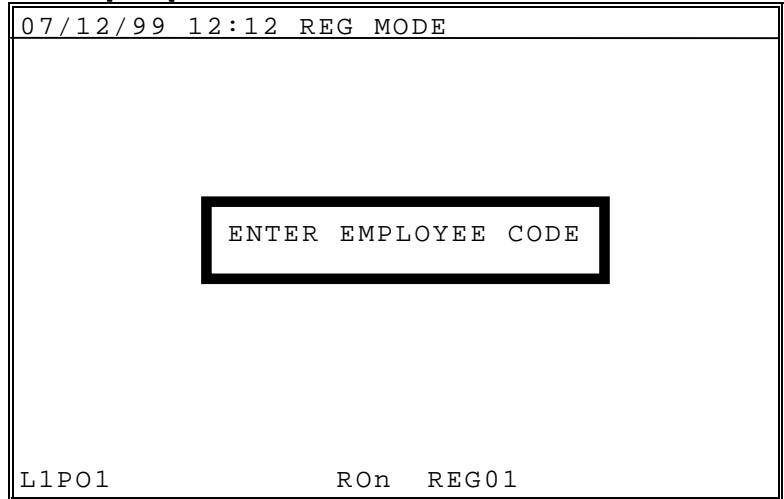


3. Press the **EMPLO SIGN ON** key or operating code and direct employee key to sign off. You cannot sign off inside of a transaction if not in clerk interrupt operation.

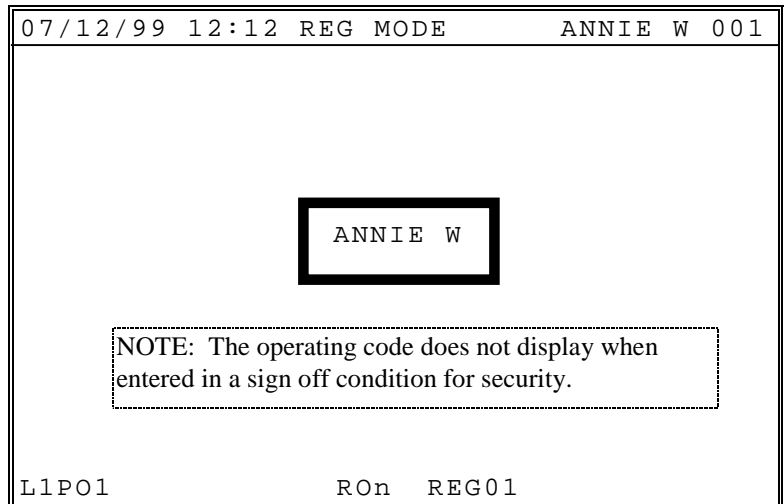


## Code Entry Method - Pop-Up

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



2. Enter the operating code and press **EMPLO SIGN ON** key or direct employee key to sign on. The employee name displays. This employee remains signed on until sign off.



## Sign Off/Quit

The **QUIT** key or the sequence **0 EMPLO SIGN ON** will sign off the current employee.

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

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

or,

1. Enter **0** on the numeric key pad, press **EMPLO SIGN ON** key. The "ENTER EMPLOYEE CODE" message displays.

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

## Continue

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

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1P01	R0n REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W</div>		
L1P01	R0n REG01	

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

Training mode can be accessed in two different ways.

- The entire register can be locked in training. Turn the key to the **X** key lock position and select TRAINING from the X-MODE MANAGER MENU. See "X Mode Procedures" for more information.
- A single employee can be signed on in training mode. (Other employees can continue with live operations.) In order to set up an individual employee for training, the employee must be programmed as training employee(see the EMPLOYEE programming, option#9 TRAINING MODE?), authority leve #31 (enable training mode) must be set to Y(es).
- If the user assign specific employee# as training employee(see the Training Mode Option, option#3 "TRAINING EMPLOYEE FILE #), training employee sale report will be stored into this employee#. If not program this TRAINING EMPLOYEE FILE#, no sale report for employee will be stored.

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

```
07/12/99 12:12 REG MODE ANNIE W 001
*****TRAINING*****

L1P01 ROn REG01
```

---

# Time Clock Procedures

Before using the Time Clock Procedure, the user must program the S mode Programming Menu/5. System Options, "9. REG# HOLDS TIME IN/OUT DATA"

## Clock-In Entry

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

```
CLK IN/OUT
#001 ANNIE W
DATE: MON 07/12/1999 TIME 12:12

JOB CODE: 1 MANAGER SUMMARY
1 MANAGER : - :
2 SERVER : - :
3 HEAD SERVER : - :
4 CASHIER : - :
5 : - :
6 : - :
: - :
: - :
: - :

L1 ESC ENTER
```

2. Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.
3. Press **CLOCK IN/OUT** to complete the procedure. .

```
CLK IN/OUT
#001 ANNIE W
DATE: MON 07/12/1999 TIME 12:12

JOB CODE: 1 MANAGER SUMMARY
1 MANAGER 12:12 - :
2 SERVER : - :
3 HEAD SERVER : - :
4 CASHIER : - :
5 : - :
6 : - :
: - :
: - :
: - :

L1 ESC CLK IN/OUT
```

## Clock Out for Break

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

CLK IN/OUT	
#001 ANNIE W	
DATE: MON 07/12/1999 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - :
1: OUT FOR BRK	: - :
2: OUT	: - :
	: - :
CLOCK OUT: <b>1</b>	: - :
	: - :
	: - :
	: - :
	: - :
	: - :
L1	ESC ENTER

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

CLK IN/OUT	
#001 ANNIE W	
DATE: MON 07/12/1999 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - <b>12:20</b>
1: OUT FOR BRK	: - :
2: OUT	: - :
	: - :
CLOCK OUT:1	: - :
	: - :
	: - :
	: - :
	: - :
L1	ESC CLK IN/OUT

## Clock In From Break

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

CLK IN/OUT		
#001 ANNIE W		
DATE: MON 07/12/1999 TIME 12:25		
JOB CODE:	<b>1</b> MANAGER	SUMMARY
1	MANAGER	12:12 - 12:20
2	SERVER	: - :
3	HEAD SERVER	: - :
4	CASHIER	: - :
5		: - :
6		: - :
		: - :
		: - :
		: - :
		: - :
L1		ESC ENTER

2. Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.
3. Press **CLOCK IN/OUT** to complete the procedure. .

CLK IN/OUT		
#001 ANNIE W		
DATE: MON 07/12/1999 TIME 12:25		
JOB CODE:	1 MANAGER	SUMMARY
1	MANAGER	12:12 - 12:20
2	SERVER	<b>12:25</b> - :
3	HEAD SERVER	: - :
4	CASHIER	: - :
5		: - :
6		: - :
		: - :
		: - :
		: - :
L1		ESC CLK IN/OUT





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

```
CLK IN/OUT
#001 ANNIE W
DATE: MON 07/12/1999 TIME 12:30

JOB CODE: 1 MANAGER SUMMARY
12:12 - 12:20
1: OU DECLARE CASH TIPS :30
2: OU 11.25 :
CLOCK ENTER :
: - :
: - :
: - :

L1 ESC ENTER
```



# FUNCTION OPERATIONS

---

# DEFAULT KEYBOARD

The factory default keyboard is shown below.

								CLERK 1	CLERK 2	CLERK 3	CLERK 4	CLERK 5
13	26	39	52	65	78	91	104	MENU LEVEL 1	MENU LEVEL 2	MENU LEVEL 3	MENU LEVEL 4	MENU LEVEL 5
12	25	38	51	64	77	90	103	PRICE LEVEL 1	PRICE LEVEL 2	PRICE LEVEL 3	PRICE LEVEL 4	PRICE LEVEL 5
11	24	27	50	63	76	89	102	REPEAT ORDER	PRINT BILL	OPEN BAR TAB	HOLD BAR TAB	LIST BAR TABS
10	23	26	49	62	75	88	101	GUEST NO.	TABLE NO.	OPEN CHECK NO.	HOLD CHECK	LIST CHECKS
9	22	25	48	61	74	87	100	PAID RECALL	YES/NO	ENTER	DONE	WLU NO.
8	21	24	47	60	73	86	99	EMPLO SIGN ON	PAGE UP	UP	PAGE DOWN	RCPT ISSUE
7	20	33	46	59	72	85	98	CLOCK IN/OUT	LEFT	DOWN	RIGHT	RCPT ON/OFF
6	19	32	45	58	71	84	97	TRANS CANCEL	CL/ESC	PLU NO.	X/TIME	MISC TEND 2
5	18	31	44	57	70	83	96	REFUND ITEM	7	8	9	MISC TEND 1
4	17	30	43	56	69	82	95	ERROR CORRCT	4	5	6	CHEQUE
3	16	29	42	55	68	81	94	RCVED MONIES	1	2	3	SUB-TOTL
2	15	28	41	54	67	80	93	PAID OUT MONIES	0	00	.	CASH
1	14	27	40	53	66	79	92					

# ALPHA OVERLAY KEYBOARD

The key layout of the Alpha Keyboard Overlay is shown below:

**NOTE** The DONE key acts as a backspace key when programming text.

!	@	#	\$	%	^	&	*	(	)	-	_	
Q	W	E	R	T	Y	U	I	O	P	+	=	\
A	S	D	F	G	H	J	K	L	:	;	"	'
Z	X	C	V	B	N	M	<	>	,	.	?	/
CAPS	SHIFT	BOLD	SPACE	SPACE	SPACE	SPACE	SPACE	●	{	}	[	]
¼	½	¾	©	®	←	→	↑	↓		ENTER	BACK SPACE	F s
Ä	Å	Æ	Ö	Ü	Ñ	Ç			PAGE UP	UP	PAGE DOWN	T X
	ë	ï	ÿ	É	Ç -				LEFT	DOWN	RIGHT	PREV REC
á	é	í	ó	ú					CL/ ESC		DELETE	NEXT REC
à	è	ì	ò	ù					7	8	9	
â	ê	î	ô	û					4	5	6	
Ÿ á	ß	µ	Ø	EURO					1	2	3	
¢	£	¥	Pt	f					0	00	.	

---

# FUNCTION KEY - DEFINITIONS

## **NUMERIC 1**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 2**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 3**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 4**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 5**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 6**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 7**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 8**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 9**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 0**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 00**

Used to reposition the numeric keypad anywhere on the keyboard

## **NUMERIC 000**

Used to reposition the numeric keypad anywhere on the keyboard

## **ADD CHECK**

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

## **BACK SPACE**

Used to program the alpha programming BACK SPACE function key

# FUNCTION KEY - DEFINITIONS

## **BOLD**

Used to program the alpha programming BOLD function key

## **CANCEL**

Press the cancel to abort a transaction in progress. All current items are removed (voided)

## **CAPS**

Used to reposition the alpha programming CAPTIAL Letters lock function key

## **CASH**

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

## **TIP DECLARE**

This is used for the declaration of tips earned by employees

## **SLIP**

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

## **CHEQUE**

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

## **CHEQUE CASH**

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

## **CHECK ENDORSEMENT**

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

## **CLEAR**

Press CLEAR to clear numeric entries or error conditions

## **CONTINUE**

Used in-conjunction with the magnetic card swipe system

## **CURR CONV 1 - 5**

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



# FUNCTION KEY - DEFINITIONS

## **CURSOR DOWN**

Use the cursor control keys to relocate the position of the cursor on the screen

## **CURSOR LEFT**

Use the cursor control keys to relocate the position of the cursor on the screen

## **CURSOR RIGHT**

Use the cursor control keys to relocate the position of the cursor on the screen

## **CURSOR UP**

Use the cursor control keys to relocate the position of the cursor on the screen

## **DECIMAL**

Use the decimal key to enter fractional rates or percentages. Do not use to enter amounts. The decimal is automatically inserted in the correct position.

## **DELETE**

Used to program the alpha programming DELETE function key.

## **DONE**

Press DONE to exit a WLU screen when multiple entries are allowed on the WLU. This key is required for programming and should not be omitted from the keyboard. This key also acts as a backspace when programming alpha.

## **ANALYSIS 3**

This key is used to record sales totals providing analysis on the both the financial report and special hourly sales analysis report. The default text can be changed providing sales analysis for any category. This key can also be programmed to switch the printing area of kitchen orders.

## **ANALYSIS 1**

This key is used to record sales totals providing analysis on the both the financial report and special hourly sales analysis report. The default text can be changed providing sales analysis for any category. This key can also be programmed to switch the printing area of kitchen orders.

## **EMPLOYEE # (CASHIER)**

The employee number key is used to sign on the cashier, clerk, server or employee who is starting registration. This key is used for CLERK CODE entry.

# FUNCTION KEY - DEFINITIONS

## **EMPLOYEE 1- 10**

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

## **ENTER**

When programming press the ENTER key to place data into a field with the cursor remaining in the field.

## **ERR CORRECT**

Press the error correct key to remove an item from the sale total. This also acts as delete when programming WLUs

## **FD STAMP SHIFT**

Press FD STAMP SHIFT to shift the pre-programmed food stamp voucher status of an item prior to its registration.

## **FD STAMP SUBTTL**

Press FD STMP SUBTTL to display the total of food stamp voucher eligible items registered in the current transaction.

## **FD STAMP TENDER**

Use the FD STMP TENDER key to tender Food Stamp vouchers after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than 1.00 can be applied to any cash balance or issued as cash change.

## **GUEST #**

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

## **HOLD**

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

## **INACTIVE**

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

# FUNCTION KEY - DEFINITIONS

## **KEYBOARD LEVEL 1 - 5**

Use to select one of the five keyboard levels. Keyboard levels can be changed manually using these keys or automated to change at a pre-programmed time on a pre-programmed day. They can also be changed in X-mode.

## **LIST CHECK 1 - 4**

Press the List Check key to display a list of open checks.

## **MACRO OFF**

This switches the macro during the pre-programmed key sequence to the Off position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO P**

This switches the macro during the pre-programmed key sequence to the P-MODE position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO PAUSE**

Used to indicate a pause in the macro, allowing greater user choice for the display and operation of macros one pause is programmed per required key press.

## **MACRO R**

This switches the macro during the pre-programmed key sequence to the Register mode position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO S**

This switches the macro during the pre-programmed key sequence to the S-mode position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO SET**

This key is used in REG as a method of programming macros by recording the key-strokes as they are entered.

By pressing the MACRO SET key carrying out the require mode changes, key-strokes etc then pressing the MACRO1-40 key to finalise the sequences to that key.

## **MACRO VOID**

This switches the macro during the pre-programmed key sequence to the Void-mode position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO X**

This switches the macro during the pre-programmed key sequence to the X-mode position. This key is not required on the keyboard as it is accessed during macro programming

# FUNCTION KEY - DEFINITIONS

## **MACRO Z**

This switches the macro during the pre-programmed key sequence to the Z-mode position. This key is not required on the keyboard as it is accessed during macro programming

## **MACRO 1 - 40**

Used to execute one of the forty possible pre-programmed key sequences, by allocating the require key to the keyboard and then programming the appropriate sequence. Macros can also be included in a Window Look Up for easy selection.

## **MACRO #**

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

## **MDSE RETURN**

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

## **MISC TEND 1 - 16**

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

## **MISC TEND #**

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

## **MODIFIER 1 - 10**

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

## **NEXT RECORD**

Used to program the next record key, which is used during programming to move through the program records.

## **#/NOSALE**

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

# FUNCTION KEY - DEFINITIONS

## **P/BAL**

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

## **PAGE DOWN**

This key switches between pages on the register display. Used in Window Look-Ups etc.

## **PAGE UP**

This key switches between pages on the register display. Used in Window Look-Ups etc.

## **PAID OUT 1 - 5**

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

## **PAID RECALL**

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

## **%1 - %10**

Ten discount/Premium keys are available to handle various types of discounts, mark downs and adjustments to items or transactions.

## **PLU**

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

## **PREVIOUS RECORD**

This key is used to switch to the previous PLU entered.

## **PRICE LEVEL 1 - 20**

Press a price level key prior to a PLU entry to shift the price of a PLU to a different '*price set*' pre-programmed to the PLU. Each product has the ability to sell at five different prices. The prices are not fixed however at price levels 1 through to five. The Price level can be allocated from any of the twenty to provide detailed price reporting using the PLU by price level report (if set in memory allocation). The norm for a bar is two prices normal and special offer price this requires no special programming. The terminal however can be programmed to used up to twenty price bands. For example we could have some PLUs using prices 1 – 5 representing sizes and some PLUs using prices 6 – 10. This would then representing different products types sold at different sizes; pressing the appropriate price key will sell the correct size. Then using the price level report, the analysis would show the total per product a breakdown of the price sales per product and overall sales total for all products per price level

# FUNCTION KEY - DEFINITIONS

## **PRICE INQUIRY**

Used to inquire on the retail price of a product this can be programmed to display for a single item or multiple products

## **PRINT**

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

## **PRINT CHECK**

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

## **PRINT HOLD**

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

## **PROMO**

Press the PROMO key to void the price (the item remains). This can be used in 2 for 1 promotions etc.

A promo count and value of discount given is shown on the financial reports.

## **PRINT SCREEN**

Press the print screen key to print a copy of the current screen on the designated receipt printer

## **QUIT**

Press QUIT to automatically sign on/off the current cashier/clerk, when using the magnetic card swipe.

## **RECEIPT ON /OFF**

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

## **RECALL CHECK 1 - 4**

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

---

# FUNCTION KEY - DEFINITIONS

## **RECD ACCT 1 - 5**

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

## **RECEIPT ISSUE**

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

## **REPEAT**

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

## **SCALE**

Use the scale key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension.

## **SEAT#**

Used to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat from a single check and identifies to the food preparation staff how to assemble meals. This feature also provides separate billing

To allocate items to a seat enter the seat number and press the seat key prior to selling the product or scroll through the items on the display and allocate by pressing the seat key followed by the seat number then the seat key again to accept. Payment is accepted by pressing subtotal then the seat key to display and pay the balances due.

## **SHIFT**

Used to program the alpha programming Shift capital letters lock function key.

## **SPLIT ITEM**

When like items are consolidated in a transaction. You can move the cursor to the item and press the SPLIT ITEM key to display the items separately, instead of in consolidated form, used normally to assist the items to seat allocation.

