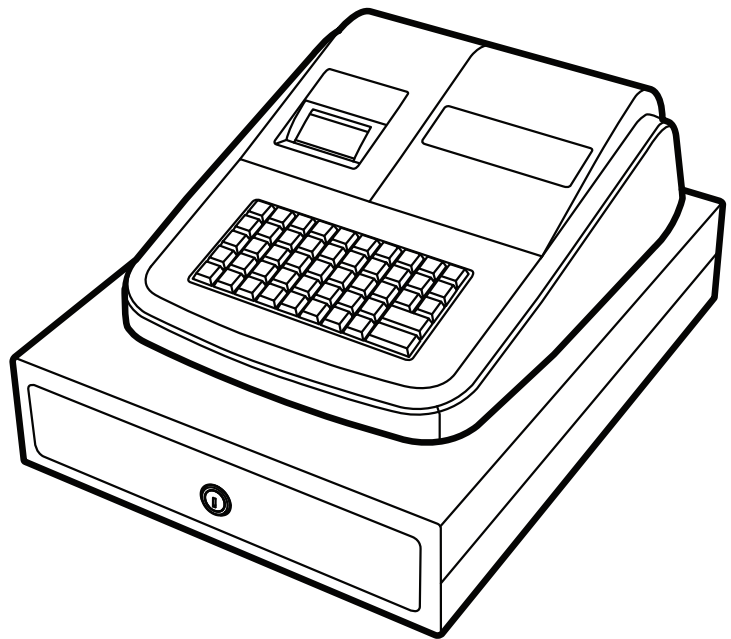


# SAM4S

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*ER-180U Electronic Cash Register AU*

# Operation and Programming Manual



All specifications are subject to change without notice

From *ER-180U* v1.000

#### ATTENTION

The product that you have purchased contains a rechargeable Ni-MH battery. This battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of the battery into the municipal waste system.

Check with your local solid waste officials for details concerning recycling options or proper disposal.

#### WARNING

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

#### CAUTION

RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE. DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.

#### LICENSE DETAILS



##### FreeRTOS

This product contains software which is linked to FreeRTOS V8.0.1 - Copyright (C) 2014 Real Time Engineers Ltd. FreeRTOS V8.0.1 is licensed by the modified GNU General Public License (GPL) Version 2 (see the licensing section of [http:// www.FreeRTOS.org](http://www.FreeRTOS.org) for full details).

# Precaution Statements

Follow these safety, servicing and ESD precautions to prevent damage and to protect against potential hazards such as electrical shock.

## 1-1 Safety Precautions

1. Be sure that all built-in protective devices are replaced. Restore any missing protective shields.
2. When reinstalling the chassis and its assemblies, be sure to restore all protective devices, including nonmetallic control knobs and compartment covers.
3. Make sure there are no cabinet openings through which people - particularly children - might insert fingers and contact dangerous voltages. Such openings include excessively wide cabinet ventilation slots and improperly fitted covers and drawers.
4. Design Alteration Warning:  
Never alter or add to the mechanical or electrical design of the SECR. Unauthorized alterations might create a safety hazard. Also, any design changes or additions will void the manufacturer's warranty.
5. Components, parts and wiring that appear to have overheated or that are otherwise damaged should be replaced with parts that meet the original specifications. Always determine the cause of damage or over- heating, and correct any potential hazards.
6. Observe the original lead dress, especially near the following areas: sharp edges, and especially the AC and high voltage supplies. Always inspect for pinched, out-of-place, or frayed wiring. Do not change the spacing between components and the printed circuit board. Check the AC power cord for damage. Make sure that leads and components do not touch thermally hot parts.
7. Product Safety Notice:  
Some electrical and mechanical parts have special safety-related characteristics that might not be obvious from visual inspection. These safety features and the protection they give might be lost if the replacement component differs from the original - even if the replacement is rated for higher voltage, wattage, etc.  
  
Components that are critical for safety are in the circuit diagram by shading, () or (). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

### CAUTION

There is the danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the manufacturer.

Dispose used batteries according to the manufacturer's instructions.

### ATTENTION

Il y a danger d'explosion s'il y a remplacement incorrect de la batterie.

Remplacer uniquement avec une batterie du même type ou d'un type équivalent recommandé par le constructeur.

Mettre au rebut les batteries usagées conformément aux instructions du fabricant.

**SAFETY NOTICE: "For pluggable equipment, the socket-outlet shall be installed near the equipment and shall be easily accessible."**

## 1-2 Servicing Precautions

**WARNING:** First read the-Safety Precautions-section of this manual. If some unforeseen circumstance creates a conflict between the servicing and safety precautions, always follow the safety precautions.

**WARNING:** An electrolytic capacitor installed with the wrong polarity might explode.

1. Servicing precautions are printed on the cabinet. Follow them.
2. Always unplug the units AC power cord from the AC power source before attempting to:
  - (a) Remove or reinstall any component or assembly
  - (b) Disconnect an electrical plug or connector
  - (c) Connect a test component in parallel with an electrolytic capacitor
3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.
4. After servicing, always check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.
5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples: metal panels and input terminals).
6. Insulation Checking Procedure: Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.

The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.
7. Never defeat any of the B+ voltage interlocks Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.
8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead; always remove the instrument's ground lead last.

## 1-3 Precautions for Electrostatic Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatic Sensitive Devices (ESDs); examples include integrated circuits and some field-effect transistors. The following techniques will reduce the occurrence of component damage caused by static electricity.
2. Immediately before handling any semiconductor components or assemblies, drain the electrostatic charge from your body by touching a known earth ground. Alternatively, wear a discharging wrist-strap device. (Be sure to remove it prior to applying power - this is an electric shock precaution.)
3. After removing an ESD-equipped assembly, place it on a conductive surface such as aluminum foil to prevent accumulation of electrostatic charge.
4. Do not use Freon-propelled chemicals. These can generate electrical charges that damage ESDs.
5. Use only a grounded-tip soldering iron when soldering or unsoldering ESDs.
6. Use only an anti-static solder removal device. Many solder removal devices are not rated as anti-static; these can accumulate sufficient electrical charge to damage ESDs.
7. Do not remove a replacement ESD from its protective package until you are ready to install it. Most replacement ESDs are packaged with leads that are electrically shorted together by conductive foam, aluminum foil or other conductive materials.
8. Immediately before removing the protective material from the leads of a replacement ESD, touch the protective material to the chassis or circuit assembly into which the device will be installed.
9. Minimize body motions when handling unpackaged replacement ESDs. Motions such as brushing clothes together, or lifting a foot from a carpeted floor can generate enough static electricity to damage an ESD.

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# Getting Started

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## About the *ER-180U*

The *ER-180U / ER-180UDL* offers in two different versions.

- *ER-180U / ER-180UDL* feature a raised 48-position key with key cap keyboard includes 16 Department Keys.
- Along with 16 Departments, a fixed 500 PLUs allows for easy item management.
- *ER-180U / ER-180UDL* is an excellent low cost solution for a wide range of retail environments.
- *ER-180U / ER-180UDL*, with its superb thermal printing system, always provide the fastest in transaction speeds.
- *ER-180U / ER-180UDL* is preset with 10% GST and Australian rounding as well as a number of useful functions.

---

## Unpacking

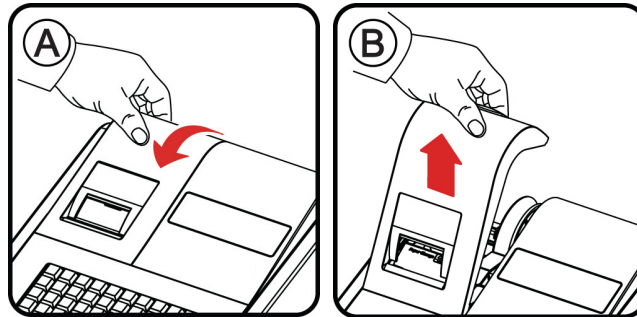
1. Unpack and unwrap the cash register.
2. Locate in the packing the following items:
  - 1 DC power supply
  - 1 roll of paper
  - 1 set of keys
    - **ER-180U:** 5 pcs., REG, VD, Z, P and C one of each
    - **ER-180UDL:** 6 pcs., REG, VD, Z, P, C and **Drawer** one of each
  - This Operation and Programming Manual
3. For **ER-180UDL**, remove the cardboard protectors from the cash drawer.
4. Plug the register DC power supply into a grounded outlet, connect the cord to the right-hand-side of the register.

\*An optional “paper takeup spindle + motor” kit is available if journal mode is required.

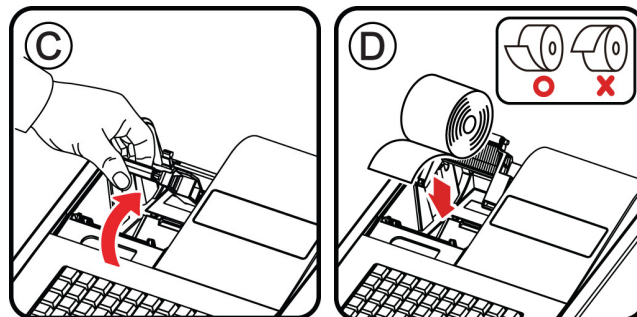
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## Installing the Paper

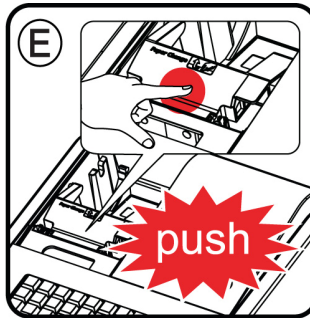
1. Remove the printer cover (A) and (B).



2. Open the housing clam cover and Insert the paper roll as shown (C) and (D)

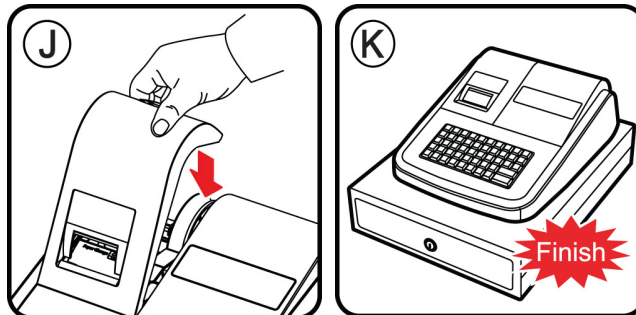


3. Pressing the housing clam cover (E).



### **FOR RECEIPT ONLY...**

4. Pass the paper through the receipt window of the printer cover. Replace over printer compartment (J) and (K).



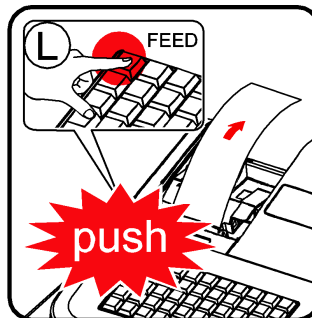
### **FOR JOURNAL ONLY...**

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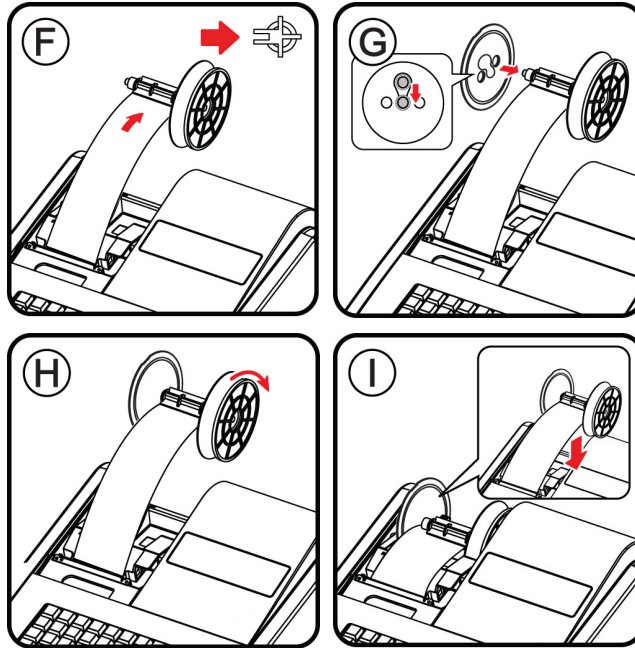
Note: Paper take-up spool is optional.

---

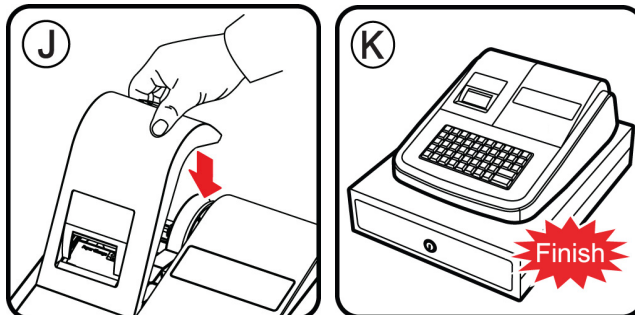
5. Press **FEED** key to advance paper (L).



