



SAMSUNG SPS 1000

OPERATION MANUAL

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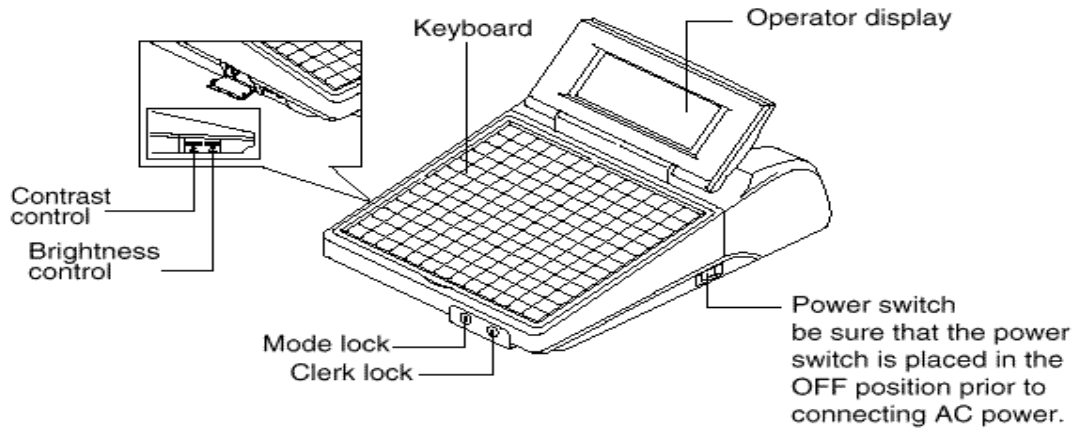
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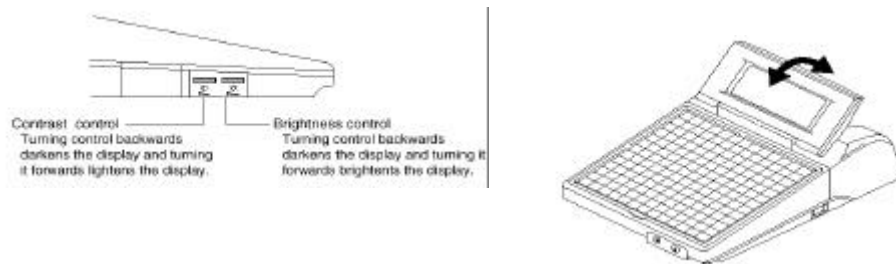
GETTING STARTED

REGISTER CONTROLS – DISPLAY

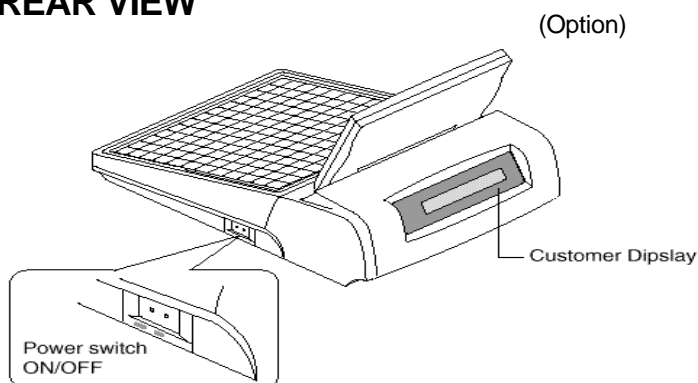
FRONT VIEW



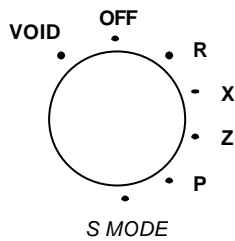
DISPLAY ADJUSTMENTS



REAR VIEW



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

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

DISPLAY MESSAGES

AMOUNT REQUIRED

This operation requires an amount entry.

BAD VALUE

The number entered is incorrect for the task being performed.

BUFFER FULL

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

BUSY

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

CASH DECLARATION REQUIRED

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

CASH-IN-DRAWER LIMIT EXCEEDED

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

CHECK KEY POSITION

The key lock is in the wrong position.

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.

DISPLAY MESSAGES

ANALYSIS 1?/ANALYSIS 2?/ANALYSIS 3?

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

ENTER EMPLOYEE CODE

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

ENTER GUEST COUNT

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

ENTER SEAT#

Seat # entry required before operation can continue.

ENTER TABLE#

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

ENTRY REQUIRED

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

ERROR

General error message.

ERROR JAM

Receipt / journal printer jammed message.

GALLON AMOUNT REQUIRED

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

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.

DISPLAY MESSAGES

INACTIVE!

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

INPUT QTY

Quantity input is required for a condiment WLU

KITCHEN PRINTER FAILURE

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

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.

MEMORY FULL

Memory is full.

NEGATIVE

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

NO CHECK #

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

NO DATA

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

NO DRAWER!

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

NO MANUAL ENTRY

Manual entry is not allowed (scale function).

NO PAPER

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

DISPLAY MESSAGES

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, product is not available for discounting.

NOT PROGRAMMED!

This key has not been programmed

NOT READY!

Remote printer is not ready for printing tasks.

NOT ZERO

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

OFF LINE!

IRC communications have gone off line.

OPEN DRAWER

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

OVERRIDE NOT ALLOWED

X-Mode override is not allowed for this operation.

P/BAL REQUIRED!

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

PAPER END

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

RANGE OVER

The number entered is out of range.

REMOVE PAPER

Validation is complete and the paper must now be removed.

DISPLAY MESSAGES

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

Normal Operation error.

TARE# REQUIRED

This PLU/scale item requires a tare weight entry.

TRAY SUBTOTAL REQUIRED!

This prompt appears while in a TRAY SUBTOTAL transaction. The operator must first press the TRAY

SUBTOTAL key before pressing any tender keys.

VALIDATION REQUIRED!

This operation requires validation to complete the compulsory settings.

WASTE REQUIRED!

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

WRONG EMPLOYEE

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

ZERO AMOUNT

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

DISPLAY MESSAGES

NOT ENOUGH MONEY

A sale has been finalised for a smart card, which has insufficient funds on the card.

AMOUNT TOO BIG

An attempt to add monies to a card has failed due to the fact the sum entered exceed the maximum balance for the card.

CARD EXPIRED

The smart card currently in the reader is past it's 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.

OPERATION SEQUENCES

OPERATOR DISPLAY

CURSOR CONTROL (- ⏮ ⏭ ®)

The Cursor Control (- ⏮ ⏭ ®) keys are used to select an item (on operation screens or WLUs) or a field (on program screens).

SELECTING AN ITEM

The cursor on the screen is the highlighted item. On the register mode screen, the last item entered is always selected. The CURSOR UP (-) or CURSOR DOWN (⏭) keys may be used to select a different item for an action (such as void or split item). In the case of a WLU the first item of the WLU is automatically selected when the WLU is first displayed.

The last item entered is selected.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	HOT DOG CATSUP	1.69
1	MED COKE	1.00
		TOTAL 2.69
L1PO1	R0n	REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	HOT DOG CATSUP	1.69
1	MED COKE	1.00
		TOTAL 2.69
L1PO1	R0n	REG01

SELECTING MULTIPLE ITEMS

The cursor highlights the last item entered.

07/12/99 12:12 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
		TOTAL 24.85
L1PO1	ROn REG01	

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

07/12/99 12:12 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
		TOTAL 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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	STEAK DINNER	8.00
1	SHRIMP APP	3.95
1	PRIME RIB	9.95
1	ONION RING	2.95
		TOTAL 24.85
L1PO1	ROn REG01	

DE-SELECTING MULTIPLE ITEMS

With items selected, press
CLEAR.

07/12/99 12:12 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
		TOTAL 24.85
L1PO1	ROn REG01	
07/12/99 12:12 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
		TOTAL 24.85
L1PO1	ROn REG01	

The cursor returns to the
last main item entered.

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 WLU exceeds 10 items, press the **PAGE UP** and **PAGE DN** keys view the next 10 items or the previous 10 items accordingly.

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

EMPLOYEE SIGN-ON/SIGN-OFF

PROGRAM NOTES FOR CLERK OPERATION

Choose between "Push Button", "Secret Code", "Employee Number", or "MCR" for the employee sign on method. (See "System Option Programming/General Function Options" in the *Program Manual*.)

If you choose "Push Button" sign on, use any of the 10 direct employee keys to sign on by direct key depression. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate functions.) You must also link a specific employee to each push button key. (To make these links, see "System Option Programming/General Function Options" in the *Program Manual*.) . When using "Push Button" sign on it is possible to also sign on using the employee number system.

If you choose "Secret Code" sign on, use the EMPLOYEE key to sign on by code entry. See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) You must also program a operating code for each employee. (See "Employee Programming" in the *Program Manual*.)

If you choose "Employee Number" sign on, use the EMPLOYEE key to sign on by employee number entry. See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) The employee number is the sequential number (i.e. 1-10) for each employee in the employee file.

Employee operation can be stay down or pop up. (See "System Option Programming/General Function Options" in the *Program Manual*.)

PUSH BUTTON ENTRY METHOD - STAY DOWN

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

Press the **EMP#** key to sign on. The employee name displays. This employee remains signed on until sign off.

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

07/12/99 12:12 REG MODE	
ENTER EMPLOYEE CODE	
L1po1	ron reg01

07/12/99 12:12 REG MODE		ANNIE W 001
ANNIE W		
L1PO1	RON	REG01

07/12/99 12:12 REG MODE	
ENTER EMPLOYEE CODE	
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.

