

SAM4S

SER 7000 / 7040

OPERATION MANUAL

ATTENTION

The product that you have purchased contains a rechargeable Ni-MH battery. This battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of the battery into the municipal waste system. Check with your local solid waste officials for details concerning recycling options or proper disposal.

WARNING

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



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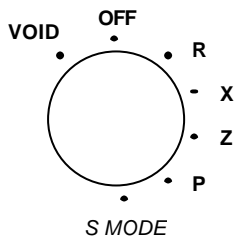
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SAM4S

GETTING STARTED

REGISTER CONTROLS – MODE LOCK



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

The SER- 7000 includes two sets of keys that can be used to access the following key lock positions.

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

DISPLAY MESSAGES

AMOUNT REQUIRED

This operation requires an amount entry.

BAD VALUE

The number entered is incorrect for the task being performed.

BUFFER FULL

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

BUFFER EMPTY

An operation has been attempted where no information exists, for example the opening of a window look up that has nothing to display, the attempt to transfer a check, which contains no information etc.

BUSY

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

BAD COMMAND

The key sequence entered is not a valid operation.

CASH DECLARATION REQUIRED

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

CASH-IN-DRAWER LIMIT EXCEEDED

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

CHECK# IS ASSIGNED AUTOMATICALLY

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

CHECK# REQUIRED!

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

CONDIMENT REQUIRED!

This PLU has been programmed to require a condiment entry.

CRC ERROR

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

DUPLICATE!

This check already exists. May also apply to secret code programming.

ANALYSIS 1/ANALYSIS 2/ANALYSIS 3

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

ENTER EMPLOYEE CODE

A registration has been attempted without entering the employee number.

DISPLAY MESSAGES

ENTER EMPLOYEE #

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

ENTER GUEST COUNT

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

ENTER SEAT#

Seat number entry is required before operation can continue.

ENTER TABLE#

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

ENTRY REQUIRED

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

ERROR

General error message, indicating mis-operation

ERROR JAM

Receipt / journal printer jammed message. Remove the paper jam.

TABLE NUMBER IN USE

The system is programmed to allow only one check number per table, and an attempt has been made to use the same table number twice.

HALO OVER!

The amount entered exceeds the programmed HALO i.e. the task exceeds the maximum amount allowed.

ILLEGAL KEY SEQUENCE

The operator has used an illegal key sequence.

IN USE!

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

INACTIVE!

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

INPUT QTY

Quantity input is required for a condiment WLU

KITCHEN PRINTER FAILURE

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

MANAGER OVERRIDE REQUIRED

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

MANAGER REQUIRED

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

DISPLAY MESSAGES

MEMORY FULL

Memory is full, whilst attempting a register sale.

NEGATIVE

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

NO CHECK #

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

NO DATA

The PLU code accessed does not exist, shown in program mode during stock entry etc. It is recommended the PLU is programmed.

NO DRAWER!

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

NO MANUAL ENTRY

Manual entry is not allowed (scale function).

NO PAPER

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

NO PLU!

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

NONADD# REQUIRED

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

NOT DISCOUNTABLE

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

NOT PROGRAMMED!

This key has not been programmed

NOT READY!

Remote printer is not ready for printing tasks, check the printer status.

NOT ZERO

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

OFF LINE!

IRC communications have gone off line, check the cable network.

OPEN DRAWER

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

P/BAL REQUIRED!

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

DISPLAY MESSAGES

PAPER END

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

RANGE OVER

The number entered is out of range.

REMOVE PAPER

Validation is complete and the paper must now be removed.

SCALE FAIL!

The register is not able to find the scale.

SCALE REQUIRED!

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

SEQUENCE ERROR!

The preceding key sequence is not allowed.

SINGLE ITEM!

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

SUBTOTAL REQUIRED

The SUBTOTAL key must be depressed before continuing.

SYSTEM ERROR

The register procedure attempted is not allowed, due to the fact the program code has not been set. For example, opening of a check or clerk, where the service mode system option has not been set to determine the register storing the sales data, correctly enter the required program codes.

TARE# REQUIRED

This PLU/scale item requires a tare (package) weight entry.

TRAY SUBTOTAL REQUIRED!

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

VALIDATION REQUIRED!

This operation requires the valid function key to be pressed to complete the compulsory settings.

WASTE REQUIRED!

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

WRONG EMPLOYEE

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

DISPLAY MESSAGES

SIGN OFF REQUIRED

In order to complete this sequence the operator must sign off from the register.

ZERO AMOUNT

The register has been programmed to not allow negative sales.

PRICE LEVEL MISMATCH

The price level attempted in the sale, is not allocated to the PLU, check the price levels set against the PLU programming

OVERRIDE NOT ALLOWED

The clerk has attempted a manual numeric entry such as manual PLU price but this has been disallowed within the system settings program option.

WRONG SEQUENCE

The attempted key sequence is incorrect

WRONG COMMAND

The attempt command sequence is invalid for this operation

WRONG FILE NUMBER

The file number accessed is incorrect, for example when sending program IRC this may be printed if two file sizes are not identical.

WRONG ITEMIZER

An attempt has been made to print a report for sales totals that do not exist, for example an attempt to print a Z2 report when only Z1 has been allocated in memory.

UNDER TENDER NOT ALLOWED

An attempt to pay the sale with a value less than the subtotal has been made against a tender key. Tender the exact amount or more than the subtotal value

OVER TENDER NOT ALLOWED

An attempt to pay the sale with a value greater than the subtotal has been made against a tender key. Tender the exact amount or less than the subtotal value

CHECK TRACKING ERROR

An attempt to access one of the four check tracking files has failed, either the service mode option, has not been set to determine which register is storing the check tracking data, or within register the check has been accessed using one check tracking file and an attempt to store against another is made.

USING

The check or clerk number is in use on another register.

PLU NOT ALLOWED

The PLU has been programmed as disallowed in the key sequence

CONDIMENT PLU NOT ALLOWED

An attempt to sell a condiment PLU without first selling the main product has been made.

NON CONDI PLU NOT ALLOWED

The last PLU sold, was programmed to enforce the sale of a condiment PLU, and the next product was not a condiment flagged item.

DISPLAY MESSAGES

FUNCTION KEY NOT ALLOWED

The function key attempted is not allowed as part of this key sequence

THIS KEY IS NOT ALLOWED

An invalid key press has been attempted

NO FUNCTION KEY

An attempt to recall a function which is not a designated function key has been made.

NO PROGRAMMABLE KEY

An attempt to re-program a fixed function key has been made

X/TIME REQUIRED

The x/time function is required during the present key sequence

TIME IN REQUIRED

The register has enforced time clock entry before registration. The time clock entry must be completed before sales can be made

SIGN ON REQUIRED

The register, requires the entry of an employee number

MEMORY NOT ALLOCATED

The file attempted to be utilised has no corresponding memory allocation.

THIS EMP RPT MUST BE CLEARED

The employee report must be reset within the Z mode position before continuing

ERROR STATUS

The program status of the attempted function or item is incorrect set, this must be re-programmed before the item can be successful used.

ERROR VALUE

The value entered is not acceptable for this procedure

ERROR SYSTEM OPTION

The programmed system options are set incorrectly for the attempted procedure. For example a check or clerk access has been attempted and the register storing the data has not been set within the service mode options.

ERROR EMPLOYEE

The employee number settings are incorrect for the attempted procedure, or an attempt to change the employee mid operation has been made.

ERROR TABLE NO

The table number entered is not valid during the present procedure, enter an alternative table number

SCALE MOTION

The attached scale, position should be checked

DISPLAY MESSAGES

OVER WEIGHT

The item currently weighed is greater than the accepted weight

UNDER WEIGHT

The item currently weighed is less than the accepted weight

PROMO NOT ALLOWED

The promotion function key has been disallowed for the current product or procedure

WASTE NOT ALLOWED

The wastage function key is not allowed during the current operation.

DECIMAL ENTRY NOT ALLOWED

The decimal function is used for multiplication entries, an attempt has been made to use the decimal key within an incorrect sequence.

SPLIT PRICING NOT ALLOWED

The multiplication key has the ability to carry out fractional entries, for split pricing, this feature is not allowed during this current operation or has been disabled

VOID MODE IS DEACTIVATED

Access to the void mode has been restricted within the program system options.

JOB CHANGE REQUIRED

The current clocked on job code, is required to be changed using the time clock entry

JOB CODE CHANGE NOT ALLOWED

The job code change attempted during the time clock procedure is not allowed

PUSH BUTTON ENTRY REQUIRED

The employee sign on has been attempted without using the EMPLOYEE 1 – 10 push button functions.

TENDERING IS NOT ALLOWED

Sale finalization using a tender key has been attempted, however the procedure is disallowed during the current operation.

OVER REGULAR HOURS PER WEEK

The employee time logged onto the system is over the predefined number of hours per week.

MUST <= LINE# PER TRANSACT

An attempt to enter the number of lines per check greater than the number of lines per transaction has been made during memory allocation programming

MUST >= LINE# PER SOFT CHECK

An attempt to enter the number of lines per transaction less than the number of lines per check has been made during memory allocation programming

DISPLAY MESSAGES

NO STOCK PLU

The product selected for stock maintenance has not been defined as an inventory PLU within the PLU status group settings

NEGATIVE CARD

It is not possible to enter a negative balance to the smartcard.

LINKED STATUS REQUIRED

The product requires a status group program setting.

RETURN TO THE X MODE

The current procedure must be finalized within X mode before changing the mode lock

ERROR – SLIP PAPER

The paper should be inserted into the external loose leaf paper printer before attempting this operation

LOCAL PRINTER REQUIRED

This procedure requires the programming of a printer physically connected to the register.

MODE ERROR

The mode lock key has been changed mid operation, return to the correct mode position

SET DATE & TIME IS DEACTIVED

The option to program the date and time has been disabled within the program settings

EMPLOYEE SHOULD BE DIFFERENT

The employee entered to complete the sequence should not be the same as the employee currently entered

TRANSFER NOT ALLOWED

The attempt to transfer a check or clerk balance is not allowed at during the present operation

REQ GALLONAGE AMOUNT

The product to be sold is programmed as a gallonage product and therefore requires the entry in gallonage format

AVAILABLE ONLY IN CHECK

The attempted operation is only available when a check number is open and in use

SPLIT THIS ITEM IS NOT POSSIBLE

Split pricing or split bill procedure has been attempted against a product which has this option disallowed

FUNCTION KEY NOT INCLUDED

The function key selected is not allowed within this operation

ERROR POST TENDER

The post tender operation allows the calculation of change for a paid sales, this feature has been disabled or operated incorrectly.

NO TRACKING DATA IN THIS REG

An attempt to clear the check tracking sales data has been made from a register which is not set within the service options to store the check tracking data

DISPLAY MESSAGES

NO TIME KEEP DATA IN HERE

An attempt to clear the employee time keeping data has been made from a register which is not set within the service options to store the time clock data

MULTIPLICATION LIMIT EXCEED

The value entered is greater than the programmed multiplication maximum limit

TAB OF FIELD 2 TOO BIG

The value entered during the programming of non PLU's (price inclusive barcodes) is incorrect.

NON PLU CODE RANGE OVER

The program value entered during non PLU's (price inclusive barcodes) has been entered incorrectly

TARE ENTRY NOT ALLOWED

The attempt to enter the weight of packaging against a product is not allowed during the current operation

MISC TEND REQUIRED

The miscellaneous tender function key is required as the next key sequence

SAME CHECK TRACK REQUIRED

The register allows the operation of four check tracking files, the opening and closing of the balance should be carried out on the same check type function key. An attempt has been made to open a balance using one check type function and closed on another.

NOT SCALEABLE PLU

Registration of a PLU not set as scalable has been made, the correct product type should be sold

EJ BUFFER FULL

The electronic journal memory of transactions, has reached the maximum limit set within the memory allocation, the report should be reset.

MUST BE START<=END IN RANGE

When entering a range, the end of the range must be greater than the starting value

RANGE OVERLAP

The range entry for reporting or programming is incorrect.

FINAL END SHOULD BE 9 OR 99

The ending value has been entered incorrectly re-enter with either a 9 or 99

NOT PLU

The key selected for the sequence is the incorrect type, re-select a PLU key

NOT WLU

The key selected for the sequence is the incorrect type, re-select a WLU key

PRINT KEY REQUIRED

During registration the print key has been pressed in order to send none kitchen print items to the order printer, press the Print key again to finalize the key sequence.

DISPLAY MESSAGES

SURCHARGE NOT ALLOWED

The sale has been restricted preventing the addition of an amount during the current procedure

DECIMAL ENTRY REQUIRED

The current sequence requires the entry of a decimal amount

SYSTEM REG# REQUIRED

The current operation must be carried out on the register set within the service option to store the check tracking / clerk interrupt and other balance data.

TRAINING EMP FILE REQUIRED

The attempt to print a training report, or access clerk training operations is not possible unless the training clerk settings have been allocated within the program mode system options

TIME IN/OUT REG# REQUIRED

The time in / out function can not be operated until the service mode settings have been programmed to determine the register storing time clock sales

CHECK TRACKING REG# REQUIRED

The check tracking function can not be operated until the service mode settings have been programmed to determine the register storing the check tracking sales

CHECK TRACKING REG# REQUIRED

The check tracking function can not be operated until the service mode settings have been programmed to determine the register storing the check tracking sales

ELECTRONIC JOURNAL INACTIVE

The electronic journal report can not be printed unless activated within the program mode

CHEQUE ENDORSEMENT REQUIRED

The cheque key has been programmed to force endorsement printing to an external printer, the cheque endorsement function must be pressed to complete the procedure

EFT TERMINAL TRANS KEY ERROR

The function programmed for credit key payment is not operational

CARD ERROR

The EFT or smartcard is not operating correctly, there is a problem with the card

PRINTER OFF LINE

The printer is powered off or out of paper, correct the problem and then select retry

KV OFF LINE

An attempt to display the sale on a kitchen video has failed, re-check the cable and settings

NO RELOCATABLE KEY

The function is not re-programmable as it is a fixed key

CLERK KEY ERROR

The clerk key lock has been mis-operated, insert the correct key or check the clerk lock.

ENFORCE ACTUAL INVENTORY

The actual stock quantity is required as compulsory during this operation

DISPLAY MESSAGES

AUTHORITY LEVEL NOT LINKED

The employee currently signed on is not set with the correct authority options

WEIGHT IS ZERO

The weight of the current item is zero, re-attempt the operation

STOCK IS NOT ZERO

The stock level of the current product is not set to zero, therefore the attempted procedure is not allowed.

