**ELECTRONIC CASH REGISTER** 

# SE-S2QQQ THANK YOUR RECEIPT CALL AGAIN !



**USER'S MANUAL** 

CASIO<sub>®</sub>

Eu



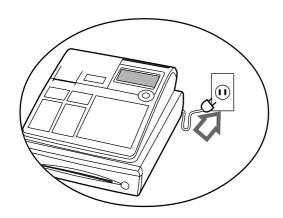


## **Introduction & Contents**

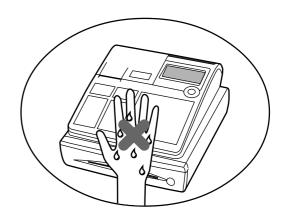
#### Important!

Your new cash register has been carefully tested before shipment to ensure proper operation. Safety devices eliminate worries about breakdowns resulting from operator errors or improper handling. In order to ensure years of trouble-free operation, however, the following points should be noted when handling the cash register.

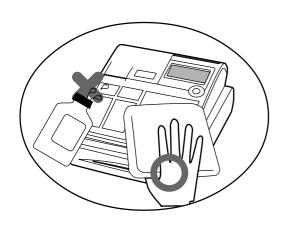
Do not locate the cash register where it will be subjected to direct sunlight, high humidity, splashing with water or other liquids, or high temperature (such as near a heater).



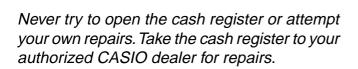
Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in the area.

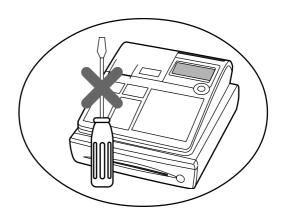


Never operate the cash register while your hands are wet.



Use a soft, dry cloth to clean the exterior of the cash register. Never use benzene, thinner, or any other volatile agent.





### Welcome to CASIO Cash Register!

Congratulations upon your selection of a CASIO Electronic Cash Register, which is designed to provide years of reliable operation.

Operation of a CASIO cash register is simple enough to be mastered without special training. Everything you need to know is included in this manual, so keep it on hand for reference.

Consult your CASIO dealer if you have any questions about points not specifically covered in this manual.

Manufacturer:

CASIO COMPUTER CO., LTD.

6-2, Hon-machi 1-chome, Shibuya-ku, Tokyo 151-8543, Japan Representative within the European Union:

CASIO EUROPE GmbH

Bornbarch 10, 22848 Norderstedt Germany

Please keep all information for future reference.

The main plug on this equipment must be used to disconnect mains power.

Please ensure that the socket outlet is installed near the equipment and shall be easily accessible.



This mark applies in EU countries only.

### **Introduction & Contents**

### **Safety Precautions**

• To use this product safely and correctly, read this manual thoroughly and operate as instructed.

After reading this guide, keep it close at hand for easy reference.

Please keep all informations for future reference.

• Always observe the warnings and cautions indicated on the product.

#### About the icons

In this guide various icons are used to highlight safe operation of this product and to prevent injury to the operator and other personnel and also to prevent damage to property and this product. The icons and definitions are given below.



Indicates that there is a risk of severe injury or death if used incorrectly.



Indicates that injury or damage may result if used incorrectly.

### Icon examples

To bring attention to risks and possible damage, the following types of icons are used.



The  $\triangle$  symbol indicates that it includes some symbol for attracting attention (including warning). In this triangle the actual type of precautions to be taken (electric shock, in this case) is indicated.



The  $\otimes$  symbol indicates a prohibited action. In this symbol the actual type of prohibited actions (disassembly, in this case) will be indicated.



The symbol indicates a restriction. In this symbol the type of actual restriction (removal of the power plug from an outlet, in this case) is indicated.

# ⚠ Warning!

#### Handling the register



Should the register malfunction, start to emit smoke or a strange odor, or otherwise behave abnormally, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of fire and electric shock.

• Contact CASIO service representative.



Do not place containers of liquids near the register and do not allow any foreign matter to get into it. Should water or other foreign matter get into the register, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Contact CASIO service representative.



Should you drop the register and damage it, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Attempting to repair the register yourself is extremely dangerous. Contact CASIO service representative.



Never try to take the register apart or modify it in any way. High-voltage components inside the register create the danger of fire and electric shock.

• Contact CASIO service representative for all repair and maintenance.

# ⚠ Warning!

### Power plug and AC outlet



Use only a proper AC electric outlet (100V~240V). Use of an outlet with a different voltage from the rating creates the danger of malfunction, fire, and electric shock. Overloading an electric outlet creates the danger of overheating and fire.



Make sure the power plug is inserted as far as it will go. Loose plugs create the danger of electric shock, overheating, and fire.

• Do not use the register if the plug is damaged. Never connect to a power outlet that is loose.



Use a dry cloth to periodically wipe off any dust built up on the prongs of the plug. Humidity can cause poor insulation and create the danger of electric shock and fire if dust stays on the prongs.

Never use detergent to clean the power cord, especially the plug and jack.



Do not allow the power cord or plug to become damaged, and never try to modify them in any way. Continued use of a damaged power cord can cause deterioration of the insulation, exposure of internal wiring, and shorting, which creates the danger of electric shock and fire.

• Contact CASIO service representative whenever the power cord or plug requires repair or maintenance.





Do not place the register on an unstable or uneven surface. Doing so can cause the register — especially when the drawer is open — to fall, creating the danger of malfunction, fire, and electric shock.

Do not place the register in the following areas.



- Areas where the register will be subject to large amounts of humidity or dust, or directly exposed to hot or cold air.
- Areas exposed to direct sunlight, in a close motor vehicle, or any other area subject to very high temperatures.

The above conditions can cause malfunction, which creates the danger of fire.



Do not overlay bend the power cord, do not allow it to be caught between desks or other furniture, and never place heavy objects on top of the power cord. Doing so can cause shorting or breaking of the power cord, creating the danger of fire and electric shock.



Be sure to grasp the plug when unplugging the power cord from the wall outlet. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.



Never touch the plug while your hands are wet. Doing so creates the danger of electric shock. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.

Never touch the printer head, platen and cutter.

# **Introduction & Contents**

Introduction & Contents	
Getting Started	
Load the memory protection batteris and Paper rolls	
2. Install receipt / journal paper	
3. Plug the cash register into a wall outlet.	
4. Insert the mode key marked "PGM" into the mode switch	
5. Turn the mode switch to the "PGM" position	
6. Set the date.	
7. Set the time	
8. Tax table programming	
9. Select watermark on receipt.	
10. For Australian GST	
11. Department unit price programming	
12. PLU unit price programming	
13. Discount rate programming	
14. Issuing daily reset report	
15. Advanced operations and Setups	
16. Issuing reports	18
17. Troubleshooting	18
Introducing the Register	20
General guide	
Roll paper	
Mode key	
Drawer	
Drawer lock / Drawer key	20
Magnetic plate	
Mode switch	
How to set the Pop-up display	
Display	
Display panel	
Customer display	
Keyboard	
•	
Basic Operations and Setups	
How to read the printouts	
How to use your cash register	
Before business hours	
Checking the time and date	
To display and clear the date/time	
Preparing coins for change	
Preparing and using department keys	
Registering department keys	
Programming department keys	
To program a unit price for each department	
To program the tax calculation status for each department  To program high amount limit for each department	
Registering department keys by programming data	
Preset price	
Preset tax status	
Locking out high amount limitation	
Preparing and using PLUs	
Programming PLUs	33
To program a unit price for each PLU	33
To program tax calculation status for each PLU	

	Registering PLUs	34
	Preparing and using discounts	36
	Programming discounts	36
	Registering discounts	
	Discount for items and subtotals	
	Preparing and using reductions	
	Programming for reductions	
	To program preset reduction amount	
	Registering reductions	
	Reduction for items and subtotal	
	Registering credit and check payments	
	Check	
	Charge	
	Credit	
	Mixed tender (cash and check)	
	Registering both the Euro and local currency	
	Registering returned goods in the REG mode	
	Registering returned goods in the RF mode	
	Registering money received on account	
	Registering money paid out	
	No sale registration	
	Making corrections in a registration	42
	To correct an item you input but not yet registered	42
	To correct an item you input and registered	43
	To cancel all items in a transaction	44
	Printing the daily sales reset report	45
∆dvan	ced Operations	
10.70	Using clerk functions	
	Enable clerk feature	
	Assigning a clerk	
	Clerk number keySingle item cash sales	
	Currency exchange function	
	Registering foreign currency	
	Full amount tender in foreign currency	
	Partial tender in a foreign currency	
	Premium	
	Coupon	
	VAT breakdown printing	
	Programming department / PLU descriptors and preset messages in the list	
	How to choose and set the department / PLU descriptors in the list	
	How to choose and set the preset receipt message and graphic logo in the list	
	Preset message and graphic print sample	
	Character manual input	
	Entering characters	
	Using character keyboard	
	Entering characters by multi tapping	
	Programming descriptors and messages by entering characters	
	Programming PLU descriptor	
	Programming department / function key descriptor	
	Function key	
	Department key	
	Programming message	
	Receipt message	
	Programming Clerk name	57

# **Introduction & Contents**

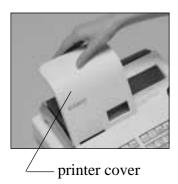
Programming other descriptors	
Report descriptor	
Grand total, special character	
Report title	
Machine feature program	60
General control program	60
Programming procedure	60
Program data (by address code)	60
Address code 02 (machine number)	60
Address code 03 (consecutive number)	60
Address code 04 (tax system, rounding)	60
Address code 05 (print control for receipt)	61
Address code 06 (calculation & operation control)	61
Address code 08 (print control for fixed total report)	62
Address code 10 (print control for taxable amount)	62
Address code 14 (currency exchange control)	63
Address code 15 (print control for reports)	63
Address code 16 (print control for grand total)	63
Address code 17 (print control)	
Address code 19 (receipt control)	
Address code 21 (message control)	
Address code 25 (entry restriction)	64
Address code 27 (clerk control)	
Address code 28 (Euro 1)	
Address code 29 (Euro 2)	65
Address code 30 (thermal printer control)	66
Address code 34 (backlight control)	66
Key function program	68
Department key/PLU program (Batch feature programming)	68
Programming procedure	
Program data	
Department key/PLU program (Individual feature programming)	69
Programming procedure	69
Program data (by address code)	
Transaction key program	
Programming procedure	
Program data	
Clerk program	
Clerk number, check number programming	
Clerk other programming	
Printing read/reset reports	
To print the individual department, PLU read report	
To print daily read reports	
To print daily reset reports	78
Read / reset report sample	79
To print the periodic 1/2 sales read/reset reports	82
Reading the cash register's program	
To print unit price/rate program (except PLU)	84
To print key descriptor, name, message program (except PLU)	
To print the machine program (except PLU)	
To print the PLU unit price	
To print the PLU descriptor	
To print the PLU program	86

Troubleshooting	88
When an error occurs	
When the register does not operate at all	90
Clearing a machine lock up	
In case of power failure	91
When the L sign appears on the display	
User Maintenance and Options	
To replace journal paper	
To replace receipt paper	
Options	
Specifications	94
Index	95

This chapter shows how to setup the cash register and get it ready to operate. Please read this chapter even if you have used a cash register before.

# 1. Load the memory protection batteris and Paper rolls

# Load the two memory protection batteries

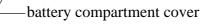


1. Remove the printer cover and open the platen arm (receipt side).



platen arm

2. Remove the battery compartment cover.







3. Note the (+) and (–) markings in the battery compartment. Load a set of two new alkaline batteries so that their positive (+) and negative (-) ends are facing as indicated by the markings.





No battery is included in the accessories.

4. Replace the battery compartment cover.

5. Close the platen arm and replace the printer cover.

#### Important!

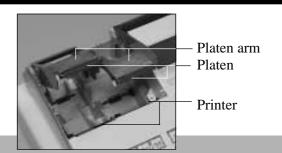
These batteries protect information stored in your cash register's memory when there is a power failure or when you unplug the cash register. Be sure to install these batteries.

### **WARNING!**

- Never try to recharge the batteries supplied with the unit.
- Do not expose batteries to direct heat, let them become shorted or try to take them apart.

Keep batteries out of the reach of small children. If your child should swallow a battery, consult a physician immediately.

# 2. Install receipt / journal paper.



### Important!

Take away the head protection sheet from the printer and close the platen arm.

### Caution! (in handling the thermal paper)

- Never touch the printer head and the platen.
- Unpack the thermal paper just before your use.
- Avoid heat/direct sunlight.
- Avoid dusty and humid places for storage.
- Do not scratch the paper.
- Do not keep the printed paper under the following circumstances: High humidity and temperature/direct sunlight/contact with glue, thinner or a rubber eraser.

# To install receipt paper



Step 1 Remove the printer cover.



Step 4 Put the leading end of the paper over the printer.



Step 2 Open the platen arm.



Step 5 Close the platen arm slowly until it locks steadily.



Step 3 Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.



**Complete** 

Replace the printer cover, passing the leading end of the paper through the cutter slot. Tear off the excess paper.

# To install journal paper



Step 1 Remove the printer cover.



Step 2 Open the platen arm.



Step 7 Slide the leading end of the paper into the groove on the spindle of the takeup reel and wind it onto the reel two or three turns.



Step 3 Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.



Step 8 Replace the paper guide of the take-up reel.



Step 4 Put the leading end of the paper over the printer.



Step 9 Place the take-up reel into place behind the printer, above the roll paper.



Step 5 Close the platen arm slowly until it locks steadily.



Step 10 Press the FEED key to take up any slack in the paper.

installation, press the | JOURNAL | FEED |

During machine

key after power on.



Step 6 Remove the paper guide of the take-up reel.



**Complete** 

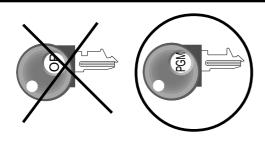
Replace the printer cover.

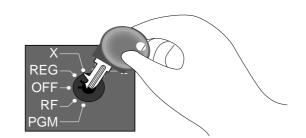
# 3. Plug the cash register into a wall outlet.



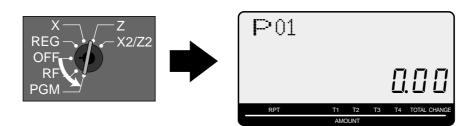
Be sure to check the sticker (rating plate) on the side of the cash register to make sure that its voltage matches that of the power supply in your area.

# 4. Insert the mode key marked "PGM" into the mode switch.





# 5. Turn the mode switch to the "PGM" position.



When the display shows "Low battery", load memory protection batteries (refer to page 10).

# 6. Set the date.

- 1. Enter current date in year month day order, and press the <X/DATE TIME> Example: 15, June 2008 ( 0 8 0 6 1 5 ) Apart Hall
- 2. Press  $\langle C \rangle$  key. Example: **C**

# 7. Set the time.

- 1. Enter current time in 24 hour system, and press the <X/DATE TIME> Example:  $08:30 \text{ a.m.} \Rightarrow 0 \mid 8 \mid 3 \mid 0 \mid \checkmark_{\text{NATE}}$  (9:45 p.m.  $\Rightarrow 2 \mid 1 \mid 4 \mid 5 \mid \checkmark_{\text{NATE}}$ )
- 2. Press  $\langle C \rangle$  key. Example: **C**

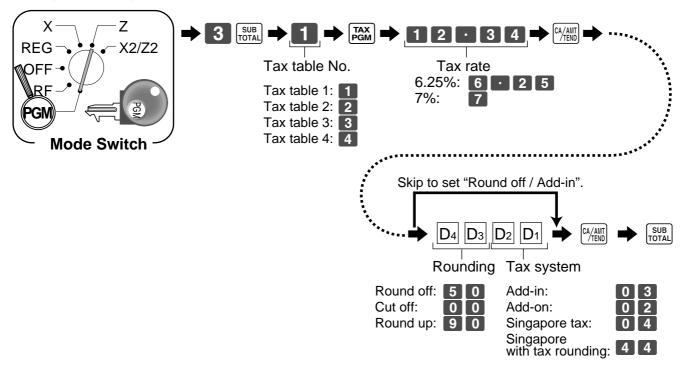
# 8. Tax table programming

This cash register is capable of automatically calculating up to four different sales taxes. The sales tax calculations are based on rates, so you must tell the cash register the rates, the type of tax (add-in or addon). Note that special rounding methods (next page) are also available to meet certain local tax requirements.

### Important!

After you program the tax calculations, you also have to individually specify which departments (page 31) and PLUs (page 33) are to be taxed.

### **Programming tax calculations**



# 8. Tax table programming (about special rounding)

Besides cut off, round off and round up, you can also specify "special rounding" for subtotals and totals or changes. Special rounding converts the right-most digit(s) of an amount to "0" or "5" (or "00", "25", "50, "75") to comply with the requirements of certain areas.

### Programming special rounding

See the list below and select the rounding which you require.

