ELECTRONIC CASH REGISTER

CE-6100



CASIO.

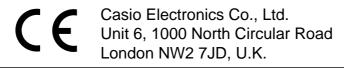
Introduction

Congratulations on your selection of a CASIO CE-6100 electronic cash register. This ECR is the product of the world's most advanced electronic technology, for outstanding versatility and reliability.

Simplified operation is made possible by a specially designed keyboard layout and a wide selection of automated, programmable functions.

A specially designed keyboard layout and a bright, easy-to-read display help to take the fatigue out of long hours operation.

The main plug on this equipment must be used to disconnect mains power. Please ensure that the socket outlet is installed near the equipment and shall be easily accessible.

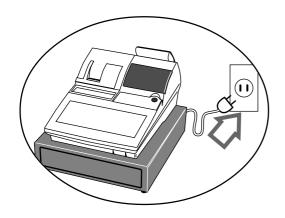


Please keep all information for future reference.

Important!

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

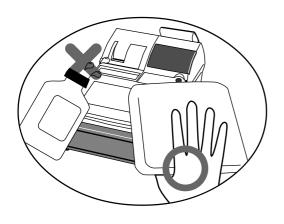
Do not locate the cash register where it will be subjected to direct sunlight, high humidity, splashing with water or other liquids, or high temperature (such as near a heater).



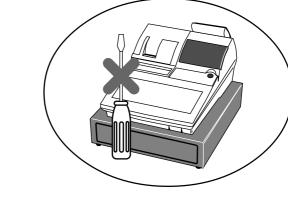
Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in the area.



Never operate the cash register while your hands are wet.



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



Never try to open the cash register or attempt your own repairs. Take the cash register to your authorized CASIO dealer for repairs.

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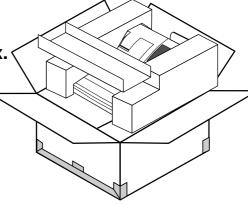
Introduction & Contents

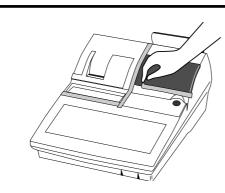
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This section outlines how to unpack the cash register and get it ready to operate. You should read this part of the manual even if you have used a cash register before. The following is the basic set up procedure, along with page references where you should look for more details.

Remove the cash register from its box.





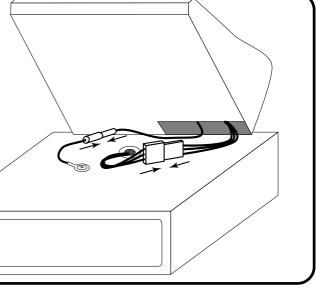
Remove the tape holding parts of the cash register in place.

Also remove the small plastic bag taped to the printer cover. Inside you will find the mode keys.

Remove the cash drawer from its box.
The cash register and cash drawer are packed separately.

4 Connect the drawer.

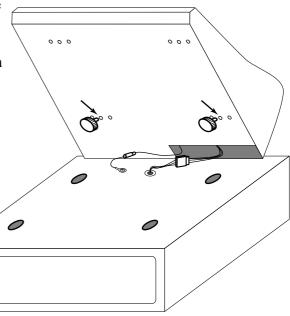
- 1. Connect drawer connector (three color lead on drawer) to the cash register.
- 2. Connect frame drawer connector (green lead on drawer) to the cash register.

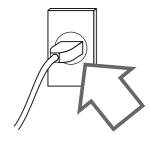


5.

Mount the cash register.

- 1. Screw in 2 fixing screws bottom side of the register.
- 2. Mount the cash register on the top of the drawer, ensuring that the feet on the bottom of the cash register go into the holes on the drawer.

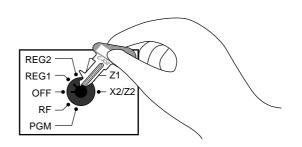




Plug the cash register into a wall outlet.

Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in your area. The printer will operate for a few seconds. Please do not pass the power cable under the drawer.

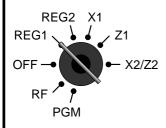
Insert the mode key marked "OW" into the mode switch.



8 Install receipt/journal paper.

Loading journal paper

The same type of paper ($45 \text{ mm} \times 83 \text{ mm i.d.}$) is used for receipts and journal. Load the new paper before first operating the cash register or when red paper appears from the printer.



Use a mode key to set the mode switch to REG1

position.





Open the printer cover.



Drop the paper roll gently and insert paper to the paper inlet.



Cut off the leading end of the paper so it is even.



Press the key until about 20 cm to 30 cm of paper is fed from the printer.



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



Slide the leading end of the paper into the groove on the spindle of the take-up reel and wind it onto the reel two or three turns.

Loading receipt paper

Follow steps through under "Loading journal paper" on the previous page.



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







Drop the paper roll gently and insert paper to the paper inlet.



Press the [FEED] key to take up any slack in the paper.

place behind the printer, above the roll paper.



Press the key until about 20 cm to 30 cm of paper is fed from the printer.



Close the printer cover.



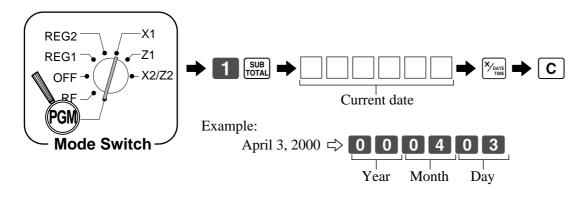
Set the printer cover, passing the leading end of the paper through the paper outlet.

Close the printer cover and tear off the excess paper.

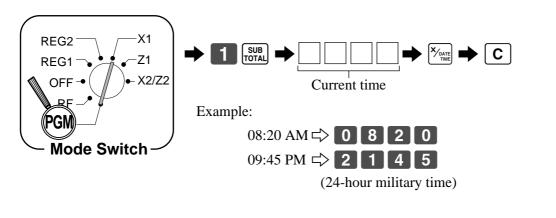
Important!

Never operate the cash register without paper. It can damage the printer.

9. Set the date.



10. Set the time.



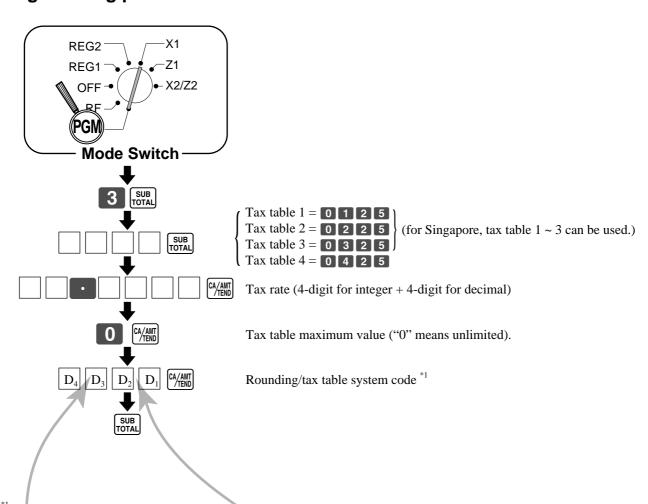
11. Tax table programming

Programming automatic tax calculation

Important!