CLEAR CAN NOT BE REMOVED

The function key can not be moved or re-programmed, this is a fixed key position

ENTER CAN NOT BE REMOVED

The function key can not be moved or re-programmed, this is a fixed key position

YES/NO CAN NOT BE REMOVED

The function key can not be moved or re-programmed, this is a fixed key position

THIS # CAN'T BE REMOVED

The function key can not be moved or re-programmed, this is a fixed key position

INCORRECT CODE

The value entered is not correct for the current operation, re-enter the correct value.

SOFT CHECK ONLY

This function can only be used if the memory allocation is set for soft check tracking.

INACTIVE PLU

The PLU selected has been programmed as inactive.

MUTIPLE DISC NOT ALLOWED

The system settings have been changed to disallow more than one discount per transaction

NEW CHECK OPENED

The system has opened a new check number. It is possible to use either the New check or check # function keys to create a new check

NO MORE SPLIT TENDER ALLOWED

The system has prohibited the partial payment of a sale value, using multiple tender keys.

CHECK POLE DISPLAY

The pole display connection has failed, re-check the connection

MUST MAX NON TAX ≤ BRK PNT 1

The tax programming entry for USA tax breaks has been entered incorrectly

MUST BRK PNT N ≤ BRK PNT N+1

The tax programming entry for USA tax breaks has been entered incorrectly

DISPLAY MESSAGES

NOT ALLOWED WITH OPEN ORDERS

The system program options have been set to prevent reporting when an open balance exists, close all balances before attempting the report

NOW POLLING!

The register is currently connected to the computer

INCORRECT TARE WEIGHT

The package weight (tare) has been incorrectly entered for the product

VOID PROMO FIRST

The sale consists of a promotion item, in order to void the selected product you must first void the promotional item

MULTIPLE RECEIPTS NOT ALLOWED

The system has been programmed to disallow printing of multiple post sale receipts

MIX AND MATCH ERROR

The product sold has an incorrect mix and match link, or the linked mix and match number has not been programmed

CLERK INTERRUPT ERROR

The clerk interrupt program options are incorrectly set, or an invalid register operation has been attempted

CHECK OPENED NO DATA

The check number entered has no sales data

NO CLERK BUFFER IN THIS REG

The clerk sales data are held on another register within the network as set within the service options.

NOT ALLOWED WITH OPEN CLERKS

The procedure can not be completed whilst there are sales against a clerk, finalize all outstanding sales, then print the report

NOT ENOUGH MONEY

A sale finalization has been attempted for a smart card that has insufficient funds

AMOUNT TOO BIG

The value entered to be added to the card, will reach the cards preset maximum limit

CARD NOT PRESENT

The card should be inserted in the card reader

CARD PROBLEM

The smartcard card can not be read, there is a problem with the card

WRONG PURSE

The smartcard allows two purses, one for cash balances, and one for daily allowance. There has been an attempt to write or read data from the wrong purse

CARD NOT OPEN

The smartcard information has not been recalled successfully for the sale, re-attempt the procedure

DISPLAY MESSAGES

CARD EXPIRED

The smart card currently in the reader is past the programmed expiry date. The sales will be refused until the expiry date on the card is changed or a new card is issued.

CARD HOTLISTED

An attempt to amend or use a hotlisted smart card has been made. The card must be deleted from the hot list before a successful smart card operation can be carried out.

NOT ALLOWED

The attempted sequence is invalid or has been disallowed within the program options

CARD PRESENT

There is a card in the smartcard reader, this should be removed

AUTO CUTTER PROBLEM

The receipt cutter has developed a problem, this should be repaired or turned off within the program options

RECEIPT PAPER END

A new roll should be loaded into the receipt printer

JOURNAL PAPER END

A new roll should be loaded into the journal printer

COVER OPEN

The printer cover is open, this should be closed before attempting an operation.

SAM4S

OPERATION

SELECTING MULTIPLE ITEMS

The cursor highlights the last item entered.

REG MODE	EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
L1PO1	RON REG01

Press the - or $\bar{\quad}$ keys to position the cursor on the item you wish to select. Press **ENTER**.

REG MODE	EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
L1PO1	RON REG01

Press the - or $\bar{\quad}$ keys to position the cursor on the next item you wish to select. Press **ENTER**.

REG MODE	EMPLOYEE1 001
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
TTL 24.85	
L1PO1	RON REG01

DE-SELECTING MULTIPLE ITEMS

With items selected, press
CLEAR.

REG MODE	EMPLOYEE1 001
CHK# 11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
	TTL 24.85
L1PO1	RON REG01

The cursor returns to the last
main item entered.

REG MODE	EMPLOYEE1 001
CHK# 11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL	0.00
1 STEAK DINNER	8.00
1 SHRIMP APP	3.95
1 PRIME RIB	9.95
1 ONION RING	2.95
	TTL 24.85
L1PO1	ROn REG01

PAGE UP AND PAGE DOWN

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

For example:

When an operation screen is filled with items, the view will automatically scroll so that the operator views the most current entries. The **PAGE UP** key will allow the operator to view items previously entered, but unable to be displayed at the same time on the screen.

When a program screen offers more options than can be displayed at the same time, press the **PAGE UP** and **PAGE DN** keys view the next items or the previous items accordingly

The **PAGE UP** and **PAGE DN** buttons also act as display contrast buttons. Pressing these buttons outside of a sale with the key in **R-mode** will change the contrast of the display.

REG MODE	EMPLOYEE1 001
CONTRAST LEVEL 4	
L1PO1	ROn REG01

EMPLOYEE SIGN-ON/SIGN-OFF

The system allows employees to access the system in various ways

Using an Employee button on the keyboard allocated to the correct employee

Signing on using the sequential employee code 1 – last in the file

Entering a secret code number entry

Using the optional Dallas key method

The system can be programmed with any of the above methods, if you are unsure of the current operating method please contact your system provider.

PUSH BUTTON ENTRY METHOD - STAY DOWN

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

REG MODE	EMPLOYEE1 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	RON REG01

Press the **EMP#** key to sign on.

The employee name displays.

This employee remains signed on until sign off.

REG MODE	ANNIE W 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W</div>	
L1PO1	RON REG01

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

REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	RON REG01

PUSH BUTTON - POP-UP

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

REG MODE	
ENTER EMPLOYEE CODE	
L1PO1	ROn REG01

Press the **EMP#** key to sign on.

The employee name displays.

This employee remains signed on until the transaction is complete.

REG MODE	ANNIE W 001
ANNIE W	
L1PO1	ROn REG01

Enter the transaction.

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

REG MODE	
1 PLU #12	12.00
1 PLU #12	12.00
ENTER EMPLOYEE CODE	
TTL 24.00	CASH 24.00
L1PO1	ROn REG01

CODE ENTRY METHOD - STAY-DOWN

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

REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	ROn REG01

Enter the employee number, press the **EMP#** key to sign on.

The employee name displays. This employee remains signed on until sign off.

REG MODE	ANNIE W 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W</div>	
<div style="border: 1px dashed black; padding: 5px; display: inline-block;">NOTE: The employee number does not display when entered in a sign off condition</div>	
L1PO1	ROn REG01

Press the **EMP#** key to sign off.

You cannot sign off inside of a transaction.

REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	ROn REG01

CODE ENTRY METHOD - POP-UP

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

REG MODE	
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	ROn REG01

Enter the employee number, press the **EMP#** key to sign on.

The employee name displays.

This employee remains signed on until the following transaction is complete.

REG MODE	ANNIE W 001
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W</div>	
<div style="border: 1px dashed black; padding: 5px; display: inline-block;">NOTE: The employee number does not display when entered in a sign off condition</div>	
L1PO1	ROn REG01

Enter the transaction.

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

REG MODE	
1 PLU12	12.00
1 PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
TTL 24.00	CASH 24.00
L1PO1	ROn REG01

SIGN OFF

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

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

REG MODE		
1 PLU12		12.00
1 PLU12		12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>		
TTL	24.00	CASH 24.00
L1PO1		ROn REG01

CONTINUE

The "ENTER EMPLOYEE CODE" message is displayed.

REG MODE	
1 PLU12	12.00
1 PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>	
L1PO1	R0n REG01
TTL 24.00	

TRAINING MODE - CLOCK-IN AND SIGN-ON

Training mode can be accessed in two different ways, both with an optional training mode report.

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

A single employee can be signed on in training mode. (Other employees can continue with live operations.)

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

REG MODE EMPLOYEE1 001 TRAINING	
L1PO1	R0n REG01

TIME CLOCK PROCEDURES

CLOCK-IN ENTRY

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

```
TIME IN/OUT  
#001 EMPLOYEE1  
DATE: MON 07/12/98 TIME 12:12  
  
JOB CODE: 1 MANAGER   SUMMARY  
1 MANAGER  
2 SERVER  
3 HEAD SERVER  
4 CASHIER  
5  
6  
  
L1                                ESC ENTER
```

Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.

Press **TIME CLOCK** to complete the procedure. .

```
TIME IN/OUT  
#001 EMPLOYEE1  
DATE: MON 07/12/98 TIME 12:12  
  
JOB CODE: 1 MANAGER   SUMMARY  
1 MANAGER              12:12 - :  
2 SERVER  
3 HEAD SERVER  
4 CASHIER  
5  
6  
  
L1                                ESC TIME IN/OUT
```

CLOCK OUT FOR BREAK

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

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - - :
1: OUT FOR BREAK	
2: OUT	
CLOCK OUT: 1	
L1	ESC ENTER

Type **1** (out for break) and press **ENTER**.

Press **TIME CLOCK** to complete the procedure.

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:20	
JOB CODE: 1 MANAGER	SUMMARY
	12:12 - 12:20
1: OUT FOR BREAK	
2: OUT	
CLOCK OUT:	
L1	ESC TIME IN/OUT

CLOCK IN FROM BREAK

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

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:25	
JOB CODE: 1	MANAGER SUMMARY
1	MANAGER 12:12 - 12:20
2	SERVER : - :
3	HEAD SERVER : - :
4	CASHIER : - :
5	: - :
6	: - :
	: - :
	: - :
	: - :
	: - :
L1	ESC ENTER

Select the job code by entering the digit corresponding to the job code and pressing **ENTER**, or just press **ENTER** to select the default job code.

Press **TIME CLOCK** to complete the procedure. .

TIME IN/OUT	
#001 EMPLOYEE1	
DATE: MON 07/12/98 TIME 12:25	
JOB CODE: 1	MANAGER SUMMARY
1	MANAGER 12:12 - 12:20
2	SERVER 12:25 - :
3	HEAD SERVER : - :
4	CASHIER : - :
5	: - :
6	: - :
	: - :
	: - :
	: - :
	: - :
L1	ESC TIME IN/OUT

CLOCK OUT FOR THE DAY

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

```

TIME IN/OUT
#001 EMPLOYEE1
DATE: MON 07/12/98 TIME 12:30

JOB CODE: 1 MANAGER      SUMMARY
1 MANAGER                12:12 - 12:20
2 SERVER                  12:25 -   :
3 HEAD SERVER             : - :
4 CASHIER                 : - :
5                          : - :
6                          : - :
                          : - :
                          : - :
                          : - :
                          : - :
L1                          ESC ENTER
    
```

Enter **2** (out) and press **ENTER**.

Press **TIME CLOCK** to complete the procedure.

```

TIME IN/OUT
#001 EMPLOYEE1
DATE: MON 07/12/98 TIME 12:30

JOB CODE: 1 MANAGER      SUMMARY
                        12:12 - 12:20
1: OUT FOR BREAK       12:25 - 12:30
2: OUT                  : - :
                        : - :
CLOCK OUT:2           : - :
                        : - :
                        : - :
                        : - :
                        : - :
L1                          ESC TIME IN/OUT
    
```

The DECLARE CASH TIPS window displays.

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

```

TIME IN/OUT
#001 EMPLOYEE1
DATE: MON 07/12/98 TIME 12:30
                        TIME 12:30
JOB CODE: 1 MANAGER      SUMMARY
                        19:45 - 20:20
1: OUT FOR BREAK       19:45 - 20:20
2: OUT                  19:55 - 20:20
                        DECLARE CASH TIPS
                        [ ]
                        ENTER
                        : - :
                        : - :
L1                          ESC ENTER
    
```


SAM4S

FUNCTION OPERATION

DEFAULT KEYBOARD

The 7000 factory default keyboard is shown below.

RCPT FEED	DETL FEED	RCPT ON/OFF	37	47	57	67	77	87	97	107	CLERK SIGN ON	CLERK 1	CLERK 2	CLERK 3	CLERK 4
9	18	27	36	46	56	66	76	86	96	106	CHECK#1 No.	TABLE No.	GUEST No.	CHECK# 1 HOLD	PRINT CHECK
8	17	26	35	45	55	65	75	85	95	105	MENU LEVEL 2	YES/NO	ENTER	DONE	LIST CHECK #1
7	16	25	34	44	54	64	74	84	94	104	MENU LEVEL 1	PAGE UP	UP	PAGE DOWN	PAID RECAL
6	15	24	33	43	53	63	73	83	93	103	PRICE LEVEL 2	LEFT	DOWN	RIGHT	#/No. SALE
5	14	23	32	42	52	62	72	82	92	102	PRICE LEVEL 1	CLEAR	PLU	X/TIME	RCPT ISSUE
4	13	22	31	41	51	61	71	81	91	101	REFUND ITEM	7	8	9	MISC TEND 1
3	12	21	30	40	50	60	70	80	90	100	VOID ITEM	4	5	6	CHEQ
2	11	20	29	39	49	59	69	79	89	99	RECVD MONIES	1	2	3	SUBTL
1	10	19	28	38	48	58	68	78	88	98	PAID MONIES	0	00	.	CASH

The 7040 factory default keyboard is shown below.

RCPT FEED	DETL FEED	RCPT ON/OFF ()	RCPT ISSUE	CLERK # &	MDSE RETURN -	VOID ITEM A	CANCEL B	PROMO C	WASTE D	NOT FOUND E	PRICE CHANGE F	ALPHA TEXT G	%1 H	%2 I
↑	↓	X/TIME	PLU No. /	CLEAR		J	5	K	10	L	15		RECVD MONIES M	PAID MONIES N
←	→	7	8	9		O	4	P	9	Q	14		#/NO SALE R	PAID RECALL S
PAGE UP	ENTER	4	5	6		T	3	U	8	V	13		MISC 1 W	CHQ X
PAGE DOWN	YES/NO €	1	2	3		Y	2	Z	7	SPACE	12		SBTL	
DONE	PRICE ENQ £	0	00	.		BOLD	1	CAPS	6	BACK	11		CASH	

ALPHA OVERLAY KEYBOARD

ALPHA CHARACTERS

It is possible to program characters using the keyboard layout shown below or alternatively using character codes. As default the character keyboard is used, with alpha codes selected within the system options.