### **Programming procedure**



IF 1 rounding		Norwegian roundi	ng	Australian roundi	ng
Last 1 digit of subtotal	Result	Last 1 digit of subtotal Result		Last 1 digit of subtotal/cash change	Result
0 ~ 2	0	00 ~ 24	0	0 ~ 2	0
3 ~ 7	5	25 ~ 74	50	3 ~ 7	5
8~9	10	75 ~ 99	100	8 ~ 9	10
$D_{10} \sim D_1 = 1 \ 0 \ 0 \ 0 \ 0$	0 0 0 0 0			$D_{10} \sim D_1 = 700000$	
IF 2 rounding	,	Singaporean round	ling	South African roun	ding
Last 1 digit of subtotal	Result	Last 1 digit of	D 14	Last 1 digit of subtotal	Result
0 ~ 4	0	item, %+, %- registration	Result	0 ~ 4	0
5 ~ 9	10	0 ~ 2	0	5 ~ 9	5
D <sub>10</sub> ~ D <sub>1</sub> = <b>2 0 0 0</b>	0 0 0 0		5	D <sub>10</sub> ~ D <sub>1</sub> = <b>8 0 0 0 0</b>	00000
		8 ~ 9	10	10 1	
Danish roundin	ng	$D_{10} \sim D_1 = 5 \ 3 \ 0 \ 0 \ 0$		New Zealander (A) ro	unding
Last 2 digit of subtotal/cash change	Result	Finnish rounding	g	Last 1 digit of subtotal/cash change	Result
00 ~ 12	00	Last 2 digit of	Result	0 ~ 4	0
13 ~ 37	25	subtotal/cash change		5 ~ 9	10
38 ~ 62	50	0 ~ 2	0	$D_{10} \sim D_1 = 9 0 0 0 0 0$	
63 ~ 87	75	3 ~ 7	5		
88 ~ 99	100	8 ~ 9	10	New Zealander (B) ro	unding
$D_{10} \sim D_1 = 3 \ 0 \ 0 \ 0$	0 0 0 0	$D_{10} \sim D_1 = 600000$	0000	Last 1 digit of subtotal/cash change	Result
				0 ~ 5	0
				L	

Partial tenders (payments): for Danish Rounding

No rounding is performed for the amount of tendered nor for the change amount due when the customer makes a partial tender. When a partial tender results in a remaining balance within the range of 1 through 12, the transaction is finalized as if there was no remaining balance.

 Display and printing of subtotals: for Danish and Australian Rounding When you press the [SUB] key, the rounded subtotal is printed and shown on the display. If the cash register is also set up to apply an add-on tax rate, the add-on tax amount is also included in the subtotal that is printed and displayed.

#### Important!

When you are using Danish rounding, you can use the key to register tendered amount in which the last (right-most) digits are 00, 25, 50 or 75. This restriction does not apply to the CH and PHK/ keys.

# 9. Select watermark on receipt.

Turn the mode switch to "PGM", enter <0> or <1>, and press the <CH>, <ST>

Example: no watermark

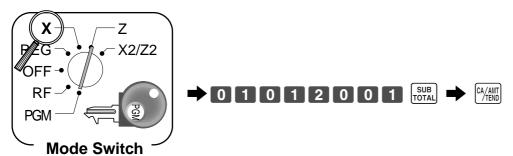
O CH SUB TOTAL

with watermark

1 CH SUB

# 10. For Australian GST

- 1. Turn mode switch to X mode.
- 2. Enter 01012001, press <ST>.
- 3. Press <CA>. (If you want to cancel this procedure, press <ST> instead of <CA>.)



After completion of this procedure, the "GST system was changed" message was printed on receipt and;

- (1) Tax symbol (\*) is printed.
- (2) Taxable amount is skipped.
- ③ "GST INCLUDED" is set to the TX1 descriptor.
- (4) "TAXABLE AMT" is set to the TA1 descriptor.
- (5) Total line is printed even in direct (cash) sale.
- 6 Australian rounding is set.
- (7) "\$" is set to the monetary symbol.
- 8 Print "MOF message" on receipt.
- (9) Tax (10% tax rate, add-in tax, fraction round off) is set to the tax table 1. No data is set to other tax tables.
- ① The taxable amount and tax amount except TA1/TX1 are not printed on report.
- (f) Restriction (to 0, 5) on last amount digit of cash sales, received on account, paid out, and money declaration.

#### NOTE:

After completion of register programming, enter 6 2 0 0 and SUB in the PGM 7 mode  $(PGM \text{ mode} \Rightarrow 7)$  (PGM mode) to backup the program data into the internal non-volatile memory.

(This opration takes about 30 seconds.)

# 11. Department unit price programming

Maximum 6-digit unit price can be set to the department.

Refer to page-32.

Tax calculation status can be set to the department.

Refer to page-32.

# 12. PLU unit price programming

Maximum 6-digit unit price can be set to the PLU.

Refer to page-33.

Tax calculation status can be set to the PLU.

Refer to page-33.

# 13. Discount rate programming

0.01 - 99.99% rate can be set to the Discount key.

Refer to page-36.

Tax calculation status can be set to the Discount key.

Refer to page-36.

# 14. Issuing daily reset report

After business hours, issue daily reset report.

Refer to page-45.

# 15. Advanced operations and Setups

Using clerk functions
Single item cash sales
Currency exchange function
Premium 50
Coupon 50
VAT breakdown printing 51
Department / PLU name selection / set 52
Preset message /graphic selection / set 52
Character manual input 53
Machine feature program 60
Key function program 68

# 16. Issuing reports

Individual item read report	76
Daily read report	77
PLU report	77
Monthly report	77
Hourly report	77
Group report	77
Flash report	77
Daily reset report	78
Periodic sales report	82
Program read report	84

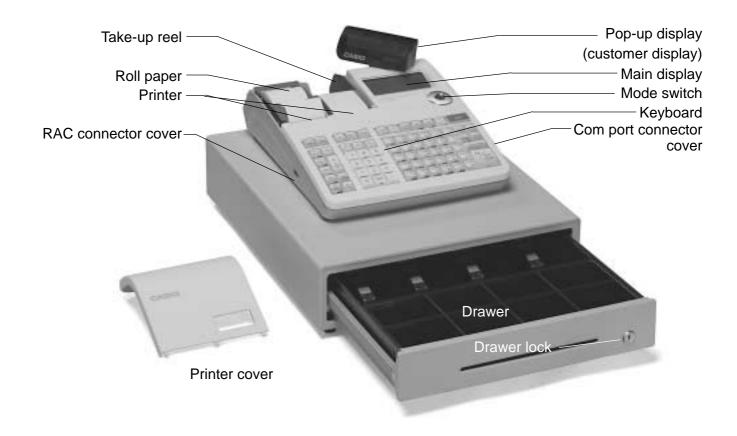
# 17. Troubleshooting

E sign appears	88
Drawer does not open	89
L sign appears	91
To replace receipt / journal paper 92,	93

# Introducing the Register

### General guide

This part of the manual introduces you to the cash register and provides a general explanation of its various parts.

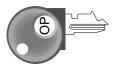


### Roll paper

You can use the roll paper to print receipts and a journal (page  $11 \sim 12$ ).

#### Mode key

There are two types of mode keys: the program key (marked "PGM") and the operator key (marked "OP"). The program key can be used to set the mode switch to any position, while the operator key can select the **REG** and **OFF** position.







Program key

#### Drawer

The drawer opens automatically whenever you finalize a registration and whenever you issue a read or reset report. The drawer will not open if it is locked with the drawer key.

#### **Drawer lock / Drawer key**

Use the drawer key to lock and unlock the drawer.



**Drawer key** 

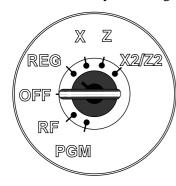
#### Magnetic plate

Use this plate for tacking the notes received from customer.



### **Mode switch**

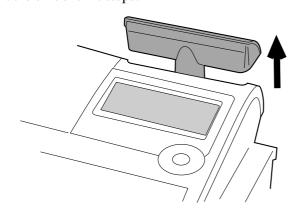
Use the mode keys to change the position of the mode switch and select the mode you want to use.



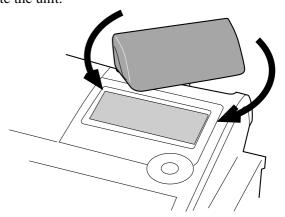
Mode Switch	Mode Name	Description
X2/Z2	Periodic sale read/reset	Used to obtain periodic sales reports without resetting total data or while resetting all total data.
Z	Daily sales reset	Used to obtain daily reports while resetting (clearing) all total data.
X	Daily sales read	Used to obtain daily reports without resetting (clearing) all total data.
REG	Register	Used for normal registration.
OFF	Stand-by	Cash register standing by.
RF	Refund	Used for registering refund transaction.
PGM	Program	Used for cash register programming.

### How to set the Pop-up display

1. Lift the unit until it stops.



2. Rotate the unit.

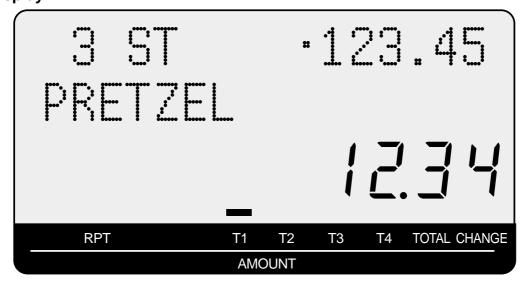


# Introducing the Register

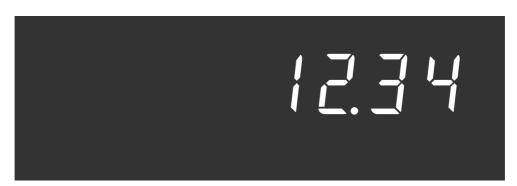
### **Display**

### **Display panel**

### Main display



### **Customer display**

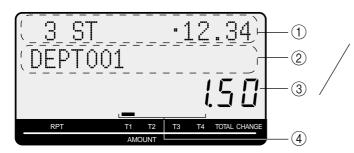


### **Displays**

#### **Main Display**

(alphanumeric + numeric display)

### Item registration (by department/PLU)

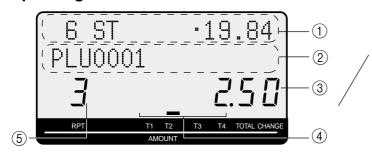


### Pop-up (customer) display

(numeric display)

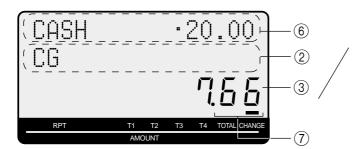


#### Repeat registration





#### **Totalize operation**





#### 1) Item count and subtotal

This part of the display shows item sold count and subtotal.

### (2) Item / Key / Change descriptor

When you register an item or key, the item / key / change descriptor appears here.

Mode descriptor is also displayed here.

#### (3) Amount / Quantity

This part of the display shows monetary amounts. It also can be used to show the current time. (The current date is shown in the alphanumeric display.)

#### (4) Taxable sales status indicators

When you register a taxable item, the corresponting indicator is lit.

### **(5) Number of repeats**

Anytime you perform a repeat registration (page 29, 34), the number of repeats appears here.

Note that only one digit is displayed for the number of repeats. This means that a "5" could mean 5, 15 or even 25 repeats.

#### **(6) Tendered amount**

When the tender operation is made, the entered value appears here.

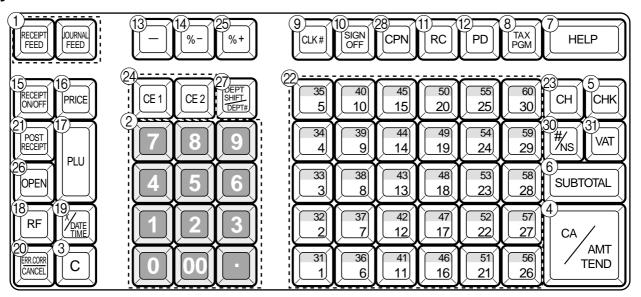
#### (7) Total / Change indicators

When the TOTAL indicator is lit, the displayed value is monetary total or subtotal amount.

When the CHANGE indicator is lit, the displayed value is the change due.

# Introducing the Register

### Keyboard



- 1 Paper feed key | RECEIPT |, | JOURNAL | FEED | Hold this key down to feed paper from the printer.
- 2 Ten key pad  $[0, 1, \sim 9, 00, \cdots]$ Use these keys to input numbers.
- ③ Clear key C Use this key to clear an entry that has not yet been registered.
- 4 Cash amount tendered key CA/ANT Use this key to register a cash sale.
- (5) Check key CHK
- Use this key to register a check tender. 6 Subtotal kev SUB
  - Use this key to display and print the current subtotal (includes add-on tax) amount.
- (7) Help key HELP Use this key to look up the procedures to set date/time, tax table etc.
- 8 Tax program key PGM Use this key to set the tax status and tax table.
- 9 Clerk number key CLK# Use this key to sign clerk on and off the register.
- 10 Sign off key SIGN OFF Use this key to sign clerk off the register.
- (1) Received on account key | RC Use this key following a numeric entry to register money received for non-sale transactions.

12 Paid out key | PD

Use this key following a numeric entry to register money paid out from the drawer.

Use this key to convert the main currency to the sub currency (the euro/the local money), when registering a subtotal amount. This key is also used for specifying sub currency while entering an amount of payment or declaration in drawers.

- (13) Reduction (minus) key | -Use this key to input values for reduction.
- (14) Discount key | %-Use this key to register discounts.
- 15 Receipt on/off key RECEIPT ON/OFF Use this key twice to change the status "receipt issue" or "no receipt."
- 16 Price key PRICE Use this key to register unit prices for subdepartment.
- (17) PLU kev | PLU Use this key to input PLU (subdepartment) numbers.
- (18) **Refund key** | RF Use this key to input refund amounts and void certain entries.
- 19 Multiplication/Date/Time key | \*\frac{\time key}{\text{time}} Use this key to input a quantity for a multiplication. Between transactions, this key displays the current time and date.

20	Error	correct /	Cancel	key	ERR CORR
_				•	$\overline{}$

Use this key to correct registration errors and to cancel registration of entire transactions.

21) Post receipt key POST RECEIPT

Use this key to produce a post-finalization receipt.

- 2 Department keys | 1 |, | 2 |,  $\sim$
- Use these keys to register items to departments. 23 Charge key CH
- Use this key to register a charge sale.
- 24 Currency exchange key [CE] [CE1], [CE2] Use this key for calculating subtotal amounts or paying amount due in foreign currency.
- **25 Premium key | %+** Use this key to register premiums.
- 26 Open key OPEN Use this key to temporarily release a limitation on the number of digits that can be input for a unit price.
- 27 Department no. / Department shift key Department no.: Use this key to input department num-

Department shift: Use this key to shift the department key number from 1 through 30 to 31 through 60.

**1** □ Dept 01 \_**1**] 

□ Dept 31 **2** □ □ Dept 02

28 Coupon key CPN

Use this key to register coupons.

29 Non-add key | #

Use this key to print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.

- 30 No sale key | NS Use this key to open the drawer without registering anything.
- (31) VAT kev VAT Use this key to print a VAT breakdown.

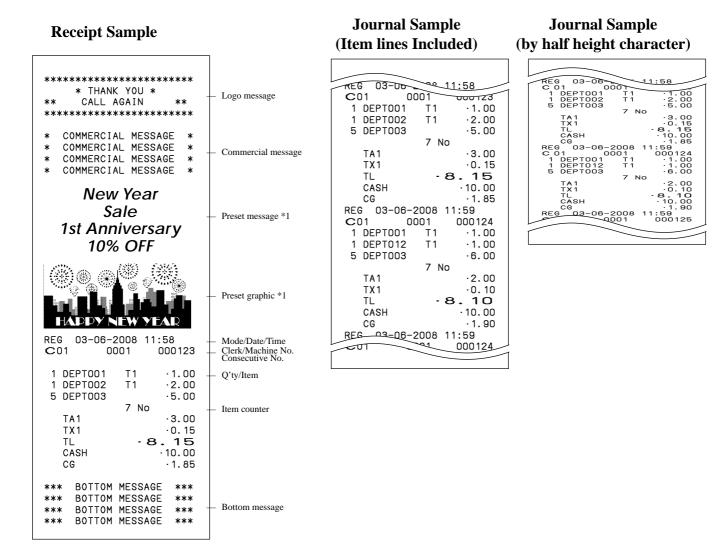
# **Basic Operations and Setups**

# How to read the printouts

- The journal / receipts are records of all transactions and operations.
- The contents printed on receipts and journal are almost identical.
- You can choose the journal skip function.

If the journal skip function is selected, the cash register will print the total amount of each transaction, and the details of premium, discount and reduction operations only, without printing department and PLU item registrations on the journal.

- The following items can be skipped on receipts and journal.
  - Taxable status
  - Taxable amount
  - Item counter



<sup>\*1</sup> You can choose to print preset message and graphic at the top of the receipt or at the bottom of the receipt.

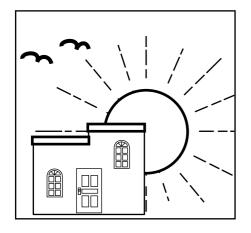
In the operation examples contained in this manual, the print samples are what would be produced if the roll paper is being used for receipts. They are not actual size. Actual receipts are 58 mm wide. Also, all sample receipts and journals are printout images.

Page 77

# How to use your cash register

The following describes the general procedure you should use in order to get the most out of your cash register.

### BEFORE business hours...



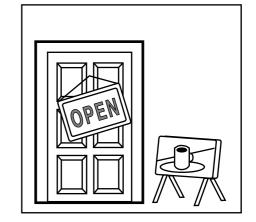
- Check to make sure that the cash register is plugged in securely. Page 13
- Check to make sure there is enough paper left on the roll. Pages 11, 12
- Read the flash report to confirm that totals are all zero.
- Check the date and time. Page 28

### **DURING** business hours...

- Register transactions.
- Periodically read totals.