After you program the tax tables, you also have to individually specify which departments (page 28) and PLUs (page 30) are to be taxed.

Programming procedure



*1 Rounding/tax table system code

Rounding code specification

D_4	D_3	Rounding	
5	0	Rounding off two decimal places	
9	0	Rounding up to two decimal places	
0	0	Cut off to two decimal places	

Tax system code specification

1	D_2		Rounding					
	4	Sin	gapore rounding					
1								

Tax system code specification

	D_1	Rounding			
	2	Add-on tax rate			
	3	Add-in tax rate (VAT)			
4 Tax on tax (Singapore tax)					

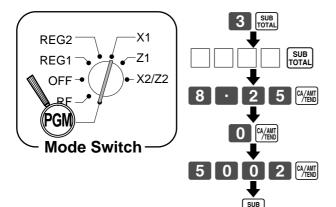
Tax table programming (continued...)

Example 1, Add-on rate tax:

Programming procedure:

Tax rate (4-digit for integer + 4-digit for decimal) ----- 8.25% Rounding/tax table system code

----- 5002 (Round off)



Tax table 1 = 0 1 2 5Tax table 2 = 0 2 2 5(for Singapore, Tax table $3 = 0 \ 3 \ 2 \ 5$ tax $1 \sim 3$ can be used.) Tax table $4 = 0 \ 4 \ 2 \ 5$

Tax rate (4-digit for integer + 4-digit for decimal)

Always "0"

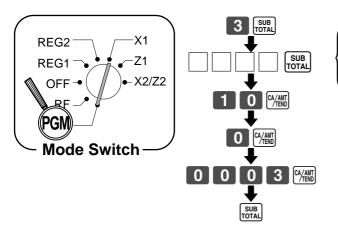
Rounding/tax table system code

Example 2, Add-in rate tax:

Programming procedure:

Tax rate (4-digit for integer + 4-digit for decimal) Rounding/tax table system code

----- 0003 (Cut off)



Tax table 1 = 0 1 2 5Tax table $2 = 0 \ 2 \ 2 \ 5$ (for Singapore, tax table $1 \sim 3$ Tax table 3 = 0 3 2 5 can be used.) Tax table $4 = 0 \ 4 \ 2 \ 5$

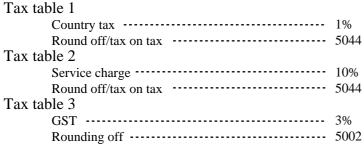
Tax rate (4-digit for integer + 4-digit for decimal)

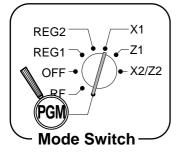
Always "0"

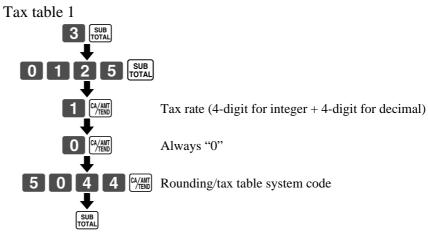
Rounding/tax table system code

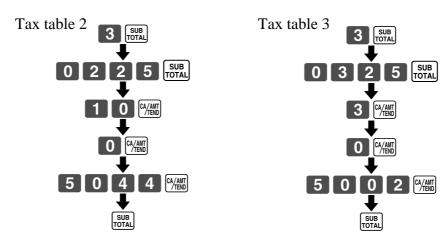
Tax table programming (continued...) Example 3, Singapore tax:

Programming procedure:



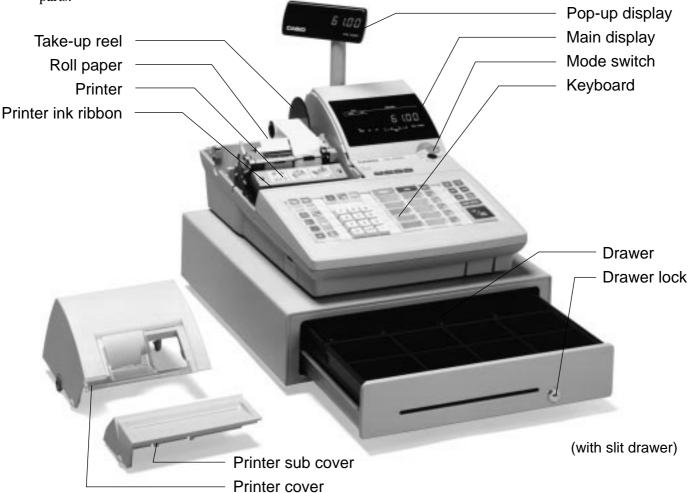






General guide

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



Roll paper

You can use the roll paper to print receipts and a journal (pages $10 \sim 11$).

Printer ink ribbon

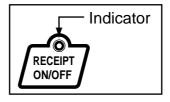
Provides ink for printing of registration details on the roll paper (page 97).

Receipt on/off switch / key

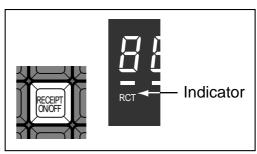
Use the receipt on/off switch/key in REG1, REG2 and RF modes to control issuance of receipts. In other modes, receipts or reports are printed regardless the receipt switch/key setting.

A post-finalization receipt can still be issued after finalization when the switch/key is set to off. The cash register can also be programmed to issue a post-finalization receipt even when the switch/key is set to on.

Receipt on/off switch



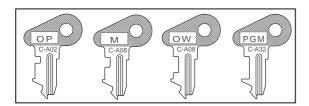
Receipt on/off key



When the register issues receipts, this indicator is lit.

Mode key (only for U.K)

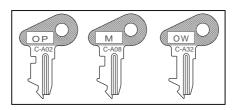
The following four types of mode keys are provided with the unit in the United Kingdom.



- a. OP (Operator) key Switches between OFF and REG1.
- b. M (Master) key Switches between OFF, REG1, REG2, X1 and RF.
- c. OW (Owner) key Switches between OFF, REG1, REG2, X1, Z1, X2/ Z2 and RF.
- d. PGM (Program) key Switches to any position.