The 7000 factory default keyboard is shown below.

RCPT FEED	DETL FEED	RCPT ON/OFF	-	+		{	}	:	"	=	CLERK SIGN ON	CLERK 1	CLERK 2	CLERK 3	CLERK 4
!	@	#	\$	%	^	&	*	()	-	CHECK#1 No.	TABLE No.	GUEST No.	CHECK#1 HOLD	PRINT CHECK
Q	W	E	R	T	Y	U	I	O	P	\	MENU LEVEL 2	YES/NO	ENTER	DONE	LIST CHECK# 1
A	S	D	F	G	H	J	K	L	;	'	MENU LEVEL 1	PAGE UP	UP	PAGE DOWN	PAID RECLL
Z	X	C	V	B	N	M	,	.	/	<	PRICE LEVEL 2	LEFT	DOWN	RIGHT	#/No. SALE
CAPS	SHIFT	BOLD	S	P	A	C	E	BACK	?	>	PRICE LEVEL 1	CLEAR	PLU	X/TIME	RECPT ISSUE
								:	[]	REFUND MONIES	7	8	9	MISC TEND 1
								¼	½		VOID ITEM	4	5	6	CHEQ
								€			RECVD MONIES	1	2	3	SUBTL
						£	¥	Pt	f		PAID MONIES	0	00	.	CASH

The 7040 factory default keyboard is shown below.

RCPT FEED	DETL FEED	()	&	-	A	B	C	D	E	F	G	H	I
↑	↓	X/TIME	PLU No.	CLEAR		J		K		L			M	N
←	→	7	8	9		O		P		Q			R	S
PAGE UP	ENTER	4	5	6		T		U		V			W	X
PAGE DOWN	YES/NO	1	2	3		Y		Z		SPACE				
DONE	£	0	00	.		BOLD		CAPS		BACK				

FUNCTION KEY - DEFINITIONS

NUMERIC 1 - 9

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 00

Used to reposition the double zero function anywhere on the keyboard

NUMERIC 000

Used to reposition the triple zero key pad anywhere on the keyboard

ADD CHECK

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

BACKSPACE

Used to during the alpha programming as the BACKSPACE function key

CAPS

Used to reposition the alpha programming CAPTIAL Letters function key

CASH

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

TIP DECLARE

This is used for the declaration of tips earnt by employees

SLIP

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

CHEQUE

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

CHECK CASH

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

CHECK ENDORSEMENT

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

CLEAR

Press CLEAR to clear numeric entries or error conditions

FUNCTION KEY - DEFINITIONS

CURR CONV 1 - 5

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

CURSOR DOWN

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

CURSOR LEFT

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

CURSOR RIGHT

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

CURSOR UP

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

DECIMAL

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

DELETE

A keyboard entry management key not normally required, as the DONE acts as backspace for characters and Error correct removes items when programming a WLU.

DONE

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

ANALYSIS 3

This key is used to record sales totals providing analysis on both the financial report and special hourly sales analysis report. This function can be used for example as eat in / take out changing the kitchen order printer and tax settings when this key is pressed within a sale.

ANLAYSIS 2

This key is used to record sales totals providing analysis on the both the financial report and special hourly sales analysis report. This function can be used for example as eat in / take out changing the kitchen order printer and tax settings when this key is pressed within a sale.

ANALYSIS 1

This key is used to record sales totals providing analysis on both the financial report and special hourly sales analysis report. This function can be used for example as eat in / take out changing the kitchen order printer and tax settings when this key is pressed within a sale.

EMPLOYEE # (CASHIER)

The employee number key is used to sign on the employee starting registration.

EMPLOYEE 1- 10

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

FUNCTION KEY - DEFINITIONS

ENTER

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

ERR CORRECT

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

GUEST #

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

HOLD

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

INACTIVE

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

KEYBOARD LEVEL 1 - 5

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

LIST CHECK 1 - 4

Press the List Check key to display a list of open checks for each of the four tracking types

MACRO OFF

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

MACRO P

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

FUNCTION KEY - DEFINITIONS

MACRO PAUSE

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

MACRO R

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

MACRO S

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

MACRO SET

This key is used in REG as a method of programming macros by recording the key-strokes as they are entered. Press the MACRO SET key carry out the required mode changes, key-strokes etc then press the MACRO1-40 key to finalise the sequences to that key.

MACRO VOID

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

MACRO X

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

MACRO Z

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

MACRO 1 - 40

Used to execute one of the forty possible pre-programmed key sequences, by allocating the required key and then programming the appropriate sequence. Macros can be included in a Window

MACRO CODE ENTRY KEY

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

MDSE RETURN

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

MISC TEND 1 - 16

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

MISC TEND #

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

FUNCTION KEY - DEFINITIONS

MODIFIER 1 - 10

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

NEXT RECORD

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

#/NO SALE

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

P/BAL

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

PAGE UP

This key switches between pages on the register display. Page up can be used in Window Look-Ups, programming etc. When pressing this button outside of a sale in R-mode, page up will increase the display contrast.

PAGE DOWN

This key switches between pages on the register display. Page up can be used in Window Look-Ups, programming etc. When pressing this button outside of a sale in R-mode, page down will decrease the display contrast.

PAID OUT 1 - 5

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

PAID RECALL

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

%1 - %10

Ten discount/Premium keys are available to handle various types of discounts, mark downs and adjustments to items or transactions. When smartcards are used %9, %10 are used for category discount and premiums.

PLU

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

PREVIOUS RECORD

This key is used to switch to the previous PLU entered, during programming.

PRICE INQUIRE

Used to inquire on the retail price of a product within register mode.

FUNCTION KEY - DEFINITIONS

PRICE LEVEL 1 - 20

Press a price level key prior to a PLU entry to shift the price of a PLU to a different 'price set' pre-programmed to the PLU. Each product has the ability to sell at four different prices. The prices are not fixed however at price levels 1 through to 4. The Price level can be allocated from any of the twenty to provide detailed price reporting using the PLU by price level report (if set in memory allocation). The norm for a bar is two prices normal and special offer price this requires no special programming. The terminal however can be programmed to used up to twenty price bands. For example we could have some PLUs using prices 1 – 4 representing sizes and some PLUs using prices 6 – 10. This would then representing different products types sold at different sizes; pressing the appropriate price key will sell the correct size. Then using the price level report, the analysis would show the total per product a breakdown of the price sales per product and overall sales total for all products per price level

PRINT

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

PRINT CHECK

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

PRINT HOLD

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

PROMO

Press the PROMO key to zero the price (the item remains). This can be used in 2 for 1 promotions etc. A promo count and value of discount given is shown on the financial reports.

PRINT SCREEN

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

RECEIPT ON /OFF

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

FUNCTION KEY - DEFINITIONS

RECALL CHECK 1 - 4

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

RECD ACCT 1 - 2

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

RECEIPT ISSUE

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

REPEAT

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

SCALE

Use the scale key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension. (peripheral options dependant)

SEAT#

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

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

SPLIT ITEM

When like items are consolidated in a transaction, it is possible to split the items for separate seat allocation.

SHIFT

Used to during the alpha programming to Shift to capital letters

STOCK INQUIRE

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

SPLIT PAYMENT

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

FUNCTION KEY - DEFINITIONS

STORE CHECK 1 - 4

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

SUBTOTAL

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

TABLE 1 - 4

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

TAX EXEMPT

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

TAX SHIFT 1 - 6

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

TIME IN/OUT (CLOCK IN/OUT)

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

TIP 1 - 3

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

TRANSFER CHECK 1 - 4

Used to transfer check monies on open checks from one employee to another. Not used for check numbers.

VALIDATE

Use this key to initiate a single line validation (a printer with validation capability must be connected)

TRAY SUBTOTAL (TICKET ISSUE)

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

VOID ITEM

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

WASTE

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

FUNCTION KEY - DEFINITIONS

WLU #

Used to access window look up menus by their code number or to allocated a WLU one touch button to the keyboard

X/TIME

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

PARK ORDER/SERVE ORDER

Used with the kitchen video system to control order service

KP ROUTING

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

NOFOUND PLU (NOT FOUND PLU)

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

NEW CHECK 1 – 4

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

PRICE CHANGE

This allows the pre-programmed price of an item to be changed. There are optionally programmed restrictions

SPLIT CHECK

This allows an item/items to be selected from an open check bill and transferred to alternative check number.

ALPHA TEXT

Text can be entered using this function for printing on the receipt etc.. Pressing the text key switches the keyboard in Register Mode to the alpha keyboard

CASH W/DRAW

The SER-7000 has the capabilities of linking to an EFT terminal. Cash back can be managed through the EFT terminal, this however does not amend the cash in drawer totalisers. This function key can be used to withdraw money from the cash in drawer totalisers.

ADD BALANCE

This is a smart card function used to add monies to the card.

SUB BALANCE

This is a smart card function used as the opposite of the ADD BALANCE function key used to remove monies from the current cash balance on the smart card

ADD POINTS

This is a smart card function used to manually increase the number of points on a card

FUNCTION KEY - DEFINITIONS

SUB POINTS

This is a smart card function key used to manually decrease the number of points on a card

DISPLAY CARD

This is a smart card function key used to display a card holders details. The display is definable.

PRINT CARD

This is a smart card function key used to print a card holders details. The print is definable.

REDEEM POINTS

This function is used to convert points to money, either within or outside of a transaction.

ADD HOTLIST

This is a smart card function used to mark a card as lost or stolen. The details are then placed in a hot list file, the maximum of which is set by the memory allocation. The card can be manually hotlisted using program

DEL HOTLIST

This is a smart card function used to mark a card as no longer lost or stolen. The details are then removed from a hot list file, the maximum of which is set by the memory allocation. The card can be manually Un-hotlisted by accessing this file in the program position.

OPEN CARD (ABSCENT)

This is a smart card function used to enter a smartcard sale for a customer that is either not present or does not have the card available

OUTSIDE OF SALE FUNCTIONS

TIME DISPLAY

Press **X/TIME**.

DATE: SAT 08/05/2004
TIME: 12:12:05 PM
OPERATOR:1 EMPLOYEE REG:01
V1.00UK APR.29 2004
PLU : 107/107
INIT#: 0 PFAIL# : 0

SELECTING KEYBOARD LEVELS

Levels may be set by:

Function Key

X-Mode Menu Selection

Time Control

Function key selection is shown here.

Press
KEYB LVL# 1.

L1P01

Press
KEYB LVL# 2.

L2P01

Press
KEYB LVL# 5.

L5P01

SELECTING PRICE LEVELS

Levels may be set by:

Function Key

X-Mode Menu Selection

Time Control

Function key selection is shown here.

Press
PRICE LVL# 1.

L1P01

Press
PRICE LVL# 2.

L1P02

Press
PRICE LVL# 5.

L1P05

NO SALE

Press **NO SALE**

/ NO SALE

RECEIVED ON ACCOUNT (LOAN)

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

RECD ACCT1	0.00
0.00 CASH	
0.00 CHEQUE	
0.00 MISC TEND#	
0.00 TTL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

Enter the amount of cash received; press **CASH**

Enter the amount of cheque or cheques received; press **CHEQUE**

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

RECD ACCT1	0.00
10.00 CASH	
20.00 CHEQUE	
30.00 MISC TEND#	
60.00 TTL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

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

RECD ACCT1	0.00
10.00 CASH	
20.00 CHEQUE	
30.00 MISC TEND#	
60.00 TTL	
	TTL 0.00
L1PO1	ROn REG01

PAID OUT (PICK UP)

Press the appropriate paid out key,
i.e. **P/O #1**

PAID OUT1	0.00
0.00 CASH	
0.00 CHEQUE	
0.00 MISC TEND#	
0.00 TTL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

Enter the amount of cash paid out; press **CASH**.

Enter the amount of cheque or cheques paid out; press **CHEQUE**

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

PAID OUT1	0.00
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TTL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

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

PAID OUT1	0.00
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TTL	
	TTL 0.00
L1PO1	ROn REG01

ITEM REGISTRATIONS

OPEN KEYBOARD ITEMS

Enter the amount of the item.

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

Open PLU/Item Entries Keyboard
PLU Press **PLU #1**.

Press **PLU #1**.

REG MODE	EMPLOYEE1 001
L1P01	ROn 123

REG MODE	EMPLOYEE1 001
1 PLU1	1.23
L1P01	ROn REG01
	TTL 1.23

REG MODE	EMPLOYEE1 001
1 PLU1	1.23
L1P01	ROn REG01
	TTL 1.23

REPEAT

Enter the amount of the item.

Press **PLU #1**.

Press **PLU #1** again to register the second item.

REG MODE	EMPLOYEE1 001
2 PLU1	2.46
L1PO1	ROn REG01
TTL 2.46	

MULTIPLICATION

Enter the quantity.

Press **X/TIME**.

Enter the amount of the item.

Press **PLU #1**.

REG MODE	EMPLOYEE1 001
3 PLU1	3.69
L1PO1	ROn REG01
TTL 3.69	

CODE ENTRY PLU

Enter the PLU code number.

Press **PLU**. The AMOUNT
REQUIRED prompt displays.

Enter the amount of the item.

Press **PLU**.

REG MODE	EMPLOYEE1 001
1 PLU10	1.23
L1PO1	ROn REG01
TTL 1.23	

PRESET PLU/ITEM ENTRIES

KEYBOARD PLU

Press **PLU #2**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
L1PO1	ROn REG01
TTL 2.00	

CODE ENTRY PLU

Enter the PLU code number.

Press **PLU**.

REG MODE	EMPLOYEE1 001
1 PLU11	11.00
L1PO1	ROn REG01
TTL 11.00	

ENTRY FROM A WLU

WHAT IS A WLU?

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

A WLU can be triggered by registering a PLU that is programmed to activate a WLU, by pressing a WLU function key on the keyboard that is assigned to a WLU, or

A WLU can be linked to another WLU, so that when selection(s) from the first WLU are completed, another WLU is automatically opened.

If the items in the WLU are exceeded, an arrow "▼" displays in the bottom left corner of the WLU window. Press the **PAGE DN** key to view the next items in the WLU. Press the **PAGE UP** key to view the previous 10 items in the WLU. (The "◄" indicator will display if there are items both above and below the current view; the "▲" indicator will display if you are at the bottom of the list and there are items only above the current view.)