Page 29 -

Page 76



### AFTER business hours...



- Reset the daily totals. Page 45, 78
- Remove the journal.

Page 92

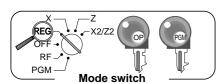
Empty the cash drawer and leave it open.

Take the cash and journal to the office.

Page 20

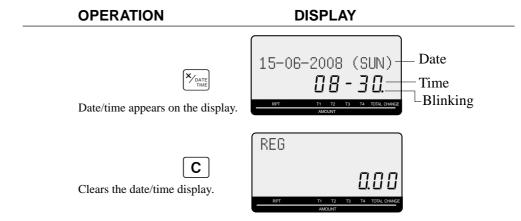
# **Before business hours**

### Checking the time and date

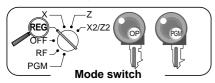


You can show the time or date on the display of the cash register whenever there is no registration being made.

### To display and clear the date/time



### Preparing coins for change



You can use the following procedure to open the drawer without registering an item. This operation must be performed out of a sale.

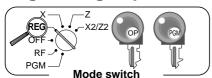
(You can use the [RC] key instead of this key. See page 41.)

### Opening the drawer without a sale

_	OPERATION		REC	EIPT	
		# <sub>NS</sub>	#/NS		

# **Preparing and using department keys**

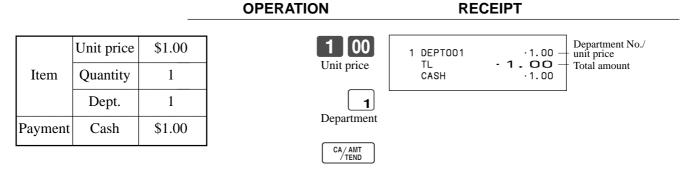
### Registering department keys



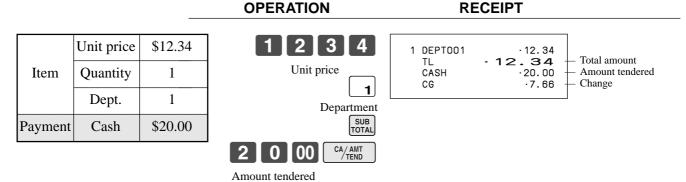
The following examples show how you can use the department keys in various types of registrations.

### Single item sale

#### **Example 1**



### **Example 2 (Subtotal registration and change computation)**



### Repeat

			OPERATION	RECEIPT	
	Unit price	\$1.50	1501	1 DEPT001	Repeat
Item	Quantity	3	1	1 DEPT001 1.50	Repeat
	Dept.	1	1	CASH · 10.00 CG · 5.50	
Payment	Cash	\$10.00	SUB TOTAL	L	_
			1 0 00 CA/AMT TEND		

# **Basic Operations and Setups**

### Multiplication

#### **OPERATION**

#### **RECEIPT**

	Unit price	\$1.00
Item	Quantity	12
	Dept.	1
Payment	Cash	\$20.00



.1.00

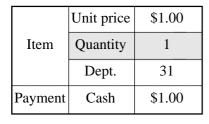
.1.00

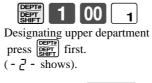
1.00

### **Department shift**

#### **OPERATION**

#### **RECEIPT**







1 DEPT31

### **Department number**

#### **OPERATION**

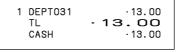
#### RECEIPT

	Unit price	\$13.00
Item	Quantity	1
	Dept.	31
Payment	Cash	\$13.00



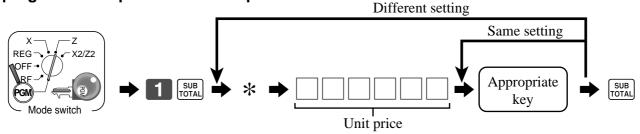


CA/AMT TEND



### **Programming department keys**

### To program a unit price for each department

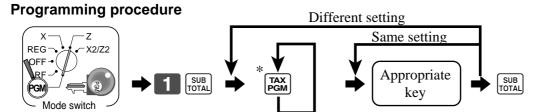


<sup>\*</sup> In case of shifting upper department, press | key here.

#### To program the tax calculation status for each department

#### Tax calculation status

This specification defines which tax table should be used for automatic tax calculation.



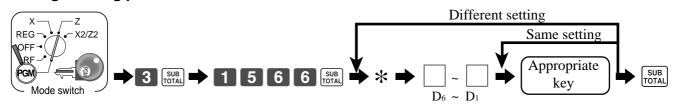
\* Press FGM key repeatedly until the status you want to program is appeared on the display.



Appropriate key: In case of shifting department, press key first.

#### To program high amount limit for each department

#### **Programming procedure**

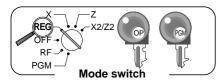


\* In case of shifting upper department, press [SET] key here.

Description	Choice	Program code	
High amount limit for entering unit price manually.	Significant numbers	$\square$ ~ $\square$	

# **Basic Operations and Setups**

### Registering department keys by programming data



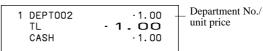
### **Preset price**

### **OPERATION**

#### **RECEIPT**

	Unit price	(\$1.00) <sub>preset</sub>
Item	Quantity	1
	Dept.	2
Payment	Cash	\$1.00

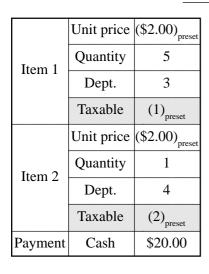


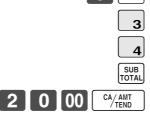


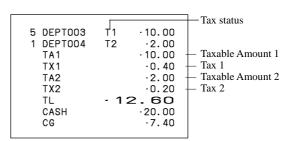
#### **Preset tax status**

#### **OPERATION**

#### **RECEIPT**





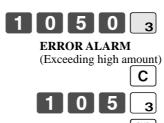


### Locking out high amount limitation

#### **OPERATION**

#### **RECEIPT**

	Unit price	\$1.05
Itam	Quantity	1
Item	Dept.	3
	Max.amount	(\$10.00) <sub>preset</sub>
Payment	Cash	\$2.00







1 DEPT003 TL CASH CG	·1.05 · <b>1.05</b> ·2.00 ·0.95

# **Preparing and using PLUs**

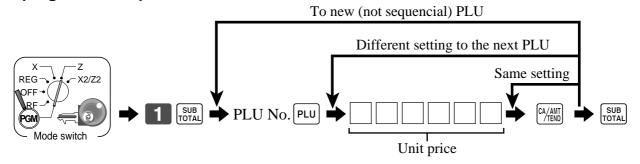
This section describes how to prepare and use PLUs.

### **CAUTION:**

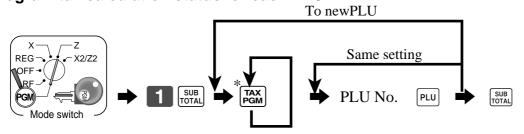
Before you use PLUs, you must first program the unit price and tax status.

## **Programming PLUs**

### To program a unit price for each PLU



### To program tax calculation status for each PLU

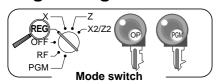


\* Press [FGM] key repeatedly until the status you want to program is appeared on the display.



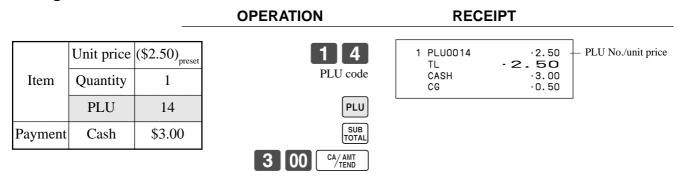
# **Basic Operations and Setups**

### **Registering PLUs**

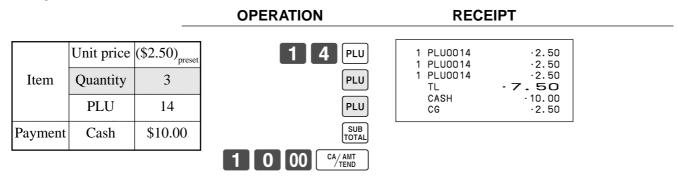


The following examples show how you can use PLUs in various types of registrations.

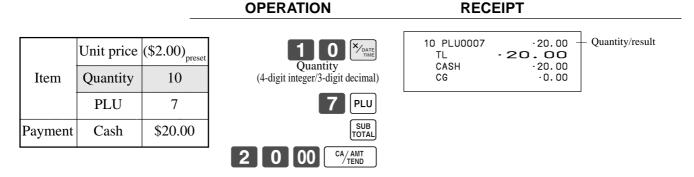
### PLU single item sale



### **PLU** repeat



### **PLU** multiplication



# Open PLU

Item 1	Unit price Quantity	\$32.80 1	3 0 PLU 3 2 8 0 PRICE	1 PLU0030 1 PLU0031 1 PLU0031 TL	·32.80 ·13.00 ·13.00
	PLU	30	Unit price	CASH CG	·60.00 ·1.20
Item 2	Unit price	\$13.00	3 1 PLU		
	Quantity	2	1 3 00 PRICE		
	PLU	31	Repeat		
Payment	Cash	\$60.00			
	•		SUB TOTAL		
			6 0 00 CA/AMT		

**OPERATION** 

**RECEIPT** 

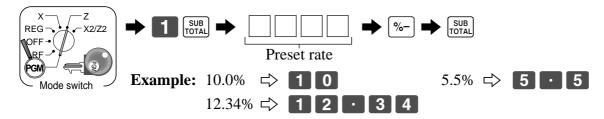
• Before registering an open PLU, it is necessary to preset it as an open PLU.

# Preparing and using discounts

This section describes how to prepare and register discounts.

### **Programming discounts**

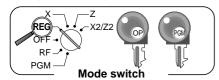
To program a rate to the [%-] key



# To program the tax calculation status to the \( \gamma - \) key

Refer to page 31.

### Registering discounts



The following example shows how you can use the [%-] key in various types of registration.

#### Discount for items and subtotals

#### **OPERATION**

#### RECEIPT

		1 + - 00				
Item 1	Dept. 1	\$5.00	5 00 1	1 DEPT001	T1	.5.00
	Quantity	1		1 PLU0016 5%	T2	10.00
	Quantity	1	1 6 PLU	%-	T2	-0.50
	Taxable	(1) <sub>preset</sub>		ST		·14.50
			<u>%</u> –	3.5% %-		-0.51
	PLU 16	(\$10.00) <sub>preset</sub>	Applies the preset discount	7A-1		-5.00
	120 10	(\$10.00) <sub>preset</sub>	rate to the last item registered.	TX1		.0.20
Item 2	Quantity	1	SUB	TA2		.9.50
Item 2	Quantity	1	TOTAL	TX2	_	.0.48
	Taxable	(2) <sub>preset</sub>		TL	- 14	4.67 ·15.00
		/preset	3 . 5 %-	CASH CG		.0.33
Discount	Rate	(5%) <sub>preset</sub>	The input value takes priority			0.00
		preset	of the preset value.			
Subtotal discount	Rate	3.5%	SUB TOTAL			
	Taxable	Nontaxable	1 5 00 CA/AMT			
<b>D</b>	<u> </u>	Ø17.00	7 TEND			
Payment	Cash	\$15.00				

You can manually input rates up to 4 digits long (0.01% to 99.99%).

### Taxable status of the |%-| key

- Whenever you perform a discount operation on the last item registered, the tax calculation for discount amount is performed in accordance with the tax status programmed for that item.
- Whenever you perform a discount operation on a subtotal amount, the tax calculation for the subtotal amount is performed in accordance with the tax status programmed for the |%-| key.

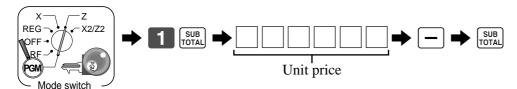
# **Preparing and using reductions**

This section describes how to prepare and register reductions.

### **Programming for reductions**

You can use the  $\boxed{\phantom{a}}$  key to reduce single item or subtotal amounts.

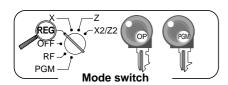
### To program preset reduction amount



### To program the tax calculation status to the - key

Refer to page 31.

### Registering reductions



The following examples show how you can use the — key in various types of registration.

1 DEPT001

### Reduction for items and subtotal

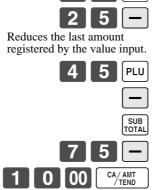
### **OPERATION**

### RECEIPT

T1 T1

.5.00 -0.25

	Dept. 1	\$5.00
Item 1	Quantity	1
	Taxable	(1) <sub>preset</sub>
Reduction	Amount	\$0.25
	PLU 45	(\$6.00) <sub>preset</sub>
Item 2	Quantity	1
	Taxable	(1) <sub>preset</sub>
Reduction	Amount	(\$0.50) <sub>preset</sub>
Subtotal Reduction	Amount	\$0.75
	Taxable	(No) <sub>preset</sub>
Payment	Cash	\$10.00



1 PLU0045 - TA1 TX1 TL CASH CG	T1 T1	·6.00 -0.50 -0.75 ·10.25 ·0.4′ -10.00 ·0.09

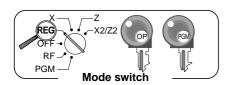
- You can manually input reduction values up to 7 digits long.
- If you want to subtract the reduction amount from the department or PLU totalizer, program "Net totaling."

# Registering credit and check payments

**OPERATION** 

1

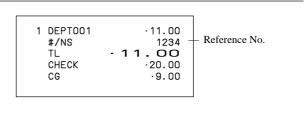
SUB TOTAL



The following examples show how to register credits and payments by check.

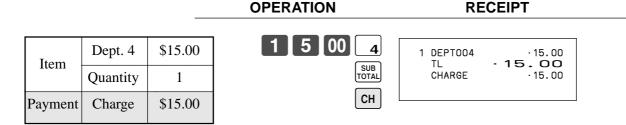
### Check

#### Dept. 1 \$11.00 00 Item Quantity 1 1234 Number Reference Check \$20.00 Payment

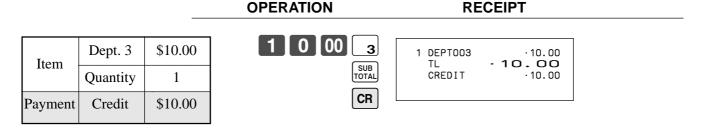


**RECEIPT** 

### Charge



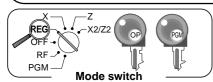
### **Credit**



### Mixed tender (cash and check)

			OPERATION	RECEIPT
Item	Dept. 4	\$55.00	5 5 00 4	1 DEPT004 ·55.00 TL · <b>55.00</b>
Heili	Quantity	1	SUB TOTAL	CHECK ·30.00 CASH ·25.00
Dozimont	Check	\$30.00	3 0 00 CHK	CG · 0.00
Payment	Cash	\$25.00	2 5 00 CA/AMT	

# Registering both the Euro and local currency



The following example shows the basic operation using the currency exchange function between the Euro and the local currency.

Case A: Main currency = Local, Payment = Euro, Change = Local

**OPERATION DISPLAY** 



Press the PD key, which converts the subtotal amount PD into the sub currency by applying the preset exchange SUB

After you press the SUB TOTAL key, the result is shown on the display.

Press the PD key if you enter the payment in the sub PD currency.



Press the [CA/AIN] key to finalize the transaction. CA/AMT TEND The change amount is shown in the programmed currency.



12.00E

**Case B**: Main currency = Euro, Payment = Local, Change = Euro

1 2 00

Press the PD key, which converts the subtotal amount PD into the sub currency by applying the preset exchange SUB

After you press the sub key, the result is shown on the display.

Press the PD key if you enter the payment in the sub PD currency.

6 00

Press the [CA/ANT] key to finalize the transaction. CA/AMT TEND The change amount is shown in the programmed currency.





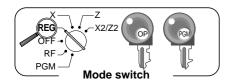
### **RECEIPT (Case A)**

1 DEPT001 TL EURO money CASH	·6.00 - <b>6.00</b> (€12.00) €15.00
CASH CASH CG	€15.00 (·7.50) ·1.50 (€3.00)

### Receipt (Case B)

1 DEPTO01	€12.00 €12.00
LOCAL mon	(.6.00)
CASH	.6.00
CASH CG	(€12.00) €0.00
	(.0.00)

# Registering returned goods in the REG mode



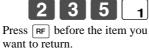
The following example shows how to use the RF key in the REG mode to register goods returned by customers.

### **OPERATION**

#### RECEIPT

	Dept. 1	\$2.35
Item 1		
	Quantity	1
Item 2	Dept. 2	\$2.00
Item 2	Quantity	1
Item 3	PLU 1	(\$1.20) <sub>preset</sub>
Item 3	Quantity	1
Returned	Dept. 1	\$2.35
Item 1	Quantity	1
Returned Item 3	PLU 1	(\$1.20) <sub>preset</sub>
	Quantity	1
Payment	Cash	\$2.00

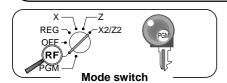
2 3 5 1	
	ر ا
2 00 2	J
1 PLU	
RF	
	(





1	DEPT001 DEPT002 PLU0001	·2.35 ·2.00 ·1.20
1	RF DEPT001 RF	-2.35
1	PLU0001 TL CASH	-1.20 -2.00 ·2.00

# Registering returned goods in the RF mode



The following examples show how to use the RF mode to register goods returned by customers.