Press the **EMP#** key to sign on. The employee name displays. This employee remains signed on until the following transaction is complete.

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

07/12/99 12:12 REG MODE	
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ENTER EMPLOYEE CODE</div>	
L1PO1	ROn REG01

07/12/99 12:12 REG MODE		ANNIE W 001
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ANNIE W</div>		
L1PO1	ROn	REG01

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

07/12/99 12:12 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.

07/12/99 12:12 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.

07/12/99 12:12 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.

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

07/12/99 12:12 REG MODE		ANNIE W 001
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ANNIE W</div>		
NOTE: The employee number does not display when entered in a sign off condition		
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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; width: fit-content; margin: 0 auto;">ENTER EMPLOYEE CODE</div>		
TOTAL 24.00		CASH 24.00
L1PO1 ROn REG01		

Sign Off/QUIT

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

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>		
TOTAL 24.00 CASH 24.00		
L1PO1	R0n	REG01

or,

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>		
TOTAL 24.00 CASH 24.00		
L1PO1	R0n	REG01

CONTINUE

The "ENTER EMPLOYEE CODE" message is displayed.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ENTER EMPLOYEE CODE</div>		
		TOTAL 24.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU12	12.00
1	PLU12	12.00
<div style="border: 2px solid black; padding: 5px; display: inline-block;">ANNIE W ENTER EMPLOYEE CODE</div>		
		TOTAL 24.00
L1PO1	ROn REG01	

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.) In order to set up an individual employee for training, job code #20 must be assigned for training, authority level #31 (enable training mode) must be set to Y(es), and the employee must clock-in using the training job code.

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
TRAINING	
L1PO1	ROn 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

FUNCTION OPERATIONS

DEFAULT KEYBOARD

The factory default keyboard is shown below.

								CLERK 1	CLERK 2	CLERK 3	CLERK 4	CLERK 5
13	26	39	52	65	78	91	104	MENU LEVEL 1	MENU LEVEL 2	MENU LEVEL 3	MENU LEVEL 4	MENU LEVEL 5
12	25	38	51	64	77	90	103	PRICE LEVEL 1	PRICE LEVEL 2	PRICE LEVEL 3	PRICE LEVEL 4	PRICE LEVEL 5
								REPEAT ORDER	PRINT BILL	OPEN BAR TAB	HOLD BAR TAB	LIST BAR TABS
11	24	27	50	63	76	89	102	GUEST NO.	TABLE NO.	OPEN CHECK NO.	HOLD CHECK	LIST CHECK
10	23	26	49	62	75	88	101	PAID RECALL	YES/NO	ENTER	DONE	WLU NO.
9	22	25	48	61	74	87	100	EMPLO SIGN ON	PAGE UP	-	PAGE DOWN	RECPT ISSUE
8	21	24	47	60	73	86	99	CLOCK IN/OUT	⏪	-	®	RECPT ON/OFF
7	20	33	46	59	72	85	98	TRANS CANCEL	@/ FOR	PLU	CL Esc	MISC TND2
6	19	32	45	58	71	84	97	REFUND ITEM	7	8	9	MISC TND1
5	18	31	44	57	70	83	96	ERROR CORR	4	5	6	CHEQU
4	17	30	43	56	69	82	95	RECEVD MONIES	1	2	3	SBTL
3	16	29	42	55	68	81	94	PAID OUT MONIES	0	00	.	CASH
2	15	28	41	54	67	80	93					
1	14	27	40	53	66	79	92					

ALPHA OVERLAY KEYBOARD

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

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

!	@	#	\$	%	^	&	*	()	-	_	
Q	W	E	R	T	Y	U	I	O	P	+	=	\
A	S	D	F	G	H	J	K	L	:	;	"	'
Z	X	C	V	B	N	M	<	>	,	.	?	/
CAPS LOCK	SHIFT	BOLD LOCK	SPACE	SPACE	SPACE	SPACE	SPACE		{	}	[]
¼	½	¾	Ó	Ò	←	→	↑	↓	YES/NO	ENTER	DONE/ BACKSP	Fs
									PAGE UP	-	PAGE DOWN	T X
									—	-	®	
									CL/ESC	PLU	X/TIME	
									7	8	9	
									4	5	6	
				EURO					1	2	3	SBTL
	£		Pt	F					0	00	.	CASH #1

FUNCTION KEY - DEFINITIONS

NUMERIC 1

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 2

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 3

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 4

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 5

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 6

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 7

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 8

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 9

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 00

Used to reposition the numeric keypad anywhere on the keyboard

NUMERIC 000

Used to reposition the numeric keypad anywhere on the keyboard

ADD CHECK

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

BACKSPACE

Used to program the alpha programming BACKSPACE function key

FUNCTION KEY - DEFINITIONS

BOLD

Used to program the alpha programming BOLD function key

CANCEL

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

CAPS

Used to reposition the alpha programming CAPTIAL Letters lock function key

CASH

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

TIP DECLARE

This is used for the declaration of tips earned by employees

SLIP

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

CHEQUE

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

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)

CONTINUE

Used in-conjunction with the magnetic card swipe system

CLEAR

Press CLEAR to clear numeric entries or error conditions

CURR CONV 1 - 5

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

FUNCTION KEY - DEFINITIONS

CURSOR DOWN

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

CURSOR LEFT

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

CURSOR RIGHT

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

CURSOR UP

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

DECIMAL

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

DELETE

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

ANALYSIS 1

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

EMPLOYEE # (CASHIER)

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

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 an item from the sale total. This also acts as delete when programming WLUs

FD STAMP SHIFT

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

FD STAMP SUBTTL

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

FD STAMP TENDER

Use the FD STMP TENDER key to tender Food Stamp vouchers after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than £1 can be applied to any cash balance or issued as cash change.

GUEST #

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

HOLD

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

INACTIVE

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

KEYBOARD LEVEL 1 - 5

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

LIST CHECK 1 - 4

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

FUNCTION KEY - DEFINITIONS

MACRO OFF

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

MACRO P

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

MACRO PAUSE

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

MACRO R

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

MACRO S

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

MACRO SET

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

MACRO VOID

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

MACRO X

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

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

FUNCTION KEY - DEFINITIONS

MDSE RETURN

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

MISC TEND 1 - 16

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

MISC TEND #

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

MODIFIER 1 - 10

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

NEXT RECORD

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

#/NO SALE

Used to enter a non-adding memo number during a transaction (# function) or used 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. Used in Window Look-Ups etc.

PAGE DOWN

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

PAID OUT 1 - 5

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

FUNCTION KEY - DEFINITIONS

PAID RECALL

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

%1 - %10

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

PLU

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

PREVIOUS RECORD

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

PRICE INQUIRE

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

PRICE LEVEL 1 - 20

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

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

FUNCTION KEY - DEFINITIONS

PROMO

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

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

PRINT SCREEN

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

QUIT

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

RECEIPT ON /OFF

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

RECALL CHECK 1 - 4

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

REPEAT

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

SCALE

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

FUNCTION KEY - DEFINITIONS

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

SHIFT

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

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.

STORE CHECK 1 - 4

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

SUBTOTAL

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

TABLE 1 - 4

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

FUNCTION KEY - DEFINITIONS

ANLAYSIS 2

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

TAX EXEMPT

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

TAX SHIFT 1 - 6

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

TIME IN/OUT (CLOCK IN/OUT)

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

TIP 1 - 3

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

TRANSFER CHECK 1 - 4

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

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.

WLU #

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

FUNCTION KEY - DEFINITIONS

X/TIME

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

PARK ORDER/SERVE ORDER

Used with the kitchen video system to control order service

KP ROUTING

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

NEW CHECK 1 – 4

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

NOFOUND PLU (not found PLU)

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

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 program alpha keyboard

FUNCTION KEY - DEFINITIONS ^{*OPTIONAL}

CASH W/DRAW

This prints the entered quantity and value on the financial report, and is used solely for analysis purposes.

ADD BALANCE

This is a smart card function key used to add monies to the card, it can also be used to add points per value spent for incentive schemes.

ADD POINTS

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

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 used to display a card holders details. The detail of the displayed information is user definable.

PRINT CARD

This is a smart card function used to print a card holders details. The detail of the printed information is user definable.

REDEEM POINTS

Points can be calculated for each price level of each PLU sold, also by adding monies to a smart card. This function allows redemption of the points for cash.

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 by accessing this file in the program position.

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-hot listed by accessing this file in the program position.

OUTSIDE OF SALE FUNCTIONS

TIME DISPLAY

Press **X/TIME**.

REG MODE EMPLOYEE1 001	
DATE: MON 07/12/1999	
TIME: 12:12:05 PM	
OPERATOR: EMPLOYEE1	
REG: 01	
SAMSUNG SPS-1000	
V2.00 15 TH NOV 2001	
L1P01	ROn REG01

SELECTING KEYBOARD LEVELS

Levels may be set by:

Function Key

X-Mode Menu Selection

Time Control

Function key selection is shown here.