WLU APPLICATIONS

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

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

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

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

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

PROGRAMS NOTES FOR SETTING UP WLUS

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

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

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

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

VIEWING A WLU

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

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 NION
	▼ ↑ ↓ ENT DONE
L1PO1	R0n REG01
	TTL 1.69

Press **PAGE DN** to display the remaining items of the WLU.

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	11 TOMATO
	12 LETTUCE
	13 CHEESE SAUCE
	▲ ↑ ↓ ENT DONE
L1PO1	R0n REG01
	TTL 1.69

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 ONION
	▼ - - ENT DONE
L1PO1	R0n REG01
	TTL 1.69

SELECTING A SINGLE ITEM FROM A WLU BY CURSOR SELECTION

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

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 ONION
	▼ ↑ ↓ ENT DONE
	TTL 1.69
L1PO1	R0n REG01

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 ONION
	▼ ↑ ↓ ENT DONE
	TTL 1.69
L1PO1	R0n REG01

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
MUSTARD	
	TTL 1.69
L1PO1	R0n REG01

SELECTING A SINGLE ITEM FROM A WLU BY NUMERIC SELECTION

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

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 ONION
	▼ ↑ ↓ ENT DONE
L1PO1	R0n REG01
	TTL 1.69

Type **2** (to select mustard).

Press **ENTER**. The WLU automatically closes.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
MUSTARD	
L1PO1	R0n REG01
	TTL 1.69

SELECTING MULTIPLE ITEMS FROM A WLU - CLOSING WITH THE DONE KEY

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

Press **PLU #7**.

The WLU displays with the first condiment item highlighted.

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
	1 CATSUP
	2 MUSTARD
	3 NION
	▼ - - ENT DONE
L1PO1	R0n REG01
	TTL 1.69

Type **3**.

Press **ENTER**.

(The WLU remains open.)

Press **DONE** to close the WLU.

REG MODE	EMPLOYEE1 001
1 HOT DOG	CONDIMENTS
ONION	1 CATSUP
	2 MUSTARD
	3 ONION
	▼ ↑↓ ENT DONE
L1PO1	R0n REG01
	TTL 1.69

MULTIPLICATION OF CONDIMENTS IN A WLU

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

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

REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		CHICKEN
		1 ORIGINAL
		2 CRISPY
		3 BBQ
		↑ ↓ ENT DONE X/T
INPUT QTY		
		TTL 1.69
L1PO1	ROn REG01	

Press the **-** or **↑** keys to move the cursor to the condiment you wish to select.
Enter **2**.

Press **X/TIME**.

Press **ENTER**. (The Input Qty prompt and WLU window do not clear until the total quantity set for the # of choices on the WLU are selected.)

REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		CONDIMENTS
	2 ORIGINAL	1 ORIGINAL
		2 CRISPY
		3 BBQ
		↑ ↓ ENT DONE X/T
INPUT QTY		
		TTL 1.69
L1PO1	ROn REG01	

Enter **6**.

Press **X/TIME**.

Enter **3**.

Press **ENTER**. (The Input Qty prompt and WLU window clear because the total quantity required of 8 has been fulfilled.)

REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		1.69
2	This only appears when compulsory quantity entry is programmed. The alternative is to enter the appropriate quantity when required.	
6		
		TTL 1.69
L1PO1	ROn REG01	

MULTIPLE WLUs

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

MULTIPLE WLUs

Press **PLU #9**. The potato WLU displays with the first item highlighted.

Press the - or $\bar{\text{~}}$ keys to move the cursor to an item and press **ENTER**.

The potato WLU is closed and the soup/salad WLU is opened.

Type **2** and press **ENTER** to select salad.

REG MODE	EMPLOYEE1 001
1 PRIME RIB	POTATO
	1 BAKED
	2 FRENCH FRIES
	3 HASH BROWNS
	↑ ↓ ENT DONE
	TTL 9.69
L1PO1	ROn REG01

REG MODE	EMPLOYEE1 001
1 PRIME RIB	SOUP/SALAD
BAKED	1 SOUP
	2 SALAD
	3 JUICE
	↑ ↓ ENT DONE
	TTL 9.69
L1PO1	ROn REG01

MULTIPLE WLUs CONT.

The soup/salad WLU is closed and the dressing WLU is opened.

Select dressing to complete the sequence.

REG MODE	EMPLOYEE1 001
1 PRIME RIB	DRESSING
BAKED	1 FRENCH
SALAD	2 ITALIAN
	3 BLUE CHEESE
	↑ ↓ ENT DONE
L1PO1	ROn REG01
	TTL 9.69

The dressing WLU is closed.

REG MODE	EMPLOYEE1 001
1 PRIME RIB	9.69
BAKED	
SALAD	
FRENCH	
L1PO1	ROn REG01
	TTL 9.69

PLU REGISTRATION FROM WINDOW LOOK UP (WLU)

A WLU can serve as a menu of PLUs that are not located on the keyboard. In a restaurant for example, a wine or liquor item list could be on a WLU menu to save space on the keyboard.

The capacity of a WLU is defined in memory allocation, up to 99 items per WLU. The **PAGE UP** and **PAGE DN** keys can be used to view additional WLU items in the WLU.

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

Press the PLU list WLU.

REG MODE	EMPLOYEE1 001
1 SHRIMP	LIQUOR LIST
	1 SEAGRAMS
	2 V.O.
	3 DEWARS
	TTL 4.50
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 SHRIMP CTL	LIQUOR LIST
	BUDWEISER
	7 MILLER
	8 SCHMIDTS
	▼ ↑ ↓ ENT DONE
	TTL 4.50
L1PO1	ROn REG01

PLU REGISTRATION FROM WINDOW LOOK UP (WLU)

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

REG MOD	EMPLOYEE1 001
1 SHRIMP CTL	4.50
1 LABATTS	2.75
TTL 7.25	
L1PO1	ROn REG01

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

REG MOD	EMPLOYEE1 001
1 SHRIMP CTL	4.50
AMOUNT	
TTL 4.50	
L1PO1	ROn REG01

Type the amount, press **PLU**.

REG MODE	EMPLOYEE1 001
1 SHRIMP CTL	4.50
1 OPEN LIQUOR	3.25
TTL 7.75	
L1PO1	ROn REG01

PRICE LEVEL SHIFT

The current price level can be set by an X mode option, by price level key, or automatically by the time of day or day of week. Price levels can be locked into a specific level (stay down) or they can return to a default level after being shifted to another level for a single registration (pop up). When price level keys are used, press the appropriate price shift key prior to entering the PLU. In this example, price levels are set to pop up after each item and the default level is price level 1. PLU #1 is preset at 1.00 for price level 1 and at 2.00 for price level 2.

Press PLU#1.

Press the **PRICE LVL#2** key.

REG MOD	EMPLOYEE1 001
1 PLU1	1.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">PRICE LVL2</div>	
TTL 1.00	
L1PO1	ROn REG01

Press **PLU#1**.

REG MODE	EMPLOYEE1 001
1 PLU1	1.00
1 PLU1	2.00
TTL 3.00	
L1PO1	ROn REG01

SCALE ITEMS (SCALE FEATURE NOT AVAILABLE IN ALL COUNTRIES)

It is possible to enter a manual weight, for an item.

SCALE PROGRAM NOTES:

See "P-Mode Programming-PLU Status Group" in the *Program Manual*. The following options affect each PLU linked to a PLU status group.

- ⇒ IS PLU SCALEABLE? If yes, the PLU may be registered only by multiplying a weight by the PLU.
- ⇒ AUTO SCALE ON THIS PLU? If yes, the weight on the scale will be automatically multiplied when the PLU is registered.
- ⇒ AUTO TARE# (0-20) If a tare is selected here, the preprogrammed tare weight will be subtracted from the scale weight when the PLU is registered.

See "P-Mode Programming-Function Key" in the *Program Manual* to set the Scale Key attributes:

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

AUTO TARE WEIGHT

This feature is not available in all countries please check with your system provider

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

Place the item on the scale.

Press the **SCALE** key to display the weight.

REG MODE	EMPLOYEE1 001
1.39 LBS	
L1PO1	R0n REG01

Register the open or preset PLU.

REG MODE	EMPLOYEE1 001
1.29 LBS @ 1.00	
ICE CREAM	1.29
L1PO1	R0n REG01
	TTL 1.29

MANUAL TARE WEIGHT ENTRY

Place the item on the scale.

REG MODE	EMPLOYEE1 001
1.39 LBS	
L1PO1	ROn REG01
TTL 0.00	

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

REG MODE	EMPLOYEE1 001
1.29 LBS	
L1PO1	ROn REG01
TTL 0.00	

Register the open or preset PLU.

REG MODE	EMPLOYEE1 001
1.29 LBS @ 1.00	
ICE CREAM 1.29	
L1PO1	ROn REG01
TTL 1.29	

PRINT (GRILL) KEY

The **PRINT** key allows the operator to send items to the kitchen printer. Use the **PRINT** key (or label the key GRILL) to send items that wouldn't normally go to a kitchen printer or send items that require special attention. All printer output made using the PRINT key is in addition to regular output.

To use the **PRINT** key feature, press the **PRINT** key before the first item and immediately after the last item you want to be printed for special attention. In this example, a BLT sandwich has been ordered without Mayo.

Press **PRINT**.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
<div style="border: 1px solid black; padding: 5px; display: inline-block;">PRINT</div>	
TTL 1.69	
L1PO1	ROn REG01

Enter the item and condiments or instructions.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
1 BLT	2.00
NO MAYO	
TTL 3.69	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
1 BLT	2.00
NO MAYO	
TTL 3.69	
L1PO1	ROn REG01

PROMO

The **PROMO** key allows the operator to account for promotional items (i.e. by two, get one free). This key will remove the cost of the item from the sale, but not the count. In the case of by two, get one free the count remains three items, but the customer is only charged for two.

Register the items to be sold.

REG MODE	EMPLOYEE1 001
3 HOT DOG	4.50
L1PO1	ROn REG01
TTL 4.50	

Press **PROMO**.

REG MODE	EMPLOYEE1 001
3 HOT DOG	4.50
PROMO	
PROMO	
L1PO1	ROn REG01
TTL 4.50	

Register the items to promoted.

REG MODE	EMPLOYEE1 001
3 HOT DOG	4.50
PROMO	
1 HOT DOG	-1.50
L1PO1	ROn REG01
TTL 3.00	

WASTE

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

Press **WASTE**.

REG MODE	EMPLOYEE1 001
WASTE	
	TTL 0.00
L1PO1	ROn REG01

Register the wasted items.

REG MODE	EMPLOYEE1 001
WASTE	
3 HOT DOG	4.50
	TTL 4.50
L1PO1	ROn REG01

Press **WASTE** to finalize.

REG MODE	EMPLOYEE1 001
WASTE	
3 HOT DOG	4.50
WASTE	
	TTL 4.50
L1PO1	ROn REG01

PRICE INQUIRY

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

Press **PRICE INQ**.

Enter number the PLU number,
press the **PLU** key.

REG MODE	EMPLOYEE1 001												
<table border="1"><tr><td>PRICE INQ</td><td></td><td></td><td></td></tr><tr><td>PLU #</td><td>1</td><td></td><td></td></tr><tr><td>PLU1</td><td></td><td>1.00</td><td>1.00</td></tr></table>		PRICE INQ				PLU #	1			PLU1		1.00	1.00
PRICE INQ													
PLU #	1												
PLU1		1.00	1.00										
L1PO1	ROn REG01												

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

REG MODE	EMPLOYEE1 001
1 PLU1	1.00
TTL 1.00	
L1PO1	ROn REG01

TAX SHIFT AND TAX EXEMPTION

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

In the following examples:
 Tax 1 is 5%, tax 2 is 10%
 PLU #11 is nontaxable
 PLU #12 is taxable by tax 1
 PLU #13 is taxable by tax 2
 PLU #14 is taxable by tax 1 & 2

EXCEPTING TAX FROM A TAXABLE ITEM

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

Press **PLU#12**.

REG MODE	EMPLOYEE1 001
1 PLU12 ^T X	12.00
TTL 12.60	
L1PO1	ROn REG01

Press **TAX SHIFT1**.

REG MODE	EMPLOYEE1 001
1 PLU12 ^T X	12.00
TAX SHIFT1	
TTL 12.00	
L1PO1	ROn REG01

Press **PLU#12**.

REG MODE	EMPLOYEE1 001
1 PLU12 ^T X	12.00
1 PLU12	12.00
TTL 24.60	
L1PO1	ROn REG01

ADDING TAX TO A NON-TAXABLE ITEM

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

Press **PLU#11**.

Press **TAX SHIFT1**.

Press **PLU#11**.

REG MODE	EMPLOYEE1 001
1 PLU11	11.00
1 PLU11 <input checked="" type="checkbox"/>	11.00
L1PO1	ROn REG01
TTL 22.55	

EXCEPTING TAX ON AN ENTIRE SALE

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

TAX EXCEPTION WITH TAX EXEMPT KEY

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

Press **PLU#12**.

Press **PLU#12**.

REG MODE	EMPLOYEE1 001
2 PLU12 x1	24.00
L1PO1	R0n REG01
TTL 25.20	

Press **SBTL**.

REG MODE	EMPLOYEE1 001
2 PLU12 x1	24.00
SUBTOTAL	
L1PO1	R0n REG01
TTL 25.20	

TAX EXEMPTION WITH TAX SHIFT KEYS

Press **PLU#12**.

Press **PLU#12**.

REG MODE	EMPLOYEE1 001
2 PLU12 ^T x1	24.00
L1PO1	R0n REG01
TTL 25.20	

Press **SBTL**.

REG MODE	EMPLOYEE1 001
2 PLU12 ^T x1	24.00
SUBTOTAL	
L1PO1	R0n REG01
TTL 25.20	

Press **TAX SHIFT1**.

REG MODE	EMPLOYEE1 001
2 PLU12 ^T x1	24.00
TAX SHIFT1	
L1PO1	R0n REG01
TTL 24.00	

% KEY OPERATIONS

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

Apply to a Sale or an Item

Accept an amount entry or calculate a percentage

Be positive (surcharge) or negative (discount)

Be open or preset (preset may be price or percentage, depending upon other setup)

Calculate taxes before or after the discount is applied

Allow the "do it" subtotal discount function

Enforce validation after the % key function

If the % key is preset at a set percentage, allow override of the percentage, or to allow override of the percentage in 'X' mode only

If the % key is an item discount/surcharge function, net the item total or not

If the % key is a subtotal amount function (vendor coupon), allow multiple coupons without pressing subtotal or allow only one coupon

SEAT # DISCOUNT

This pertains to soft check operations only. A subtotal discount can be given to only a specific seat number.