### **OPERATION**

### RECEIPT

Returned Item 1	Dept. 3	\$4.00
	Quantity	1
Reduction	Amount	\$0.15
Returned	PLU 2	(\$1.20) <sub>preset</sub>
Item 2	Quantity	1
Discount	Rate	(5%) <sub>preset</sub>
Payment	Cash	\$4.99

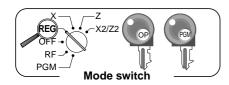


|--|

### **Important**

• To avoid miss registrations in the RF mode, return the mode switch to the former position immediately.

# Registering money received on account



The following example shows how to register money received on account. This registration must be performed out of a sale.

### **OPERATION**

### **RECEIPT**

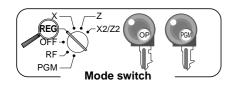
Received amount	\$700.00
-----------------	----------



RC .700.00

Amount can be up to 8 digits.

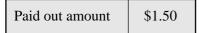
# Registering money paid out



The following example shows how to register money paid out from the register. This registration must be performed out of a sale.

#### **OPERATION**

### RECEIPT

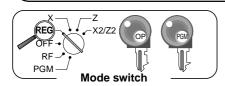




.1.50

Amount can be up to 8 digits.

# No sale registration



You can use the following procedure to open the drawer without registering a sale. This operation must be performed out of a sale.

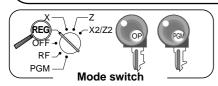
### **OPERATION**

### RECEIPT



#/NS . . . . . . . . .

# Making corrections in a registration



There are three techniques you can use to make corrections in a registration.

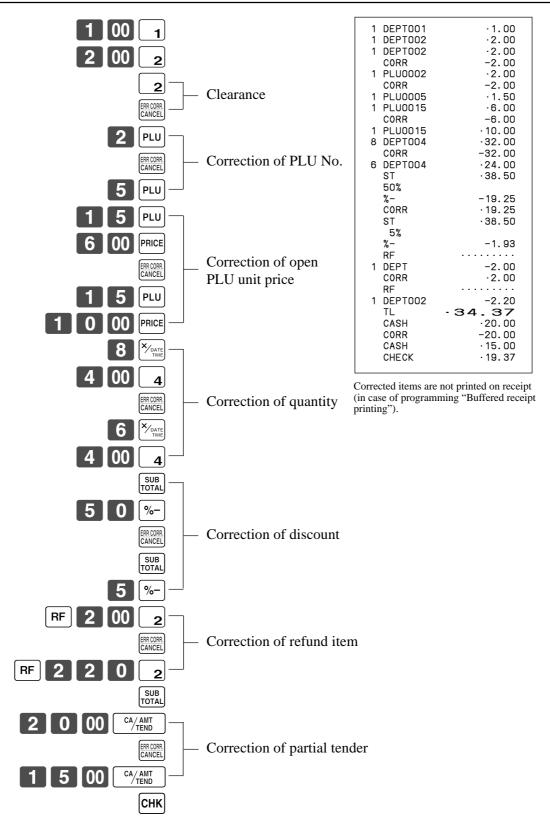
- To correct an item that you input but not yet registered.
- To correct the last item you input and registered.
- To cancel all items in a transaction.

### To correct an item you input but not yet registered

**OPERATION** RECEIPT 2 00 DEPT001 11 DEPT002 22.00 C PLU0003 1.30 Correction of unit price PLU0015 34.30 CASH 15.00 CHARGE  $\cdot 19.30$ C Correction of quantity 2 00 2 C Correction of PLU No. PLU PLU С Correction of open PLU unit price 5 PLU Enter PLU No. again. PRICE 100 0 00 С Correction of partial tender amount CA/AMT TEND 5 00 СН

### To correct an item you input and registered

**OPERATION RECEIPT** 



# **Basic Operations and Setups**

### To cancel all items in a transaction

### **OPERATION**

### **RECEIPT**

1	00 1
2	00 2
3	<b>00</b> 3

4 00

1 DEPT001 .1.00 ·2.00 ·3.00 DEPT002 1 DEPT003 1 DEPT004 .4.00 CANCEL

Pressing [SUB] key is necessary to cancel the transaction.

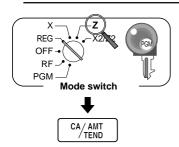


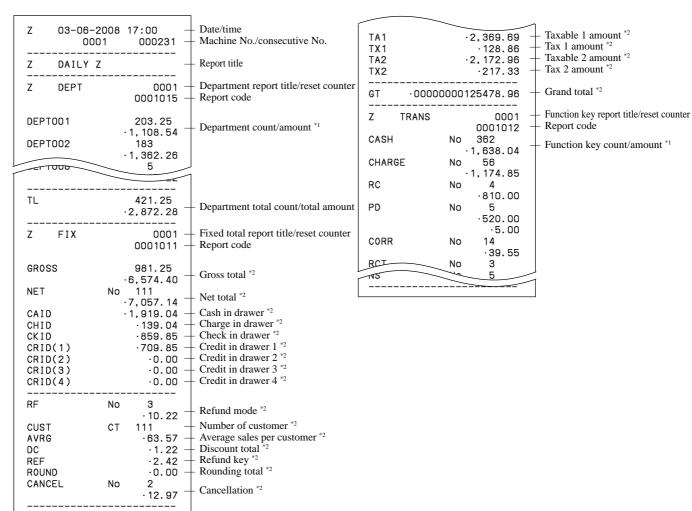
# Printing the daily sales reset report

This report shows daily sales totals.

### **OPERATION**

REPORT





- Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.
- These items can be skipped by programming.

# **Using clerk functions**

### **Enable clerk feature**

Please follow the below procedure to enable clerk feature.

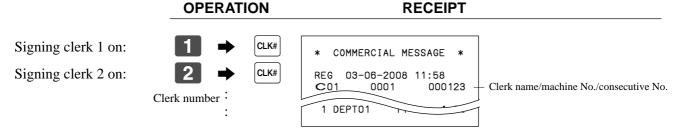


### Assigning a clerk

You can assign clerks by using clerk number.

### Clerk number key

### Clerk sign on



• If you do not want the clerk number to be shown on the display, press CLK# before entering the number.

### Clerk sign off



• The current clerk is also signed off whenever you set the mode switch to OFF position.

### Important!

- The error code "E008" appears on the display whenever you try to perform a registration, a read/ reset operation without signing on.
- The signed on clerk is also identified on the receipt/journal.

# Single item cash sales

A department key or PLU programmed with single item sale status finalizes the transaction as soon as it is registered.

The single item sales function can only be used for cash sales.

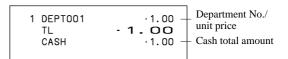
### **Example 1**

### **OPERATION**

### **RECEIPT**

	Dept. 1	\$1.00
Item	Quantity	1
	Status	S.I.S
Payment	Cash	\$1.00

00 The transaction is immediately finalized.



### Example 2

#### **OPERATION**

ately finalized.

### **RECEIPT**

	Dept. 1	(\$1.00)
Item	Quantity	3
	Status	S.I.S
Payment	Cash	\$3.00



The transaction is immedi-

TL

3 DEPT001

·3.00 .3.00

### Example 3

### **OPERATION**

### **RECEIPT**

	Dept. 3	\$2.00
Item 1	Quantity	1
	Status	Normal
	Dept. 1	(\$1.00)
Item 2	Quantity	1
	Status	S.I.S
Payment	Cash	\$3.00



The transaction is not finalized. Because another item is registered before the single item sales department. CA/AMT TEND

.2.00
.1.00
-3.00
.3.00

# **Currency exchange function**

When <CE1> or <CE2> key is pressed, a current subtotal including tax is converted directly into foreign currency and the result is displayed, and the subsequent finalization is handled using the foreign currency. The currency exchange function is released by finalizing a transaction, partial tender operation, receipt issuance, or by pressing <SUBTOTAL>.

Before using the currency exchange function, it is necessary to program the conversion rate.

### Registering foreign currency

### Full amount tender in foreign currency

\* Pre-programmed exchange rate: \(\forall 100 = \\$0.9524\)

### Important!

Tenders in a foreign currency can be registered using the MANT and CHK only. Other finalize keys cannot be used.

OPERATION	DISPLAY	RECEIPT
<ul> <li>1 0 00 1</li></ul>	(Displays in \$)  (Displays in \$)  (Displays in \$)	1 DEPT001
Press CE and SUB without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	<u>3</u> . 15 [] (Displays in ¥: 3,150)	
(5,000) Enter the amount tendered in yen and press CE. This operation converts the entered yen amount into dollars by applying a preprogrammed exchange rate. The result is shown on the display.	5.000	
Press to finalize the transaction.  Note that you do not need to reenter the dollar amount.  The register automatically calculates the change amount due in dollars and shows it on the display, receipts and journal.	(Displays in \$)	

### Partial tender in a foreign currency

\* Pre-programmed exchange rate: ¥ 100 = \$0.9524

### Important!

Partial tender in a foreign currency can be registered using while and chk only. Other finalization keys cannot be used, but the remaining tender can be finalized using any finalize key.

OPERATION	DISPLAY	RECEIPT
<ul> <li>1 0 00 1</li></ul>	(Displays in \$)	1 DEPT001
TOTAL  Press CE and SUB without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	(Displays in \$)  3. 15 []  (Displays in ¥: 3,150)	STESK 10.00
Enter the partial amount tendered in yen and press CE.  This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	2.000	
Press CA/AMT to specify cash tender for the yen partial tender. Note that you do not need to reenter the dollar amount.  The register automatically deducts the dollar equivalent of the yen amount tendered from the total amount due and shows the amount on the display.	(Displays in \$)	
<b>CHK/ TEND</b> ← Press to finalize the transaction.	(Displays in \$)	

# **Premium**

### **Example**

	Dept. 1	\$1.00
Item 1	Quantity	1
	Premium	10%
Item 2	Dept. 1	\$2.00
Helli Z	Quantity	3
Subtotal Premium		(15%)
Payment	Cash	\$8.17

1	00	1
1	0	<b>%</b> +
	3	X/DATE TIME
2	00	1
		SUB TOTAL
		<b>%</b> +

CA/AMT TEND

**OPERATION** 

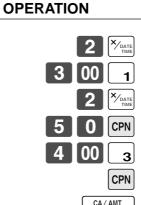
DEPT001 10%	.1.00
%+	.0.10
DEPTO01	.6.00
ST	·7.10
15%	
<b>%</b> +	.1.07
TL	-8.17
CASH	·8.17

# Coupon

Note that errors result when the result of a calculation is negative if the cash register is programmed to prohibit credit balances.

### **Example**

Dept. 1	\$3.00
Quantity	2
Coupon	$$0.50 \times 2$
Dept. 3	\$4.00
Quantity	1
Coupon	(\$1.00)
Cash	\$8.00
	Quantity Coupon Dept. 3 Quantity Coupon



RECEIPT		
2	DEPT001	.6.00
1	COUPON DEPTOO3	-1.00 ·4.00
'	COUPON	-1.00
	TL	-8.00
	CASH	.8.00

# **VAT breakdown printing**

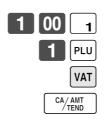
You can force printing of the VAT breakdown at the finalize stage, regardless of whether the cash register is programmed to print or skip printing of the VAT breakdown. Every time you want to have VAT breakdown, press <VAT>.

### **Example**

### **OPERATION**

### **RECEIPT**

Item 1	Dept 1	\$1.00
Item 1	Taxable	1
Item 2	PLU 1	(\$2.00)
nem 2	Taxable	2
Payment	Cash	\$3.00



# Programming department / PLU descriptors and preset messages in the list

In this chapter, the procedures to choose department / PLU descriptors and preset messages from the preset list are described. Read help receipt, so that you can set the descriptors and messages easily.

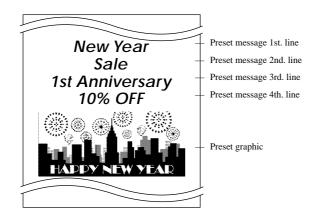
### How to choose and set the department / PLU descriptors in the list

- 1. Turn to the PGM mode.
- 2. Enter **0 7** and press the HELP key.
- 3. Select the item name and follow these steps in the list.

# How to choose and set the preset receipt message and graphic logo in the list

- 1. Turn to the PGM mode.
- 2. Enter 0 8 and press the HELP key. (Programming procedure and Preset message list is issued.)
- 3. Follow these steps in the list.

### Preset message and graphic print sample



## **Character manual input**

This chapter shows the procedures to program department / PLU descriptors, store messages, key descriptos, report title, total descriptor (such as gross total, net total...) and clerk name.

The characters you entered by the character keyboard or multi-tapping keyboard, can be programmed.

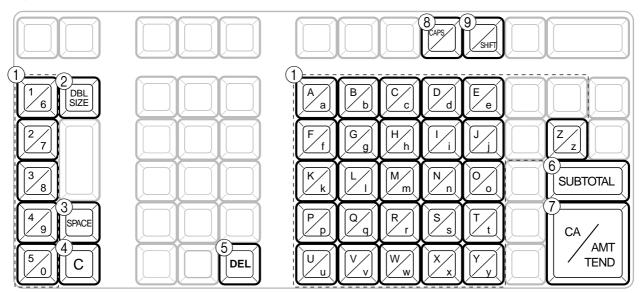
The "Entering characters" section shows how to enter characters, and the "Programming descriptors and messages by entering characters" shows how to program the entered characters to each memory.

# **Entering characters**

In this section, the method to enter descriptors or messages (characters) to the cash register during programming is

Characters are specified by character keyboard or by multi tapping method. In the first half of this section, the usage of character keyboard is described. In the latter half, inputting method by multi tapping is described.

### Using character keyboard



#### (1) Alphabet keys

Used input to characters.

### 2 Double size letter key

Specifies that the next characters you input to double size characters. After completion of inputting double size character, press this key for normal size character.

#### (3) Space key

Set a space by depression.

#### (4) Clear key

Clears all input characters in the programming.

Clears the last input character, much like a back space key.

### **Example:**

Input " <DBL><A> <DBL><Shift> <l> <e> <Space> <CAPS><J> <Shift><u> <i> <c> <e> . enter

### 6 Program end key

Terminates the character programming.

#### (7) Character enter key

Registers the programmed characters.

#### (8) CAPS key

Pressing this key shifts the character from the lowercase letter to upper case letter.

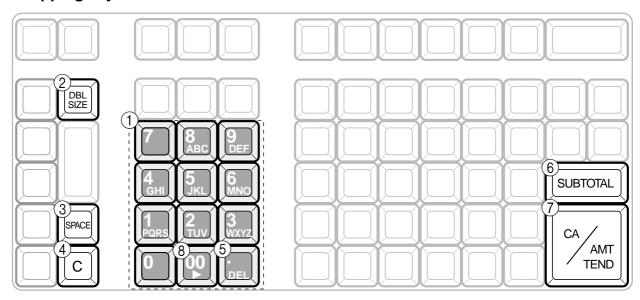
### (9) Shift key

Pressing this key shifts the character from the uppercase letter to lower case letter.

### **Entering characters by multi tapping**

When you enter characters by this method, you need to press each key repeatedly until the desired character appears.

### Multi tapping keyboard



### 1 Alphabet keys

Used input to characters.

Key				T	ext													
7	_7 > x	@ \$ ئ	− ¥	/ % €	: & §	! [ (s	? j spa	 , ce)	{	}	*	#	<u>,</u> +	•	^	;	<b>〈</b>	æ
8	⊤A å	B æ	C á	a ã	b Ç-		8	Ä	Å	Æ	Á		À		Ç	â	ä	à
9	D	Ε	F	d	е	f	9	Ð	É	Ê	Ë	È	ð	é	ê	ë	è	f
4	G	Н	Ι	g	h	i	4	Í	Î	Ϊ	Ì	Ϊ	î	Ì	ĺ	1		
5	J	Κ	L	j	k	Ι	5											
6	_M φ		0 Õ-		n	0	6	Ñ	Ö	Ø	Ó	Ô	Ò	Õ	ñ	ô	ö	Ŏ
1	Р	Q	R	S	р	q	r	s	1	Þ	þ	В						
2	Т	U	٧	t	u	٧	2	Ü	Ú	Û	Ù	ü	û	ù	ú	μ		
3	W	Χ	Υ	Z	W	Х	У	Z	3	Ý	ý	ÿ						
0	0																	
00	(F	Rig	ht	cui	SO	r)												
•	(I	Del	ete	(:														

### 2 Double size letter key

Specifies that the next characters you input to double size characters. After completion of inputting double size character, press this key for normal size character.

#### **3** Space key

Set a space by depression.

#### (4) Clear key

Clears all input characters in the programming.

### **(5) Delete key**

Clears the last input character, much like a back space key.

### 6 Program end key

Terminates the character programming.

#### **7** Character enter key

Registers the programmed characters.

#### **8** Right cursor key

Move the cursor to the right by one to enter a character on the same tapping key.