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.**

RECEIVED ON ACCOUNT (LOAN)

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001	
RECD ACCT1		0.00	
0.00 CASH			
0.00 CHEQUE			
0.00 MISC TEND#			
0.00 TOTAL			
L1 CASH CHEQUE MISC TEND# DONE			
L1PO1		R0n	REG01

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

Enter the amount of check or checks received; press **CHEQUE**

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001	
RECD ACCT1		0.00	
10.00 CASH			
20.00 CHEQUE			
30.00 MISC TEND#			
60.00 TOTAL			
L1 CASH CHEQUE MISC TEND# DONE			
L1PO1		R0n	REG01

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001	
RECD ACCT1		0.00	
10.00 CASH			
20.00 CHEQUE			
30.00 MISC TEND#			
60.00 TOTAL			
		TOTAL	0.00
L1PO1		R0n	REG01

PAID OUT (PICK UP)

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
PAID OUT1	0.00
0.00 CASH	
0.00 CHEQUE	
0.00 MISC TEND#	
0.00 TOTAL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

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

Enter the amount of check or checks paid out; press **CHEQUE**

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
PAID OUT1	0.00
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TOTAL	
L1	CASH CHEQUE MISC TEND# DONE
L1PO1	ROn REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
PAID OUT1	0.00
-10.00 CASH	
-20.00 CHEQUE	
-30.00 MISC TEND#	
-60.00 TOTAL	
	TOTAL 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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
L1P01	ROn	123
07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU1		1.23
		TOTAL 1.23
L1P01	ROn REG01	
07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU1		1.23
		TOTAL 1.23
L1P01	ROn REG01	

REPEAT

Enter the amount of the item.

Press **PLU #1**.

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
2	PLU1	2.46
L1PO1		R0n REG01
		TOTAL 2.46

MULTIPLICATION

Enter the quantity.

Press **X/TIME**.

Enter the amount of the item.

Press **PLU #1**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
3	PLU1	3.69
L1PO1		R0n REG01
		TOTAL 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**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU10	1.23
L1PO1		R0n REG01
		TOTAL 1.23

PRESET PLU/ITEM ENTRIES

Keyboard PLU

Press **PLU #2**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
L1PO1		R0n REG01
		TOTAL 2.00

CODE ENTRY PLU

Enter the PLU code number.
Press **PLU**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU11	11.00
L1PO1		R0n REG01
		TOTAL 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.

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

WLU Applications

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

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

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

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

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

PROGRAMS NOTES FOR SETTING UP WLUs

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

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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
		2 MUSTARD
		3 NION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼ ↑↓ ENT DONE
L1PO1		ROn REG01
		TOTAL 1.69

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
		12 LETTUCE
		13 CHEESE SAUCE
		▲ ↑↓ ENT DONE
L1PO1		ROn REG01
		TOTAL 1.69

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
		2 MUSTARD
		3 ONION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼ ↑↓ ENT DONE
L1PO1		ROn REG01

SELECTING A SINGLE ITEM FROM A WLU BY CURSOR SELECTION

In this example a WLU with the title "CONDIMENTS" is programmed with 13 items. The WLU is set to 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG	CONDIMENTS	
	2 MUSTARD	
	3 ONION	
	4 PICKLE	
	5 RELISH	
	6 MAYO	
	7 BUTTER	
	8 GARLIC	
	9 HOT SAUCE	
	10 MILD SAUCE	
	▼ ↑↓ ENT DONE	
		TOTAL 1.69
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG	CONDIMENTS	
	1 CATSUP	
	2	
	3 ONION	
	4 PICKLE	
	5 RELISH	
	6 MAYO	
	7 BUTTER	
	8 GARLIC	
	9 HOT SAUCE	
	10 MILD SAUCE	
	▼ ↑↓ ENT DONE	
		TOTAL 1.69
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		1.69
MUSTARD		
		TOTAL 1.69
L1PO1	ROn REG01	

SELECTING A SINGLE ITEM FROM A WLU BY NUMERIC SELECTION

In this example a WLU with the title "CONDIMENTS" is programmed with 13 items. The WLU is set to 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG	CONDIMENTS	
	2	
	MUSTARD	
	3 ONION	
	4 PICKLE	
	5 RELISH	
	6 MAYO	
	7 BUTTER	
	8 GARLIC	
	9 HOT SAUCE	
	10 MILD SAUCE	
	▼ ↑↓ ENT DONE	
L1PO1	ROn REG01	TOTAL 1.69

Type **2** (to select mustard).
Press **ENTER**. The WLU automatically closes.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		1.69
	MUSTARD	
L1PO1	ROn REG01	TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
		2 MUSTARD
		3 NION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼ ↑ ↓ ENT DONE
		TOTAL 1.69
L1PO1	R0n REG01	

Type **3**.

Press **ENTER**. (The WLU remains open.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
ONION		2 MUSTARD
		3 ONION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼ ↑ ↓ ENT DONE
		TOTAL 1.69
L1PO1	R0n REG01	

Type **6**.

Press **ENTER**. (The WLU remains open.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		CONDIMENTS
ONION		2 MUSTARD
MAYO		3 ONION
		4 PICKLE
		5 RELISH
		6 MAYO
		7 BUTTER
		8 GARLIC
		9 HOT SAUCE
		10 MILD SAUCE
		▼ ↑ ↓ ENT DONE
		TOTAL 1.69
L1PO1	R0n REG01	

Press **DONE** to close the
WLU.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG	1.69
	ONION	
	MAYO	
		TOTAL 1.69
L1PO1	ROn	REG01

MULTIPLICATION OF CONDIMENTS IN A WLU

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

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		CHICKEN
		2 CRISPY
		3 BBQ
		↑ ↓ ENT DONE X/T
INPUT QTY		
		TOTAL 1.69
L1PO1	R0n REG01	

Press the - or $\bar{\quad}$ 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.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		CONDIMENTS
	2 ORIGINAL	
		2 CRISPY
		3 BBQ
		↑ ↓ ENT DONE X/T
INPUT QTY		
		TOTAL 1.69
L1PO1	R0n 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.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 8 PC CHICKN		1.69
	2 ORIGINAL	
	6 BBQ	
INPUT QTY		
		TOTAL 1.69
L1PO1	R0n REG01	

This only appears when compulsory quantity entry is programmed. The alternative is to enter the appropriate quantity when required.

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.

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

Press the - or $\bar{\quad}$ 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 PRIME RIB	POTATO	
	2 FRENCH FRIES	
	3 HASH BROWNS	
	↑ ↓ ENT DONE	
		TOTAL 9.69
L1PO1	ROn REG01	
07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 PRIME RIB	SOUP/SALAD	
BAKED		
	2 SALAD	
	3 JUICE	
	↑ ↓ ENT DONE	
		TOTAL 9.69
L1PO1	ROn REG01	

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

Select dressing to complete the sequence.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 PRIME RIB	DRESSING	
BAKED	2 ITALIAN	
SALAD	3 BLUE CHEESE	
	↑ ↓ ENT DONE	
		TOTAL 9.69
L1PO1	ROn REG01	

The dressing WLU is closed.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 PRIME RIB	9.69	
BAKED		
SALAD		
FRENCH		
		TOTAL 9.69
L1PO1	ROn REG01	

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 WLU display window can view up to 10 items. The **PAGE UP** and **PAGE DN** keys can be used to view additional WLU items when there are more than ten PLUs 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 SHRIMP		LIQUOR LIST
		2 V.O.
		3 DEWARS
		4 CUTTY SARK
		5 JACK DANIELS
		6 VODKA
		7 GIN
		8 GIBLEYS
		9 RUM
		10 BRANDY
		▼ ↑ ↓ ENT DONE
		TOTAL 4.50
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 SHRIMP CTL		LIQUOR LIST
		12 MILLER
		13 SCHMIDTS
		14 GRAIN BELT
		15 HAMMS
		16 LABATTS
		17 MOOSEHEAD
		18 MOLSON
		19 GLUEKS
		20 OPEN LIQUOR
		▼ ↑ ↓ ENT DONE
		TOTAL 4.50
L1PO1	ROn REG01	

Select a PLU entering the numeric digit corresponding to your selection, or press the - or $\bar{\quad}$ keys to select your choice and press **ENTER**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	SHRIMP CTL	4.50
1	LABATTS	2.75
		TOTAL 7.25
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	SHRIMP CTL	4.50
<div style="border: 1px solid black; padding: 5px; display: inline-block;">AMOUNT</div>		
		TOTAL 4.50
L1PO1	ROn REG01	

Type the amount, press **PLU**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	SHRIMP CTL	4.50
1	OPEN LIQUOR	3.25
		TOTAL 7.75
L1PO1	ROn REG01	

PRICE LEVEL SHIFT

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

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

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 PLU1	1.00
<div style="border: 1px solid black; padding: 5px; display: inline-block;">PRICE LVL2</div>	
TOTAL 1.00	
L1PO1	ROn REG01

Press **PLU#1**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 PLU1	1.00
1 PLU1	2.00
TOTAL 3.00	
L1PO1	ROn REG01

SCALE ITEMS

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

MANUAL WEIGHT ENTRY

Enter the weight using the decimal key

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.59 LBS	
L1PO1	ROn REG01

Register the open or preset PLU.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.59 LBS @ 1.00	
APPLES	1.59
TOTAL 1.59	
L1PO1	ROn REG01

AUTO TARE WEIGHT

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.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.39 LBS	
L1PO1	R0n REG01

Register the open or preset PLU.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.29 LBS @ 1.00	
ICE CREAM	1.29
TOTAL 1.29	
L1PO1	R0n REG01

MANUAL TARE WEIGHT ENTRY

Place the item on the scale.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.39 LBS	
L1PO1	TOTAL 0.00
ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.29 LBS	
L1PO1	TOTAL 0.00
ROn REG01	

Register the open or preset PLU.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1.29 LBS @ 1.00	
ICE CREAM	1.29
L1PO1	TOTAL 1.29
ROn REG01	

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 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 to want printed for special attention. In this example, a BLT sandwich has been ordered without Mayo.

Press **PRINT**.

Enter the item and condiments or instructions.

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 #".