Mode key (for other area)

The following three types of mode keys are provided with the unit in areas outside of the United Kingdom.

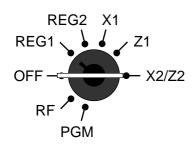


- a. OP (Operator) key Switches between OFF and REG1.
- b. M (Master) key Switches between OFF, REG1, REG2, X1 and RF.
- c. OW (Owner) key
 Switches to any position.

Mode switch

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

Mode



Mode switch Mode name		Mode name	Description		
OFF Stand-by		Stand-by	Any of the mode control keys can be inserted and removed from the mode switch in this position.		
		Register 1	Used for normal sales transactions. Any of the mode control keys can be inserted and removed from the mode switch in this position.		
REG2 Register 2 requires a special key, such functions as discounts, sales, charge sales, check payments, and paid outs of		Used for special operations. Since switching to REG2 requires a special key, such functions as discounts, credit sales, charge sales, check payments, and paid outs can be controlled by programming them as prohibited in REG1 and allowed in REG2.			
RF Refund When the you can a minus me			Used for processing refunds. When the mode switch of the register is in RF position, you can access either the refund mode or the register minus mode.		
			Used to obtain daily reports without resetting (clearing) all total data.		
	reset tot Periodic sale Us		Used to obtain daily reports while resetting (clearing) all total data.		
			Used to obtain periodic sales reports without resetting total data or while resetting all total data.		
PGM Program Used when programm as unit prices and tax program data.		Program	Used when programming functions and preset data such as unit prices and tax rates. Also used when reading program data.		

Clerk key/button/lock

In Germany, you can assign clerks by using clerk key or by clerk secret number (clerk key is equipped). In other areas, you can assign clerks by using clerk button or by clerk secret number.

The method you are assigning clerk depends on the programming of your cash register.

Drawer

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

Drawer lock

Use the drawer key to lock and unlock the drawer.

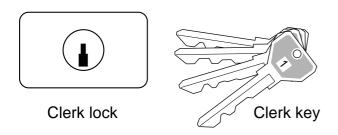
Clerk secret number key

When the cash register is programmed to use clerk secret numbers for clerk or cashier assignment, the clerk buttons are not functional.



Clerk lock/key

You can assign the clerk or cashier inserting a clerk key into the clerk lock .



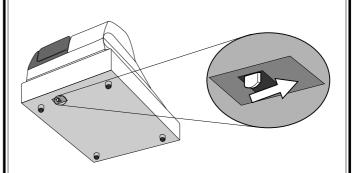
Clerk button

You can assign the clerk or cashier using the four buttons located below the display panel.



When the cash drawer does not open!

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



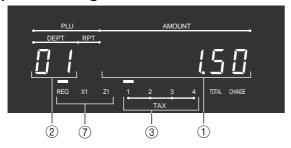
Important!

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

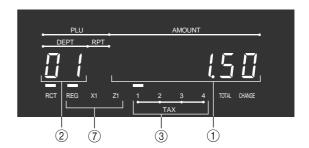
Display

Main display except for Germany

Department registration



Main display for Germany

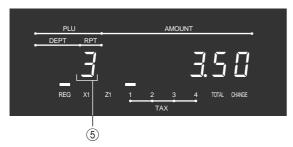


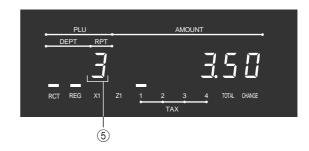
PLU registration





Repeat registration





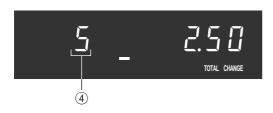
Totalize operation





Customer display for all area









1 Amount/Quantity

This part of the display shows monetary amounts. It also can be used to show the current date and time.

2 Department number

When you press a department key to register a unit price, the corresponding department number (01 \sim 15) appears here.

(3) Taxable sales status indicators

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

(4) PLU number

When you register a PLU item, the corresponding PLU number appears here.

5 Number of repeats

Anytime you perform a repeat registration (page 27), the number of repeats appears here. Note that only one digit is displayed for the number of repeats. This means that a "5" could mean 5, 15 or even 25 repeats.

(6) Total/Change indicators

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

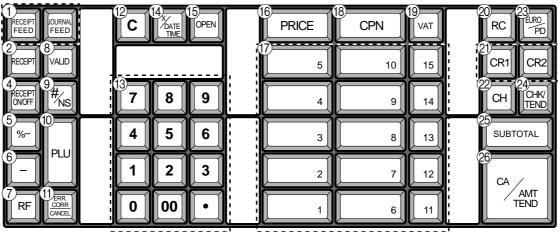
7 REG, X1, Z1 indicators

REG: Indicates register mode X1: Indicates daily sales read mode Z1: Indicates daily sales reset mode

(8) RCT indicator

When the register issues receipts, this indicator is lit.

Keyboard



for German

Register Mode

- 1) Paper feed key FEED, FEED Hold this key down to feed paper from the printer.
- ② **Post receipt key**Use this key to produce a post-finalization receipt.
- (3) Media change key MEDIA This key is used to change media in drawer amounts. Pressing this key enters media change operation.
- 4 Receipt on/off key

 Use this key pressing two times to change the status

 "receipt issue" or "no receipt." In case of "receipt issue",
- (5) **Discount key** [%-] Use this key to register discounts.

the indicator is lit.

- 6 **Minus key** Use this key to input values for subtraction.
- (7) Refund key RF Use this key to input refund amounts and void certain entries.
- (8) Validation key VALID
 Use this key to validate transaction amounts on slip.

9 Non-add/No sale key #/NS

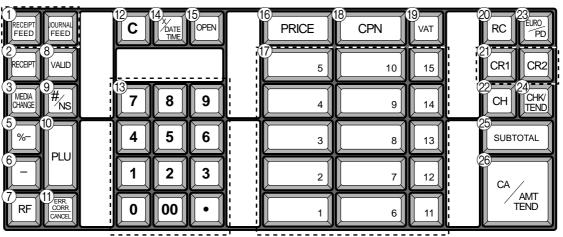
Non-add key: To print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries.

No sale key: Use this key to open the drawer without registering anything.

- (1) **PLU key** PLU Use this key to input PLU numbers.
- (1) Error correction/Cancellation key

 Use this key to correct registration errors and to cancel registration of entire transactions.
- ② Clear key C
 Use this key to clear an entry that has not yet been registered.
- (3) Ten key pad 0, 1 ~ 9, 00, Use these keys to input numbers.
- (4) Multiplication/Date/Time key

 Use this key to input a quantity for a multiplication operation. Between transactions, this key displays the current time and date.



for other area

(15) Open key OPEN

This key releases maximum amount limit or low digit limit for an amount which exceeds the limit.