### **Example:**

Input " C S enter "<DBL> 8 8 8 5 5 5 <DBL> 8 1 1 1 1 00 1 1 1 1 <Space> 8 8 8 8

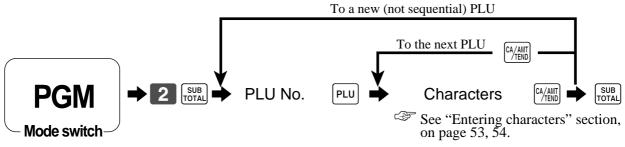
# **Programming descriptors and messages by** entering characters

The following descriptors and messages can be programmed;

- Report descriptor (such as gross total, net total, cash in drawer...)
- · Grand total
- Special character (such as mode symbol, taxable symbol...)
- Read/reset report title
- Clerk name
- PLU item descriptor

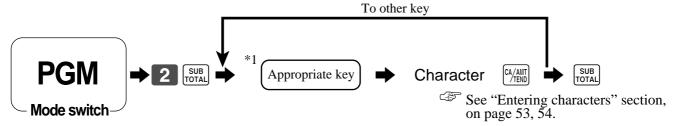
- Messages (Logo, commercial and bottom message)
- Function key descriptor
- Department key descriptor

### **Programming PLU descriptor**



PLU No.	Contents	Initial character	Yours
0001	PLU0001	PLU0001	
0002	PLU0002	PLU0002	
0003	PLU0003	PLU0003	
0004	PLU0004	PLU0004	
0005	PLU0005	PLU0005	
0006	PLU0006	PLU0006	
0007	PLU0007	PLU0007	
0008	PLU0008	PLU0008	
0009	PLU0009	PLU0009	
0010	PLU0010	PLU0010	
0011	PLU0011	PLU0011	
0012	PLU0012	PLU0012	
0013	PLU0013	PLU0013	
0014	PLU0014	PLU0014	
0015	PLU0015	PLU0015	
0016	PLU0016	PLU0016	
0017	PLU0017	PLU0017	
0018	PLU0018	PLU0018	
0019	PLU0019	PLU0019	
0020	PLU0020	PLU0020	
0021	PLU0021	PLU0021	
0022	PLU0022	PLU0022	
0023	PLU0023	PLU0023	
0024	PLU0024	PLU0024	
0025	PLU0025	PLU0025	
0026	PLU0026	PLU0026	
0027	PLU0027	PLU0027	
0028	PLU0028	PLU0028	
0029	PLU0029	PLU0029	
0030	DI 110030	PL I/0030	

### Programming department / function key descriptor



<sup>\*1</sup> Appropriate key: In case of shifting department, press <DEPT SHIFT> key first.

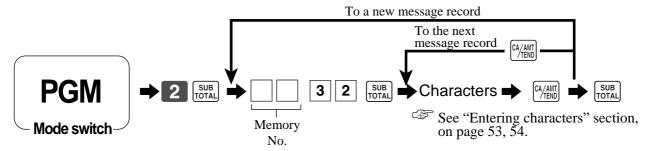
### **Function key**

Contents	Initial character	Yours
Cash/amount tendered	CASH	
Charge	CHARGE	
Check	CHECK	
Received on account	RC	
Paid out	PD	
Minus	_	
Discount	%-	
Premium	%+	
Receipt on/off	RCT ON/OFF	
Post receipt	RCT	
Refund	RF	
Error correct/Cancel	CORR	
Sign off	SIGN-OFF	
Open	OPEN	
Department shift	SHIFT/No	
Multiplication/Date time	X	
Coupon	COUPON	
VAT	VAT	
Non-add / No sale	#/NS	
Currency exchange 1	CE1	
Currency exchange 2	CE2	

### **Department key**

Contents	Initial character	Yours
Department 001	DEPT001	
Department 002	DEPT002	
Department 003	DEPT003	
Department 004	DEPT004	
Department 005	DEPT005	
Department 006	DEPT006	
Department 007	DEPTO07	

### **Programming message**

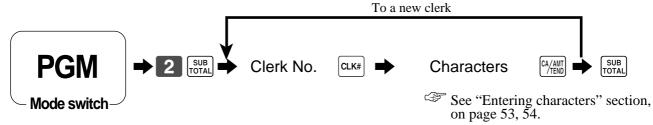


### Receipt message

Refer to "(message control)" on page 64.

Memory No.	Contents	Initial character	Yours
01	1st line of logo message	YOUR RECEIPT	
02	2nd line of logo message	THANK YOU	
03	3rd line of logo message	CALL AGAIN	
04	4th line of logo message		
05	1st line of commercial message		
06	2nd line of commercial message		
07	3rd line of commercial message		
08	4th line of commercial message		
09	1st line of bottom message		
10	2nd line of bottom message		
11	3rd line of bottom message		
12	4th line of bottom message		
:	:		
25	(not used)	DUPLICATE RECEIPT	
:	:		
40	Australian GST message 1st. line	TAX INVOICE	
41	Australian GST message 2nd. line	* INDICATES	
42	Australian GST message 3rd. line	TAXABLE SUPPLY	

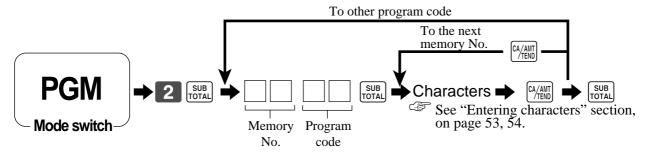
### **Programming Clerk name**



### Clerk name

Clerk No.	Contents	Initial character	Yours				
01	Clerk 01	C01					
02	Clerk 02	C02					
03	Clerk 03	C03					
04	Clerk 04	C04					
		205					

### **Programming other descriptors**



### **Report descriptor**

Memory	Program	Contents	Initial character	Yours
No.	code	00	2222242 222424222	10015
01		Gross total	GROSS	
02		Net total	NET	
03		Cash in drawer	CAID	
04		Charge in drawer	CHID	
05		Check in drawer	CKID	
06		Credit 1 in drawer	CRID(1)	
07		Credit 2 in drawer	CRID(2)	
08		Credit 3 in drawer	CRID(3)	
09		Credit 4 in drawer	CRID(4)	
10		Cash in drawer for sub currency	CAID2	
11		Charge in drawer for sub currency	CHID2	
12		Check in drawer for sub currency	CKID2	
17		Refund mode total	RF	
18		Customer count	CUST	
19		Average sales per customer	AVER	
20		Clerk commision 1 total	C-1	
21	01	Clerk commision 2 total	C-2	
22		Foreign currency cash in drawer	CECA1	
23		Foreign currency check in drawer	CECK1	
26		Reduction	DC	
27		Coupon	COUPON	
28		Item return	REF	
29		Rounding for sub currency	ROUND	
30		Rounding	ROUND	
31		Cancellation	CANCEL	
33		Taxable amount 1	TA1	
34		Tax 1	TX1	
35		Taxable amount 2	TA2	
36		Tax 2	TX2	
37		Taxable amount 3	TA3	
38		Tax 3	TX3	
39		Taxable amount 4	TA4	
40		Tax 4	TX4	
41		Non taxable amount	NON TAX	

### Grand total, special character

Memory No.	Program code	Contents Initial character	Yours
01		main currency symbol (2), @ (2), No. (2), split pricing (2), not used (4), sub currency symbol (2)	
02		No. of item sold (2), No. of customer (2), not used (6), multiplication display (2)	NaCT@ LB *QT
03		multiplication (6) not used (6)	X'
04		taxable symbol 1 (3 each) for tax 1, tax 2, tax 3, tax 4	Ti1::Ti2::Ti3::Ti4::Ti5::
06		taxable symbol 3 (3 each) for tax 1/2, tax 1/3, not used, not used, tax 2/3	T,12T,13T,14   T,23
08		foreign currency (2 each), not used (8)	*   *   *
09	23	mode symbol 1 (4 each) REG1/2, RF, not used	REG RER
10		mode symbol 2 (4 each) PGM, Daily X, Daily Z, Periodic	
11		mode symbol 3 (4 each) not used, PGM read	TRG !!! PGMX!!!!
12		decimal: amount/q'ty, separator (main/sub) (1 each), not used (3), square (7)	,,X
13		A.M., P.M. (3 each), ST displayed on the dot display (2)	AM PM ST !!!!!
16		display subtotal symbol (ST key) (16)	STILLILLILLI
17		subtotal discount / premium symbol (16)	ST
18		post receipt total symbol (16)	TIL I I I I I I I I I I I I I I I I I I
19		change symbol (16)	CG
01	20	Grand total (16)	GT,

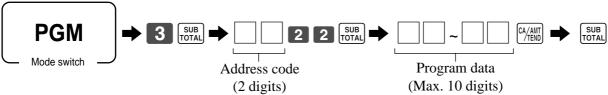
### Report title

Memory No.	Program code	Contents	Initial character		Yours							
01		Fixed total report title	FIX	$\vdash$							Т	
02		Transaction key report title	TRANS									
03		PLU sales report title	PLU									
04		Department sales report title	DEPT									
05	24	Group sales report title	GROUP									
06		Clerk sales report title	CASHIER									
08		Hourly sales report title	HOURLY									
09		Monthly sales report title	MONTHLY									
16		Financial report title	FLASH									

# **Machine feature program**

### **General control program**

### **Programming procedure**



### Program data (by address code)

Address code 02 (machine number)

Description	Choice	Program code	Initial value		
Machine number	Significant numbers	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	0 0 0 0 D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>		

### Address code 03 (consecutive number)

Description	Choice	Program code	Initial value
Reset consecutive number after daily reset report is issued.	Yes = 0 No = 1	$\mathbf{D}_8$	$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$
Always "00000000"		$ \begin{array}{c c} 0 \sim 0 \\ D_7 \sim D_1 \end{array} $	$ \begin{array}{c c} 0 \sim 0 \\ D_7 \sim D_1 \end{array} $

### Address code 04 (tax system, rounding)

Description	Choice	Program code	Initial value
Apply rounding for registration. No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3, Norwegian = 4, Singaporean = 5 Finnish = 6, Australian = 7, South African = 8, Other roundings = 9 (Refer to D <sub>1</sub> )	Significant number (0 ~ 9)	$\overline{\mathbb{D}}_{10}$	<b>O</b> D <sub>10</sub>
Tax system Single tax system $(1 \sim 4) = 0$ , Singaporean tax system = 3	Significant number	$D_9$	$egin{bmatrix} oldsymbol{0} \ D_{9} \ \end{array}$
Always "0000000"		$ \begin{array}{c c} \hline 0 \sim \boxed{0} \\ D_8 \sim D_2 \end{array} $	$ \begin{array}{c c} \boxed{0} \sim \boxed{0} \\ D_8 \sim D_2 \end{array} $
Other roundings: New Zealander (A) = 0, New Zealander (B) = 1 ( $D_{10}$ must be set to "9".)	Significant number (0 ~ 1)	$D_1$	$ \begin{array}{c}                                     $

### Rounding

				I			
IF 1 roundi	ng	Danish round	ding	Singaporean ro	unding	Australian rou	ınding
Last 1 digit of ST	Result	Last 2 digit of ST/CA CG	Result	Last 1 digit of item, %+, %- REG	Result	Last 1 digit of ST/CA CG	Result
0 ~ 2	0	00 ~ 12	00	0 ~ 2	0	0 ~ 2	0
3 ~ 7	5			1	- 1		U
8 ~ 9	10	13 ~ 37	25	3 ~ 7	5	3 ~ 7	5
0~9	10	38 ~ 62	50	8~9	10	8 ~ 9	10
IF 2 roundi	ng						
Last 1 digit of ST	Result	63 ~ 87	75	Finnish rounding		South African r	ounding
0 ~ 4	0	88 ~ 99	100	Last 2 digit of	Result	Last 1 digit of ST	Result
				ST/CA CG	Kesuit	0 ~ 4	0
5 ~ 9	10	Norwegian rou	inding	0 ~ 2	0		
		Last 1 digit of ST	Result	3 ~ 7	5	5 ~ 9	5
		00 ~ 24	0				
		** = .	_	8~9	10	New Zealander (A/	B) rounding
		25 ~ 74	50			Last 1 digit of	
		75 ~ 99	100			ST/CA CG	Result
				J		0 ~ 4/5	0
						5/6 0	10

### Address code 05 (print control for receipt)

Description		Choice	Program code	Initial value
Print total line during finalization.	a	Yes = 0 No = 1		0
Time system: ① 24 hour system, ② 12 hour system	b	① = 0 ② = 2	$\stackrel{(\overline{a+b})}{D_{10}}$	(a+b) D <sub>10</sub>
Buffered receipt print *1		No = 0 Yes = 2	$D_{q}$	$\mathbf{O}$ $\mathbf{D}_{9}$
Skip item lines on journal. (journal skip)		No = 0 Yes = 1	$D_{s}$	$\mathbf{O}$ $\mathbf{D}_8$
Always "000"			$ \begin{array}{c c} 0 & 0 & 0 \\ D_7 & D_6 & D_6 \end{array} $	$\begin{array}{c c} 0 & 0 & 0 \\ D_7 & D_6 & D_5 \end{array}$
Print number of item sold. (item counter)	a	No = 0 Yes = 1		2
Print tax symbols.	b	Yes = 0 No = 2	(a+b) D <sub>4</sub>	$\stackrel{(\overline{a+b})}{D_4}$
Always "00"			0 0 D <sub>3</sub> D <sub>2</sub>	0 0 D <sub>3</sub> D <sub>2</sub>
Always "0".			<b>0</b> D <sub>1</sub>	<b>O</b> D <sub>1</sub>

<sup>\*1:</sup> Select "Yes" if you want to print receipts with watermarks.

### Address code 06 (calculation & operation control)

Description		Choice	Program code	Initial value
Follow the taxable status and commission status of previous item when +/-operation is performed.	a	Yes = 0 $No = 1$		0
Force a money declaration before read/reset operation.	b	No = 0  Yes = 4	(a+b) D <sub>10</sub>	$\overset{(\overline{a}+\overline{b})}{D_{10}}$
Force to press SUB total before finalization	a	No = 0  Yes = 1		
Allow credit balance while finalization.	b	Yes = 0 No = 2	(a+b+c)	(a+b+c)
Allow multiple refund operation.	с	Yes = 0 No = 4	$\mathrm{D}_{9}$	$\mathrm{D}_{9}$
Affect the result of +/-, %+/%- to the item. (Net totalling)		No = 0  Yes = 1	$D_8$	$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$
Include commission in net total.		Yes = 0 $No = 2$	$D_7$	$\mathbf{O}$ $\mathrm{D}_{7}$
Clear the key buffer when a receipt is issued. (REG mode only)	a	No = 0  Yes = 1		
Sounds key catch tone.	b	Yes = 0 No = 2	(a+b+c)	(a+b+c)
Allow to issue post receipt, even if the original one is issued.	С	No = 0 Yes = 4	$D_6$	$D_6$
Always "00"			0 0 D <sub>5</sub> D <sub>4</sub>	0 0 D <sub>5</sub> D <sub>4</sub>
Always "0"			<b>O</b> D <sub>3</sub>	$\overline{\mathrm{D}_{3}}$
Use <00> key as <000> key.		<00> = 0 <000> = 4	$D_2$	<b>0</b> D <sub>2</sub>
Always "0".			<b>0</b> D <sub>1</sub>	<b>0</b> D <sub>1</sub>

D<sub>4</sub> becomes "0", after activating Australian GST.

### Address code 08 (print control for fixed total report)

Description		Choice	Program code	Initial value
Print gross sales total on fixed total report (GROSS)	a	Yes = 0 $No = 1$		
Print net sales total on fixed total report (NET)	b	Yes = 0 No = 2	(a+b+c)	(a+b+c)
Print cash in drawer total on fixed total report (CAID)	c	Yes = 0 No = 4	D <sub>10</sub>	D <sub>10</sub>
Print charge in drawer total on fixed total report (CHID)		Yes = 0 $No = 2$	$D_{q}$	$\mathbf{O}$ $D_{q}$
Print check in drawer total on fixed total report (CKID)	a	Yes = 0 $No = 1$		0
Print credit in drawer total on fixed total report (CRID(1)~(4))	b	Yes = 0 $No = 4$	(a+b) D <sub>8</sub>	(a+b) D <sub>8</sub>
Always "0"			<b>0</b> D <sub>7</sub>	<b>0</b> D <sub>7</sub>
Print RF mode total on fixed total report (RF)		Yes = 0 $No = 4$	$D_6$	$D_6$
Print the net number of customers on fixed total report (CUST)	a	Yes = 0 $No = 1$		2
Print the average sales per customer on fixed total report (AVER)	b	Yes = 0 No = 2	(a+b) D <sub>5</sub>	(a+b) D <sub>5</sub>
Always "0"			<b>0</b> D <sub>4</sub>	<b>0</b> D <sub>4</sub>
Print commission 1 total on fixed total report (C-1)	a	Yes = 0 $No = 1$		
Print commission 2 total on fixed total report (C-2)	b	Yes = 0 No = 2	(a+b+c) D <sub>3</sub>	(a+b+c) D <sub>3</sub>
Print foreign currency cash in drawer and check in drawer totals on fixed total report (CECA1 $\sim$ 2, CECK1 $\sim$ 2)	c	Yes = 0 No = 4	,	3
Print <minus>, <coupon>, &lt;%-&gt; and mix &amp; match operation net total on fixed total report (DC)</coupon></minus>	a	Yes = 0 No = 1	(a+b+c)	(a+b+c)
Print <refund> and <void> operation net total on fixed total report (REF)</void></refund>	b	Yes = 0 No = 2	$D_2$	$D_2$
Print nontaxable totals on fixed total report (NON TAX)	a	Yes = 0 No = 1		
Print rounding totals on fixed total report (ROUND)	b	Yes = 0 No = 2	(a+b+c)	(a+b+c)
Print cancellation total on fixed total report (CANCEL)	с	Yes = 0 No = 4	$D_1$	$D_1$

Preset value becomes "0527327771", after activating Australian GST.