6. Route paper over top of **optional** paper guide insert in the slot of the take-up spool (F) to (I)



7. Pass the paper through the receipt window of the printer cover. Replace over printer compartment (J) and (K).



---

# Basic Features and Functions

## Standard Hardware

- 8 position front and rear displays with a rear display standard.
- 48-position keyboard.
- 1 station thermal 24-column printer drop-and-print mechanism.
- Cash Drawer
  - *ER-180U*: Modern design cash drawer with 4 Bill/4 Coin drawer.
  - *ER-180UDL*: Traditional metal cash drawer with 4 Bill/8 Coin drawer.
- 7 mode.
- Standard customer display.

## Optional Hardware

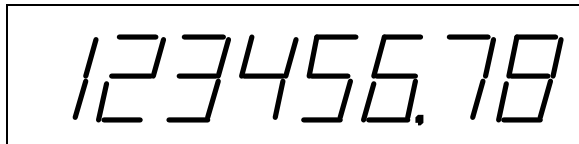
- Paper rewinder spindle set.

## Software Features

- 16 Department Keys on the Keyboard
- 500 Price Look Ups (PLUs) for Open or Preset Item Registration
- Keyboard programming on Departments, PLUs, Logos, Function Keys and Clerks.
- 24-Character, 6-Line Programmable Descriptor for Receipt Header and Footer.
- 12-Character Programmable Descriptors for Departments and PLUs
- 8-Character Programmable Descriptors for Function Keys and Clerk Names
- Cash, Check and Charge Payment Functions
- Currency Conversion
- Calculator Operation
- Operation for up to 10 clerks
- Tax Calculation by Percentage for up to Four Tax Rates
- Electronic Sales Journal (2,000 line capacity)

## Display

The ER-180U comes with 8 digit florescent display on both front and rear.



Both displays offer supplemental descriptors, which appear in the first two display positions (as shown). These descriptors help the operator and customer by supplying additional information while operating the register, and may be accompanied by an error tone.

Supplemental descriptors include:

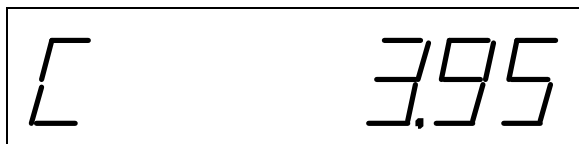
### ***REG – Closed***



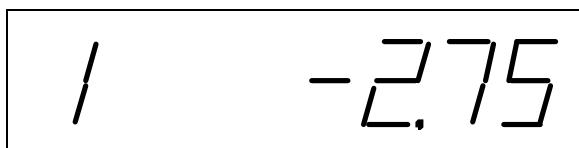
### ***RPT***



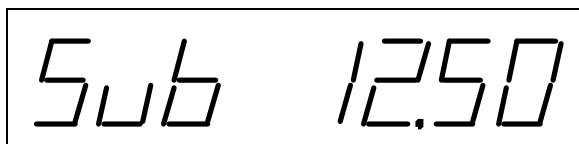
### ***Change Due***



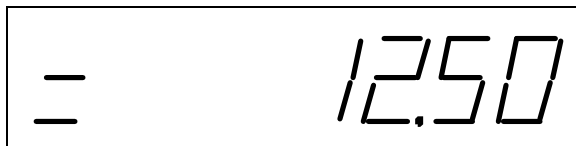
### ***Negative Entry***



### ***Subtotal***



### **Total of Sale**

A rectangular digital display box containing a minus sign on the left and the number 1250 on the right.

### **Numbered Error Conditions**

A rectangular digital display box containing the error code E01.

## **Error Messages List**

<b>E00</b>	SEQUENCE ERROR
<b>E01</b>	PLU NO DATA
<b>E02</b>	CLERK ERROR
<b>E03</b>	AMOUNT COUNT OVER
<b>E04</b>	TIME AND DATE
<b>E05</b>	LIMIT OVER
<b>E06</b>	REQ.DRAWER
<b>E07</b>	CONSOL OVER
<b>E08</b>	REQ.SUBTOTAL
<b>E09</b>	NO VOID PLU
<b>E10</b>	REQ.PRESET VALUE
<b>E11</b>	REQ.OPEN VALUE
<b>E12</b>	REQ. AMOUNT
<b>E13</b>	INVALID FUNCTION
<b>E14</b>	EJ FULL
<b>E15</b>	REQ.CASH DECLARATION
<b>E16</b>	REQ. Z REPORT
<b>E17</b>	INACTIVE
<b>E20</b>	REQ. MODE PASSWORD
<b>E21</b>	STOP PRINTING FOR COOLING OF PRINTER
<b>PER</b>	RECEIPT PRINTER PAPER END

## Mode Key

### **Mode Select Method**

The Mode key can be changed by either pressing the key until the indicator is shown under the correct mode on the display

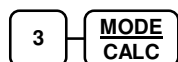
- To select register press the MODE key until the display shows an indicator under REG



### **Fast Track Method**

Use the fast track method by entering the number of the mode required and press the mode key.

- To select Register Mode using the fast track method enter 3 for REG and press the MODE key



<u>NUMBER</u>	<u>DISPLAY</u>	<u>MODE</u>
1	VOID	VOID MODE (VOID)
2	-	OFF MODE (OFF)
3	REG	REGISTER MODE (R)
4	REG 1	MANAGER MODE (X)
5	REG 2	Z MODE (Z)
6	P	PROGRAM MODE (P)
7	S	SERVICE MODE (S)



## Keyboards

### *ER-180U Standard Keyboard Layout*

The *ER-180U* keyboard is shown below with the default legends and key assignments. This configuration has 16 keyboard Department locations.

FEED	CLEAR	PLU	X/TIME (X)	RCPT ON/OFF C/CONV	CLERK -	- %	+ %	NO SALE	MODE CALC
RETURN	<b>7</b>	<b>8</b>	<b>9</b>	1	5	9	13	RA (+)	PO (-)
VOID	<b>4</b>	<b>5</b>	<b>6</b>	2	6	10	14	CHECK	CHARGE
CANCEL	<b>1</b>	<b>2</b>	<b>3</b>	3	7	11	15	SUB TOTAL	
TAX	<b>0</b>	<b>00</b>	<b>.</b>	4	8	12	16	CASH / TEND (=)	

### *ER-180U Alpha Keyboard Layout*

				<b>A</b>	<b>F</b>	<b>K</b>	<b>P</b>	<b>U</b>	<b>X</b>
DOUBLE	<b>7</b>	<b>8</b>	<b>9</b>	<b>B</b>	<b>G</b>	<b>L</b>	<b>Q</b>	<b>V</b>	<b>Y</b>
CAPS	<b>4</b>	<b>5</b>	<b>6</b>	<b>C</b>	<b>H</b>	<b>M</b>	<b>R</b>	<b>W</b>	<b>Z</b>
BACK	<b>1</b>	<b>2</b>	<b>3</b>	<b>D</b>	<b>I</b>	<b>N</b>	<b>S</b>	SUB TOTAL	
SPACE	<b>0</b>	<b>00</b>	<b>.</b>	<b>E</b>	<b>J</b>	<b>O</b>	<b>T</b>	CASH / TEND	

---

# Memory Clear

---

**NOTE :** This “Initial Clear” is only for exit the register from error condition. For brand new register from the box or to reset a register back to factory default program, please refer to **S-Mode, Memory All Clear (RAM All Clear)** for detail. Thanks!!

---

## Initial Clear (Status Clear)

The initial clear function allows you **to exit any register activity and return to a beginning or cleared state**. Any transaction that is in progress will be exited and totals for that transaction **will not be updated**. This procedure will **not** affect register programming, or clear previously stored totals in ECR memory

Here are some reasons you may want to perform an initial clear:

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- You have performed a function that includes a compulsory activity and you wish to bypass the compulsion.
- An initial clear may be necessary as part of servicing, or troubleshooting..

### ***To Perform an Initial Clear:***

1. Unplug power adaptor from ECR.
2. Press and hold the key position where the **SUBTOTAL** key is located on the default keyboard layout.
3. While continuing to hold the **SUBTOTAL** key, plug the register into a power source.
4. The message "**INITIAL CLEAR OK!**" prints when the initial clear is complete. Operating Instructions.

---

**NOTE:** After move to **REG-Mode**, if seeing **CLOSEd** on display, please sign on a clerk to remove thr **CLOSEd** and using the register. See **Clerk Sign On/Sign Off** section for detail.

---

# Operating Instructions

## Function Key Descriptions

Keyboard Legend	Description
. (Decimal)	Use the Decimal key to enter fractions of percentages. For example to enter a one third off discount, enter 33.33 before pressing the -% key.
-% , +%	Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of the sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage.
00, 0 – 9	Use the numeric keypad to enter amounts, other numeric values.
CANCEL	Press to void (or erase) all items entered in any transaction.
CASH/TEND (=)	Press to total a transaction paid by cash. Also if the cash amount tendered is over the amount purchased, enter the amount of the tender, then press the CASH/TEND key. The drawer will open and the cash change will be computed.  Also use at the <i>total</i> function in calculator mode.
CHARGE	Press to total a transaction paid by charge or credit card.
CHECK	Press to total a transaction paid by check. Also if the check amount is over the amount purchased, enter the amount of the check, then press the CHECK key. The drawer will open and the cash change will be computed.
CLEAR	Press to clear numeric errors made on keyboard prior to pressing the registration key. Also press to stop the error alarm when incorrect entries are made.
CLERK - (MINUS)	Outside of a sale, use to sign on or sign off a clerk. Inside of a sale use this key to enter a negative amount (such as a coupon or deposit) by entering a price, then pressing the - (MINUS) key.
Department Keys	There are 16 department keys on the keyboard to register different types of merchandise. Departments may be used to accept open priced entries, or may be programmed to register preset prices
FEED	Press to advance the printer paper.
MODE	Press <b>MODE</b> when outside of a sale to change mode position.
CALC	Press <b>100</b> and <b>CALC</b> when outside of a sale to use the ER-180U as a basic calculator.

Keyboard Legend	Description
<b>NO SALE</b>	Press to open the cash drawer when you have not already started a transaction. No sale activity is logged on the financial report. Also, may be used to print any number (up to 8 digits) on the printer paper
<b>PO (PAID OUT) (-)</b>	Use to track cash paid out for merchandise or to record loans from the cash drawer. Also use as a <i>subtract</i> key in calculator mode (press first before entering an amount to subtract.)
<b>PLU</b>	Use to register a Price Look Up (PLU).
<b>RCPT ON/OFF C/CONV</b>	Outside of a sale, press to toggle the receipt from OFF to ON. Inside of a sale use the Currency Conversion key to convert the sale subtotal into an equivalent value in foreign currency. You must first program foreign currency exchange rates.
<b>RA (RECD ACCT) (+)</b>	Use to accept cash into the cash drawer when you are not actually selling merchandise. For example, use the Received on Account key to accept payments for previously sold merchandise or record loans to the cash drawer. Also use as the <i>add</i> key when in calculator mode.
<b>RETURN</b>	If you wish to return or refund an item, press Return Merchandise, then re-enter any item you wish to return.
<b>SUB TOTAL</b>	Press to see the subtotal of a sale.
<b>TAX</b>	Enter the tax number and press <b>TAX</b> to reverse the programmed tax status of a department or PLU key. For example, by using the TAX key prior to registering a taxable item, the item will be sold without sales tax added.
<b>VOID</b>	Press to void (or erase) the last item entered. You can also void an item previously entered within a transaction by pressing CLEAR, then VOID then re-entering the item you wish to correct.
<b>X/TIME (x)</b>	Enter a quantity and then press the X/TIME key to enter multiple items. Use to enter “split pricing” items, such as 1 item at 3 for \$.89. Also use to perform the multiplication function in calculator mode.

---

## Clerk Sign-On/Sign-Off

To operate the register, a **Clerk (Employee)** must sign-on, and the register will show **0.00** on the display when it is idle. Before a Clerk is signed-on, the display will show **CLOSEd** and can not be operated.

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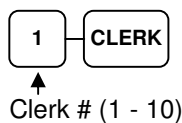
NOTE: Clerk 1 is automatically sign-on after RAM All Clear.

---

To sign On/Off Clerk, need to move to **REG-Mode**.

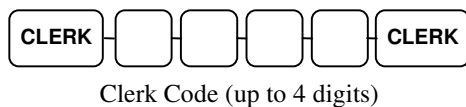
### Direct Sign-On

To sign on with Direct Sign-On (Push Entry) method, enter the clerk number and press the **CLERK** key.



### Coded Sign-On

To sign on a clerk with Coded Sign-On (Secert Code Entry) method, press the CLERK key, enter the clerk code, and then press the **CLERK** key again.



---

NOTE: To program Clerk (Secert) Code, Please see **Program Mode Programming - Program 1000** for detail.

---

### Sign-Off

To sign the clerk off, Enter **0** (Zero) and press the **CLERK** key.



---

## Receipt On and Off

On **ER-180U**, the receipt printer can be switched ON/OFF in REG Mode. All reports in X/Z Mode will still print even the receipt printer has been turned off. To switch receipt printer ON/OFF,



1. Press the **RECEIPT ON/OFF** key once to turn the receipt *off*.
2. Press the **RECEIPT ON/OFF** key again to turn the receipt *on*.

---

## Mode Password

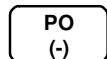
You can use 'Mode Password' function on X/Z/P/S mode.

If you wish to use mode password function, you need to set system option and mode password on Programming.

After set option and password, you should enter password before operate on X/Z/P/S mode.