16 Price key PRICE

Use this key to register an amount to an open PLU when a PLU is used as an open PLU.

① Department keys 1, 2, 3 ~ 15 Use these keys to register items to departments.

(18) Coupon key CPN

Use this key to register coupon. The registered coupon amount is deducted from the department, PLU, gross and net totalizers.

19 VAT key VAT

Use this key to print a VAT breakdown.

② Received on account key RC

Press this key following a numeric entry to register money received for non-sale transactions.

2) Credit key CR1, CR2

Use this key to register a credit sale.

22 Charge key CH

Use this key to register a charge sale.

23 Euro/Paid out key PD

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

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

24 Check key CHK/TEND

Use this key to register a check tender.

25 Subtotal key SUB TOTAL

Use this key to display and print the current subtotal (includes add-on tax) amount.

26 Cash/Amount tendered key CA/AMT

/ IENUJ

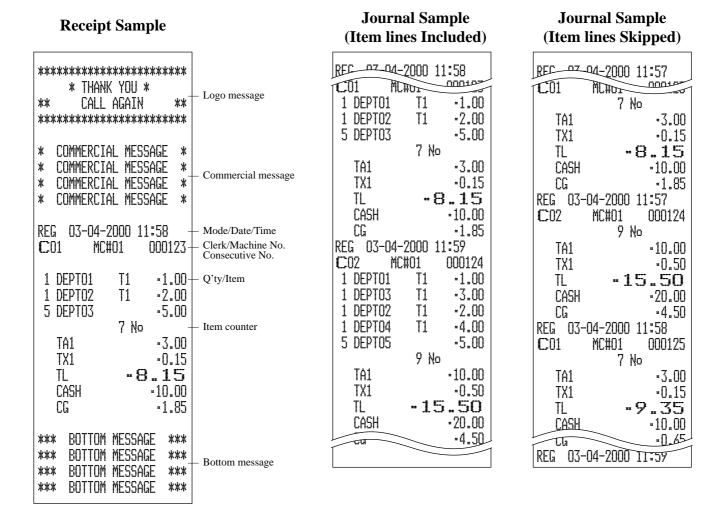
Use this key to register a cash tender.

How to read the printouts

- The journal and receipts are records of all transactions and operations.
- The contents printed on receipts and journal are almost identical.
- You can choose the journal skip function (page 57).

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

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



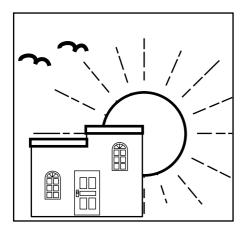
In the operation examples contained in this manual, the print samples are what would be produced if the roll paper is being used for receipts. They are not actual size. Actual receipts are 45 mm wide. Also, all sample receipts and journals are printout images.

Page 9

How to use your cash register

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

BEFORE business hours...



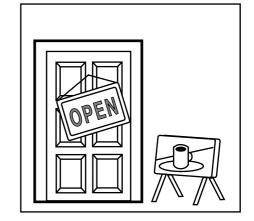
- Check to make sure that the cash register is plugged in securely.
- Check to make sure there is enough paper left on the roll. Pages 10, 11
- Read the financial totals to confirm that they are all zero.
 Page 83
- Check the date and time. Page 26

DURING business hours...

- Register transactions.
- Periodically read totals.

Page 27

Page 82



AFTER business hours...



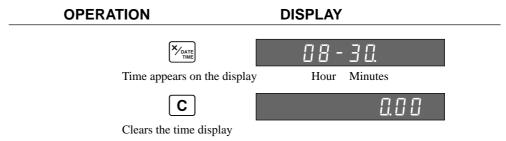
- Reset the daily totals. Page 45
- Remove the journal. Page 98
- Empty the cash drawer and leave it open. Page 18
- Take the cash and journal to the office.

Displaying the time and date

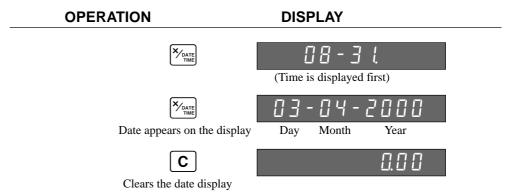


You can show the time or date on the display of the cash register whenever there is no registration being made.

To display and clear the time



To display and clear the date



Preparing coins for change



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

(You can use the RC key instead of the key. See page 44.)

Opening the drawer without a sale

OPERATION		RECEIPT
	# _{NS}	REG 03-04-2000 10:00 C01 MC#01 000001 #/NS

Preparing and using department keys

Registering department keys

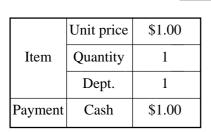
REG

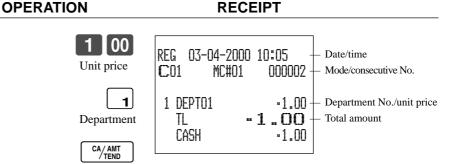
- Mode switch

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

Single item sale

Example 1

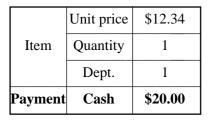


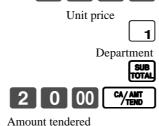


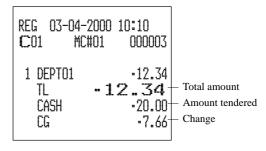
Example 2 (Subtotal registration and change computation)



RECEIPT





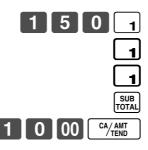


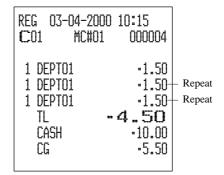
Repeat

OPERATION

RECEIPT

	Unit price	\$1.50
Item	Quantity	3
	Dept.	1
Payment	Cash	\$10.00



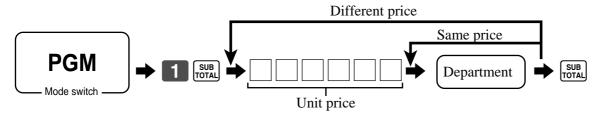


Multiplication

OPERATION RECEIPT Unit price \$1.00 03-04-2000 10:20 REG Quantity (4-digit integer/2-digit decimal) **C**01 MC#01 000005 12 Item Quantity Dept. 1 00 12 DEPT01 Quantity/result ·12.00+ SUB TOTAL \$20.00 **Payment** Cash Quantity/unit q'ty/@ 12 **@1/1.00** Result DEPT01 -12.00--12.00 TL CASH -20.00 CG .8.00

Programming department keys

To program a unit price for each department



To program the tax calculation status for each department

Tax calculation status

This specification defines which tax table should be used for automatic tax calculation. See page 13 for information on setting up the tax tables.