### Address code 10 (print control for taxable amount)

Description		Choice	Program code	Initial value
Print taxable amount 1 on receipt/journal.	a	Yes = 0 No = 1		
Print taxable amount 2 on receipt/journal.	b	Yes = 0 No = 2	(a+b+c)	(a+b+c)
Print taxable amount 3 on receipt/journal.	С	Yes = 0 No = 4	D <sub>10</sub>	D <sub>10</sub>
Print taxable amount 4 on receipt/journal.	·	Yes = 0 No = 1	$D_{q}$	<b>O</b> D <sub>9</sub>
Always "00000000"			0 ~ 0 D <sub>0</sub> ~ D <sub>1</sub>	0 ~ 0 D, ~ D,

### Address code 14 (currency exchange control)

Description		Choice	Program code	Initial value
Monetary mode of CECA1 and CECK1 in fixed total report:		Significant number (0 ~ 9)	$\overline{\mathrm{D}_8}$	$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$
Decimal for CECA1 and CECK1 in fixed total report:  ① Period = 0, ② Comma = 1	a			0
Separator for CECA1 and CECK1 in fixed total report:  ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	$\overset{(a+b)}{\mathrm{D}_{7}}$	(a+b) D <sub>7</sub>
Monetary mode of CECA2 and CECK2 in fixed total report:		Significant number (0 ~ 9)	$\overline{\mathbb{D}}_{6}$	$egin{bmatrix} oldsymbol{0} \ D_6 \ \end{array}$
Decimal for CECA2 and CECK2 in fixed total report:  ① Period = 0, ② Comma = 1	a			0
Separator for CECA2 and CECK2 in fixed total report:  ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	(a+b) D <sub>5</sub>	$\overset{(a+b)}{\mathrm{D}_{5}}$
Always "0000"			$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	$ \begin{array}{c ccccc} 0 & 0 & 0 & 0 \\ D_4 & D_3 & D_2 & D_1 \end{array} $

### Address code 15 (print control for reports)

Description		Choice	Program code	Initial value
Zero skip department report.	a	Yes = 0 $No = 1$		0
Zero skip clerk report.	b	Yes = 0 No = 2	$\overset{(\overline{a}+\overline{b})}{D_{10}}$	$\overset{(\overline{a+b})}{D_{10}}$
Zero skip transaction report.	a	Yes = 0 $No = 1$		
Zero skip PLU report.	b	Yes = 0 $No = 2$	(a+b+c)	(a+b+c)
Zero skip hourly report.	c	Yes = 0 $No = 4$	D <sub>9</sub>	$D_9$
Zero skip group report.		Yes = 0 $No = 1$	$D_8$	$oldsymbol{O}_{D_{8}}$
Always "00"			$\begin{bmatrix} 0 & 0 \\ \mathbf{D}_7 & \mathbf{D}_6 \end{bmatrix}$	$\begin{bmatrix} 0 & 0 \\ D_7 & D_6 \end{bmatrix}$
Print PLU number on the PLU report.		No = 0 $ Yes = 4$	$D_5$	<b>0</b> D <sub>5</sub>
Print sales ratio.	a	No = 0 Yes = 1		0
Issue double Z report.	b	No = 0  Yes = 2	(a+b) D <sub>4</sub>	$\stackrel{(\overline{a+b})}{D_4}$
Always "000"			0 0 0 D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>	0 0 0 D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>

### Address code 16 (print control for grand total)

Description	Choice	Program code	Initial value
Print consecutive number range of the day on daily fixed total report.	No = 0 Yes = 1	$\overline{\mathrm{D}_{7}}$	$\mathbf{O}$ $\mathbf{D}_{7}$
Always "00000"		0 ~ 0 D <sub>6</sub> ~ D <sub>2</sub>	$ \begin{array}{c c} \hline 0 & \sim & 0 \\ D_6 & \sim & D_2 \end{array} $
Print grand total on daily sales reset report.	Yes = 0 No = 1	$D_1$	<b>0</b> D <sub>1</sub>

### Address code 17 (print control)

Description		Choice	Program code	Initial value
Print date on journal.	a	Yes = 0 No = 2		0
Print consecutive number on receipt/journal.	b	Yes = 0 No = 4	(a+b) D <sub>4</sub>	(a+b) D <sub>4</sub>
Print time on receipt.	a	Yes = 0 No = 1		0
Print time on journal.	b	Yes = 0 No = 2	(a+b) D <sub>3</sub>	(a+b) D <sub>3</sub>
Always "00"			$\begin{bmatrix} 0 & 0 \\ D_2 & D_1 \end{bmatrix}$	$\begin{bmatrix} 0 & 0 \\ D_2 & D_1 \end{bmatrix}$

### Address code 19 (receipt control)

Description	Choice	Program code	Initial value
Print receipt in double-height characters.	No = 0 Yes = 1	$\overline{\mathbb{D}_7}$	$egin{bmatrix} oldsymbol{0} \ D_7 \ \end{array}$
Always "000000"		$ \begin{array}{c c} \hline 0 & \sim & 0 \\ D_6 & \sim & D_1 \end{array} $	$ \begin{array}{c c} 0 \sim 0 \\ D_6 \sim D_1 \end{array} $

### Address code 21 (message control)

Description		Choice	Program code	Initial value
Print graphic type logo. (If select "No", character type logo is printed.)	a	No = 0 $Yes = 2$		0
Print watermark on receipt.	b	Yes = 0 No = 4	$\overset{(\overline{a}+\overline{b})}{D_{10}}$	(a+b) D <sub>10</sub>
Always "000"			$\begin{array}{c c} \textbf{0} & \textbf{0} & \textbf{0} \\ D_9 & D_8 & D_7 \end{array}$	$\begin{array}{c c} 0 & 0 & 0 \\ D_9 & D_8 & D_7 \end{array}$
Print commercial message on receipts in REG/RF mode.	a	No = 0 Yes = 1		0
Print bottom message on receipts in REG/RF mode.	b	No = 0  Yes = 2	(a+b) D <sub>6</sub>	$D_6$
Always "0000"			$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
Print Australian GST MOF message.		No = 0  Yes = 4	$D_1$	$\mathbf{O}$

### Address code 25 (entry restriction)

Description		Choice	Program code	Initial value
Restrict (to 0 or 5) on the last one digit for amount tender.	a	No = 0 Yes = 1		0
Restriction (to 0 or 5) on the last one digit for <cash>, <rc>, <pd>, money declaration amount.</pd></rc></cash>	b	No = 0 Yes = 4	$D_1$	$D_1$

D<sub>1</sub> becomes "4", after activating Australian GST.

### Address code 27 (clerk control)

Description	Choice	Program code	Initial value
Enable clerk function.	No = 0 Yes = 4	$D_9$	$\mathbf{O}$ $\mathbf{D}_{9}$
Always "00000000"		$\begin{bmatrix} 0 \\ D_8 \\ \sim D_1 \end{bmatrix}$	$ \begin{array}{c ccc} 0 & \sim & 0 \\ D_8 & \sim & D_1 \end{array} $

### Address code 28 (Euro 1)

Description	Choice	Program code	Initial value
Define Euro as the main currency.	Yes = 0 No = 1	$oxdot{D_{10}}$	$egin{bmatrix} oldsymbol{0} \ D_{10} \ \end{pmatrix}$
Select rounding option: Round off = 0, Cut off = 1, Round up = 2	Significant number (0 ~ 2)	$\overline{\mathbb{D}_9}$	$\mathbf{O}$ $\mathbf{D}_{9}$
Exchange rate (within 6-digits)	Significant numbers	D <sub>8</sub> D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub>	0 0 0 0 0 0 0 D <sub>8</sub> D <sub>7</sub> D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub>
Decimal point position of exchange rate:  Integer only = 0  1st decimal place = 1, 2nd decimal place = 2, 3rd decimal place = 3,  4th decimal place = 4, 5th decimal place = 5, 6th decimal place = 6  Example: (D8 ~ D2)  1 Euro = 1.977 DM; Set "0019773"  1 Euro = 1957.77319 Lit; Set "1957772"	Significant number (0 ~ 6)	$\overline{\mathbb{D}}_2$	$oldsymbol{f D}_2$
Always "0"		<b>0</b> D <sub>1</sub>	<b>0</b> D <sub>1</sub>

### Address code 29 (Euro 2)

Description		Choice	Program code	Initial value
Monetary mode of sub currency: ☐ = 0, ☐ ☐ = 1, ☐ ☐ ☐ = 2, ☐ ☐ ☐ ☐ = 3		Significant number $(0 \sim 3)$	$\mathbf{D}_{10}$	<b>2</b> D <sub>10</sub>
Apply rounding for sub currency. * No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3, Norwegian = 4, Finnish = 6 Australia = 7, South Africa = 8		Significant number (0 ~ 8)	$\overline{D_g}$	<b>0</b> D <sub>9</sub>
Always "0"			$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$	$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{array}$
Print tendered amount in sub currency converted to main currency.	a	No = 0  Yes = 1		
Selection of the currency of subtotal printout:  ① Main currency only, ② Main and sub currency	b	① = 0 ② = 2	(a+b+c)	(a+b+c) D <sub>7</sub>
Print total in sub currency by double sized letter.	с	No = 0 Yes = 4	$\mathrm{D}_{7}$	$D_7$
Selection of the currency of change:  ① Main currency, ② Sub currency	a	① = 0 ② = 1		
Print the cash in drawer of sub currency on fixed total reports. (If the cash in drawer of main currency is skipped, this line is also skipped.)	b	No = 0 Yes = 2	(a+b+c)	$\begin{bmatrix} \textbf{0} \\ (a+b+c) \\ D_6 \end{bmatrix}$
Display symbol of sub currency: ① £ (Euro), ② L (Local)	С	① = 0 ② = 4	$D_6$	$D_6$
The currency to restrict (to 00, 25, 50, 75) on last two digits for amount tendered: ① Main currency, ② Sub currency (It is necessary to set this restriction to <cash> key.)</cash>	a	① = 0 ② = 1		
Print rounding total of sub currency on fixed totalier report.	b	No = 0 Yes = 2	(a+b+c)	(a+b+c)
Last 1 digit for sub currency monetary amount entries to 0 or 5.	С	No = 0  Yes = 4	$\mathrm{D}_{5}$	$D_5$
Selection of the change amount printout: ① Main and sub currency, ② Dependent upon $D_6$ - a of this worksheet	a	① = 0 ② = 1		
Calculation method of change amount in sub currency:  ① Convert the change amount in main currency into sub currency. ② Subtract the equivalent value of subtotal amount in sub currency from the equivalent value of the tendered amount in sub currency.	b	① = 0 ② = 2	(a+b) D <sub>4</sub>	(a+b) D <sub>4</sub>
Always "000"			$\begin{array}{c c} \textbf{0} & \textbf{0} & \textbf{0} \\ D_3 & D_2 & D_1 \end{array}$	0 0 0 D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>

<sup>\*</sup> Refer to the Address code 04 programming.

### Address code 30 (thermal printer control)

Description		Choice	Program code	Initial value
Print preset receipt message and graphic	a	No = 0 Yes = 1		0
Print preset receipt message and graphic: ① at the bottom of the receipt / ② at the top of the receipt	b	① = 0 ② = 2	(a+b) D <sub>5</sub>	(a+b) D <sub>5</sub>
Journal compressed print (print by half height characters)		Yes = 0 No = 1	$oxdot{D_4}$	$oxdot{oldsymbol{0}}{D_{_4}}$
Always "000"			$\begin{bmatrix} 0 & 0 & 0 \\ D_3 & D_2 & D_1 \end{bmatrix}$	$ \begin{array}{c c} \hline 0 & 0 & 0 \\ D_3 & D_2 & D_1 \end{array} $

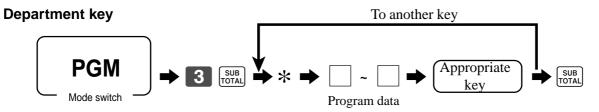
### Address code 34 (backlight control)

Description	Choice	Program code	Initial value
Backlight	Available = 0 Not available = 1	$oxdot{D_4}$	<b>0</b> D <sub>4</sub>
Always "000"		0 0 0 D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>	0 0 0 D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>

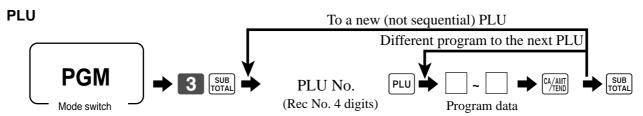
# **Key function program**

### Department key/PLU program (Batch feature programming)

### **Programming procedure**



\*: In case of shifting department, press <DEPT SHIFT> key first.

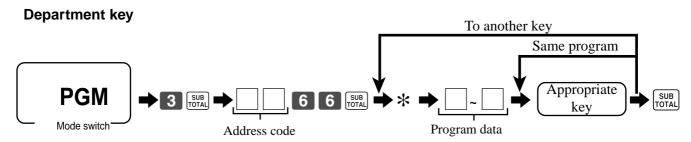


### Program data

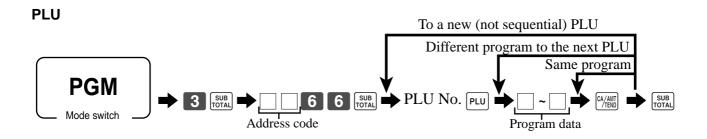
Description		Choice	Program code	Initial value
Single item control: Normal receipt = 0, Single item receipt = 3		Significant number	$D_{12}$	$egin{bmatrix} oldsymbol{0} \ D_{12} \ \end{pmatrix}$
Always "0"			<b>O</b> D <sub>11</sub>	<b>0</b> D <sub>11</sub>
Always "0"			<b>O</b> D <sub>10</sub>	<b>0</b> D <sub>10</sub>
Always "0"			<b>O</b> D <sub>9</sub>	<b>0</b> D <sub>9</sub>
Taxable status: See page 70.			$D_8$ $D_7$	$D_8$ $D_7$
Enable 0 unit price.	a	No = 0 Yes = 1		
Enable negative price.	b	No = 0 Yes = 2	$\begin{bmatrix} \\ (a+b+c) \\ D_6 \end{bmatrix}$	$\begin{bmatrix} 0 \\ (a+b+c) \\ D_6 \end{bmatrix}$
Hash	с	No = 0 Yes = 4	$D_6$	$D_6$
Always "0"	•		<b>0</b> D <sub>5</sub>	<b>0</b> D <sub>5</sub>
Low digit limitation (LDL) for manually entered unit price.		Significant number	$egin{array}{c} lacksquare \ D_4 \end{array}$	<b>0</b> D <sub>4</sub>
Open PLU (only for PLU)		No = 0  Yes = 4	$D_3$	$D_3$
Commission 1	a	No = 0 Yes = 1		0
Commission 2	b	No = 0 Yes = 2	$\stackrel{(\overline{a+b})}{D_2}$	$\stackrel{(\overline{a}+\overline{b})}{D_2}$
Always "0"			<b>0</b> D <sub>1</sub>	<b>O</b> D <sub>1</sub>

### **Department key/PLU program (Individual feature programming)**

### **Programming procedure**



\*: In case of shifting department, press <DEPT SHIFT> key first.



### Program data (by address code)

### Address code 11 (link)

Description	Choice	Program code
Link group record number: (000 ~ 999)	Significant numbers	$\begin{array}{c c} \hline \\ D_7 & D_6 & D_5 \end{array}$
Always "0"		$oxed{0}$ $oxed{D}_4$
Link department record number: (000 ~ 999) (only for PLU)	Significant numbers	$\begin{array}{c c} \hline \\ D_3 & D_2 & D_1 \\ \hline \end{array}$

### Address code 15 (high amount limit)

Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

### Other address code

Address code	Description		Choice	Program code
18	Single item control: Normal receipt = 0, Single item receipt = 3	Significant number		
03	Taxable status: See page 70.	Significant numbers	$D_2$ $D_1$	
	Enable 0 unit price.	a	No = 0 Yes = 1	
05	Enable negative price.	b	No = 0 Yes = 2	(a+b+c)
	Hash	с	No = 0 Yes = 4	(4.5.5)
07	Low digit limitation (LDL) for manually entered unit price.		Significant number	
04	Open PLU (Only for PLU)		No = 0 Yes = 4	
09	Commission 1	a	No = 0 Yes = 1	
	Commission 2 b		No = 0 Yes = 2	(a+b)

### **Taxable status**

for Singapore

Always "0"			<b>0</b> D <sub>8</sub>
Taxable 1 status	a	No = 0 Yes = 1	
Taxable 2 status	b	No = 0 Yes = 2	(a+b+c) D <sub>2</sub>
Taxable 3 status	с	No = 0 Yes = 4	$D_7$

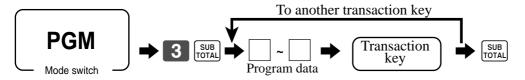
for Other area

	Non tax = $00$ Taxable $3 = 03$	Taxable $1 = 01$ Taxable $4 = 04$	Taxable 2 = 02 All taxable 99 *	Significant numbers	$D_0$ $D_2$
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<sup>\*</sup> Only for function keys

### **Transaction key program**

### **Programming procedure**



### Program data

### <CASH>, <CHARGE>, <CHECK>

Description		Choice	Program code
Restriction (to 00, 25, 50, 75) on last two digits for amount tendered (Only for <cash> in Danish rounding)</cash>		No = 0 Yes = 4	$D_{10}$
Always "00"			$\begin{array}{c c} \textbf{0} & \textbf{0} \\ D_{g} & D_{g} \end{array}$
Prohibit entry of a partial payment	a	No = 0 Yes = 1	
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	(a+b+c)
Force entry of the amount tendered.	c	No = 0 Yes = 4	$D_{7}$
Print VAT breakdown. *1		No = 0 Yes = 1	$egin{array}{c} egin{array}{c} \egin{array}{c} \egin{array}{c} \egin{array}{c} \egin{array}{c} \egin{array}{c} \egin{array}$
French food coupon	a	No = 0 Yes = 1	
Perform Finnish rounding.	b	No = 0 Yes = 4	(a+b) D <sub>5</sub>
High amount limit specification for subtotal and tendering amounts.		Maximum value (0 ~ 9)	
		Number of zeros (0 ~ 9)	$D_4$ $D_3$
High amount limit specification for change amount due.		Maximum value (0 ~ 9)	
		Number of zeros (0 ~ 9)	$D_2$ $D_1$

<sup>\*1</sup> This is valid option for Single item or Currency exchange (include partial tender) as well.