### To enter Mode

1. Press the **PO** key.



2. Enter password (4 digits) and press the **PO** key to terminate.



---

NOTE: To program Mode Password, Please see **Program Mode Programming - Program 9999** for detail.

---

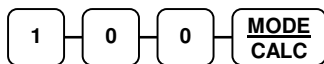
---

## Calculator Function

You can use the *ER-180U* to perform simple addition, subtraction and multiplication calculator functions outside of a sale.

Move to **REG-Mode**. Enter **1 0 0** and press **CALC** key. To exit from Calculator mode, press **CLEAR** key.

- Enter **1 0 0** and press the **CALC** key to enter calculator mode:



### Addition

Enter amount, press **RA (+)** Enter amount, press **CASH/TEND (=)**

### Subtraction

Enter amount, press **PO (-)** Enter amount, press **CASH/TEND (=)**

### Multiplication

Enter amount, press **X/TIME (x)** Enter amount, press **CASH/TEND (=)**

### Division

Enter amount, press **NO SALE** Enter amount, press **CASH/TEND (=)**

- Press the **CLEAR** key to exit calculator mode:



---

## Item(s) Registrations

All item(s) registration on *ER-180U* are made into preset and preset overridable Departments and PLUs.

- Departments Registrations can be made by pressing the Department key on the keyboard.
- PLU Registrations can be made by entering the PLU number then **PLU** function key.

This system simplifies reporting by listing all items (regardless of how they are entered) on the financial report.

To perform a item registration, need to move to **REG-Mode** if there is no specific instruction given.

### Department Registrations

As you make registrations, you can follow your entries by viewing the display. The digit marked **RPT** counts items as they are repeated or multiplied.

In the following examples:

- Dept 1 is programmed for open entries, and is taxable by Tax 1.
- Dept 2 is programmed for open entries, and is taxable by Tax 2.
- Dept 3 is programmed with a preset price of \$3.00, and is taxable by Tax 3.
- Tax 1 is programmed at 5%; Tax 2 is programmed at 10%,Tax 3 is programmed at 15%.

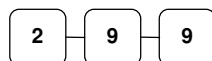
### PLU (Price Look Up) Registrations

PLUs must be programmed before they may be operated. See “**PLU Status Programming**” to program open or preset PLUs.

## Department Entry - Open Price / Preset Price Override

1. Enter an amount on the ten key pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



2. Press a Department key.

For example, press DEPT1:



Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
ROUND	\$0.01
GST	\$0.27
<b>TOTAL</b>	<b>\$3.00</b>
<b>CASH</b>	<b>\$3.00</b>
CLERK 1	000011 000000

## Department Entry - Preset Price

1. Press a preset Department key.

For example, press DEPT 5:



Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT5 T1	\$2.99
ROUND	\$0.01
GST	\$0.27
<b>TOTAL</b>	<b>\$3.00</b>
<b>CASH</b>	<b>\$3.00</b>
CLERK 1	000012 000000



## Department Entry - Repeat

1. Enter an amount on the ten key pad. **Do not use the decimal key.**

For example, for \$2.99, enter:



2. Press a Department key.

For example, press DEPT1:



3. To register a second item exactly as the first, press the Department key a second time.

For example, press DEPT1:



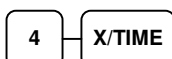
Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
DEPT1 T1	\$2.99
ROUND	\$0.02
GST	\$0.54
<b>TOTAL</b>	<b>\$6.00</b>
<b>CASH</b>	<b>\$6.00</b>
CLERK 1	000013 000000

## Department Entry - Multiplication

1. Enter the quantity of items being purchased, press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



2. Enter an amount on the ten key pad. **Do not use the decimal key.**

For example, for \$1.99, enter:



3. Press a Department key.

For example, press DEPT1:



Receipt Example:

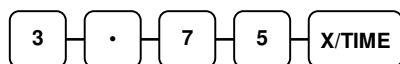
THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
4X	1.99
DEPT1 T1	\$7.96
ROUND	-0.01
GST	\$0.72
<b>TOTAL</b>	<b>\$7.95</b>
<b>CASH</b>	<b>\$7.95</b>
CLERK 1	000014 000000

## Department Entry - Multiplication with Decimal Point

If you are selling items by weight, or decimal quantities such as half-pints, you can multiply a fraction of a unit.

1. Enter the amount with the decimal point, press the **X/TIME** key.

For example, for 3.75 kilos of produce, enter:



2. Enter an amount on the ten key pad. *Do not use the decimal key.*

For example, if the price is \$.99 per kilo, enter:



3. Press a Department key.

For example, press **DEPT 1**:



Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
3.75X	0.99
DEPT1 T1	\$3.71
ROUND	-0.01
GST	\$0.34
<b>TOTAL</b>	<b>\$3.70</b>
<b>CASH</b>	<b>\$3.70</b>
CLERK 1	000015 000000

## Department Entry - Single Item

Single item departments automatically total as a cash sale immediately after registration. Use single item departments for speedy one item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can assign open or preset department single item department for ticket sales. After each registration, the drawer will immediately open, and a separate receipt is printed.

1. Press a single item preset Department key. (or enter a price and press a single item open department key.)

For example, press **DEPT 6**:



Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT6 T1	\$2.99
ROUND	\$0.01
GST	\$0.27
<b>TOTAL</b>	<b>\$3.00</b>
<b>CASH</b>	<b>\$3.00</b>
CLERK 1	000016 000000

## Department Entry - Split Pricing

When items are priced in groups, i.e. 3 for \$1.00, you can enter the quantity purchased and let the register calculate the correct price.

1. Enter the quantity purchased, press the **X/TIME** key.

For example, enter:

**2** **X/TIME**

2. Enter the quantity of the group price, press the **X/TIME** key.

For example, if the items are priced 3 for \$1.00, enter:

**3** **X/TIME**

3. Enter an amount on the ten key pad.

For example, if the items are priced 3 for \$1.00, enter:

**1** **0** **0**

4. Press a Department key.

For example, press **DEPT 1**:

**DEPT1**

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
2@3FOR	1.00
DEPT1 T1	\$0.67
ROUND	-0.02
GST	\$0.06
<b>TOTAL</b>	<b>\$0.65</b>
<b>CASH</b>	<b>\$0.65</b>
CLERK 1	000017 000000

## PLU Entry - Open Price / Preset Price Override

If the PRESET status of a PLU is set to N (no), the PLU will operate as an **open** PLU. See "**PLU Programming**" in the "**Program Mode Programming**" chapter to program PLU descriptors and options.

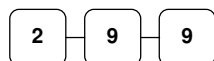
1. Enter the PLU number; press the **PLU** key.

For example, enter:

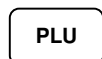


2. Enter an amount on the ten key pad. *Do not use the decimal key.*

For example, for \$2.99, enter:



3. Press the **PLU** key again.



Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
PLU2 T1	\$2.99
ROUND	\$0.01
GST	\$0.27
<b>TOTAL</b>	<b>\$3.00</b>
<b>CASH</b>	<b>\$3.00</b>
CLERK 1	000018 000000

## PLU Entry - Preset Price

1. Enter the PLU number; press the PLU key.

For example, enter:



Receipt Example:

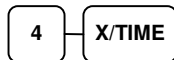
THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
PLU1 T1	\$2.99
ROUND	\$0.01
GST	\$0.06
<b>TOTAL</b>	<b>\$0.65</b>
<b>CASH</b>	<b>\$0.65</b>
CLERK 1	000019 000000

## PLU Entry - Multiplication

When several of the same items are to be entered into the same PLU, you can use multiplication. You can enter a quantity (1 to 999,999) using the **X/TIME** key. You can multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the **X/TIME** key.

For example, enter **4** on the numeric key pad and press the **X/TIME** key:



2. Enter the PLU number; press the **PLU** key.

For example, enter:



### Receipt Example:

THANK-YOU		
COME AGAIN		
25/05/2015 MON		09:23
4X		2.99
PLU1 T1		\$11.96
ROUND		-0.01
GST		\$1.09
<b>TOTAL</b>		<b>\$11.95</b>
<b>CASH</b>		<b>\$11.95</b>
CLERK 1	000020	000000

---

## Shifting Tax - (Add On Tax Only)

You can shift the pre-programmed status of a department or PLU by entering the tax number (1-4) and pressing the **TAX** key before entering an item. Using this sequence you can make normally taxable items non-taxable; or make normally non-taxable items taxable.

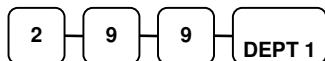
You can also exempt tax from an entire sale by first pressing the **SUBTOTAL** key, and then entering the tax number (1-4) and pressing the **TAX** key before tendering the sale

1. Enter the tax number; press the **TAX** key.

For example, enter:



2. Enter the item. In this example department #1 is normally taxable:



3. The normal tax status is shifted.

Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1	\$2.99
ROUND	\$0.01
<b>TOTAL</b>	<b>\$2.00</b>
<b>CASH</b>	<b>\$2.00</b>
CLERK 1	000021 000000

## Percent Key (+% and -%) Operations

Use the Percent keys to add a percentage surcharge or subtract a percentage from an item or the subtotal of a sale. You can enter the amount of the percentage before pressing the -% or +% keys, or you can program a preset percentage if you are consistently using the same percentage. Programming determines whether it is possible to enter a percentage when the key is also programmed with a preset percentage. See “**Function Key Programming - - / -% / +% Key**” to set a preset percentage.

### Preset Percent on a Department or PLU Item

In this example the -% key is preset with a rate of %10.00.

1. Register the discounted item.
2. Press the -% key:



The discount is automatically subtracted.

#### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
-%	-10.000%
AMOUNT T1	-0.30
ROUND	\$0.01
GST	\$0.24
<b>TOTAL</b>	<b>\$2.70</b>
<b>CASH</b>	<b>\$2.70</b>
CLERK 1	000022 000000

### Enter a Percent on a Department or PLU

You can also operate the -% or +% keys by entering the percentage of the discount or surcharge. If necessary, you can enter the percentage with a decimal key (up to 3 digits, i.e. 99.999%).

1. Register the discounted item.
2. Enter the percentage. If you are entering a fraction of a percent, **you must use the decimal key.**

For example, for 1/3 off enter:



3. Press the -% key:



4. The discount is automatically subtracted.

#### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$10.00
-%	-33.333%
AMOUNT T1	-3.33
ROUND	-0.02
GST	\$0.61
<b>TOTAL</b>	<b>\$6.65</b>
<b>CASH</b>	<b>\$6.65</b>
CLERK 1	000023 000000

## Percent On Sale Total

In this example a surcharge of 15% is applied.

1. Register the items you wish to sell.

2. Press **SUBTOTAL**:

**SUB  
TOTAL**

3. Enter the percentage.

For example, for 15% enter:

**1** **5**

4. Press the **+%** key:

**-%**

5. The surcharge is automatically added.

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$10.00
+%	-15.000%
AMOUNT T1	\$1.50
GST	\$1.05
<b>TOTAL</b>	<b>\$11.50</b>
<b>CASH</b>	<b>\$11.50</b>
CLERK 1	000024 000000

---

## - (Minus) Key Registrations

You can register a negative amount by entering a price, then pressing the - (Minus) key. For example, you can enter bottle returns or coupons using the - (Minus) key.

1. Register the items you wish to sell.

2. Enter the amount you wish to subtract from the sale.

For example for a \$.50 coupon, enter:

**5** **0**

3. Press the **CLERK/ - (Minus)** key.

**CLERK  
-**

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$10.00
-	-0.50
GST	\$0.91
<b>TOTAL</b>	<b>\$9.50</b>
<b>CASH</b>	<b>\$9.50</b>
CLERK 1	000025 000000



---

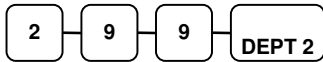
## Return Merchandise Registrations

If you wish to return or refund an item press **RETURN**, then re-enter any item. You can return merchandise as part of a sale, or you can return merchandise as a separate transaction and return cash to the customer.

1. Press **RETURN**:



2. Enter the price of the item you wish to return, and then press the PLU key where it was registered originally.



3. Total the sale with **CASH**, **CHECK**, or a **CHARGE** function.

Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
RETURN *****	
DEPT2 T1	-2.99
ROUND	-0.01
GST	-0.27
<b>TOTAL</b>	<b>-3.00</b>
<b>CASH</b>	<b>-3.00</b>
CLERK 1	000026 000000

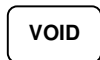
---

# Voids and Corrections

## Void Last Item

This function corrects the last item entered.

1. Register an item. Then register a second item.
2. Press the **VOID** key.



### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$1.99
DEPT2 T1	\$2.99
ERRCORR -----	
DEPT2 T1	-2.99
ROUND	\$0.01
GST	\$0.18
<b>TOTAL</b>	<b>\$2.00</b>
<b>CASH</b>	<b>\$2.00</b>
CLERK 1	000027 000000

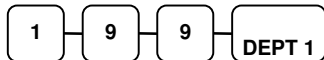
## Void Previous Item

This function allows you to correct an item registered previously in a transaction.

