

DatasymPro POS Software

TERMINAL MANAGER MODULE

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(References features and function up to build 16 code)

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FUNCTIONAL PROGRAMMING

Overview

Operational settings for the DatasymPro software are defined by programming jobs in PGM Mode. The documentation may also refer to Service Programming Job settings which must be set by an authorized dealer. The intent of these references is to offer potentially related information which may be useful for programming systems and troubleshooting. Some of the fields documented may not appear on your display if the features have not been enabled for your installation.

Service programming must be completed before functional programming. If an attempt is made to add records to files that are not allocated or have not been given sufficient space, the terminal will display the message, "NO ROOM IN FILE". Press the [CLR] key to continue. Service programming, including RAM allocation is the responsibility of the dealer.

Functional jobs may be programmed in any sequence -- there is no specific order of operation.

Definition of Terms

The terms below are used throughout this section of the manual and have the following meanings:

Job A Job or Programming Job refers to a function that requires programming. For example, defining a description to be associated with a department is a Job. Each job is assigned a number, although the same number can be associated with multiple jobs. This is referred to as the Job Range. For example, Job 110 applies to both Department Description and Department Price.

Record A record is a group of data which can be distinguished from other groups by a unique key. For example, each department with all its associated programming (i.e., description, price, sign, tax etc.) is a record. The key or unique identifier in a department record is the department number.

Field A field is a piece of data within a record. For example, the description, price validation setting, etc. are each fields within the department record.

Accessing Programming Jobs

Fundamentally, accessing all PGM programming jobs is the same. See the notes section of each job for any changes to the default programming method.

Default Programming Method

- 1 Turn the OW key to PGM mode position.
2. Access the Job to be programmed. (For this example we will use departments)

Enter	Job Number 110
Press	[.]
Press	[ENTER]
Displayed	ENTER DEPT#

3. Access the Department Number to be programmed.

The Department Number must be within the range of departments defined in Service Job 969. The terminal will display a message "ILLEGAL ENTRY" if the number is not within the allocated range.

Enter the specific Department Number to be programmed
Press [@/FOR]
Displayed appropriate programming for entered department.

4. Define each function as required, entering alpha or numeric responses, selecting a Yes or No response or selecting from the options displayed. Press the [0] key to toggle selection options. See descriptions for each job below.

5. Press [@/FOR] to access the next department
OR [.] to exit the job

Functional Programming Conventions

For navigation within a programming job, the following keys can be used.

- To Quit **Press** [.]
- To Continue to the Next Field **Press** [ENTER] or use the Scroll Forward key
- To Return to a field **Press** [CLEAR] or use the Scroll Back key
- To "Toggle" a Yes/No response **Press** [0]
- To access the next record **Press** [@/FOR]

Special Functions Allowed in PGM Mode

A service reading (900 Report) is allowed in PGM mode without the use of the service key.

1. Turn the mode switch to the valid PGM mode.
2. Access the Job to be programmed

Enter	Job Number 900
Press	[ENTER]
Press	[.]

Note: The secret code in Service Programming Job 929 will not be printed

Deleting Records in PGM Mode

Programming and data records for the following jobs may be deleted: Sub Departments, SKUs, Clerks, Cashiers, Managers, Positive Account Numbers and Negative Account Numbers. Records with existing totals may not be deleted. **Press** [CL] to continue to the next record.

1. **Enter** The Job number
 129 Sub Departments or

139 SKUs or
149 Clerks

169 Managers
349 Positive Account Numbers
359 Negative Account Numbers

2. Press [.]
3. Press [ENTER]
4. Enter the Record Number (i.e. the Sub Department Number to be deleted)
5. Press [@/FOR]
6. Press [ENTER] to delete the record and advance to the next record
OR [@/FOR] to advance to the next record, without deleting
OR [.] to quit

NOTE: If totals exist, then "Totals Must Be Cleared First" will be seen. See Report Section for clearing tables.

IRC Communications

The terminals using DatasymPro software feature Inter Register Communications to facilitate communications between terminals. Terminals must be connected following the procedures described in the Service Manual in order for IRC to function. Communications may be initiated from any terminal in the system. Service Flags define how information will be communicated through IRC and should be set by an authorized dealer.

IRC Master List - Job 100

A Maximum of 20 terminals may be defined in the IRC Master list. Terminals defined in the list are included in all terminal to terminal communications activity. When the maximum number of terminals is reached, an error message "IRC LIST FULL" will be displayed.

Departments – Job 110

The DatasymPro software features the ability to program up to 150 departments. Department totals are used to save information about item sales for a product or category of products for a period of time (normally a shift or day). Departments are stored and indexed sequentially. If a customer wants to use department number 45 then at least 45 departments must be set in Job 969 of Service Programming. Setting 969 to 45 will allow the user to use any department number between 1 and 45.

Department Description

A description may be entered for each department using a maximum of 12 alpha/numeric characters. The default setting is DPT. followed by the department number, representing a numeric code. For example, department #1 would have a default description of DPT.001. Spaces are considered a character.

Department Price

A price may be entered for each department with a maximum of seven numbers with decimals assumed. To define a department price of \$12.00, enter 1200; to define a department price of \$4.53, enter 453. If Value Added Tax is being used, (Job 241), include the tax in the price.

Department Type -- Hash/Normal

Departments may be defined as HASH or Normal if HASH has been enabled in Service Programming. HASH departments are generally used for non sale registrations -- the amounts for the departments will not be included in reported totals except for tax amounts. HASH departments and taxes are reported separately from Normal sales totals.

Department Open

A price must be entered at the terminal at time of sale for departments defined as Open. If both Open and Preset are set to Yes, the preprogrammed price will be used if no other price is entered.

Department Preset

The price will be used by the terminal at time of sale. If both Open and Preset are set to Yes, the preset price will be used if no other price is entered.

Department SIS #1

Departments may be defined with the Single Item Sale Feature. If set to Yes, a Department set to SIS#1 will finalize a transaction of a single item as Cash, when the Department key is pressed. A department may be set to either SIS #1, SIS #2 or Validate.

Department SIS #2

Departments programmed with SIS#2 finalize transactions as Cash, when pressed. Unlike SIS#1, additional items may be entered before the Department key programmed with SIS #2 is pressed. A department may be set to either SIS #1, SIS #2 or Validate.

Department Validate

Departments with Validation set to Yes require validation when entered into a transaction or an item linked to them is entered into a transaction.

Department Sign

Each department may be defined to have positive or negative sales records. To offer protection from fraudulent use of negative departments, Service Job 901A must be set to ON, if the sign is to be set to negative.

Department Taxes 1, 2, 3, 4

Each department may be set to be taxable at one, or a combination of four tax rates. The rates and tables are defined in Jobs 240 and 241.

Department Food Stamps

Food Stamps may be associated with a department by setting this flag to Yes. Food Stamps must be enabled in Service programming.

Department WIC

Marking a department WIC (Women Infants and Children) allows the department to be included in a WIC transaction. Job 907 D+2 must be set in Service programming to have the ability to set WIC status on a department. If the option is not set in Service programming both this and the WIC shift fields will not be present for programming.

Department WIC Shift

WIC Shift is only displayed if Department WIC is set to No. Setting a department as WIC "shiftable" allows an item which is not normally allowed in a WIC transaction to be sold within the transaction on a one time basis.

Department MGR Only

Departments may be set to require Manager Authorization (a Manager Code set in Job 160 or mode switch set to the Manager position, Service flag settings).

Department HALO

A High Amount Lock Out amount can be defined for each department preventing entries of amounts above the HALO set. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

Departments Groups

Departments may be assigned to a maximum of eight groups. Job 112 defines which groups the department is associated with. For example, to associate a department with groups 1, 3 and 7, enter 137.

Department Discount

Enter the Percents (1 through 9) valid for discounts or premiums with the Global Discounts. (i.e.; If Global Percents 1, 3 and 4 defined in Job 300 are to be used, enter 134).

Department KDE Function

Departments may be linked with a Key Data Entry Function. If linked, the function will be accessed when the department key is pressed. Enter a valid Key Data Entry function from 1 - 99 or 0 for no links.

Sub Departments – Job 120

The DatasymPro software features the ability to program up to 999 Sub Departments. Sub Department totals are used to save information about item sales for a product, sub-category of products or category of products for a period of time (normally a shift or day). Each item added into any sub-department total will also be added into an associated department total. This means that many sub-departments can be associated to one department but only one department is associated to any sub-department. Sub Department numbers range from 1 to 9999.

Sub Department Description

A description may be entered for each Sub Department using a maximum of 12 alpha/numeric characters. The default setting is SDPT. followed by three numbers, representing a numeric code. Spaces are considered a character.

Sub Department Price

A price may be entered for each Sub Department with a maximum of seven numbers with decimals assumed. To define a Sub Department price of \$12.00, enter 1200; to define a Sub Department price of \$4.53, enter 453. If Value Added Tax is being used, (Job 241), include the tax in the price.

Sub Department Base Quantity

Enter the number of items included in the base price if the Sub Department is eligible for split pricing. If a Sub Department is typically sold as a single unit, leave this field at zero. If set to one each time this Sub Department is sold 1@ will be displayed on the operator display.

Sub Department Open

A price must be entered at the terminal at time of sale for Sub Departments defined as Open. If both Open and Preset are set to Yes, the preprogrammed price will be used and no other price is entered.

Sub Department Preset

The price will be used by the terminal at time of sale. If both Open and Preset are set to Yes, the preprogrammed price will used and no other price is entered.

Department Association

Enter a valid department number to be associated with the Sub Department. Sub Department totals are added to the associated department totals. The Sub Department will assume the HASH and SIS settings of the associated Department. On a Master Reset, Sub Departments 1 - 22 are created and associated with Department 1 by default.

Sub Department Link

By entering a number here, each time the Sub Department is sold the entered Sub Department will also be sold. A Sub Department can be linked to itself. The number of times the Sub Department will sell is controlled in Service mode programming.

Sub Department Validate

Sub Departments with Validation set to YES require validation.

Sub Department Sign

Each Sub Department may be defined to have positive or negative sales records. To offer protection from fraudulent use of negative Sub Departments, Service Job 902A must be set to ON, if the sign is to be set to negative.

Sub Department Taxes 1, 2, 3, and 4

Each Sub Department may be set to be taxable at one, or a combination of four tax rates. The rates and tables are defined in Jobs 240 and 241.

Sub Department Food Stamps

Food Stamps may be associated with a Sub Department by setting this flag to Yes. Food Stamps must be enabled in Service programming.

Sub Department WIC

Marking a Sub Department WIC (Women Infants and Children) allows the Sub Department to be included in a WIC transaction. Job 907 D+2 must be set in Service programming to have the ability to set WIC status on a Sub Department. If the option is not set in Service programming both this and the WIC shift fields will not be present for programming

Sub Department WIC Shift

WIC Shift is only displayed if Sub Department WIC is set to No. Setting a Sub Department as WIC "shiftable" allows an item which is not normally allowed in a WIC transaction to be sold within the transaction on a one time basis. Will only be present if 907 D+2 is enabled.

Sub Department MGR Only

Sub Departments may be set to require Manager Authorization (a Manager Code set in Job 160 or mode switch set to the Manager position, Service flag settings).

Sub Department HALO

A High Amount Lock Out amount can be defined for each Sub Department preventing entries of amounts above the HALO set. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 6 zeros may be defined within the HALO.

Scale Settings

If set to yes, the Sub Department will allow a weight entry when sold into a transaction.

Enforce Scale

This option is available only if scale is set to YES. The Sub Department can have a weight entry enforced by setting this flag to Yes.

Tare Table Number

This option is available only if scale is set to YES. For items which are prepackage and a weight amount must be removed before the price is calculated a Tare Table entry can be added here. When the Sub Department is sold, the system will check the Tare table, remove the weight specified in the table from the total weight and then calculate the correct selling price. Tare Table definition programmed in Job 210

Sub Department Discount

Enter the Percents (1 through 9) valid for discounts or premiums with the Global Department. (i.e.; If Percents 1, 3 and 4 defined in Job 300 may be used, enter 134).

Sub Department Link to KDE Function

Sub Departments may be linked with a Key Data Entry Function. If linked, the Key Data Entry function will be accessed when the Sub Department key is pressed. Enter a valid Key Data Entry function from 1 - 99.

SKU – Job 130

The DatasymPro software features the ability to program up to 65,000 SKUs. The term SKU stands for Stock Keeping Unit and in the hierarchy of item sales totals they are the smallest unit. SKU totals are used to save information about item sales for a product for a period of time (normally a shift or day). Each item added into any SKU total will also be added into an associated sub-department total which will in turn be added into an associated department total. This means that many SKUs can be associated to one sub-department but only one sub-department is associated to any SKU. SKU numbers are used to index the SKU programming and can be defined by a service technician to have a minimum and maximum length but the maximum will be no more than 20 numeric digits.

SKU Description

The maximum length of an SKU is determined by the setting in Service Job 961 (ALPHA LENGTH field). The maximum setting for the length in 961 is 20 characters. If the alpha field in SRV 961 is set to 0, no prompt will be displayed for an SKU description.

SKU Pricing Type

There are two choices for pricing of an item, either NORMAL or MIX&MATCH

Normal

Choosing Normal pricing will allow you to enter a price in the Price field. This is the price that the item will be sold for each time it is entered.

Mix & Match

If the Mix and Match option in job 961 was set to "Yes", you will be given the option to set an item to follow a Mix and Match pricing scheme instead of using one standard price. If the first price field is set to Mix & Match the second price field will be changed to Mix & Match table number.

The Mix and Match Table is defined in Job 200 which sets a Group Price, Base Price and Base Quantity.

SKU Price

If the Pricing Type in the previous Job was set to Normal, enter the SKU price. If Value Added Tax is being used, (Job 241), include the tax in the price

Tiered Group Number

This field will not be displayed unless the grocery discounting module has been purchased with the software and the space has been allocated in 961. Tiered discounts can apply to more than one product. This field allows the user to direct each product to the group of their choice. The tiered pricing group works in similar fashion to the Mix and Match price group.

SKU Open

A price must be entered at the terminal at time of sale for SKUs defined as Open. If both Open and Preset are set to Yes, the preprogrammed price will be used if no other price is entered. If Open is set to Yes and Preset is set to No and a Price has been defined, the Price will act as a HALO at the time of sale. The entered price at the time of sale will be compared to the Preset price and if it is exceeded, an "EXCEEDS HALO" message will be displayed.

SKU Preset

The price will be used by the terminal at time of sale. If both Open and Preset are set to Yes, the preprogrammed price will be used if no other price is entered. If Value Added Tax is being used, (Job 241), include the tax in the price.

Enforce Quantity

If this function is enabled then it will require the cashier to enter a quantity when selling an item.

SKU Sub Department

Enter a Sub Department Number to associate the SKU with a Sub Department. Sub Department totals are added to the associated department totals. It may not be possible to enter a SKU number if an association has not been defined. The SKU will assume the HASH and SIS settings of the associated Department, and uses the settings for Department, Manager, Validate and HALO of the associated Sub Department.

SKU Link Sub Department

Enter a valid Sub Department number to link the SKU to a Sub Department. A linked Sub Department is automatically sold after pressing the SKU key. Service Programming Job 961 must be defined. A service flag can be used to set a maximum number of links, preventing continuous looping.

SKU Coupon

Clients can create their own store coupons to be scanned or entered at the terminal. If an item is marked as a coupon, the Preset Price will be subtracted from the transaction amount.

SKU Sign

Each SKU may be defined to have positive or negative sales records. If negative is defined, to offer protection from fraudulent use of negative SKUs, Service Programming Job 902A must be enabled.

SKU Taxes 1,2,3,4

Each SKU may be set to be taxable at one, or a combination of four tax rates. The rates and tables are defined in Jobs 240 and 241. For UPC Coupon Scanning, items will follow the defined tax.

SKU Food Stamps

Food Stamps may be associated with an SKU by setting this flag to Yes. Food Stamps must be enabled in Service programming. For UPC Coupon Scanning, items will follow defined Food Stamps.

SKU HSA

Items may be eligible for payments by Health Savings Accounts (HSA) or Flexible Spending Accounts (FSA). Select YES if the item is eligible for these programs and the retail establishment is in the position to accept these cards (retailer must be certified eligible).

SKU Rx

Items may be prescription items eligible for payments by Health Savings Accounts (HSA) or Flexible Spending Accounts (FSA).

Gift Card

New stored value gift cards are sold/issued by selling SKUs set to Activate. Value is added to existing stored value gift cards by sell SKUs set to Increment. Terminal is reserved for future use only. Select no if stored value gift cards are not used.

WIC *(this is not a prompt)*

The following questions will only be displayed if the WIC option has been enabled in 907 programming. To enable 907 D must be set to at least +2

SKU WIC

If an item is marked as WIC it is eligible to be sold within a WIC transaction. WIC items will be governed by each state.

SKU WIC Shift

Although not typically a WIC item some items may be marked as a WIC shift item which will allow them to added to a WIC transaction

SKU Global Discount

Job 961 must be defined to allow Discounts before SKU DISC can be accessed. Enter the Percents (1 through 9) valid for discounts or premiums with the SKU. This only applies if percent is set as global.

SKU Family Codes

Enter a family code to be used with UPC codes to track items previously sold in transactions.

Scale

By setting this option to "YES" the programmed item becomes a scale item, such as fruit or meat.

Enforced Scale

If item is set to Enforced then the item can only be sold by placing it on the scale for weight verification.

Tare Table #

Entering a tare table number will allow the system to remove a predetermined weight (item packaging) before the item price is calculated.

Value Coupon *(this is not a prompt)*

The following questions will only be displayed if Value Coupons is enabled in SRV mode job 961.