## **SPLIT PAYMENT**

Use the split payment key to divide the amount of a guest check into equal segments for payment and issue bills accordingly. To pay bills using the split payment method, recall the guest check press the subtotal key then enter the number of people by which the bill is to be split then press the split payment key to activate the display of balances due for payment for each person.

---

# FUNCTION KEY - DEFINITIONS

## **STOCK INQUIRY**

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

## **STORE CHECK 1 - 4**

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

## **SUBTOTAL**

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

## **TABLE 1 - 4**

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

## **ANLAYSIS 2**

This key is used to record sales totals providing analysis on the both the financial report and special hourly sales, analysis reports. The default text can be changed providing sales analysis for any category. This key can also be used to change the print location of a kitchen order.

## **TAX EXEMPT**

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

## **TAX SHIFT 1 - 6**

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

## **TIME IN/OUT (CLOCK IN/OUT)**

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

## **TIP 1 - 3**

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

## **TRANSFER CHECK 1 - 4**

Used to transfer check monies/open checks from one employee to another. This key is not used for check numbers.



---

## FUNCTION KEY - DEFINITIONS

### **TRAY SUBTOTAL (TICKET ISSUE)**

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

### **VALIDATE**

Use this key to initiate a single line validation (requires a printer with validation capability)

### **VOID ITEM**

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

### **WASTE**

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

### **WLU #**

Used to access windows look up menus by their code number

### **X/TIME**

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

### **PARK ORDER/SERVE ORDER**

Used with the kitchen video system to control order service

### **KP ROUTING**

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

### **NEW CHECK 1 – 4**

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

### **NOFOUND PLU (not found PLU)**

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

### **PRICE CHANGE**

This allows the pre-programmed price of an item to be changed.



---

# Outside Of Sale Functions

## Time Display

1. Press **X/TIME**.
2. Press **X/TIME** again to exit the current display.

```
REG MODE          ANNIE W 001
DATE: MON 07/12/1999
TIME: 12:12:05 PM
OPERATOR: ANNIE W
REG: 01
SAMSUNG          SPS-1000
V1.10UK          JUN.24 1999

L1P01              ROn  REG01
```

## Selecting Keyboard Levels

Levels may be set by:

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

Function key selection is shown here.

1. Press **MENU LEVL# 1.**

```
L1P01              ROn  REG01
```

2. Press **MENU LEVL# 2.**

```
L2P01              ROn  REG01
```

3. Press **MENU LEVL# 5.**

```
L5P01              ROn  REG01
```

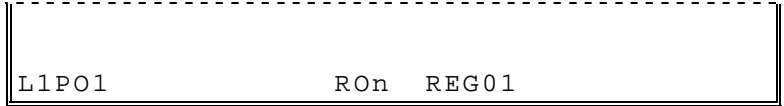
## Selecting Price Levels

Levels may be set by:

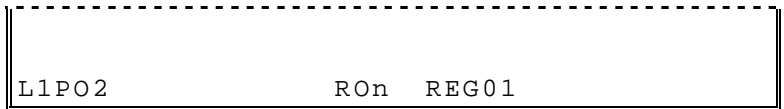
- Function Key
- X-Mode Menu Selection
- Time Control

Function key selection is shown here.

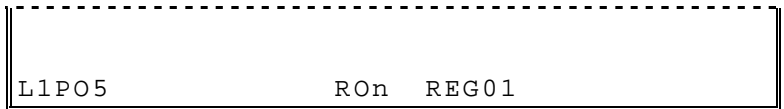
1. Press  
**PRICE LEVL# 1.**



2. Press  
**PRICE LEVL# 2.**



3. Press  
**PRICE LEVL# 5.**



## No Sale

1. Press **#/NOSALE.**



## Received on Account (Loan)

1. Press the appropriate received on account key, i.e. **RECVD MONIES**.

07/12/99 12:12 REG MODE		ANNIE W 001
RECD ACCT1		0.00
0.00	CASH	
0.00	CHEQUE	
0.00	MISC TEND#	
0.00	TOTAL	
<b>L1 CASH CHEQUE MISC TEND# DONE</b>		
L1P01	R0n	REG01

2. Enter the amount of cash received; press **CASH**.
3. Enter the amount of check or checks received; press **CHEQUE**.
4. Enter the amount of charge or other media, press the appropriate miscellaneous tender key, i.e. **MISC TEND1**.

07/12/99 12:12 REG MODE		ANNIE W 001
RECD ACCT1		0.00
10.00	CASH	
20.00	CHEQUE	
30.00	MISC TEND#	
60.00	TOTAL	
<b>L1 CASH CHEQUE MISC TEND# DONE</b>		
L1P01	R0n	REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
RECD ACCT1		0.00
10.00	CASH	
20.00	CHEQUE	
30.00	MISC TEND#	
60.00	TOTAL	
<b>TOTAL 0.00</b>		
L1P01	R0n	REG01

## Paid Out (Pick Up)

1. Press the appropriate paid out key, i.e. **PAID OUT MONIES**

07/12/99	12:12	REG MODE	ANNIE W 001
PAID OUT1			<b>0.00</b>
0.00	CASH		
0.00	CHEQUE		
0.00	MISC TEND#		
0.00	TOTAL		
<b>L1 CASH CHEQUE MISC TEND# DONE</b>			
L1P01	ROn	REG01	

2. Enter the amount of cash paid out; press **CASH**.
3. Enter the amount of check or checks paid out; press **CHEQUE**
4. Enter the amount of charge or other media, press the appropriate miscellaneous tender key, i.e. **MISC TEND1**.

07/12/99	12:12	REG MODE	ANNIE W 001
PAID OUT1			<b>0.00</b>
-10.00	CASH		
-20.00	CHEQUE		
-30.00	MISC TEND#		
-60.00	TOTAL		
<b>L1 CASH CHEQUE MISC TEND# DONE</b>			
L1P01	ROn	REG01	

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

07/12/99	12:12	REG MODE	ANNIE W 001
PAID OUT1			<b>0.00</b>
-10.00	CASH		
-20.00	CHEQUE		
-30.00	MISC TEND#		
-60.00	TOTAL		
			<b>TOTAL 0.00</b>
L1P01	ROn	REG01	











## Condiment/PLU/Function Entry from a WLU

### ***What is a WLU?***

WLU stands for “Window Look Up”. A WLU window displays on the right half of the screen.

A WLU can be triggered by registering a PLU that is programmed to activate a WLU, by pressing a WLU function key on the keyboard that is assigned to a WLU, or a WLU can be linked to another WLU, so that when selection(s) from the first WLU are completed, another WLU is automatically opened.

Up to 10 items can be displayed at one time in a WLU. If there are more than 10 items in the WLU, an arrow “▼” displays in the bottom left corner of the WLU window. Press the **PAGE DOWN** key to view the next 10 items in the WLU. Press the **PAGE UP** key to view the previous 10 items in the WLU. (The “◆” indicator will display if there are items both above and below the current view; the “▲” indicator will display if you are at the bottom of the list and there are items only above the current view.)

### ***WLU Applications***

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

A WLU listing condiments may be linked to an item so that immediately after the item is registered, condiment options for that item are displayed.

A WLU listing PLUs can be displayed by pressing a WLU function key on the keyboard. In this way, a list of similar items, such as a wine list, can be displayed for easy selection and entry.

A WLU listing functions can be displayed by pressing a WLU key on the keyboard. In this way, functions that are only used occasionally can be accessed indirectly, or if there are insufficient key locations on the keyboard for all the functions you wish to use, some of them could be located on a WLU. (A function need not be on the keyboard in order to be placed on a WLU.)

Any WLU can be set to list combinations of Condiment PLUs, ordinary PLUs or functions.

### ***Programs Notes for Setting Up WLUs***

Check your memory allocation settings (see “S-Mode Programming-Memory Allocation” in the *Program Manual*.) The total number of WLUs available is determined in memory allocation. The default is 10 WLUs; the maximum is 999 WLUs, if memory is available. The number of items that can be listed in a WLU also set in memory allocation. The maximum is 50 items if memory is available.

Program the items for each WLU. First set the options for each individual WLU, then add or delete items as necessary. (See “P-Mode Programming-Window Look Up (WLU)” in the *Program Manual*.)

If a WLU is to be activated by the registration of an item, go to PLU programming and enter the WLU number in the ACTIVATE WLU# field. (See “P-Mode Programming-PLU Programming” in the *Program Manual*.)

If a WLU is to be activated by pressing a function key, identify the key as a WLU key and set the WLU# that is to be activated. (See “P-Mode Programming-Keyboard Key Relocation ” in the *Program Manual*.)

## Viewing a WLU

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

1. Press **PLU #7**. The WLU displays with the first condiment item highlighted.  
(You can selectively view the name or code of PLU/Condiment using **LEFT/RIGHT** key.)

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>CONDIMENTS</b>
	<b>1 CATSUP</b>
	2 MUSTARD
	3 NION
	4 PICKLE
	5 RELISH
	6 MAYO
	7 BUTTER
	8 GARLIC
	9 HOT SAUCE
	10 MILD SAUCE
	▼↑↓←→ ENT DONE
<b>TOTAL 1.69</b>	
L1P01	R0n REG01

2. Press **PAGE DOWN** to display the remaining items of the WLU.

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>CONDIMENTS</b>
	4 PICKLE
	5 RELISH
	6 MAYO
	7 BUTTER
	8 GARLIC
	9 HOT SAUCE
	10 MILD SAUCE
	<b>11 TOMATO</b>
	12 LETTUCE
	13 CHEESE SAUCE
	▲↑↓←→ ENT DONE
<b>TOTAL 1.69</b>	
L1P01	R0n REG01

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

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>CONDIMENTS</b>
	<b>1 CATSUP</b>
	2 MUSTARD
	3 ONION
	4 PICKLE
	5 RELISH
	6 MAYO
	7 BUTTER
	8 GARLIC
	9 HOT SAUCE
	10 MILD SAUCE
	▼↑↓←→ ENT DONE
<b>TOTAL 1.69</b>	
L1P01	R0n REG01

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

In this example a WLU with the title "CONDIMENTS" is programmed with 13 items. The WLU is set to can be closed with the **DONE** key. PLU #7 is set to activate the WLU.

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

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>HOT DOG</b>	<b>CONDIMENTS</b>
		1 <b>CATSUP</b>
		2 MUSTARD
		3 ONION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼↑↓←→ ENT DONE
		<b>TOTAL 1.69</b>
L1P01	ROn	REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>HOT DOG</b>	<b>CONDIMENTS</b>
		1 CATSUP
		<b>2 MUSTARD</b>
		3 ONION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼↑↓←→ ENT DONE
		<b>TOTAL 1.69</b>
L1P01	ROn	REG01

3. Press **ENTER**. (The WLU remains open.)
4. Press **DONE** to close the WLU.

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>HOT DOG</b>	<b>1.69</b>
	MUSTARD	
		<b>TOTAL 1.69</b>
L1P01	ROn	REG01

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

In this example a WLU with the title "CONDIMENTS" is programmed with 13 items. The WLU is set to can be closed with the **DONE** key. PLU #7 is set to activate the WLU. But this numeric selection is not allowed if the WLU is programmed to allow function key entry.

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

07/12/99 12:12 REG MODE		ANNIE W 001
1	HOT DOG	CONDIMENTS
1	CATSUP	
2	MUSTARD	
3	ONION	
4	PICKLE	
5	RELISH	
6	MAYO	
7	BUTTER	
8	GARLIC	
9	HOT SAUCE	
10	MILD SAUCE	
▼↑↓←→ ENT DONE		
		TOTAL 1.69
L1P01	ROn	REG01

2. Type **2** (to select mustard).
3. Press **ENTER**. (The WLU remains open.)
4. Press **DONE** to close the WLU.

07/12/99 12:12 REG MODE		ANNIE W 001
1	HOT DOG	1.69
	MUSTARD	
		TOTAL 1.69
L1P01	ROn	REG01

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

In this example a WLU with the title "CONDIMENTS" is programmed with 13 items. The WLU is set to can be closed with the **DONE** key. PLU #7 is set to activate the WLU. But the numeric selection is not allowed if the WLU is programmed to allow function key entry

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

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>CONDIMENTS</b>
	<b>1 CATSUP</b>
	2 MUSTARD
	3 NION
	4 PICKLE
	5 RELISH
	6 MAYO
	7 BUTTER
	8 GARLIC
	9 HOT SAUCE
	10 MILD SAUCE
	▼↑↓←→ ENT DONE
	<b>TOTAL 1.69</b>
L1P01	R0n REG01

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

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>CONDIMENTS</b>
ONION	1 CATSUP
	2 MUSTARD
	<b>3 ONION</b>
	4 PICKLE
	5 RELISH
	6 MAYO
	7 BUTTER
	8 GARLIC
	9 HOT SAUCE
	10 MILD SAUCE
	▼↑↓←→ ENT DONE
	<b>TOTAL 1.69</b>
L1P01	R0n REG01



4. Type **6**.
5. Press **ENTER**. (The WLU remains open.)

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>HOT DOG</b>	<b>CONDIMENTS</b>
	ONION	1 CATSUP
	MAYO	2 MUSTARD
		3 ONION
		4 PICKLE
		5 RELISH
		<b>6 MAYO</b>
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼↑↓←→ ENT DONE
		<b>TOTAL 1.69</b>
L1P01	R0n	REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>HOT DOG</b>	<b>1.69</b>
	ONION	
	MAYO	
		<b>TOTAL 1.69</b>
L1P01	R0n	REG01

## Multiplication of Condiments in a WLU

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

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

07/12/99 12:12 REG MODE		ANNIE W 001	
<b>1 8 PC CHIC</b>		<b>CHICKEN</b>	
	<b>1 ORIGINAL</b>		
	2 CRISPY		
	3 BBQ		
	<b>INPUT QTY</b>	<b>ONE X/TM</b>	
			<b>TOTAL 1.69</b>
L1P01	ROn	REG01	

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

07/12/99 12:12 REG MODE		ANNIE W 001	
<b>1 8 PC CHIC</b>		<b>CONDIMENTS</b>	
2 ORIGINAL	<b>1 ORIGINAL</b>		
	2 CRISPY		
	3 BBQ		
	<b>INPUT QTY</b>	<b>ONE X/TM</b>	
			<b>TOTAL 1.69</b>
L1P01	ROn	REG01	

6. Enter **6**.
7. Press **X/TIME**.
8. Enter **3**.
9. Press **ENTER**. (The Input Qty prompt and WLU window clear because the total quantity required of 8 has been fulfilled.)

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1</b>	<b>8 PC CHICKN</b>	<b>1.69</b>
2	ORIGINAL	
6	BBQ	
		<b>TOTAL 1.69</b>
L1P01	R0n	REG01

## Multiple WLUs

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

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

07/12/99 12:12 REG MODE ANNIE W 001	
1 PRIME RIB	POTATO
	1 BAKED
	2 FRENCH FRIES
	3 HASH BROWNS
	↑↓←→ ENT DONE
	TOTAL 9.69
L1P01	R0n REG01

3. Press **DONE** to close the potato WLU and the linked soup/salad WLU is opened.
4. Type **2** and press **ENTER** to select salad.

07/12/99 12:12 REG MODE ANNIE W 001	
1 PRIME RIB	SOUP/SALAD
BAKED	1 SOUP
	2 SALAD
	3 JUICE
	↑↓←→ ENT DONE
	TOTAL 9.69
L1P01	R0n REG01

5. Press **DONE** to close soup/salad WLU and the linked dressing WLU is opened.
6. Select appropriate dressing to complete the sequence.

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1 PRIME RIB</b>		<b>DRESSING</b>
BAKED	<b>1 FRENCH</b>	
SALAD	2 ITALIAN	
	3 BLUE CHEESE	
	↑↓←→ ENT DONE	
		<b>TOTAL 9.69</b>
L1P01	R0n	REG01

7. Press **DONE** and the dressing WLU is closed.

07/12/99 12:12 REG MODE		ANNIE W 001
<b>1 PRIME RIB</b>		<b>9.69</b>
BAKED		
SALAD		
FRENCH		
		<b>TOTAL 9.69</b>
L1P01	R0n	REG01

## Using Functions From Window Look Up (WLU)

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

User can select function with/without additional value. But numeric selection is not allowed for the function key WLU.

1. Press the PLU list WLU.

```
07/12/99 12:12 REG MODE ANNIE W 001
1 SHRIMP TENDER LIST
1 CASH
2 CHEQUE
3 VISA
4 MASTER
5 AMEX
6 BC
7 MISC TEND5
8 MISC TEND6
9 MISC TEND7
10 MISC TEND8
▼↑↓←→ ENT DONE
TOTAL 4.50
L1P01 ROn REG01
```

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

```
07/12/99 12:12 REG MODE ANNIE W 001
1 SHRIMP CT LIQUOR LIST
11 MISC TEND9
12 MISC TEND 10
▼↑↓←→ ENT DONE
UP DWN ENT DONE
TOTAL 4.50
L1P01 ROn REG01
```

3. Select a function by pressing the **UP** or **DOWN** keys to select your choice and press **ENTER** without amount.

07/12/99 12:12 REG MODE		ANNIE W 001	
1	SHRIMP CTL	4.50	
TOTAL 4.50		CASH 4.50	
L1P01		R0n REG01	

Or

3. Select a function by pressing the **UP** or **DOWN** keys to select your choice and press **ENTER** with amount

07/12/99 12:12 REG MODE		ANNIE W 001	
1	SHRIMP CTL	4.50	
TOTAL 4.50		CASH 5.00	
L1P01		R0n REG01	
		<b>CHANGE 0.50</b>	

## Price Level Shift

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

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

1. Press PLU#1.
2. Press the **PRICE LEVEL 2** key.

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU1	1.00
PRICE LVL2	
TOTAL 1.00	
L1P01	R0n REG01

3. Press **PLU#1**.

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU1	1.00
1 PLU1	2.00
TOTAL 3.00	
L1P01	R0n REG01



## Scale Items

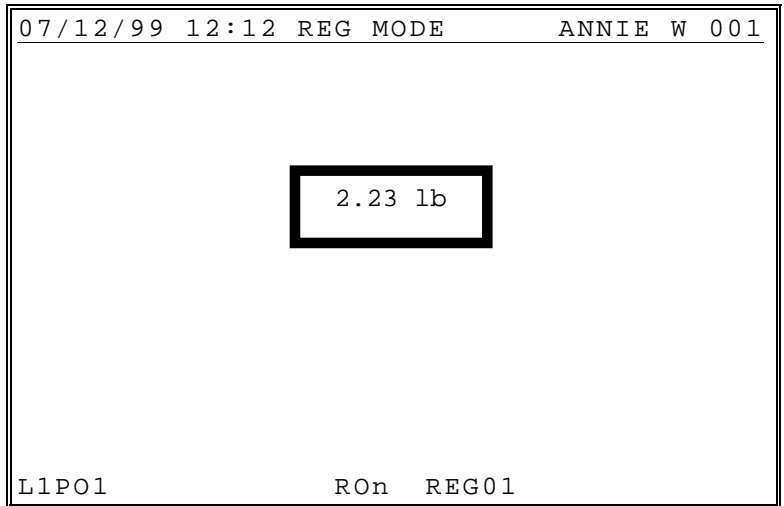
The SPS 1000 can be interfaced to an electronic scale, allowing direct entry of the item's weight by using the SCALE key or selling Auto-Scale PLU will get the weight automatically without SCALE key.