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 HOT DOG	1.69
<div style="border: 1px solid black; padding: 5px; display: inline-block;">PRINT</div>	
TOTAL 1.69	
L1PO1	ROn REG01
07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 HOT DOG	1.69
1 BLT	2.00
NO MAYO	
TOTAL 3.69	
L1PO1	ROn REG01
07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 HOT DOG	1.69
NO MAYO	
TOTAL 3.69	
L1PO1	ROn REG01

AUTO GRILL ITEM

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

Enter the auto grill item and condiments or instructions.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG	1.69
1	BLT	2.00
	NO MAYO	
		TOTAL 3.69
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG	1.69
1	BLT	2.00
	NO MAYO	
1	COKE	0.75
		TOTAL 4.44
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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
3	HOT DOG	4.50
L1PO1		ROn REG01
		TOTAL 4.50

Press **PROMO**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
3	HOT DOG	4.50
	PROMO	
PROMO		
L1PO1		ROn REG01
		TOTAL 4.50

Register the items to promoted.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
3	HOT DOG	4.50
	PROMO	
1	HOT DOG	-1.50
L1PO1		ROn REG01
		TOTAL 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**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
WASTE		
		TOTAL 0.00
L1PO1	ROn REG01	

Register the wasted items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
WASTE		
3 HOT DOG		4.50
		TOTAL 4.50
L1PO1	ROn REG01	

Press **WASTE** to finalize.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
WASTE		
3 HOT DOG		4.50
		TOTAL 4.50
WASTE		
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.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
PRICE INQ			
PLU #	1		
PLU1		1.00	1.00
L1PO1 ROn REG01			

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

07/12/99 12:12 REG MODE EMPLOYEE1 001			
1 PLU1			1.00
L1PO1 ROn REG01			
			TOTAL 1.00

FOOD STAMP SHIFT

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

In the following examples:

Tax 1 is 6%

PLU #15 is taxable by tax 1 and not food stamp eligible

PLU #16 is taxable by tax 1 and food stamp eligible

SELLING A NON-FOOD STAMP ELIGIBLE ITEM WITH FOOD STAMP ELIGIBILITY

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

Enter amount, press **PLU#15**.

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

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

07/12/99 12:12 REG MODE EMPLOYEE1 001			
1	PLU15	T ^x 1	12.00
1	PLU15	F ^s T ^x 1	12.00
			TOTAL 24.00
L1PO1	ROn REG01		

Food Stamp eligibility indicator

SELLING A FOOD STAMP ELIGIBLE ITEM AS NON-FOOD STAMP ELIGIBLE

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

Enter amount, press **PLU#16**.

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

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

07/12/99 12:12 REG MODE EMPLOYEE1 001			
1	PLU16	T ^x 1 F ^s	12.00
1	PLU16	T ^x 1	12.00
			TOTAL 24.00
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**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU12 x1	12.00
		TOTAL 12.60
L1PO1	ROn REG01	

Press **TAX SHIFT1**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU12 x1	12.00
TAX SHIFT1		
		TOTAL 12.00
L1PO1	ROn REG01	

Press **PLU#12**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU12 x1	12.00
1	PLU12	12.00
		TOTAL 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**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU11	11.00
1	PLU11 x1	11.00
L1PO1		R0n REG01
		TOTAL 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**.

Press **SBTL**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
2	PLU12 x1	24.00
		TOTAL 25.20
L1PO1	ROn REG01	
07/12/99 12:12 REG MODE		EMPLOYEE1 001
2	PLU12 x1	24.00
		TOTAL 25.20
		SUBTOTAL
L1PO1	ROn REG01	

Press **TAX EXEMPT.**

07/12/99 12:12 REG MODE EMPLOYEE1 001	
2 PLU12 x1	24.00
SUBTOTAL	
TOTAL 24.00	
L1PO1	ROn REG01

Press **CASH.**

07/12/99 12:12 REG MODE EMPLOYEE1 001	
2 PLU12 x1	24.00
TOTAL 24.00 CASH 24.00	
L1PO1 ROOn REG01	

TAX EXEMPTION WITH TAX SHIFT KEYS

Press **PLU#12**.

Press **PLU#12**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
2 PLU12 x1	24.00
L1PO1	ROn REG01
TOTAL 25.20	

Press **SBTL**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
2 PLU12 x1	24.00
SUBTOTAL	
L1PO1	ROn REG01
TOTAL 25.20	

Press **TAX SHIFT1**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
2 PLU12 x1	24.00
TAX SHIFT1	
L1PO1	ROn REG01
TOTAL 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 discount to reduce the food stamp subtotal

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

SALE (SUBTOTAL) DISCOUNTS

OPEN PERCENTAGE DISCOUNT (OR OVERRIDING A PRESET PERCENTAGE)

% 1 key is programmed as an open percentage discount on the entire sale, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	R0n REG01	

Press **SBTL** (optional)

Enter **1 5** (15%), press % 1.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
% 1		-0.75
		TOTAL 4.25
L1PO1	R0n REG01	

Press **CASH**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
% 1		-0.75
TOTAL 4.25		CASH 4.25
L1PO1	R0n REG01	

PRESET PERCENTAGE DISCOUNT

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

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
TOTAL		5.00
L1PO1	ROn REG01	

Press **SBTL** (optional)

Press **%2**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 2	-0.50
TOTAL		4.50
L1PO1	ROn REG01	

Press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 2	-0.50
TOTAL		4.50
CASH		4.50
L1PO1	ROn REG01	

AMOUNT SUBTOTAL DISCOUNT

% 3 key is programmed as an open amount discount on the entire sale, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1 ROn REG01		

Press **SBTL** (optional)

Enter the amount of the discount, press **% 3**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
	% 3	-1.00
		TOTAL 4.00
L1PO1 ROn REG01		

Press **CASH**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
	% 3	-1.00
TOTAL 4.00 CASH 4.00		
L1PO1 ROn REG01		

"Do It" DISCOUNT

%4 key is programmed as a "Do It" entire sale, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn	REG01

Press **SBTL** (optional)

Enter the amount of the tender (5.25 in this example), press **%4**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 4	-5.00
		TOTAL 0.00
L1PO1	ROn	REG01

Press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 4	-5.00
TOTAL 0.00		CASH 0.00
L1PO1	ROn	REG01

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 an preset (10%) discount on the entire sale, taxable by tax 1 at 6%.

Press **SBTL**.

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL#	0/GST# 0/EMPLOYEE1
1	STEAK S1	8.00
1	STEAK S2	8.00
1	WALLEYE S3	9.00
	BROILED	
1	COKE S2	1.50
	% 5	-0.95
		TOTAL 25.55
L1PO1	ROn	REG01

ITEM DISCOUNTS

OPEN PERCENTAGE DISCOUNT (OR OVERRIDING A PRESET PERCENTAGE)

The **% 1** key is programmed as an open percentage discount on an item, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 1	-0.47
		TOTAL 4.53
L1PO1	ROn REG01	

PRESET PERCENTAGE DISCOUNT

The %2 key is programmed as an preset (10%) discount on an item, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
		TOTAL 5.00

Press the **%2** key.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 2	-0.30
L1PO1		R0n REG01
		TOTAL 4.70

DISCOUNT ON CURSOR SELECTED ITEM

The **%3** key is programmed as an preset (10%) discount on an item, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Press the - key.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Press the **%3** key.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 3	-0.20
		TOTAL 4.80
L1PO1	ROn REG01	

STORE (ITEM) COUPON

The **% 1** key is programmed as an open amount discount on an item (store coupon) , taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Enter the amount, press the **% 1** key.

Press the **PLU#1** (the PLU the coupon is to be subtracted from.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	COUPON	
	PLU1	-1.00
		TOTAL 4.00
L1PO1	ROn REG01	

SURCHARGES

PRESET % SURCHARGE ON AN ENTIRE SALE

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

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		ROn REG01
		TOTAL 5.00

Press **SBTL** (optional).

Press the % 1 key.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
% 1		0.50
L1PO1		ROn REG01
		TOTAL 4.50

Press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
% 1		0.50
L1PO1		ROn REG01
TOTAL 4.50		CASH 4.50
L1PO1		ROn REG01

OPEN % KEY SURCHARGE (OR OVERRIDING A PRESET PERCENTAGE)

The % 3 key is programmed as an open percentage surcharge on the entire sale, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Press **SBTL** (optional.)

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 3	0.75
		TOTAL 5.75
L1PO1	ROn REG01	

Press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 3	0.75
		TOTAL 5.75
L1PO1	ROn REG01	

PRESET % SURCHARGE ON AN ITEM

The % 2 key is programmed as an preset (10%) surcharge on an item, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
L1PO1 ROn REG01		TOTAL 5.00

Press the % 2 key.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	PLU2	2.00
1	PLU3	3.00
	% 2	0.30
L1PO1 ROn REG01		TOTAL 5.30

OPEN % KEY SURCHARGE (OR OVERRIDING A PRESET PERCENTAGE)

The % 1 key is programmed as an open percentage surcharge on an item, taxable by tax 1 at 6%.

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
		TOTAL 5.00

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
	% 1	0.45
L1PO1		R0n REG01
		TOTAL 5.45

GUEST CHECK OPERATIONS

GUEST CHECK OPERATIONS

OVERVIEW

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

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

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.

Tracking by automatically assigning a check number. Starting check numbers can be set for each register in the system.

Tracking by Table Number, where a check number is also assigned. Multiple checks may be assigned at the same table.