Value Coupon Eligible

Allows an item to be part of the calculation for the redeeming of value coupons.

Value Coupon Redeem Item

If set to yes this item will be considered a value coupon item and will be sold when the predetermined value is reached.

Value Coupon

If set to yes this item will be considered the coupon for a value item table.

Value Coupon Table

This points to the table where the conditions are set to for the discounting amounts and subtotal amounts that will be used to trigger the value coupon.

SKU LALO

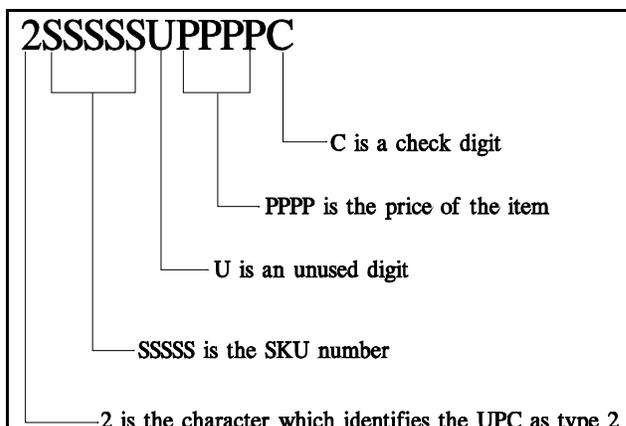
This will only be displayed if job 961 has Discounts enabled. A Low Amount Lock Out (LALO) can be defined. The LALO is the Minimum Amount that can be used as the price. The LALO is a two digit number in the following format: $x \times 10^y$. For example, to set the LALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the LALO to \$5.00, enter 52 (the "2" represents two zeroes). A maximum of 6 zeros may be defined within the LALO.

Minimum Stock Quantity

This will only be displayed if Stock Count has been enabled in job 961. Set the minimum to the least amount you would like to have in stock before reordering. This field is required if you would like to track inventory for the current item as the inventory reports will only show items that have a minimum quantity. If you do not want to track inventory for this item then set the minimum to 0. If you want to track inventory but have no minimum concerns then set the value to 1.

Random Weight

Many perishable products (fresh meat, produce, cheese and poultry items) are sold on a price per unit basis. These items are normally called random or variable weight products. UPC 2 barcodes are designated for random weight items. In order for UPC 2 barcodes to be treated as random weight, the UPC# key must be placed on the keyboard. The format for these barcodes is as follows:



Random Weight Programming

To program a random weight item in PGM job 130, scan in the UPC2 barcode or manually enter the first 11 digits of the UPC2 barcode, leaving off the check digit. Press the UPC# key, the terminal will zero out the price and check digit fields for you.

Since a random weight item is really a scale type item either the subdepartment that the item reports to or the item itself must be

marked as a scale item. An error message of “NOT A SCALE ITEM” will be given if neither has been programmed for a scale.

To ensure that the scanner has been programmed properly, perform an 817 scanner test in service mode. When the item is scanned if it is displayed as a UPC A item everything is programmed properly, however if the item shows as an I2of5 then the scanner programming needs to be changed. The most common reason for this error is the scanner not be set to send “PREFIX ID”. Consult your scanner manual for further details.

Manage Simple PLU Inventory Count – Job 138

The DatasymPro software has the ability to track a count of how many PLU items are left in stock. This count is based on the SKU programming records rather than the SKU sales records. A count is updated in each terminal at the end of each transaction. This count for the system is not updated real time between registers in the system but the counts can be updated with an IRC job. The only items that are tracked for reporting purposes are the ones that have a minimum stock setting in job 130. This allows the retailer to determine which items they would like to concentrate simple count efforts on. This job (138) is used to manage the simple inventory counts. In order for counts to be accurate the data in the system must be maintained. This means that as items are received or damaged the information must be entered into the system.

When you enter this programming job you must select from a list of tasks. Use 0 key to toggle between options.

Set Stock

Use this to enter current stock counts. If you are going to enter current stock counts in a multiple terminal system you should consolidate the totals into one terminal before starting this task and enter the stock counts at that terminal.

Receive Stock

Use this task when you receive goods that are being tracked in the terminals. You can receive goods at any terminal without consolidating totals before hand.

Waste

Use this task to enter information about damaged goods for items being tracked in the terminals. You can enter waste information at any terminal without consolidating totals before hand.

For each of these tasks you will be shown the current stock in the terminal you are using before you enter new information and the stock will be updated in this terminal as soon as you enter new amounts.

Note that this information is not sent through IRC when changed if the Online IRC Programming is enabled.

Clerks – Job 140

A maximum of 99 clerks may be defined. Clerks are normally sales individuals who assist customers on the floor but are not in charge of controlling the cash register. Valid ID numbers are from 1 to 6 digits long.

Clerk Name

A six character name may be entered for a maximum of the number of clerks defined in SRV programming.

Cashiers – Job 150

A maximum of 99 Cashiers may be defined. Cashiers are individuals that are responsible for the cash register and the collection of payments in the cash register. Valid ID numbers are from 1 to 6 digits long.

Cashier Name

A 6 character Name may be entered for each of the number of cashiers defined in SRV programming. Four default settings exist: CASH 1, CASH 2, CASH 3, and CASH 4.

Cashier Drawer

Each Cashier may be associated with one of four Cash Drawers. If the Drawer is set to 0 the cash drawer will not open. A Master Reset sets the Default to Drawer 1.

Disable Cashier

If set to Yes, the cashier will be prevented from entering transactions in Terminal mode.

Manager – Job 160

A maximum of 99 Managers may be defined. Managers are individuals that are managing cashiers as well as other individuals. They have the authority to allow some functions on the cash register that cashiers may not be allowed. Valid ID numbers are from 1 to 6 digits long.

Manager Name

A 6 character name may be entered for each of the number of Managers defined in SRV programming. Functions that are set to require Manager Control (and have the SRV flag set to require a code) verify the codes are valid against the codes entered in Job 160.

Medias – Job 170

Twenty media keys are available for programming. Media keys are used to accept payment at the end of a sale transaction. The default programming for media keys is:

Description

A 12 character description may be entered for each media key. The description is displayed by the terminal when the media key is used and is printed on the receipt.

Type

There are 20 different media keys that can be assigned for use with DatasymPro. Some of the media keys have been assigned specific functions in the terminal. Each media key can be assigned to work as:

CHK/CHG – This is a default setting that allows the key to be used to tender out a transaction as either a check or generic charge key. No credit card processing will take place if the key is set in this manner.

Cash – My default media 9 is set as the cash key. This key is used to tender all cash transactions.

Cash Card – This type is selected if payment will be accepted by a Cash Card unit like the ITC 1015 device.

Card Type - A specific type of media can also be set, the specific card types are Check, American Express, Visa, Mastercard, Discover, Other, Diners, JCB, Debit, EBT FS, EBT CB, Stored Value, Points, Giftcard Refund, HSA

Stored Value

When using gift cards a media must be set to stored value to redeem the value. Without this media gift cards cannot be tendered.

Points

This is a future use field.

Giftcard Refund

If a Stored Value media is tendered in refund mode it will look to add the totals into Giftcard Refund media if one exists. If one does not exist it will take from the Stored Value media totals instead.

HSA

If the retailer is certified to be able to accept HSA/FSA account cards, this must be set to use the media to accept these cards as HSA.

Computer Balance

If enabled and the terminal is connected to a PC with the appropriate software, ECR will use balances stored at the PC. This feature is only available if Computer Balance Service Job 915 is enabled and the media is set to check, charge or cash card.

PBAL Tender

Each media key that has been defined as a CHK/CHG type can be set to tender Previous Balances. If set to Yes, the media will be used to "Service" Previous Balance accounts. Servicing a Previous Balance adds to the outstanding balance and completes the PBAL transaction. A media key defined to Service Previous Balances may not be used to tender other types of transactions (an error message will be displayed). If set to No, then the Media key may not be used to service Previous Balances.

Under Tender

Each media key can be set to accept Under Tenders or not. If set to Under Tender, additional media keys can be used to complete a tender. If Under Tender is set to No, split tendering will only be possible for that media type if it is the last media. This feature may also be used to force a type of media to be used as the final tender type if split tendering is required.

Compulsory Tender

Compulsory Tender may be set for each media key. Keys set to Yes require the amount tendered to be entered. If set to No, then the media key may be pressed without entering an amount to tender transactions.

Over Tendering

Over Tendering can be set to Yes or No for each media key. If set to Yes then an amount greater than the amount due may be accepted for tender.

Cash Exchange

Each media key can be programmed to allow Cash to be Exchanged. If set to Yes, transactions may be started and finished by entering a value and pressing the media key. The value is added into the media totals and taken from the Cash In Drawer total. This is commonly used for check cashing.

Open Drawer

Media keys can be set to open the cash drawer when they are pressed, or to keep the drawer closed. The media key can only be used by a manager. This allows the media to be placed under manager control.

Manager Only

By setting the media to Manager Only, only valid managers can access this media key for tendering a transaction.

Validate

Media keys may be set to require validation when they are pressed. The Yes setting requires Compulsory validation. The Cash terminal will not accept any type of entry until the validation has been completed. The validation imprints with a slip printer if one has been enabled, or the terminal slip. The format of the validation is programmed in Service Programming.

Slip

Each media key can be set to require the transaction to be slip printed before another transaction can be entered. The slip printer must be enabled in Service Programming.

3 Line Validation

Each media key can be set to print a maximum three line header with the single line validation. A slip printer must be enabled (SRV Programming) and installed for the header validation to print. (the Cash terminal will not print a 3 line validation header without the slip printer option). Also see Job 258 -- Check Validation Text.

Tax 1,2,3,4 Delete

Each media key can be set to automatically delete Taxes 1, 2, 3 or 4 when the media key is pressed. This is commonly used for tax exempt sales.

Force Redeem

This is reserved for future use only.

HALO Tender

A High Amount Lock Out amount can be defined for each media key setting an upper dollar limit on the amount which may be tendered on that key. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

HALO Change

A High Amount Lock Out amount can be defined for each media key setting an upper dollar limit on the amount of change which may be tendered on a media key. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

KDE Function

A valid Key Data Entry job may be associated with each media key. When the media key is pressed, the Key Data Entry job will be executed.

Refunds Count Positive

If enabled, the total number of transactions will include voided transactions. If not selected, the total number of transactions are decreased when a void or refund transaction occurs.

Expiry Date Prompt

If enabled, the Send Expiry field will be displayed as the next field. If set to No, Store Copy will be displayed as the next field.

Send Expiry Date

This field is only displayed if Expiry Prompt is set to No. If set to Yes, the Expiry date will be sent. If set to No, the date will not be sent.

Expiry MMY

This field is only displayed if Send Expiry is set to yes. The date is always sent during manual entry.

Store Copy

If set to Yes, store (“signature”) copy prints. If set to No, the store copy will not be printed.

Receipt Copies

This field can be set to the number of receipt copies to automatically generate once the transaction has been completed if this function was used. This number would not include the receipt that is normally printed but only copies made thereafter.

No Sale – Job 180

Four No Sale keys may be defined for the Cash terminal. No Sale keys can be used for some transactions that do not fall under other types of transactions such as the ability to open the cash drawer when no customer is at the terminal. The four keys can be used to differentiate reasons for using No Sale. One key is offered on the standard keyboard; Service programming must be defined for additional keys.

Description

A 12 character description may be entered for each No Sale key. The description is displayed on the terminal and printed on the receipt.

Validate

Each No Sale key may be set to require Validation. If set to yes, the validation procedure must be performed before another entry is allowed.

MGR Control

Each No Sale key may be set to require Manager Authorization by entering a Manager Code (defined in Job 160) or Manager Mode. A Service flag defines whether codes or the mode will be used.

Open Drawer

Each No Sale key may be set to Open the drawer when the key is pressed, or to leave the drawer closed.

KDE Function #

Each No Sale key may be associated with a Key Data Entry job. Enter a valid Key Data Entry job to be associated with the key. The job will be executed when the No Sale key is pressed.

Foreign Media – Job 190

Four keys are available to accept foreign currency as cash tender. Foreign Currency keys are used to accept foreign currency as payment at the end of a sale transaction. These keys can convert currencies for the cashier. One key is standard on the default keyboard; the other three may be programmed.

Foreign Key Description

Enter a 12 character description for each key. The description will be displayed on the terminal when the key is pressed and printed on the receipt for transactions tendered with a foreign key.

Rate

An Exchange Rate can be entered for each Foreign key. Enter the amount of domestic currency required to equal a single unit of the foreign currency. The cash terminal calculates the amount owing in the foreign currency being tendered by multiplying the amount owing by the exchange rate entered in Job 190. For example, if \$1.00 foreign currency was valued at \$1.25 in the domestic currency, 1250 would be entered.

Under Tender

Each foreign key can be set to accept Under Tenders or not. If set to Under Tender, additional media keys can be used to complete a tender. If Under Tender is set to No, split tendering will not be possible for that currency type.

Over Tender

Over Tendering can be set to Yes or No for each Foreign key. If set to Yes then an amount greater than the amount due may be accepted for tender.

Validate

Foreign keys may be set to require validation. The Yes setting requires Compulsory validation. The cash terminal will not accept any type of entry until the validation has been completed. The validation imprints with a slip printer if one has been enabled and installed or the terminal slip.

Change

Each Foreign key can be programmed to calculate and display the amount of change due in either the domestic currency or the foreign currency.

HALO Tender

A High Amount Lock Out amount can be defined for each Foreign key setting an upper dollar limit on the amount of change which may be tendered on a Foreign key. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeros); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

KDE Function

A valid Key Data Entry job may be associated with each Foreign key. When the Foreign key is pressed, the Key Data Entry job will be executed.

Mix and Match – Job 200

A total of 65,000 Mix and Match prices may be defined. SKUs must be programmed in SRV 961 for this pricing type and the SKU Pricing type in Job 130 must be set to Mix and Match.

Mix and Match Pricing allows single units entered as part of a group. For example, three tins of soup are sold for \$1.00. Purchased separately the price is 34 cents. If Mix and Match Pricing is used, each tin can be entered separately, the terminal keeps track of the number entered and what price should be used. The price differences will appear as negative alterations. The negative alteration accounts for the discount which occurs each time the correct multiple of items is sold.

For Example;

Item 1 (one can of soup) = .34 cents each or 3 items (cans of soup) are sold together for \$1.00.

If 3 items (cans of soup) are sold, the price change difference of .02 cents will appear as the negative alteration.

Group

The Group Price is the amount to be charged for the number of items specified as the Base Quantity. It must be at least equal to or greater than the base price which would be charged for a single item.

Price

The Unit Price is the amount to be charged when the item is sold as a single unit.

Base Quantity

The Base Quantity is the number of units which will be sold for the Group Price.

Tare Table Programming – Job 210

The tare is the weight of the container to be subtracted from the weight of the scalable item. This allows the user to pre assign the weights of up to 9 tares rather than manually entering the weight each time a scalable item is sold.

Tare Table

Enter the appropriate weight to be removed from the item or Sub Department when placed on the scale.

Alpha Programming – Job 230,231,232

Alpha descriptions for some of the cash terminal report messages and prompts may be modified using Jobs 230/231/232. Each job defines descriptions with a maximum length:

Alpha Programming -- Job 230

Miscellaneous Descriptions have a maximum of 8 characters.

FUNCTION #	DEFAULT
001	GROUP 1
002	GROUP 2
003	GROUP 3
004	GROUP 4
005	GROUP 5
006	GROUP 6
007	GROUP 7
008	GROUP 8
009	MTAX
010	SBTL
011	MDSE
012	*TTL
013	CHANGE
014	FRGN CHG
015	TAXABLE
016	FS ST
017	FSCG
018	FSID
019	GROSS
020	NET
021	GROSS+ve
022	GROSS-ve
023	NET +ve
024	NET -ve
025	REG# ¹

FUNCTION #	DEFAULT
026	nontxbl1
027	nontxbl2
028	nontxbl3
029	HASH +ve
030	HASH -ve
031	CUSTOMER
032	CASHIER
033	Sales
034	CID
035	CLERK
036	MANAGER
037	MGR MODE
038	HOURLY
039	GT1 net
040	GT2 +ve
041	GT3 -ve
042	GT Trng
043	Taxable1
044	Taxable2
045	Taxable3
046	+ve tax1
047	+ve tax2
048	+ve tax3
049	-ve tax1

FUNCTION #	DEFAULT
050	-ve tax2
051	-ve tax3
052	NET TAX1
053	NET TAX2
054	NET TAX3
055	***CBAL
056	***PBAL
057	DECLARE
058	OVER
059	UNDER
060	PAYMENT
061	N/A
062	taxable4
063	+ve TAX4

FUNCTION #	DEFAULT
064	-ve TAX4
065	NET TAX 4
066	nontxbl4
067	GT RA
068	GTPO
069	WIC ST
070	WIC ID
071	SKU CPN
072	MICR #
073	ACCT #
074	CHECK #
075	HSA SBTL

¹ Characters are double size

Alpha Programming -- Job 231

Miscellaneous Descriptions have a maximum of 12 characters.