### **Scale Program Notes:**

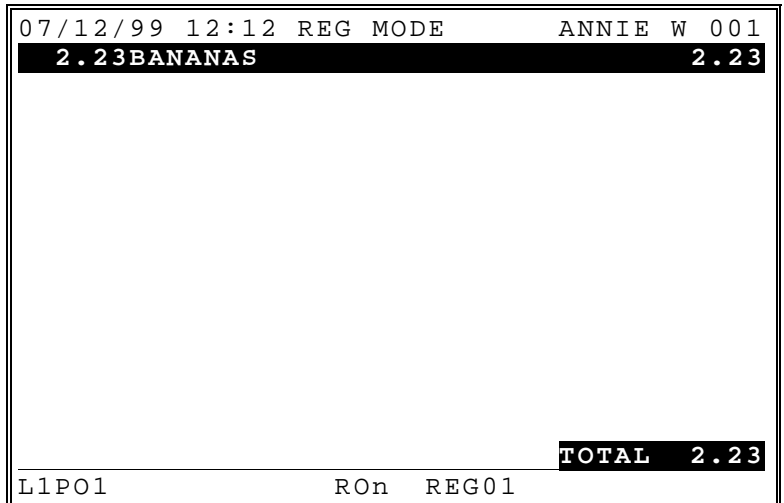
- See “P-Mode Programming-PLU Status Group” in the *Program Manual*. The following options affect each PLU linked to a PLU status group.
  - ⇒ IS PLU SCALEABLE? If yes, the PLU may be registered only by multiplying a weight by the PLU.
  - ⇒ AUTO SCALE ON THIS PLU? If yes, the weight on the scale will be automatically multiplied when the PLU is registered.
  - ⇒ AUTO TARE# (0-20) If a tare is selected here, the preprogrammed tare weight will be subtracted from the scale weight when the PLU is registered.
- See “P-Mode Programming-Function Key” in the *Program Manual* to set the Scale Key attributes:
  - ⇒ ACTIVE IN X ONLY?
  - ⇒ ALLOW MANUAL ENTRY OF WEIGHT?  
This flag will allow entering weight manually for scaleable PLU.
  - ⇒ INHIBIT TARE WEIGHT ENTRY?
  - ⇒ TARE ENTRY IN X ONLY?
  - ⇒ TARE ENTRY IS COMPULSORY?
  - ⇒ WEIGHT SYMBOL : Y=kg/N=lb

### Direct Scale Entry

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

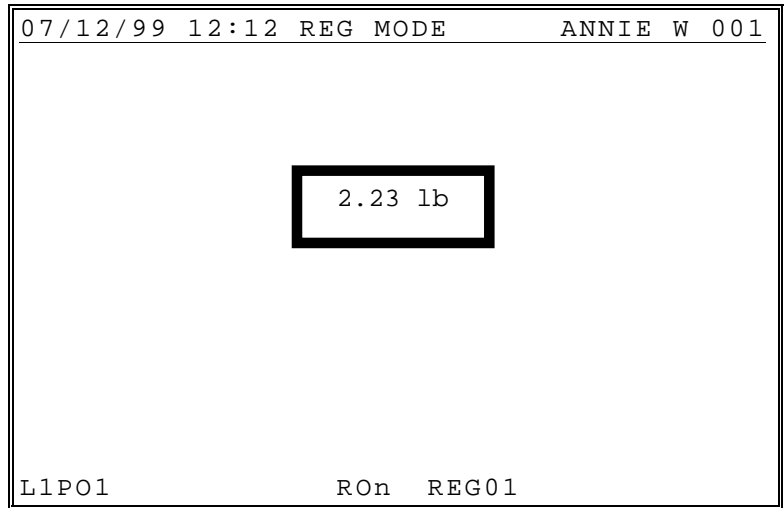


3. Register the scaleable PLU.

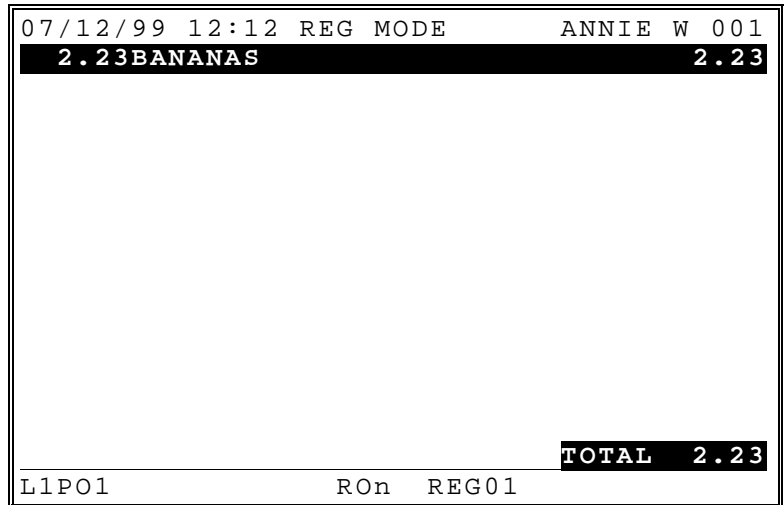


### Auto Scale Entry

1. Place the item on the scale.
2. Register the auto scale PLU.

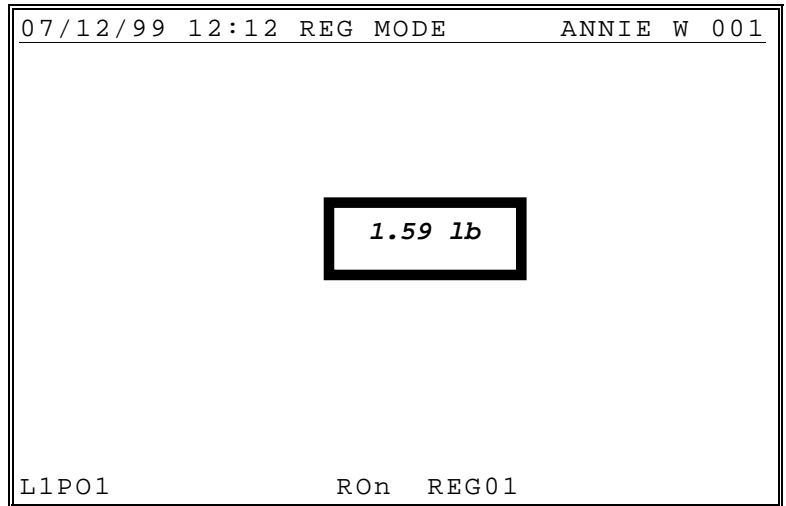


3. The PLU weigh itself automatically and sold.

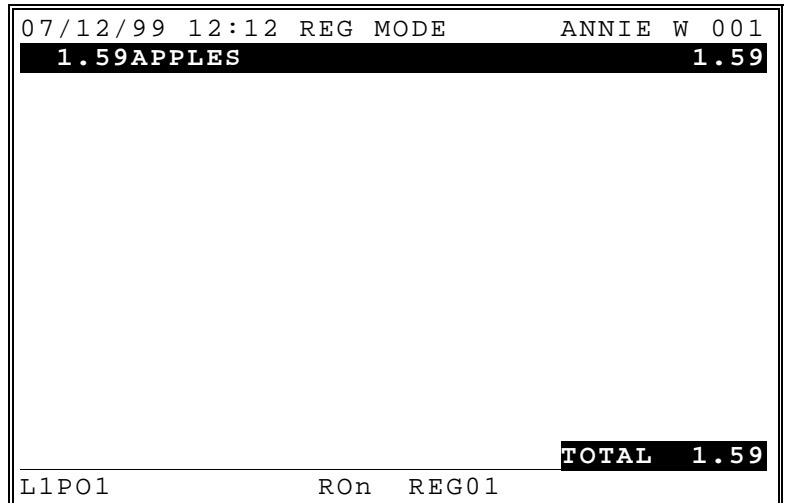


## Manual Weight Entry

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



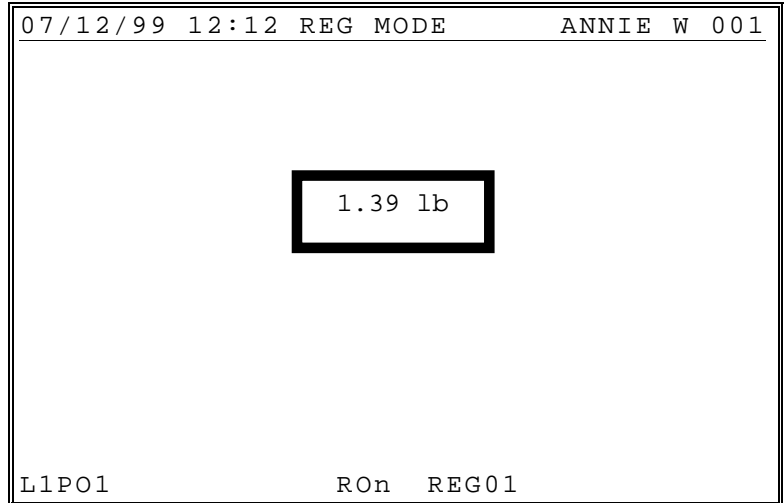
3. Register the scaleable PLU.



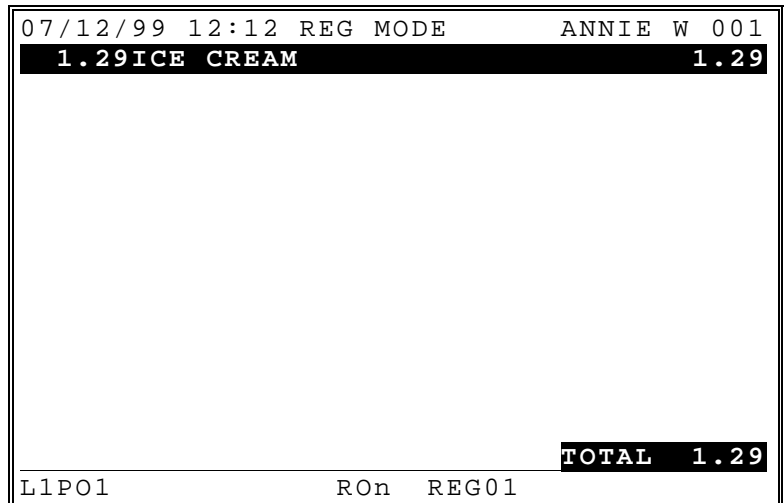
### **Auto Tare Weight**

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

1. Place the item on the scale.
2. Press the **SCALE** key to display the weight if it is not a auto scale PLU.



3. Register the scaleable PLU.



NOTE: The user must program the "15. AUTO TARE#" of linked PLU status group before using this auto tare weight function.

## Manual Tare Weight Entry

1. Place the item on the scale.

07/12/99	12:12	REG MODE	ANNIE W 001
1.39 lb			
			<b>TOTAL 0.00</b>
L1P01	R0n	REG01	

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

07/12/99	12:12	REG MODE	ANNIE W 001
1.29 lb			
			<b>TOTAL 0.00</b>
L1P01	R0n	REG01	

3. Register the scaleable PLU.

07/12/99	12:12	REG MODE	ANNIE W 001
<b>1.29 ICE CREAM</b>			<b>1.29</b>
			<b>TOTAL 1.29</b>
L1P01	R0n	REG01	



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

07/12/99 12:12 REG MODE		ANNIE W 001
1	HOT DOG	1.69
1	<b>BLT</b>	<b>2.00</b>
	NO MAYO	
		<b>TOTAL 3.69</b>
L1P01	R0n	REG01



### Auto Grill Item

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT	DOG				1.69
1	BLT					2.00
	NO	MAYO				
						<b>TOTAL 3.69</b>
L1P01		R0n	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT	DOG				1.69
1	BLT					2.00
	NO	MAYO				
1	COKE					0.75
						<b>TOTAL 4.44</b>
L1P01		R0n	REG01			

## Promo

The **PROMO** key allows the operator to account for promotional items (i.e. by two, get one free).

1. Register the items to be sold.

07/12/99	12:12	REG	MODE	ANNIE W	001
3	HOT DOG				4.50
					<b>TOTAL 4.50</b>
L1P01		R0n	REG01		

2. Press **PROMO**.

07/12/99	12:12	REG	MODE	EMPLOYEE1	001
3	HOT DOG				4.50
PROMO					
<b>PROMO</b>					
					<b>TOTAL 4.50</b>
L1P01		R0n	REG01		



## Waste

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

1. Press **WASTE**.

07/12/99	12:12	REG MODE	ANNIE W 001
***** WASTE *****			
			<b>TOTAL 0.00</b>
L1P01	R0n	REG01	

2. Register the wasted items.

07/12/99	12:12	REG MODE	ANNIE W 001
***** WASTE *****			
<b>3</b>	<b>HOT DOG</b>		<b>4.50</b>
			<b>TOTAL 4.50</b>
L1P01	R0n	REG01	

3. Press **WASTE** to finalize.

07/12/99	12:12	REG MODE	ANNIE W 001
***** WASTE *****			
<b>3</b>	<b>HOT DOG</b>		<b>4.50</b>
			<b>TOTAL 4.50</b>
***** WASTE *****			
L1P01	R0n	REG01	

## Price Inquiry

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

1. Press **PRICE INQ**.
2. Enter the PLU number and **PLU NO.** key or press the PLU on Keyboard.

07/12/99 12:12 REG MODE		ANNIE W 001	
PRICE INQ			
PLU#	1		
PLU1			1.00
L1P01		R0n REG01	

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

07/12/99 12:12 REG MODE		ANNIE W 001	
1	PLU1		1.00
TOTAL 1.00			
L1P01		R0n REG01	

## Stock Inquiry

Use the **STOCK INQ** key to check the stock count of an item.

1. Press **STOCK INQ**.
2. Enter the PLU number and **PLU NO.** key or press the PLU on Keyboard.

07/12/99 12:12 REG MODE		ANNIE W 001	
STOCK INQ			
PLU#	<input type="text" value="1"/>		
PLU1			1.00
L1P01		R0n REG01	

## Food Stamp Shift

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

In the following examples:

- Tax 1 is 10%
- PLU #15 is taxable by tax 1 and not food stamp eligible
- PLU #16 is taxable by tax 1 and food stamp eligible

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

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

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

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

07/12/99	12:12	REG	MODE	ANNIE W 001
1	PLU15	T	X1	12.00
1	PLU15	F	SX1	12.00
				<b>TOTAL 26.40</b>
L1P01	ROn	REG01		

Food Stamp  
eligibility indicator

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

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

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

Enter amount, press **FD/S SHIFT**, press **PLU#16**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU16	F <sup>s</sup>	T <sup>x</sup> 1			12.00
1	PLU16	T <sup>x</sup> 1				12.00
						<b>TOTAL 26.40</b>
L1P01		R0n	REG01			



## Tax Shift and Tax Exemption

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

In the following examples:

- Tax 1 is 5%, tax 2 is 10%
- PLU #11 is nontaxable
- PLU #12 is taxable by tax 1
- PLU #13 is taxable by tax 2
- PLU #14 is taxable by tax 1 & 2

### ***Excepting Tax from a Taxable Item***

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

1. Press **PLU#12**.

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU12	T <sub>x</sub> 1	12.00
			<b>TOTAL 12.60</b>
L1P01	ROn	REG01	

2. Press **TAX SHIFT1**.

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU12	T <sub>x</sub> 1	12.00
<b>TAX SHIFT1</b>			
			<b>TOTAL 12.60</b>
L1P01	ROn	REG01	

3. Press **PLU#12**.

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU12	Tx1	12.00
1	PLU12		12.00
			<b>TOTAL 24.60</b>
L1P01	R0n	REG01	

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

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU11					11.00
1	PLU11	T <sub>x</sub> 1				11.00
						<b>TOTAL 22.55</b>
L1P01		R0n	REG01			

### Excepting Tax on an Entire Sale

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

### Tax Exception With TAX EXEMPT Key

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

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

07/12/99	12:12	REG MODE	ANNIE W 001
2	PLU12	T x1	24.00
			<b>TOTAL 25.20</b>
L1P01	R0n	REG01	

3. Press **SUB-TOTAL**.

07/12/99	12:12	REG MODE	ANNIE W 001
2	PLU12	T x1	24.00
<b>SUBTOTAL</b>			
			<b>TOTAL 25.20</b>
L1P01	R0n	REG01	

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

07/12/99 12:12 REG MODE	ANNIE W 001
2 PLU12 <sup>T</sup> <sub>x</sub> 1	24.00
<b>SUBTOTAL</b>	
<b>TOTAL 24.00</b>	
L1P01	R0n REG01

5. Press **CASH.**

07/12/99 12:12 REG MODE	ANNIE W 001
2 PLU12 <sup>T</sup> <sub>x</sub> 1	24.00
<b>TOTAL 24.00 CASH 24.00</b>	
L1P01	R0n REG01

### Tax Exemption With TAX Shift Keys

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

```
07/12/99 12:12 REG MODE ANNIE W 001
2 PLU12 Tx1 24.00
TOTAL 25.20
L1P01 ROn REG01
```

3. Press **SUB-TOTAL**.

```
07/12/99 12:12 REG MODE ANNIE W 001
2 PLU12 Tx1 24.00
SUBTOTAL
TOTAL 25.20
L1P01 ROn REG01
```

4. Press **TAX SHIFT1**.

```
07/12/99 12:12 REG MODE ANNIE W 001
2 PLU12 Tx1 24.00
TAX SHIFT1
TOTAL 24.00
L1P01 ROn REG01
```



---

## % Key Operations

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

- apply to a Sale or an Item
- accept an amount entry or calculate a percentage
- be positive (surcharge) or negative (discount)
- be open or preset (preset may be price or percentage, depending upon other setup)
- calculate taxes before or after the discount is applied
- allow the discount to reduce the food stamp subtotal
- allow the "do it" subtotal discount function. This "do it" function simplify the calculation of discount amount. If the user enter the tender total amount, this "do it" function automatically calculates the discount amount.
- enforce validation after the % key function
- if the % key is preset at a set percentage, allow override of the percentage, or to allow override of the percentage in 'X' mode only
- if the % key is an item discount/surcharge function, net the item total or not
- if the % key is a subtotal amount function (vendor coupon), allow multiple coupons without pressing subtotal or allow only one coupon



## Sale (Subtotal) Discounts

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

%1 key is programmed as an open percentage discount on the entire sale.