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

MULTIPLE TRACKING FILES

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

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

RECALL CHECK (1-4)

STORE CHECK (1-4)

TABLE (1-4)

LIST CHECK (1-4)

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

07/12/99 12:12 REG MODE EMPLOYEE1 001				
TBL#(1) CHECK# G# SERVER TIME BALANCE				
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 *SPS 1000* has the capability of manual previous balance operations. Manual previous balance means that the balance amount is entered through the numeric keypad. New items entered are added to the previous balance and the new balance is computed when the transaction is finalized.

FUNCTION KEY NOTES:

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

This not stored in memory an are allowed only when the system does not employ any tracking operations (STORE/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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
P/BAL	0.00
TOTAL 0.00	
L1PO1	R0n REG01

Enter items.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
TOTAL 5.00	
L1PO1	R0n REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
P/BAL	0.00
1 PLU2	2.00
1 PLU3	3.00
SERVED	
TOTAL 5.00	
L1PO1	R0n REG01

ADDING TO A CHECK

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		5.30
TOTAL 5.30		
L1PO1	ROn REG01	

Enter items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		5.30
1 PLU4		4.00
1 PLU5		5.00
TOTAL 14.30		
L1PO1	ROn REG01	

Press STORE #1.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		5.30
1 PLU4		4.00
1 PLU5		5.00
SERVED		
TOTAL 14.30		
L1PO1	ROn REG01	

PAYING A CHECK

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		14.84
		TOTAL 14.84
L1PO1	ROn	REG01

Optional:

Press **SBTL**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		14.84
SUBTOTAL		
		TOTAL 14.84
L1PO1	ROn	REG01

Optional:

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		14.84
TIP1		1.00
		TOTAL 15.84
L1PO1	ROn	REG01

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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
P/BAL		14.84
TOTAL 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.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CK#	11/TBL#	6/GST#	2/EMPLOYEE1
P/BAL			0.00
			TOTAL 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**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST#	0/EMPLOYEE1
P/BAL		0.00
L1PO1		R0n REG01
		TOTAL 0.00

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 2/GST#	0/EMPLOYEE1
P/BAL		0.00
L1PO1		R0n REG01
		TOTAL 0.00

Optional:

Enter number of guests,
press **GUEST #**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK#	100/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
TOTAL 0.00	
L1PO1	ROn REG01

Enter items.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK#	100/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 PLU4	4.00
1 PLU5	5.00
TOTAL 9.00	
L1PO1	ROn REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK#	100/TBL# 2/GST# 2/EMPLOYEE1
P/BAL	0.00
1 PLU4	4.00
1 PLU5	5.00
SERVED	
TOTAL 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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
P/BAL			0.00
	1 PLU4		4.00
	1 PLU5		5.00
			TOTAL 9.00
L1PO1		ROn REG01	
07/12/99 12:12 REG PAYMENT			
TBL#(1)	CHECK#	G#	SERVER TIME BALANCE
	6	10 2	EMPLOYEE 1201 5.00
	2	11 2	EMPLOYEE 1205 9.00
L1PO1		ROn REG01	
07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
P/BAL			9.00
			TOTAL 9.00
L1PO1		ROn REG01	

Enter items.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1		
P/BAL		9.00	
1 PLU2			2.00
1 PLU3			3.00
			TOTAL 14.00
L1PO1	ROn REG01		

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

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1		
P/BAL		9.00	
1 PLU2			2.00
1 PLU3			3.00
SERVED			
			TOTAL 14.00
L1PO1	ROn REG01		

PAYING A CHECK

Check Method:

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

07/12/99 12:12 REG MODE	EMPLOYEE1 001
CHK# 11/TBL# 2/GST#	2/EMPLOYEE1
P/BAL	14.00
L1PO1	ROn REG01
TOTAL 14.00	

Table Method:

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

07/12/99 12:12 REG MODE	EMPLOYEE1 001
CHK# 11/TBL# 2/GST#	2/EMPLOYEE1
P/BAL	9.00
L1PO1	ROn REG01
TOTAL 14.00	

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**.

Optional:

Press **SBTL**.

Press **CASH**, or

Enter amount and press **CASH**.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
TBL#(1) CHECK# G# SERVER TIME BALANCE			
6	10	2	EMPLOYEE 1201 5.00
2	11	2	EMPLOYEE 1230 14.00
L1PO1 ROn REG01			
07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
P/BAL			14.00
			TOTAL 14.00
L1PO1 ROn REG01			
07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
P/BAL			14.00
SUBTOTA			
			TOTAL 14.00
L1PO1 ROn REG01			
07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
P/BAL			14.00
TOTAL 14.00		CASH	14.00
L1PO1		ROn	REG01

or,

Press **CHECK**, or

Enter amount and press
CHECK.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1		
P/BAL		14.00	
TOTAL 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.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1		
P/BAL		14.00	
TIP1		2.00	
			TOTAL 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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1		
P/BAL		14.00	
TIP1		2.00	
TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
ENTER SEAT #		
		TOTAL 0.00
L1PO1	ROn	REG01

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
SEAT #1		
		TOTAL 0.00
L1PO1	ROn	REG01

Enter main item and condiments.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1		10.00
		TOTAL 10.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1		10.00
<input type="text" value="SEAT #2"/>		
		TOTAL 10.00
L1PO1	ROn REG01	

Enter the next item and its' condiments.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1		10.00
1 SEAFOOD S2		10.00
		TOTAL 20.00
L1PO1	ROn REG01	

CHANGING THE SEAT # ON A PREVIOUSLY ENTERED ITEM

Move cursor to the item you wish to change

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1	10.00
1 SEAFOOD S2	10.00
TOTAL 20.00	
L1PO1	ROn REG01

Press **SEAT #**.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1	10.00
1 SEAFOOD S2	10.00
<input style="border: 2px solid black; width: 150px; height: 20px;" type="text" value="ENTER SEAT #"/>	
TOTAL 20.00	
L1PO1	ROn REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S3	10.00
1 SEAFOOD S2	10.00
TOTAL 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.

Items not assigned to a different seat number will default to seat #1.

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
2	STEAK S1	16.00
1	WALLEYE S1	9.00
	BROILED	
1	COKE S1	1.50
		TOTAL 26.50
L1PO1	R0n REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
2	STEAK S1	16.00
1	WALLEYE S1	9.00
	BROILED	
1	COKE S1	1.50
		TOTAL 26.50
L1PO1	R0n REG01	

Press **SEAT #**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
2	STEAK S1	16.00
1	WALLEYE S1	9.00
	BROILED	
1	COKE S1	1.50
		TOTAL 26.50
L1PO1	R0n REG01	

Enter a new number, press
SEAT #.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
2 STEAK S1		16.00
1 WALLEYE S2		9.00
BROILED		
1 COKE S1		1.50
		TOTAL 26.50
L1PO1	ROn REG01	

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.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
2 STEAK S1	16.00
1 WALLEYE S2	9.00
BROILED	
1 COKE S1	1.50
TOTAL 26.50	
L1PO1	R0n REG01

Press **SPLIT ITEM**.

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1	8.00
1 STEAK S1	8.00
1 WALLEYE S2	9.00
BROILED	
1 COKE S1	1.50
TOTAL 26.50	
L1PO1	R0n REG01

PAYMENT BY SEAT NUMBER

Press **SBTL**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
1 STEAK S1		10.00
1 SEAFOOD S2		10.00
SUBTOTAL		
		TOTAL 20.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
SEAT1		10.00
SEAT2		10.00
		TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
SEAT1		10.00
SEAT2		10.00
		TOTAL 20.00
L1PO1	ROn REG01	

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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 0/GST# 0/EMPLOYEE1	
SEAT1		10.00
SEAT2		10.00
TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL		0.00
1 STEAK DINNER		8.00
		TOTAL 8.00
L1PO1	ROn REG01	

Press **HOLD**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
P/BAL		0.00
H 1 STEAK DINNER		8.00
		TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
TBL#(1) CHECK# GST# TIME #HELD ITEM		
2	11	2 12:12 1
		TOTAL 8.00
L1PO1	ROn REG01	

REGISTER AND HOLD MULTIPLE ITEMS

Register multiple items.

07/12/99 12:12 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	
			TOTAL 24.85
L1PO1	ROn REG01		

Press the - or $\bar{\text{~}}$ keys to position the cursor on the item you wish to hold. Press **ENTER**. (The item is selected.)

07/12/99 12:12 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	
			TOTAL 24.85
L1PO1	ROn REG01		

Press the - or $\bar{\text{~}}$ keys to position the cursor on the next item you wish to hold. Press **ENTER**. (The item is selected.)

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	11/TBL#	2/GST#	2/EMPLOYEE1
1 STEAK DINNER			8.00
1 SHRIMP APP		3.95	
1 PRIME RIB		9.95	
1 ONION RING		2.95	
			TOTAL 24.85
L1PO1	ROn REG01		

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
H	1 STEAK DINNER	8.00
	1 SHRIMP APP	3.95
H	1 PRIME RIB	9.95
	1 ONION RING	2.95
		TOTAL 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.)

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
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
		TOTAL 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.)

07/12/99 12:12 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
		TOTAL 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.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
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
		TOTAL 24.85
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
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
		TOTAL 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.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	11/TBL# 2/GST# 2/EMPLOYEE1	
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
		TOTAL 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.

07/12/99 12:12 REG MODE EMPLOYEE1 001				
TBL#(1)	CHECK#	GST#	TIME	#HELD ITEM
2	11	2	10:18	1
1	12	2	19:35	2
L1PO1 ROn REG01				

Press the - or $\bar{\quad}$ keys to select a check. Then press **ENTER** to open the selected check. Press any other key to remove warning message.