### <RECEIVED ON ACCOUNT>, <PAID OUT>

Description	Choice	Program code
High amount limit specification for entering amounts	Maximum value (0 ~ 9)	$\mathbf{D}_{4} \; \mathbf{D}_{3}$
	Number of zeros (0 ~ 9)	
Always "00"		0 0 D <sub>2</sub> D <sub>1</sub>

### <REDUCTION (MINUS)>, <COUPON>

Description		Choice	Program code
Taxable status: See page 70.			$egin{array}{cccc} oxed{D}_8 & oxed{D}_7 \end{array}$
Allow credit balance. (-, CPN only)		No = 0 Yes = 1	$\overline{\mathrm{D}}_{\!_{6}}$
Always "00"		No = 0 Yes = 2	$ \begin{array}{c c} 0 & 0 \\ \mathbf{D}_5 & \mathbf{D}_4 \end{array} $
High digit limitation (HDL) for manually entered unit price ("9" means NOT allow manual entry.)			$D_3$
Commission 1	a	Significant number	
Commission 2	b	No = 0 Yes = 1	(a+b) D <sub>2</sub>
Always "0"	7	No = 0 Yes = 2	<b>0</b> D <sub>1</sub>

### <PREMIUM (%+)>, <DISCOUNT (%-)>

Description		Choice	Program code
Taxable status: See page 70.			$egin{array}{c} igcup_8 igcup_7 \ igcup_8 igcup_7 \ igcup_8 igcup_7 \ igcup_8 igcup_7 \ igcup_8 igcup_9 \ igcup_9 \ igcup_9 $
Prohibit manual rate override.		No = 0 Yes = 2	$D_6$
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	$D_5$
Always "00"			$\begin{bmatrix} 0 & 0 \\ D_4 & D_3 \end{bmatrix}$
Commission 1	a	No = 0 Yes = 1	
Commission 2	b	No = 0 Yes = 2	$\stackrel{(\overline{a+b})}{D_2}$
Always "0"			$\begin{bmatrix} 0 \\ D_1 \end{bmatrix}$

### <NON-ADD (#)/NO SALE>

Description	Choice	Program code
Allow mode change or clerk change after non-add registration as first transaction. (only for non-add function)	Yes = 0 No = 1	$D_7$
Always "0000"		0 0 0 0 D <sub>6</sub> D <sub>5</sub> D <sub>4</sub> D <sub>3</sub>
Always "00"		$\begin{bmatrix} 0 & 0 \\ D_2 D_1 \end{bmatrix}$

### <SUBTOTAL>

Description	Choice	Program code
Print when key is pressed.	No = 0  Yes = 4	$D_6$
Always "00000"		0 0 0 0 0 D <sub>5</sub> D <sub>4</sub> D <sub>3</sub> D <sub>2</sub> D <sub>1</sub>

### <CURRENCY EXCHANGE>

Description		Choice	Program code
Define amount symbol. (0, 1 ~ 2) ("0" means local currency symbol.)		Significant number	$\mathrm{D}_{7}$
Define foreign currency totalizer. $(0, 1 \sim 2)$ ("0" treats as "1".)	Significant number	$\overline{\mathbb{D}}_{6}$	
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	$\overline{\mathrm{D}}_{\scriptscriptstyle{5}}$
Always "0"			<b>0</b> D <sub>4</sub>
Monetary mode $(0 \sim 9)$ : $\square \square \square$		Significant number	$D_3$
Monetary symbol for decimal	a	Decimal = 0 Comma = 1	
Monetary symbol for separator	b	Comma = 0 Decimal = 4	(a+b) D <sub>2</sub>
Always "0"			<b>0</b> D <sub>1</sub>

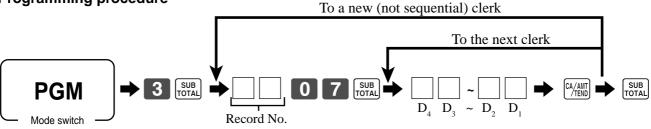
### <MULTIPLICATION>

Description	Choice	Program code
Multiplication procedure: ( <x> only)  ① Quantity × Amount, ② Amount × Quantity</x>	① = 0 ② = 1	$\overline{\mathbb{D}}_{6}$
Rounding: Round off = 0, cut off = 1, round up = 2	Significant number	$D_5$
Always "0000"		$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

### **Clerk program**

#### Clerk number, check number programming

#### **Programming procedure**

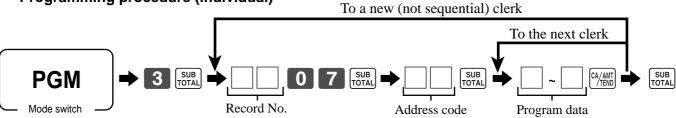


#### **Program Data**

Description	Choice	Program code	
Clerk secret number	Significant numbers	$egin{array}{ c c c c c c c c c c c c c c c c c c c$	

#### **Clerk other programming**

#### Programming procedure (individual)



#### Program data

#### Address code 67 (Clerk control)

Description	Choice	Program code
Training clerk	No = 0 Yes = 1	$\overline{\mathbb{D}_6}$
Always "00000"		0 ~ 0 D <sub>5</sub> ~ D <sub>1</sub>

#### Address code 68 (Commission rate)

Description	Choice	Program code
Commission rate 1 (integer: 00 ~ 99)	Significant numbers	$D_8$ $D_7$
Commission rate 1 (decimal: 00 ~ 99)	Significant numbers	$D_6$ $D_5$
Commission rate 2 (integer: 00 ~ 99)	Significant numbers	$D_4$ $D_3$
Commission rate 2 (decimal: 00 ~ 99)	Significant numbers	$D_2$ $D_1$

# **Printing read/reset reports**

### Daily sales read report ("X" mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

### • Daily sales reset report ("Z" mode)

You should print reset reports at the end of the business day.

#### Important!

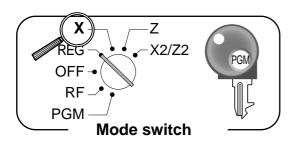
- The reset operation issues a report and also clears all sales data from the cash register's memory.
- Be sure to perform the reset operations at the end of each business day. Otherwise, you will not be able to distinguish between the sales data for different dates.

### To print the individual department, PLU read report

This report shows sales for specific departments or PLUs.

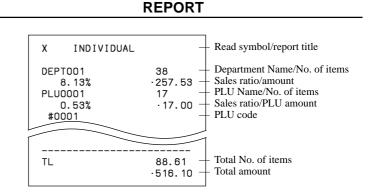
**OPERATION DISPLAY** 

1. Turn to X mode.





- 2. Specify a department / PLU
  - Specifying a department 1, 2, DEPT# 3... • Specifying a PLU 1 PLU, 1 0 PLU ...
- 3. Press <ST> to exit this report.

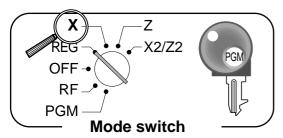


### To print daily read reports

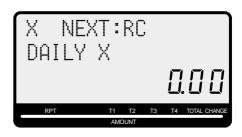
You can select the appropriate report shown in the display.

**OPERATION DISPLAY** 

1. Turn to X mode.



2. Select report you want to get by the <RC> key.





- 3. Press <CASH> to print report. \*1
- \*1 If money declaration is necessary, count how much cash is in the drawer and input this amount (up to 10 digits) and press <#/NS> key.
  - The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.

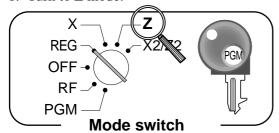
Note that if money declaration is required by programming, you cannot skip this procedure.

### To print daily reset reports

You can select the appropriate report shown in the display.

**OPERATION DISPLAY** 

1. Turn to Z mode.





2. Select report you want to get by the <RC> key.



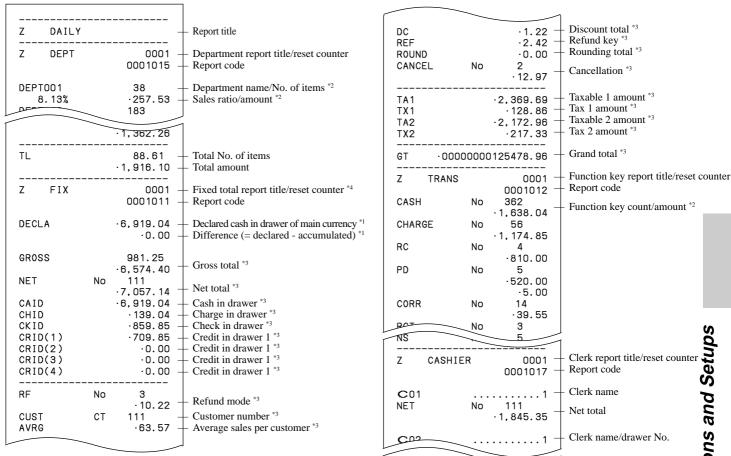
- 3. Press <CASH> to print report. \*1
- \*1 If money declaration is necessary, count how much cash is in the drawer and input this amount (up to 10 digits) and press <#/NS> key.

The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.

Note that if money declaration is required by programming, you cannot skip this procedure.

#### Read / reset report sample

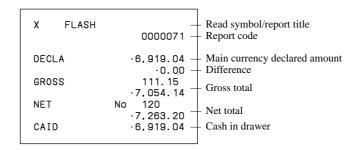
#### **Daily report**



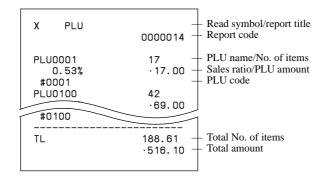
<sup>\*1</sup> Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

<sup>\*2</sup> These items can be skipped by programming.

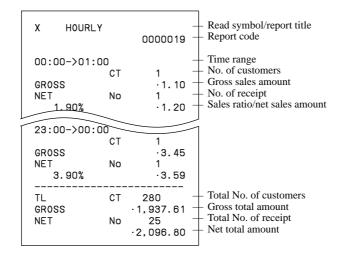
#### Flash report



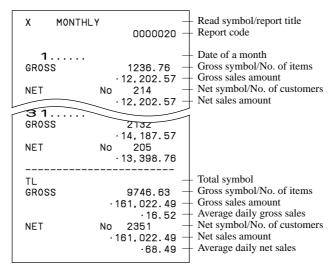
#### **PLU** report



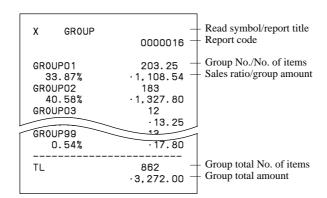
#### **Hourly report**



#### Monthly report



### **Group report**



Periodic sales read report ("X2" mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

Periodic sales reset report ("Z2" mode)

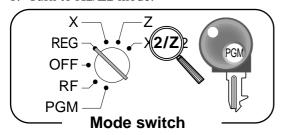
You should print reset reports at the end of the business day.

### To print the periodic 1/2 sales read/reset reports

These reports show sales breakdowns of sales by any two kinds of period you want.

**OPERATION DISPLAY** 

1. Turn to X2/Z2 mode.

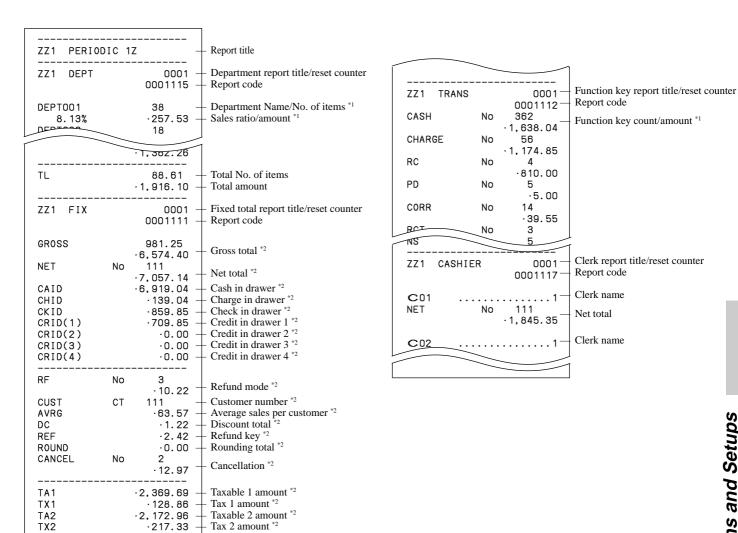




2. Select report you want to get by the <RC> key.



3. Press <CASH> to print report.



Tax 2 amount \*

TX2

Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

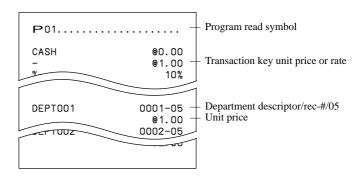
These items can be skipped by programming.

# Reading the cash register's program

### To print unit price/rate program (except PLU)

#### **OPERATION REPORT**

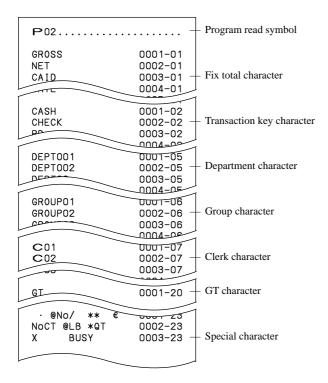
- 1. Turn to PGM mode.
- 2. Enter <1> and press <ST> key.
- 3. Press <ST> key.

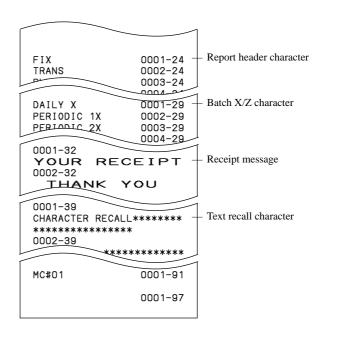


### To print key descriptor, name, message program (except PLU)

**OPERATION REPORT** 

- 1. Turn to PGM mode.
- 2. Enter <2> and press <ST> key.
- 3. Press  $\langle ST \rangle$  key.

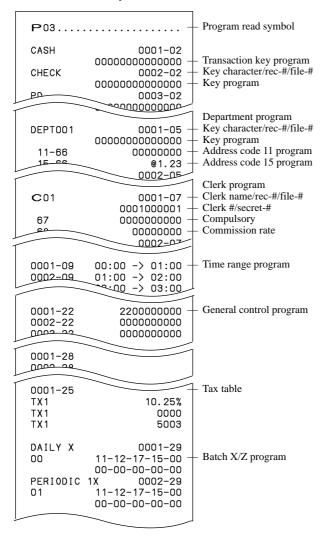


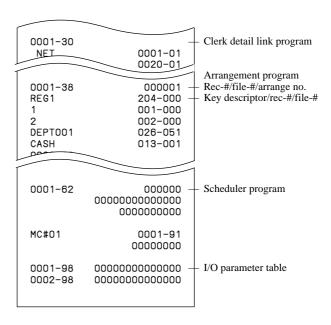


### To print the machine program (except PLU)

OPERATION REPORT

- 1. Turn to PGM mode.
- 2. Enter <3> and press <ST> key.
- 3. Press <ST> key.

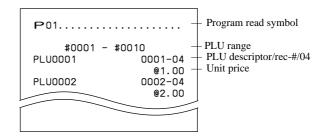




#### To print the PLU unit price

**OPERATION** 

- 1. Turn to PGM mode.
- 2. Enter <6> and press <ST> key.
- 3. Enter <104> and press <ST> key.
- 4. Enter <start rec-#> and <CA> key.
- 5. Enter <end rec-#> and <CA> key.

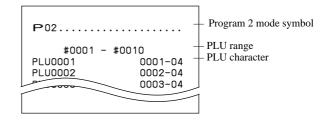


**REPORT** 

### To print the PLU descriptor

**OPERATION REPORT** 

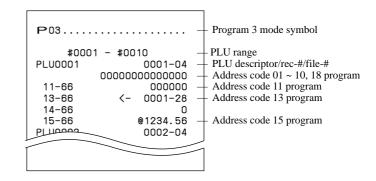
- 1. Turn to PGM mode.
- 2. Enter <6> and press <ST> key.
- 3. Enter <204> and press <ST> key.
- 4. Enter <start rec-#> and <CA> key.
- 5. Enter <end rec-#> and <CA> key.



### To print the PLU program

**OPERATION REPORT** 

- 1. Turn to PGM mode.
- 2. Enter <6> and press <ST> key.
- 3. Enter <304> and press <ST> key.
- 4. Enter <start rec-#> and <CA> key.
- 5. Enter <end rec-#> and <CA> key.