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

3. Press **SUB-TOTAL**  
(optional)
4. Enter **15** (15%),  
press **%1**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 1					-0.75
						<b>TOTAL 4.25</b>
L1P01		R0n	REG01			

5. Press **CASH**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 1					-0.75
						<b>TOTAL 4.25</b>
						<b>CASH 4.25</b>
L1P01		R0n	REG01			

### Preset Percentage Discount

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

1. Press **PLU#2**.

2. Press **PLU#3**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
<b>TOTAL</b>						<b>5.00</b>
L1P01		R0n	REG01			

3. Press **SUB-TOTAL**  
(optional)

4. Press **%2**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 2					-0.50
<b>TOTAL</b>						<b>4.50</b>
L1P01		R0n	REG01			

5. Press **CASH**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 2					-0.50
<b>TOTAL</b>						<b>4.50</b>
<b>CASH</b>						<b>4.50</b>
L1P01		R0n	REG01			

### Amount Subtotal Discount

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

1. Press **PLU#2**.
2. Press **PLU#3**.
3. Press **SUB-TOTAL**  
(optional)
4. Enter the amount of  
the discount, press  
**%3**.
5. Press **CASH**.

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
1 PLU3	3.00
TOTAL 5.00	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
1 PLU3	3.00
% 3	-1.00
TOTAL 4.00	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
1 PLU3	3.00
% 3	-1.00
TOTAL 4.00 CASH 4.00	
L1P01	R0n REG01

### "Do It" Discount

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

1. Press **PLU#2**.
2. Press **PLU#3**.
  
3. Press **SUB-TOTAL**  
(optional)
4. Enter the amount of  
the tender (4.25 in  
this example), press  
**%4**.
  
5. Press **CASH**.

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
<b>TOTAL 5.00</b>	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
% 4	-0.75
<b>TOTAL 4.25</b>	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
% 4	-0.75
<b>TOTAL 4.25</b>	
TOTAL 4.25 CASH 4.25	
L1P01	R0n REG01





### **Preset Percentage Discount**

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

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
			<b>TOTAL 5.00</b>
L1P01		R0n	REG01

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
	% 2		-0.30
			<b>TOTAL 4.70</b>
L1P01		R0n	REG01

### Discount on Cursor Selected Item

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

1. Press **PLU#2**.

2. Press **PLU#3**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

3. Press the **UP** key.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 3					-0.20
						<b>TOTAL 4.80</b>
L1P01		R0n	REG01			



### Store (Item) Coupon

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

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
			<b>TOTAL 5.00</b>
L1P01	R0n	REG01	

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
	COUPON		
1	PLU1		-1.00
			<b>TOTAL 4.00</b>
L1P01	R0n	REG01	

## Surcharges

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

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

3. Press **SUB-TOTAL**  
(optional).
4. Press the %1 key.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	%1					0.50
						<b>TOTAL 5.50</b>
L1P01		R0n	REG01			

5. Press **CASH**.

07/12/99 12:12 REG MODE		ANNIE W 001	
1	PLU2		2.00
1	PLU3		3.00
	% 1		0.50
TOTAL		5.50	CASH 5.50
L1P01			R0n REG01

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

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

1. Press **PLU#2**.
2. Press **PLU#3**.
3. Press **SUB-TOTAL**  
(optional.)
4. Enter **1 5** (15%),  
press the **%3** key.
5. Press **CASH**.

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
<b>TOTAL 5.00</b>	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
% 3	0.75
<b>TOTAL 5.75</b>	
L1P01	R0n REG01

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2	2.00
<b>1 PLU3</b>	<b>3.00</b>
% 3	0.75
<b>TOTAL 5.75</b>	
<b>CASH 5.75</b>	
L1P01	R0n REG01

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

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
	% 2					0.30
						<b>TOTAL 5.30</b>
L1P01		R0n	REG01			

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

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

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
			<b>TOTAL 5.00</b>
L1P01		R0n	REG01

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

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
1	PLU3		3.00
	% 1		0.45
			<b>TOTAL 5.45</b>
L1P01		R0n	REG01

# **GUEST CHECK OPERATIONS**

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# Guest Check Operations

## Overview

The *SPS 1000* can employ a manual previous balance, hard check, or soft check system. If manual previous balance is selected, the check balance is not saved in memory and is input manually by the operator (use the manual previous balance key). If a hard check system is selected, only the previous balance is maintained in memory. If a soft check system is selected, the check detail is kept in memory until the check is paid. (After a check is paid, check detail is available only through the **PAID RECALL** function, if it is implemented, or the closed check file, if it is implemented.)

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

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

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

## Multiple Tracking Files

The *SPS 1000* allows up to 4 separate tracking files. This allows you to set up different files for guest check/table tracking, phone order tracking, drive thru tracking for multiple windows, or whatever your application requires. The number of tracking files and the total number of checks is defined in memory allocation. The method of tracking you select (hard/soft) applies to all tracking files.

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

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

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



07/12/99 12:12 REG MODE					ANNIE W 001
TBL#(1)	CHECK#	G#	SERVER	TIME	BALANCE
6	10	2	ANNIE	1201	5.00
6	11	2	ANNIE	1230	9.00
L1P01					R0n REG01
					ENTER DONE

Tracking File # is indicated

**# Of Guests**

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

## Manual Previous Balance

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

Although not commonly used, the *SPS 1000* has the capability of manual previous balance operations. Manual previous balance means that the balance amount is entered through the numeric keypad. New items entered are added to the previous balance and the new balance is computed when the transaction is finalized.

### **Function Key Notes:**

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

This not stored in memory an are allowed only when the system does not employ any tracking operations (STORE CHECK/RECALL CHECK 1-4 are not used). Any of the four STORE CHECK 1-4 keys may be used to service the transaction.

### **Opening a Check**

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
P/BAL						0.00
						<b>TOTAL 0.00</b>
L1P01		R0n	REG01			

2. Enter items.

07/12/99 12:12 REG MODE	ANNIE W 001
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
TOTAL 5.00	
L1P01	R0n REG01

3. Press any one of the four store check functions, i.e. **HOLD CHECK**.

07/12/99 12:12 REG MODE	ANNIE W 001
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
SERVED	
TOTAL 5.00	
L1P01	R0n REG01

### ***Adding to a Check***

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

07/12/99 12:12 REG MODE	ANNIE W 001
P/BAL	5.00
TOTAL 5.00	
L1P01	R0n REG01

2. Enter items.

07/12/99 12:12 REG MODE		ANNIE W 001
P/BAL		5.00
1 PLU4		4.00
1 PLU5		5.00
		<b>TOTAL 14.00</b>
L1P01	R0n	REG01

3. Press **HOLD CHECK.**

07/12/99 12:12 REG MODE		ANNIE W 001
P/BAL		5.00
1 PLU4		4.00
1 PLU5		5.00
<b>SERVED</b>		
		<b>TOTAL 14.00</b>
L1P01	R0n	REG01



3. Press **CASH**, or
- Enter amount and press **CASH**, or
- Press **CHEQUE** or
- Enter amount and press **CHEQUE**, or
- Press one of the miscellaneous tender keys, i.e. **MISC TEND1**, or
- Enter amount and press **MISC TEND1**.

07/12/99 12:12 REG MODE		ANNIE W 001	
P/BAL		14.00	
TOTAL 14.00		CASH 20.00	<b>CHANGE 6.00</b>
L1P01		ROn	REG01

---

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

---



### Soft Check Posting

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

And the **SLIP** key also available, this key can print the order as hard check style(auto line find)

### Beginning a Check

1. Depending upon how programmed:

- a) Enter check number, press one of the Recall Check functions, i.e. **OPEN CHECK NO.**, or
- b) Press **OPEN CHECK NO.** to automatically assign a check number, or
- c) Enter the table # and press the appropriate Table # function, i.e. **TABLE NO.** (Note: If the recall function is set as “assigned by register”, then a check number will be assigned automatically when the table is input.)

07/12/99	12:12	REG	MODE	ANNIE W	001
CHK#	100	TBL#	0	GST#	0/ANNIE W
					<b>TOTAL 0.00</b>
L1P01		R0n	REG01		



2. Optional:

Enter table number,  
press **TABLE NO.**

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2/GST#	0/ANNIE	W	
						<b>TOTAL 0.00</b>
L1P01	R0n		REG01			

3. Optional:

Enter number of  
guests, press **GUEST**  
**NO.**

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2/GST#	2/ANNIE	W	
						<b>TOTAL 0.00</b>
L1P01	R0n		REG01			

4. Enter items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2/GST#	2/ANNIE	W	
1	PLU4					4.00
1	PLU5					5.00
						<b>TOTAL 9.00</b>
L1P01	R0n		REG01			

5. Press the appropriate Store Check function, i.e. **HOLD CHECK.**

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
<b>SERVED</b>		
		<b>TOTAL 9.00</b>
L1P01	R0n	REG01

## Adding to a Check

1.

a) *Check Method:*

Enter the check number, press the appropriate recall check function, i.e. **OPEN CHECK NO.**, or

b) *Table Method:*

Enter the table number, press the appropriate Table # function, i.e. **TABLE NO.**

c) *If Multiple Checks are open for the same Table, the checks will be listed:*

Press the **UP** or **DOWN** keys to select the check you wish to open.

Press **ENTER**.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
-----		
		<b>TOTAL 9.00</b>
L1P01	ROn	REG01

07/12/99 12:12 REG MODE		ANNIE W 001
TBL# (1)	CHECK# G#	SERVER TIME BALANCE
2	10	2 ANNIE 1201 5.00
2	11	2 ANNIE 1205 9.00
		ENTER DONE
L1P01	ROn	REG01

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
-----		
		<b>TOTAL 9.00</b>
L1P01	ROn	REG01

2. Enter items.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
-----		
1	PLU2	2.00
1	PLU3	3.00
		<b>TOTAL 14.00</b>
L1P01	R0n	REG01

3. Press the appropriate Store Check function, i.e. **HOLD CHECK.**

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
-----		
1	PLU2	2.00
1	PLU3	3.00
		<b>TOTAL 14.00</b>
		<b>SERVED</b>
L1P01	R0n	REG01

---

Note: The separation line will appear when the check recalled to distinguish the newly sold items from previous one.

---

## Paying a Check

### 1. Check Method:

Enter the check number, press the appropriate recall check function, i.e. **OPEN CHECK NO.**, or

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	11/TBL#	2/GST#	2/ANNIE	W		
1	PLU4					4.00
1	PLU5					5.00
1	PLU2					2.00
1	PLU3					3.00
-----						
						<b>TOTAL 14.00</b>
L1P01		R0n	REG01			

*Table Method:*

Enter the appropriate  
Table # function, i.e.  
**TABLE NO.**

07/12/99 12:12 REG MODE				ANNIE W 001
CHK#	11/TBL#	2/GST#	2/ANNIE W	
1	PLU4			4.00
1	PLU5			5.00
1	PLU2			2.00
1	PLU3			3.00
-----				
				<b>TOTAL 14.00</b>
L1P01		R0n REG01		

*If Multiple Checks are  
open for the same  
Table the checks will  
be listed:*

Press the **UP** or  
**DOWN** keys to select  
the check you wish to  
open.

07/12/99 12:12 REG MODE				ANNIE W 001
TBL#(1)	CHECK#	G#	SERVER TIME	BALANCE
2	10	2	ANNIE 1201	5.00
2	11	2	ANNIE 1230	14.00
L1P01		R0n REG01		

Press **ENTER**.

07/12/99 12:12 REG MODE				ANNIE W 001
CHK#	11/TBL#	2/GST#	2/ANNIE W	
1	PLU4			4.00
1	PLU5			5.00
1	PLU2			2.00
1	PLU3			3.00
-----				
				<b>TOTAL 14.00</b>
L1P01		R0n REG01		



3. Optional:

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

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
1	PLU2	2.00
1	PLU3	3.00
-----		
	TIP1	2.00
		<b>TOTAL 14.00</b>
L1P01	R0n	REG01

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

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

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
1	PLU4	4.00
1	PLU5	5.00
1	PLU2	2.00
1	PLU3	3.00
	TIP1	2.00
TOTAL	16.00	MISC 16.00
L1P01	R0n	REG01

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



## Seat # Assignment

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

- To separate orders by individuals so that orders are identified by individual on kitchen requisitions
- To facilitate separate payments.

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

### Enforced Seat # Entry

- When seat # is enforced, it is enforced for each main item.
- Seat # is not required for condiments, the seat# of main item is automatically assigned to condiment.
- Items are displayed as they are entered.
- The seat number is displayed to the right of each main item.

1. Open a check.
2. If you attempt to enter an item without a seat number entry, the "ENTER SEAT#" prompt displays if it is enforced.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
ENTER SEAT #						
						TOTAL 0.00
L1P01		ROn	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
SEAT#1						
						TOTAL 0.00
L1P01		ROn	REG01			

4. Enter main item and condiments.

07/12/99	12:12	REG MODE	ANNIE W 001
CHK#	100	TBL# 0/GST# 0	ANNIE W
1	STEAK S1		10.00
ENTER SEAT #			
			TOTAL 10.00
L1P01	R0n	REG01	

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

07/12/99	12:12	REG MODE	ANNIE W 001
CHK#	100	TBL# 0/GST# 0	ANNIE W
1	STEAK S1		10.00
SEAT#2			
			TOTAL 10.00
L1P01	R0n	REG01	

6. Enter the next item and its' condiments.

07/12/99	12:12	REG MODE	ANNIE W 001
CHK#	100	TBL# 0/GST# 0	ANNIE W
1	STEAK S1		10.00
1	SEAFOOD S2		10.00
ENTER SEAT #			
			TOTAL 20.00
L1P01	R0n	REG01	

### Changing The Seat # On A Previously Entered Item

1. Move cursor to the item you wish to change

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
<b>1</b>	<b>STEAK S1</b>	<b>10.00</b>
1	SEAFOOD S2	10.00
		<b>TOTAL 20.00</b>
L1P01	ROn	REG01

2. Press **SEAT #**.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
<b>1</b>	<b>STEAK S1</b>	<b>10.00</b>
1	SEAFOOD S2	10.00
		<b>TOTAL 20.00</b>
L1P01	ROn	REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
<b>1</b>	<b>STEAK S3</b>	<b>10.00</b>
1	SEAFOOD S2	10.00
		<b>TOTAL 20.00</b>
L1P01	ROn	REG01

### Optional Seat # Entry

- When seat # is not compulsory, press the **UP** or **DOWN** keys to select a main item (not a condiment). Press **SEAT #**, then enter a seat number for that item and press **SEAT#** again.
- Items not assigned to a different seat number will default to seat #1 optionally. (Refer to the “5. SYSTEM OPTION / 1. GENERAL FUNCTION OPTIONS / 36. SET DEFAULT SEAT# TO 1”).

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
2	STEAK	S1				16.00
1	WALLEYE	S1				9.00
	BROILED	S1				
<b>1</b>	<b>COKE</b>	<b>S1</b>				<b>1.50</b>
<b>TOTAL</b>						<b>26.50</b>
L1P01		R0n	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
2	STEAK	S1				16.00
<b>1</b>	<b>WALLEYE</b>	<b>S1</b>				<b>9.00</b>
	BROILED	S1				
1	COKE	S1				1.50
<b>TOTAL</b>						<b>26.50</b>
L1P01		R0n	REG01			





## Payment by Seat Number

1. Press **SUB-TOTAL**.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
1	STEAK S1	10.00
1	SEAFOOD S2	10.00
1	COKE	1.50
<b>SUBTOTAL</b>		
		<b>TOTAL 21.50</b>
L1P01	R0n	REG01

2. Press **SEAT #** to display the seat number totals. (Note that tax amount appear at the middle of each total line and the items without seat# will appear as NO SEAT.)

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
	<b>SEAT#01</b>	<b>0.00 10.00</b>
	SEAT#02	0.00 10.00
	NO SEAT	0.00 1.50
		<b>TOTAL 21.50</b>
L1P01	R0n	REG01

3. Press the **UP** or **DOWN** keys as necessary to select a different seat.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
<b>SEAT#01</b>	0.00	<b>10.00</b>
SEAT#02	0.00	10.00
NO SEAT	0.00	1.50
		<b>TOTAL 21.50</b>
L1P01	R0n	REG01

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

Continue to pay each seat until the check is paid.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
<b>SEAT#02</b>	0.00	<b>10.00</b>
NO SEAT	0.00	1.50
TOTAL 10.00 CASH 10.00		
L1P01	R0n	REG01



## Hold/Print Hold

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

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

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

- Automatically select held items when a check is recalled, Yes or No. (This flag is to facilitate printing of held items.)
- Display warning to operator that check(s) have held items when employee finalizes any check, Yes or No.