07/12/99 12:12 REG MODE EMPLOYEE1 001				
TBL#(1)	CHECK#	GST#	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.

07/12/99 12:12 REG MODE EMPLOYEE1 001					
TBL#(1)	CHECK#	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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	100/TBL#	0/GST#	0/EMPLOYEE1
P/BAL			0.00
1	STEAK		10.00
1	SEAFOOD		10.00
SERVED			
			TOTAL 20.00
L1PO1	ROn REG01		

Recall the Check.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	100/TBL#	0/GST#	0/EMPLOYEE1
P/BAL			20.00
SERVED			
			TOTAL 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**.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	100/TBL#	0/GST#	0/EMPLOYEE1
P/BAL			20.00
1	BEER		2.00
1	WINE		2.50
SERVED			
			TOTAL 24.50
L1PO1	ROn REG01		

Recall the Check.

07/12/99 12:12 REG MODE	EMPLOYEE1 001
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
P/BAL	24.50
TOTAL 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**.

07/12/99 12:12 REG MODE	EMPLOYEE1 001
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
P/BAL	24.50
1 BEER	2.00
1 WINE	2.50
SERVED	
TOTAL 29.00	
L1PO1	ROn REG01

Recall the Check.
Repeated items are now consolidated.

07/12/99 12:12 REG MODE	EMPLOYEE1 001
CHK# 100/TBL# 0/GST# 0/EMPLOYEE1	
P/BAL	24.50
TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 2/GST#	0/EMPLOYEE1
P/BAL		0.00
	1 PLU2	2.00
	1 PLU3	3.00
		TOTAL 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 3/GST#	0/EMPLOYEE1
P/BAL		0.00
	1 PLU2	2.00
	1 PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

COMBINE CHECKS / TRANSFER CHECKS

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

ADD CHECKS FOR PAYMENT					
TBL	CHECK#	GST	EMP	TIME	BALANCE
EMPLOYEE1					
				TOTAL	0.00
L1PO1			R0n		0.00

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

ADD CHECKS FOR PAYMENT					
TBL	CHECK#	GST	EMP	TIME	BALANCE
6	10	2	1201	9.00	
				TOTAL	9.00
L1PO1			R0n	REG01	

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					
TBL	CHECK#	GST	EMP	TIME	BALANCE
6	10	2	1201	9.00	
6	11	2	1230	5.00	
				TOTAL	14.00
L1PO1			R0n	REG01	

EMPLOYEE CHECK MOVEMENTS

Checks can be transferred in two ways: This applies only to the details of each employee relating to a check. For check number movement and addition see combine checks using the ADD CHECK key.

individually, by signing on a new employee when the check is open. The "Automatic transfer check" system flag must be set to Y to allow this option.

individually or in groups, from the TRANSFER CHECK screen.

Sign on a employee.

Press TRANSFER CHECK.

Enter the FROM employee file # or select the FROM employee from the list.

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

When the TO employee is entered, a window displays offer a choice of transferring a single check or all check.

To transfer all, select **ALL CHECKS** and press enter.

The message "CHECKS TRANSFERRED" will display.

TRANSFER CHK	
	FROM EMPLOYEE1 EMPLOYEE2
ESC ENTER PAGE UP/DN - -	
TRANSFER CHK	
FROM : 1	TO EMPLOYEE1 EMPLOYEE2
ESC ENTER PAGE UP/DN - -	
TRANSFER CHK	
FROM : 1	ALL CHECKS
TO : 2	ONE CHECK
ESC ENTER PAGE UP/DN - -	

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.

07/12/99 12:12					
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 ROn REG01

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

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

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

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

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

To facilitate fast food operations (i.e. drive through or phone in orders) the drive through function can be assigned to the RECALL CHECK # keys. When in place, the drive through function allows the lowest open tracking number to be recalled when the 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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HAMB		2.00
1 CHICK NUG	3.00	
		TOTAL 5.00
L1PO1	ROn	REG01

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	1	EMPLOYEE1
1 HAMB		2.00
1 CHICK NUG	3.00	
SERVED		
		TOTAL 5.00
L1PO1	ROn	REG01

AUTO CHECK NUMBER RECALL

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	1	EMPLOYEE1
1 HAMB		2.00
1 CHICK NUG		3.00
		TOTAL 5.00
L1PO1	R0n REG01	

Add or void items as necessary.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	1	EMPLOYEE1
1 HAMB		2.00
1 CHICK NUG		3.00
1 COKE		1.00
		TOTAL 6.00
L1PO1	R0n REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CHK#	1	EMPLOYEE1
1 HAMB		2.00
1 CHICK NUG		3.00
1 COKE		1.00
TOTAL 6.00 CASH 6.00		
L1PO1	R0n REG01	

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.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		DISCOUNTS
		2 % 15
		3 OPEN SALE DISC
		4 10% ITEM
		5 15% ITEM
		6 OPEN ITEM DISC
		7 ITEM COUPON
		8 VENDOR COUPON
		↑ ↓ ENT
		TOTAL 1.69
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 HOT DOG		1.69
% 10	0.17	
		TOTAL 1.52
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 HOT DOG	1.69
<input type="text" value="ENTRY"/>	
TOTAL 1.69	
L1PO1	ROn REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 HOT DOG	1.69
% 10	-0.56
TOTAL 1.13	
L1PO1	ROn REG01

(NON-ADD) KEY

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1 PLU2		2.00
NON-ADD NO.	123456	
L1PO1		R0n REG01
		TOTAL 2.00

FINALISING TRANSACTIONS

CASH TENDER

Enter items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
TOTAL 5.00	CASH 5.00	
L1PO1	ROn REG01	

or,

Enter amount tendered and press **CASH**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
TOTAL 5.00	CASH 1000	CHANGE 5.00
L1PO1	ROn REG01	

CHEQUE TENDER

Enter items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	R0n REG01	

Press **CHEQUE**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
TOTAL 5.00 CHECK 5.00		
L1PO1	R0n REG01	

or,

Enter amount tendered and press **CHEQUE**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
TOTAL 5.00 CHECK 1000		CHANGE 5.00
L1PO1	R0n REG01	

CHEQUE CASHING

A function key is available for cashing checks.

Enter amount, press the
CHEQUE CASH key.

07/12/99 12:12 REG MODE EMPLOYEE1 001
<div style="border: 2px solid black; padding: 5px; display: inline-block; margin: 20px auto;">CHECK CASH</div>
CHECK 10.00 CHANG 10.00 L1PO1 ROn REG01

MISC (CHARGE) TENDER

Enter items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		ROn REG01
		TOTAL 5.00

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
TOTAL 5.00		MISC 5.00
L1PO1		ROn REG01

or,

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
TOTAL 5.00		MISC 10.00
L1PO1		ROn REG01
		CHANGE 5.00

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, Check, and/or Misc. tenders can be recorded in any order, as many times as necessary to pay the entire transaction.

Enter items.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU2		2.00
1 PLU3		3.00
		TOTAL 5.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU2		2.00
1 PLU3		3.00
		AMT DUE 4.00
TOTAL 5.00	CASH 1.00	
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU2		2.00
1 PLU3		3.00
		AMT DUE 3.00
TOTAL 3.00	MISC 1.00	
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU2		2.00
1 PLU3		3.00
TOTAL 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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1 PLU2		2.00
1 PLU3		3.00
TRANSACTION SUCCESSFUL		
TOTAL 5.00	MISC 5.00	
L1PO1	ROn REG01	

SPLIT PAYMENT

Recall the Check.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
CHK#	100/TBL# 2/GST#	0/EMPLOYEE1
P/BAL		9.00
L1PO1		ROn REG01
		TOTAL 9.00

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

07/12/99 12:12 REG MODE		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					
L1PO1		ROn REG01				
		TOTAL 9.00				

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.

07/12/99 12:12 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					
TOTAL 4.50	CASH 5.00	CHANGE 0.50				
L1PO1	ROn REG01					

Enter the payment for the second segment, press the appropriate tender key (**1000 CHEQUE** in this example). The display indicates the second payment. When all split portions are paid, the display prompt is removed.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
CHK#	100/TBL#	2/GST#	0/EMPLOYEE1
P/BAL			9.00
TOTAL 9.00 CHECK 10.00			CHANGE 5.50
L1PO1		ROn REG01	

TRAY SUBTOTAL / TICKET ISSUANCE

(Not to be confused with **ADD CHECK**, which is used to add separate tracking transactions for payment.) If necessary subtotal discounts can be applied to different segments of the transaction.

Enter items.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
	1 PLU2		2.00
	1 PLU3		3.00
			TOTAL 5.00
L1PO1		ROn REG01	

Press TRAY SUBTL.

07/12/99 12:12 REG MODE EMPLOYEE1 001			
TOTAL 0.00 PBAL 5.00			
L1PO1		ROn REG01	

Enter additional items.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 PLU4	4.00
1 PLU5	5.00
TOTAL 9.00 PBAL 5.00	
L1PO1	ROn REG01

Press TRAY SUBTL.

07/12/99 12:12 REG MODE EMPLOYEE1 001	
TOTAL 0.00 PBAL 14.00	
L1PO1	ROn REG01

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

07/12/99 12:12 REG MODE EMPLOYEE1 001	
1 PLU4	4.00
1 PLU5	5.00
TOTAL 14.00 CASH 14.00	
L1PO1	ROn REG01

FOREIGN CURRENCY SUBTOTAL & TENDER

Enter items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
		TOTAL 5.00

Press the appropriate conversion key which is pre-programmed with the exchange rate (in this example, a Canadian Dollar worth 0.75 US.)