FUNCTION #	DEFAULT
001	DUE
002	DOMESTIC DUE
003	CASH XCHG
004	CANCELLED
005	ENTER CLERK#
006	CLERK LOGOFF
007	ENTER CSHR#
008	CSHR LOGOFF
009	ENTER MGR#
010	ENTER CODE
011	INVALID CODE

FUNCTION #	DEFAULT
012	INSERT SLIP
013	NO PRINTER
014	INSERT PAPER
015	PAPER LOW
016	PRICE/DEPT#
017	PRICE/SDEPT#
018	PRICE/SDEPT
019	PRICE/SKU#
020	TOTAL/SKU#
021	EXCEEDS HALO
022	Voids

FUNCTION #	DEFAULT
023	Exchanges
024	Refund Mode
025	Transactions
026	Training
027	No Sales
028	Depts
029	Hash Depts
030	Coupons
031	Percents
032	+ve Depts
033	-ve Depts
034	Itm Cpns
035	Itm Pents
036	Sbtl Cpns
037	Sbtl Pents
038	Void Mode
039	SKU's
040	SUBDEPTS
041	RA
042	PO
043	Ind Voids
044	Dir Voids
045	Overrides
046	Cash Exch
047	Cancel
048	Tax Deletes
049	ENQUIRY MODE
050	Enquiry
051	+ve changes

FUNCTION #	DEFAULT
052	-ve changes
053	CSHR LOG ON
054	CONSOL
055	UNPROGRAMMED
056	ENTER SDEPT
057	CLERK LOG ON
058	Sku count
059	Scan count
060	ENTER PBAL#
061	BALANCE
062	TAX DUE
063	CASH BACK
064	KEY SALE
065	SCANSALE
066	TTL SALE
067	RINGTIME
068	IDLETIME
069	OTHRMODE
070	TTL TIME
071	AV\$/CUST
072	AV\$/MIN
073	ITEM/MIN
074	SCAN/MIN
075	AV\$/ITEM
076	VOUCHER #
077	FS. TXBL FGVN
078	TIER TABLE #
079	TIER #
080	BELOW LALO

¹ Characters are double width

Alpha Programming -- Job 232

Miscellaneous Descriptions have a maximum of 16 characters.

FUNCTION #	DEFAULT
1	TAX TOTALS
2	HASH TAXES
3	MEDIA SALES
4	RA BY MEDIA
5	CASH EXCHANGE
6	DOMESTIC CHANGE
7	CHANGE
8	MEDIA IN DRAWER
9	PO BY MEDIA
10	ENTER PBAL MSG
11	CARD #
12	EXPIRY (MMYY)
13	EXPIRED
14	TICKET #
15	OPERATOR ID
16	ARRIVAL
17	DEPARTURE
18	PROD CODE
19	LICENSE NO.
20	STATE CODE
21	BIRTH DATE
22	BALANCES
23	*C O P Y*
24	ENFORCED RECEIPT
25	TARE WEIGHT

FUNCTION #	DEFAULT
26	IST DAY (MMDDYY)
27	LAST DAY (MMDDYY)
28	MAXIMUM AMOUNT
29	SWIPE GIFT CARD
30	MANUAL OVERRIDE
31	CARD BALANCE
32	APPROVED AMOUNT
33	TIER DISCOUNTS
34	+ve TIER
35	-ve TIER
36	END TRANSACTION
37	BIRTHDATE YYMMDD
38	BIRTHDATE MMDDYY
39	BIRTHDATE DDMMYY
40	SEQUENCE NUMBER
41	DROP REQUIRED
42	ENTER EMPLOYEE #
43	TRAN #
44	TRANS DATE
45	REG #
46	STORE #
47	IMPRINT CARD
48	ENTER CVV2/CVC2
49	ENTER ZIPCODE

Description of Keyboard Keys

NOTE: All keys may not be available on your keyboard depending on the hardware platform used.

KEY	DESCRIPTION
@/FOR	MULTIPLICATION KEY
% 1-9	PERCENT 1-9
(-) 1-9	COUPON 1-9
CAN	CANCEL
CAPTURE 1-4	DATA CAPTURE 1-4
CASH 1-2	CASH 1 OR CASH 2
CASHIER #	CASHIER NUMBER
CH 1-7	CHARGE 1-7
CHK	CHECK
CHARGE 1-7	CHARGE 1-7
CLEAR	CLEAR
CLERK #	CLERK NUMBER
CLOCK IN	CLOCK IN EMPLOYEE
CLOCK OUT	CLOCK OUT EMPLOYEE
CODE 39#	CODE 39 NUMBER
CONTINUE	CONTINUE SUSPENDED TRANSACTION
CONV	FOREIGN 1
DETAIL FEED	JOURNAL FEED
DEPT #	DEPARTMENT NUMBER
DPT 1-20	DEPARTMENT 1-20
ENQUIRY	ENQUIRE ON PRICE
FOREIGN 1-4	FOREIGN 1-4
FS SHIFT	FOOD STAMP SHIFT
FS TEND	FOOD STAMP TENDER
I2OF5#	I2OF5 NUMBER
INVENTORY	INVENTORY LOOKUP
JOURNAL	JOURNAL VIEW
KEYBOARD 1-9	KEYBOARD LEVEL 1-9
L0-L9	LEVEL 0-9
MACRO #	MACRO NUMBER
MACRO 0-99	MACRO 0-99
MANAGER #	MANAGER NUMBER

MDSE	MERCHANDISE
MANUAL TAX	MANUAL TAX
NO SALE 1-4	NO SALE 1-4
OPEN TARE	OPEN TARE
OVERRIDE	OVERRIDE
PBAL	PREVIOUS BALANCE
PO 1-4	PAID OUT 1-4
PRINT	VALIDATE
RA 1-4	RECEIVED ON ACCOUNT
RCPT FEED	RECEIPT FEED
RCPT ON/OFF	RECEIPT ON/OFF
RECEIPT COPY	RECEIPT COPY
REFUND	REFUND
RFD	RECEIPT FEED
S1-S99	SUB DEPARTMENT 1-99
SBTL	SUBTOTAL
SCALE	SCALE
SERV	PBAL SERVICE
SHIFT	SHIFT
SKU #	SKU NUMBER
SLIP	SLIP PRINT
SUB #	SUB DEPARTMENT NUMBER
SUSPEND	SUSPEND TRANSACTION
TAX DEC 1-4	TAX DECIMAL 1-4
TAX SFT 1-4	TAX SHIFT 1-4
TRAY	TRAY
UPC#	UPC NUMBER
VAL	VALIDATION
VIEW BWD	VIEW BACKWARD
VIEW FWD	VIEW FORWARD
VOID	VOID

Tax Table/Rate – Job 240-241

A combination of four Tax Tables or Tax Rates may be defined for automatically calculating tax on sales. Thus four taxes may be defined, each being either a rate or a table. Data for Tax Tables is generally supplied by government agencies.

Tax Tables

Description

A description may be entered for each Tax Table using a maximum of 8 characters.

Tax

Enter the tax rate (generally applied throughout the table -- tables are used by some locales as the percentage calculation and may not result in tax amounts the same as defined by a table). For example a rate of 6.0% would be entered as 60000.

Tax Table Cents/Cycle

The cents/cycle in a tax table is the taxable amount covered by a cycle. Cycles or patterns may be identified in tax tables by the breakpoint differences, i.e., the point where a tax increment takes place. It can be calculated by adding the breakpoint differences in a cycle, or alternatively calculating the difference between the first breakpoint of the cycle and the first breakpoint of the next cycle.

Minimum Tax

Define the amount of tax to be charged on the minimum taxable amount.

Tax Table Minimum Breakpoint

Define the smallest amount on which tax must be collected. Amounts less than this value will not be subject to tax.

Character

This character will be shown or printed with items sold as taxable at this tax.

New Breakpoint

To add more breakpoints, enter a value when on this prompt. Note that you must hit ENTER twice to move to the next New Breakpoint prompt. Define up to fifty breakpoints for each Tax Table. Breakpoint 1 must be equal to or greater than the minimum taxable amount. Each successive breakpoint must be greater than or equal to the previous breakpoint. If no breakpoints are entered, the Tax Table is marked as deleted which mean no tax will be charged for this tax level.

Tax Rate

Description

A description may be entered for each Tax Table using a maximum of 8 characters.

Tax

Enter the tax rate (generally applied throughout the table -- tables are used by some locales as the percentage calculation and may not result in tax amounts the same as defined by a table). For example a rate of 6.0% would be entered as 60000.

Minimum Tax

Define the smallest amount on which tax must be collected. Amounts less will not be subject to tax.

Value Added Tax

If this tax is to be calculated as being included in the value of the items sold already then select YES.

Tax

Select if this tax rate is ENABLED or DISABLED.

Rounding Factor

This is a 6 digit number that is used for rounding the tax calculation and it should be left at 500000 in all but very specific situations.

Character

This character will be shown or printed with items sold as taxable at this tax.

Tax Delete- Job 242

Four Tax Delete keys may be placed using SRV 950. Tax delete keys can be used to remove tax from transactions when the function is allowed.

Tax Delete Description

An 8 character description may be associated with each Tax Delete key.

Tax Delete Validate

Each Tax Delete key may be defined to require validation or not.

Tax Delete Manager Only

Each Tax Deletion key may be set to require Manager Authorization.

KDE Function #

Each Tax Deletion key may be defined to be associated with a Key Data Entry job.

Receipt Copies

This field can be set to the number of receipt copies to automatically generate once the transaction has been completed if this function was used. This number would not include the receipt that is normally printed but only copies made thereafter.

Miscellaneous Programming Jobs

Miscellaneous Programming includes jobs to define general terminal settings. For these jobs if the display is a windows requesting one value then enter the value followed by decimal key. CLEAR key will get out of job without an entry.

Date Setting -- Job 250

The date definition format is Month/Day/Year. Leading zeros are not required when entering days, but are required when entering months. To define April 3, 1992, enter 04392.

Time Setting -- Job 251

The hour setting uses a 24 hour clock (military style). Use the 24 hour system when setting the time in Job 251. The cash terminal displays using standard time (i.e., 14:00 hours is displayed as 2:00 p.m.).

Register Number -- Job 252

A three digit terminal number may be defined for each cash terminal. The terminal number is printed on all receipts. Leading zeros are not required. The terminal number is used as an identifier for communicating with a computer.

Consecutive Number -- Job 253

The consecutive number is increased by one each time a receipt is published. It provides a unique identifier to each transaction including reports and is printed on the receipt. Set the consecutive number to be one less than the desired starting number. For example, to set the consecutive number to 125, enter 124. Leading zeros are not required.

Store Number -- Job 254

The Store Number is printed on the receipt and journal headers.

Training -- Job 257

Entries made when the cash terminal is set for Training Mode operation are not included in any reports and are identified on journals and receipts by *TRNG* printed below the header information. "REG" and "MGR" mode operations only (i.e., no programming or resetting) may be completed when the Training mode is initiated. Service Flag 909 can be set to enable or disable Training Mode. Key Data Entries may be entered in training mode, but data will not be saved. The Cash Drawer does not open while in training mode.

Check Validation Message – Jobs 258

A text description may be defined to be printed for check validations. The text defined will be printed if validation has been defined for the media key being used and a slip printer has been enabled.

Check Message Lines -- Job 258

Define the number of 21 character lines to be defined for the message. A maximum of six lines may be defined. If no text is entered on a line a blank line is "printed".

Check Validation Text -- Job 258

Enter a text description of 21 characters for each line that has been defined. The text will be imprinted during the check validation procedure.

LOGO – Job 259

A Header and Footer may be defined to print at the top and bottom of each receipt. Double size characters may be defined by using the DC Key. Note that double size characters occupy two positions. If no lines are specified for either the header or footer, the job will not prompt to enter text. See procedure for entering LOGO jobs under Check Message Validation above.

Logo Header Lines

A maximum of six lines of 50 characters may be defined as a header to print at the top of each receipt. The register will only print as many characters as can fit on the line and the rest will be ignored when the header is printed. The XR650 printer can print 32 characters on a line while other terminals can handle more characters.

Logo Footer Lines

A maximum of six lines of 50 characters each may be defined as a footer to print at the bottom of each receipt. If lines are defined and no text is entered, a blank line will appear. The footer has a special function where a date can be printed. If programmed to be %x where x is a number, this will be changed to the current date + x when printed on the receipt.

For example, if the footer line was programmed to be REFUNDS VALID TO %7 and today's date was January 16, 2007 then the footer would show REFUNDS VALID TO Jan. 23/07.

Validation Print – Jobs 260

The 260 range of jobs defines the validation printing parameters. Additional settings for validation printing are offered in Service Flags.

Print Count

The Cash terminal can be set to require a validation print up to a maximum of 99 times. This setting is common to all transactions requiring validation. The terminal will not allow further entry until the validation printing has been completed.

Validation Exchange

Entries made using the Exchange procedure with the Refund key must be set to require validation.

Validation Indirect Void

Indirect voids may be set to require validation.

Slip Printer – Job 261

The 261 range of jobs sets parameters for slip printing. Service flag options are also required in Service jobs. See procedure for entering Slip Printer jobs under Validation Printer above.

Slip Count

The Cash terminal can be set to require a slip print up to a maximum of 99 times. This setting is common to all transactions requiring slip printing. The terminal will not allow further entry until the printing has been completed.

Slip Printer Start Column

Define the column position that printing is to begin. A setting of 0 will begin printing at the far left of the slip.

Slip Printer Start Line

Define the starting line that printing is to begin. A setting of 0 will begin printing at the top of the slip. Consideration should be given to the length of the printout anticipated and that the slip will not print unless it has paper.

Slip Printer Maximum Lines

Define the maximum number of lines to be printed by the slip printer during a transaction.

Sentinel – Job 262

The Sentinel function provides a means of monitoring the amount of cash in the terminal. To clear the Sentinel amount, run a Cashier Report (#5), or perform a paid out function at the terminal to decrease the amount of cash in drawer.

Sentinel Cash in Drawer

When the terminal has recorded a cash in drawer amount equal to or greater than the sentinel defined, the CID Sentinel Indicator will illuminate. The indicator appears as a decimal (i.e., .) between the Food Stamp and PLU indicator positions. To program a sentinel of \$25,000.00, enter 2500000.

Previous Balance Minimum Payment – Job 264

A minimum down payment can be enforced when new balances are opened or existing balances are added to. The payment is programmed as a minimum dollar amount and/or a percentage of the transaction total. The amount enforced is taken as the greater of the two. Note two decimal places are assumed.

PB Minimum Down Payment Value

If an amount is entered here when a PBAL is opened, this amount (as a minimum) must be entered to finalize the PBAL transaction. Larger amounts can also be tendered.

PB Minimum Down Payment Rate

If the store wishes to use a percentage rate of the transaction as a down payment instead of a fixed base amount, the percent should be entered here.

Miscellaneous Settings – Job 265

Job 265 is used to manipulate a number of miscellaneous settings for system functionality

Online Master

This will only be shown if 915B+4 is enabled. When using online computer balances a valid register number or IP address is needed to instruct the terminal where to send the transaction information. If a number between 1 and 99 is entered the terminal will process this as another terminal number, otherwise entering a complete IP address will instruct the terminal to locate the correct computer on the network.

Offline Amount

This will only be shown if 915B+4 is enabled. The amount entered here will be used by the system if the Online Master terminal or PC is not online.

SKU Master

Defines which terminal the item file is held in. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server.

Lookup**Local/IRC**

When using an SKU master file, if this option is set to local/IRC, the terminal will look to its own memory for the item before trying to find it on the network.

IRC/Local

If set to IRC/Local, each time an item is scanned the system will go to the SKU master to try to find the price for the item before checking in the local memory.

MICR Master

The programmed Address receives MICR check codes for validation. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server. If Job 924 is enabled the MICR check numbers are scanned, if Job 924 is not enabled the MICR check numbers must be entered manually. A cash terminal will not act as a MICR Master.

Cashier Master

Defines which terminal will track if cashiers are logged into the system or not. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server. If a cashier is logged into the system, they cannot log onto a second terminal.

Cashier Time Out

If Job 904B +4 is enabled, enter the time limit from 1 - 99 minutes to be used as the number of minutes to wait, before the terminal automatically logs off the cashier if there is no activity at the terminal.

Drawer Time Out

Enter the number of seconds between 1-99 that the cash drawer can be open before an alarm tone begins.

Scanner Enable/Disable

If Enabled, the terminal will prompt the user for a code from the scanner manual. Enter the code and the scanner will automatically enable itself when the terminal is within specific scanning areas.

PBAL Master

When using PBALS, a master can be assigned that each PBAL that is opened or accessed will be stored in the defined terminal. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server.

PBAL Backup

Along with the PBAL Master a backup terminal can be assigned to hold a duplicate of the PBAL information incase of outage of the assigned master terminal. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server.

Start PB Number

If service programming has been enabled for automatic generation of the PBAL number, the START PB field will be displayed in Job 265. Enter the number to be used for the next PBAL that will be opened. The current PBAL number will be reset to the number defined as the START PB.

End PB Number

Enter the number to be the end of the range for PBAL numbers that are being generated automatically.

IRC Journal Master

By placing another register number in this field, all journal transactions will be sent to the specified terminal for storage. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server.

Transaction Processor

This option will only be shown if transaction processing (has been purchased) and turned on in licensing portion (Job 410) of the terminal software. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server. For more information on this option, contact your local dealer or Datasym regional manager.

Sales Database

This option allows KDE records to be sent to Symfinito at the end of every transaction for real time processing of the data. This value can be any of a 2 digit register number, an IP or a URL name if the register and network are setup to use a DNS server. For more information on this option, contact your local dealer or Datasym regional dealer.

Print Transaction Barcode

This option only shows if the Sales Database has been enabled. If the terminal has a printer capable of printing a bar code then it will print one that includes enough information to find the transaction in a sales database.

Previous Balance Logo Message – Job 266

Up to a 10 line message may print at the bottom of each receipt when a new balance has been opened.

PB Message Lines

By setting the number of lines and entering in a message the first time a PBAL is opened this message will print at the bottom of the receipt.