## Register And Hold An Individual Item

1. Enter the item.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	11	TBL#	2	GST#	2	ANNIE W
<b>1 STEAK DINNER</b>						<b>8.00</b>
						<b>TOTAL 8.00</b>
L1P01	R0n		REG01			

2. Press **HOLD**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	11	TBL#	2	GST#	2	ANNIE W
H	<b>1 STEAK DINNER</b>					<b>8.00</b>
						<b>TOTAL 8.00</b>
L1P01	R0n		REG01			

3. Press the appropriate Store Check function, i.e.

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

4. Press **DONE** to continue.

07/12/99	12:12	REG	MODE	ANNIE	W	001
TBL#(1)	CHECK#	GST#	TIME	#HELD	ITEM	
2	11	2	12:12	1		
						ENTER DONE
L1P01	R0n		REG01			

## Register And Hold Multiple Items

1. Register multiple items.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
	1 PRIME RIB	9.95
	<b>1 ONION RING</b>	<b>2.95</b>
		<b>TOTAL 24.85</b>
L1P01	R0n	REG01

2. Press the **UP** or **DOWN** keys to position the cursor on the item you wish to hold. Press **HOLD**.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
H	<b>1 PRIME RIB</b>	<b>9.95</b>
	1 ONION RING	2.95
		<b>TOTAL 24.85</b>
L1P01	R0n	REG01

3. Press the **UP** or **DOWN** keys to position the cursor on the next item you wish to hold. Press **HOLD**.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
H	<b>1 STEAK DINNER</b>	<b>8.00</b>
	1 SHRIMP APP	3.95
H	1 PRIME RIB	9.95
	1 ONION RING	2.95
		<b>TOTAL 24.85</b>
L1P01	R0n	REG01

### Print All Held Items

1. Recall an order with held items. (Flag is selected Yes to automatically select held items. Note that the hold status, **H** of selected items are displayed as reverted.)

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
<b>H</b>	<b>1 STEAK DINNER</b>	<b>8.00</b>
	1 SHRIMP APP	3.95
<b>H</b>	1 PRIME RIB	9.95
	1 ONION RING	2.95
-----		
		<b>TOTAL 24.85</b>
L1P01	R0n	REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
	<b>1 STEAK DINNER</b>	<b>8.00</b>
	1 SHRIMP APP	3.95
	1 PRIME RIB	9.95
	1 ONION RING	2.95
-----		
		<b>TOTAL 24.85</b>
L1P01	R0n	REG01

## Print An Individual Item

1. Recall an order with held items. (Flag is selected *No* to not automatically select held items. Note that the hold status, H of unselected items are displayed as normal.)

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
H	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
H	1 PRIME RIB	9.95
	1 ONION RING	2.95
-----		
		<b>TOTAL 24.85</b>
L1P01	ROn	REG01

2. Press the **UP** or **DOWN** keys to position the cursor on the item you wish to print and press **ENTER** to select that item. (Note that you can select the unselected items by pressing **ENTER** with position the cursor on that item and vice versa).

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
H	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
H	1 PRIME RIB	9.95
	1 ONION RING	2.95
		<b>TOTAL 24.85</b>
L1P01	ROn	REG01

3. Press **PRINT HOLD**. (Hold status is removed for selected items; Note that items will not be sent immediately, just sent to appropriate output when the check is serviced.)

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	11/TBL# 2/GST#	2/ANNIE W
H	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
	1 PRIME RIB	9.95
	1 ONION RING	2.95
		<b>TOTAL 24.85</b>
L1P01	ROn	REG01

## Display Warning to Operator

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

07/12/99 12:12 REG MODE					ANNIE W 001
TBL#(1)	CHECK#	GST#	TIME	#HELD	ITEM
2	11	2	10:18	1	
1	12	2	19:35	2	
L1P01			R0n REG01		

2. Press the **UP** or **DOWN** keys to select a check. Then press **ENTER** to open the selected check. Or press **DONE** key to remove warning message.

07/12/99 12:12 REG MODE					ANNIE W 001
TBL#(1)	CHECK#	GST#	TIME	#HELD	ITEM
2	11	2	10:18	1	
1	12	2	19:35	2	
L1P01			R0n REG01		

## List Check

1. Sign on a employee.
2. Press **LIST CHECK**.
3. Press the **UP** or **DOWN** keys to select a specific check.
4. Press **ENTER** to open the selected check,

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
TBL#(1)	CHECK#	G#	SERVER	TIME	BALANCE	
6	10	2	ANNIE	1201	10.01	
<b>6</b>	<b>11</b>	<b>2</b>	<b>ANNIE</b>	<b>1230</b>	<b>5.00</b>	
						ENTER DONE
L1P01	R0n		REG01			

## Repeat

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
1	STEAK					10.00
1	SEAFOOD					10.00
<b>SERVED</b>						
						<b>TOTAL 20.00</b>
L1P01		R0n	REG01			

4. Recall the Check.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	0	GST#	0	ANNIE W
1	STEAK					10.00
1	SEAFOOD					10.00
-----						
						<b>TOTAL 20.00</b>
L1P01		R0n	REG01			



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

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
1	STEAK	10.00
1	SEAFOOD	10.00
-----		
1	BEER	2.00
1	WINE	2.50
<b>SERVED</b>		
		<b>TOTAL 24.50</b>
L1P01	R0n	REG01

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

7. Recall the Check.

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
1	STEAK	10.00
1	SEAFOOD	10.00
1	BEER	2.00
1	WINE	2.50
-----		
		<b>TOTAL 24.50</b>
L1P01	R0n	REG01

8. Press **REPEAT ORDER**. Note that last items are automatically sold but they are not consolidated and shown separately

07/12/99 12:12 REG MODE		ANNIE W 001
CHK#	100/TBL# 0/GST#	0/ANNIE W
1	STEAK	10.00
1	SEAFOOD	10.00
1	BEER	2.00
1	WINE	2.50
-----		
1	BEER	2.00
1	WINE	2.50
<b>SERVED</b>		
		<b>TOTAL 29.00</b>
L1P01	R0n	REG01

9. Press the appropriate store check key, i.e. **HOLD CHECK**.

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

07/12/99	12:12	REG MODE	ANNIE W	001
CHK#	100	TBL# 0	GST# 0	ANNIE W
<b>1</b>	<b>STEAK</b>			<b>10.00</b>
1	SEAFOOD			10.00
2	BEER			4.00
2	WINE			5.00
-----				
			<b>TOTAL</b>	<b>29.00</b>
L1P01		R0n	REG01	

## Transfer Table

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

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2	GST#	0	ANNIE W
1	PLU2					2.00
1	PLU3					3.00
						-----
						TOTAL 5.00
L1P01		R0n	REG01			

2. Enter a new table number by entering the number and pressing the appropriate Table key, i.e. **TABLE NO.** key.
3. Continue with the transaction by adding items, accepting payment or servicing.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	3	GST#	0	ANNIE W
1	PLU2					2.00
1	PLU3					3.00
						-----
						TOTAL 5.00
L1P01		R0n	REG01			

## Combine Checks

1. Press the **ADD CHECK** key.
2. Enter the table # or check # of the first check to be paid.
3. Enter the table # or check # of the next check to be paid. If the next check do not exist, then the new check will open and the message "NEW CHECK OPENED" will appear.
4. If you want to store check rather than the payment, press the appropriate store check key. (Note that all open checks will be added into the last check)

07/12/99 12:12 ADD CHECK				
TBL	CHECK#	GST	EMPL.TIME	BALANCE
6		10	2ANNIE 1201	9.00
				<b>TOTAL 9.00</b>
L1P01		R0n REG01		

07/12/99 12:12 ADD CHECK				
TBL	CHECK#	GST	EMPL.TIME	BALANCE
6		10	2ANNIE 1201	9.00
6		11	2ANNIE 1230	5.00
				<b>TOTAL 14.00</b>
L1P01		R0n REG01		

07/12/99 12:12 ADD CHECK				
TBL	CHECK#	GST	EMPL.TIME	BALANCE
6		10	2ANNIE 1201	9.00
6		11	2ANNIE 1230	5.00
				<b>TOTAL 14.00</b>
L1P01		R0n REG01		
TOTAL		14.00	CASH	14.00
L1P01		R0n REG01		

## Employee Check Movements (Transfer Check)

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

```
07/12/99 12:12 TRANSFER CHECK
FROM
  ANNIE W
  MIKE R
ESC ENTER PAGE UP/DN ↑↓
```

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

```
07/12/99 12:12 TRANSFER CHECK
FROM : 1
TO
  ANNIE W
  MIKE R
ESC ENTER PAGE UP/DN ↑↓
```

5. When the TO employee is entered, a window displays offer a choice of transferring a single check or all check.
6. To transfer all, select **ALL CHECKS** and press enter. The message "CHECKS TRANSFERED" will display.

```

07/12/99 12:12 TRANSFER CHECK
FROM : 1
TO : 2

```

**ALL CHECKS**  
 ONE CHECK

ESC ENTER PAGE UP/DN ↑↓

7. To transfer a single check, select **ONE CHECK**. The list check screen displays.
8. Press the **UP** or **DOWN** keys to select a specific check.
9. Press **ENTER** to transfer the selected check, or press **DONE** to abort the transfer procedure.

```

07/12/99 12:12
TBL#(1) CHECK# G# SERVER TIME BALANCE
6 10 2 ANNIE 1201 10.01
6 11 2 ANNIE 1230 5.00

```

ENTER DONE

## Tip Declare

If the employee time keeping feature is used, the operator is prompted to enter tips when clocking out. See "Time Clock Procedures" on page 38. The **TIP DECLARE** key can be used to enter cash tips when the time keeping feature is not used.

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

07/12/99 12:12 TIP DECLARE			
07/12/1999	MON		
EMPLOYEE	#	001	
TIP PAID OUT		0.00	

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

07/12/99 12:12 TIP DECLARE			
07/12/1999	MON		
EMPLOYEE	#	001	
TIP PAID OUT		1.00	
L1		ENTER DONE	

---

## Auto check number generation Operations

The SPS1000 offers four distinct tracking files. It is possible to use the tracking files for different purposes within the same system. For example, (in a restaurant) one tracking file could be used for check/table tracking, another for phone in orders, and a third for drive through orders. The function keys **RECALL CHECK 1-4** are used to open or recall balances. The function keys **STORE CHECK 1-4** are used to finalize and store balances.

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

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



## Auto check number store Store

In the following examples, **RECALL CHECK** and **STORE CHECK** keys have been programmed with the "Auto check number" function.

1. Enter items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HAMB					2.00
1	CHICK NUG					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

2. Press the appropriate store check key, i.e. **HOLD CHECK**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HAMB					2.00
1	CHICK NUG					3.00
						<b>TOTAL 5.00</b>
<b>SERVED</b>						
L1P01		R0n	REG01			





# MISCELLANEOUS OPERATIONS

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# Miscellaneous Operations

## Function Key WLU

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

If the function selected requires no preceding numeric entries, the function is executed upon selection. If the function selected requires an entry, i.e. amount, or discount percentage, press **ENTER** with required value.

1. Press the function key WLU.

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>DISCOUNTS</b>
	1 % 10
	2 % 15
	3 OPEN SALE DISC
	4 10% ITEM
	5 15% ITEM
	6 OPEN ITEM DISC
	7 ITEM COUPON
	8 VENDOR COUPON
	↑↓←→ ENT DONE
	<b>TOTAL 1.69</b>
L1P01	R0n REG01

2. Press the **UP** or **DOWN** keys to select your choice and press **ENTER**.
3. Press **DONE** to close the WLU.

07/12/99 12:12 REG MODE ANNIE W 001	
<b>1 HOT DOG</b>	<b>1.69</b>
% 10	-0.17
	<b>TOTAL 1.52</b>
L1P01	R0n REG01



## # (Non-Add) Key

1. Enter a non-adding number (entry limit set in function key program), press the **#/NOSALE** key.

07/12/99	12:12	REG MODE	ANNIE W 001
<b>1</b>	<b>PLU2</b>		<b>2.00</b>
NON-ADD#		123456	
			<b>TOTAL 2.00</b>
L1P01	R0n	REG01	

---

# Finalizing Transactions

## Cash Tender

1. Enter items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

2. Press **CASH**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	5.00	CASH	5.00			
L1P01		R0n	REG01			

or,

2. Enter amount tendered and press **CASH**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	5.00	CASH	10.00	<b>CHANGE</b>		<b>5.00</b>
L1P01		R0n	REG01			





## Cheque Cashing

A function key is available for cashing cheques.

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

07/12/99 12:12 REG MODE		ANNIE W 001	
<b>CHEQUE CASH</b>			
CHEQ	10.00	CHANG	10.00
L1P01		R0n	REG01

## Misc (Charge) Tender

1. Enter items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		R0n	REG01			

2. Press the appropriate miscellaneous tender function, i.e. **MISC TEND1**.  
Or enter number and press **MISC TEND#** then press **MISC TEND#** again.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	5.00	MISC	5.00			
L1P01		R0n	REG01			

or,

2. Enter amount tendered and press the appropriate miscellaneous tender function, i.e. **MISC TEND1**.  
Or enter number and press **MISC TEND#**. Then enter amount tendered and press **MISC TEND#**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	5.00	MISC	10.00	<b>CHANGE</b>		5.00
L1P01		R0n	REG01			

## **Preset Tender**

Macro keys can be programmed to execute preprogrammed amount tenders for common currencies such as 5.00, 10.00 or 20.00 cash.



3. Enter amount, press the second partial tender (**1 0 0 MISC TEND 1** in this example).

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	3.00	MISC	1.00	AMT DUE		3.00
L1P01		R0n	REG01			

4. Enter amount, press the last partial tender (**5 0 0 CHEQUE** in this example).

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
TOTAL	3.00	CHEQ	5.00	CHANGE		2.00
L1P01		R0n	REG01			

## Split Payment

1. Recall the Check.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2	GST#	0	ANNIE W
<b>1</b>	<b>HAMB</b>					<b>2.00</b>
2	CHICK NUG					6.00
1	COKE					1.00
						<b>TOTAL 9.00</b>
L1P01	ROn	REG01				

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2	GST#	0	ANNIE W
<b>1</b>	<b>HAMB</b>					<b>2.00</b>
2	CHICK NUG					6.00
1	COKE					1.00
PAYMENT		1	OF	2		
AMT DUE				4.50		
						<b>TOTAL 9.00</b>
L1P01	ROn	REG01				

3. Enter the payment for the first segment, press the appropriate tender key (**500 CASH** in this example). The display indicates the first payment and prompts for the second payment.

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2	GST#	0	ANNIE W
<b>1</b>	<b>HAMB</b>					<b>2.00</b>
2	CHICK NUG					6.00
1	COKE					1.00
PAYMENT		2	OF	2		
AMT DUE				4.50		
TOTAL	4.50	CASH	5.00	<b>CHANGE</b>		<b>0.50</b>
L1P01	ROn	REG01				

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
CHK#	100	TBL#	2	GST#	0	ANNIE W
<b>1</b>	<b>HAMB</b>					<b>2.00</b>
2	CHICK NUG					6.00
1	COKE					1.00
-----						
TOTAL	4.50	CHEQ	10.00	<b>CHANGE</b>		<b>5.50</b>
L1P01		ROn	REG01			







## Foreign Currency Subtotal & Tender

1. Enter items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>TOTAL 5.00</b>
L1P01		ROn	REG01			

2. Press the appropriate conversion key which is pre-programmed with the exchange rate. (in this example, 1 EURO = 1.96569 Local Currency and Base currency is Local Currency.)

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>AMT DUE 2.54</b>
TOTAL	5.00	CURR.CONV1				
L1P01		ROn	REG01			

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

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	PLU2					2.00
1	PLU3					3.00
						<b>CHANGE 4.83</b>
TOTAL	5.00	CURR.	5.00			
L1P01		ROn	REG01			

## Food Stamp Subtotal & Tender

Food Stamp options include:

- The **FD/S TEND** key can be programmed to forgive tax on item paid for with food stamps.
- Food Stamp change of less than 1.00 can be applied toward the sale or given as change.

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

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2 <sup>F</sup> <sub>S</sub>	2.00
1 PLU3	3.00
<b>TOTAL 5.00</b>	
L1P01	R0n REG01

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

07/12/99 12:12 REG MODE	ANNIE W 001
1 PLU2 <sup>F</sup> <sub>S</sub>	2.00
1 PLU3	3.00
<b>FD/S SUBTL</b>	
<b>FSTTL 2.00</b>	
L1P01	R0n REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU2 <sup>F</sup> <sub>S</sub>	2.00
1	PLU3	3.00
<b>FD/S SUBTL</b>		
FSTTL	0.00	FD/S 2.00 <b>AMT DUE 3.00</b>
L1P01		ROn REG01

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

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU2 <sup>F</sup> <sub>S</sub>	2.00
1	PLU3	3.00
TOTAL	3.00	CASH 3.00
L1P01		ROn REG01

---

## Post-Finalization Procedures

### Paid Order Recall

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

- Press **PAGE UP**, **PAGE DOWN** or the **UP** or **DOWN** keys to view the entire recalled transaction.
- Press **RECPT ISSUE** if necessary to print a recalled transaction.
- Press **CL/ESC** to exit.