1. Register an item. Then register a second item.
2. To correct the first item, press **CLEAR**, then press **VOID**:



3. Enter the price of the first item, and then press the DEPT2 key where it was registered originally.



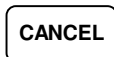
### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$1.99
DEPT2 T1	\$2.99
VOID -----	
DEPT1 T1	-1.99
ROUND	\$0.01
GST	\$0.27
<b>TOTAL</b>	<b>\$3.00</b>
<b>CASH</b>	<b>\$3.00</b>
CLERK 1	000028 000000

## Cancel

The **CANCEL** key allows you to stop any transaction. Anything registered within the transaction before the **CANCEL** key is pressed is automatically corrected. The **CANCEL** key can be inactivated through programming, see "**Function Key Programming**" in the "**Program Mode Programming**" chapter.

1. Register the items you wish to sell.
2. Press the **CANCEL** key



### Receipt Example:

```
THANK-YOU
COME AGAIN
25/05/2015 MON    09:23

DEPT1 T1          $1.99
CANCEL *****
TOTAL             $0.00
CLERK 1  000029  000000
```

## Void Mode Operations

You can use the **VOID-MODE** to correct any complete transaction. To correct any transaction:

1. Move to the **VOID-Mode**.
2. Enter the transaction you wish to correct exactly as it was entered originally in the **REG-Mode**. You can enter discounts, voids, returns, tax exemptions or any other function.
3. All totals and counters are corrected as if the original transaction did not take place.

### Receipt Example:

```
THANK-YOU
COME AGAIN
25/05/2015 MON    09:23

VOID MODE *****
DEPT2 T1          -2.99
ROUND             -0.01
GST               -0.27
TOTAL          -3.00
CASH           -3.00
CLERK 1  000030  000000
```

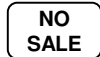
---

# No Sale Operations

## Open Drawer

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

1. Press **#/NS**:



2. The drawer will open and the receipt will print as in the example on the right.

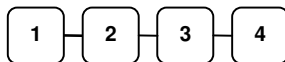
Receipt Example:

THANK-YOU		
COME AGAIN		
25/05/2015 MON	09:23	
NOSALE -----		
CLERK 1	000031	000000

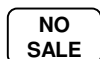
## Non Add Number

You can also use the **#/NS** key to print any number (up to 8 digits) on the printer paper. You can enter the number any time during a transaction. For example, if you wish to record a charge account number, enter the number and press the **#/NS** key before totaling the sale with the **CHARGE** key.

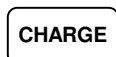
1. Register the items you wish to sell.
2. Enter the number you wish to record, for example enter:



3. Press **#/NS**:



4. Press **CHARGE**:



5. The display will indicate “=” for total, the drawer will open and the receipt will print as in the example on the right.

Receipt Example:

THANK-YOU		
COME AGAIN		
25/05/2015 MON	09:23	
DEPT1 T1		\$1.99
NONADD #		1234
GST		\$0.18
<b>TOTAL</b>		<b>\$1.99</b>
<b>CHARGE</b>		<b>\$1.99</b>
CLERK 1	000032	000000

---

## Received On Account Operations

You can use one of the received on account functions **RA** to accept cash or checks into the cash drawer when you are not actually selling merchandise. For example, use received on account to accept payments for previously sold merchandise, or record loans to the cash drawer.

1. Press the received on account keys

**RA**

2. Enter the amount of cash received, press **CASH**.

**1** **0** **0** **0** **CASH/TEND**

3. Enter the check amount received, and press **CHECK**.

**1** **0** **0** **0** **CHECK**

4. Enter the charge amount received, press **CHARGE**

**1** **0** **0** **0** **CHARGE**

5. You can continue to itemize receipts, or you can finalize by pressing or selecting the same received on account key.

**RA**

### Receipt Example:

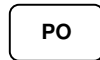
THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
RA	
CASH	\$10.00
CHECK	\$10.00
CHARGE	\$10.00
RA	\$30.00
CLERK 1	000033 000000

---

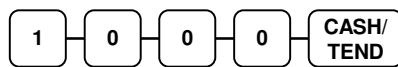
## Paid Out Operations

You can use the paid out function **PO** to track cash or checks paid out or to record loans from the cash drawer.

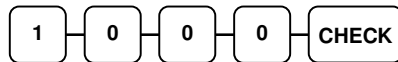
1. Press the paid out keys



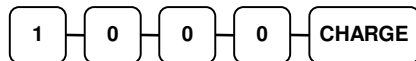
2. Enter the amount of cash received, press **CASH**.



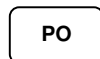
3. Enter the check amount received, and press **CHECK**.



4. Enter the charge amount received, press **CHARGE**



5. You can continue to itemize paid outs, or you can finalize by pressing or selecting the same paid out key.



### Receipt Example:

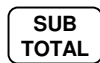
THANK-YOU		
COME AGAIN		
25/05/2015 MON		09:23
PO		
CASH		-10.00
CHECK		-10.00
CHARGE		-10.00
PO		-30.00
CLERK 1	000034	000000

---

## Subtotaling a Sale

By pressing **SUB TOTAL** key anytime in a transaction, the current subtotal amount will be shown on the display. The subtotal can be printed on the receipt/electronic journal if the system option is set. See "**Print Option Programming**" in the "**Program Mode Programming**" chapter.

1. Register the items you wish to sell.
2. Press **SUBTOTAL**. The subtotal will display with the message "Sub" indicated on the rear display.



---

## Totaling and Tendering

There are ten tender functions available to categorize sales. **CASH** and **CHECK** are individual keys on the keyboard.

### Totaling a Cash Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CASH**:

**CASH/  
TEND**

3. The display will indicate the total amount of the cash sale.

#### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
ROUND	\$0.01
GST	\$1.36
<b>TOTAL</b>	<b>\$ 1 4 . 9 5</b>
<b>CASH</b>	<b>\$ 1 4 . 9 5</b>
CLERK 1	000035 000000

### Totaling a Check Sale

1. Register the items you wish to sell.
2. To total a check sale, press **CHECK**:

**CHECK**

3. The display will indicate the total amount of the check sale.

#### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
GST	\$1.36
<b>TOTAL</b>	<b>\$ 1 4 . 9 4</b>
<b>CHECK</b>	<b>\$ 1 4 . 9 4</b>
CLERK 1	000036 000000




## Tendering a Cash Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.

For example, for \$20.00 enter:



3. Press **CASH**:  

4. The display will indicate the total amount of the cash tendered and the change due, if any.

### Receipt Example:


THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
ROUND	\$0.01
GST	\$1.36
<b>TOTAL</b>	<b>\$ 1 4 . 9 5</b>
<b>CASH</b>	<b>\$ 2 0 . 0 0</b>
<b>CHANGE</b>	<b>\$ 5 . 0 5</b>
CLERK 1	000037 000000

## Tendering a Check Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.

For example, for \$20.00 enter:



3. Press **CHECK**:  

4. The display will indicate the total amount of the check tendered and the change due, if any.

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
GST	\$1.36
<b>TOTAL</b>	<b>\$ 1 4 . 9 4</b>
<b>CHECK</b>	<b>\$ 2 0 . 0 0</b>
<b>CHANGE</b>	<b>\$ 5 . 0 6</b>
CLERK 1	000038 000000

## Totaling a Charge Sale

Use the charge keys to track charge or credit card sales. See "**Function Key Programming**" in the "**Program Mode Programming**" chapter to change the descriptors for the charge tender functions. For example, you can use CHARGE to track Visa card sales. The descriptor "VISA" will display on the function look up menu and print on the printer. You can also set tendering options for the charge keys, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.
2. Press one of the charge key if it is located on the keyboard:

CHARGE

Receipt Example:

```
THANK-YOU
COME AGAIN
25/05/2015 MON    09:23

DEPT1 T1          $2.99
4X                1.99
DEPT2 T1          $7.96
DEPT3 T1          $3.99
GST               $1.36
TOTAL $14.94
CHARGE
                $14.94
CLERK 1 000039 000000
```

## Tendering a Charge Sale

Tendering a charge sale may or may not be allowed. See "**Function Key Programming**" in the "**Program Mode Programming**" chapter to set tendering options for the charge key, i.e. whether to allow over tendering or to enforce tendering.

1. Register the items you wish to sell.
2. Enter the amount of the charge and press one of the charge keys if it is located on the keyboard:

2 0 0 0 CHARGE

Receipt Example:

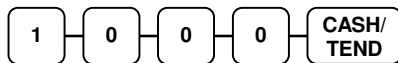
```
THANK-YOU
COME AGAIN
25/05/2015 MON    09:23

DEPT1 T1          $2.99
4X                1.99
DEPT2 T1          $7.96
DEPT3 T1          $3.99
GST               $1.36
TOTAL $14.94
CHARGE
                $20.00
CHANGE $5.06
CLERK 1 000040 000000
```

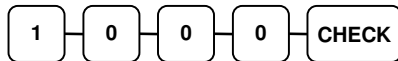
## Split Tender

Split tendering is paying for one transaction by more than one payment method. For example, a \$20.00 sale could be split so \$10.00 is paid in cash, and the remaining \$10.00 is paid by a check. If necessary, you can make several different payments.

1. Register the items you wish to sell.
2. Enter the amount of cash tendered by the customer. For example, enter \$10.00 and press **CASH**:



3. The display will indicate the \$10.00 cash tender and the \$10.00 total still due.
4. Enter the amount of check tendered by the customer. For example, enter \$10.00 and press **CHECK**:



5. When the total tendered equals or exceeds the total due, the receipt will print and the transaction is complete.

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
ROUND	\$0.01
GST	\$1.36
<b>TOTAL</b>	<b>\$ 14 . 95</b>
<b>CASH</b>	<b>\$ 10 . 00</b>
TOTAL	\$4.95
<b>CHECK</b>	<b>\$ 10 . 00</b>
<b>CHANGE</b>	<b>\$ 5 . 05</b>
CLERK 1	000041 000000

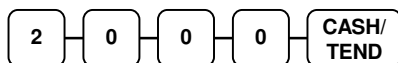
## Post Tender

Post tendering means computing change after the sale has been totaled and the drawer is open. This feature is useful when a customer changes the amount of the tender or when a "quick change artist" confuses a clerk. Normally, this function is not allowed. If you wish to allow post tendering, you must set the appropriate system option.

1. Register the items you wish to sell.
2. Press **CASH**:



3. The display will indicate the total of the cash sale.
4. Enter the amount of the new tender, Press **CASH**:



5. The display will indicate the change due. **Change \$5.05** in this example.

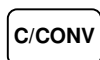
### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.99
4X	1.99
DEPT2 T1	\$7.96
DEPT3 T1	\$3.99
ROUND	\$0.01
GST	\$1.36
<b>TOTAL</b>	<b>\$ 14 . 95</b>
<b>CASH</b>	<b>\$ 14 . 95</b>
CLERK 1	000042 000000

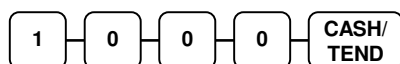
## Currency Conversion

If you normally accept currency from neighboring nations, you can program to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor. For example, if the US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency), the conversion factor is 1.3720. See "**Function Key Programming**" in the "**Program Mode Programming**" chapter to set a conversion factor.

1. Register the items you wish to sell.
2. Press the **CONV1** key if it is located on the keyboard:



3. Enter the amount of the foreign currency tender, Press **CASH**:



4. The display will indicate the amount of foreign currency tendered and display \$5.29 change due. **The change due is computed in home currency!**

### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
DEPT1 T1	\$2.00
GST	\$0.18
<b>TOTAL</b>	<b>\$ 2 . 0 0</b>
CONV	¥10.00
CHANGE RATE	@1.3720
HOME AMT	\$7.29
<b>CHANGE</b>	<b>\$ 5 . 2 9</b>
CLERK 1	000043 000000

The currency symbol you program will display here. See "Print Option Programming" in "Program Mode Programming" chapter.

# X/Z Mode

---

## Introduction

All Management Functions take place with the **X** mode. Some register operations may be programmed to require in the **X** mode in order to operate.

## X & Z Reports

System reports are divided into two basic categories:

- **X reports, which read totals without resetting**
- **Z reports, which read totals and reset them to zero**

Most reports are available in both categories. Some reports, such as the Cash-in-Drawer report and the From-To PLU report are available only as X reports.

Some reports also provide identical but separate *period to date* reports. These reports maintain a separate set of totals which may be allowed to accumulate over a period of days, weeks, months, or even years. **X2** reports read period to date totals without resetting, and **Z2** reports read period to date totals and reset them to zero. Period to date totals are updated each time a **Z1** report is completed.

A complete list of available reports is presented in a chart on the following page.

An example is given for each of these reports in the pages that follow. Those reports which may be optionally abbreviated through register programming are represented twice. They are first shown with the option off, giving all totals, and again with the option turned on, showing the abbreviated version of the same report.

Registers programmed with pop-up clerks must be signed on in the **REG-Mode** prior to taking reports.

### Running a Report - General Instructions

1. Refer to the "Report Table".
2. Select a report type and the report mode.
3. Move to the mode position indicated.
4. Enter the key sequence for the report you have selected.