Manager Control Transactions – Job 267

The functions listed below can set to require Manager Authorization (code or mode specified by SRV flags). Manager Control for other functions like No Sales and Departments are defined within the job for that function.

Type

This setting allows some options for how the manager can enter his number. For now it should be kept set to LOCAL.

The following functions have manager control settings in this job:

Refund; Exchange; Cash Exchange; Cancel; Direct Void, Indirect Void, Void Mode, Override, Enquire, Receipt Copy, Manual Gift Card #; View Journal

Manager Control Operations

Functions that are programmed for Manager Control require a [programme] or the entry of a Manager Code to proceed. (Use of a key or code is defined by a Service Flag in 905A). The terminal will prompt for a manager. If a key is required, the operator must exit the transaction by pressing the [CL] key. A P Key must then be inserted to perform the transaction. If a code is required, a prompt will be displayed, ENTER MANAGER. The code must be entered, and the transaction may then be completed.

Receipt Printing – Job 268

This feature allows the user to control a couple of settings related to the receipt.

Enabled

Normally this will be set to YES but it can be set to NO to stop printing receipts for sales transactions. If a transaction receipt is needed the receipt copy key can be used.

Refund Mode Copies

This allows you to set the number of additional receipt copies that you would like to automatically print when a receipt transaction is done at this register.

Terminal Initiated Polling – Job 269

This feature is currently not supported and will be available in a future release.

Register Initiated

This is a YES/NO prompt allowing the user to define if the terminal will start the polling process or wait for polling from a PC. The connection to the PC can be initiated either when a time occurs each day or when a 75 Z report is taken at the cash register.

If this prompt is set to YES, further questions are asked.

Host

A three digit terminal number or IP address can be entered for this field.

Time

Enter the time that the terminal will initiate the polling

Data Capture Keys – Job 270

In Job 270 there are four Data Capture Keys that can be used for miscellaneous key data entry at any point during a transaction.

Description

Enter the description for the data capture key.

Enforced

If set to enforced the Data Capture key is not required to be placed on the keyboard. Data Capture keys will be enforced only on normal transactions including Previous Balances. Received on Account, Paid Out and Cash Exchange transactions are not affected.

If set to be enforced at the start or end of a transaction; only one Data Capture key may be enforced. If two or more are selected, only the first found in the programming file will be enforced.

Printer

If set to yes, the Data Capture key description will print on the receipt and journal when accessed.

KDE Function

This will allow a KDE Function (programmed in 290) to be attached to the Capture key.

Gift Card

This allows the Capture key Gift Card functionality.

Key Data Job Assignment – Job 280

Programming Job 280 is used to assign Key Data Entry Jobs to selected function keys. Once the job is initiated then press an eligible key to be associated with the Key Data function. Next, enter the function number to be associated to the key and hit Enter. Hit decimal key when done assigning jobs to keys.

Key Data Job

Valid Modes	Job #	Default Setting	Options
PGM	280		DEPT#, SUBDEPT#, SKU#, DEPT, SUBDEPT, NO SALE, MEDIA, R/A, P/O, VOID, REFUND, MTAX, TAX DEL, COUPON, PERCENT, CLERK#, CASHIER#, FOREIGN, MANAGER#, OVERRIDE, CANCEL

Management and Key Data Function Programming – Job 290

The DatasymPro software may be programmed to collect fields of user defined data. SRV Job 969 controls the number of management fields which may be defined and can be set to a maximum of 99. If an attempt is made to program a field that exceeds the maximum defined in Job 969, the software will display a message indicating that "No More Room" is available.

Typically, these functions are used to collect management data. Each job is assigned a Job Number and may have any number of fields, keeping in mind that the total number of fields for all jobs may not exceed 99. For example, three jobs may each have 8 fields, 5 jobs may have 15 fields. In total, 99 fields could be programmed. Once programmed, Management Functions may not be modified. They may be deleted and reprogrammed if necessary.

Note that there are 2 different types of tasks that can be setup with this program. The first, called Key Data Entry, will be used during typical registration transactions to capture information about the function that was performed. For example, whenever you sell a specific type of item you can request the serial number for tracking purposes. The second, called Management Functions, will allow the input of some information that is required at the computer later. For example, Receiving could be entered when a shipment arrives so that it could ask for each item and ask for the quantity received. The enhanced cash register terminal is not capable of reporting on this information but it is meant to be sent to a computer where it can be used in reports.

Key Data Save Record

Jobs 1-99 Have:

Save Record

Save Date

Save Time

Save Txn No.

Save Manager

Save Cashier

Save Clerk

The above fields can be set to Yes/No. When set to Yes, the appropriate information will be stored in the management buffer (set in Job 909) for later retrieval.

Field 1 Enabled

Set to Yes if you would like to have a field assigned to this key data entry job. If enabled then a number of more options will show for this field.

Key Data Field Description

Enter a maximum 32 character description of the Field. The description will be used to prompt the operator for information OR it will be printed on the receipt and journal if a message only type.

FIELD X	OPTIONS
ALPHA	A maximum 20 character alpha may be entered for each field. The alpha entered is used as a prompt to enter field information.
FIELD TYPE	ALPHA, NUM+/-, NUMBER, NUM/C1, NUM/C2, NUM/C3, AGE, MICR#,MESSAGE.
FILE TYPE	If Field Type = NUMBER or NUM/C1, NUM/C2, NUM/C3, respond to prompt for File Type by selecting a file to verify the input against: NONE, CASH, CLERK, MANAGER, DEPARTMENT, Sub Department, SKU, +VE, -VE, +VE , -VE and PBAL.
SAVE ALPHA	If File Type is defined as an option other than NONE, +VE, -VE, +VE/-VE, respond to the prompt to Save Alpha. If set to Yes, the file description is saved, the record prints on the receipt and journal.
CONFIRMATION	If file type is defined as an option other than +VE, -VE or +/-, if set to yes, when # is entered, the description associated will be displayed. Press the CL key to re-enter or ENTER to accept.
MINIMUM AGE	If Field type = AGE, respond to prompt for minimum age. The minimum age can be set from 1-99 years.
MAX LENGTH	Enter the maximum length of the field. May not exceed 20.
MIN LENGTH	Enter the minimum length of the field. (0 - 20)
DECIMALS	If Field Type = NUM +/-, NUMBER and File Type = None, respond to prompt for the number of Decimals that may be entered. 0-7 enforced.

INPUT	Enter the code for the source of data: K=Keyboard, S=Scanner, C=Card Reader, or a combination. Use [0] key to toggle responses. K is not toggled.
PRINT RECEIPT	Select Yes to print the Key Data Entry Record on the receipt at the time of transaction.
PRINT JOURNAL	Select Yes to print the Key Data Entry Record on the journal at the time of transaction.
FIELDx ENABLED	Select Yes to continue with entries for another field.
LOOP HERE Only available with management jobs (i.e. above 99)	Fields may be defined to loop, facilitating the collection of multiple details which share a piece of common data. The first field in a job may not be set to loop. A field set to loop, circles back to itself after the last field has been entered. See sample description below.

Field Types Alternatives

ALPHA	Alpha keyboard layout is enabled. Alpha numeric entry is allowed.
NUM +/-	Positive or negative numbers may be entered, decimals may be defined
NUMBER	Numbers may be entered, decimals may be defined
NUM/C1	Numbers may be entered as defined by C1 (check digit Table 1 programming). SRV 990
NUM/C2	Numbers may be entered as defined by C2 (check digit Table 2 programming). SRV 990
NUM/C3	Numbers may be entered as defined by C3 (check digit Table 3 programming). SRV 990.
AGE	Date of birth may be entered by the operator and validated against the MINIMUM AGE.
MICR #	Numbers may be entered using a MICR reader.
MESSAGE	This will not ask for an entry but will only print the message on the receipt.

Sample Management Function

For example, a management function could be programmed to collect invoice information at the terminal. An invoice may include several lines of detail (i.e., a number of different items are on the invoice). However the same invoice number and company number are associated with each of the detail lines. The management function may be programmed to prompt for the common information like invoice number and

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company number, then loop through the detail information allowing each item on the invoice to be entered without keying the common information each time.

For this sample management function, the terminal will prompt to enter the Invoice Number (5 numeric digits with no decimals), then the Company Number (3 numeric digits with no decimals), and then will prompt for Product Name, Product Number and Quantity. It will verify the Product Number against the existing SKU file in the terminal. After quantity has been entered the user will again be prompted for Product Name, starting the loop again until the [.] key is pressed to indicate that there are no more entries for the job.

Please refer to the following page for a field definition for this example.

Field 1 Alpha Description:	Invoice #
Field Type:	Number
	No Decimals
	No File Type Verification
Maximum Length:	5
Minimum Length:	5
Field 2 Alpha Description:	Company Number
Field Type:	Number
	No Decimals
	No File Type Verification
Maximum Length:	3
Minimum Length:	3
Loop Here:	No
Field 3 Alpha Description:	Product Name
Field Type:	Alpha
Maximum Length:	20
Minimum Length:	1
Loop Here:	Yes
Field 4 Alpha Description:	Product Number
Field Type:	Number
	No Decimals
	SKU File Verification
Maximum Length:	8
Minimum Length:	8
Loop Here:	No
Field 5 Alpha Description:	Quantity
Field Type:	Number
	Decimals = 1
	No file Type Verification
Maximum Length:	6
Minimum Length:	1
Loop Here:	No

Percents – Job 300

Nine Percent Keys are available to apply discount or premium percentages to entered amounts.

Percent Description

A maximum 12 character description may be entered for each Percent key.

Percentage

Enter the percentage to be associated with the key.

Percent Type

Define if the percentage discount or premium is to be applied to individual items, or to a subtotal amount. If totals exist, this field cannot be changed. Perform a "Z" 1 or 101 Report to clear the totals.

Percent Global

If Yes, Global Discounting will be used for the percent (discount or premium) being defined.

Percent Open

Each Percent key may be set to accept a Percent entered at the time of sale. If the Percent key is set to Yes for Open, a percentage may be entered at the time of sale.

Percent Preset

The Percent Preset, defined in Job 300, will be used. If set to Open and Preset, the Preset Percent will be used, unless a percent is entered at the time of sale.

Percent Validate

Each Percent key may be set to require validation when they are pressed. The Yes setting requires Compulsory Validation. The Cash terminal will not accept any type of entry until the validation has been completed. The validation imprints with a slip printer if one has been enabled or the terminal printer.

Percent Sign

Each Percent key may be defined to calculate as a positive or negative value, offering either premiums or discounts.

Percent Tax 1, 2, 3, 4

Each Percent key may be associated with any one or a combination of the four available taxes. If the setting is Yes, the percent premium or discount is eligible to be taxed.

Percent Food Stamp

Premiums and discounts may be defined as being food stamp eligible by setting this flag to Yes.

Percent WIC

Allows the desired percent key to be used within a WIC transaction.

Percent WIC Shift

Allows the desired percent key the ability to be brought into a specified WIC sale through the use of the WIC shift key.

Percent HSA

Percent keys may be eligible for payments by Health Savings Accounts (HSA) or Flexible Spending Accounts (FSA). Select YES if the percent is eligible for these programs and the retail establishment is in the position to accept these cards (retailer must be certified eligible).

Percent Rx

Percent keys may be eligible for modifying the value of prescriptions as it pertains to Health Saving Accounts and (HSA) or Flexible Spending Accounts (FSA).

Percent Manager Only

Percent keys may be set to require Manager Authorization (a Manager Code set in Job 160 or mode switch set to the Manager position enabling Service flag 905).

Percent Maximum

Enter the maximum Percent that may be entered if Open Percents are enabled. This can be used to restrict Percents to an upper range.

KDE Function #

Enter a valid Key Data Entry function to link to the Percent key. Percent keys may be linked with a Key Data Entry function. If linked, the Key Data Entry function will be accessed when the Percent key is pressed.

Coupons – Job 310

Nine Coupon keys are available to apply coupon values to transactions.

Coupon Description

A maximum 12 character description may be entered for each Coupon key.

Coupon Price

A price may be entered for each Coupon with a maximum of 6 digits. To define a coupon price of \$1.00, enter 100.

Coupon Type

Define if the coupon is to be applied to individual items, or to a subtotal amount. If totals exist, this field cannot be changed. Perform a "Z" 1 or 101 Report to clear the totals.

Coupon Open

Each Coupon key may be set to accept a coupon value entered at the time of sale. If the Coupon key is set to Yes for Open, a value may be entered at the time of sale.

Coupon Preset

If set to Yes, the coupon price will be used by the terminal at the time of sale, although this may be overridden. If both Open and Preset are set to Yes, the preset value will be used, unless a value is entered at the time of sale.

Coupon Validate

Each Coupon key may be set to require validation when they are pressed. If Yes, Compulsory Validation will be required and any type of entry will not be accepted until validation is complete. The validation imprints with a slip printer if one has been enabled or the terminal printer.

Coupon Sign

Each Coupon key may be defined to calculate as a positive or negative value.

Coupon Tax 1, 2, 3, 4

Each Coupon key may be associated with any one or a combination of the four available taxes. If the setting is Yes, the coupon value is eligible to be taxed.

Coupon Food Stamp

Coupons may be defined as being food stamp eligible by setting this flag to Yes.

Coupon WIC

Allows the specified coupon to be used within a WIC transaction

Coupon HSA

Coupon keys may be eligible for payments by Health Savings Accounts (HSA) or Flexible Spending Accounts (FSA). Select YES if the coupon is eligible for these programs and the retail establishment is in the position to accept these cards (retailer must be certified eligible).

Coupon Rx

Coupon keys may be eligible for modifying the value of prescriptions as it pertains to Health Saving Accounts and (HSA) or Flexible Spending Accounts (FSA).

Coupon Manager Only

Coupon keys may be set to require Manager Authorization (a Manager Code set in PGM Job 160 or mode switch set to the Manager position, Service flag settings).

Coupon HALO

A High Amount Lock Out amount can be defined for each coupon preventing entries of amounts above the HALO set. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

KDE Function #

Enter a valid Key Data Entry function to link to the Coupon key. Coupon keys may be linked with a Key Data Entry function. If linked, the Key Data Entry function will be accessed when the Coupon key is pressed.

Receive on Account (R/A) - Job 320

Four R/A keys may be defined to record the collection of payments.

R/A Description

A description may be entered for each R/A key using a maximum of 12 characters.

R/A Validate

R/As with Validation set to Yes require compulsory validation.

R/A Manager Control

R/As may be set to require manager authorization (set in Job 160 or mode switch set to the manager position, Service flag settings)

R/A Auto Media

If set to Yes, the Media defined in the next function will be tendered when the R/A key is pressed.

R/A Media

If R/A/ Auto Media is set to Yes, a prompt will be displayed to define the Media key to be automatically tendered. Options will be displayed according to the media descriptions defined in Job 170.

R/A Cash Card

If R/A/ Cash Card is set to Yes, the terminal will add value through an interface to an external Cash Card device (like the ITC 1015 unit). If selected, some of the other options for the RA will be disabled.

R/A PBAL

Each R/A key can be set to tender Previous Balances. If set to Yes, the R/A may be used to "Service" Previous Balance accounts. Servicing a Previous Balance adds to the outstanding balance and completes the transaction. An R/A key defined to Service Previous Balances may not be used to tender other transaction types (an error message will display). If set to No, the R/A key may not be used to service Previous Balances.

R/A HALO

A High Amount Lock Out may be defined for each R/A key preventing entries of amounts above the HALO set. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

R/A Link to Key Data Entry

Enter a valid Key Data Entry function to link to the R/A key. R/A keys may be linked with a Key Data Entry function. If linked, the Key Data Entry function will be accessed when the R/A key is pressed.

Paid Out – Job 330

Four Paid Out keys may be programmed.

Paid Out Description

A description may be entered for each Paid Out key using a maximum of 12 characters.

Paid Out Validate

Paid Outs with Validation set to Yes require compulsory validation.

Paid Out Manager Control

Paid Out keys may be set to require manager authorization (a Manager Code set in Job 160 or mode switch set to the manager position, Service flag settings)

P/O Auto Media

If Auto Media is set to Yes, the Media defined in the next function will be tendered automatically when the P/O key is pressed.

P/O Media

If P/O Auto Media is set to Yes, a prompt will be displayed to define the Media key to be automatically tendered. Options will be displayed according to the media descriptions defined.

Paid Out HALO

A High Amount Lock Out may be defined for each Paid Out key preventing entries of amounts above the HALO set. The HALO is a two digit number in the following format: $x \times 10^y$. For example, to set the HALO to \$40.00, enter 43 (the "3" represents three zeroes); to set the HALO to \$.50, enter 51 (the "1" represents one zero). A maximum of 7 zeros may be defined within the HALO.

Paid Out Link to Key Data Entry

Enter a valid Key Data Entry function to link to the Paid Out key. Paid Out keys may be linked with a Key Data Entry function. If linked, the Key Data Entry function will be accessed when the Paid Out key is pressed.

Disable Paid Out Mode

A Paid Out key can normally be set for multiple dollar amount entries by hitting the Paid Out key first and this is called Paid Out Mode. This setting can enable or disable that mode from working.

Allow Auth on Paid Out

This setting can allow authorization of electronic payments as a REFUND to the card.

Show Paid Out as Negative

This setting will allow the paid out to show as a negative amount on the receipt.

Disable Refund Mode

This setting can stop the Paid Out key from working when inside a REFUND transaction.

Positive Account – Job 340

A maximum of 65,000 positive accounts may be defined. These accounts are stored to be used for verification purposes against an entered account number. When verifying a number against the positive account file, an error will be generated if the number is NOT in the file.

Positive Account Number

The length of the account number that may be entered depends on the length definition in Service Job 962.