The %5 key is programmed as a preset (10%) discount on the entire sale, taxable by tax 1 at 6%.

Press **SBTL**.

Enter **2** (for seat # 2), press the **%5** key.

REG MODE	EMPLOYEE1 001
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1	8.00
1 STEAK S2	8.00
1 WALLEYE S3 BROILED	9.00
1 COKE S2	1.50
% 5	-0.95
	TTL 25.55
L1PO1	R0n REG01

ITEM DISCOUNTS

OPEN PERCENTAGE DISCOUNT (OR OVERRIDING A PRESET PERCENTAGE)

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

Press **PLU#2**.

Press **PLU#3**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
L1PO1	ROn REG01
TTL 5.00	

Enter **1 5 . 5** (15.5%), press the %1 key.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
% 1	-0.47
L1PO1	ROn REG01
TTL 4.53	

OPEN % KEY SURCHARGE (OR OVERRIDING A PRESET PERCENTAGE)

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

Press **PLU#2**.

Press **PLU#3**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
L1PO1	R0n REG01
TTL 5.00	

Press **SBTL**

Enter **1 5** (15%), press the %3 key.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
% 3	0.75
L1PO1	R0n REG01
TTL 5.75	

Press **CASH**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
% 3	0.75
L1PO1	R0n REG01
TTL 5.75	

SAM4S

GUEST CHECK OPERATIONS

GUEST CHECK OPERATIONS

OVERVIEW

The *SAM4S 7000* can employ a manual previous balance, hard check, or soft check system.

If manual previous balance is selected, the check balance is not saved in memory and is input manually by the operator (use the manual previous balance key).

If a hard check system is selected, only the previous balance is maintained in memory.

If a soft check system is selected, the check detail is kept in memory until the check is paid. (After a check is paid, check detail is available only through the **PAID RECALL** function, if it is implemented, or the closed check file, if it is implemented.)

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

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

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

MULTIPLE TRACKING FILES

The SAM4S 7000 allows up to 4 separate tracking files. This allows you to set up different files for guest check/table tracking, phone order tracking, drive thru tracking for multiple windows, or whatever your application requires. The number of tracking files and the total number of checks is defined in memory allocation. The method of tracking you select (hard/soft) applies to all tracking files. Because there are 4 possible tracking files, there are 4 different function keys for each of the following functions:

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

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

REG MODE				EMPLOYEE1 001	
T (1)	C#	G#			
6	10	2	EMPLOYEE 1201	5.00	
6	11	2	EMPLOYEE 1230	9.00	
L1PO1		ROn REG01			

Tracking File # is indicated

OF GUESTS

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

MANUAL PREVIOUS BALANCE

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

Although not commonly used, the *SAM4S 7000* has the capability of manual previous balance operations. Manual previous balance means that the balance amount is entered through the numeric keypad. New items entered are added to the previous balance and the new balance is computed when the transaction is finalized.

FUNCTION KEY NOTES:

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

This not stored in memory and is allowed only when the system does not employ any tracking operations (STORE/RECALL 1-4 are not used).

Any of the four STORE 1-4 keys may be used to service the transaction.

OPENING A CHECK

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

REG MODE	EMPLOYEE1 001
P/BAL	0.00
L1PO1	ROn REG01
TTL 0.00	

Enter items.

REG MODE	EMPLOYEE1 001
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
L1PO1	ROn REG01
TTL 5.00	

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

REG MODE	EMPLOYEE1 001
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
SERVED	
L1PO1	ROn REG01
TTL 5.00	

ADDING TO A CHECK

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

REG MODE	EMPLOYEE1 001
P/BAL	5.30
L1PO1	R0n REG01
TTL 5.30	

Enter items.

REG MODE	EMPLOYEE1 001
P/BAL	5.30
1 PLU4	4.00
1 PLU5	5.00
L1PO1	R0n REG01
TTL 14.30	

Press STORE #1.

REG MODE	EMPLOYEE1 001
P/BAL	5.30
1 PLU4	4.00
1 PLU5	5.00
SERVED	
L1PO1	R0n REG01
TTL 14.30	

PAYING A CHECK CONT.

Press **CASH**, or

Enter amount and press **CASH**,
or

Press **CHEQUE** or

Enter amount and press **CHECK**,
or

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

Enter amount and press
MISC TEND1.

REG MODE	EMPLOYEE1 001
P/BAL	14.84
TTL 14.84	CASH 20.00 CHANGE 5.16
L1PO1	ROn REG01

Note: If tender is less than balance, press **STORE #1** to finalize.

HARD CHECK POSTING

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

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

RECALLING A HARD CHECK

Depending on the method used

Enter check number, press
CHECK #, or

Enter table number,

press TABLE #.

Note that the previous balance is
displayed.

REG MODE			EMPLOYEE1 001
C1	/T	6/G	2
P/BAL			0.00
			TTL 0.00
L1PO1	ROn REG01		

SOFT CHECK POSTING

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

BEGINNING A CHECK

Depending upon how programmed:
Enter check number, press one of the Recall Check functions, i.e. **RECALL #1**, or

Press **RECALL #1** to automatically assign a check number, or

Enter the table # and press the appropriate Table # function, i.e. **TABLE 1**. (Note: If the recall function is set as "assigned by register", then a check number will be assigned automatically when the table is input.)

Optional:

Enter table number, press **TABLE 1**.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			0.00	
L1PO1		R0n	REG01	TTL 0.00

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			0.00	
L1PO1		R0n	REG01	TTL 0.00

BEGINNING A CHECK CONT.

Optional:

Enter number of guests, press
GUEST #.

REG MODE			EMPLOYEE1 001
C1	/T	6/G 2	
P/BAL		0.00	
			TTL 0.00
L1PO1	ROn REG01		

Enter items.

REG MODE			EMPLOYEE1 001
C1	/T	6/G 2	
P/BAL		0.00	
1 PLU4			4.00
1 PLU5			5.00
			TTL 9.00
L1PO1	ROn REG01		

Press the appropriate Store

Check function, i.e.
STORE #1.

REG MODE			EMPLOYEE1 001
C1	/T	6/G 2	
P/BAL		0.00	
1 PLU4			4.00
1 PLU5			5.00
SERVED			
			TTL 9.00
L1PO1	ROn REG01		

ADDING TO A CHECK

Check Method:

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

Table Method:

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

If Multiple Check are open for the Table the checks will be listed:

Press the - or = keys to select the check you wish to open.

Press **ENTER**.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
1 PLU4			4.00
1 PLU5			5.00
			TTL 9.00
L1PO1	ROn REG01		

REG PAYMENT			
6	10	2	EMPLOYEE 1201 5.00
2	11	2	EMPLOYEE 1205 9.00
			TTL 9.00
L1PO1	ROn REG01		

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			9.00
			TTL 9.00
L1PO1	ROn REG01		

ADDING TO A CHECK CONT.

Enter items.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			9.00	
1 PLU2				2.00
1 PLU3				3.00
				TTL 14.00
L1PO1		R0n	REG01	

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			9.00	
1 PLU2				2.00
1 PLU3				3.00
SERVED				
				TTL 14.00
L1PO1		R0n	REG01	

PAYING A CHECK

Check Method:

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			14.00	
				TTL 14.00
L1PO1	ROn REG01			

Table Method:

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			9.00	
				TTL 14.00
L1PO1	ROn REG01			

PAYING A CHECK CONT.

If Multiple Check are open for the Table the checks will be listed:

Press the - or ^ keys to select the check you wish to open.

REG MODE	EMPLOYEE1 001
6	10 2 EMPLOYEE 1201 5.00
2	11 2 EMPLOYEE 1230 14.00
L1PO1	ROn REG01

Press **ENTER**.

REG MODE	EMPLOYEE1 001
C1	/T 6/G 2
P/BAL	14.00
	TTL 14.00
L1PO1	ROn REG01

Optional:

Press **SBTL**.

REG MODE	EMPLOYEE1 001
C1	/T 6/G 2
P/BAL	14.00
	SUBTOTA
	TTL 14.00
L1PO1	ROn REG01

Press **CASH**, or

Enter amount and press **CASH**.

REG MODE	EMPLOYEE1 001
C1	/T 6/G 2
P/BAL	14.00
TTL 14.00	CASH 14.00
L1PO1	ROn REG01

or,

PAYING A CHECK CONT.

Press **CHECK**, or

Enter amount and press **CHECK**

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			14.00
TTL 14.00		CHECK 10.00	AMT DUE 4.00
L1PO1	ROn REG01		

or,

Optional:

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			14.00
TIP1		2.00	
TTL 14.00			
L1PO1	ROn REG01		

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

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			14.00
TIP1			2.00
TTL 16.00		MISC 16.00	
L1PO1	ROn REG01		

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

SEAT # ASSIGNMENT

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

To separate orders by individuals so that orders are identified by individual on kitchen requisitions

To facilitate separate payments.

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

ENFORCED SEAT # ENTRY

When seat # is enforced, it is enforced for each main item.

Seat # is not required for condiments.

Items are displayed as they are entered.

The seat number is displayed to the right of each main item.

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

REG MODE			EMPLOYEE1 001
C1	/T	6/G	2
ENTER SEAT #			
L1PO1	ROn	REG01	TTL 0.00

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

REG MODE			EMPLOYEE1 001
C1	/T	6/G	2
SEAT #1			
L1PO1	ROn	REG01	TTL 0.00

ENFORCED SEAT # ENTRY CONT.

Enter main item and condiments.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
1	STEAK S1			10.00
				TTL 10.00
L1PO1	ROn REG01			

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
1	STEAK S1			10.00
<input type="text" value="SEAT #2"/>				
				TTL 10.00
L1PO1	ROn REG01			

Enter the next item and its' condiments.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
1	STEAK S1			10.00
1	SEAFOOD S2			10.00
				TTL 20.00
L1PO1	ROn REG01			

CHANGING THE SEAT # ON A PREVIOUSLY ENTERED ITEM

Move cursor to the item you wish to change

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1	STEAK S1	10.00	
1	SEAFOOD S2		10.00
			TTL 20.00
L1PO1	ROn REG01		

Press **SEAT #**.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1	STEAK S1	10.00	
1	SEAFOOD S2		10.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER SEAT #</div>			
			TTL 20.00
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1	STEAK S3	10.00	
1	SEAFOOD S2		10.00
			TTL 20.00
L1PO1	ROn REG01		

OPTIONAL SEAT # ENTRY

When seat # is not compulsory, press the - or ^ keys to select a main item (not a condiment). Press **SEAT #**, then enter a seat number for that item.

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1			9.00
	BROILED			
1	COKE S1			1.50
				TTL 26.50
L1PO1	ROn REG01			

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

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1			9.00
	BROILED			
1	COKE S1			1.50
				TTL 26.50
L1PO1	ROn REG01			

Press **SEAT #**.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
2	STEAK S1			16.00
1	WALLEYE S1			9.00
	BROILED			
1	COKE S1			1.50
				TTL 26.50
L1PO1	ROn REG01			

ENFORCED SEAT # ENTRY CONT.

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

REG MODE	EMPLOYEE1 001
C1 /T 6/G 2	
2 STEAK S1	16.00
1 WALLEYE S2 BROILED	9.00
1 COKE S1	1.50
L1PO1 ROn REG01	TTL 26.50

SPLITTING CONSOLIDATE ITEMS FOR SEAT ASSIGNMENT

When like items are consolidated, press the **SPLIT ITEM** key to separate items for separate seat assignment. When a single item is shared between two or more seats, press the **SPLIT ITEM** key to share the cost of that item.

Press the - key to select items that are consolidated on the screen.

REG MODE		EMPLOYEE1 001	
C1	/T	6/G	2
2	STEAK S1		16.00
1	WALLEYE S2		9.00
	BROILED		
1	COKE S1		1.50
			TTL 26.50
L1PO1	ROn REG01		

Press **SPLIT ITEM**.

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

REG MODE		EMPLOYEE1 001	
C1	/T	6/G	2
1	STEAK S1		8.00
1	STEAK S1		8.00
1	WALLEYE S2		9.00
	BROILED		
1	COKE S1		1.50
			TTL 26.50
L1PO1	ROn REG01		

PAYMENT BY SEAT NUMBER

Press **SBTL**.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1	STEAK S1		10.00
1	SEAFOOD S2		10.00
SUBTOTAL			
			TTL 20.00
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
	SEAT1		10.00
	SEAT2		10.00
TTL 20.00			
L1PO1	ROn REG01		

Press the - or $\bar{\quad}$ keys as necessary to select a different seat. Note that the taxes and the total for the seat are displayed when it is selected.

If you wish to pay more than one seat, select the first seat, press **ENTER**, select another seat, press **ENTER**. Both seats will be highlighted and the total of both displayed.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
	SEAT1		10.00
	SEAT2		10.00
TTL 20.00			
L1PO1	ROn REG01		

PAYMENT BY SEAT NUMBER CONT.

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

Continue to pay each seat until the check is paid, or service the check after one or more seats are paid. The paid items will be removed from the soft check when it is reopened.

REG MODE		EMPLOYEE1 001
C1	/T 6/G 2	
SEAT1		10.00
SEAT2		10.00
TTL	10.00	CASH 10.00
L1PO1		ROn REG01

HOLD/PRINT HOLD

This feature is used in a table service restaurant. It prevents kitchen printer /KVS instructions from being sent immediately after items are registered and stored.

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

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

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

Automatically select held items when a check is recalled, Yes or No. (This flag is to facilitate printing of held items.)

Display warning to operator that check(s) have held items when employee finalizes any check, Yes or No.

REGISTER AND HOLD AN INDIVIDUAL ITEM

Enter the item.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
1 STEAK DINNER			8.00
			TTL 8.00
L1PO1	ROn REG01		

Press **HOLD**.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
H	1 STEAK DINNER		8.00
			TTL 8.00
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
T(1) C# G# TIME #HELD ITEM			
2	11	2 12:12	1
			TTL 8.00
L1PO1	ROn REG01		

REGISTER AND HOLD MULTIPLE ITEMS

Register multiple items.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
1 PRIME RIB			9.95
1 ONION RING			2.95
TTL			24.85
L1PO1	ROn REG01		

Press the - or ^ keys to position the cursor on the item you wish to hold. Press **ENTER**. (The item is selected.)

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
1 PRIME RIB			9.95
1 ONION RING			2.95
TTL			24.85
L1PO1	ROn REG01		

Press the - or ^ keys to position the cursor on the next item you wish to hold. Press **ENTER**. (The item is selected.)