Programming procedure

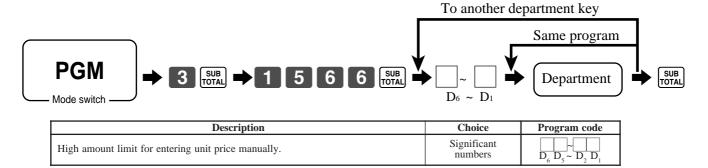


for Singapore					
Always "0"					$egin{bmatrix} oldsymbol{0} \ D_2 \ \end{pmatrix}$
Taxable 1 status			a	Yes = 1 No = 0	
Taxable 2 status			b	Yes = 2 No = 0	(a+b+c) D ₁
Taxable 3 status			с	Yes = 4 No = 0	-1
for other area				:	
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable 8 = 8 Taxable 9 = 9 Taxable 10 = 10		Significant numbers	D_2 D_1

^{*} See address 0522 of the general function program.

To program high amount limit for each department

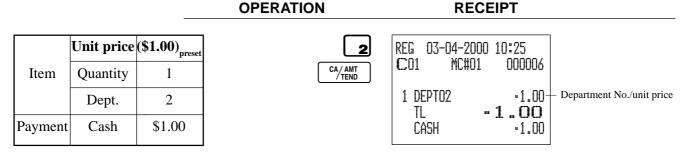
Programming procedure



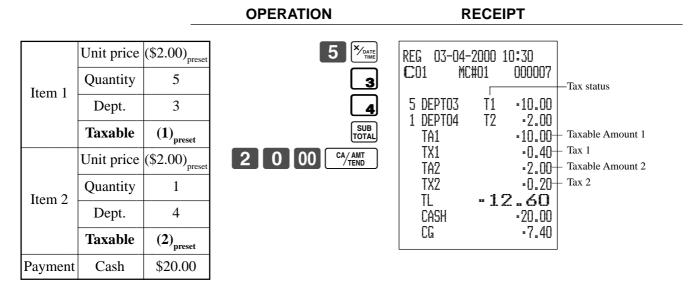
Registering department keys by programming data



Preset price



Preset tax status



Locking out high amount limitation



RECEIPT

	Unit price	\$1.05
Item	Quantity	1
Item	Dept.	3
	Max.amount	(\$10.00) _{preset}
Payment	Cash	\$2.00



REG	03-04-2000	10:35
C 01	MC#01	000008
TI	- ASH	•1.05 1.05 •2.00 •0.95

Preparing and using PLUs

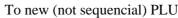
This section describes how to prepare and use PLUs.

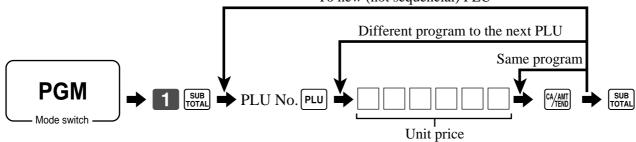
CAUTION:

• Before you use PLUs, you must first program the unit price.

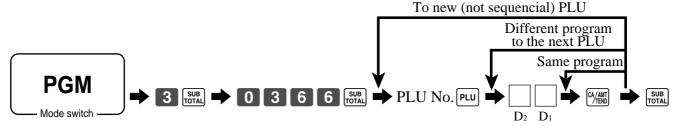
Programming PLUs

To program a unit price for each PLU





To program tax calculation status for each PLU



for Singapore					
Always "0"					$egin{bmatrix} oldsymbol{0} \ D_2 \ \end{pmatrix}$
Taxable 1 status			a	Yes = 1 No = 0	
Taxable 2 status			b	Yes = 2 No = 0	(a+b+c) D,
Taxable 3 status			С	Yes = 4 No = 0	-1
for other area					
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable $8 = 8$ Taxable $9 = 9$ Taxable $10 = 10$		Significant numbers	D_2 D_1

Registering PLUs

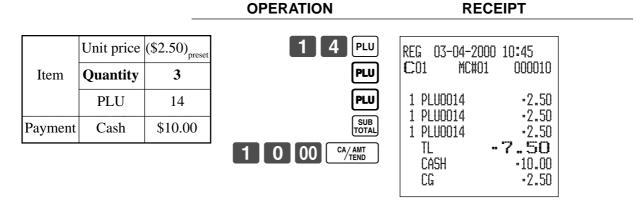


The following examples show how you can use PLUs in various types of registrations.

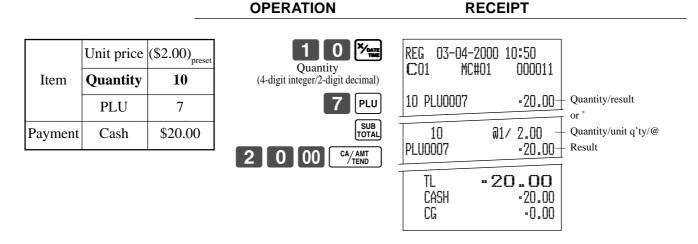
PLU single item sale

OPERATION RECEIPT Unit price (\$2.50)_{pre} REG 03-04-2000 10:40 PLU code C01MC#01 000009 Item Quantity 1 1 PLU0014 PLU No./unit price PLU -2.50 **PLU** 14 -2.50 TL SUB TOTAL Payment Cash \$3.00 CASH -3.00 -0.50 CG 3 00

PLU repeat



PLU multiplication



^{*} See address 0522 of the general function program.

Printing VAT breakdowns

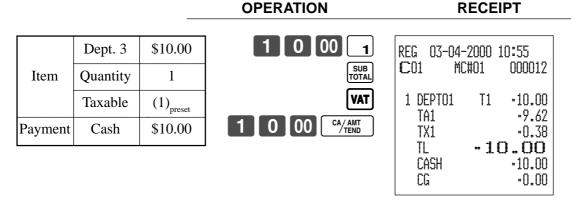
REG

Mode switch -

The following example shows how to get VAT breakdown.

Any time you press the VAT key in a transaction, VAT breakdown is automatically printed out at the end of the transaction.

Example



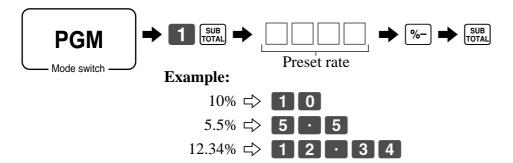
* In case of every receipt needs VAT breakdown lines, select the finalize ([CH], [CH], [CH2], [CH2], [CH2])) key status to "Invoice." Refer to page 65.