Negative Account – Job 350

A maximum of 65,000 negative accounts may be defined. These accounts are stored to be used for verification purposes against an entered account number. When verifying the negative account file, an error will be generated if the number is in the negative account file.

Negative Account Number

The length of the account number that may be entered is depends on the length definition in Service Job 962.

Time Period – Job 360

Time Periods may be defined to group transactions by time periods on Hourly Reports (4 report). Hourly reports are reported in 15 minute increments.

Time Period Hour Interval

Using a 24 hour clock system enter the hour start time for the time period.

Time Period 15 Minute Interval -- Job 360

Select Yes or No to define a time period interval and then select a fifteen minute interval to further define the start time.

Stacked Reports – Job 370/371

Two Stacked Reports may be defined using Jobs 370 and 371. Job 370 defines Report 70, 371 defines report 71. Once the job is initiated, you can use the @/FOR key to move to the next report in the list. A combination of the following reports may be included in a Stacked Report.

REPORT #	REPORT DESCRIPTION	REPORT #	REPORT DESCRIPTION
1	GENERAL 1	13	DEPARTMENT GROUPS
91	GENERAL INFORMATIVE	10	DEPARTMENTS
4	HOURLY	20	SUB DEPARTMENTS
5	CASHIER	30	CASH IN DRAWER
95	CASHIER INFORMATIVE	40	SALES
6	CLERK	50	MAR REPORT
96	CLERK INFORMATIVE	60	PBAL
8	MANAGER	61	0 PBAL

Enable Report in Stacked Report

Set to enable to include the report in the Stacked Report.

Stacked Report Daily or Periodic

Define the consolidation level of the report to be included in the Stacked Report as either Daily or Periodic.

Stacked Report Type

Define if the report is to read data only (X), or read and clear (X/Z). Note that no prompt for type will be displayed if Report 13, Department Groups and Report 30, Cash in Drawer are enabled for a Stacked Report.

Saved Daily Reports - Job 375

When a Z report is taken at the terminal the data will be placed into the management buffer rather than clearing the totals from the terminal. This allows report data to be collected but polled at a later time. (i.e., the 1 report could be taken for each day of the week and polled on Sunday)

The data is recorded in the usual format; however, four fields will be appended to the start of each record. These four fields identify the data as a management buffer record. (i.e., daily poll of a media record would appear as follows: 25,01,B000,ID ,+000059.40, +00008 but, when polled through the management buffer it is displayed as: 2A,01,FE00,5A5A,25,01,B000,ID ,+000059.40, +00008

REPORT #	REPORT NAME	REPORT #	REPORT NAME
1	GENERAL REPORT 1	96	CLERK INFORMATIVE
91	GENERAL INFORMATIVE	8	MANAGER
4	HOURLY	10	DEPARTMENTS
5	CASHIER	20	SUB DEPARTMENTS
95	CASHIER INFORMATIVE	40	SALES
6	CLERK	60	PREVIOUS BALANCES

Note: There is no reporting facility in Comm2000 for this data; it can only be viewed as raw data.

Macros – Job 380

Ninety-nine macros may be defined, each having a maximum of 15 keys within the macro. Job 380 is used to program macros -- the definition of a key as a macro key is assigned in SRV Job 950. The [0] key is used to toggle between programming mode for this job and a view option which displays the current programming for the macro. Enter desired macro # and press @/FOR. Mode view will be displayed. Using the [0] key you can program to toggle the mode between View and Program. Pressing the ENTER key the display will show 1 highlighted in yellow. Press the appropriate keys you wish in the macro. Once you start programming a macro you must continue through to the end. If you make a mistake, you must program the macro again from the first key because you cannot backup since almost every key except the CLEAR key can be part of the macro. When complete press the CLEAR key to take you back to view mode. Press the decimal to end.

If you need to add a “wait for input” to the macro when it runs, turn the mode switch out of PGM mode and then hit the ENTER key and a WAIT will show on the display. Then turn back into PGM mode to continue programming other keys.

Secret Code – Job 400

A secret Code may be defined for by mode setting. This code is not displayed or printed on a receipt or journal. A secret code may be entered for each of the following modes: PGM, OPX, OPZ, X1, Z1, X2, Z2. Not all modes are available with all hardware.

Entry of Flash Authorization – Job 410

This feature enforces the entry of an authorization code before the terminal will process transactions.

Within the programming the following features can be enabled. Each of these features are billable options. Please contact your area sales manager for further details.

Grocery Discounts – By having this flag enabled the client can use the Tiered Pricing and Value Coupon features.

Transaction Processing – Please contact your area sales rep. for details of this feature.

Also included in this programming is the terminal software version number and the serial number of the main board of the terminal.

Please note that if an authorization was provided when the terminal was flashed with Comm2000 for Windows an authorization code does not need to be entered. An authorization code can be obtained by contacting the Datasym Support Team.

Previous Balance Alpha Description – Job 460

Alpha may be assigned to PBALS using this job. Max. length is dependant upon Srv Job 965.

Barcode Printing – Job 470

If the SKU to be printed is already in the programming file, the fields below will not be asked. The terminal will ask for the SKU number and the number of labels to print. The standard Barcode Tag format can be changed within COMM2000 also. If the SKU entered is not part of the programming file the following questions will be asked.

Number of Labels

The desired number of labels to print for this item

SKU Alpha

The Alpha to print on the label

SUBDPT#

The Sub Department number to print on the label

Mix & Match

The tag can be marked as a Mix and Match label

Mix and Match Table

If Mix and Match is set to YES a table is prompted for

Enter Price

If Mix and Match is set to NO then a price to be printed is prompted for.

Credit Card Authorization – Job 500 – 503

Jobs 500 through 503 are used to establish the credit/debit/gift and check processors that will be used for electronic funds transfer. Please see the Credit Card Addendum for further details on these jobs and their settings.

Employee Programming – Job 600

There is the ability to enter up to 1000 employees based on SRV mode settings. Job 600 is used to add the employees into the terminal or make adjustments to the current employee information. The terminal can be used as a time clock using the CLOCK IN and CLOCK OUT keys if desired. Each entry using clock in/out will become a time keeping event.

Name

Enter the name of the employee. This name can be up to 10 characters and will be shown on the time keeping reports.

Programming job 609 can be used to delete employees from the file. Employee programming can be sent to other terminals in an IRC list using programming job 1600.

Employee Time Adjustments – Job 601

If an error was made during the entry of time keeping event, this job can be used to make an adjustment to total time for the period. The adjustments will not be linked to any specific time keeping event.

Add Time

Enter time that needs to be added to the total of the current time keeping events.

Sub Time

Enter time that needs to be subtracted from the total of the current time keeping events.

Value Price Coupon Tier Tables- Job 640

If Value Coupons are enabled then you can program the Value Coupons with this job.

Enable Value Price

If set to No, in the first tier of a discount coupon table, the table is ignored by the terminal. The VP Tiers only affect the first tier.

Value Price Limit

If set to 0, all eligible bonus items will be discounted. If set to a valid number, the discount will only apply up to the specified number of units (or up to the specified number of pounds for a random weight bonus item).

Value Price Vendor Style

If set to Yes, the discounts are applied to before tax subtotals. If set to No, the discounts are applied to after tax subtotals.

Value Price More Tiers

If set to No, this will be the last tier in the Value Coupon table. If set to Yes, the Value Coupon table will continue with the next tier. A Value Coupon table may provide discounts such as spend \$20.00 and save \$1.00; or; spend \$30.00 and save \$3.00; or; spend \$100.00 and save the full price of the bonus item.

VP Minimum

The amount defined is the amount the customer needs to spend on eligible items before the discount is applied.

VP Discount

The amount defined is the amount the customer saves on the bonus item if he spent the minimum required on eligible items.

Tiered Discounts – Job 650

BRK QTY (Break Quantity)

The Break Quantity entered will be the point in dollar value where the discount will start being applied.

Please note that in any particular tier table, each tier's break quantity must be higher than the previous tier's break quantity.

Discount > \$0.00

Enter the amount of the dollar discount to be applied after the breakpoint has been reached.

Enable > No

If set to yes, the Tier Table is enabled.

REPORTS -- SUMMARY

Reports may be generated using either a reading function (X mode) or a resetting function (Z mode). Reports generated using an X mode setting read the sales information which has been entered since the last time a Z reading was performed. Reports generated using a Z mode setting, read the sales information which has been entered since the last Z reading, and then reset all readings to 0 except for Grand Totals, Reset Count and Consecutive Number. These functions are reset by Service Jobs.

Closed State

The terminal enters a "Closed" state, (sales or programming cannot be performed -- reports may be taken) when a "Z" report is taken if the Service Flag to Hold Totals has been enabled.

Report Printing Procedures

REPORT	NUMBER	MODES	PROCEDURE
Daily Sales	1	X1	Enter 1 Press [ENTER] Press [.]
Daily Sales	1	Z1/X2/Z2	Enter 1 Press [.] Press [ENTER] Press [.]
Daily Misc. Sales	91	X1	Enter 91 Press [ENTER] Press [.]
Daily Misc. Sales	91	Z1/X2/Z2	Enter 91 Press [.] Press [ENTER] Press [.]
Daily Indiv. Cashier	2	X1	Enter 2 Press [ENTER] Enter Cashier # Press [.]
Daily Indiv. Cashier	2	Z1/X2/Z2	Enter 2 Press [.] Press [ENTER] Enter Cashier # Press [.]
Indiv. Cashier Misc.	92	X1	Enter 92 Press [ENTER] Enter Cashier # Press [.]

REPORT	NUMBER	MODES	PROCEDURE
Daily Indiv. Cashier Misc.	92	Z1/X2/Z2	Enter 92 Press [.] Press [ENTER] Enter Cashier # Press [.]
Indiv. Cashier Productivity	32	X	Enter 32 Press [ENTER] Enter Cashier # Press [.]
Daily Indiv. Clerk	3	X1	Enter 3 Press [ENTER] Enter Clerk # Press [.]
Daily Indiv. Clerk	3	Z1/X2/Z2	Enter 3 Press [.] Press [ENTER] Enter Clerk # Press [.]
Daily Indiv. Clerk Misc.	93	Z1/X2/Z2	Enter 93 Press [.] Press [ENTER] Enter Clerk # Press [.]
Hourly Range	4	Z1/X1/X2/Z2	Enter 4 Press [ENTER] Enter Start Time (Hour only) Press [@/FOR] Enter End Time (Hour only) Press [.]
Daily Hourly	4	Z1/X2/Z2	Enter 4 Press [.] Press [ENTER] Press [.]
Daily Cashiers	5	X1	Enter 5 Press [ENTER] Press [.]
Daily Cashiers	5	Z1/X2/Z2	Enter 5 Press [.] Press [ENTER] Press [.]
Daily Cashier Misc.	95	X1	Enter 95 Press [ENTER] Press [.]

REPORT	NUMBER	MODES	PROCEDURE
Daily Cashier Misc.	95	Z1/X2/Z2	Enter 95 Press [.] Press [ENTER] Press [.]
Cashier Productivity	35	X	Enter 35 Press [ENTER] Press [.]
Daily Clerks	6	X1	Enter 6 Press [ENTER] Press [.]
Daily Clerks	6	Z1/X2/Z2	Enter 6 Press [.] Press [ENTER] Press [.]
Daily Clerk Misc.	96	Z1/X2/Z2	Enter 96 Press [.] Press [ENTER] Press [.]
Daily Indiv. Cashier	7	X1	Enter 7 Press [ENTER] Enter Manager # Press [.]
Daily Indiv. Manager	7	Z1/X2/Z2	Enter 7 Press [.] Press [ENTER] Enter Manager # Press [.]
Daily Managers	8	X1	Enter 8 Press [ENTER] Press [.]
Daily Managers	8	Z1/X2/Z2	Enter 8 Press [.] Press [ENTER] Press [.]
Department Range	10	X1	Enter 10 Press [ENTER] Enter Start Dept # Press [@/FOR] Enter End Dept # Press [.]

REPORT	NUMBER	MODES	PROCEDURE
Department Range	10	Z1/X2/Z2	Enter 10 Press [.] Press [ENTER] Press [.]
Department By Group List	11	X1	Enter 11 Press [ENTER] Enter Group # (1 - 8) Press [@/FOR] Enter Next Group #OR Press [.]
Department Manual Group	12	X1	Enter 12 Press [ENTER] Enter Dept # Press [@/FOR] Enter Dept # OR Press [.]
Department – All Groups	13	X1	Enter 13 Press [ENTER] Press [.]
Subdept Range	20	X1	Enter 20 Press [ENTER] Enter Start Subdept # Press [@/FOR] Enter End Subdept # Press [.]
Subdept Range	20	Z1/X2/Z2	Enter 20 Press [.] Press [ENTER] Press [.]
Subdept by Dept. List	21	X1	Enter 21 Press [ENTER] Enter Dept # Press [@/FOR] Enter Next Dept # OR Press [.]
Cash in Drawer	30	X1	Enter 30 Press [ENTER] Press [.]
Individual Employee Time	36	X1	Enter 36 Press [ENTER] Enter Employee # Press [.]
Employee Time	37	X1	Enter 37 Press [ENTER] Press [.]
SKU Range	40	X	Enter 40 Press [ENTER] then Press [.]

REPORT	NUMBER	MODES	PROCEDURE
SKU Range	40	X1	Enter 40 Press [ENTER] Enter Start SKU # Press [@/FOR] Enter End SKU # OR Press [.]
SKU Range	40	X1	Enter 40 Press [ENTER] Press [.]
SKU Range	40	Z1/X2/Z2	Enter 40 Press [.] Press [ENTER] Enter Start SKU # Press [@/FOR] Enter End SKU # OR Press [.]
SKU Range	40	Z1/X2/Z2	Enter 40 Press [.] Press [ENTER] Press [.]
SKU by Subdept List	41	X1	Enter 41 Press [ENTER] Enter Subdept # Press [@/FOR] Enter Next Subdept # OR Press [.]
SKU by Dept List	44	X1	Enter 44 Press [ENTER] Enter Dept # Press [@/FOR] Enter Next Dept # OR Press [.]
VPC Coupon	47	X	Enter 47 Press [ENTER] Press [.]
PLU Inventory Range	48	X1	Enter 48 Press [ENTER] Enter Start PLU # Press [@/FOR] Enter End PLU # OR Press [.]
PLU Minimum Inventory Range	49	X1	Enter 49 Press [ENTER] Enter Start PLU # Press [@/FOR] Enter End PLU #

REPORT	NUMBER	MODES	PROCEDURE
			OR Press [.]
Marketing Analysis	50	X1	Enter 50 Press [ENTER] Press [.]
Marketing Analysis	50	Z1/X2/Z2	Enter 50 Press [.] Press [ENTER] Press [.]
PBAL Range	60	X1	Enter 60 Press [ENTER] then Press [.]
PBAL Range	60	Z1/X2/Z2	Enter 60 Press [.] Press [ENTER] Press [.]
Zero Balance Range	61	X1	Enter 61 Press [ENTER] Press [.]
Zero Balance Range	61	Z1/X2/Z2	Enter 61 Press [.] Press [ENTER] Press [.]
Stack 1	70	X1	Enter 70 Press [ENTER] Press [.]
Stack 1	70	Z1/X2/Z2	Enter 70 Press [.] Press [ENTER] Press [.]
Stack 2	71	X1	Enter 71 Press [ENTER] Press [.]
Stack 2	71	Z1/X2/Z2	Enter 71 Press [.] Press [ENTER] Press [.]
Initiate Register Connection to Computer	75	Z1/X2/Z2	Enter 75 Press [.] Press [ENTER] Press [.]
Mail ²	80	X1	Enter 80 Press [ENTER] Press [.]
Mail ²	80	Z1/X2/Z2	Enter 80 Press [.]

REPORT	NUMBER	MODES	PROCEDURE
			Press [ENTER] Press [.] To Print and Clear: Press [ENTER] To Clear without printing: Press [.] Press [ENTER]
Clear Management and Key Data Entry Data	85	Z1/X2/Z2	Enter 85 Press [.] Press [ENTER] Press [.]
Polled Journal	90	Z1/X2/Z2	Enter 90 Press [.] Press [ENTER] Press [.]
Cancel Closed State	98	Z1/X2/Z2	Enter 98 Press [.] Press [ENTER] Press [.]
Clear Closed State	99		Enter 99 Press [.] Press [ENTER] Press [.]

¹ If Cash In Drawer declaration has been enabled (SRV 917D), prompt will be displayed to enter a Cash Declaration value. Maximum length is 6 digits plus 2 decimals. Default prompt is "CID", which may be modified in Job 230.

² To Cancel or Pause E Mail Printing:

Printer Type	Procedure
Receipt or Slip Printer	Stop printing by pressing [CANCEL]. To restart, repeat the Report 80 procedure shown in the chart above. The entire mail message will be printed.
External Printer	Printing may be stopped or paused by repeating the Report 80 procedure described in the chart above while the mail is printing. Respond to the prompts to pause, stop or continue printing. Use [0] to toggle between responses and [ENTER] to confirm.