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
TOTAL 5.00	CURR.	AMT DUE
L1PO1	R0n	REG01

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
TOTAL 5.00	CASH	
L1PO1	R0n	REG01

FOOD STAMP SUBTOTAL & TENDER

Food Stamp options include:

The **FD/S TEND** key can be programmed to forgive tax on item paid for with food stamps.

Food Stamp change of less than 1 can be applied toward the sale or given as change.

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

Press FD/S SUBTL.

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2 ^F _S	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	
07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2 ^F _S	2.00
1	PLU3	3.00
FD/S SUBTL		
		FSTTL 2.00
L1PO1	ROn REG01	
07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2 ^F _S	2.00
1	PLU3	3.00
TOTAL	0.00	FD/S 2.00
L1PO1	ROn	REG01
		AMT DUE 3.00

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

07/12/99 12:12 REG MODE	EMPLOYEE1 001
1 PLU2 ^F _S	2.00
1 PLU3	3.00
TOTAL 3.00	CASH 3.00
L1PO1	ROn REG01
	FSCNG 3.00

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.

ERROR CORRECTIONS

CORRECTIONS

CLEAR

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

07/12/99 12:12 REG MODE EMPLOYEE1 001		
L1PO1	ROn	465

Press **CLEAR**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
L1PO1	ROn	0.00

ERROR CORRECT

Register an item.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
L1PO1		ROn REG01
		TOTAL 2.00

Press **ERR CORR.**

07/12/99 12:12 REG MODE		EMPLOYEE1 001
L1PO1		ROn REG01
		TOTAL 0.00

VOID PREVIOUS ITEM

Press **PLU#2**.

Press **PLU#3**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
		TOTAL 5.00
L1PO1	ROn REG01	

Press **CLEAR**.

Press **VOID ITEM**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
VOID ITEM		
		TOTAL 5.00
L1PO1	ROn REG01	

Press **PLU#2**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU3	3.00
		TOTAL 3.00
L1PO1	ROn REG01	

VOID ONE OF MULTIPLE ITEMS

PLU#2.

PLU#2.

PLU#3.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
2	PLU2	4.00
1	PLU3	3.00
L1PO1		R0n REG01
		TOTAL 7.00

Press **CLEAR**.

Press **VOID**.

Press **PLU#2**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
1	PLU3	3.00
L1PO1		R0n REG01
		TOTAL 5.00

VOID ITEM WITH CONDIMENTS

Enter Items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	MED COKE	1.00
		TOTAL 2.00
L1PO1	ROn REG01	

Press **CLEAR**.

Press **VOID**.

Press **HOT DOG**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	MED COKE	1.00
		TOTAL 1.00
L1PO1	ROn REG01	

VOID MULTIPLE ITEMS WITH DIFFERENT CONDIMENTS

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

Enter Items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	HOT DOG CATSUP	1.00
1	MED COKE	1.00
		TOTAL 3.00
L1PO1	ROn REG01	

Press **CLEAR**.

Press **VOID**.

Press **HOT DOG**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	MED COKE	1.00
		TOTAL 2.00
L1PO1	ROn REG01	

CURSOR VOID (USING CURSOR UP & CURSOR DOWN)

Enter Items.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	HOT DOG CATSUP	1.00
1	MED COKE	1.00
		TOTAL 3.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	HOT DOG CATSUP	1.00
1	MED COKE	1.00
		TOTAL 3.00
L1PO1	ROn REG01	

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

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	HOT DOG MUSTARD	1.00
1	MED COKE	1.00
		TOTAL 2.00
L1PO1	ROn REG01	

CANCEL

Note This option can be authority restricted using the program features

Enter Items.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
1	HOT DOG	1.00
	MUSTARD	
1	HOT DOG	1.00
	CATSUP	
1	MED COKE	1.00
		TOTAL 3.00
L1PO1	ROn REG01	

Press **CANCEL**.

07/12/99 12:12 REG MODE EMPLOYEE1 001		
CANCEL		
		TOTAL 0.00
L1PO1	ROn REG01	

TRANSACTION VOID

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

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

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

The screenshot shows a terminal window with a dark background and white text. At the top, there is a prompt "ENTER TIME:" enclosed in a thick black rectangular box. Below this prompt, a callout box with a white background and black border contains the text "This is an optional programmable feature" with an arrow pointing to the "ENTER TIME:" prompt. The terminal screen displays the following text:

```
L1                                X/TIME
-----
07/12/99 12:12 VD MODE  EMPLOYEE1 001
-----
L1PO1                            ROn REG01
```

Enter Items to be voided.

07/12/99 12:12 VD MODE		EMPLOYEE1 001
1	HOT DOG	-1.00
	MUSTARD	
1	HOT DOG	-1.00
	CATSUP	
1	MED COKE	-1.00
		TOTAL -3.00
L1PO1	ROn REG01	

Finalize Void Sale.

If necessary, void additional transactions for the same time.

Return the key lock to the R position.

07/12/99 12:12 VD MODE		EMPLOYEE1 001
1	HOT DOG	1.00
	MUSTARD	
1	HOT DOG	1.00
	CATSUP	
1	MED COKE	1.00
TOTAL -3.00 CASH -3.00		
L1PO1	ROn REG01	

MERCHANDISE RETURN

Press **PLU #2**.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
		TOTAL 2.00
L1PO1	ROn REG01	

Press
MDSE RTRN.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
<input type="text" value="MDSE"/>		
		TOTAL 2.00
L1PO1	ROn REG01	

Enter item to be returned.

07/12/99 12:12 REG MODE		EMPLOYEE1 001
1	PLU2	2.00
-1	PLU7	-1.00
		TOTAL 1.00
L1PO1	ROn REG01	

SMART CARD OPERATION^{**Optional}

ADD BALANCE **OPTIONAL

The purpose of this key is to transfer funds from the card to the current finalisation key totalisers.
This is effectively the negative actions of the ADD BALANCE key

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 **OPTIONAL

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

The purpose of this key is to allow manual subtraction outside of a transaction to the card loyalty 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 ****OPTIONAL**

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 ****OPTIONAL**

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 ****OPTIONAL**

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	£1.50
ADDITIONAL CASH	£1.00

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

FINALISATION ** OPTIONAL

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

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.....

HOT LIST CARD ****OPTIONAL**

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 **HOT LIST**

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 BALANCE	£10.00

X-MODE

X-MODE MANAGER MENU

<p>X-MODE MANAGER MENU</p> <p>1. MANAGER OPERATION</p> <p>2. X REPORTS</p> <p>3. TRAINING</p> <p>4. SET DATE & TIME</p> <p>5. CASH DECLARATION</p> <p>6. KEYBOARD & PRICE LEVEL</p> <p>7. TIME CLOCK EDIT</p> <p>8. EDIT INVENTORY ITEM</p> <p>9. EDIT PLU STOCK</p> <p>10 DRAWER ASSIGNMENT</p> <p>ENTER - -</p>

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 mode.

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

PRESS ESC TO RETURN TO THE X-
MODE MANAGER MENU

ESC ENTER

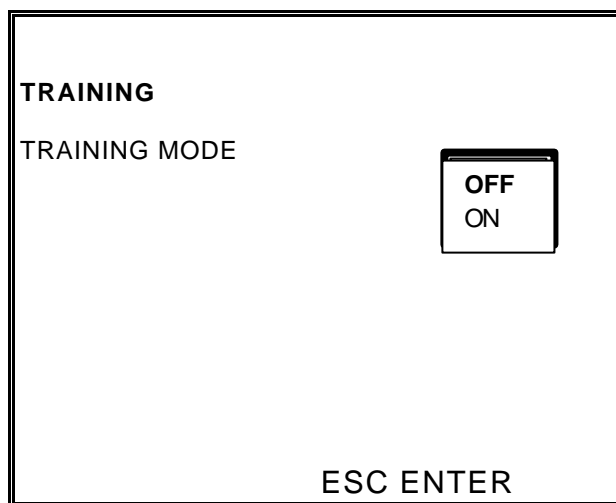
X-REPORT LIST

- 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
- 8 PLU ZERO SALES
- 9 PLU ZERO SALES BY GROUP
- 10 PLU SALES BY PRICE LEVEL
- 11 MIX AND MATCH
- 11 NOT FOUND PLU

▼ ESC ENTER PAGE UP/DN - -

TRAINING

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



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 & PRICE LEVEL

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

KEYBOARD & PRICE LEVEL	
KEYBOARD LEVEL: (1-5)	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
:	:	0	0	
:	:	0	0	
:	:	0	0	
:	:	0	0	
TIPS:		0.00		
ESC DONE ENTER - -				

WEEKLY TIME CLOCK EDIT

The hours work for the each 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
TIPS:		0.00	
ESC DONE ENTER - -			

EDIT INVENTORY ITEM

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

EDIT INVENTORY ITEM	
SOUP	£ 0.500
ACTUAL INVENTORY	00000.000
RECEIPT	00000.000
TRANSFER IN	00000.000
TRANSFER OUT	00000.000
RAW WASTE	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