### Receipt Issue

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

### Validate

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

# ERROR CORRECTIONS





## Error Correct

1. Register an item.

07/12/99	12:12	REG MODE	ANNIE W 001
1	PLU2		2.00
			<b>TOTAL 2.00</b>
L1P01	R0n	REG01	

2. Press **ERROR  
CORRCT.**

07/12/99	12:12	REG MODE	ANNIE W 001
			<b>TOTAL 0.00</b>
L1P01	R0n	REG01	

# Void

## Void Previous Item

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

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU2	2.00
1	PLU3	3.00
		<b>TOTAL 5.00</b>
L1P01	R0n	REG01

3. Press **CL/ESC**.
4. Press **VOID ITEM**.

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU2	2.00
1	PLU3	3.00
<b>VOID ITEM</b>		
		<b>TOTAL 5.00</b>
L1P01	R0n	REG01

5. Press **PLU#2**.

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU3	3.00
		<b>TOTAL 3.00</b>
L1P01	R0n	REG01

### Void One of Multiple Items

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

07/12/99 12:12 REG MODE		ANNIE W 001
2	PLU2	4.00
1	PLU3	3.00
		<b>TOTAL 7.00</b>
L1P01	R0n	REG01

4. Press **CL/ESC.**
5. Press **VOID ITEM.**
6. Press **PLU#2.**

07/12/99 12:12 REG MODE		ANNIE W 001
1	PLU2	2.00
1	PLU3	3.00
		<b>TOTAL 5.00</b>
L1P01	R0n	REG01

### Void Item With Condiments

1. Enter Items.

07/12/99	12:12	REG MODE	ANNIE W 001
1	HOT DOG		1.00
	MUSTARD		
1	MED COKE		1.00
			<b>TOTAL 2.00</b>
L1P01	R0n	REG01	

2. Press **CL/ESC**.
3. Press **VOID ITEM**.
4. Press **HOT DOG**.

07/12/99	12:12	REG MODE	ANNIE W 001
1	MED COKE		1.00
			<b>TOTAL 1.00</b>
L1P01	R0n	REG01	

## Void Multiple Items with Different Condiments

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

1. Enter Items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
1	HOT DOG					1.00
	CATSUP					
1	MED COKE					1.00
						<b>TOTAL 3.00</b>
L1P01		R0n	REG01			

2. Press **CL/ESC**.
3. Press **VOID ITEM**.
4. Press **HOT DOG**.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
1	MED COKE					1.00
						<b>TOTAL 2.00</b>
L1P01		R0n	REG01			

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

1. Enter Items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
1	HOT DOG					1.00
	CATSUP					
<b>1</b>	<b>MED COKE</b>					<b>1.00</b>
						<b>TOTAL 3.00</b>
L1P01		R0n	REG01			

2. Press the **UP** key.  
(Note: The Cursor moves up to next main item.)

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
<b>1</b>	<b>HOT DOG</b>					<b>1.00</b>
	CATSUP					
1	MED COKE					1.00
						<b>TOTAL 3.00</b>
L1P01		R0n	REG01			

3. Press **VOID ITEM**.  
(The item and its' condiments are removed.)

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
<b>1</b>	<b>MED COKE</b>					<b>1.00</b>
						<b>TOTAL 2.00</b>
L1P01		R0n	REG01			

# Cancel

**Note: CANCEL AFTER RECALL may not be allowed - see authority level programming. Does not open cash drawer.**

1. Enter Items.

07/12/99	12:12	REG	MODE	ANNIE	W	001
1	HOT DOG					1.00
	MUSTARD					
1	HOT DOG					1.00
	CATSUP					
1	MED COKE					1.00
						<b>TOTAL 3.00</b>
L1P01		R0n	REG01			

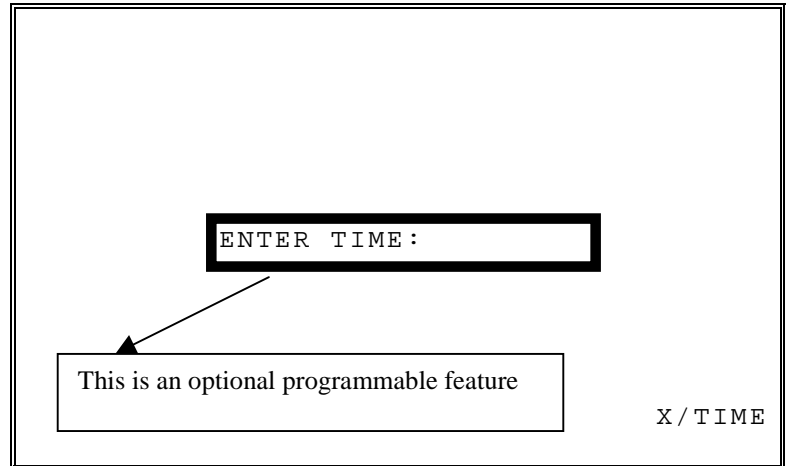
2. Press **TRANS**  
**CANCEL.**

07/12/99	12:12	REG	MODE	ANNIE	W	001
<b>CANCEL</b>						
						<b>TOTAL 0.00</b>
L1P01		R0n	REG01			

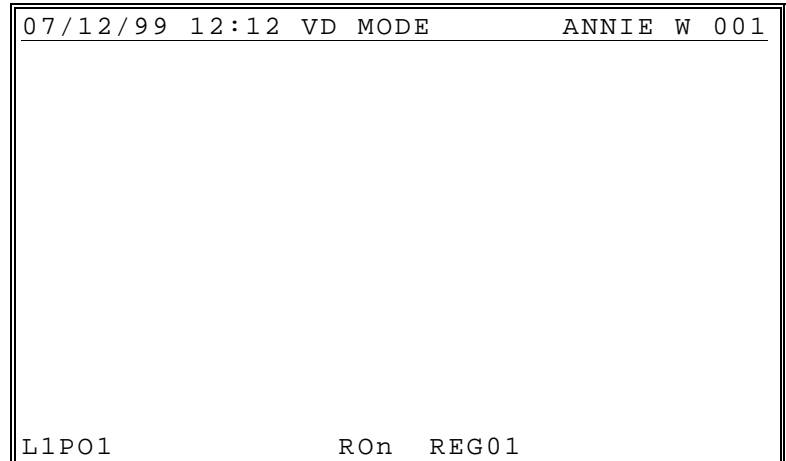
## Transaction Void

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

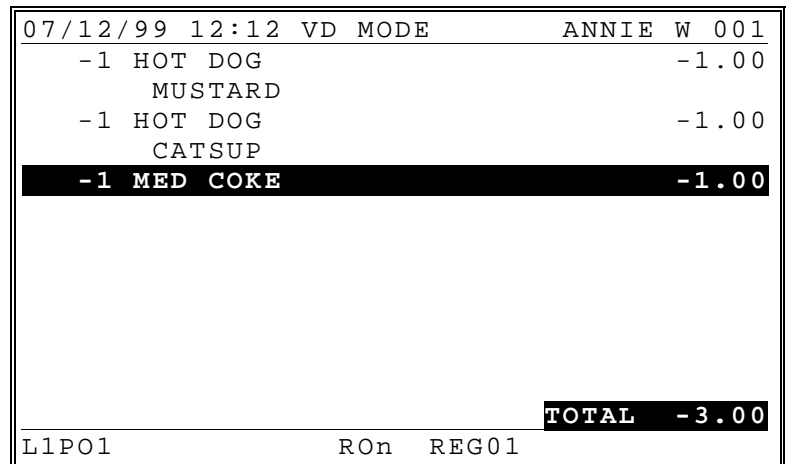
1. Turn the key lock to **VOID** position.



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



3. Enter Items to be voided.





4. Finalize Void Sale.
5. If necessary, void additional transactions for the same time.
6. Return the key lock to the **REG** position.

07/12/99 12:12 VD MODE		ANNIE W 001	
-1	HOT DOG		-1.00
	MUSTARD		
-1	HOT DOG		-1.00
	CATSUP		
-1	MED COKE		-1.00
TOTAL	-3.00	CASH	-3.00
L1P01		R0n	REG01

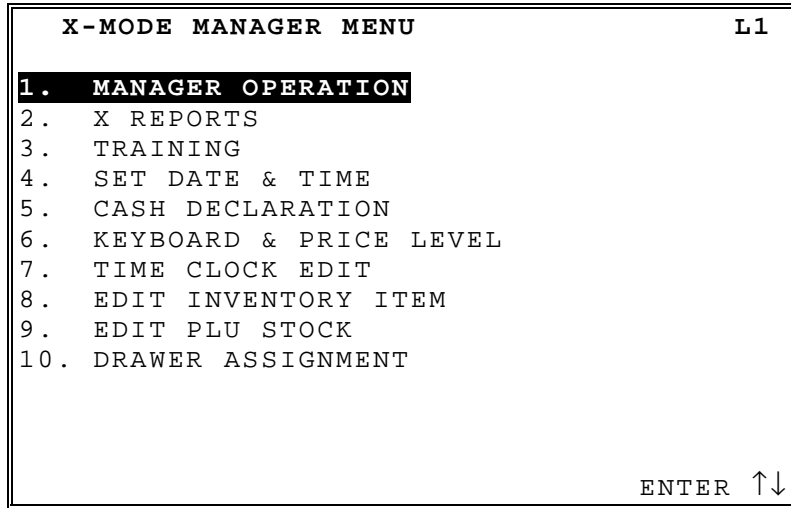


# X-MODE

---

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# X-MODE MANAGER MENU



## MANAGER CONTROL OF FUNCTIONS INSIDE OF A SALES TRANSACTIONS

If manager control is required to access a function inside of a sale, the message "MANAGER REQUIRED" will display when the function is attempted. Turn the key to the X position to perform the restricted function, then return the key to the register key position.

## MANAGER CONTROL OF FUNCTIONS OUTSIDE OF A SALES TRANSACTION

If manager control is required to access a function outside of a sale, the message "MANAGER REQUIRED" will display when the function is attempted. Turn the key to the X position, select "1. MANAGER OPERATION" to perform the restricted function, then return the key to the register key position.

---

# X-MODE REPORTS MENU

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

<b>X-REPORTS</b>	<b>L1</b>
REPORT#: <b>00</b>	
<ul style="list-style-type: none"><li>• ENTER REPORT NUMBER AND PRESS ENTER</li><li>• PRESS ENTER TO VIEW THE REPORT LIST</li><li>• PRESS ESC TO RETURN TO THE X-MODE MANAGER MENU</li></ul>	
	ESC ENTER

<b>X-REPORT LIST</b>	<b>L1</b>
<b>1. FINANCIAL</b>	
2. SALES BY TIME PERIOD	
3. ALL PLUS	
4. FROM/TO PLUS	
5. PLUS BY GROUP	
6. PLUS BY GROUP FOR SELECTED GROUP	
7. TOP 20 PLUS	
8. PLU ZERO SALES	
9. PLU ZERO SALES BY GROUP	
10. PLU SALES BY PRICE LEVEL	
11. MIX AND MATCH	
12. NOT FOUND PLU	
▼	ESC ENTER PAGE UP/DN ↑↓

---

## TRAINING

The register has various programmable training mode options these included; the ability to activate training mode by programming a selected training employee which can operate alongside normal registrations opening checks etc.. The checks opened by a training employee will be printed on the open check report indicated by [T]. There is also the programmable option of a training mode financial report. The following option activates training mode for the whole of the terminal

<b>TRAINING</b>	
• TRAINING MODE :	<input type="checkbox"/> OFF <input type="checkbox"/> ON
L1	ESC ENTER ↑↓

---

## SET DATE & TIME

The current Date and Time is programmed in this section

<b>SET DATE &amp; TIME</b>		<b>L1</b>
1. TIME :	(00:00-23:59)	<b>13:25</b>
2. DATE :	MON	07-12-1999
3. DATE PRINT :		MMDDYY•
		ESC ENTER ↑↓

---

## CASH DECLARATION

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

CASH DECLARATION		L1
CASH	0.00	
CHEQUE	0.00	
MISC TEND#	0.00	
TOTAL	0.00	
CASH CHQ MISC DONE ESC		0.00

---

## KEYBOARD & PRICE LEVEL

The terminal can be set to operate as default on any one of five keyboard levels and twenty price bands. The terminal will automatically, use this level and return to this level after any other levels have been selected and been completed

KEYBOARD & PRICE LEVEL	
KEYBOARD LEVEL	(1-5): <b>1</b>
PRICE LEVEL	(1-20): 01
L1	ESC DONE ENTER ↑↓

---

# TIME CLOCK EDIT

X/Z1(Daily), X/Z2, X/Z3, X/Z4 or X/Z5 time clock errors can be corrected with this function.

## X/Z1(DAILY) TIME CLOCK EDIT

X/Z1(Daily) time entries can be amended for each operator

TIME CLOCK EDIT X/Z1(DAILY)					L1
#1 ANNIE W					
DATE : MON 07/12/1999					
IN	OUT	BRK	JOB#	JOB NAME	
<b>12:12</b>	- 12:20	1	01	MANAGER	
12:25	- 12:30	0	01	MANAGER	
00:00	- 00:00	0	00		
00:00	- 00:00	0	00		
00:00	- 00:00	0	00		
TIPS : 00000011.25					
▼ ESC DONE ENTER PAGE UP/DN ↑↓←→					

## X/Z2 - X/Z5 TIME CLOCK EDIT

The hours work for the each can be amended for each employee.

TIME CLOCK EDIT X/Z2					L1
#1 ANNIE W					
MANAGER	<b>0000:13</b>	REG	0000.00	OT	
SERVER	0000:00	REG	0000.00	OT	
HEAD SERVER	0000:00	REG	0000.00	OT	
CASHIER	0000:00	REG	0000.00	OT	
	0000:00	REG	0000.00	OT	
	0000:00	REG	0000.00	OT	
TIPS : 00000011.25					
ESC DONE ENTER PAGE UP/DN ↑↓←→					



---

## EDIT INVENTORY ITEM

A *menu-explosion type inventory system* is set up when PLUs are linked to a recipe#) The X-MODE MANAGER MENU to receive, transfer in/out, or enter raw waste for ingredients in this system.

EDIT INVENTORY ITEM#	1	L1
SOUP	0.500	
ACTUAL INVENTORY		00000.000
RECEIPT		00000.000
TRANSFER IN		00000.000
TRANSFER OUT		00000.000
RAW WASTE		00000.000
ESC ENTER PAGE UP/DN ↑↓		

### ACTUAL INVENTORY

This is the field for entering the current stock holding

### RECEIPT

This is the field for entering the quantity delivered

### TRANSFER IN

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

### TRANSFER OUT

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

### RAW WASTE

This is the field for entering wastage of items

---

# EDIT PLU STOCK

*PLU stock* is a simple inventory system where each whole unit PLU activity subtracts a value of "1" from the stock counter. The quantity modifier and stock link PLU programming can be used to link together two products so stock is reduced from one item with decimal quantity reduction if required.

PLU stock applies only to PLUs that are assigned to a PLU status group with the Stock PLU? setting set to Y Select PLU STOCK to maintain stock levels on PLUs selected for stock unit inventory.

---

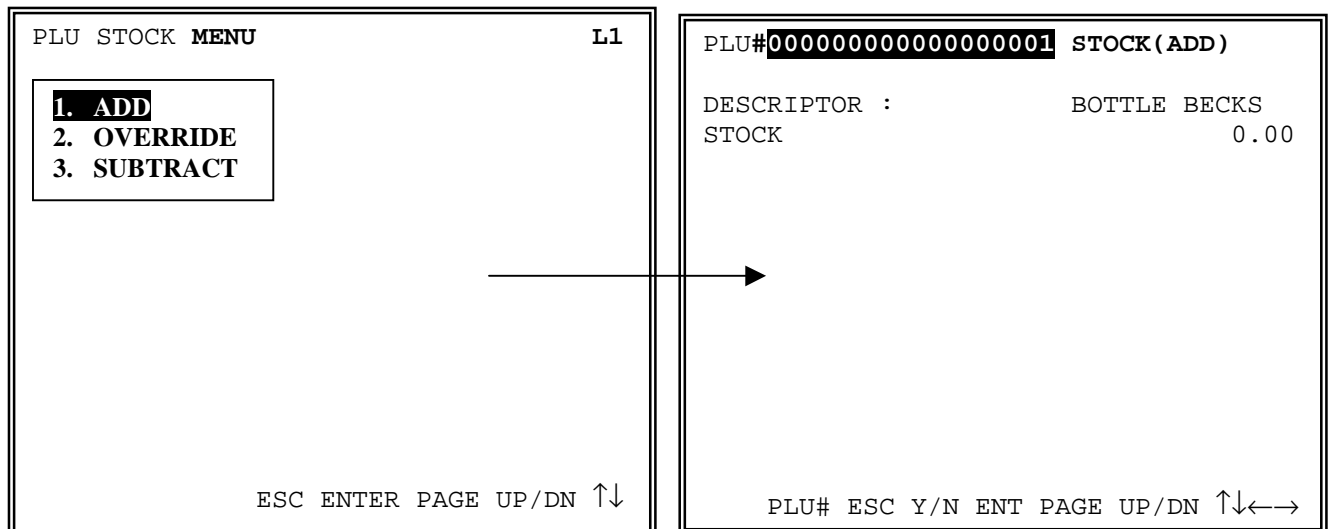
**NOTE: Be careful not to confuse the separate and distinct inventory features**

Recipes and Ingredients – Stock control of components making up a saleable product

Product Mix Groups usage analysis of a group of saleable products

PLU Stock – Stock control of saleable products

---



## STOCK MENU

### ADD

This adds to the existing stock figures. Used for deliveries transfers in etc..

### SUBTRACT

This subtracts for the existing stock figures, Used for Returns, transfers out etc.

### OVERWRITE

This overwrites the existing stock figures. Used for beginning inventory etc..

---

# DRAWER ASSIGNMENT PROGRAMMING

Each employee can be allocated one of three drawer, this allocation can be set using the X-MODE menu or when defining employee program. When no drawer is allocated an employee is unable to accept payment for a sale.

DRAWER ASSIGNMENT PROGRAMMING	L1
EMPLOYEE#	1
CURRENT DRAWER ASSIGNMENT (0-3)	1
NOTE : IF ASSIGNMENT IS 0, THEN ONLY POSTING TO A TRACKING FILE IS ALLOWED. CHECKS PAID AND/OR CASH TRANSACTIONS ARE NOT ALLOWED.	
ESC Y/N ENTER PAGE UP/DN ↑↓←→	



# Z-MODE

---

---

# Z-MODE REPORTING

The Z mode is used for display/printing of reports, all information can be reset at this stage.