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
1 PRIME RIB			9.95
1 ONION RING			2.95
TTL			24.85
L1PO1	ROn REG01		

REGISTER AND HOLD MULTIPLE ITEMS CONT.

Press **HOLD** to apply hold status to the selected items.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
H	1 STEAK DINNER		8.00
	1 SHRIMP APP		3.95
H	1 PRIME RIB		9.95
	1 ONION RING		2.95
			TTL 24.85
L1PO1	ROn REG01		

PRINT ALL HELD ITEMS

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
H	1 STEAK DINNER		8.00
	1 SHRIMP APP		3.95
H	1 PRIME RIB		9.95
	1 ONION RING		2.95
			TTL 24.85
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
	1 STEAK DINNER		8.00
	1 SHRIMP APP		3.95
	1 PRIME RIB		9.95
	1 ONION RING		2.95
			TTL 24.85
L1PO1	ROn REG01		

PRINT AN INDIVIDUAL ITEM

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
H 1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
H 1 PRIME RIB			9.95
1 ONION RING			2.95
			TTL 24.85
L1PO1	ROn REG01		

Press the - or ^ keys to position the cursor on the item you wish to print.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
H 1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
H 1 PRIME RIB			9.95
1 ONION RING			2.95
			TTL 24.85
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
H 1 STEAK DINNER			8.00
1 SHRIMP APP			3.95
1 PRIME RIB			9.95
1 ONION RING			2.95
			TTL 24.85
L1PO1	ROn REG01		

DISPLAY WARNING TO OPERATOR

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

REG MODE					EMPLOYEE1 001
T#(1)	C#	G#	TIME	#HELD	ITEM
2		11	2 10:18	1	
1		12	2 19:35	2	

L1PO1 ROn REG01

Press the - or ^ keys to select a check. Then press **ENTER** to open the selected check. Press any other key to remove warning message.

REG MODE					EMPLOYEE1 001
T#(1)	C#	G#	TIME	#HELD	ITEM
2		11	2 10:18	1	
1		12	2 19:35	2	

L1PO1 ROn REG01

LIST CHECK

Sign on a employee.
Press LIST CHECK.
Press the - or ^ keys to select a specific check.
Press **ENTER** to open the selected check,

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

REG MODE		EMPLOYEE1 001			
T#(1)	C#	G#	SERVER	TIME	BALANCE
6	10	2	ANNIE W	1201	10.01
6	11	2	ANNIE W	1230	5.00

L1PO1 ROn REG01

REPEAT

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

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			0.00
1 STEAK			10.00
1 SEAFOOD			10.00
SERVED			
			TTL 20.00
L1PO1	ROn REG01		

Recall the Check.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			20.00
SERVED			
			TTL 20.00
L1PO1	ROn REG01		

Enter new items. When the first items is entered, a line displays separating old from new items. If items are the same, they are not consolidated.
 Press the appropriate store check key, i.e. **STORE CHECK 1**.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
P/BAL			20.00
1 BEER			2.00
1 WINE			2.50
SERVED			
			TTL 24.50
L1PO1	ROn REG01		

REPEAT CONT.

Recall the Check.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			24.50	
				TTL 24.50
L1PO1		ROn	REG01	

Press **REPEAT**. Note that new items are consolidated are shown separately
 Press the appropriate store check key, i.e. **STORE CHECK 1**.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			24.50	
1 BEER				2.00
1 WINE				2.50
SERVED				
				TTL 29.00
L1PO1		ROn	REG01	

Recall the Check. Repeated items are now consolidated.

REG MODE				EMPLOYEE1 001
C1	/T	6/G	2	
P/BAL			24.50	
				TTL 29.00
L1PO1		ROn	REG01	

TABLE NUMBER CHANGES

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

Recall a check by entering a table or check number.

REG MODE		EMPLOYEE1 001
C1	/T 6/G 2	
P/BAL		0.00
1 PLU2		2.00
1 PLU3		3.00
		TTL 5.00
L1PO1	ROn REG01	

Enter a new table number by entering the number and pressing the **TABLE #** key.

Continue with the transaction by adding items, accepting payment or servicing.

REG MODE		EMPLOYEE1 001
C1	/T 6/G 2	
P/BAL		0.00
1 PLU2		2.00
1 PLU3		3.00
		TTL 5.00
L1PO1	ROn REG01	

COMBINE CHECKS / TRANSFER CHECKS

Press the **ADD CHECK** key.
Sign on a employee.

ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
EMPLOYEE1					
L1PO1			RON		
0.00					TTL 0.00

Enter the table # or check # of the first check.

ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
6	10	2		1201	9.00
L1PO1			ROn	REG01	
					TTL 9.00

Enter the table # or check # of the next check
If transferring enter the number of the check to be transferred to if the check does not exist it will be automatically opened.

ADD CHECKS FOR PAYMENT					
T#	C#	G#	EMP	TIME	BALANCE
6	10	2		1201	9.00
6	11	2		1230	5.00
L1PO1			ROn	REG01	
					TTL 14.00

EMPLOYEE CHECK MOVEMENT CONT.

To transfer a single check, select **ONE CHECK**. The list check screen displays.

Press the - or ^ keys to select a specific check.

Press **ENTER** to transfer the selected check, or press **DONE** to abort the transfer procedure.

TBL#(1)	CHECK#	G#	SERVER	TIME	BALANCE
6	10	2	ANNIE W	1201	10.01
6	11	2	ANNIE W	1230	5.00

TIPS PAID

A separate TIPS PAID key is provided to enter charge tips paid out. The amount paid out to each employee is recorded on the employee (clerk/cashier) report.

Press the CHARGE TIPS PAID key.

TIP PAID	
07/12/1999 MON	
EMPLOYEE	# 001
TIP PAID OUT	0.00
L1PO1	R0n REG01

Enter the employee file number and press **ENTER**.

TIP PAID	
07/12/1999 MON	
EMPLOYEE	# 001
TIP PAID OUT	0.00
L1PO1	R0n REG01 ENTER DONE

Enter the tip amount and press **ENTER**.

TIP PAID	
05/07/1999 FRI	
EMPLOYEE	# 001
TIP PAID OUT	0.00
L1PO1	R0n REG01 ENTER DONE

TIPS PAID CONT.

Continue to enter tips for other employees or press DONE to exit the Charge Tip Paid screen.

TIP PAID	
07/12/1999 MON	
EMPLOYEE	# 001
TIP PAID OUT	0.00
L1PO1	R0n REG01 ENTER DONE

CASH TIP DECLARE

If the employee time keeping feature is used, the operator is prompted to enter cash tips when clocking out. The CASH TIP DECLARE key can be used to enter cash tips when the time keeping feature is not used.

Sign on the employee.
Press the CASH TIP DECLARE
key.

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

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

TIP DECLARE
08/11/98 WEDNESDAY
EMPLOYEE # 001
TIP PAID OUT 1.00
L1 ENTER DONE

AUTO CHECK NUMBER GENERATION

The SAM4S 7000 offers four distinct tracking files. It is possible to use the tracking files for different purposes within the same system. For example, (in a restaurant) one tracking file could be used for check/table tracking, another for phone in orders, and a third for drive through orders. The function keys RECALL CHECK # 1-4 are used to open or recall balances. The function keys STORE CHECK 1-4 are used to finalize and store balances.

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

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

AUTO CHECK NUMBER STORE

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

Enter items.

REG MODE	EMPLOYEE1 001
1 HAMB	2.00
1 CHICK NUG	3.00
TTL 5.00	
L1PO1	ROn REG01

REG MODE	EMPLOYEE1 001
C1 /T 6/G 2	
1 HAMB	2.00
1 CHICK NUG	3.00
SERVED	
TTL 5.00	
L1PO1	ROn REG01

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

AUTO CHECK NUMBER RECALL

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1 HAMB			2.00
1 CHICK NUG			3.00
			TTL 5.00
L1PO1	ROn REG01		

Add or void items as necessary.

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1 HAMB			2.00
1 CHICK NUG			3.00
1 COKE			1.00
			TTL 6.00
L1PO1	ROn REG01		

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

REG MODE	EMPLOYEE1 001		
C1	/T	6/G	2
1 HAMB			2.00
1 CHICK NUG			3.00
1 COKE			1.00
			TTL 6.00
TTL 6.00	CASH 6.00		
L1PO1	ROn REG01		

SAM4S

MISCELLANEOUS OPERATIONS

FUNCTION KEY WLU

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

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

Press the function key WLU.

REG MODE	EMPLOYEE1 001
1 HOT DOG	DISCOUNTS
	1 % 10
	2 % 15
	3 OPEN SALE DISC
	4 10% ITEM
	5 15% ITEM
	↑ ↓ ENT
L1PO1	R0n REG01
	TTL 1.69

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
% 10	0.17
L1PO1	R0n REG01
	TTL 1.52

FUNCTION KEY WLU CONT.

Or, if the function requires an entry (i.e. #3, OPEN SALE DISCOUNT), a prompt will display.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
<input type="text" value="ENTRY"/>	
L1PO1	R0n REG01
TTL 1.69	

Enter the value required (i.e. 33 for 33% discount, press **ENTER**).

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.69
% 10	-0.56
L1PO1	R0n REG01
TTL 1.13	

(NON-ADD) KEY

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

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
NON-ADD NO.	123456
L1PO1	R0n REG01
	TTL 2.00

CHEQUE TENDER

Enter items.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00	
L1PO1	ROn REG01

Press **CHEQUE**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00	CHECK 5.00
L1PO1	ROn REG01

or,

Enter amount tendered and press **CHEQUE**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00	CHECK 1000 CHANGE 5.00
L1PO1	ROn REG01

CHEQUE CASHING

A function key is available for cashing checks.

Enter amount, press the
CHEQUE CASH key.

REG MODE	EMPLOYEE1 001
CHECK CASH	
CHECK 10.00	CHANG 10.00
L1PO1	ROn REG01

MISC (CHARGE) TENDER

Enter items.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL	
5.00	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00 MISC 5.00	
L1PO1	ROn REG01

or,

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

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00 MISC 10.00 CHANGE 5.00	
L1PO1	ROn REG01

PRESET TENDER

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

SPLIT TENDER

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

Enter items.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 5.00	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 PLU3	3.00
TTL 5.00 CASH 1.00	AMT DUE 4.00
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 3.00 MISC 1.00	AMT DUE 3.00
L1PO1	ROn REG01

SPLIT TENDER CONT.

Enter amount, press the last partial tender (5 CHEQUE).

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TTL 3.00	CHECK 5.00 CHANGE 2.00
L1PO1	ROn REG01

EFT TERMINAL PAYMENT

Press the appropriate MISC TEND programmed as EFT

The display shows
CHECK SIGNATURE

When the
TRANSACTION SUCCESSFUL
Message appears please CL/ESC
to continue

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
TRANSACTION SUCCESSFUL	
TTL 5.00	MISC 5.00
L1PO1	ROn REG01

SPLIT PAYMENT

Recall the Check.

REG MODE	EMPLOYEE1 001
CHK#	100/TBL# 2/GST# 0/EMPLOYEE1
P/BAL	9.00
TTL 9.00	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001				
CHK#	100/TBL# 2/GST# 0/EMPLOYEE1				
P/BAL	9.00				
<table border="1"> <tr> <td>PAYMENT</td> <td>1 OF 2</td> </tr> <tr> <td>AMT DUE</td> <td>4.50</td> </tr> </table>		PAYMENT	1 OF 2	AMT DUE	4.50
PAYMENT	1 OF 2				
AMT DUE	4.50				
TTL 9.00					
L1PO1	ROn REG01				

Enter the payment for the first segment, press the appropriate tender key (**5 0 0 CASH** in this example).

The display indicates the first payment and prompts for the second payment.

REG MODE	EMPLOYEE1 001				
CHK#	100/TBL# 2/GST# 0/EMPLOYEE1				
P/BAL	9.00				
<table border="1"> <tr> <td>PAYMENT</td> <td>2 OF 2</td> </tr> <tr> <td>AMT DUE</td> <td>4.50</td> </tr> </table>		PAYMENT	2 OF 2	AMT DUE	4.50
PAYMENT	2 OF 2				
AMT DUE	4.50				
TTL 4.50	CASH 5.00 CHANGE 0.50				
L1PO1	ROn REG01				

TRAY SUBTOTAL / TICKET ISSUANCE CONT.

Enter additional items.

REG MODE	EMPLOYEE1 001
1 PLU4	4.00
1 PLU5	5.00
TTL 9.00	PBAL 5.00
L1PO1	ROn REG01

Press TRAY SUBTL.

REG MODE	EMPLOYEE1 001
TTL 0.00	PBAL 14.00
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 PLU4	4.00
1 PLU5	5.00
TTL 14.00	CASH 14.00
L1PO1	ROn REG01

POST-FINALIZATION PROCEDURES

PAID ORDER RECALL

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

Press **PAGE UP**, **PAGE DN** or the - or = keys to view the entire recalled transaction.

Press **RECEIPT** if necessary to print a recalled transaction.

Press **CLEAR** to exit.

RECEIPT ISSUE

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

VALIDATE

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

SAM4S

ERROR CORRECTIONS

CORRECTIONS

CLEAR

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

REG MODE	EMPLOYEE1 001	
L1PO1	R0n	465

Press **CLEAR**.

REG MODE	EMPLOYEE1 001	
L1PO1	R0n	0.00

ERROR CORRECT

Register an item.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
L1PO1	ROn REG01
TTL 2.00	

Press ERR CORR.

REG MODE	EMPLOYEE1 001
L1PO1	ROn REG01
TTL 0.00	

VOID ONE OF MULTIPLE ITEMS

PLU#2.

PLU#2.

PLU#3.

REG MODE	EMPLOYEE1 001
2 PLU2	4.00
1 PLU3	3.00
L1PO1	ROn REG01
TTL 7.00	

Press CLEAR.

Press VOID.

Press PLU#2.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
1 PLU3	3.00
L1PO1	ROn REG01
TTL 5.00	

VOID ITEM WITH CONDIMENTS

Enter Items.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 MED COKE	1.00
L1PO1	ROn REG01
TTL 2.00	

Press CLEAR.

Press VOID.

Press HOT DOG.

REG MODE	EMPLOYEE1 001
1 MED COKE	1.00
L1PO1	ROn REG01
TTL 1.00	

VOID MULTIPLE ITEMS WITH DIFFERENT CONDIMENTS

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

Enter Items.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 HOT DOG	1.00
CATSUP	
1 MED COKE	1.00
TTL 3.00	
L1PO1	ROn REG01

Press CLEAR.