### Report Table

Report Type	Report Number	Report Mode	Mode Position	Key Sequence
Financial/Dept	1	X	X	1 - SUBTOTAL
		Z	Z	1 - SUBTOTAL
		X2	X	201 - SUBTOTAL
		Z2	Z	201 - SUBTOTAL
All PLU	2	X	X	2 - SUBTOTAL
		Z	Z	2 - SUBTOTAL
All Clerk	3	X	X	3 - SUBTOTAL
		Z	Z	3 - SUBTOTAL
Print All EJ	300	X	X	300 - SUBTOTAL
Reset EJ (will not print)	399	Z	Z	399 - SUBTOTAL

---

## Cash Declaration

If compulsory cash declaration is required, you must declare the count of the cash drawer prior to taking X or Z financial and clerk reports.

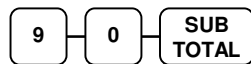
You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and checks separately and let the register act as an adding machine. You can also use the X/TIME key to multiply the denomination of currency times your count.

Either way you choose to enter cash, the register will compare your declaration with the expected cash and check in drawer totals and print the over or short amounts on the report.

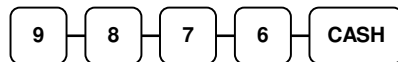
### Program 90 - Cash Declaration Programming

For example:

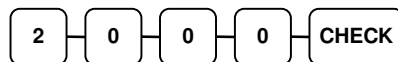
1. Move to the **X-Mode**.
2. Enter **9 0** and press the **SUBTOTAL** key.



3. Enter the total of cash and press the **CASH** key.



4. Enter the total of checks and press the **CHECK** key.



5. Press the **CASH** key to total the declaration.



#### Receipt Example:

THANK-YOU	
COME AGAIN	
25/05/2015 MON	09:23
** CASH DECLARATION **	
CASH	\$98.76
CHECK	\$20.00
INPUT AMT	\$118.76
DRAWER TTL	\$118.76
DIFFERENCE	\$0.00
CLERK 1	000044 000000

# Report Samples

## Financial Report

**Note: This sample report is shown with items of zero value listed on the report. Your report may only show totals with values other than zero, depending on the setting for print option #2.**

Date, Day & Time ->

Report Type/Reset (Z) Counter ->

Report Name ->  
 Department Name ->  
 Department Sales Activity Counter & Total ->  
 Department Counters and Totals are listed for each department)

Count & Total of all Departments ->

Total of non-taxable sales ->  
 Taxable sales for each tax ->

Tax collected for each tax ->

Taxable sales exempted for each tax ->

Count and total for amount discount ->  
 (- key used as amount discount)

Count and total for item discounts by percentage ->  
 (-% key used as item % discount function)

Count and total for sale discounts by percentage ->  
 (-% key used as sale % discount function)

Count and total for item surcharges by percentage ->  
 (+% key used as item % surcharge function)

Count and total for Sale surcharges ->  
 (+% key used as sale % surcharge function)

Customer Count ->  
 Net Sales Amount ->

Count of Return Merchandise items ->  
 Total of Return Merchandise ->

Count of Last Item Voids (Error Corrections) ->  
 Total of Last Item Voids (Error Corrections) ->

### Receipt Example:

THANK-YOU	
COME AGAIN	
02/17/2010 MON	09:23
Z 1 REPORT	00002
-----	
FINANCIAL	
DEPT1	
21	\$192.45
DEPT2	
5	\$3.10
DEPT16	
0	\$0.00
DEPT TTL	
26	\$195.55
-----	
NONTAX	\$0.00
TAX1 SALES	\$10.00
TAX2 SALES	\$0.00
TAX3 SALES	\$0.00
TAX4 SALES	\$0.00
TAX1	\$0.04
TAX2	\$0.00
TAX3	\$0.00
TAX4	\$0.00
XMPT1 SALES	\$0.00
XMPT2 SALES	\$0.00
XMPT3 SALES	\$0.00
XMPT4 SALES	\$0.00
-(MINUS)	0
	\$0.00
ITEM -% TTL	0
	\$0.00
SALE -% TTL	0
	\$0.00
ITEM +% TTL	0
	\$0.00
SALE +% TTL	0
	\$0.00
NET SALE	1
	\$10.50
RETURN	0
	\$0.00
ERROR CORR	0
	\$0.00

Continued on the next page ...



Count of Previous Item Voids ->  
 Total of Previous Item Voids ->  
 Number of VOID mode position transactions ->  
 Dollar amount of VOID mode position ->  
 # of canceled transactions ->  
 Amount of canceled transactions ->  
 Gross Sales ->  
 # of Cash sales ->  
 Dollar amount of Cash sales ->  
 # of Check sales ->  
 Dollar amount of Check sales ->  
 # of Charge sales ->  
 Dollar amount of Charge sales ->  
 # of Rec'd on Account transactions ->  
 Total of Rec'd on Accounts ->  
 # of Paid Out transactions ->  
 Total of Paid Out transactions ->  
 Count of no sales ->  
 # of Cash in Drawer ->  
 Cash in drawer amount ->  
 # of Checks in Drawer ->  
 Check in drawer amount ->  
 # of Charge Sales ->  
 Total of Charges in Drawer ->  
 Total of all Media in Drawer ->  
 Foreign Currency Total ->  
 Non-resettable Grand Total ->

Continued on the next page ...

PREVIOUS VD	0
	\$0.00
VOID MODE	0
	\$0.00
CANCEL	0
	\$0.00
GROSS SALES	\$10.50
CASH SALES	1
	\$10.50
CHECK SALES	0
	\$0.00
CHARGE SALES	0
	\$0.00
R/A	0
	\$0.00
P/O	0
	\$0.00
NO SALE	0
CASH-IN-D	0
	\$10.50
CHECK-IN-D	0
	\$0.00
CHARGE-IN-D	0
	\$0.00
DRWR TTL	0
FOREIGN	.00
*****	
GRAND	\$221.40
CLERK 2 000045 000000	

## PLU Report

Date, Day & Time ->  
 Report Type/Reset (Z) Counter ->  
 Report Name ->  
 PLU Name ->  
 PLU Sales Activity Counter & Total ->  
 Count & Total of all PLUs ->

### Receipt Example:

THANK-YOU	
COME AGAIN	
02/17/2010 MON	09:23
X 1 REPORT	00002
-----	
PLU	
DEPT22	
CNT 1	\$4.95
DEPT25	
CNT 5	\$8.85
*****	
TOTAL CNT	6
TOTAL AMT	\$13.80
CLERK 2 000045 000000	

# Clerk Report

## Receipt Example:

Date, Day & Time ->  
 Report Type/Reset (Z) Counter ->  
 Report Name ->  
 Clerk Name ->  
 Clerk's Net Sales ->  
 Clerk's Gross Sales ->  
 Clerk's Drawer Total ->

```

THANK-YOU
COME AGAIN
02/17/2010 MON    09:23
X 1 REPORT        00002
-----
ALL CLERK
CLERK 1
NET SALE          $207.40
GROSS SALES       $210.90
DRWR TTL          $209.40
*****
CLERK 2
NET SALE          $71.85
GROSS SALES       $76.75
DRWR TTL          $71.85
*****
CLERK 3
*****
CLERK 4
NET SALE          $10.50
GROSS SALES       $10.50
DRWR TTL          $10.50
*****
CLERK 5
*****
CLERK 6
*****
CLERK 7
*****
CLERK 8
*****
CLERK 9
*****
CLERK 10
*****
CLERK 2    000046    000000
  
```

---

## Balancing Formulas

### Net Sales Total

+	Total of all Departments
+	TAX1 AMOUNT
+	TAX2 AMOUNT
+	TAX3 AMOUNT
+	+% (Sale Surcharge Total)
-	-% (Sale Discount Total)
-	- (Sale Minus Key Total)
=	NET SALE TTL

### Gross Total

+	NET TTL
+	RETURN MDSE
+	VOID MODE
+	-% (Sale Discount Total)
+	- (Sale Minus Key Total)
=	GROSS SALES TTL

### Grand Total

+	Yesterdays Grand Total
+	Gross Sales Total
=	GRAND TOTAL



# Service Mode Programming

---

## Overview

The following procedures are done from the Service Mode menu:

- *Memory All clear (Clear All Memory back to factory default)*
- *Program 20 - Clear All Sales Totals*
- *Program 30 - Clear Grand Total*
- *Program 50 - EPROM Information*

## Memory All Clear

Before you use your *Sam4S Electronic Cash Register* for the first time, you must perform a memory all clear to insure that all totals and counters are cleared and that the default program is installed.

---

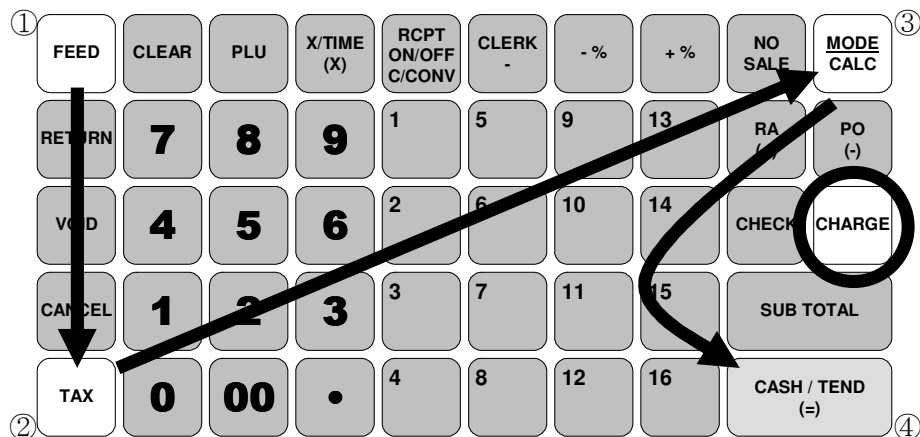
**CAUTION: The procedures described in this area are security sensitive. Clearing all or parts of the memory may cause damage or loss to the program. Do not share this information with unauthorized users and distribute the special SERVICE-Mode key only to those you may want to perform these functions.**

---

Perform "Clear All Totals" if you wish to clear only parts of memory. Complete clearing of all memory areas and installation of the default program can be done through the following special procedure:

### **To Perform a Memory All Clear (reset memory completely):**

1. Unplug power adaptor from ECR.
2. Press and hold the key position where the **CHARGE** key (circled one) is located on the default keyboard layout.
3. Continue to hold the **CHARGE** key while plug the ECR into a power source. Display show 'ALLCLEAR'.
4. After hear BEEP, release the **CHARGE** key.
5. Press the **upper left button** (FEED) of the keyboard, then the **lower left button** (TAX), then the **upper right button** (CALC), and finally press the **lower right button** (CASH/TEND). Display will show "gOOD", if you press correct keys.



6. Display will show "===== " while proceeding.
7. When memory is cleared, the register prints a message "RAM ALL CLEAR OK!", followed by the EPROM information.

---

NOTE: After move to **REG-Mode**, if seeing **CLOSEd** on display, please sign on a clerk to remove thr **CLOSEd** and using the register. See **Clerk Sign On/Sign Off** section for detail.

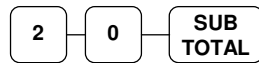
---

---

## Clear All Sales Totals

### Program 20 - Clear All Sales Totals

1. Move to the **S-Mode**.
2. To Reset Total, enter 20, and then press the **SUBTOTAL** key.

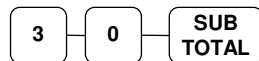


---

## Clear Grand Total

### Program 30 - Clear Grand Total

1. Move to the **S-Mode**.
2. To Reset Grand Total, enter 30, and then press the **SUBTOTAL** key.

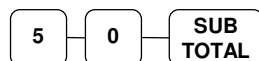


---

## EPRM Information

### Program 50 - EPRM Information

1. Move to the **S-Mode**.
2. To Scan EPRM Information, enter 50, and then press the **SUBTOTAL** key.







# Program Mode Programming

---

## Default Programming

- All keyboard Departments are **Taxable, Preset** and **Override**, without entry limits by default status programming of "**00000111**".
- All keyboard PLUs are **Taxable, Preset** and **Override**, without entry limits by default status programming of "**00000111**".
- All system options are set to **0** in default programming, unless otherwise noted. Change only the options that will deviate from default programming. There is no need to re-enter an option status of **0**, since **0** is its original setting.
- All programming (unless otherwise noted) is done in the **PGM-MODE**. Each section details a specific area of register programming.
- The Default program is set to **10.000% VAT on Tax 1** and the description is set to **GST** already.

---

## Descriptor Programming Methods

Descriptors are programmable for Departments, PLUs, function keys, groups, clerks and the logo/messages. There are two methods available to program descriptors, the *Program Overlay Method* and the *Descriptor Code Method*.