Preparing and using discounts

This section describes how to prepare and register discounts.

Programming discounts

To program a rate to the %- key



Registering discounts

REG
- Mode switch -

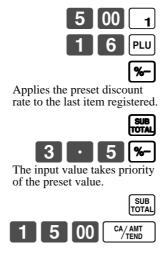
The following example shows how you can use the \(\frac{\(\frac{1}{2} \)}{2} \) key in various types of registration.

Discount for items and subtotals

OPERATION

RECEIPT

Dept. 1	\$5.00
Quantity	1
Taxable	(1) _{preset}
PLU 16	(\$10.00) _{preset}
Quantity	1
Taxable	(2) _{preset}
Rate	(5%) _{preset}
Rate	3.5%
Taxable	Nontaxable
Cash	\$15.00
	Quantity Taxable PLU 16 Quantity Taxable Rate Rate Taxable



REG 03-04-	
CO1 MC	#01 000013
1 DEPTO1	T1 •5.00
1 PLU0016 5%	T2 •10.00
"-	-0.50
ST 3.5%	-14.50
"- 7-	T2 -0.51
TA1	-5.00
TX1	•0.20
TA2 TX2	•9.50 •0.48
TL	-14.67
CASH	-15.00
CG	-0.33

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

Taxable status of the %- key

- Whenever you perform a discount operation on the last item registered, the tax calculation for discount amount is performed in accordance with the tax status programmed for that item.
- Whenever you perform a discount operation on a subtotal amount, the tax calculation for the subtotal amount is performed in accordance with the tax status programmed for the [%-] key (see page 67).

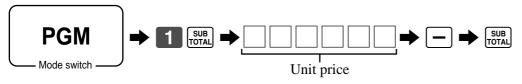
Preparing and using reductions

This section describes how to prepare and register reductions.

Programming for reductions

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

To program preset reduction amount



Registering reductions



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

Reduction for items

OPERATION RECEIPT Dept. 1 \$5.00 REG 03-04-2000 11:05 C01MC#01 000014 Item 1 Quantity 1 Reduces the last amount 1 DEPT01 Taxable $(1)_{\text{preset}}$ T1 -5.00 registered by the value input. T1 -0.25PLU Reduction **Amount** \$0.25 5 1 PLU0045 .6.00 T1 T1 -0.50(\$6.00)_{prese} **PLU 45** TA1 •10.25 Item 2 Quantity TX1 .0.41 TL -10.66 Taxable $(1)_{\text{preset}}$ CASH -11.00 (\$0.50)_{prese} CG -0.34 Reduction Amount Payment Cash \$11.00

- You can manually input reduction values up to 7 digits long.
- If you want to subtract the reduction amount from the department or PLU totalizer, program "Net totaling for departments and PLUs" (refer to page 58).

Reduction for subtotal

OPERATION RECEIPT Dept. 1 \$3.00 03-04-2000 11:10 REG **C**01 000015 MC#01 Item 1 Quantity 1 $(1)_{\text{preset}}$ 1 DEPT01 -3.00 Taxable T1 1 DEPTO2 T2 -4.00 Dept. 2 \$4.00 -0.75 Reduces the subtotal by the TA1 -3.00 Item 2 Quantity 1 value input here. TX1 -0.12 SUB TOTAL TA2 -4.00 Taxable $(2)_{\text{preset}}$ TX2 -0.20 \$0.75 **Amount** -6.57 -7.00 TL Subtotal CASH Reduction $(No)_{preset}$ **Taxable** CG -0.43 **Payment** Cash \$7.00

Registering credit and check payments

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

REG

- Mode switch

Check

Payment	Check	\$20.00
Helli	Quantity	1
Item	Dept. 1	\$11.00

1	1	00	1
			SUB



RECEIPT

REG C 01		-2000 C#01	11:15 0000	016
TL	EPTO1 - HECK	- 1	•11. •20. •9.	0

Credit

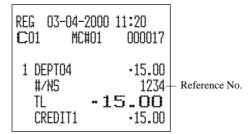
OPERATION

RECEIPT

Item	Dept. 4	\$15.00
Item	Quantity	1
Reference	Number	1234
Payment	Credit	\$15.00







Mixed tender (cash, credit and check)

OPERATION

RECEIPT

Item	Dept. 4	\$55.00
Item	Quantity	1
	Check	\$30.00
Payment	Cash	\$5.00
	Credit	\$20.00



REG O.	3-04-	2000	11:25
C01	MC	#01	000018
1 DEP	T04		•55.00
TI		=	5.00
CHE	٦V		·30.00
Casi	+		•5.00
CREI	DIT1		-20.00

Preparing and registering the Euro

Basic programming for the Euro and its exchange rate

Before registering the Euro, you must define the main currency, and its exchange rate. If you need to select cash drawer or some rounding specification, please refer to the page 62 for further program (command code "2922" in the general programming).

Description	Choice	Program code
Define the euro as the main currency.	Yes = 0 No = 1	$\overline{\mathrm{D}}_{10}$
Select rounding option: Round off = 0, Cut off = 1, Round up = 2	Significant number (0 ~ 2)	$\overline{\mathrm{D}_{9}}$
Exchange rate (within 6-digits)	Significant numbers	D ₈ D ₇ D ₆ D ₅ D ₄ D ₃
Decimal point position of exchange rate: Integer only = 0 1st decimal place = 1, 2nd decimal place = 2, 3rd decimal place = 3, 4th decimal place = 4, 5th decimal place = 5, 6th decimal place = 6 Example: $(D_8 \sim D_2)$ 1Euro = 1.977DM; Set "001977" 1Euro = 1957.77319 Lit; Set "1957772"	Significant number (0 ~ 6)	$\overline{\mathbb{D}}_2$
Always "0"		0 D ₁



Registering the Euro



The following example shows the basic operation using the currency exchange function.

(1) Case A

Main currency	Local
Payment	Euro
Change	Local
Rate	1 Euro = 0.5 FFr

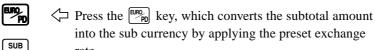
(2) Case B

Main currency	Euro
Payment	Local
Change	Euro
Rate	1 Euro = 0.5 FFr

Case A

OPERATION DISPLAY





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

12.008



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

0.008



Press the AMT key to finalize the transaction.

The change amount is shown in the programmed currency.

15 <u>0</u>

Case B

OPERATION DISPLAY

1 2 00 1



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

e

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



Press the Press the representation when the sub currency.