REPORTS -- DESCRIPTIONS AND SAMPLES

Daily General Balancing Sales Report (1)

This report provides income and expenditure information necessary to balance transactions made at the cash terminal for the day. It does not include individual department, Sub Department or SKU sales information.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	1 Report
Quantity & value of gross sales to real departments	*Depts	
	Gross+ve	21.000Q
		\$75.05
	Gross-ve	3.000Q
		-5.22
Count and value of item coupons	*Itm Cpns	
	(-)2	-2Q
		-1.53
	(-)5	-1Q
		\$0.23
Total item coupons	SBTL	-1.30
Count and value of item percents	*Itm Pcnts	
	%1	1Q
		\$0.75
	%3	-1Q
		-1.50
Total item percentages	SBTL	-0.75
Enquiry price changes. Also include mix and match price changes.	*Enquiry	
	+ve changes	1Q
		\$0.75
	-ve changes	1Q
		-0.75
Sales net of item discounts	*NET1	\$67.78
Quantity & value of net sales to positive real departments	Net +ve	21.000Q
		\$73.00
Quantity & value of net sales to negative real departments	Net -ve	3.000Q
		-5.22
	*NET1	\$67.78
Count and value of subtotal coupons	*Sbtl Cpns	
	(-3)	5Q
		-0.80
	(-4)	2Q

Software Manager Module

		-1.00
Total subtotal coupons	SBTL	-1.80
Count & value of subtotal percentages	*Sbtl Pcnts	
	%2	2Q
Subtotal percentage total		\$1.88
	%4	2Q
		-4.14
Total Subtotal Percentages	SBTL	-2.26
Sales net of subtotal discounts	*NET2	\$63.72
Taxes on real departments	*Tax Totals	
Net taxable subtotal	taxable1	\$19.34
Gross tax	+ve tax1	\$1.42
Refund tax	-ve tax1	\$0.21
Net taxNET TAX1	\$1.21	
Manual tax	MTAX	\$0.20
Subtotal of real taxes	SBTL	\$1.41
Real sales net of taxes	*NET3	\$65.13
Quantity & value of Gross sales to positive hash departments	Hash +ve	3.000Q
		\$12.09
Quantity & value of Gross sales to negative hash departments	Hash -ve	1.000Q
		-3.10
Taxes on hash departments	*Hash Taxes	
Net taxable subtotal	taxable1	\$3.44
Gross tax	+ve tax1	\$0.27
Refund tax-	-ve tax1	\$0.00
Net taxNET TAX2	\$0.27	
Subtotal of hash taxes	SBTL	\$0.27
Customer counter	CUSTOMER	27Q
Net sales	*NET4	\$74.39
	*Media Sales	
Foreign sales counter	FOREIGN 1	3Q
Foreign sales foreign value	10.00	
Foreign sales domestic value		\$13.20
Media sales counter	CHARGE 1	1Q
Media sales total		\$9.99
	CHARGE 2	4Q
		\$9.88
	CHARGE 3	3Q
		\$6.66
	CHARGE 4	4Q
		\$5.54
	CHK	3Q
		\$12.56
	CASH	9Q

		65
	<i>Software Manager Module</i>	
		\$16.56
Total sales	TTL	\$74.39
	Balances	
	*RA	
Received on account counter	RA 1	2Q
Received on account total		\$27.34
	RA 2	3Q
		\$34.52
Total Received on Account	NETRA	\$61.86
	*RA by Media	
Foreign RA transaction counter	FOREIGN 1	1Q
Foreign RA trans. foreign total	5.00	
Foreign RA trans. domestic total		\$6.60
Media RA transaction counter	CHARGE 2	1Q
Media RA transaction total		\$9.86
	CHK	2Q
		\$21.00
	CASH	1Q
		\$24.40
Total Media RA	TTL	\$61.86
	*PO	
Paid out counter	PO 1	1Q
Paid out total		-25.00
	PO 2	2Q
		-9.00
Total Paid Out	NETPO	-34.00
	*PO by Media	
	CHARGE 3	1Q
		\$5.00
	CASH	2Q
		\$29.00
	TTL	\$34.00
	*Cash Exchange	
Check cashing counter	CHK	1Q
Check cashing total		\$10.00
Total Cash Exchange	TTL	\$10.00
	*Domestic Change	
Domestic change given on foreign tenders	FOREIGN 1	
Foreign Value	1.06	
Domestic value		\$1.40
	*Change	
Change given on non-cash transactions	CHARGE 3	\$5.00
	CHK	\$10.00
	*Media in Drawer	

Software Manager Module

Foreign in drawer counter	FOREIGN 1	4Q
Foreign in drawer foreign total	16.06	
Foreign in drawer domestic value		\$21.20
Media in drawer counter	CHARGE 1	1Q
Media in drawer total		\$9.99
	CHARGE 2	5Q
		\$19.74
	CHARGE 3	4Q
		\$6.66
	CHARGE 4	4Q
		\$5.54
	CHK	5Q
		\$43.56
	CID	-4.44
Total in drawer	NETID	\$102.25

If Gross Real Department Sales is Enabled:

- NET1 = (gross positive value)
- + (gross negative value)
- + (subtotal of item coupon values)
- + (subtotal of item percentage values)
- + (± enquiry)

If Net Real Department Sales is enabled:

- NET1 = (net positive value)
- + (net negative value)
- NET2 = NET1
- + (subtotal of subtotal coupon values)
- + (subtotal of subtotal percentage values)
- NET3 = NET2
- + (subtotal of taxes charged)
- NET4 = NET3
- + (hash positive value)
- + (hash negative value)
- + (subtotal of taxes on hash sales)
- = (total of media sales)

NETRA = (total of media received on account)

NETID = NET4 + NETRA + NETPO

If Z report is taken the heading will include counter and grand totals

Read / Reset symbol & report #	*Z1*	1 Report
Z counter	Z1	000001
Net grand total (GT2-GT3)	GT1 Net	
Grand total of plus registrations		
Grand total of minus registrations		\$000000000001586.41
	GT2+ve	

Software Manager Module
\$0000000000001655.41

GT2 +ve = (+ve items)
 + (refund mode of -ve items)
 + (void mode of -ve items)
 + (void mode of refund mode of +ve items)
 + (-ve exchange items)
 + (void mode of +ve exchange items)
 + (+ve taxes)
 + (refund mode of -ve taxes)
 + (void mode of -ve taxes)

GT3-ve
\$000000000000069.00

NOTE: * Items refer to departments, Sub Departments, SKUs, coupons and percents. GT's do not include items which are entered and then voided in the same transaction or RA, PO, tenders or food stamps.

GT3 -ve = (-ve items)
 + (refund mode of +ve items)
 + (void mode of +ve items)
 + (void mode of +ve items)
 + (void mode of refund mode of -ve items)
 + (+ve exchange items)
 + (-ve taxes)
 + (refund mode of +ve taxes)
 + (void mode of +ve taxes)
 + (void mode of refund mode of -ve taxes)

If Previous Balances are used:

Balances	
CHARGE 1	\$30.00
TAX1	\$0.80
TAX2	\$1.40
TAX3	\$2.52
TAX4	\$6.94
TTL	\$32.20

Daily General Non-Balancing Sales Report (91)

This report provides miscellaneous sales totals for the day's transactions. These totals are not required to balance sales but provide management information.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	91 Report
Grand Total of Training mode	GT Trng	
		\$0000000000159.91
Count & value of item coupons	*Itm Cpns	
	(-)2	-2Q
		-1.53
	(-)5	-1Q
		\$0.23
Total Item Coupons	SBTL	-1.30
Count & value of item percentages	*Itm Pcnts	
	%1	Q
		\$0.75
	%3	-1Q
		-1.50
Total Item Percentages	SBTL	-0.75
Count & value of void items	*Voids	
	Depts	2Q
		\$15.00
	Hash Depts	1Q
		\$3.00
	Coupons	2Q
		\$0.72
	Percents	2Q
		\$0.40
Count & value of exchange items	*Exchanges	
	+ve Depts	4Q
		\$15.00
	-ve Depts	1Q
		\$1.00
	Hash Depts	2Q
		\$2.32
	Itm Cpns	1Q
		\$0.20
	Itm Pcnts	1Q
		\$1.20
	Sbtl Cpns	2Q
		\$0.20
Count & value of refund transactions	*Refund Mode	
+ve Depts		5Q
		\$26.50

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	<i>Software Manager Module</i>
	-ve Depts 1Q
	\$5.00
	Hash Depts 2Q
	\$3.20
	Itm Cpns 1Q
	\$0.23
	Itm Pcnts 1Q
	\$1.20
	Sbtl Cpns 1Q
	\$0.10
	Sbtl Pcnts 1Q
	\$0.85
Count & value of misc. transactions	*Transactions
	Refund Mode 1Q
	\$26.68
	Void Mode 1Q
	\$6.00
	CANCELLED 1Q
	\$6.00
Count of Nosale transactions	*Nosales
	*NOSALE*1 2Q
	Sku count 1Q

Individual Cashier Balancing Report (2)

This report provides sales and media in drawer information to balance the cash drawer at the end of the Shift for an individual cashier.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	2 Report
Name of Cashier	*CASHIER	SUE
Count and value of transactions requiring an exchange of media	Sales	36Q
		\$357.10
	RA 1	9Q
		\$225.00
	RA 4	1Q
		\$10.00
	PO 1	1Q
		-50.00
	PO 4	1Q
		-21.46
Total of transactions	NET	\$520.64
Count of transactions for each media and value of media in drawer	*Media in Drawer	
	FOREIGN 1	2Q

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Software Manager Module

Total value in drawer

120.00	
	\$158.40
FOREIGN 3	1Q
4.00	
	\$21.80
FOREIGN 4	1Q
10.67	
	\$13.17
CHARGE1	2Q
	\$25.10
CHARGE2	5Q
	\$25.00
CHARGE3	4Q
	\$28.00
CHARGE4	2Q
	\$36.23
CHARGE5	1Q
	\$20.00
CHK	4Q
	\$90.00
CID	\$102.94
NETID	\$520.64
<hr/>	

Individual Cashier Non-Balancing Report (92)

This report provides management information for an individual cashier. The example below does not include Percents and Coupons but they would appear on the report if applicable. The information is not required to balance the cash drawer.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	92 Report
Name of Cashier	*CASHIER	SUE
Count and value of department group sales for the cashier	GROUP 1	1Q \$10.00
	GROUP 2	1Q \$10.00
	GROUP 3	6Q \$104.04
	GROUP 5	10Q \$59.32
	GROUP 6	5Q -23.45
Count & value of negative entries for cashier	Voids	2Q \$5.56
	Exchanges	4Q \$92.19
	Refund Mode	3Q \$132.65
	Cancelled	1Q \$9.00
Count of Nosales	Nosales	14Q

Individual Cashier Productivity Report (32)

This report gives the average sales of an individual cashier.

	12:19AM	Jan 15/04
	01-0321 092	CASH 5
	#01945	
Read / Reset symbol & report #	*X1*	32 Report
Name of Clerk	*CASHIER	CASH 5
Count of sales transactions & sales value for clerk	CUSTOMER	6Q
	KEY SALE	21Q 21
	TTL SALE	21Q 21 \$188.80

RINGTIME	0:12:09
IDLETIME	0:29:38
OTHRMODE	0:33:34
TTL TIME	1:15:21
<hr/>	
AV\$/CUST	\$31.46
AV\$/MIN	\$15.53
ITEM/MIN	1Q
scan/min	0Q
AV\$/ITEM	\$8.99

Individual Clerk Sales Report (3)

This report gives the total sales for an individual clerk.

Read / Reset symbol & report #

Name of Clerk

Count of sales transactions & sales value for clerk

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	3 Report
<hr/>	
*CLERK	BEV
Sales	51Q
	\$639.49

Individual Clerk Informative Report (93)

This report provides management information for an individual clerk.

Read / Reset symbol & report #

Name of Clerk

Count and value of department
group sales for the clerk

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	93 Report
<hr/>	
*CLERK	BEV
GROUP 1	1Q
	\$10.00
GROUP 2	1Q
	\$10.00
GROUP 3	6Q
	\$104.04
GROUP 5	10Q
	\$59.32
GROUP 6	5Q
	-23.45

Time Interval Sales Report (4)

This report provides sales by the time intervals programmed Job 360.

Read / Reset symbol & report #

Count of transactions & sales value for each time period

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	4 Report
*HOURLY	00:00-23:59
6:00AM- 8:59AM	1Q
	\$9.98
9:00AM- 9:59AM	5Q
	\$67.19
10:00AM-10:59AM	9Q
	\$129.87
11:00AM-11:59AM	16Q
	\$176.44
12:00PM-12:59PM	9Q
	\$98.54
1:00PM- 1:29PM	9Q
	\$109.38
1:30PM- 1:59PM	8Q
	\$129.44
2:00PM- 2:59PM	5Q
	\$87.10
4:00PM- 4:59PM	4Q
	\$79.99
5:00PM- 5:59PM	8Q
	\$116.32

Full Cashier Balancing Report (5)

This report provides sales and media in drawer information, for all logged in cashiers to balance the cash drawer at the end of the day.

Read / Reset symbol & report #

Name of Cashier

Count and value of transactions requiring an exchange of media

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	5 Report
*CASHIER	SUE
Sales	36Q
	\$357.10
RA 1	9Q
	\$225.00
RA 4	1Q
	\$10.00
PO 1	1Q
	-50.00
PO 4	1Q

Software Manager Module

		-21.46
Total of transactions	NET	\$520.64
	*Media in Drawer	
Count of transactions for each media and value of media drawer	FOREIGN 1	2Q
		120.00
		\$158.40
	FOREIGN 3	1Q
		4.00
		\$21.80
	FOREIGN 4	1Q
		10.67
		\$13.17
	CHARGE1	2Q
		\$25.10
	CHARGE2	5Q
		\$25.00
	CHARGE3	4Q
		\$28.00
	CHARGE4	2Q
		\$36.23
	CHARGE5	1Q
		\$20.00
	CHK	4Q
		\$90.00
	CID	\$102.94
Total value in drawer	NETID	\$520.64
	*CASHIER	PETER
	Sales	8Q
		\$302.22
	NET	\$302.22
	*Media in Drawer	
	CHK	1Q
		\$64.40
For balancing purposes	CID	\$237.82
NET = NETID for each cashier	NETID	\$302.22
If Previous Balances Enabled		
	Balances	
	CHARGE 1	30.00
	PB TAX1	.80
	PB TAX2	1.40
	PB TAX2	0.00
	TOTAL	32.20

Full Cashier Non-Balancing Report (95)

This report provides management information for all cashiers. Coupons and Percents are not included in the sample report below, but would be displayed if applicable. The information is not required to balance the cash drawer.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	95 Report
Name of Cashier	*CASHIER	SUE
Count and value of department group sales for the cashier	GROUP 1	1Q
		\$10.00
	GROUP 2	1Q
		\$10.00
	GROUP 3	6Q
		\$104.04
	GROUP 5	10Q
		\$59.32
	GROUP 6	5Q
		-23.45
Count & value of negative entries for cashier	Voids	2Q
		\$5.56
	Exchanges	4Q
		\$92.19
	Refund Mode	3Q
		\$132.65
Count of Nosales	Nosales	14Q
	*CASHIER	PETER
	GROUP 5	5Q
		\$50.00
	GROUP 6	3Q
		\$21.76
	Voids	3Q
		\$11.12

Full Cashier Productivity Report (35)

This report gives the average sales of all cashiers.

	12:19AM	Jan 15/04
	01-0321 092	CASH 5
	#01945	
Read / Reset symbol & report #	*X1*	35 Report
	*CASHIER	CASH 1

Name of Clerk
 Count of sales transactions & sales value for clerk

*CASHIER	CASH 2
*CASHIER	CASH 3
*CASHIER	CASH 4
*CASHIER	CASH 5
CUSTOMER	6Q
KEY SALE	21Q
	21
TTL SALE	21Q
	21
	\$188.80
RINGTIME	0:12:09
IDLETIME	0:29:38
OTHRMODE	0:33:34
TTL TIME	1:15:21
AV\$/CUST	\$31.46
AV\$/MIN	\$15.53
ITEM/MIN	1Q
scan/min	0Q
AV\$/ITEM	\$8.99

Full Clerk Sales Report (6)

This report lists the total sales for all clerks.

Read / Reset symbol & report #

Name of Clerk
 Count of sales transactions & sales values for clerk

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	6 Report
*CLERK	BEV
Sales	51Q
	\$639.49
*CLERK	FRANK
Sales	4Q
	\$53.23

Full Clerk Informative Report (96)

This report provides additional sales information for all clerks.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	96 Report
Name of Clerk	*CLERK	BEV
Count and value of department group sales for the clerk	GROUP 1	1Q \$10.00
	GROUP 2	1Q \$10.00
	GROUP 3	6Q \$104.04
	GROUP 5	10Q \$59.32
	GROUP 6	5Q -23.45
	*CLERK	FRANK
	GROUP 5	2Q \$18.01

Individual Manager Control Report (7)

This report provides information on manager control of transactions for an individual manager. The sample report below does not include other Manager Control transactions such as Skus, Sub Departments, RA, PO, Voids, Overrides, Exchanges, Cancels Void and Refund Modes, Enquiry and NoSales, which would be printed if applicable.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	7 Report
Name of Manager	*MANAGER	RICK
Count and value of controlled items	Depts	9Q \$57.45
	Coupons	6Q \$3.20
	Percents	3Q \$95.22

If the MGR mode option is used rather than Manager Numbers MGR MODE will be printed in place of the manager name.