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

<b>Z-REPORTS</b>	<b>L1</b>
REPORT#: <b>00</b>	
• ENTER REPORT NUMBER AND PRESS ENTER	
• PRESS ENTER TO VIEW THE REPORT LIST	
	ENTER

<b>Z-REPORT LIST</b>	<b>L1</b>
<b>1. FINANCIAL</b>	
2. SALES BY TIME PERIODS	
3. ALL PLUS	
4. FROM/TO PLUS	
5. PLUS BY GROUP	
6. PLUS BY GROUP FOR SELECTED GROUP	
10. PLU SALES BY PRICE LEVEL	
11. MIX AND MATCH	
12. NOT FOUND PLU	
13. EMPLOYEES	
14. INDIVIDUAL EMPLOYEE	
15. EMPLOYEE CURRENTLY SIGNED ON	
▼	ESC ENTER PAGE UP/DN ↑↓

---

**Note** If system option "CONFIRM PRINTING BEFORE RESETTING TOTALS ON Z" is selected, the following message :

Z REPORT COMPLETED SUCCESSFULLY. DO YOU WISH TO RESET TOTALS? PRESS DONE TO RESET AND END THIS REPORT PRESS ESC TO EXIT REPORT WITHOUT RESETTING TOTALS
--

# SAMPLE REPORTS

---

# REPORT LIST

NO.	REPORT NAME	MODE	INDIVIDUAL / IRC
1	Financial	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
2	Sales by Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
3	All PLUs	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
4	From / To PLUs	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
5	PLUs by Group	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
6	PLUs by Group for Selected Group	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
7	Top 20 PLUs	X1 to X5 read only	INDIVIDUAL & IRC
8	PLU Zero Sales	X1 to X5 read only	INDIVIDUAL & IRC
9	PLU Zero Sales by Group	X1 to X5 read only	INDIVIDUAL & IRC
10	PLU Sales by Price Level	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
11	Mix and Match	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
12	Not Found PLU	X1 & Z1 only	INDIVIDUAL
13	Employees	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
14	Individual Employee	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
15	Employee Currently Signed on	X1 / Z1 - X5 / Z5	INDIVIDUAL
16	Groups By Employee	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
17	Groups	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
18	From/To Groups	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
19	Selective Group	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
20	Drawer Totals	X1 to X5 read only	INDIVIDUAL & IRC
21	Drawer 1/2/3	X1 to X5 read only	INDIVIDUAL & IRC
22	Labour Groups	X1 / Z1 - X5 / Z5	IRC from REG holding data
23	Sales and Labour %	X1 / Z1 - X2 / Z2	IRC from REG holding data
24	Daily Sales	X2 & Z2	INDIVIDUAL & IRC
25	Groups By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
26	Analysis 1 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
27	Analysis 2 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
28	Analysis 3 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
29	Track 1 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
30	Track 2 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
31	Track 3 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
32	Track 4 By Time Periods	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
33	Open Check for Track 1	X1 & Z1	at REG holding data
34	Open Check for Track 2	X1 & Z1	at REG holding data
35	Open Check for Track 3	X1 & Z1	at REG holding data
36	Open Check for Track 4	X1 & Z1	at REG holding data
37	Open Check for Selected Employee	X1 & Z1	
38	Open Check for Current Employee	X1 & Z1	
39	Open Check for Track 1,2,3,&4	X1 & Z1	
40	Product Mix	X1 / Z1 - X2 / Z2	INDIVIDUAL & IRC
41	Product Projections	X1 read only	INDIVIDUAL & IRC
42	Station Totals	X1 / Z1	IRC
43	Active Employees – time keeping	X1 read only	IRC
44	Time Keeping	X1 / Z1 - X5 / Z5	IRC
45	Day Shift	X1 & Z1	INDIVIDUAL & IRC
46	Inventory	X1 & Z1	IRC
47	PLU Stock	X1 & Z1	INDIVIDUAL & IRC
48	Stock by PLU Range	X1 & Z1	INDIVIDUAL & IRC
49	Stock by Group	X1 & Z1	INDIVIDUAL & IRC
50	Stock by Individual Group	X1 & Z1	INDIVIDUAL & IRC
51	Food Cost	X1 & Z1	IRC
52	PLU Minimum Stock	X1 & Z1	INDIVIDUAL & IRC
53	Electronic Journal	X1 & Z1	INDIVIDUAL
54	String Report 1 – as defined by program	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
55	String Report 2 – as defined by program	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
56	String Report 3 – as defined by program	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
57	String Report 4 – as defined by program	X1 / Z1 - X5 / Z5	INDIVIDUAL & IRC
58	Custom	X1 & Z1	INDIVIDUAL
59	Pre-Poll – Hard Copy Print Out		



# Financial

FINANCIAL REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
-----		
+PLU LVL1 TTL	0	•0.00
-PLU LVL1 TTL	0	•0.00
+PLU LVL2 TTL	0	•0.00
-PLU LVL2 TTL	0	•0.00
+PLU LVL3 TTL	0	•0.00
-PLU LVL3 TTL	0	•0.00
	:	
+PLU LVL19 TTL	0	•0.00
-PLU LVL19 TTL	0	•0.00
+PLU LVL20 TTL	0	•0.00
-PLU LVL20 TTL	0	•0.00
ADJST TTL	0	•0.00
-----		
NON-TAX		•0.00
TAX1 SALES		•0.00
TAX2 SALES		•0.00
TAX3 SALES		•0.00
TAX4 SALES		•0.00
TAX5 SALES		•0.00
TAX6 SALES		•0.00
TAX1		•0.00
TAX2		•0.00
TAX3		•0.00
TAX4		•0.00
TAX5		•0.00
TAX6		•0.00
XMPTAX1 SALES		•0.00
XMPTAX2 SALES		•0.00
XMPTAX3 SALES		•0.00
XMPTAX4 SALES		•0.00
XMPTAX5 SALES		•0.00
XMPTAX6 SALES		•0.00
-----		
ANALYSIS1 SALES	0	•0.00
ANALYSIS2 SALES	0	•0.00
ANALYSIS3 SALES	0	•0.00
-----		
% 1	0	•0.00
% 2	0	•0.00
% 3	0	•0.00
% 4	0	•0.00
% 5	0	•0.00
% 6	0	•0.00
% 7	0	•0.00

% 8	0	•0.00
% 9	0	•0.00
% 10	0	•0.00
NET SALES	0	•0.00
-----		
CREDIT TAX1	0	•0.00
CREDIT TAX2	0	•0.00
CREDIT TAX3	0	•0.00
CREDIT TAX4	0	•0.00
CREDIT TAX5	0	•0.00
CREDIT TAX6	0	•0.00
FOOD STMP CREDIT		•0.00
MDSE RETURN	0	•0.00
ERROR CORRECT	0	•0.00
PREVIOUS VOID	0	•0.00
TRANS VOID	0	•0.00
CANCEL	0	•0.00
GROSS SALES		•0.00
-----		
CASH SALES	0	•0.00
CHEQUE SALES	0	•0.00
R/A 1	0	•0.00
R/A 2	0	•0.00
R/A 3	0	•0.00
R/A 4	0	•0.00
R/A 5	0	•0.00
P/O 1	0	•0.00
P/O 2	0	•0.00
P/O 3	0	•0.00
P/O 4	0	•0.00
P/O 5	0	•0.00
HASH TOTAL	0	•0.00
AUDACTION	0	•0.00
NO SALE/NON-ADD#	0	0
-----		
CASH-IN-DRAWER		•0.00
CHEQUE-IN-DRAWER	0	•0.00
FD/S-IN-DRAWER	0	•0.00
MISC1 TEND	0	•0.00
MISC2 TEND	0	•0.00
MISC3 TEND	0	•0.00
	:	
MISC15 TEND	0	•0.00
MISC16 TEND	0	•0.00
CONV1 CASH		*0.00
CONV2 CASH		@0.00
CONV3 CASH		@0.00
CONV4 CASH		@0.00
CONV5 CASH		@0.00
CONV1 CHEQUE		*0.00
CONV2 CHEQUE		@0.00

CONV3 CHEQUE		@0.00
CONV4 CHEQUE		@0.00
CONV5 CHEQUE		@0.00
CONV1 CHARGE		*0.00
CONV2 CHARGE		@0.00
CONV3 CHARGE		@0.00
CONV4 CHARGE		@0.00
CONV5 CHARGE		@0.00
DRAWER1 TOTAL		•0.00
DRAWER2 TOTAL		•0.00
DRAWER3 TOTAL		•0.00
-----		
PROMO	0	•0.00
WASTE	0	•0.00
TRAINING TOTAL	0	•0.00
BAL FORWARD	0	•0.00
GUESTS	0	
PREVIOUS BALANCE	0	•0.00
CHECKS PAID	0	•0.00
SERVICE	0	•0.00
TIP TOTAL	0	•0.00
-----		
CASH DEC AMT	0	•0.00
CHEQUE DEC AMT	0	•0.00
MISC1 DEC AMT	0	•0.00
MISC2 DEC AMT	0	•0.00
MISC15 DEC AMT	0	•0.00
MISC16 DEC AMT	0	•0.00
COUPON SALES	0	•0.00
ROUND TTL	0	•0.00
M&M TTL	0	•0.00
AVG. SALES		•0.00
-----		
GRAND TOTAL(NEG)		•0.00
GRAND TOTAL(NET)		•0.00
GRAND TOTAL(GROSS)		•0.00
NO.000013 REG 01 ANNIE W		TIME 19:03



---

# PLU Zero Sales

PLU Zero Sales  
PLU Zero Sales By Group

PLU ZERO SALES REPORT	
X1 REPORT	0003
ITEM	PLU#
-----	
PLU3	00000000000000000003
PLU4	00000000000000000004
:	
NO.000013 REG 01 ANNIE W	TIME 19:03

# PLU Sales By Price Level

PLU SALES BY PRICE LEVEL REPORT				
X1 REPORT				0003
ITEM	PROMO GROUP#	WASTE COUNT	USAGE	PLU#/% TOTAL
HAMBURGER			000000000000000000000001	
	1	2	6	50.00%
	01	3		•3.00
PRICE LVL1		3		•3.00
PRICE LVL2		0		•0.00
PRICE LVL3		0		•0.00
PRICE LVL4		0		•0.00
PRICE LVL5		0		•0.00
		:		
TOTAL				
	2	6	14	
		6		•6.00
PRICE LVL1		6		•6.00
PRICE LVL2		0		•0.00
PRICE LVL3		0		•0.00
PRICE LVL4		0		•0.00
PRICE LVL5		0		•0.00
PRICE LVL6		0		•0.00
PRICE LVL7		0		•0.00
PRICE LVL8		0		•0.00
PRICE LVL9		0		•0.00
PRICE LVL10		0		•0.00
PRICE LVL11		0		•0.00
PRICE LVL12		0		•0.00
PRICE LVL13		0		•0.00
PRICE LVL14		0		•0.00
PRICE LVL15		0		•0.00
PRICE LVL16		0		•0.00
PRICE LVL17		0		•0.00
PRICE LVL18		0		•0.00
PRICE LVL19		0		•0.00
PRICE LVL20		0		•0.00
NO.000013	REG 01	ANNIE W		TIME 19:03

---

## Mix And Match

MIX AND MATCH REPORT			
X1 REPORT			0003
#/DESCRIPTION	COUNT	TOTAL	%
001 DISCOUNT#1	3	•0.30	20.00
002 DISCOUNT#2	4	•12.00	80.00
003 DISCOUNT#3	0	•0.00	
004 DISCOUNT#4	0	•0.00	
005 DISCOUNT#5	0	•0.00	
TOTAL	7	•12.30	
NO.000013 REG 01 ANNIE W		TIME 19:03	

---

## Not Found PLU

NOT FOUND PLU REPORT	
X1 REPORT	0003
DESCRIPTOR	NOT FOUND PLU#
CHICKEN NUGGET	000000000000001000
FANTA	0000000000000010104
NO.000013 REG 01 ANNIE W	
TIME 19:03	

# Employees

Employees  
 Individual Employee  
 Employee Currently Signed On  
 Active Employees

INDIVIDUAL EMPLOYEE REPORT		
X1 REPORT		0003
EMPLOYEE #1	ANNIE W	
DESCRIPTOR	COUNT	TOTAL
-----		
NET SALES	0	•0.00
NON-TAX		•0.00
TAX1 SALES		•0.00
TAX2 SALES		•0.00
TAX3 SALES		•0.00
TAX4 SALES		•0.00
TAX5 SALES		•0.00
TAX6 SALES		•0.00
TAX1		•0.00
TAX2		•0.00
TAX3		•0.00
TAX4		•0.00
TAX5		•0.00
TAX6		•0.00
XMPTAX1 SALES		•0.00
XMPTAX2 SALES		•0.00
XMPTAX3 SALES		•0.00
XMPTAX4 SALES		•0.00
XMPTAX5 SALES		•0.00
XMPTAX6 SALES		•0.00
-----		
ANALYSIS1 SALES	0	•0.00
ANALYSIS2 SALES	0	•0.00
ANALYSIS3 SALES	0	•0.00
-----		
% 1	0	•0.00
% 2	0	•0.00
% 3	0	•0.00
% 4	0	•0.00
% 5	0	•0.00
% 6	0	•0.00
% 7	0	•0.00
% 8	0	•0.00
% 9	0	•0.00
% 10	0	•0.00
-----		



CREDIT TAX1	0	•0.00
CREDIT TAX2	0	•0.00
CREDIT TAX3	0	•0.00
CREDIT TAX4	0	•0.00
CREDIT TAX5	0	•0.00
CREDIT TAX6	0	•0.00
FOOD STMP CREDIT		•0.00
MDSE RETURN	0	•0.00
ERROR CORRECT	0	•0.00
PREVIOUS VOID	0	•0.00
TRANS VOID	0	•0.00
CANCEL	0	•0.00
GROSS SALES		•0.00
-----		
CASH SALES	0	•0.00
CHEQUE SALES	0	•0.00
R/A 1	0	•0.00
R/A 2	0	•0.00
R/A 3	0	•0.00
R/A 4	0	•0.00
R/A 5	0	•0.00
P/O 1	0	•0.00
P/O 2	0	•0.00
P/O 3	0	•0.00
P/O 4	0	•0.00
P/O 5	0	•0.00
HASH TOTAL	0	•0.00
AUDACTION	0	•0.00
NO SALE/NON-ADD#	0	0
-----		
CASH-IN-DRAWER	0	•0.00
CHEQUE-IN-DRAWER	0	•0.00
F/S-IN-DRAWER	0	•0.00
MISC1 TEND	0	•0.00
MISC2 TEND	0	•0.00
	:	
MISC16 TEND	0	•0.00
CONV1 CASH		*0.00
CONV2 CASH		@0.00
CONV3 CASH		@0.00
CONV4 CASH		@0.00
CONV5 CASH		@0.00
CONV1 CHEQUE		*0.00
CONV2 CHEQUE		@0.00
CONV3 CHEQUE		@0.00
CONV4 CHEQUE		@0.00
CONV5 CHEQUE		@0.00
CONV1 CHARGE		*0.00
CONV2 CHARGE		@0.00
CONV3 CHARGE		@0.00
CONV4 CHARGE		@0.00
CONV5 CHARGE		@0.00

DRAWER1 TOTAL	0	•0.00
DRAWER2 TOTAL	0	•0.00
DRAWER3 TOTAL	0	•0.00
-----		
PROMO	0	•0.00
WASTE	0	•0.00
TRAINING TOTAL	0	•0.00
BAL FORWARD	0	•0.00
GUESTS	0	
PREVIOUS BALANCE	0	•0.00
CHECKS PAID	0	•0.00
SERVICE	0	•0.00
TIP TOTAL	0	•0.00
-----		
ROUND TTL	0	•0.00
M&M TTL	0	•0.00
NO.000013 REG 01 ANNIE W		TIME 19:03

## Groups By Employee

GROUPS BY EMPLOYEE REPORT		
X1 REPORT		0003
EMPLOYEE #1	ANNIE W	
DESCRIPTOR	COUNT	TOTAL
-----		
GROUP1	3	•30.00
GROUP2	4	•80.00
TOTAL	7	•110.00
:		
NO.000013 REG 01 ANNIE W		TIME 19:03

# Group

Groups  
From/To Groups  
Selective Group

GROUPS REPORT				
X1 REPORT				0003
#	DESCRIPTOR	COUNT	TOTAL	%
01	GROUP1	3	•30.00	27.27
02	GROUP2	4	•80.00	72.72
GROUP TOTAL		7	•110.00	
NO.000013 REG 01 ANNIE W				TIME 19:03

# Drawer Totals

DRAWER TOTALS REPORT		
X1 REPORT		
DESCRIPTOR	COUNT	TOTAL
R/A 1	0	•0.00
R/A 2	0	•0.00
R/A 3	0	•0.00
R/A 4	0	•0.00
R/A 5	0	•0.00
P/O 1	0	•0.00
P/O 2	0	•0.00
P/O 3	0	•0.00
P/O 4	0	•0.00
P/O 5	0	•0.00
CASH-IN-DRAWER		•0.00
CHEQUE-IN-DRAWER	0	•0.00
F/S-IN-DRAWER	0	•0.00
MISC1 TEND	0	•0.00
MISC2 TEND	0	•0.00
	:	
MISC16 TEND	0	•0.00
CONV1 CASH		*0.00
CONV2 CASH		@0.00
CONV3 CASH		@0.00

CONV4 CASH	@0.00
CONV5 CASH	@0.00
CONV1 CHEQUE	*0.00
CONV2 CHEQUE	@0.00
CONV3 CHEQUE	@0.00
CONV4 CHEQUE	@0.00
CONV5 CHEQUE	@0.00
CONV1 CHARGE	*0.00
CONV2 CHARGE	@0.00
CONV3 CHARGE	@0.00
CONV4 CHARGE	@0.00
CONV5 CHARGE	@0.00
COUPON SALES	0 •0.00
NO.000013 REG 01 ANNIE W	TIME 19:03

## Labour Groups

LABOR GROUPS REPORT	
	IRC REG#01
X1 REPORT	0003
DESCRIPTOR	HOURS/MINUTES
-----	
MANAGER	0.00
SERVER	0.00
HEAD SERVER	0.00
CASHIER	0.00
	:
JOB#20	0.00
TOTAL TIME WORKED	0.00
AVG. DAILY LABOR COST	•0.00
NO.000013 REG 01 ANNIE W	TIME 19:03

## Sales and Labour %

SALES AND LABOR % REPORT			
X1 REPORT		IRC REG#01	0001
TIME PERIOD / ITEM			
-----			
00:00 - 00:59			
CUST:	0	NET SALES:	•0.00
		AVG/CUST:	•0.00
HRS LBR:	0.00	LABOR COST:	•0.00
		%/NET SALES:	
LABOR\$/CUST:			•0.00
SALES/MANHOURL			•0.00
:			
23:00 - 23:59			
CUST:	0	NET SALES:	•0.00
		AVG/CUST:	•0.00
HRS LBR:	0.00	LABOR COST:	•0.00
		%/NET SALES:	
LABOR\$/CUST:			•0.00
SALES/MANHOURL			•0.00
TOTAL			
CUST:	0	NET SALES:	•0.00
		AVG/CUST:	•0.00
HRS LBR:	0.00	LABOR COST:	•0.00
		%/NET SALES:	100.00%
LABOR\$/CUST:			•0.00
SALES/MANHOURL			•0.00
NO.000013 REG 01 ANNIE W		TIME 19:03	