Press VOID.

Press HOT DOG.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 MED COKE	1.00
TTL 2.00	
L1PO1	ROn REG01

CURSOR VOID (USING CURSOR UP & CURSOR DOWN)

Enter Items.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 HOT DOG	1.00
CATSUP	
1 MED COKE	1.00
TTL 3.00	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 HOT DOG	1.00
CATSUP	
1 MED COKE	1.00
TTL 3.00	
L1PO1	ROn REG01

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

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 MED COKE	1.00
TTL 2.00	
L1PO1	ROn REG01

CANCEL

Note This option can be authority restricted using the program features

Enter Items.

REG MODE	EMPLOYEE1 001
1 HOT DOG	1.00
MUSTARD	
1 HOT DOG	1.00
CATSUP	
1 MED COKE	1.00
L1PO1	ROn REG01
TTL 3.00	

Press **CANCEL**.

REG MODE	EMPLOYEE1 001
CANCEL	
L1PO1	ROn REG01
TTL 0.00	

TRANSACTION VOID

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

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

The diagram shows a terminal screen with a black border. At the top center, there is a rectangular box containing the text "ENTER TIME:". Below this box, a callout box with a black border contains the text "This is an optional programmable feature". An arrow points from the bottom-left corner of the callout box to the bottom-left corner of the "ENTER TIME:" box. Below the "ENTER TIME:" box, the text "L1" is on the left and "X/TIME" is on the right. A horizontal line separates this section from the main screen content. Below the line, "VD MODE" is on the left and "EMPLOYEE1 001" is on the right. At the bottom of the screen, "L1PO1" is on the left and "ROn REG01" is on the right.

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

MERCHANDISE RETURN

Press **PLU #2**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
L1PO1	ROn REG01
TTL 2.00	

Press **MDSE RTRN**.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
MDSE RETURN	
L1PO1	ROn REG01
TTL 2.00	

Enter item to be returned.

REG MODE	EMPLOYEE1 001
1 PLU2	2.00
-1 PLU7	-1.00
L1PO1	ROn REG01
TTL 1.00	

SAM4S

SMART CARD OPERATION

ADD BALANCE / SUBTRACT BALANCE

Both functions operate in the same way, the Add balance will add monies to the smart card, whilst the subtract balance will remove monies from the card monies

Insert the card into the reader.

Enter the value to be added, press the **ADD BALANCE** key

Press the method of finalisation that the customer is to pay for the monies addition.

Sample Receipt

ADD BALANCE	£5.00
CASH	£5.00

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	150
POINTS ACCURED	50
LOYALTY BALANCE	100
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£15.00

ADD POINTS

The purpose of this key is to allow manual addition of points outside of a transaction to the card loyalty points balance

Insert the card into the reader.

Enter the number of points
Press the **ADD POINTS** key

Sample receipt	
ADD POINTS	60

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	600
POINTS GAINED	60
LOYALTY BALANCE	660
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£10.00

SUBTRACT POINTS

The purpose of this key is to allow manual subtraction of points outside of a transaction to the card loyalty points balance.

Insert the card into the reader.

Enter the number of points
Press the **SUB POINTS** key

Sample Receipt	
SUBTRACT POINTS	-60

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	660
POINTS GAINED	-60
LOYALTY BALANCE	600
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£10.00

DISPLAY CARD

The purpose of this key is to allow the operator to display on-screen, the current card settings.

Insert the card into the reader.

Press the **DISPLAY CARD KEY**

Sample Display	

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
REFERENCE	1234
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD	£50.00
BALANCE	
OLD LOYALTY	660
BALANCE	
POINTS GAINED	-60
LOYALTY BALANCE	600
OLD CASH	£10.00
BALANCE	
CURRENT CASH	£10.00
BALANCE	

PRINT CARD

The purpose of this key is to allow the operator to print on the receipt printer the current card settings.

Insert the card into the reader.

Press the **PRINT CARD KEY**

Sample Receipt	

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD	£50.00
BALANCE	
OLD LOYALTY	660
BALANCE	
POINTS GAINED	-60
LOYALTY BALANCE	600
OLD CASH	£10.00
BALANCE	
CURRENT CASH	£10.00
BALANCE	

REDEMPTION OUTSIDE OF A SALE

The purpose of this key is to transfer the points accrued on the card to monies available to spend

Insert the card into the reader.
Press the **REDEMPTION KEY**

NOTE:- It is assumed the card is linked to Smartcard group 1. Which has set Redeem multiplier = 3 Also that the MONIES GAIN FOR EACH POINT is set to 0.01p

Sample Receipt	
REDEMPTION	-50
TOTAL	<u>£1.50</u>
ADDITIONAL CASH	<u>£1.00</u>

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	100
POINTS GAINED	-50
LOYALTY BALANCE	50
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£11.50

REDEMPTION AS SALE PAYMENT

The purpose of this key is to transfer the points accrued on the card to monies available to spend during a sale

Carry out the sale as normal
Inset the card in the reader
Press the **SUBTOTAL** key
Press the **REDEMPTION** key
Enter the value of Points
Press the card tender key

Note if the points do not equal the sale total continue with the tender

Sample Receipt	
REDEMPTION	-50
TOTAL	<u>£1.50</u>
ADDITIONAL CASH	<u>£1.00</u>

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	100
POINTS GAINED	-50
LOYALTY BALANCE	50
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£11.50

SMARTCARD PAYMENT

This allows a card transaction to take place, increase the points, decreasing the cash and apply any applicable smart card category.

Sell Product 1
 Sell Product 2 of Product 2
 Press the **Smartcard** tender

Note :- It is assumed that
 POINT1 in the PLU is set to 10
 per #1.00
 POINT2 in the PLU is set to 20
 per #1.00
 Also that the card is linked to
 smart card
 group 1 with % Discount set to
 10% and
 points multiplier = 2
 → optional printing
 → optional printing

Sample Receipt	
PLU 1	£1.00
2 x PLU 1 @ 1.00	£2.00
PLU 2	£2.00

TOTAL	£5.00
% DISCOUNT	£0.50
CASH	4.50

ADDITIONAL POINTS	70
REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	660
POINTS GAINED	140
LOYALTY BALANCE	800
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£5.50
BIRTHDAY TODAY	
SIGNATURE.....

PRINT / DISPLAY CARD

The purpose of this key is to allow the operator to print on the receipt the current card settings.

Insert the card into the reader

Press the **PRINT CARD** key

Note The display card will show
 the same information on screen

Sample Receipt	

REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	660
POINTS ACCURED	-60
LOYALTY BALANCE	600
OLD CASH BALANCE	£10.00
CURRENT CASH	£10.00
BALANCE	

HOT LIST CARD / UN HOT LIST CARD

These functions add or remove cards from the hot list, allowing the disabling of lost or stolen cards.

Insert the card into the reader

Press the **HOT LIST** or
UnHOTLIST key

Sample Receipt

Card Hotlisted 1234

ABSENT CARD

It is possible to record a smartcard sale when the card is not present

Sell Product 1

Sell Product 2 of Product 2

Press the **SUBTOTAL** key

Press the **ABSCENT** key

Enter the card number

Press the **Smartcard** key

Sample Receipt

PLU 1	£1.00
2 x PLU 1 @ 1.00	£2.00
PLU 2	£2.00

TOTAL	£5.00
% DISCOUNT	£0.50
CASH	4.50

ADDITIONAL POINTS	70
REFERENCE	1234
YCR DISTRIBUTION IN THE UK	
DATE OF BIRTH	22/01/01
CATEGORY	GOLD :1
MAX CARD BALANCE	£50.00
OLD LOYALTY BALANCE	660
POINTS GAINED	140
LOYALTY BALANCE	800
OLD CASH BALANCE	£10.00
CURRENT CASH BALANCE	£5.50

BIRTHDAY TODAY

SIGNATURE.....

SAM4S

X-MODE

X-MODE MANAGER MENU



MANAGER OPERATION

It is possible to restrict functions as manager control only, enforcing a mode lock key turn before the operation is allowed, this provides security control for the feature.

MANAGER CONTROL OF FUNCTIONS INSIDE OF A SALES TRANSACTIONS

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

MANAGER CONTROL OF FUNCTIONS OUTSIDE OF A SALES TRANSACTION

If manager control is required to access a function inside of a sale, the message "MANAGER REQUIRED" will display when the function is attempted. Turn the key to the X position, select "1 MANAGER OPERATION" to perform the restricted function, then return the key to the register key position. The indicator MGR will display in the lower left portion of the display when the register is in manager operation

X-MODE REPORTS MENU

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

X-REPORTS

REPORT#:
ENTER REPORT NUMBER AND
PRESS ENTER
PRESS ENTER TO VIEW THE
REPORT LIST

X-REPORT LIST

- 1 **FINANCIAL**
- 2 SALES BY TIME PERIOD
- 3 ALL PLUS
- 4 FROM/TO PLUS
- 5 PLUS BY GROUP
- 6 PLUS BY SELECTED GROUP
- 7 TOP 20 PLUS

TRAINING MODE

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

TRAINING	OFF
	ON
ESC ENTER	

SET DATE AND TIME

The current Date and Time is programmed in this section

SET DATE & TIME	
1. TIME: (00:00-23:59)	01:00
2. DATE: THU	<u>01-01-</u>
1999	
3. DATE PRINT:	MMDDYY
ESC ENTER - - - ®	

CASH DECLARATION

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

CASH DECLARATION	
CASH	0.00
CHEQUE	0.00
MISC TEND	0.00
TOTAL	0.00
CASH CHQ MSC DONE	0.00

KEYBOARD AND PRICE LEVEL

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

KEYBOARD & PRICE LEVEL	
KEYBOARD LEVEL: (1-5)	1
PRICE LEVEL: (1-20)	01
ESC DONE ENTER - ^	

TIME CLOCK EDIT

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

DAILY TIME CLOCK EDIT

Daily time entries can be amended for each operator

TIME CLOCK EDIT DAILY				
#001 NIGEL HART				
DATE: FRIDAY 7/10/98				
IN	OUT	BRK	JOB#	JOB
NAME				
	19:45	- 22:30	1	001 MANAGER

WEEKLY TIME CLOCK EDIT

The hours worked for the each employee can be amended for each employee

TIME CLOCK EDIT WEEKY			
#001 NIGEL HART			
MANAGER	2:45	REG	0.00 OT
	0:00	REG	0.00 OT
	0:00	REG	0.00 OT
	0:00	REG	0.00 OT
ESC DONE ENTER - -			

EDIT INVENTORY ITEM

The system allows products to be linked to recipes, when sold the recipe will be checked and the ingredient stock will be updated. The ingredient stock can be entered using the following screen to enter deliveries, wastage etc.

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

- Product Mix - Usage reporting of outers and units sold
- Recipes and Ingredients – Stock control of components making up a saleable product
- PLU Stock – Stock control of saleable products

EDIT INVENTORY ITEM	
SOUP	£ 0.500
ACTUAL INVENTORY	00000.000
RECEIPT	00000.000
TRANSFER IN	00000.000
TRANSFER OUT	00000.000
ESC DONE ENTER - -	

ACTUAL INVENTORY

This is the field for entering the current stock holding

RECEIPT

This is the field for entering the quantity delivered

TRANSFER IN

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

TRANSFER OUT

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

RAW WASTE

This is the field for entering wastage of items

EDIT PLU STOCK

PLU stock is a simple inventory system where each whole unit PLU activity subtracts a value of "1" from the stock counter.

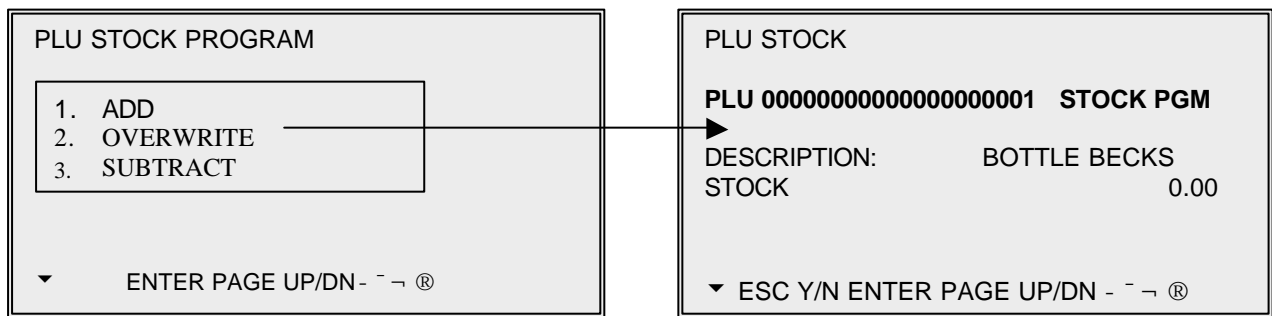
The quantity modifier and stock link PLU programming can be used to link together two products so stock is reduced from one item with decimal quantity reduction if required.

PLU stock applies only to PLUs that are assigned to a PLU status group with the Stock PLU? Setting set to Y

This menu option can be restricted to a specific employee using the authority levels.

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

- Product Mix - Usage reporting of outers and units sold
- Recipes and Ingredients – Stock control of components making up a saleable product
- PLU Stock – Stock control of saleable products



STOCK MENU

ADD

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

SUBTRACT

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

OVERWRITE

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

DRAWER ASSIGNMENT

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

DRAWER ASSIGNMENT PROGRAMMING

EMPLOYEE 1
CURRENT DRAWER ASSIGNMENT 0-2
**NOTE: IF ASSIGNMENT IS SET TO 0, THEN
ONLY POSTING TO A TRACKING FILE IS
ALLOWED CHECKS PAID AND/OR CASH**

ESC Y/N ENTER PAGE UP/N - - - ®

SEND DATA To / RECEIVE FROM CARD

The cash register, has the ability to use a smart card reader for customer loyalty points and bonus schemes. The audit of those transactions, and relevant operating information is stored in the reader. This file can be collected to or sent from the PC

SEND DATA TO CARD

The computer will have sent a file to the register, containing such information as which cards are hotlisted etc. Using this menu option, this information is then sent to the Smartcard terminal, ensure that any hotlisted card will not be accepted in register.

RECEIVE DATA FROM CARD

The sales audit transaction is stored in the card reader, then read back to the register using this option, prior to PC collection.

SAM4S

Z-MODE

Z-MODE REPORTING

The Z mode is used for the display and printing of reports, all information is reset at this stage.