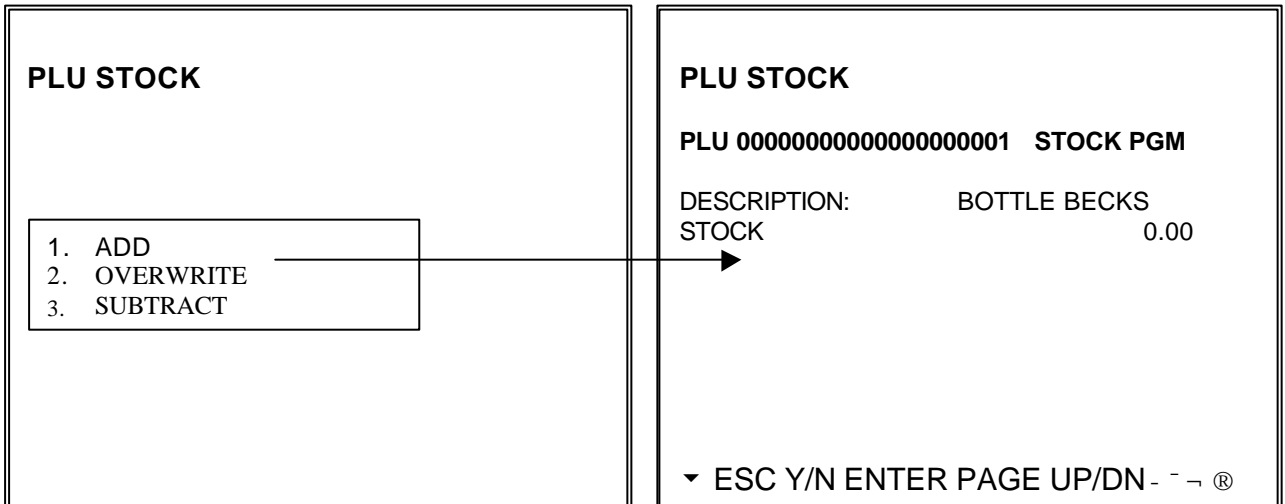
This is the field for entering wastage of items

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 Select PLU STOCK to maintain stock levels on PLUs selected for stock unit inventory.

NOTE: Be careful not to confuse the separate and distinct inventory features
Recipes and Ingredients – Stock control of components making up a saleable product
Product Mix Groups usage analysis of a group of saleable products
PLU Stock – Stock control of saleable products



STOCK MENU

ADD

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

SUBTRACT

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

OVERWRITE

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

DRAWER ASSIGNMENT PROGRAMMING

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

DRAWER ASSIGNMENT PROGRAMMING

EMPLOYEE 1
CURRENT DRAWER ASSIGNMENT 0-3 1

NOTE: IF ASSIGNMENT IS SET TO 0, THEN ONLY POSTING TO A TRACKING FILE IS ALLOWED CHECKS PAID AND/OR CASH TRANSACTIONS ARE NOT ALLOWED.

ESC Y/N ENTER PAGE UP/N - - - ®

Z-MODE

Z-MODE REPORTING

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

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

Z-REPORTS

REPORT#:

ENTER REPORT NUMBER AND
PRESS ENTER

PRESS ENTER TO VIEW THE
REPORT LIST

ESC

ENTER

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
- 10 PLUS BY PRICE LEVEL
- 11 MIX & MATCH
- 12 NOT FOUND PLU
- 13 EMPLOYEES
- 14 INDIVIDUAL EMPLOYEE

▼ ESC ENTER PAGE UP/DN

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

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

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	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
17	From/To Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
18	Selective Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
19	Drawer Totals	X1 to X5 read only	INDIVIDUAL & IRC
20	Drawer 1/2/3	X1 to X5 Read only	INDIVIDUAL & IRC
21	Labour Groups	X1 & Z1 also X5 to Z5	IRC
22	Sales & Labour %	X1 & Z1 also X2 & Z2	IRC
23	Daily Sales	X1 & Z1	INDIVIDUAL & IRC
24	Groups By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
25	Analysis 1By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
26	Analysis 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
27	Analysis 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
28	Track 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
29	Track 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
30	Track 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
31	Track 4 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
32	Checks for Track 1	X1 & Z1	IRC from REG holding data
33	Checks for Track 2	X1 & Z1	I IRC from REG holding data
34	Checks for Track 3	X1 & Z1	IRC from REG holding data
35	Checks for Track 4	X1 & Z1	IRC from REG holding data
36	Checks for Selected Employee	X1 & Z1	IRC from REG holding data
37	Checks for Current Employee	X1 & Z1	IRC from REG holding data
38	Checks for Track 1,2,3,4	X1 & Z1	IRC from REG holding data
39	Product Mix	X1 & Z1 also X2 & Z2	INDIVIDUAL & IRC
40	Product Projections	X1 read only	INDIVIDUAL & IRC
41	Station Totals	X1	IRC
42	Active Employees – time keeping	X1 read only	IRC
43	Daily Time Keeping	X1 & Z1 also X5 to Z5	IRC
44	Shift Reporting	X1 & Z1	INDIVIDUAL & IRC
45	Inventory	X1 & Z1	IRC
46	PLU Stock	X1 & Z1	INDIVIDUAL & IRC
47	Stock by PLU Range	X1 & Z1	INDIVIDUAL & IRC
48	Stock by Group	X1 & Z1	INDIVIDUAL & IRC
49	Stock by Individual Group	X1 & Z1	INDIVIDUAL & IRC
50	Food Cost	X1 & Z1	IRC
51	PLU Minimum Stock	X1 & Z1	INDIVIDUAL & IRC
52	Electronic Journal	X1 & Z1	INDIVIDUAL
53	String Report 1 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
54	String Report 2 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
55	String Report 3 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
56	String Report 4 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
57	Custom Report	X1 & Z1	INDIVIDUAL
58	Pre-Poll Report – Hard Copy Print Out	X1 & Z1	INDIVIDUAL & IRC

FINANCIAL REPORT

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>	<u>COUNT</u>	<u>TOTAL</u>
+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
FOOD STMP CREDIT	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
F/S-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	
<u>TIME PERIOD</u>	<u>#/CUSTOMERS</u>		<u>TOTAL</u>
08:00 - 09:00	3		11.54
09:00 - 10:00	15		186.82
11:00 - 12:00	6		7.99
12:00 - 13:00	1		2.40
14:00 - 15:00	13		146.82
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 decimal activity.

Total/Counter capacity varies by memory allocation. Counters: 6-8 digits
Totals: 8-10 digits

PLU REPORT					
X1 REPORT					0003
<u>ITEM</u>	<u>PROMO</u>	<u>WASTE</u>	<u>USAGE</u>	<u>PLU %</u>	
<u>PLU#</u>	<u>GROUP</u>	<u>COUNT</u>		<u>TOTAL</u>	
HAMBURGER	1	2	6	50.00%	
00000000000001	01	3		3.00	
CHEESE BURGER	1	4	8	50.00%	
00000000000001	01	3		3.00	
TOTAL	2	6	14		
	6		6.00		
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		
<u>DESCRIPTOR</u>	<u>COUNT</u>	<u>TOTAL</u>
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
FOOD STMP CREDIT	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
F/S-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
<u>#</u>	<u>GROUP</u>	<u>COUNT</u>	<u>TOTAL</u> <u>%</u>
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
F/S-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
<u>DAY</u>	<u>COUNT</u>	<u>TOTAL</u>
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. (Selected groups and periods shown here.)

GROUPS BY TIME PERIOD REPORT			
X1 REPORT	X1 0003	X2	
0001			
<u>TIME PERIOD</u>	<u>CUST</u>	<u>TOTAL</u>	<u>AVG/TRANS</u>
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	
<u>TIME PERIOD</u>	<u>CUST</u>	<u>TOTAL</u>	<u>AVG/TRANS</u>
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 0001	X1 0003	X2
<u>TIME PERIOD</u>	<u>COUNT</u>	<u>TOTAL</u>
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
<u>TIME PERIOD</u>	<u>COUNT</u>	<u>TOTAL</u>
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 0001	X1 0003	X2
<u>TIME PERIOD</u>	<u>COUNT</u>	<u>TOTAL</u>
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
<u>TIME PERIOD</u>	<u>COUNT</u>	<u>TOTAL</u>
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			
<u>TBL#</u>	<u>CHECK#</u>	<u>G#</u>	<u>EMPLOYEE</u>	<u>TIME</u>	<u>BAL</u>
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	
<u>PRODUCT/TIME</u>	<u>UNIT#PC</u>	<u>COUNT</u>	<u>TOTAL</u>	
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	
<u>EMP#</u>	<u>SSN NAME</u>	<u>TIPS</u>	
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		

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
<u>DESCRIPTOR</u>	<u>COUNT</u>	<u>TOTAL</u>
+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

FOOD STMP CREDIT	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
F/S-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 (inventory - register begin quantity), for the first report. Additional reports will get the begin quantity from the END value from the last "Z" reset

Receipts

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)

Transfer Out

Transfer Out Quantity as entered in X-mode (inventory - edit inventory item -daily edit/period)

Raw Waste

Raw Waste Quantity as entered in X-mode (inventory - edit inventory item -daily edit/period).

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 Usage

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 entered. 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

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	- All cash sales made during normal operation
CHECK TRANSACTIONS	- All check sales made during normal operation
MISC TEND TRANSACTIONS	- All Miscellaneous tender operations made during normal operation
TRANSACTIONS WITH % operation	- All sales containing a discount or premium
RECD ACCT & PAID OUT transactions	- All received on account or Paid out sales
RETURN TRANSACTIONS	- All Merchandise Return sales transactions
WITH ERROR CORRS & VOIDS voids.	- All Transactions containing an error correct or voids.
NO SALES	- All Transactions containing no sale operations.
CANCEL TRANSACTIONS	- All Register Mode cancelled transactions
TRANSACTIONS NEGATIVE	- All Transactions with negative product sales.
REPORTS	- All Read & Reset reports which are printed
PROGRAM SCANS	- All Program scans which are printed.
CHECK TRACKING	- All sales registered for open checks.

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).