## Daily Sales

DAILY SALES REPORT		
X2 REPORT		0001
DAY	COUNT	TOTAL
-----		
1	3	•11.54
2	15	•186.82
3	6	•7.99
13	1	•2.40
17	13	•146.82
TOTAL	38	•355.57
NO.000013 REG 01 ANNIE W		TIME 19:03

# Groups By Time Period

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

GROUPS BY TIME PERIODS REPORT			
X1 REPORT			0001
TIME PERIOD	COUNT	TOTAL	AV/TRNS
00:00-00:59	0	•0.00	
DESCRIPTOR	COUNT		TOTAL
GROUP1	0	•0.00	
GROUP2	0	•0.00	
	:		
GROUP99	0	•0.00	
	:		
12:00-12:59	7	•110.00	15.71
DESCRIPTOR	COUNT		TOTAL
GROUP1	3	•30.00	
GROUP2	4	•80.00	
	:		
GROUP99	0	•0.00	
	:		
TOTAL	7	•110.00	15.71
-----			
NO.000013 REG 01 ANNIE W			
			TIME 19:03

# Analysis 1 By Time Periods

ANALYSIS1 BY TIME PERIODS REPORT			
X1 REPORT			0001
TIME PERIOD	# /CUSTOMERS	TOTAL	
00:00 - 00:59	0	•0.00	
01:00 - 01:59	0	•0.00	
	:		
23:00 - 23:59	0	•0.00	
TOTAL	0	•0.00	
-----			
NO.000013 REG 01 ANNIE W			
			TIME 19:03

---

## Analysis 2 By Time Periods

ANALYSIS2 BY TIME PERIODS REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS		TOTAL
-----			
00:00 - 00:59	0		•0.00
01:00 - 01:59	0		•0.00
	:		
23:00 - 23:59	0		•0.00
TOTAL	0		•0.00
NO.000013 REG 01 ANNIE W			TIME 19:03

---

## Analysis 3 By Time Periods

ANALYSIS3 BY TIME PERIODS REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS		TOTAL
-----			
00:00 - 00:59	0		•0.00
01:00 - 01:59	0		•0.00
	:		
23:00 - 23:59	0		•0.00
TOTAL	0		•0.00
NO.000013 REG 01 ANNIE W			TIME 19:03

---

## Track By Time Periods

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

TRACK 1 BY TIME PERIODS REPORT			
X1 REPORT			0001
TIME PERIOD	#/CUSTOMERS		TOTAL
-----			
00:00 - 00:59	0		•0.00
01:00 - 01:59	0		•0.00
	:		
23:00 - 23:59	0		•0.00
TOTAL	0		•0.00
NO.000013 REG 01 ANNIE W			TIME 19:03

# Open Check

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

OPEN CHECK FOR TRACK 1 REPORT					
X1 REPORT					0003
TBL#	CHECK#	G#	EMPLOYEE	TIME	TOTAL
-----					
				IRC REG#01	
0001		2		11:11	
	0000000100		ANNIE W		•100.00
TRACK#1 TOTAL					•100.00
NO.000013 REG 01 ANNIE W TIME 19:03					

# Product Mix

PRODUCT MIX REPORT			
X1 REPORT			0003
PRODUCT/TIME	UNIT#PC	COUNT	TOTAL
-----			
BOTTLE BECKS (CASE)			
-----			
09:00-09:59	0001#084	204	•222.36
10:00-10:59	0001#033	153	•166.77
13:00-13:59	0002#004	244	•265.96
TOTAL	0005#001	601	•655.09
NO.000013 REG 01 ANNIE W TIME 19:03			



# Product Projections

PRODUCT PROJECTIONS REPORT					
X1 REPORT					0003
BOTTLE BECKS	(CASE)				MON
-----					
TIME	WEEK1	WEEK2	WEEK3	WEEK4	AVG
06:00-06:29	5	5	5	5	5.0
08:00-08:29	10	20	30	40	25.0
08:30-08:59	0	0	0	700	175
09:30-09:59	0	0	68	1	17.2
TOTAL	15	25	103	746	222.2
NO.000013 REG 01 ANNIE W TIME 19:03					

# Station Totals

Prints for each register in an IRC configuration.

STATION TOTALS REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
-----		
		IRC REG#01
NET SALES	14	•1942.68
GROSS SALES		•1942.68
DRAWER1 TOTAL		•1894.00
DRAWER2 TOTAL		•38.68
DRAWER3 TOTAL		•10.00
DRAWER123 TOTAL		•1942.68
NO.000013 REG 01 ANNIE W TIME 19:03		

# Time Keeping

## Time Keeping X/Z1

TIME KEEPING REPORT			
X1 REPORT			IRC REG#01
			0003
EMP#	SSN	NAME	TIPS
001	NG 5861 34A	ANNIE W	•5.00
	08:30 - 12:30	MANAGER	
	13:30 - 17:30	MANAGER	
	18:00 - 20:15	HEAD SERVER	
MANAGER	8.00	REG	0.00 OT
HEAD SERVER	2.15	REG	0.00 OT
TOTAL REG	10.15	HR	•56.92 CST
TOTAL OT	0.00	HR	•0.00 CST
TOTAL LBR	10.15	HR	•56.92 CST
-----			
MANAGER			
REG	8.00	HR	•47.92 CST
OT	0.00	HR	•0.00 CST
TOTAL LBR	8.00	HR	•47.92 CST
HEAD SERVER			
REG	2.15	HR	•9.00 CST
OT	0.00	HR	•0.00 CST
TOTAL LBR	2.15	HR	•9.00 CST
TOTAL			
REG	10.15	HR	•56.92 CST
OT	0.00	HR	•0.00 CST
TOTAL LABOR	10.15	HR	•56.92 CST
TOTAL TIPS	•5.00	TIP%	•0.00
NO.000013 REG 01 ANNIE W			TIME 19:03

**Time Keeping X/Z2-5**

TIME KEEPING REPORT					
X2 REPORT					IRC REG#01
					0003
EMP#	SSN	NAME	TIPS		
001	NG 5861 34A	ANNIE W	•5.00		
	MANAGER	8.00 REG	0.00 OT		
	HEAD SERVER	2.15 REG	0.00 OT		
	TOTAL REG	10.15 HR	•56.92 CST		
	TOTAL OT	0.00 HR	•0.00 CST		
	TOTAL LBR	10.15 HR	•56.92 CST		
-----					
	MANAGER				
	REG	8.00 HR	•47.92 CST		
	OT	0.00 HR	•0.00 CST		
	TOTAL LBR	8.00 HR	•47.92 CST		
	HEAD SERVER				
	REG	2.15 HR	•9.00 CST		
	OT	0.00 HR	•0.00 CST		
	TOTAL LBR	2.15 HR	•9.00 CST		
	TOTAL				
	REG	10.15 HR	•56.92 CST		
	OT	0.00 HR	•0.00 CST		
	TOTAL LABOR	10.15 HR	•56.92 CST		
	TOTAL TIPS	•5.00	TIP%	•0.00	
NO.000013 REG 01 ANNIE W					TIME 19:03

# Day Shift

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

DAY SHIFT#1 REPORT		
X1 REPORT		0003
		00:00-11:59
DESCRIPTOR	COUNT	TOTAL
-----		
+PLU LVL1 TTL	0	•0.00
-PLU LVL1 TTL	0	•0.00
+PLU LVL2 TTL	0	•0.00
-PLU LVL2 TTL	0	•0.00
+PLU LVL3 TTL	0	•0.00
-PLU LVL3 TTL	0	•0.00
	:	
+PLU LVL19 TTL	0	•0.00
-PLU LVL19 TTL	0	•0.00
+PLU LVL20 TTL	0	•0.00
-PLU LVL20 TTL	0	•0.00
ADJST TTL	0	•0.00
-----		
NON-TAX		•0.00
TAX1 SALES		•0.00
TAX2 SALES		•0.00
TAX3 SALES		•0.00
TAX4 SALES		•0.00
TAX5 SALES		•0.00
TAX6 SALES		•0.00
TAX1		•0.00
TAX2		•0.00
TAX3		•0.00
TAX4		•0.00
TAX5		•0.00
TAX6		•0.00
XMPTAX1 SALES		•0.00
XMPTAX2 SALES		•0.00
XMPTAX3 SALES		•0.00
XMPTAX4 SALES		•0.00
XMPTAX5 SALES		•0.00
XMPTAX6 SALES		•0.00
-----		
ANALYSIS1 SALES	0	•0.00
ANALYSIS2 SALES	0	•0.00
ANALYSIS3 SALES	0	•0.00
-----		
% 1	0	•0.00
% 2	0	•0.00
% 3	0	•0.00

% 4	0	•0.00
% 5	0	•0.00
% 6	0	•0.00
% 7	0	•0.00
% 8	0	•0.00
% 9	0	•0.00
% 10	0	•0.00
NET SALES	0	•0.00
-----		
CREDIT TAX1	0	•0.00
CREDIT TAX2	0	•0.00
CREDIT TAX3	0	•0.00
CREDIT TAX4	0	•0.00
CREDIT TAX5	0	•0.00
CREDIT TAX6	0	•0.00
FOOD STMP CREDIT		•0.00
MDSE RETURN	0	•0.00
ERROR CORRECT	0	•0.00
PREVIOUS VOID	0	•0.00
TRANS VOID	0	•0.00
CANCEL	0	•0.00
GROSS SALES		•0.00
-----		
CASH SALES	0	•0.00
CHEQUE SALES	0	•0.00
R/A 1	0	•0.00
R/A 2	0	•0.00
R/A 3	0	•0.00
R/A 4	0	•0.00
R/A 5	0	•0.00
P/O 1	0	•0.00
P/O 2	0	•0.00
P/O 3	0	•0.00
P/O 4	0	•0.00
P/O 5	0	•0.00
HASH TOTAL	0	•0.00
AUDACTION	0	•0.00
NO SALE/NON-ADD#	0	0
-----		
CASH-IN-DRAWER		•0.00
CHEQUE-IN-DRAWER	0	•0.00
FD/S-IN-DRAWER	0	•0.00
MISC1 TEND	0	•0.00
MISC2 TEND	0	•0.00
MISC3 TEND	0	•0.00
	:	
MISC15 TEND	0	•0.00
MISC16 TEND	0	•0.00
CONV1 CASH		*0.00
CONV2 CASH		@0.00
CONV3 CASH		@0.00

CONV4 CASH		@0.00
CONV5 CASH		@0.00
CONV1 CHEQUE		*0.00
CONV2 CHEQUE		@0.00
CONV3 CHEQUE		@0.00
CONV4 CHEQUE		@0.00
CONV5 CHEQUE		@0.00
CONV1 CHARGE		*0.00
CONV2 CHARGE		@0.00
CONV3 CHARGE		@0.00
CONV4 CHARGE		@0.00
CONV5 CHARGE		@0.00
DRAWER1 TOTAL		•0.00
DRAWER2 TOTAL		•0.00
DRAWER3 TOTAL		•0.00
-----		
PROMO	0	•0.00
WASTE	0	•0.00
TRAINING TOTAL	0	•0.00
BAL FORWARD	0	•0.00
GUESTS	0	
PREVIOUS BALANCE	0	•0.00
CHECKS PAID	0	•0.00
SERVICE	0	•0.00
TIP TOTAL	0	•0.00
-----		
CASH DEC AMT	0	•0.00
CHEQUE DEC AMT	0	•0.00
MISC1 DEC AMT	0	•0.00
MISC2 DEC AMT	0	•0.00
MISC15 DEC AMT	0	•0.00
MISC16 DEC AMT	0	•0.00
COUPON SALES	0	•0.00
ROUND TTL	0	•0.00
NO.000013 REG 01 ANNIE W		TIME 19:03

# Inventory

INVENTORY REPORT	
CONSOLIDATED (01)	
X1 REPORT	0003
INV #001 PATTY	
-----	
BEGINING INVENTORY	00.000
RECEIPTS	00.000
TRANSFER INS	00.000
TRANSFER OUTS	00.000
RAW WASTE	00.000
THEORETICAL USAGE	00.000
ACTUAL INVENTORY	00.000
ACTUAL USAGE	00.000
-----	
VALUE OF INVENTORY	•00.000
VARIANCE +/-	00.000
VARIANCE COST	•00.000
FOOD COST	•00.000
:	
INVENTORY TOTAL	
-----	
PLU RECIPE SALES	•00.000
FOOD COST	•00.000
VALUE OF INVENTORY	•00.000
VARIANCE COST	•00.000
NO.000013 REG 01 ANNIE W	TIME 19:03

---

# INVENTORY DEFINITIONS

## **Beginning Inventory**

The Beginning Quantity as Receipt Quantity entered in X-mode (EDIT INVENTORY ITEM), for the first report. Additional reports will get the begin quantity from the END value from the last "Z" reset report.

## **Receipts**

The Receipt Quantity as entered in X-mode (EDIT INVENTORY ITEM).

## **Transfer Ins**

The Transfer In Quantity as entered in X-mode (EDIT INVENTORY ITEM)

## **Transfer Outs**

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

## **Raw Waste**

The Raw Waste Quantity as entered in X-mode (EDIT INVENTORY ITEM).

## **Theoretical Usage**

The Theoretical Use Quantity.

T.USAGE = [(PROMO + WASTE + SOLD (PLU Report)) \* [QTY (RECIPE TABLE)]

## **Actual Inventory**

The Actual Inventory as entered in X-mode (EDIT INVENTORY ITEM).

## **Actual Usage**

The Actual Use Quantity.

At the first report,

A.USAGE = [(RECEIPTS) + (TR/IN) - (TR/OUT) - (RAW WASTE) - (ACTUAL INV.)]

At the additional reports,

A.USAGE = [(BEGINNING INV.) + (RECEIPTS) + (TR/IN) - (TR/OUT)  
- (RAW WASTE) - (ACTUAL INV)]

## **Value Of Inventory**

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

## **Variance +/-**

The Variance +/-. VR+/- = [(T.USAGE) - (A.USAGE)]

## **Variance Cost**

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

## **Food Cost**

The Food Cost. FDCST = [(A.USAGE) \* (COST)]



---

# PLU Stock

PLUs designated as stock PLUs (see PLU Status Group Programming) will appear

PLU Stock  
Stock By PLU Range

PLU STOCK REPORT		
X1 REPORT		0003
PLU#	DESCRIPTOR	COUNT
-----		
00000000000000000001	HAMBURGER	50
00000000000000000002	CHEESE BURGER	24
NO.000013 REG 01 ANNIE W		TIME 19:03

---

# PLU Stock by group

Further stock reporting formats are available

Stock By Group  
Stock By Individual Group

STOCK BY GROUP REPORT		
X1 REPORT		0003
GROUP/PLU#	DESCRIPTOR	COUNT
-----		
01 GROUP1		
00000000000000000001	HAMBURGER	50
00000000000000000002	CHEESE BURGER	24
GROUP1 TOTAL		74
02 GROUP2		
00000000000000000011	COKE	100
00000000000000000012	FANTA	67
GROUP2 TOTAL		167
-----		
TOTAL		241
NO.000013 REG 01 ANNIE W		TIME 19:03

---

# Food Cost

FOOD COST REPORT		
CONSOLIDATED	(01)	
X1 REPORT		0003
HAMBURGER	PRICE •	1.95
-----		
PLU#0000000000000000001		
USAGE COUNT		28
ITEM COST	•1.200	
USAGE COST	•33.600	
SALES COUNT		28
NET SALES	•54.60	
	:	
PLU COST TOTAL		
-----		
TOTAL FOOD COST		•269.850
TOTAL SALES COUNT		133
NET SALES TOTAL		•1309.35
NO.000013	REG 01 ANNIE W	TIME 19:03

## DEFINITIONS

### **Usage Count**

(SALES COUNT + PROMO COUNT + WASTE COUNT)

### **Item Cost**

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

### **Usage Cost**

(USAGE \* ITEM COST)

### **Sales Count**

(SALES COUNT)

### **Net Sales**

(SALES COUNT \* PRICE)

---

# PLU Minimum Stock

This report shows PLUs their stock counter are less than or equal to minimum stock counter

PLU MINIMUM STOCK REPORT		
X1 REPORT		0003
DESCRIPTOR/PLU#	MIN.STK	STK
-----		
HAMBURGER		
000000000000000001	100	50
COKE		
000000000000000011	120	100
NO.000013 REG 01 ANNIE W		TIME 19:03

---

## Electronic journal

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

- |                                     |  |
|-------------------------------------|--|
| <b>CASH TRANSACTIONS</b>            | - All cash sales made during normal operation                      |
| <b>CHEQUE TRANSACTIONS</b>          | - All cheque sales made during normal operation                    |
| <b>MISC TENDER TRANSACTIONS</b>     | - All Miscellaneous tender operations made during normal operation |
| <b>TRANSACTIONS WITH %</b>          | - All sales containing a discount or premium operation             |
| <b>RECD ACCT &amp; PAID OUT</b>     | - All received on account or paid out sales transactions           |
| <b>RETURN TRANSACTIONS</b>          | - All Merchandise Return sales transactions                        |
| <b>WITH ERROR CORRS &amp; VOIDS</b> | - All Transactions containing an error correct or voids.           |
| <b>NO SALES</b>                     | - All Transactions containing no sale operations.                  |
| <b>CANCEL TRANSACTIONS</b>          | - All Register Mode cancelled transactions                         |
| <b>TRANSACTIONS NEGATIVE</b>        | - All Transactions with negative product sales.                    |
| <b>REPORTS</b>                      | - All Read & Reset reports which are printed                       |
| <b>PROGRAM SCANS</b>                | - All Program scans which are printed.                             |
| <b>CHECK TRACKING</b>               | - All sales registered for open checks.                            |