### Program Overlay Method

#### *Alpha Keyboard Layout*

				<b>A</b>	<b>F</b>	<b>K</b>	<b>P</b>	<b>U</b>	<b>X</b>
DOUBLE	<b>7</b>	<b>8</b>	<b>9</b>	<b>B</b>	<b>G</b>	<b>L</b>	<b>Q</b>	<b>V</b>	<b>Y</b>
CAPS	<b>4</b>	<b>5</b>	<b>6</b>	<b>C</b>	<b>H</b>	<b>M</b>	<b>R</b>	<b>W</b>	<b>Z</b>
BACK	<b>1</b>	<b>2</b>	<b>3</b>	<b>D</b>	<b>I</b>	<b>N</b>	<b>S</b>	SUB TOTAL	
SPACE	<b>0</b>	<b>00</b>	<b>•</b>	<b>E</b>	<b>J</b>	<b>O</b>	<b>T</b>	CASH / TEND	

## Descriptor Code Method

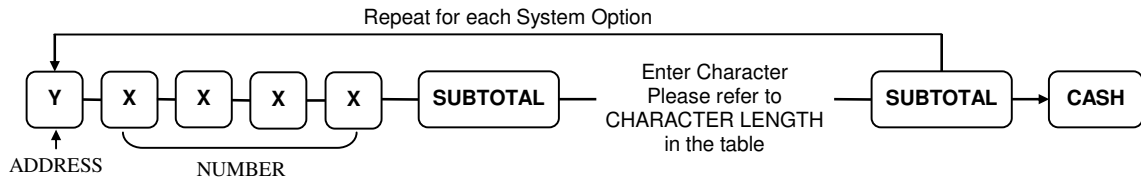
### *Descriptor Code Chart*

CHAR	Ç	ü	é	â	ã	à	á	ç	ê	ë
CODE	001	002	003	004	005	006	007	008	009	010
CHAR	è	ï	î	ì	Ä	Å	É	æ	Æ	ô
CODE	011	012	013	014	015	016	017	018	019	020
CHAR	ö	ò	û	ù	ÿ	Ö	Ü	¢	£	¥
CODE	021	022	023	024	025	026	027	028	029	030
CHAR	€	SPACE	!	"	#	\$	%	&	'	(
CODE	031	032	033	034	035	036	037	038	039	040
CHAR	)	*	+	,	-	.	/	0	1	2
CODE	041	042	043	044	045	046	047	048	049	050
CHAR	3	4	5	6	7	8	9	:	;	<
CODE	051	052	053	054	055	056	057	058	059	060
CHAR	=	>	?	@	A	B	C	D	E	F
CODE	061	062	063	064	065	066	067	068	069	070
CHAR	G	H	I	J	K	L	M	N	O	P
CODE	071	072	073	074	075	076	077	078	079	080
CHAR	Q	R	S	T	U	V	W	X	Y	Z
CODE	081	082	083	084	085	086	087	088	089	090
CHAR							a	b	c	d
CODE	091	092	093	094	095	096	097	098	099	100
CHAR	e	f	g	h	i	j	k	l	m	n
CODE	101	102	103	104	105	106	107	108	109	110
CHAR	o	p	q	r	s	t	u	v	w	x
CODE	111	112	113	114	115	116	117	118	119	120
CHAR	y	z	BACK SPACE			Double				
CODE	121	122	123			999				

# Overlay Descriptor Programming Methods

Overlay Descriptors are programmable for each **DEPARTMENT, PLU, CLERK, DEPARTMENT SOME FUNCTION KEYS** and **RECEIPT MESSAGE** using the following programming procedure.

To program description with overlay method, need to move to the **PGM-Mode**.



**NOTE :** Refer to “**ALPHA KEYBOARD LAYOUT**” for entering characters.

## Descriptor Programming Table

STANDARD DESCRIPTOR	ADDRESS	NUMBER	CHARACTER LENGTH	REMARKS
	Y	XXXX		
DEPARTMENT	1	0001 ~ 0016	12 CHAR	16 Departments
PLU	2	0001 ~ 0500	12 CHAR	500 PLUs
RCPT MSG	3	0001 ~ 0006	24 CHAR	PREAMBLE (6 Lines)
RCPT MSG	4	0001 ~ 0006	24 CHAR	POSTAMBLE (6 Lines)
CLERK	5	0001 ~ 0010	8 CHAR	10 Clerks
RETURN	6	0030	8 CHAR	
VOID	6	0031	8 CHAR	
CANCEL	6	0032	8 CHAR	
TAX	6	0033	8 CHAR	
CONV	6	0034	8 CHAR	
-	6	0035	8 CHAR	
-%	6	0036	8 CHAR	
+%	6	0037	8 CHAR	
X/TIME	6	0040	8 CHAR	
NOSALE	6	0041	8 CHAR	
RA (Receive Aaccount)	6	0043	8 CHAR	
PO (Paid Out)	6	0044	8 CHAR	
CHECK	6	0045	8 CHAR	
CHARGE	6	0046	8 CHAR	
SUBTOTAL	6	0047	8 CHAR	
CASH	6	0048	8 CHAR	
HOME CURRENCY	7	0001	5 CHAR	
FOREIGN CURRENCY	8	0001	5 CHAR	

### **Descriptor Programming Examples**

Example	Key Sequence
ABC	
aBG9	
abg9	
$A_A$	

# Tax Programming

The *Sam4S ER-180U Electronic Cash Registers* has the capability to support four separate taxes.

Taxes can be calculated as either a straight percentage rate of between 0.001% and 99.999%, or a 60 break point tax table. Each tax may be either an add-on tax (added to the cost of a taxable item), or a value added tax (VAT) that is included in the price of the item.

- **The Default program is set to 10.000% VAT on Tax 1 and the description is set to GST already.**
- If you are entering a tax rate (add-on or VAT), see "Straight Percentage Tax Rate Programming" to enter the percentage rate.

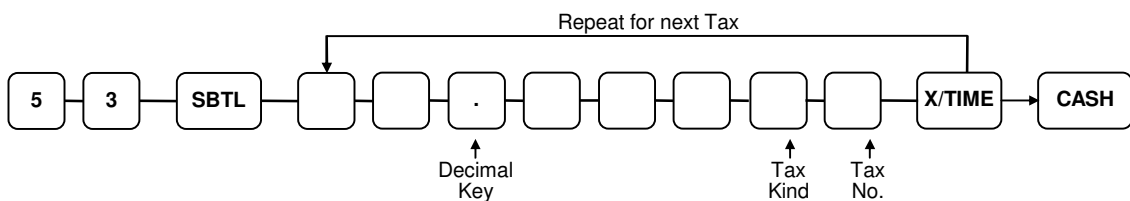
**Important Note: After you have entered your tax program(s), test for accuracy by entering several transactions of different dollar amounts. Carefully check to make sure the tax charged by the cash register matches the tax on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, contact your dealer for assistance.**

## Program 53 - Straight Percentage Tax Rate Programming

1. Move to the **PGM-Mode**.
2. Press **5 3** and **SUBTOTAL** key.
3. If the tax is a percentage rate, with a decimal. (0.000-99.999). It is not necessary to enter preceding zeros. For example, for 6%, enter 06.000 or 6.000.
4. For the type of tax:

If the tax is a percentage added to the sale (normal add on tax), enter:	<b>0</b>
If the tax is a percentage value added tax (VAT; calculated as part of the sale), enter:	<b>2</b>

5. Enter Tax No for the tax is programming.
6. Press **CASH** key to finalise the program.



EX.) AU standard Tax 1: Vat on 10.000%

5 3 + SUBTOTAL + 1 0 + DECIMAL + 0 0 2 1 + X/TIME +CASH

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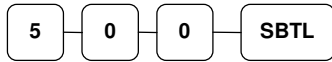
## Department Programming

Departments have various options can be set through separate programs:

- *Program 500 - Department Status Programming* determines whether the Department is open or preset. Also selected here are tax (1 ~ 4, **tax 1** is preset), negative, and single item options.
- *Program 520 - Department Price/HALO Programming* determines the Department price if the Department is preset, or the **high amount lock out (HALO)** if the Department is open price.
- *Department Descripor Programming* allows you to set a unique, up to 12-character descriptor for each Department.

## Program 500 - Department Status Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 0 0**, press the **SUBTOTAL** key.



3. Select the Department or Departments you wish to program in one of the following ways:

- Press a Department on the keyboard, or



- Press the first Department in a range of Departments that are to receive the same setting then press the last Department.



4. Refer to the "Department Status Chart" to determine the values for **N1** through **N8**. Enter the values you have selected, press the **X/TIME** key. (**You do not need to enter preceding zeros.**)



5. To program additional Departments, repeat from step 3, or press the **CASH** key to finalize the program.



### **Department Status Chart**

Address	Program Option	Value
<b>N1</b>	Department is negative item	Yes = 1 No = 0
<b>N2</b>	Department is single item	Yes = 1 No = 0
<b>N3</b>	Department is taxable by rate 4?	Yes = 1 No = 0
<b>N4</b>	Department is taxable by rate 3?	Yes = 1 No = 0
<b>N5</b>	Department is taxable by rate 2?	Yes = 1 No = 0
<b>N6</b>	Department is taxable by rate 1?	Yes = 1 No = 0
<b>N7</b>	Department is override preset?	Yes = 1 No = 0
<b>N8</b>	Department is preset?	Yes = 1 No = 0

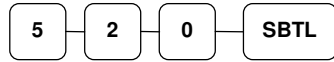
**AU default 0000111**



## Program 520 - Department Price/HALO Programming

If a DEPARTMENT is open, set the HALO (high amount lock out) here. If a DEPARTMENT is preset set the preset price here.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 2 0**, press the **SUBTOTAL** key.



3. Select the Department or Departments you wish to program in one of the following ways:

- Press a Department on the keyboard, or



- Press the first Department in a range of Departments that are to receive the same setting then press the last Department.



4. If the Department is open, enter a HALO of up to 7 digits. If the Department is preset, enter a preset price. (The maximum preset price you can enter is \$50,000.00.)

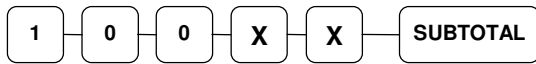


5. To program additional Departments, repeat from step 3, or press the **CASH** key to finalize the program.



## Department Descriptor Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 0 0 X X**, press the **SUBTOTAL** key.  
Where **XX** is the **Department** number (**01 ~ 16**) you want to program. Please see table below.



Department	XX	Department	XX	Department	XX	Department	XX
1	<b>01</b>	5	<b>05</b>	9	<b>09</b>	13	<b>13</b>
2	<b>02</b>	6	<b>06</b>	10	<b>10</b>	14	<b>14</b>
3	<b>03</b>	7	<b>07</b>	11	<b>11</b>	15	<b>15</b>
4	<b>04</b>	8	<b>08</b>	12	<b>12</b>	16	<b>16</b>

3. Enter up to **12** Characters using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.



4. To program additional Department, repeat from step 2, or press the **CASH** key to finalize the program.



**OR** when Code Entry Method is the better choice...

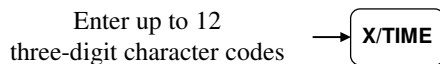
1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 3 0**, press the **SUBTOTAL** key.



3. Select the Department you wish to program:



4. Enter 12 three character codes, then press **X/TIME** key. Please refer to the descriptor code chart.



5. To program additional Department, repeat from step 3, or press the **CASH** key to finalize the program.



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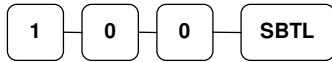
## PLU Programming

PLUs have various options can be set through separate programs:

- **Program 100 - PLU Status Programming** determines whether the PLU is open or preset. Also selected here are tax (1 ~ 4, **tax 1** is preset), negative, and single item options.
- **Program 200 - PLU Price/HALO Programming** determines the PLU price if the PLU is preset, or the **high amount lock out (HALO)** if the PLU is open price.
- **PLU Descriptor Programming** allows you to set a unique, up to 12-character descriptor for each PLU.
- **Program 350 - PLU Link Programming** allows you to link a PLU to a DEPT for reporting.

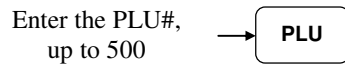
## Program 100 - PLU Status Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 0 0**, press the **SUBTOTAL** key.

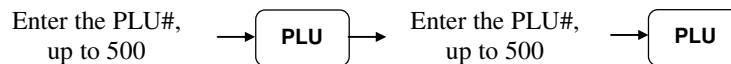


3. Select the PLU or PLUs you wish to program in one of the following ways:

- Enter up to 500 of the PLU and press the **PLU** key, or



- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last PLU number in the range; press the **PLU** key.



4. Refer to the "PLU" Status Chart" to determine the values for **N1** through **N8**. Enter the values you have selected, press the **X/TIME** key. (**You do not need to enter preceding zeros.**)



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.



### PLU Status Chart

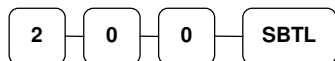
Address	Program Option	Value
<b>N1</b>	PLU is negative item?	Yes = 1 <b>No = 0</b>
<b>N2</b>	PLU is single item?	Yes = 1 <b>No = 0</b>
<b>N3</b>	PLU is taxable by rate 4?	Yes = 1 <b>No = 0</b>
<b>N4</b>	PLU is taxable by rate 3?	Yes = 1 <b>No = 0</b>
<b>N5</b>	PLU is taxable by rate 2?	Yes = 1 <b>No = 0</b>
<b>N6</b>	PLU is taxable by rate 1?	<b>Yes = 1</b> No = 0
<b>N7</b>	PLU is override preset?	<b>Yes = 1</b> No = 0
<b>N8</b>	PLU is preset?	<b>Yes = 1</b> No = 0

**AU default 00000111**

## Program 200 - PLU Price/HALO Programming

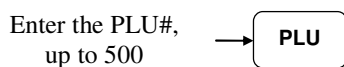
If a PLU is open, set the HALO (high amount lock out) here. If a PLU is preset set the preset price here.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **2 0 0**, press the **SUBTOTAL** key.