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

Z-REPORTS

```
Z-REPORTS

REPORT#:
ENTER REPORT NUMBER AND
PRESS ENTER
PRESS ENTER TO VIEW THE
REPORT LIST
```

```
Z-REPORT LIST

1 FINANCIAL
2 SALES BY TIME PERIOD
3 ALL PLUS
4 FROM/TO PLUS
5 PLUS BY GROUP
6 PLUS BY SELECTED GROUP

▼ ESC ENTER PAGE UP/DN - -
```

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

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

SAM4S

SAMPLE REPORTS

REPORT LIST

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

Financial Report

FINANCIAL REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00

NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00

TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
.....		
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	

AVERAGE	000.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Sales By Time Period

SALES BY TIME PERIOD REPORT			
X1 REPORT		0003	
TIME PERIOD	#/CUSTOMERS		TOTAL
08:00 - 09:00	3	11.54	
09:00 - 10:00	15	186.82	
11:00 - 12:00	6	7.99	
TOTAL	38	355.07	
EMPLOYEE:	DEBI BARTON		#01
TIME 09:03		NO.000000	

PLU

ALL PLUS

FROM/TO PLUS

PLUS BY GROUP

PLUS BY GROUP FOR SELECTED GROUP

TOP 20 PLUS

PLU ZERO SALES

PLU ZERO SALES BY GROUP

PLU SALES BY PRICE LEVEL

Whole unit reporting if there is no Total/Counter capacity varies by memory

PLU REPORT			
X1 REPORT		0003	
ITEM	PROMO	WASTE	USAGE PLU %
PLU#	GROUP	COUNT	TOTAL
HAMBURGER		1 2	6 50.00%
0000000000000001	01	3	3.00
CHEESE BURGER		1 4	8 50.00%
0000000000000001	01	3	3.00
TOTAL	2	6 14	6.00
	6		
EMPLOYEE:	DEBI BARTON		#01
TIME 09:03		NO.000000	

Employees

INDIVIDUAL EMPLOYEE

EMPLOYEE CURRENTLY SIGNED ON

ACTIVE EMPLOYEE

EMPLOYEE REPORT		
X1 REPORT		0003
EMPLOYEE #0001 DEBI BARTON		
DESCRIPTOR	COUNT	TOTAL
NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00

CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	

AVERAGE	000.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Group

GROUP REPORT			
X1 REPORT		X1 0003	X2 0001
# GROUP	COUNT	TOTAL	%
01 DESCRIPTOR	000000	00000000.00	0.00
02 DESCRIPTOR	000000	00000000.00	0.00
GROUP TOTAL	000000	00000000.00	
EMPLOYEE:	DEBI BARTON		#01
TIME 09:03		NO.000000	

Drawer Totals

DRAWER TOTALS REPORT		
X1 REPORT		X1 0003 X2 0001
CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
MISC TEND 5	00.00	000.00
MISC TEND 6	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

Labour Groups

LABOUR GROUPS REPORT		
X1 REPORT	X1 0003	X2 0001
<u>DESCRIPTOR</u>		<u>HOURS</u>
COUNTER HELP		0.00
KITCHEN STAFF		0.00
MANAGER		0.00
TOTAL TIME WORKED		0.00
AVG. DAILY LABOR COST		\$00.00
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Sales and Labour %

SALES AND LABOUR % REPORT		
X1 REPORT	X1 0003	X2 0001
00:00 - 01:00		
01:00 - 02:00		
CUST:	0 NET SALES	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR\$/CUST:		00.00
SALES/MANHOURL:		000.00

TOTAL		
CUST:	0 NET SALES:	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR\$/CUST:		00.00
SALES/MANHOURL:		000.00
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Daily Sales

DAILY SALES REPORT		
X1 REPORT	X1 0003	X2 0001
DAY	COUNT	TOTAL
1	3	11.54
2	15	186.82
3	6	7.99
13	1	2.40
17	13	146.82
TOTAL	38	355.07
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Groups By Time Period

Reporting for each time period and each group.

GROUPS BY TIME PERIOD REPORT			
X1 REPORT	X1 0003	X2	
0001			
TIME PERIOD	CUST	TOTAL	AVG/TRANS
00:00 - 01:00	9999	999999999.99	99.99
	<u>COUNT</u>	<u>TOTAL</u>	
GROUP 1	999999.99	999999999.99	
GROUP 2	999999.99	999999999.99	
GROUP 3	999999.99	999999999.99	
GROUP 4	999999.99	999999999.99	
GROUP 5	999999.99	999999999.99	
GROUP 6	999999.99	999999999.99	
GROUP 7	999999.99	999999999.99	
GROUP 8	999999.99	999999999.99	
TIME PERIOD	CUST	TOTAL	AVG/TRANS
01:00 - 02:00	9999	999999999.99	99.99
	<u>COUNT</u>	<u>TOTAL</u>	
GROUP 1	999999.99	999999999.99	
GROUP 2	999999.99	999999999.99	
GROUP 3	999999.99	999999999.99	
GROUP 4	999999.99	999999999.99	
GROUP 5	999999.99	999999999.99	
GROUP 6	999999.99	999999999.99	
GROUP 7	999999.99	999999999.99	
GROUP 8	999999.99	999999999.99	
EMPLOYEE:	DEBI BARTON	#01	
TIME 09:03	NO.000000		

Analysis 1 By Time Periods

EAT-IN BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2
0001		
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Analysis 2 By Time Periods

ANALYSIS 2 BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Analysis 3 By Time Periods

ANALYSIS 3 BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2
0001		
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Track By Time Periods

- Track 1 By Time Periods
- Track 2 By Time Periods
- Track 3 By Time Periods
- Track 4 By Time Periods

TRACK 1 BY TIME PERIODS REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Open Check

- Open Check For Track 1
- Open Check For Track 2
- Open Check For Track 3
- Open Check For Track 4
- Open Check For Selected Employee
- Open Check For Current Employee
- Open Check For Track 1,2,3,&4

OPEN CHECK FOR TRACK 1 REPORT					
X1 REPORT	X1 0003	X2 0001			
TBL#	CHECK#	G#	EMPLOYEE	TIME	BAL
1	100	2	STEVE	11:11	999.99
TOTAL					9999.99
EMPLOYEE:	DEBI BARTON	#01			
TIME 09:03	NO.000000				

Product Mix

PRODUCT MIX REPORT				
X1 REPORT		X1 0003 X2 0001		
PRODUCT/TIME	UNIT#PC	COUNT	TOTAL	
BOTTLE BECKS (CASE)				
00:00-05:59	0001#084	204	222.36	
00:00-15:59	0001#084	204	222.36	
00:00-23:59	0001#084	204	222.36	
TOTAL	0005#012	612	667.08	
EMPLOYEE:		DEBI BARTON	#01	
TIME 09:03		NO.000000		

Product Projections

PRODUCT PROJECTIONS REPORT						
X1 REPORT		X1 0003 X2 0001				
PRODUCT PROJECTIONS WED						
BOTTLE BECKS (CASE)						
TIME	WEEK1	WEEK2	WEEK3	WEEK4	AVG	
06:00-07:59	5	5	5	5	5	
08:00-08:29	10	20	30	40	25	
08:30-08:59	0	0	0	700	175	
09:30-09:59	0	0	68	1	17	
TOTAL	15	25	103	746	222	
EMPLOYEE:		DEBI BARTON	#01			
TIME 09:03		NO.000000				

Station Totals

Prints for each register in an IRC configuration.

STATION REPORT		
X1 REPORT		X1 0003 X2 0001
REG# 01:	<u>COUNT</u>	<u>TOTAL</u>
NET SALES	999999.99	99999999.99
GROSS SALES	999999.99	99999999.99
DRAWER 1	999999.99	99999999.99
DRAWER 2	999999.99	99999999.99
DRAWER 3	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Time Keeping

DAILY TIME KEEPING

DAILY TIME KEEPING REPORT			
X1 REPORT		X1 0003 X2 0001	
EMP#	SSN NAME	TIPS	
0001	123456789 ANNIE	00.00	
	12:00 - 13:00	MANAGER	
	13:00 - 14:00	SERVER	
MANAGER	1.00 REG	0.00 OT	
SERVER	1.00 REG	0.00 OT	
TOTAL REG	2.00 HR	14.00 CST	
TOTAL LBR	2.00 HR	14.00 CST	

MANAGER			
REG	1.00 HR	8.00 CST	
TOTAL LBR	1.00 HR	8.00 CST	
SERVER			
REG	1.00 HR	6.00 CST	
TOTAL LBR	1.00 HR	6.00 CST	

TOTAL			
REG	2.00 HR	14.00 CST	
OT	0.00 HR	0.00 CST	
TOTAL LABOR	2.00 HR	14.00 CST	
TOTAL TIPS	0.00		
EMPLOYEE:	DEBI BARTON	#01	
TIME 09:03	NO.000000		

GROUPS BY EMPLOYEE

GROUPS BY EMPLOYEE		
X1 REPORT		X1 0003 X2
0001		
EMPLOYEE 1		
	<u>COUNT</u>	<u>TOTAL</u>
GROUP 1	999999.99	99999999.99
GROUP 2	999999.99	99999999.99
GROUP 3	999999.99	99999999.99
GROUP 4	999999.99	99999999.99
GROUP 5	999999.99	99999999.99
GROUP 6	999999.99	99999999.99
GROUP 7	999999.99	99999999.99
GROUP 8	999999.99	99999999.99
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Shift Report

Complete Financial Reporting is available for each of 4 possible shifts. Shifts can be changed automatically at a set time or manually.

SHIFT REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00

NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	00.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00

GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
MISC TEND 5	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	

AVERAGE	000.00	
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03	NO.000000	

Inventory

An example of the inventory report follows:

INVENTORY REPORT		
X1 REPORT	X1 0003	X2 0001
CONSOLIDATED 01-02		
INV #002 BURGER		
BEGINING INVENTORY		1000.00
RECEIPTS		100.00
TRANSFER INS		25.00
TRANSFER OUTS		10.00
RAW WASTE		-5.00
THEORETICAL USAGE		110.00
SHELF COUNT		1000.00
ACTUAL USEAGE		112.00
ENDING INVENTORY		998.00
VALUE OF INVENTORY		2245.50
VARIANCE +/-		-2.00
VARIANCE COST		-4.50

NET SALE		1376.15
FOOD COST		312.00
VALUE OF INVENTORY		2245.50
VARIANCE COST		-4.50
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

INVENTORY DEFINITIONS

BEGINNING INVENTORY

The Beginning Quantity as entered in P-mode (inventory - register begin quantity), for the first report. Additional reports will get the begin quantity from the END value from the last "Z" reset report.

RECEIPTS

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

TRANSFER IN

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

TRANSFER OUT

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

RAW WASTE

The Raw Waste Quantity as entered in Xmode (inventory - edit inventory item - daily edit/period edit).

THEORETICAL USAGE

The Theoretical Use Quantity. =[(PROMO+WASTE+SOLD (ITEM/PLU Report)] * [COUNT (RECIPE TABLE)]

SHELF COUNT

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

ACTUAL USEAGE

The Actual Use Quantity. =[(BEGIN)+(RECPT)+(TR/IN)-(TR/OUT)-(RAW WASTE)-(SHELF)]

ENDING INVENTORY

The Ending Quantity. If no actual inventory quantity is entered in X-mode. END=[(BEGIN)+(RECPT)+(TR/IN)-(TR/OUT)-(RAW WASTE)-(T.USE)]. If an actual inventory quantity is entered in X-mode. END=[(BEGIN)+(RECPT)+(TR/IN)-(TR/OUT)-(RAW WASTE)-(A.USE)]

VALUE OF INVENTORY

The Value of inventory items on hand. VALUE=[(END)*(COST)]

VARIANCE +/-

The Variance +/-. VR+/- =[(T.USE)-(A.USE)]

VARIANCE COST

The Variance Cost. V.CST=[(VR+/-)*(COST)]

FOOD COST

The Food Cost. FDCST=[(A.USE)*(COST)]

PLU STOCK

PLUs designated as stock PLUs (see PLU Status Group Programming) will appear on this report.

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

PLU STOCK BY GROUP

Further stock reporting formats are available

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
BOTTLE BEERS		
TOTAL		1234
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

ELECTRONIC JOURNAL

This terminal has a very sophisticated analysis on journal reporting. All information can be selected by individual transaction type to be stored and reported extracted as required i.e. all Cash Transactions, VOIDS etc

CASH TRANSACTIONS
CHECK TRANSACTIONS
MISC TEND TRANSACTIONS
TRANSACTIONS WITH %
RECD ACCT & PAID OUT
RETURN TRANSACTIONS
WITH ERROR CORRECTS & VOIDS
NO SALES
CANCEL TRANSACTIONS
TRANSACTIONS WITH NEGATIVE
REPORTS
PROGRAM SCANS
CHECK TRACKING
CLERK INTERRUPT
PAY BY POINTS

- All cash sales made during normal operation
- All check sales made during normal operation
- All Miscellaneous tender operations made during normal operation
- All sales containing a discount or premium operation
- All received on account or Paid out sales transactions
- All Merchandise Return sales transactions
- All Transactions containing an error correct or voids.
- All Transactions containing no sale operations.
- All Register Mode cancelled transactions
- All Transactions with negative product sales.
- All Read & Reset reports which are printed
- All Program scans which are printed.
- All sales registered for open checks.
- All sales containing clerk interrupt balances
- All sales where Smartcard payment by points has been used.

FOOD COST

FOOD COST REPORT		
X1 REPORT		0003
BURGER	PRICE \$	1.95
PLU# 01234567890123456		
USAGE COUNT		28
ITEM COST		1.200
USAGE COST		33.60
SALES COUNT		28
NET SALES		54.60

STEAK	PRICE	11.95
PLU#01234567890123456		
USAGE COUNT		105
ITEM FOOD COST		2.250
USAGE COST		236.25
SALES COUNT		105
NET SALES		1254.75

TOTAL FOOD COST		269.85
TOTAL SALES COUNT		133
NET SALES TOTAL		1309.35
EMPLOYEE:	DEBI BARTON	#01
TIME 09:03		NO.000000

DEFINITIONS

USAGE COUNT

(SALES COUNT + PROMO COUNT + WASTE COUNT)

ITEM FOOD COST

COMBINED COST OF ALL INGREDIENTS\RECIPIES ASSOCIATED WITH THE ITEM.

USAGE COST

(USAGE * ITEM FOOD COST)

SALES COUNT

(SALES COUNT)

NET SALES

(SALES COUNT * PRICE)

SHELF COUNT

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