0.00L 6.00L

6 00



Press the heavy key to finalize the transaction.

The change amount is shown in the programmed currency.

0.00

Printouts

CASE A

REG (03-04-2000 MC#01	
1 DEF TL EURO 1 CAS CAS CG	e money 3H	-6.00 -6.00 12.00 •15.00 •7.50 •1.50

CASE B

	2000 11:35 #01 000020
1 DEPT01 TL	€12.00 €12.00 -6.00
LOCAL money CASH	-6.00
CASH CG	€12.00 €0.00

Validation printing



You can perform total amount validation following finalization using $^{\text{\tiny CHI}}$, $^{\text{\tiny CHI}}$, $^{\text{\tiny CRI}}$, $^{\text{\tiny CRI}}$ keys and $^{\text{\tiny RC}}$, $^{\text{\tiny PD}}$ keys. Also you can perform single item validation.

Total amount validation

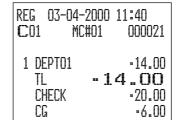
Item Dept. 1 \$14.00 Quantity 1 Payment Check \$20.00 Validation

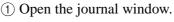






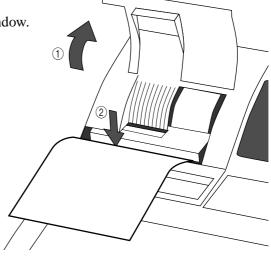
RECEIPT



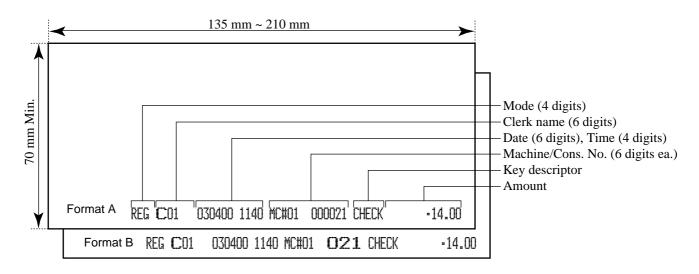


② Insert paper.

③ Press VALD.



Validation sample



Registering returned goods in the REG mode

REG

Mode switch

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

OPERATION

RECEIPT

Item 1	Dept. 1	\$2.35
	Quantity	1
Item 2	Dept. 2	\$2.00
Item 2	Quantity	1
Item 3	PLU 1	(\$1.20) _{preset}
	Quantity	1
Returned	Dept. 1	\$2.35
Item 1	Quantity	1
Returned	PLU 1	(\$1.20) _{preset}
Item 3	Quantity	1
Payment	Cash	\$2.00

2 3 5 ₁ 2 00 ₂	REG 03-04-2000 11:45 C01 MC#01 000022
Press RF before the item you want to return. RF 1 PLU SUB TOTAL CA/AMT TEND	1 DEPT01

Registering returned goods in the RF mode

RF

- Mode switch -

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

Normal refund transaction

OPERATION

RECEIPT

Returned	Dept. 1	\$1.50
Item 1	Quantity	2
Returned Item 2	PLU 2	(\$1.20) _{preset}
	Quantity	6
Payment	Cash	\$10.20



RF 03-04-2000 11:50 C01 MC#01 000023	RF mode symbo
1 DEPT01	

Reduction of amounts paid on refund

OPERATION

RECEIPT

Returned	Dept. 3	\$4.00
Item 1	Quantity	1
Reduction	Amount	\$0.15
Returned Item 2	PLU 2	(\$1.20) _{preset}
	Quantity	1
Discount	Rate	(5%) _{preset}
Payment	Cash	\$5.20



RF 03-04-2 C01 MCt	2000 11:55 201
1 DEPT03 - 1 PLU0002 5%	T1 -4.00 T1 -0.15 T2 -1.20
Z- TA1 TX1 TA2 TX2 TL CASH	T2 -0.06 ·3.85 ·0.15 ·1.14 ·0.06 ·5.20

Important!

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

Registering money received on account

REG

Mode switch -

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

OPERATION

RECEIPT

Received amount \$700.00

7 00 00 RC

Amount can be up to 8 digits.

REG 03-04-2000 12:00 C01 MC#01 000025 RC -700.00

Registering money paid out

REG

- Mode switch

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

OPERATION

RECEIPT

Paid out amount \$1.50

1 5 0 PD
Amount can be up to 8 digits.

REG 03-04-2000 12:05 C01 MC#01 000026 PD ·1.50

Registering Ioan amounts

REG

Use this procedure to register loan or bank received from the office.

OPERATION

RECEIPT

	Note	\$1.00
Item	Quantity	10
	Note	\$5.00
	Quantity	5
Media	Cash	\$35.00



5	00	LOAN
		CA/AMT TEND

Use this procedure to register pick up money from cash drawer.

REG	03-04-2000	12:10
C01	MC#01	000027
Li	DAN DAN ASH	-10.00 -25.00 -35.00

Registering pick up amounts

REG

Mode switch -

OPERATION

RECEIPT

Item	Coin	\$0.50
	Quantity	10
	Coin	\$0.10
	Quantity	5
Media	Cash	\$5.50





REG	03-04-2000	12:15
C 01	MC#01	000028
p	.UP .UP ASH	•5.00 •0.50 •5.50

Changing media in drawer

Use this procedure to change media in drawer.