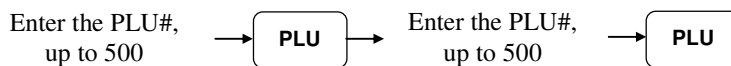


3. Select the PLU or PLUs you wish to program in one of the following ways:

- Enter up to 500 of the PLU and press the **PLU** key, or



- Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the **PLU** key. Enter the last PLU number in the range; press the **PLU** key.



4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price.

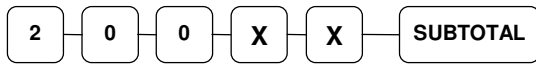


5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.



## PLU Descriptor Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **2 0 X X X**, press the **SUBTOTAL** key.  
Where **XXX** is the **PLU** number (**001 ~ 500**) you want to program. Please refer to the table below to see some examples.



PLU	XXX	PLU	XXX	PLU	XXX	PLU	XXX
1	<b>001</b>	50	<b>050</b>	109	<b>109</b>	448	<b>448</b>
2	<b>002</b>	51	<b>051</b>	110	<b>110</b>	449	<b>449</b>
3	<b>003</b>	52	<b>052</b>	111	<b>111</b>	500	<b>500</b>

3. Enter up to **12** Characters using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.

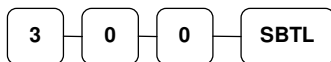


4. To program additional PLU, repeat from step 2, or press the **CASH** key to finalize the program.

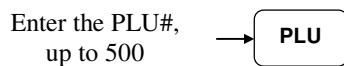


**OR** when Code Entry Method is the better choice...

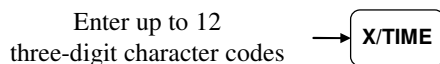
1. Move to the **PGM-Mode**.
2. To begin the program, enter **3 0 0**, press the **SUBTOTAL** key.



3. Enter PLU number you wish to program and press the **PLU** key,



4. Enter 12 three character codes, then press **X/TIME** key. Please refer to the descriptor code chart.



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.



## Program 350 - PLU Link Programming

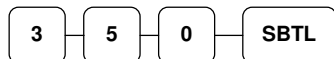
When a PLU is registered, the amount of the PLU is “linked” or reported to a department. The sale amount of the PLU will be reported in for the appropriate PLU in the PLU report and also in the department it is linked to.

---

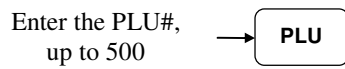
**Note: If a PLU is not linked to a Department, it’s sales will by default link to Department #1.**

---

1. Move to the **PGM-Mode**.
2. To begin the program, enter **3 5 0**, press the **SUBTOTAL** key.



3. Enter PLU number you wish to program and press the **PLU** key,



4. Press a **DEPARTMENT** key on the keyboard you wish the PLU linked to



5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.



---

## System Option Programming

Refer to the “System Option Table” to review the system options. Read each option carefully to determine if you wish to make any changes.

---

NOTE: Because after clearing memory all options settings are automatically set to 0, and because your most likely option selections require a status setting of 0, you do not need to program this section unless you wish to change the default status.

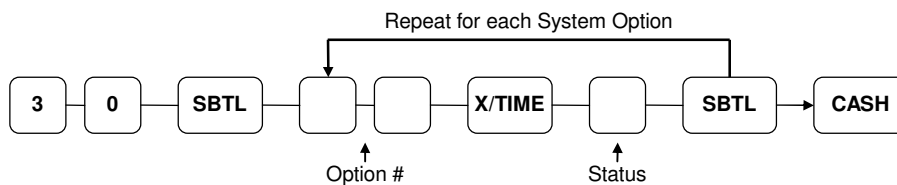
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### Program 30 - System Option Programming

#### *Programming a System Option:*

1. Move to the **PGM-Mode**.
2. Enter **3 0**, press the **SUBTOTAL** key.
3. Enter a system option address, and then press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SUBTOTAL** key.
5. Repeat from step 3 for each system option you wish to change.
6. Press the **CASH** key to end system option programming.

#### *System Option Flowchart*





## System Option Table

Address	SYSTEM OPTION	VALUE
1	Beeper is active?	Yes = 1 No = 0
2	Date format is:	MMDDYY = 0
		DDMMYY = 1
		YYMMDD = 2
3	Decimal place: (0,1,2,3)	2
4	Cash drawer will open when reports are run?	Yes = 1 No = 0
5	Drawer needs to be shut to operate?	Yes = 1 No = 0
6	Use Spool?	Yes = 1 No = 0
7	Enable Electronic Journal?	Yes = 1 No = 0
8	Prompt operator when Electronic Journal is full	Yes = 1 No = 0
9	Electronic Journal is Oldest?	Yes = 1 No = 0
10	Allow Direct Multiply?	Yes = 1 No = 0
11	Allow multiple receipts?	Yes = 1 No = 0
12	Allow the post tender function?	Yes = 1 No = 0
13	Cash Declaration Required before Z Financial report?	Yes = 1 No = 0
14	Consecutive number is reset after a financial report?	Yes = 1 No = 0
15	Reset Grand Total after Z financial Report?	Yes = 1 No = 0
16	Reset the Financial report Z counter after a Z1 Financial report?	Yes = 1 No = 0
17	Reset the PLU report Z counter after a Z1 PLU report?	Yes = 1 No = 0
18	Reset the Clerk report Z counter after a Z1 Clerk report?	Yes = 1 No = 0
19	Triple multiplication	Yes = 1 No = 0

Address	SYSTEM OPTION	VALUE	
<b>20</b>	Rounding option	Default	0
		<b>AU/European Round</b> .00 - .02 = .00 .03 - .07 = .05 .08 - .09 = .10	<b>1</b>
		Swedish Round .00 - .24 = .00 .25 - .74 = .50 .75 - .99 = 1.00	2
		Thai Round .00 - .49 = .00 .50 - .99 = 1.00	3
		Newzealand Round .00 - .04 = .00 .05 - .09 = .10	4
<b>21</b>	Training Clerk (0 ~ 10; <b>0 is No Training Clerk</b> )	<b>0</b>	
<b>22</b>	Reserved	-	
<b>23</b>	Use Thousand separator	Yes = 1 No = <b>0</b>	
<b>24</b>	Use Mode Password	Yes = 1 No = <b>0</b>	

---

## Print Option Programming

Refer to the “**Print Option Table**” to review the print options. Read each option carefully to determine if you wish to make any changes.

---

**NOTE:** Because after clearing memory all options settings are automatically set to 0, and because your most likely option selections require a status setting of 0, you do not need to program this section unless you wish to change the default status.

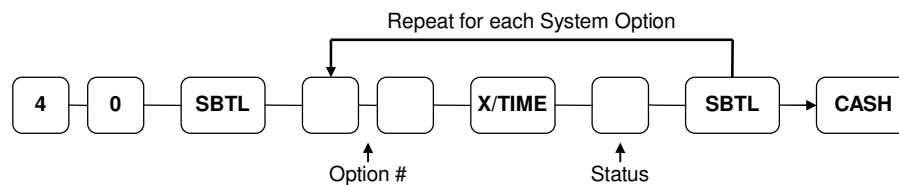
---

### Program 40 – Print Option Programming

#### *Programming a Print Option:*

1. Move to the **PGM-Mode**.
2. Enter **4 0**, press the **SUBTOTAL** key.
3. Enter a print option address, and then press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SUBTOTAL** key.
5. Repeat from step 3 for each print option you wish to change.
6. Press the **CASH** key to end print option programming.

#### *Print Option Flowchart*



## Print Option Table

Address	PRINT OPTION	VALUE
1	Print Z counter on reports?	Yes = 1 No = 0
2	Skip media totals with zero activity on the report?	Yes = 1 No = 0
3	Home Currency symbol (up to 5 digit character)	\$
4	Currency Symbol (up to 5 digit character)	•
5	Issue a second receipt for the same transaction?	Yes = 1 No = 0
6	Subtotal is printed when the SUBTOTAL key is pressed?	Yes = 1 No = 0
7	Print consecutive number counter on receipt?	Yes = 1 No = 0
8	Print date on receipt?	Yes = 1 No = 0
9	Print time on receipt?	Yes = 1 No = 0
10	Print clerk name on receipt?	Yes = 1 No = 0
11	Void mode/Return totals will print on the Financial report?	Yes = 1 No = 0
12	Print PLU/DEPT sale item number?	Yes = 1 No = 0
13	Print tax symbol?	Yes = 1 No = 0
14	Print the tax amount on receipt?	Yes = 1 No = 0
15	Print taxable totals?	Yes = 1 No = 0
16	Print the tax rate?	Yes = 1 No = 0
17	Print a breakdown of the VAT eligible sale?	Yes = 1 No = 0
18	Print Grand total on the Financial report?	Yes = 1 No = 0
19	Print Gross total on the Financial report?	Yes = 1 No = 0
20	Grand total is:	Net sale = 1
		Gross sale = 0
21	Print on NO SALE performed	Yes = 1 No = 0
22	Print preamble message on receipt?	Yes = 1 No = 0
23	Print postamble message on receipt?	Yes = 1 No = 0
24	Print Z-Report on Electronic Journal	Yes = 1 No = 0

<b>Address</b>	<b>PRINT OPTION</b>	<b>VALUE</b>
<b>25</b>	Print training mode message on the receipt during training mode operations?	<b>Yes = 1</b> <b>No = 0</b>
<b>26</b>	Print the PLU/DEPT number on the receipt?	<b>Yes = 1</b> <b>No = 0</b>
<b>27</b>	Print the PLU number on PLU report?	<b>Yes = 1</b> <b>No = 0</b>

---

## Function Key Programming

Three programs are used to program function keys:

- *Program 70* - is used to set each keys individual options
- *Program 80* - is used to program an 8 character alpha numeric descriptor
- *Program 90* - is used to set a high amount limit (HALO) & rates

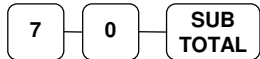
In this chapter you will find:

- General instructions for programs 70, 80 and 90.
- Specific programming instructions for each function key.

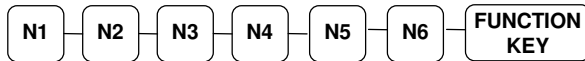
## Program 70 - Function Key Options Programming

Use Program 70 to set options for function keys. Because of the differences inherent in function keys, individual options will be different. See the specific instructions for each key in this chapter to find the options for each key.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **7 0**, press the **SUBTOTAL** key.



3. Enter the values for the option digit or digits. Depending on the function key you are programming, you may enter up to six digits **N1** through **N6**. Determine the values for **N1** through **N6** by referring to the specific function key information that follows. (**You do not need to enter preceding zeros**. For example, if the function key offers six digits, **N1** through **N6** and you are only selecting a value for **N6**, just enter the value for **N6**.) Press the function key you wish to program.

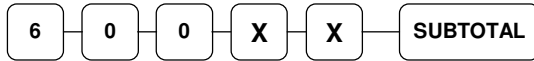


4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalize the program.



## Function Key Descriptor Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **6 0 0 X X**, press the **SUBTOTAL** key.  
Where **XX** is the **Function Key Code** you want to program. Please see table below.



Function Key	XX	Department	XX	Department	XX	Department	XX
RETURN	30	CONV	34	X/TIME	40	CHECK	45
VOID	31	--	35	NOSALE	41	CHARGE	46
CANCEL	32	-%	36	RA (Receive Account)	43	SUBTOTAL	47
TAX	33	+%	37	PO (Paid Out)	44	CASH	48

3. Enter up to **8 Characters** using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.

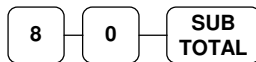


4. To program additional Function Key, repeat from step 2, or press the **CASH** key to finalize the program.

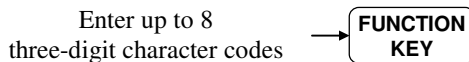


**OR** when Code Entry Method is the better choice...

1. Move to the **PGM-Mode**.
2. To begin the program, enter **8 0**, press the **SUBTOTAL** key.



3. Enter up to 8 three-character codes and press the **FUNCTION KEY**.



4. To program additional function keys, repeat from step 3, or press the **CASH** key to finalize the program.

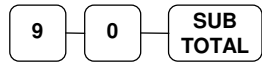




## Program 90 - Function Key HALO and Rates Programming

Use Program 90 to program a high amount lock out (HALO) for a function key. Only specific keys require this program. For example, you can set a HALO for the **CASH**, **CHECK** or **CHARGE** keys. Refer to the specific function key programming information in this chapter to determine when the HALO option is available.

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 0**, press the **SUBTOTAL** key.



3. Enter a HALO of up to eight digits, (or "0" for no HALO).

Enter Up To 8  
digit HALO

4. Press the function key on the keyboard you wish to program.

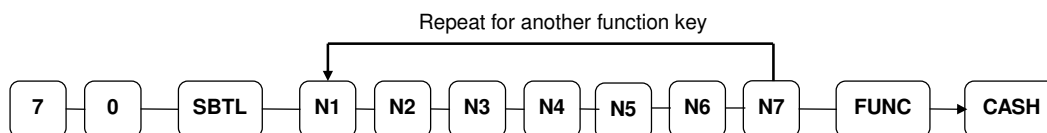


5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.