Full Manager Control Report (8)

This report provides information on manager control of transactions for all managers. The sample report below does not include other Manager Control transactions such as Skus, Sub Departments, RA, PO, Voids, Overrides, Exchanges, Cancels Void and Refund Modes, Enquiry and NoSales, which would be printed if applicable.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	8 Report
Name of Manager	*MANAGER	RICK
Count and value of controlled items	Depts	9Q
		\$57.45
	Coupons	6Q
		\$3.20
	Percents	3Q
		\$95.22
	*MANAGER	ROB
	Depts	2Q
		\$55.55

Department Range Report (10)

This report provides sales information for a specified range of departments.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	10 Report
Range as specified		001-021
Quantity of items and value sold to department	*Gross+ve Depts	
	001	12.000Q
	DPT.1	\$10.00
	002	7.000Q
	DPT.2	\$49.03
	003	14.325Q
	DPT.3	\$128.45
	004	0.056Q
	DPT.4	\$0.56
	SBTL	\$188.04
	*Gross-ve	Depts
	011	2.000Q
	DPT.11	-8.73
	0121.476Q	
	DPT.12	-14.76
	014	1.000Q
	DPT.14	-0.99

Software Manager Module

SBTL		-24.48
*Net +ve	Depts	
001		12.000Q
DPT.1		\$10.00
002		7.000Q
DPT.2		\$43.22
003		14.325Q
DPT.3		\$95.48
004		0.056Q
DPT.4		\$0.56
SBTL		\$149.26
*Net -ve	Depts	
011		2.000Q
DPT.11		-8.73
012		1.476Q
DPT.12		-14.76
014		1.000Q
DPT.14		-0.99
SBTL		-24.48
*Hash +ve Depts		
021		3.000Q
DPT.21		\$9.42

Set Department Group Report (11)

This report provides department sales data by preprogrammed Groups.

Read / Reset symbol & report #

Quantity of items and value sold to department

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	11 Report
*GROUP 1	
*Gross+veDepts	
001	12.000Q
DPT.1	\$10.00
SBTL	\$10.00
*Net +veDepts	
001	12.000Q
DPT.1	\$10.00
SBTL	\$10.00
*GROUP 3	
*Gross+veDepts	
002	7.000Q
DPT.2	\$49.03
003	14.325Q
DPT.3	\$128.45
SBTL	\$177.48
*Gross-veDepts	

011	2.000Q
DPT.11	-8.73
SBTL	-8.73
*Net +veDepts	
002	7.000Q
DPT.2	\$43.22
003	14.325Q
DPT.3	\$95.48
SBTL	\$138.70
*Net -veDepts	
011	2.000Q
DPT.11	-8.73
SBTL	-8.73
*Hash +veDepts	
021	3.000Q
DPT.21	\$9.42
SBTL	\$9.42
*Hash -veDepts	
026	1.000Q
DPT.26	-7.49
SBTL	-7.49

Manual Department Group Report (12)

This report provides information on sales for departments which are manually selected. In the following report, departments 2,4,12,14,22 and 24 were selected.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	12 Report
	*Gross Depts	
Quantity of items and value sold to department	002	7.000Q
	DPT.2	\$49.03
	004	0.056Q
	DPT.4	\$0.56
	012	1.476Q
	DPT.12	-14.76
	014	1.000Q
	DPT.14	-0.99
	022	1.000Q
	DPT.22	\$5.00
	TTL	\$38.84

*Net Depts	
002	7.000Q
DPT.2	\$43.22
004	0.056Q
DPT.4	\$0.56
012	1.476Q
DPT.12	-14.76
014	1.000Q
DPT.14	-0.99
022	1.000Q
DPT.22	\$5.00
TTL	\$33.03

- Note that an amount for department 24 did not print. The sales for that department are zero. The terminal could also be programmed to print zero values.

Full Department Group Report (13)

This report provides information on the department sales by group.

Read / Reset symbol & report #

Quantity of items and value sold to department

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	11 Report
*GROUP 1	
*Gross+veDepts	
001	12.000Q
DPT.1	\$10.00
SBTL	\$10.00
*Net +veDepts	
001	12.000Q
DPT.1	\$10.00
SBTL	\$10.00
*GROUP 2	
*GROUP 3	
*Gross+veDepts	
002	7.000Q
DPT.2	\$49.03
003	14.325Q
DPT.3	\$128.45
SBTL	\$177.48
*Gross-veDepts	
011	2.000Q
DPT.11	-8.73
SBTL	-8.73
*Net +veDepts	
002	7.000Q
DPT.2	\$43.22
003	14.325Q
DPT.3	\$95.48
SBTL	\$138.70
*Net -veDepts	
011	2.000Q
DPT.11	-8.73
SBTL	-8.73
*Hash +veDepts	
021	3.000Q
DPT.21	\$9.42
SBTL	\$9.42
*Hash -veDepts	
026	1.000Q
DPT.26	-7.49
SBTL	-7.49
*GROUP 4	
*GROUP 5	
*GROUP 6	
*GROUP 7	
*GROUP 8	

Sub Department Range Report (20)

This report provides sales information for a range of Sub Departments.

Read / Reset symbol & report #
Specified Range

Quantity of items and value sold to Sub Departments

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	20 Report
	0001-9999
*Gross+veSubdepts	
0001	2.000Q
SDPT.1	\$1.23
0002	4.000Q
SDPT.2	\$5.67
0003	6.000Q
SDPT.3	\$5.10
SBTL	\$12.00
*Gross-veSubdepts	
0004	1.000Q
SDPT.4	-1.00
SBTL	-1.00
*Net +veSubdepts	
0001	2.000Q
SDPT.1	\$1.23
0002	4.000Q
SDPT.2	\$5.67
0003	6.000Q
SDPT.3	\$5.10
SBTL	\$12.00
*Net -veSubdepts	
0004	1.000Q
SDPT.4	-1.00
SBTL	-1.00

Sub Department Report by Department Association (21)

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	21 Report
	DPT.1	
	*Gross+veSubdepts	
Quantity of items and value sold to Sub Departments	0001	2.000Q
	SDPT.1	\$1.23
	0002	4.000Q
	SDPT.2	\$5.67
	0003	6.000Q
	SDPT.3	\$5.10
	SBTL	\$12.00
	*Gross-veSubdepts	
	0004	1.000Q
	SDPT.4	-1.00
	SBTL	-1.00
	*Net +veSubdepts	
	0001	2.000Q
	SDPT.1	\$1.23
	0002	4.000Q
	SDPT.2	\$5.67
	0003	6.000Q
	SDPT.3	\$5.10
	SBTL	\$12.00
	DPT.11	
	*Net -veSubdepts	
	0004	1.000Q
	SDPT.4	-1.00
	SBTL	-1.00

Cash in Drawer Report (30)

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1* 30 Report	
Name of Cashier	*CASHIER SUE	
Count and value of transactions requiring an exchange of media	Sales	36Q \$357.10
	CID	\$102.94
	*CASHIER PETER	
	Sales	8Q \$302.22
	CID	\$237.82
	*CASHIER RICKY	
	*CASHIER JOAN	
	TTL	
	Sales	44Q \$659.32
	CID	\$340.16

Individual Employee Time Report (36)

This report provides time keeping information for an individual employee over the current period.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	36 Report
Name of Employee	C SMITH	
Date of Clock Activity	Date	Jan 14/04
Clock in time	Clock In	08:42AM
Clock out time	Clock Out	12:42PM
Subtotal of time for last clock in and clock out	Time	04:00
	Clock In	01:50PM
	Clock Out	04:51PM
	Time	03:01
Total of time inserted	Inserted	001:00
Total of time removed	Removed	(000:30)
Total of time for this employee during current period	Total	007:31

Employee Time Report (37)

This report provides time keeping information for all employees over the current period.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	36 Report
Name of Employee and employee number	C SMITH #000000001	
Date of Clock Activity	Date	Jan 14/04
Clock in time	Clock In	08:42AM
Clock out time	Clock Out	12:42PM
Subtotal of time for last clock in and clock out	Time	004:00
	Clock In	01:50PM
	Clock Out	04:51PM
	Time	003:01
Total of time inserted	Inserted	001:00
Total of time removed	Removed	(000:30)
Total of time for this employee during current period	Total	007:31
	B JONES #000000002	
	Date	Jan 14/04
	Clock In	08:15AM
	Clock Out	12:00PM
	Time	003:45
	Clock In	12:40PM
	Clock Out	05:15PM
	Time	004:35
	Inserted	000:00
	Removed	(000:00)
	Total	008:20

When multiple terminals are being used in a system, the IRC 2037 report should be used. It will collect the time keeping information from each terminal in the system and consolidate the information into one report.

Stock Keeping Unit Range Report (40)

This report provides sales information for a range of Stock Keeping Units.

Read / Reset symbol* & report #
Range

SKU number

SKU alpha & quantity
Sub Department & total

* Indicates SKU is dynamic

12:19AM	Jan 15/04
01-0321 092	SUE
#01945	BEV
X1	40 Report
	00000000000000000001-
	99999999999999999999
 *Gross SKUs	
#1	
SKU.1	2.000Q
0001	\$1.23
#3	
*	6.000Q
S0003	\$5.10
TTL	8.000Q
	\$6.33
 *Net SKUs	
#1	
SKU.1	2.000Q
S0001	\$1.23
#3	
*	.000Q
S0003	5.10
TTL	8.000Q
	\$6.33

UPC Coupon Scanning And Sales Report (40)

This report provides all UPC coupon scanning and sales information.

12:19AM	Jan 15/04
01-0321 092	CASH 4
#01945	
X1	40 Report
000000000000000000000000	
0001-	
999999999999999999999999	
9999	
*NET	SKUs
#678920	
COKE	4.000Q
S0001	\$4.00
TTL	\$4.00Q
	\$4.00
UPC	CPN
*NET	SKUs
#5670000000145	
-	1.000Q
S0001	-1.00
TTL	1.000Q
	-1.00
UPC	CPN
*NET	SKUs
TTL	0.000Q
	\$0.00

UPC Coupon Scanning Report (47)

This report provides all UPC coupon scanning information.

12:19AM	Jan 15/04
01-0321 092	CASH 4
#01945	
X1	47 Report
UPC	CPN
*NET	SKUs
#5670000000145	
-	1.000Q
S0001	-1.00
TTL	1.000Q
	-1.00
SKU	CPN
*NET	SKUs
TTL	0.000Q
	\$0.00

PLU Inventory Range Report (48)

This report provides stock count information for each PLU within a specified range that has a minimum quantity set.

	\12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	48 Report
Start number of range	00000000000000000101-	
End number of range	00000000000000000115	
Item number	109#	
Description and Stock Count	Lettuce	2.000Q
	110#	
	Celery	10.000Q
	111#	
	Bunch Radish	8.000Q

If there is more than one terminal in the system holding stock count information, this information should be consolidated using the IRC 2048 report. If you get an error message “UNPROGRAMMED RECS” during this report, the SKU programming files do not match in the terminals. The stock count can be consolidated into one terminal by using the IRC 4048 Z report. This is really required before new stock counts can be entered and they must be entered at the terminal which has the consolidated counts when the items are not being sold at other terminal in order to maintain stock accuracy. Once consolidated the 48 report at this terminal should be accurate.

PLU Minimum Inventory Range Report (49)

This report provides stock count and minimum quantity information for each PLU within a specified range that has less inventory than the set minimum quantity. This report would normally be used while reordering.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	49 Report
Start number of range	00000000000000000101-	
End number of range	00000000000000000115	
Item number	109#	
Description and Stock Count	Lettuce	2.000Q
Minimum Stock Setting	Minimum Stock: 15	
	110#	
	Celery	10.000Q
	Minimum Stock: 15	
	111#	
	Bunch Radish	8.000Q
	Minimum Stock: 10	

Previous Balance Report (60)

This report provides a list of the Previous Balances which are currently open. A 60 Z report will zero the balances but will not delete the Previous Balances from the file.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	60 Report 0001-9999
Previous Balance Number	#1023	
Alpha description and Balance	M PARKS	\$17.00
	#2305	
	K JONES	\$6.75
Total of Balances	TTL	2Q \$23.75

Balance Previous Balances (61)

This report provides a list of previous balances which are currently open but have a zero balance. A 61 Z report will delete the zero balance Previous Balances from the file.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Read / Reset symbol & report #	*X1*	61 Report 0001-9999
Previous Balance will a 0 amount balance	#1234	
	#8965	
	TTL	2Q

Electronic Mail (80)

Report 80 prints electronic mail, sent earlier by Comm2000 for Windows, on the receipt. An X will just print and Z will print and erase the mail.

Polled Journal Report (90)

Report 90 prints the saved and polled data thru Comm2000 for Windows and a serial port. The report can be performed from the terminal using a X/Z 90 report or thru Comm2000 for Windows.

Cancel Closed State (98)

Report 98 can be run to cancel the closed state. This voids any "Z" reports taken while the terminal was in a "Closed" state and returns the terminal to an "Open" state. Once the 98 has been run, and the "Closed" state has been canceled, reports would need to be run again to clear totals.

Clear Closed State (99)

Report 99 can be run to clear a terminal in a closed state. This clears any "Z" reports taken while the terminal was in a closed state and returns the terminal to an "Open" state.

PROGRAMMING READINGS -- SAMPLES

Department Range (110)

This is a sample reading of the programming for departments which can be taken in PGM mode. The reading was taken for the range of departments from 1 to 8.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#110 *PGM*	
Specified Range		001-008
Department # / Tax status / Sign / Price	D001 2	-0.00
	DPT.1	V O&P
	K#00	0-0 G13
	D002	\$2.00
	DPT.2	F PRS
	K#01	0-0 G2
	D003	-0.00
Description / MGR control / Price type	DPT.3	M OPN
	K#001	0-0 G0
	D004	\$0.00
	DPT.4	INH
	K#00	0-0 G0
	D005	\$0.00
	DPT.5	INH
	K#00	0-0 G0
	D006	\$0.00
	DPT.6	INH
KDE link / SIS / HALO / Groups	K#00 2 5-2	G1234
	D007	\$0.00
	DPT.7	INH
	K#00	0-0 G0
	D008	\$0.00
	DPT.8	INH
	K#00	0-0 G0
Global Discount	GD1	

¹ Flags

V = Validate M = Manager Authorization
F = Food Stamp H = HASH

² Price Types

OPN = Open PRS = Preset
INH = Inhibited O&P = Open and Preset

Sub Department Range (120)

This is a sample reading of the programming for Sub Departments which can be taken in PGM mode. The reading was taken for the range of Sub Departments from 1 to 4.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#120 *PGM*	
Specified Range		0001-0004
Sub Department # / Taxes / Sign / Price	S0001 1 2 3	\$0.00
Alpha / Flags ¹ / Price Type ²	SDPT.1	V O&P
Key Data Entry # / Base Quantity / HALO / Dept Association	K#00 02	2-4 D001
Sub Department Link	S002	\$0.00
	SDPT.2	F OPN
	K#00 00	0-0 D001
	S0003	\$3.00
	SDPT.3	M PRS
	K#00 00	0-0 D001
	S0004	\$0.00
	SDPT.4	INH
	K#00 00	0-0 D001
	L0005	
Global Discount	GD1	

¹ Flags

V = Validate

F = Food Stamp

M = Manager Authorization

² Price Types

OPN = Open

PRS = Preset

O&P = Open and Preset

INH = Inhibited

Stock Keeping Unit Range (130)

This is a sample reading of the programming for Stock Keeping Units which can be taken in PGM mode. The reading was taken for the range of SKUs from 1 to 4.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#130 *PGM*	
Range	00000000000000000001-	
	99999999999999999999	
SKU #	#00000000000000000001	
Description / Mix & Match group	TEST SKU 001	MM01

Subdept. Association / Tax Status / Flags ¹ / Type ²	S0001 1	F PRS
Sub Department link	L0005	
	#000000000000002	
Price / Sign	TEST SKU 002	\$1.00
	S0001 1	O&P
	L0005	
	#000000000000003	
	TEST SKU 003	-0.05
	S0010	PRS
	#000000000000004	
	TEST SKU 004	\$0.00
	S0002	OPN
Global Discount	GD1	

¹ Flags
F = Food Stamp

² Price Types
OPN = Open
PRS = Preset
O&P = Open and Preset

Clerk Range (140)

This is a sample reading of the programming for clerks which can be taken in PGM mode. The reading was taken for the range of clerks from 1 to 4.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#140 *PGM*	
Range		000001-000004
Clerk # / Name	CLK#000001	BEV
	CLK#000002	FRANK
	CLK#000003	HELEN
	CLK#000004	HILDE

Cashier Range (150)

This is a sample reading of the programming for cashiers which can be taken in PGM mode. The reading was taken for the range of cashiers from 1 to 4.

	12:19AM		Jan 15/04
	01-0321 092		SUE
	#01945		BEV
Reading # / Mode	#150		*PGM*
Range			000001-000004
Cashier # / Drawer # / Name	CSH#000001	1	SUE
	CSH#000002	2	PETER
	CSH#000003	3	RICKY
	CSH#000004	4	JOAN

Manager Range (160)

This is a sample reading of the programming for managers which can be taken in PGM mode. The reading was taken for the range of managers from 1 to 4.

	12:19AM		Jan 15/04
	01-0321 092		SUE
	#01945		BEV
Reading # / Mode	#160		*PGM*
Range			000001-000004
Manager # / Name	MGR#000001		RICK
	MGR#000002		ROB
	MGR#000003		JAN
	MGR#000004		HELEN

Media, No Sale, Foreign (170)

This is a sample reading of the programming for media keys, no sale keys and foreign currency keys which can be taken in PGM mode.