This section describes what to do when you have problems with operation.

# When an error occurs

Errors are indicated by an error codes. When this happens, you can usually find out what the problem is as illustrated below.

Press [C] and check the appropriate section of this manual for the operation you want to perform.

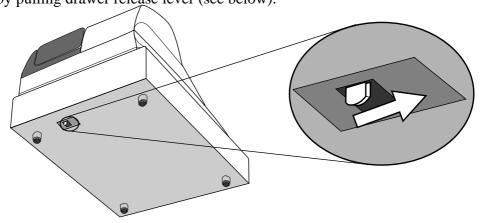
Error code	Message	Meaning	Action
E001	Wrong mode	Mode switch position changed before finalization.	Return the mode switch to its original setting and
			finalize the operation.
E003	Wrong operator	The signed on clerk differs from the clerk performed	Input correct check number or assign the proper clerk
		the tracking check registration.	number.
	Error INIT/FC	Initialization or unit lock clear operation in progress.	Complete operation.
E008	Please sign on	Registration without entering a clerk number.	Enter a clerk number.
E010	Close the drawer	The drawer is left open longer than the program time	Close the drawer.
		(drawer open alarm).	
E011	Close the drawer	Attempt to register while the cash drawer is open.	Shut the cash drawer.
E016	Change back to REG	Two consecutive transactions attempted in the refund	Switch to another mode and then back to the RF mode
	mode	mode.	for the next transaction.
E017	Enter CHK/TBL number	Attempt made to register an item without inputting a	Input a check number.
		check number.	
E018	Enter Table number	Attempt made to register an item without inputting a	Input a table number.
		table number.	
E019	Enter number of	Finalize operation attempted without entering the	Enter the number of customer.
	customers	number of customer.	
	No DEPT Link	No department linked PLU is registered.	Correct the program.
E026	Enter condiment/	No condiment/preparation PLU is registered.	Register condiment/preparation PLU.
	preparation PLU		
E029	In the tender opera-	Item registration is prohibited, while partial tender.	Finalize the transaction.
	tion		
E031	Press ST key	Finalization of a transaction attempted without	Press <subtotal>.</subtotal>
		confirming the subtotal.	
E033	Enter tendered amount	Finalize operation attempted without entering amount	Enter the amount tendered.
		tender.	
E035	Change amount exceeds	Change amount exceeds preset limit.	Input amount tendered again.
	limit		
E036	Remove money from the	Contents of the drawer exceed programmed limit.	Perform paidout operation.
	drawer		
E037	Digit or amount	High amount lock out/low digit lock out error	Enter correct amount.
	limitation over		
E038	Perform money declara	Read/reset operation without declaring cash in drawer.	Perform money declaration.
	tion	This error appears only when this function is activated.	
E040	Issue guest receipt	Attempt to register a new transaction without issuing a	Issue a guest receipt.
		guest receipt.	
E046	REG buffer full	Registration buffer full.	Finalize the transaction.
E049	CHECK memory full	Check tracking index memory full.	Finalize and close the check number currently used.
E050	DETAIL memory full	Check tracking detail memory full.	Finalize and close the check number currently used.
E051	CHK/TBL No. is occu-	Attempt to made use <new check=""> to open a new</new>	Finalize and close the check that is currently under the
	pied	check using a number that is already used for an	number that you want to use or use a different check
		existing check in check tracking memory.	number.
E053	CHK/TBL No. is not	Attempt made to use <old check=""> reopen a new check</old>	Use the correct check number (if you want to reopen a
	opened	using a number that is not used for an existing check in	check that already exists in check tracking memory) or
		check tracking memory.	use <new check=""> to open a new check.</new>
E075	Negative balance	Attempt to finalize a transaction when balance is less	Register item(s) until the balance becomes positive
	cannot be finalized	than or equal to zero.	amount.

# **Troubleshooting**

Error code	Message	Meaning	Action
E101	PLU maintenance file	Scanning PLU direct maintenance/batch maintenance	Terminate the maintenance.
	full. Press <#2> to	file becomes full.	
	exit		
E103	PLU Code is not exist.	PLU code is not existed in the file.	Enter proper PLU code.
	Input the PLU Code		
E105	PLU file full	Scanning PLU file full	Modify the designated item.
E106	Item exists in the PLU	The designated item has already existed in the	
	FILE	scanning PLU file.	
E112	Close the journal	The journal platen arm is opened.	Close the journal platen arm.
	platen arm		
E114	Close the receipt	The receipt platen arm is opened.	Close the receipt platen arm.
	platen arm		
E139	Negative balance is not	Attempt to register <-> or <cpn> when the balance</cpn>	Enter proper minus/coupon amount.
	allowed	becomes negative.	
E146	Arrangement file full	Arrangement file is full.	Set the arrangement properly.
E200	Insert RAC	RAC is set.	Set RAC.
	Illegal Format	Illegally formatted RAC	Format the RAC.
E202	File not found	The designated file is not found in the RAC.	Enter proper file name.
E205	File already exist.	Can not write, because designated file has already been	Check the operation and retry.
		in the RAC.	

### When the cash drawer does not open!

In case of power failure or the machine is in malfunction, the cash drawer does not open automatically. Even in these cases, you can open the cash drawer by pulling drawer release lever (see below).

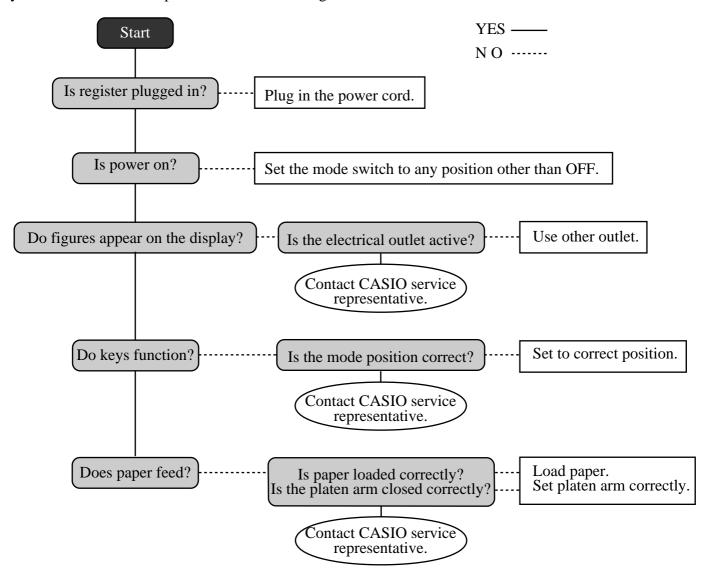


### Important!

The drawer will not open, if it is locked with a drawer lock key.

# When the register does not operate at all

Perform the following check whenever the cash register enter an error condition as soon as you switch it on. The results of this check are required by service personnel, so be sure to perform this check before you contact a CASIO representative for servicing.



# Clearing a machine lock up

If you make a mistake in operation, the cash register may lock up to avoid damage to programs and preset data. Should it happens, you can use the following procedure to clear the lock up without losing any data.

- 1 Power off the register.
- 2 Insert the PGM key in the mode switch.
- 3 Press down FEED, and turn the mode switch to PGM mode.
- 4 The display shows 0.00, then release [FEED].
- 5 Press [SUB rotal], then issue a receipt.

# In case of power failure

If the power supply to the cash register is cut by a power failure or any other reason, simply wait for power to be restored. The details of any ongoing transaction as well as all sales data in memory are protected by the memory backup batteries. (This is the reason to install the batteries.)

- Power failure during a registration
  - The subtotal for items registered up to the power failure is retained in memory. You will be able to continue with the registration when power is restored.
- Power failure during printing a read / reset report
  - The data already printed before the power failure is retained in memory. You will be able to issue a report when power is restored.
- Power failure during printing of a receipt / journal Printing will resume after power is restored. A line that was being printed when the power failure occurred is printed in full.
- Other
  - The power failure symbol is printed and any item that was being printed when the power failure occurred is reprinted in full.

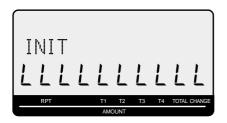
#### Important!

Once receipt / journal printing or printing of a report starts, it can be stopped only by interruption of power to the cash register.

# When the L sign appears on the display

### About the low battery indicator...

The following shows the low battery indicator.



If this indicator appears when you switch the cash register on, it can mean one of three things:

- •No memory backup batteries are loaded in the cash register.
- •The power of the batteries loaded in the unit is below a certain level.
- •The batteries loaded in the unit are dead.

#### Important!

Whenever the low battery indicator appears on the display, load a set of two new batteries as soon as possible. If there is a power failure or you unplug the cash register when this indicator appears, you will lose all of your sales data and settings.

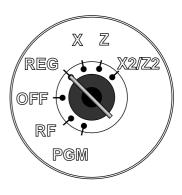
BE SURE TO KEEP THE POWER CORD OF THE CASH REGISTER PLUGGED IN WHENEVER YOU REPLACE THE BATTERIES.

# To replace journal paper



Step 1

Set the mode switch to the REG position and remove the printer cover.



Step 2

Press | JOURNAL | to feed about 20 cm of paper.



Step 6

Slide the printed journal from the take-up reel.



Step 3

Cut the journal paper at the point where nothing is printed.



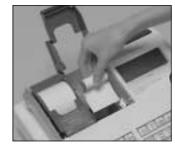
Step 7

Open the platen arm.



Step 4

Remove the journal takeup reel from its holder.



Step 8

Remove the old paper roll from the cash register.



Step 5

Remove the paper guide from the take-up reel.



Load new paper.

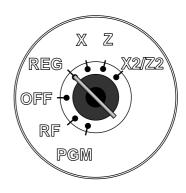
Go to the step 3 described on page 12 of this manual.

# To replace receipt paper



Step 1

Set the mode switch to the REG position and remove the printer cover.





Step 2

Open the platen arm.



Step 3

Remove the old paper roll from the cash register.

# Step 4

Load new paper.

Go to the step 3 described on page 11 of this manual.

# **Options**

### P-5880T roll paper

### WT-89 wetproof cover

The optional wetproof cover protects the keyboard from moisture damage.

Consult your CASIO dealer for details.

### **Specifications**

Input method

Entry: 10-key system, buffer memory 8 keys (2-key roll over)

Full key system Department:

Display

Main: Amount 10 digits (zero suppression); No. of repeats, total, change, transaction indicator

Descriptor 16 digits × 2 lines; item descriptor, No. of items, mode, clerk name

Customer: Amount 8 digits (zero suppression)

**Printer** 

Receipt: Thermal alpha-numeric system 24 digits, receipt on/off key

Store name or slogan is printed automatically Journal: Thermal alpha-numeric system 24 digits

Automatic take up roll winding

Paper roll:  $58 \text{ (W)} \times 80 \text{ (D)} \text{ mm}$  $0.06 \sim 0.085 \text{ mm}$ Paper thickness:

Paper feed: Separate for receipt and journal

Print speed: About 14 l/s

Listing capacity

9999999 Amount: 9999.999 Quantity: Tendered amount: 999999999 Percent: 99.99 9999,9999 Tax rate:

99999999999999 Numbers:

Chronological data

Automatic date printout on receipt or journal, automatic calendar Date print:

Time print: Automatic time printout on receipt or journal, 24-hour system/12-hour system

Alarm

Key catch tone, error alarm, sentinel alarm

**Memory protection battery** 

The effective service life of memory protection batteries (two new size AA alkaline batteries) is

approximately one year from installation into the machine.

Power supply/power consumption

See the rating plate.

**Operation temperature** 

 $0^{\circ}\text{C} \sim 40^{\circ}\text{C} (32^{\circ}\text{F} \sim 104^{\circ}\text{F})$ 

Humidity

 $10 \sim 90\%$ 

**Dimensions and weight** 

 $213 \text{mm} (H) \times 400 \text{mm} (W) \times 450 \text{mm} (D) / 10 \text{kg}$  $(8.4" (H) \times 15.7" (W) \times 17.7" (D) / 22lbs.)$ 

...with medium size drawer

		Contents				
Category	No. of Totalizers	Amount (10 digits)	No. of items (4 digits)	Count (4 digits)	No. of customers (4 digits)	Periodic Totalizer
Department	200	<b>✓</b> *1	<b>✓</b> *3			V
PLU	2000	<b>✓</b> *1	<b>✓</b> *3			
Hourly sales	24	<b>✓</b> *1			<b>✓</b> *4	
Monthly	31	<b>✓</b> *1			<b>✓</b> *4	
Clerk	30	<b>✓</b> *1			<b>✓</b> *4	
Transaction key & fix total		<b>✓</b> *1 0	or 🗸 *4 (	or 🗸 *4	or 🗸 *4	<b>V</b>
Non resettable grand sales total	1	<b>✓</b> *2				
Reset counter	8			<b>✓</b> *4		~
Consecutive No.	1			<b>✓</b> *4		

<sup>\*1: -9,999,999.99 ~ 99,999,999.99 \*2: -999,999,999.99 ~ 9,999,999,999.99 \*3: -999.99 ~ 9999.99 \*4: 1 ~ 9999</sup> 

<sup>\*</sup> Specifications and design are subject to change without notice.

Α			drawer key 20
	alphabet key 53, 54		drawer lock 20
	Australian GST 17	Ε	
Б			
В			entry restriction 64
	backlight 66		error correct 25 euro 24, 39, 65
	bottom message 26		euro 24, 39, 63
С		F	
Ŭ			feed 24
	cancel 25, 44		fixed total report 45
	CAPS key 53		flash report 80
	cash 24, 71		function key 56
	cash in drawer 45		function key report 45
	change 29	_	7 1
	character enter key 53, 54	G	
	character keyboard 53		general control program 60
	character manual input 53		grand total 45, 59
	charge 25, 38, 71		gross total 45
	check 24, 38, 71 clear 24		group report 81
	clear key 53, 54	н	
	clerk 46	••	
	clerk function 64		hash 68, 70
	clerk name 57		help 24
	clerk number 24, 46, 74		high amount limit 31, 70
	commercial message 26		high amount limitation 32
	commission 68, 70, 74		hourly report 80
	compressed print 66	ı	
	consecutive number 26, 60		individual leavement 76
	correction 42, 43		individual key report 76
	coupon 25, 50, 72		item counter 26, 61
	credit 38	J	
	credit balance 61		journal 12, 26
	currency exchange 25, 48, 63, 73		journal skip 61
	customer display 20, 22		Journal Ship O1
D		K	
_			key catch tone 61
	daily sales X 20		key function program 68
	daily sales X report 76		keyboard 20
	daily sales Z 20	L	
	daily sales Z report 45, 76	_	
	daily X report 77 daily Z report 17, 78		link 70
	date 28		local currency 39
	date set 13		logo message 26
	delete key 53, 54		low digit limitation 68, 70
	department 25, 29, 56, 68, 69, 76		
	department number 25, 30		
	department report 45		
	department shift 25, 30		
	descriptor 52		
	descriptors by list 52		
	discount 24, 36, 72		
	display 22		
	double size letter key 53, 54		
	double Z report 63		
	drawer 20		

M			receipt control 64
	machine feature program 60		receipt on/off 24
	machine number 26, 60		received on account 24, 41, 71
	magnetic plate 20		reduction 24, 37, 72
	main display 20, 22		refund 24, 40
	memory protection 10		refund mode 20
	message 57		REG mode 20
	message control 64		register mode 20
	mixed tender 38		repeat 23, 29, 34
	mode switch 20, 21		report 76
	monthly report 80		report descriptor 58
	multi tapping 54		report sample 79
	multiplication 24, 30, 34, 73		report title 45, 59
	munipheation 24, 30, 34, 73		RF mode 20, 40
N			right cursor key 54
	negative price 68, 70		roll paper 20
	net total 45		rounding 60
	no sale 25, 41	s	
	non-add 25	3	
	non-add / no sale 72		shift key 53
	non-add / no saic 72		sign off 24, 46
0			sign on 46
	OFF mode 20		single item 29, 34, 47, 68, 70
	open 25		space key 54
	open PLU 35, 68, 70		special character 59
	operator key 20		special rounding 15
	operator key 20		stand-by 20
Р			status indicator 23
	paid out 24, 41, 71		subtotal 24, 29, 72
	paper install 11		subtotal compulsory 61
	periodic sale X/Z 20	Т	
	periodic sales X report 82	•	
	periodic sales Z report 82		take-up reel 12, 20
	PGM mode 20		tax program 24
	platen 11		tax status 31, 33, 36, 37
	PLU 24, 33, 68, 69, 76		tax system 60
	PLU report 80		tax table 14
	pop-up display 20, 21		taxable status 70
	post receipt 25		thermal paper 11
	premium 25, 50, 72		time 28
	preset graphic 26, 52, 66		time set 13
	preset message 26, 52, 66		training clerk 74
	preset price 32	U	
	preset tax status 32		
	price 24		unit price 29, 31, 33
	print control 61, 62, 63, 64	٧	
	printer 20		VAT. 25 - 51
	printer cover 20		VAT 25, 51
	program backup 17	W	
	program end key 53, 54		watermark 16
	program key 20		watermark 10
	program mode 20	X	
	program report 84		X mode 20, 76
P	-		X mode 20, 70 X2/Z2 mode 20, 82
R			A2/22 mode 20, 62
	rate 36		
	receipt 11 26		

Z

Z mode 20, 76 zero skip 63 zero unit price 68, 70