## CASH/CHECK/CHARGE

### Options - Program 70



Address	OPTION	VALUE
N1	Amount tender is compulsory?	Yes = 1 No = 0
N2	Allow over/under tendering?	Yes = 1 No = 0
N3	Disable under tendering?	Yes = 1 No = 0
N4	Exempt tax 1?	Yes = 1 No = 0
N5	Exempt tax 2?	Yes = 1 No = 0
N6	Exempt tax 3?	Yes = 1 No = 0
N7	Exempt tax 4?	Yes = 1 No = 0

### Descriptor

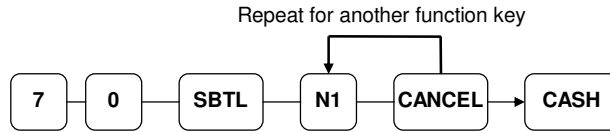
- Refer to "Program 80 - Function Key Descriptor (Code Method)"

### HALO - Program 90

- Refer to "Program 90 - Function Key HALO"

# CANCEL

## Options - Program 70



Address	OPTION	VALUE
N1	Key is inactive?	Yes = 1 No = 0

## Descriptor

- Refer to "Program 80 - Function Key Descriptor (*Code Method*)"

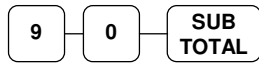
## HALO - Program 90

- Refer to "Program 90 - Function Key HALO"

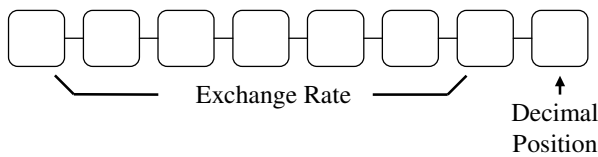
# CURRENCY CONVERSION

## Currency Conversion Rate - Program 90

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 0**, press the **SUBTOTAL** key.



3. Enter the exchange rate of up to 7 digits (do not enter the decimal point), and then enter a number from 0 to 7 to indicate the decimal position. See "**Currency Exchange Rate Programming Examples**" below.



4. Press the function key on the keyboard you wish to program.



5. To program additional function keys, repeat from step 2, or press the **CASH** key to finalize the program.



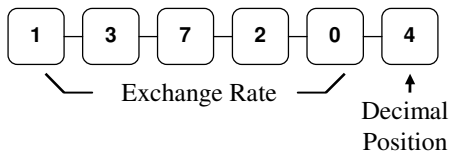
## Currency Exchange Rate Programming Examples

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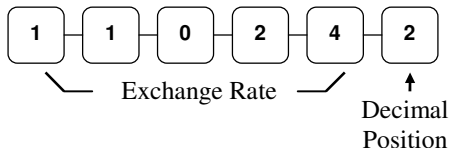
Note: Foreign currency exchange rates may be stated as "foreign currency in dollars", or "dollars in foreign currency". Use the rate stated in "dollars in foreign currency" when you are programming this section.

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The US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency).

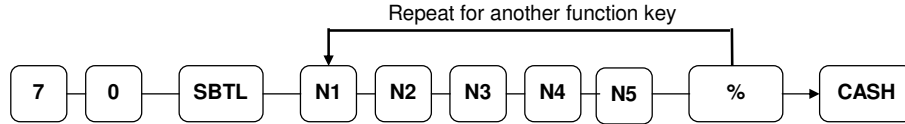


The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).



- / -% / +%

### Options - Program 70

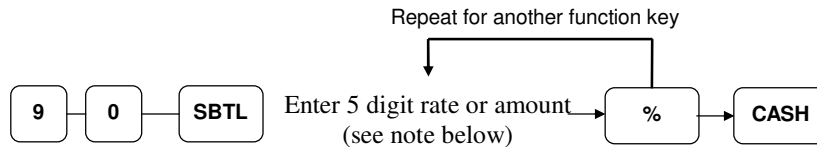


Address	OPTION	VALUE
N1	% Key is:	Open = 1
		Preset = 0
N2	% Amount taxable tax 1?	Yes = 1 No = 0
N3	% Amount taxable tax 2?	Yes = 1 No = 0
N4	% Amount taxable tax 3?	Yes = 1 No = 0
N5	% Amount taxable tax 4?	Yes = 1 No = 0
N6	% inactive?	Yes = 1 No = 0

### Descriptor

- Refer to "Program 80 – Function Key Descriptor (Code Method)"

### % Rate - Program 90



Note: If key is amount, enter 5 digits HALO, or 0 for no HALO. **If key is percentage enter the percentage in a five-digit format, without the decimal (XX.XXX). For example: for 10%, enter 10000; for 5.55%, enter 05550; for 99.999%, enter 99999.**

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## Miscellaneous Programming

### Program 1000 - Clerk (Secert) Code Programming

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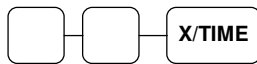
NOTE: When a secret code has been programmed to a clerk, the clerk will become “Clerk (Secret) Code Entry” and stay with that entry method. Unless secret code **0** is programmed to the clerk to change back to “Direct (Push) Entry”. **There is no System Option to switch between two methods.**

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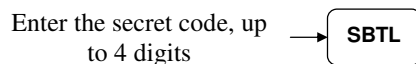
1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 0 0 0**, press the **SBTL** key.



3. Enter the number of the clerk you wish to program; press the **X/TIME** key.



4. Enter a secret code (up to 4 digits); press the **SBTL** key.

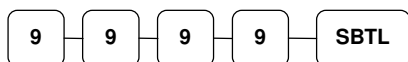


5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalize the program.

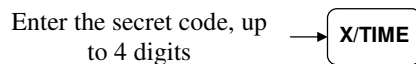


### Program 9999 – Mode Password Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **9 9 9 9**, press the **SBTL** key.



3. Enter a secret code (up to 4 digits); press the **X/TIME** key.

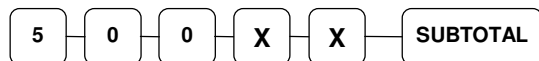


4. Press the **CASH** key to finalize the program.



## Clerk Description Programming

1. Move to the **PGM-Mode**.
2. To begin the program, enter **5 0 0 X X**, press the **SUBTOTAL** key.  
Where **XX** is the **CLERK** number (**01 ~ 10**) you want to program. Please refer to the table below to see some examples.



CLERK	XX	CLERK	XX	CLERK	XX	CLERK	XX	CLERK	XX
1	01	3	03	5	05	7	07	9	09
2	02	4	04	6	06	8	08	10	10

3. Enter up to **8** Characters using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.

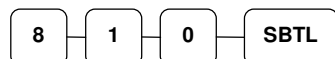


4. To program additional **CLERK**, repeat from step 2, or press the **CASH** key to finalize the program.



**OR** when Code Entry Method is the better choice...

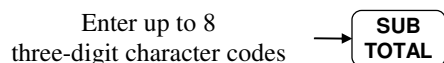
1. Move to the **PGM-Mode**.
2. To begin the program, enter **8 1 0**, press the **SUBTOTAL** key.



3. Enter the number of the clerk you wish to program; press the **X/TIME** key.



4. Enter up to 8 three-character codes and press **SUBTOTAL** key.



5. Press the **CASH** key to finalize the program.

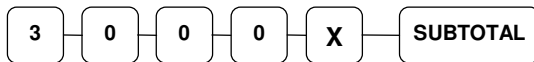


## Preamble Logo Description Programming

A preamble message of up to six lines can be printed at the top of each receipt. Each line can consist of up to 24 characters.

X	Message Line	X	Message Line
1	1 <sup>st</sup> line of Preamble	4	4 <sup>th</sup> line of Preamble
2	2 <sup>nd</sup> line of Preamble	5	5 <sup>th</sup> line of Preamble
3	3 <sup>rd</sup> line of Preamble	6	6 <sup>th</sup> line of Preamble

1. Move to the **PGM-Mode**.
2. To begin the program, enter **3 0 0 0 X**, press the **SUBTOTAL** key.  
Where **X** is the **Line** number (**1 ~ 6**) you want to program. Please refer to the table above.



3. Enter up to **24** Characters using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.

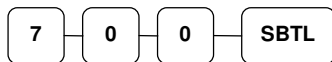


4. To program additional Line, repeat from step 2, or press the **CASH** key to finalize the program.

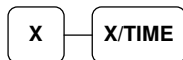


**OR** when Code Entry Method is the better choice...

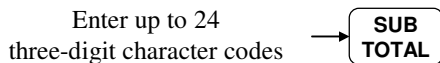
1. Move to the **PGM-Mode**.
2. To begin the program, enter **7 0 0**, press the **SUBTOTAL** key.



3. Refer to the chart above and enter the number that represents the line you wish to program; press the **X/TIME** key.



4. Enter up to **24** three-character codes and press **SUBTOTAL** key.



5. Press the **CASH** key to finalize the program.



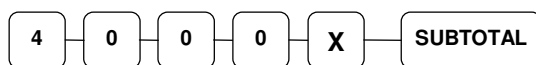


## Postamble Logo Description Programming

A postamble message of up to six lines can be printed at the bottom of each receipt. Each line can consist of up to 24 characters.

X	Message Line	X	Message Line
1	1 <sup>st</sup> line of Postamble	4	4 <sup>th</sup> line of Postamble
2	2 <sup>nd</sup> line of Postamble	5	5 <sup>th</sup> line of Postamble
3	3 <sup>rd</sup> line of Postamble	6	6 <sup>th</sup> line of Postamble

1. Move to the **PGM-Mode**.
2. To begin the program, enter **4 0 0 0 X**, press the **SUBTOTAL** key.  
Where **X** is the **Line** number (**1 ~ 6**) you want to program. Please refer to the table above.



3. Enter up to **24** Characters using Keyboard Alpha Layout (see **page 50**), then press the **SUBTOTAL** key.

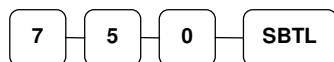


4. To program additional Line, repeat from step 2, or press the **CASH** key to finalize the program.

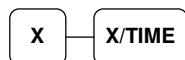


**OR** when Code Entry Method is the better choice...

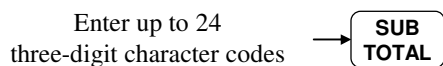
1. Move to the **PGM-Mode**.
2. To begin the program, enter **7 5 0**, press the **SUBTOTAL** key.



3. Refer to the chart below and enter the number that represents the line you wish to program; press the **X/TIME** key.



4. Enter up to **24** three-character codes and press **SUBTOTAL** key.



5. Press the **CASH** key to finalize the program.



## Program 1300 - Date and Time Programming

Use this program to set the clock and calendar on your *ER-180U*. The date changes automatically. After initial setting, time changing will probably be required only for beginning and ending daylight savings time.

### *Programming the Date and Time*

1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 3 0 0**, press the **SUBTOTAL** key.



3. Enter time in military standard time (based on 24 hours), must be four digits (i.e. 1300 hours = 1:00 PM); press the **X/TIME** key.



4. Enter the date in MM (month) DD (day) and YY (year) format. Press the **X/TIME** key:



5. Press the **CASH** key to finalize the program.



## Program 1600 - Machine Number Programming

The machine number is printed on the register receipt. Program a machine number so that any receipt can be identified with the store or register where the transaction took place.

### *Programming the Machine Number*

1. Move to the **PGM-Mode**.
2. To begin the program, enter **1 6 0 0**, press the **SUBTOTAL** key.



3. Enter a machine number (up to 6 digits); press the **X/TIME** key.



4. Press the **CASH** key to finalize the program.



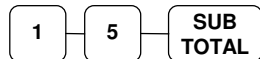
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## Program Scans

Since much time and energy has been invested in the planning and programming of your *ER-180U*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place.

### Program 15 - Machine Number Programming

1. Move to the **PGM-Mode**.
2. To print a program scan, enter **1 5**, press the **SUBTOTAL** key.



3. In this step, there are three different ways to scan program information. One is **Departments**, the other is **PLUs**, The third is **OTHERS**.

#### **DEPARTMENT PROGRAM SCAN**

- To read single Department program information, press the Department on the keyboard and press the same Department again.

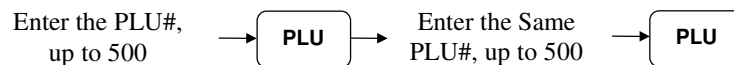


- To read multiple Departments program information, press the **first** Department in the keyboard and press the **last** Department again.

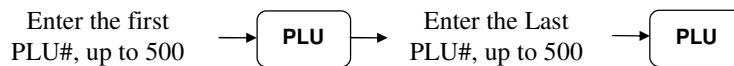


#### **PLU PROGRAM SCAN**

- To read single PLU program information, enter the number of the PLU then press **PLU** key, followed with same number and press **PLU** key.

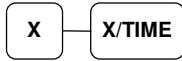


- To read mutiple PLUs program information, enter the number of the **first** PLU then press **PLU** key, followed with the number of **last** PLU and press **PLU** key.



### **OTHERS PROGRAM SCAN**

Refer to the chart below and enter a digit to represent the segment of the program you wish to print; press the **X/TIME** key. To see additional scan, repeat this operation.



<b>X</b>	<b>Program</b>
<b>1</b>	Tax
<b>2</b>	System option
<b>3</b>	Print option
<b>4</b>	Function keys
<b>5</b>	Clerk
<b>6</b>	Preamble message/ Postamble message

4. Press the **CASH** key to finalize the program.



From *ER-180U* v1.000