	12:19AM		Jan 15/04
	01-0321 092		SUE
	#01945		BEV
Reading # / Mode	#170		*PGM*
Media # / Description	MED# 1	CHARGE1	
HALO on tender / Halo on Change / Tax Delete Flags	TNR 0-0	CNG 0-0	1234
KDE link / Flags ¹ / Type ²	K#00	DOU	CA
	MED# 2	CHARGE2	
	TNR 0-0	CNG 0-0	
	K#00	DOU	
	MED# 3	CHARGE3	

TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 4 CHARGE4
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 5 CHARGE5
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 6 CHARGE6
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 7 CHARGE7
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 8 CHK
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED# 9 CASH
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED#10 CASH2
 TNR 0-0 CNG 0-0
 K#00 DOU
 MED#11 FS TEND
 TNR 0-0 CNG 0-0
 K#00 DOU

Media 11 is Food Stamp tender

Nosale #/ Description
 KDE link / Drawer status

NOS#1 * NOSALE *1
 K#00 D
 NOS#2 * NOSALE *2
 K#00 D
 NOS#3 * NOSALE *3
 K#00 D
 NOS#4 * NOSALE *4
 K#00 D

Foreign # / Rate
 Description / HALO
 KDE link / Flags¹ / Change

FOR#1 001.320
 FOREIGN 1 0-0
 K#00 OU DOM
 FOR#2 000.880
 FOREIGN 2 0-0
 K#00 VOU FOR
 FOR#3 000.000
 FOREIGN 3 0-0
 K#00 OU DOM
 FOR#4 000.000
 FOREIGN 4 0-0
 K#00 OU DOM

¹ Flags
 D = Open Drawer
 P = Previous Balances
 O = Overtender
 U = Undertender
 X = Cash Exchange
 C = Compulsory Tender
 V = Validation
 3 = 3 line validation header

S = Slip
 M = Manager Only
² Type
 CA = Cash
 If blank, type = Check/Charge

Mix and Match Range of Groups (200)

This is a sample reading of the programming for mix and match groups which can be taken in PGM mode. The reading was taken for the range of mix and match from 1 to 4.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#200 *PGM*	
Range		
01-99Group # / Unit price	MM# 1	\$0.35
Base Quantity / Group price	3	\$1.00
	MM# 2	\$0.40
	4	\$1.39

Tare Table Report (210)

This is a sample reading of the programming for Tare Tables.

	17:19PM	Jan 15/04
	01-0321 092	CASH A
	#01945	CLERK
Reading # / Mode	#210 *PGM*	
Tare # / Weight	#1	00.035
	#2	00.015
	#3	00.040
	#4	00.039
	#5	00.000
	#6	00.000
	#7	00.000
	#8	00.000
	#9	00.000

Miscellaneous Range of Alpha (230/1/2)

This is a sample reading of the programming for miscellaneous alpha which can be taken in PGM mode. Job 230 provides alpha listings for descriptions of eight characters or less, 231 for descriptions of twelve characters or less and 232 for descriptions of sixteen characters or less. The readings can be taken as a range but the full reading was taken for these samples.

	230 Alpha	
	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#230 *PGM*	
	01 GROUP 1	
	02 GROUP 2	
	03 GROUP 3	
	04 GROUP 4	
	05 GROUP 5	
	06 GROUP 6	
	07 GROUP 7	
	08 GROUP 8	
	09 MTAX	
	10 SBTL	
	11 MDSE	
	12 *TTL	
	13 CHANGE	
	14 FRGN CHG	
	15 TAXABLE	
	16 FS ST	
	17 FSCG	
	18 FSID	
	19 Gross	
	20 Net	
	21 Gross+ve	
	22 Gross-ve	
	23 Net +ve	
	24 Net -ve	
	25 REG# ¹	
	26 nontxbl1	
	27 nontxbl2	
	28 nontxbl3	
	29 Hash +ve	
	30 Hash -ve	
	31 CUSTOMER	
	32 CASHIER	
	33 Sales	
	34 CID	
	35 CLERK	
	36 MANAGER	
	37 MGR MODE	
	38 HOURLY	
	39 GT1 Net	

40 GT2 +ve
 41 GT3 -ve
 42 GT Trng
 43 taxable1
 44 taxable2
 45 taxable3
 46 +ve tax1
 47 +ve tax2
 48 +ve tax3
 49 -ve tax1
 50 -ve tax2
 51 -ve tax3
 52 NET TAX1
 53 NET TAX2
 54 NET TAX3
 55 ***CBAL
 56 ***PBAL
 57 DECLARE
 58 OVER
 59 UNDER
 60 PAYMENT
 61
 62 TAXABLE4
 63 +VE TAX4
 64 -VE TAX4
 65 NET TAX4
 66 NONTXBL4

231 Alpha

12:19AM Jan 15/04
 01-0321 092
 #01945

SUE
 BEV

Reading # / Mode

#231 *PGM*

01 DUE
 02 DOMESTIC DUE
 03 CASH XCHG
 04 CANCELLED
 05 ENTER CLERK#
 06 CLERK LOGOFF
 07 ENTER CASHR#
 08 CSHR LOGOFF
 09 ENTER MGR#
 10 ENTER CODE
 11 INVALID CODE
 12 INSERT SLIP
 13 NO PRINTER
 14 INSERT PAPER
 15 PAPER LOW
 16 PRICE/DEPT#
 17 PRICE/SDEPT#
 18 PRICE/SDEPT

19 PRICE/SKU#
20 TOTAL/SKU#
21 EXCEEDS HALO
22 Voids
23 Exchanges
24 Refund Mode
25 Transactions
26 Training
27 NoSales
28 Depts
29 Hash Depts
30 Coupons
31 Percents
32 +ve Depts
33 -ve Dept
34 Itm Cpns
35 Itm Pcnts
36 SbtI Cpns
37 SbtI Pcnts
38 Void Mode
39 SKUs
40 Subdepts
41 RA
42 PO
43 Ind Voids
44 Dir Void
45 Overrides
46 Cash Exch
47 Cancels
48 Tax Deletes
49 ENQUIRY MODE
50 Enquiry
51 +ve changes
52 -ve changes
53 CASH LOG ON
54 CONSOL¹
55 UNPROGRAMMED
56 ENTER SDEPT
57 CLERK LOG ON
58 Sku count
59 Scan count
60 ENTER PBAL#
61 BALANCE
62 TAX DUE

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#232 *PGM*	
	01 Tax Totals	
	02 Hash Taxes	
	03 Media Sales	
	04 RA by Media	
	05 Cash Exchange	
	06 Domestic Change	
	07 Change	
	08 Media in Drawer	
	09 PO by Media	
	10 ENTER PBAL MSG	
	11 CARD #	
	12 EXPIRY (MMDDYY)	
	13 EXPIRED	
	14 TICKET #	
	15 OPERATOR ID	
	16 ARRIVAL	
	17 DEPARTURE	
	18 PROD CODE	
	19 LICENSE #	
	20 STATE CODE	
	21 BIRTH DATE	
	22 Balances	
	23 *COPY*	
	24 ENFORCED RECEIPT	

Taxes (240)

This is a sample reading of the programming for taxes which can be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#240 *PGM*	
Tax Rates --	TAX#1	07.0000%
	TAX1	VAT 0.21
	TAX#2	08.0000%
	TAX2	0.01
Tax Tables --	TAX#3	10.0000%
Description / Cents & Cycle	TAX3	1.00
	TAX#4	15.0000%

Tax Breakpoint	TAX4	/ 1.05 1 0.01
		2 0.11
		3 0.21
		4 0.31
		5 0.41
		6 0.51
		7 0.61
		8 0.71
		9 0.81
		10 0.91
		11 1.01
		12 1.11

Tax Delete # / Flag ¹ / Description	TAXDEL#1	M TAX DEL1
KDE link	K#00	
	TAXDEL#2	V TAX DEL2
	K#00	
	TAXDEL#3	TAX DEL3
	K#00	
	TAXDEL#4	TAX DEL4
	K#00	

¹ Flags
M = Manager Only
V = Validation

Miscellaneous (260)

This is a sample reading of the programming for miscellaneous functions which can be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#260 *PGM*	
Program job #	#258	
# of check validate lines	CHECK MSG LINES	1
Check validation message	FOR DEPOSIT ONLY	
# of header lines	#259	
# of footer lines	LOGO HEADER LINES	0
	LOGO FOOTER LINES	0
# of validations	#260	
Validation on exchange	VP COUNT	1
Validation on indirect void	VP EXCHANGE	NO
	VP IND VOID	NO
# of slip prints	#261	
Starting column	SLP CNT	1
	START COLUMN	0

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Software Manager Module

Starting line	START LINE	0
Maximum lines on slip	MAX LINES	0
	#262	
Cash sentinal amount	SENTINAL	\$0.00
	#264	
	MIN. PAYMENT ON PBAL	
	MINIMUM DOWN	\$0.00
	OR	00.00%
Previous Balances	#265	
	PB MASTER 00	
	PB BACKUP 00	
	#266	
	PBAL MSG LINES	0
Manager control flags	#267	
	MGR REFUND	NO
	MGR EXCHANGE	NO
	MGR CASH EXCH	NO
	MGR CANCEL	NO
	MGR DIR VOID	NO
	MGR IND VOID	NO
	MGR VOID MODE	NO
	MGR OVERRIDE	NO
	MGR ENQUIRE	NO
	MGR RCPT CPY	NO

Key Data Entry Data Keys (270)

This is a sample reading of the programming for Key Data Entry Data functions which can be taken in PGM mode.

12:19AM	Jan 15/04	
01-0321	092	SUE
#01945		BEV
#270	*PGM*	
		1-4
KDE#1	KDE DATA 1	
K#03		
KDE#2	KDE DATA 2	
K#05	S	
KDE#3	KDE DATA 3	
K#09	E	
KDE#4	KDE DATA 4	
K#07	P	

Key Data Entry Links (280)

This is a sample reading of the programming for linking keys to the key data entry functions which can be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#280 *PGM*	
Key / KDE link	VOID -> 03	
	DPT.2 -> 01	
	SKU -> 02	

Management Jobs (290)

This is a sample reading of the programming for management function jobs which can be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#290 *PGM*	
Job # (1-99 for KDE)	JOB #0001	
Date will be saved with each rec.	SAVE RECORD	
	SAVE DATE	
	SAVE TIME	
	SAVE TRAN#	
	SAVE MGR#	
	SAVE CASH#	
	SAVE CLERK#	
Only single qtys. allowed	SINGLE QTY	
Field # / Prompt	1 ENTER 1ST FIELD	
Minimum length / Max. / # of decimals	MIN 1 MAX 20	0
Field type / Mode of entry	NUMBER	KSC
	2 ENTER 2ND FIELD	
	MIN 5 MAX 8 0	
	ALPHA	K
	3 ENTER 3RD FIELD	
	MIN 3 MAX 6	2
	NUM+/-	K
Job # (100-9999 for MF)	JOB #1234	
Job prompt	TEST JOB	
Field # / Prompt	1 ENTER SKU NUMBER	
Minimum length / Max. / # of decimals	MIN 1 MAX 14 0	
Field type / File / Mode of entry	NUMBER T SKU KSC	
Loop field	> 2 DESCRIPTION	
	MIN 0 MAX 15 0	
	ALPHA K	

3 ENTER AMOUNT
 MIN 3 MAX 6 2
 NUM+/- K

Percents and Coupons (300)

This is a sample reading of the programming for percentage and coupon keys which can be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#300 *PGM*	
Percent # / Sign	%1	-10.00%
Alpha / Maximum	%1	-0.00%
KDE link / Flags ² / Type ¹	K#00 ITEM	PRS
	%2	-50.00%
	%2	-0.00%
	K#00 ITEM M	PRS
	%3	-10.00%
	%3	-0.00%
	K#00 SBTL G	O&P
Tax Status	%4 1	-10.00%
	%4	-0.00%
	K#00 SBTL	O&P
	%5	0.00%
	%5	0.00%
	K#00 ITEM	O&P
	%6	0.00%
	%6	0.00%
	K#00 ITEM	O&P
	%7	0.00%
	%7	0.00%
	K#00 ITEM	O&P
	%8	0.00%
	%8	0.00%
	K#00 ITEM	O&P
	%9	0.00%
	%9	0.00%
	K#00 ITEM	O&P
Coupon # / Sign	(-)1	-0.10
Alpha / HALO	(-)1	0-0
KDE link / Type / Flags	K#00 ITEM	PRS
	(-)2	-1.00
Tax Status	(-)2	T1 0-0
	K#00 ITEM M	PRS
	(-)3	\$0.50
	(-)3	0-0
	K#00 SBTL	O&P
	(-)4	\$0.00
	(-)4	0-0

K#00	SBTL	OPN
(-)5		\$0.00
(-)5		0-0
K#00	ITEM	O&P
(-)6		\$0.00
(-)6		0-0
K#00	ITEM	O&P
(-)7		\$0.00
(-)7		0-0
K#00	ITEM	O&P
(-)8		\$0.00
(-)8		0-0
K#00	ITEM	O&P
(-)9		\$0.00
(-)9		0-0
K#00	ITEM	O&P

¹ Price Types
 OPN = Open
 PRS = Preset
 O&P = Open and Preset
 INH = Inhibit

² Flags
 V = Validate
 F = Food Stamp
 M = Manager
 G = Global Discount

Received on Accounts and Paid Outs (320)

This is a sample reading of the programming for received on account and paid out keys which can be taken in PGM mode.

12:19AM Jan 15/04
 01-0321 092 SUE
 #01945 BEV

Reading # / Mode

#320 *PGM*

RA # / Alpha
 KDE link / HALO / Flags¹

RA1	RA 1	
K#00	0-0	A
RA2	RA 2	
K#00	0-0	V
RA3	RA 3	
K#00	0-0	M
RA4	RA 4	
K#00	0-0	

PO # / Alpha

PO1	PO 1	
K#00	5-3	V
PO2	PO 2	
K#00	0-0	
PO3	PO 3	
K#00	0-0	
PO4	PO 4	
K#00	0-0	

¹Flags: A = Auto Cash V = Validate M = Manager

Positive Account Range (340)

This is a sample reading of the programming for positive accounts which can be taken in PGM mode. The reading was taken for the range of positive accounts from 1234 to 5678.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#340 *PGM*	
Range	00000000000000000001-	
	99999999999999999999	
Account number	00000000000000001234	
	00000000000000003892	
	00000000000000005432	

Negative Account Range (350)

This is a sample reading of the programming for negative accounts which can be taken in PGM mode. The reading was taken for the range of negative accounts from 1234 to 5678.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#350 *PGM*	
Range	00000000000000000001-	
	99999999999999999999	
Account number	00000000000000001998	
	00000000000000002432	
	00000000000000002578	
	00000000000000003444	
	00000000000000003910	
	00000000000000004232	
	00000000000000004455	
	00000000000000004985	
	00000000000000005678	

Time Interval Range (360)

This is a sample reading of the programming for time intervals which can be taken in PGM mode. The reading was taken for the range of hours from 1 to 4.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#360 *PGM*	
Time to report	09:00 REPORT	
	10:00 REPORT	
	11:00 REPORT	
	11:30 REPORT	
	12:00 REPORT	
	12:30 REPORT	
	12:45 REPORT	
	13:00 REPORT	
	13:15 REPORT	
	13:30 REPORT	
	13:45 REPORT	
	14:00 REPORT	
	14:30 REPORT	
	15:00 REPORT	
	16:00 REPORT	
	17:00 REPORT	

Stack Reports (370)

This is a sample reading of the programming for stack reports which can only be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#370 *PGM*	
Report #, X or Z	1 REPORT X/Z	
	4 REPORT X/Z	09:00
		16:59
Start of range	10 REPORT X/Z	001
End of range		020
	#371	
	6 REPORT X	
	96 REPORT X	

Saved Daily Reports (375)

This is a sample reading of the programming for the Saved Daily Reports programming.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#375 *PGM*	
	Report 1	No
	Report 91	No
	Report 4	Yes
	Report 5	No
	Report 95	Yes
	Report 6	Yes
	Report 96	Yes
	Report 8	Yes
	Report 10	No
	Report 20	No
	Report 40	No
	Report 60	No

Secret Codes (400)

This is a sample reading of the programming for secret codes which can only be taken in PGM mode.

	12:19AM	Jan 15/04
	01-0321 092	SUE
	#01945	BEV
Reading # / Mode	#400 *PGM*	
Mode / secret code	PGM	0000
	OP X	0000
	OP Z	0000
	X1	0000
	Z1	0000
	X2	0000
	Z2	0000

Previous Balance Alpha Description (460)

This is a sample reading of alpha description programming for PBALs.

12:19AM

Jan 15/04

01-0321 092

SUE

#01945

BEV

Reading # / Mode

#460 *PGM*

#0012 ABCDEFG

#0045 MNOPQR

Management Operations

The following procedures describe operations not available to Operators (i.e., procedures require manager Key or entry of a manager code).

Manager Control Functions

The following keys and transactions may be programmed in Jobs 112, 122, 242, 267, 302, 312, 321, and 331 to require manager authorization:

MGR Refund, Exchange, Cash Exchange, Cancel, Voids (Direct, Indirect and Transaction), Overrides, Departments, Sub Departments, No Sales, Premium or Discounts, Coupons, Received on Accounts, Paid Outs, Tax Deletes, Enquiry, Receipt Copy

Transactions Requiring Manager Mode

"MGR MODE ONLY" will be displayed

1. Press [CL]
2. Turn the manager key to MGR mode.
3. Enter items following the procedures described in the User Guide.

If Manager Mode is required, but has not been accessed, the terminal will display an error. Press [CL] to exit.

Transactions Requiring a Manager Code

When a function is accessed that requires a Manager code, a prompt will be displayed to "ENTER Manager #". The Code remains in effect for a single item entry. Subsequent item entries even within the same transaction may require the code to be entered again.

For example, a Manager Code is required for entering items to Departments 6 and 9, but is not required to enter items to Department 7. The keystrokes for entering these transactions would be:

- Press [DEPT 6] **Prompt displayed to Enter Manager Code**
- Enter the Manager Code
- Press [DEPT 7]
- Press [MGR] key
- Press [DEPT 9] **Prompt displayed to Enter Manager Code**
- Enter the Manager Code
- Press [MGR] key