REG

Mode switch

OPERATION

RECEIPT

	Check	-10.00
Media	Cash	\$8.00
	Charge	\$2.00





8	00	CA/AMT TEND
2	00	СН

REG C01	03-04-20 MC#0	
CH	DIA CHG IECK ISH	-10.00 -8.00 -2.00

Making corrections in a registration

REG

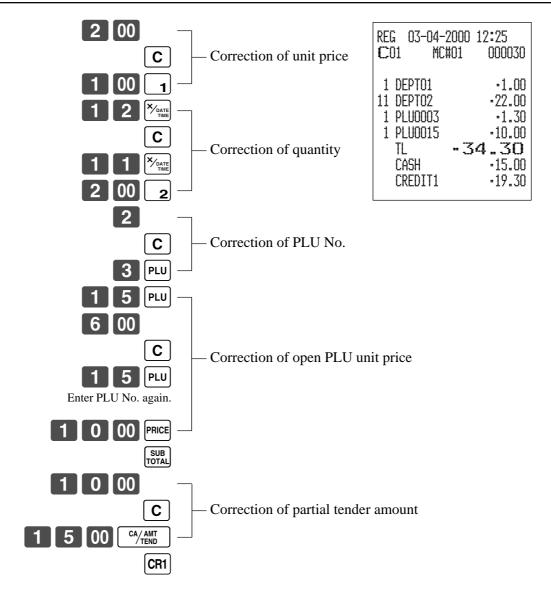
- Mode switch

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

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

To correct an item you input but not yet registered

OPERATION RECEIPT



To correct an item you input and registered

CR1

OPERATION	RECEIPT
1 00 1 2 00 2 ERRCORR. CANCEL — Clearance	REG 03-04-2000 12:30 C01 MC#01 000031 1 DEPT01 -1.00 1 DEPT02 -2.00 1 DEPT02 -2.00
2 PLU ERRORR CANCEL 5 PLU 1 5 PLU 1 5 PLU	CORR -2.00 1 PLU0002 -1.20 CORR -1.20 1 PLU0005 -1.50 1 PLU0015 -6.00 CORR -6.00
6 00 PRICE ERRODRA CANCEL 1 5 PLU 1 0 00 PRICE	1 PLU0015
8 */ _{DATE} 4 00 4 ERRCORR CANCEL 6 */ _{DATE} 4 00 4	CORR -19.25 ST -38.50 5% %1.93 RF
SUB TOTAL SUB CANCEL SUB TOTAL SUB TOTAL SUB TOTAL SUB TOTAL SUB TOTAL TOTAL	1 DEPT02 -2.20 TL -34.37 CASH -20.00 CORR -20.00 CASH -15.00 CREDIT1 -19.37
RF 2 00 2 CANCEL CANCEL CANCEL CANCEL COrrection of refund item CANCEL SUB TOTAL	m
2 0 00 CA/AMT ERRCORR. CANCEL CANCEL	der

To cancel all items in a transaction

OPERATION

RECEIPT



Pressing SUB key is necessary to cancel the transaction.

REG 03-04-2000	12:35
C01 MC#01	000032
1 DEPT01 1 DEPT02 1 DEPT03 1 DEPT04 CANCEL	•1.00 •2.00 •3.00 •4.00



No sale registration

REG

- Mode switch

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

OPERATION

RECEIPT



REG C 01	03-04-2000 MC#01	1				3	3
#,	/NS ·	=	=		 		

Printing the daily sales reset report

This report shows daily sales totals. **OPERATION**

-5.00 **Z**1 CORR No 14 Mode switch -39.55 **VLD** 19 No RCT No 3 NS 5 No Z DEPT Department report title/reset counter Z **C**01 03-04-2000 12:45 Date/time 0001015 Report code MC#N1 Clerk name/mc No./consecutive No. DEPT01 203.25 Department count/amount *1 -1,108.54 Z Report title BATCH01 DEPT02 183 -1,362.26 Z FIX 0001 - Fixed total report title/reset counter DEPT15 Report code 0001011--17.22 GRASS 981.25 421.25 TL Gross total *2 Department total count/total amount -6,574.40 -2,872.28 **NET** No 111 Net total *2 -7,057.14 Z CASHIER 0001 Clerk report title/reset counter CAID -1,919.04-Cash in drawer *2 0001017 Report code -139.04-Charge in drawer *2 CHID Check in drawer *2 CKID •859.85° Clerk name/drawer No. *1 C01 CRID(1) -709.85 Credit in drawer *2 421.25 GROSS Gross total *1 -2,872.28 RF No 3 NET Refund mode *2 111 Net total *1 ·10.77 -1,845.35 CUST ſ.T Number of customer *2 111 Cash in drawer*1 CAID -1,057.14 CHID -139.04 -2,369,69 Taxable 1 amount *2 TA1 TX1 ·128.86 Tax 1 amount *2 **C**02 Clerk name/drawer No. Taxable 2 amount *2 TA2 -2,172.96 -217.33 Tax 2 amount *2 TX2 GT1 -00000000125478.96 Grand total 1 *2 Grand total 2 *2 GT2 ·00000000346284.23 Grand total 3 *2 GT3 ·00000000123212.75 Z Function key report title/reset counter TRANS 0001 Report code 0001012 CASH No 362 Function key count/amount *1 -1,638.04 CHARGE 56 No -1,174.85 *1 Zero totalled departments/functions/clerks are not RC No -810.00 printed by programming. PD) No *2 These items can be skipped by programming. ·520.00

REPORT

This chapter describes more sophisticated operations that you can use to suit the needs of your retail environment.

Clerk interrupt function

There are two types of clerk interrupt function, illustrated by PROCEDURE 1 and PROCEDURE 2 below.

- In PROCEDURE 1, each clerk possesses a unique clerk interrupt buffer, and so the clerk interrupt function gives each individual clerk the ability to perform an independent registration operation. In this case, each clerk is individually linked to a unique clerk interrupt buffer.
- In PROCEDURE 2, multiple clerks use the same clerk interrupt buffer, and so a single clerk interrupt operation (clerk change during registration) can be performed any registration is in progress. In this case, multiple clerks are linked to a single clerk interrupt buffer.

Note the following important points concerning the clerk interrupt function.

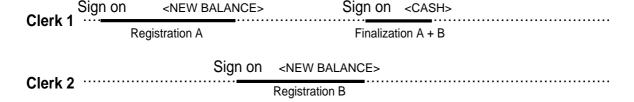
- 1. The register must be programmed to allow the clerk interrupt function.
- 2. To use the clerk interrupt function, a clerk interrupt buffer must be allocated with the memory allocation operation. Next the manager control operation (X1 mode) should be used to perform clerk assignment for the clerk interrupt function. The clerk interrupt operation cannot be performed by clerks who are not linked to a clerk interrupt buffer.

In the REG1, REG2, and RF modes, clerks can be changed while a transaction is in progress, making it possible for multiple clerks to simultaneously perform registrations in the same mode using a single register. For example, if clerk 1 is interrupted while registering a transaction, clerk 2 can use the same machine to register a different transaction. Then clerk 1 can continue the original registration from the point where it was interrupted.

PROCEDURE 1

Sign or	NEW BALANCE>	Sign on	<cash></cash>	Sign on	<receipt></receipt>	
Clerk I	Registration A	Finalization A		Post receipt A		
		<new balance=""></new>	Sign on	<cash></cash>		
Clerk 2 ······		Registration B	Finaliz	ation B		

PROCEDURE 2



NOTES

- A guest receipt can be issued following clerk change, and receipts can be issued separately for each clerk.
- A cancel operation can be performed during registration by either of the clerks. When clerk 1 signs back on (after being interrupted by clerk 2), the cancel operation cancels only the items registered after signing back on (only this receipt) or from the top of the transaction. This is selectable by the key program.

Single item cash sales

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

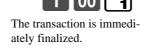
The single item sales function cannot work properly if the keyboard does not include <CASH> (the cash key). The single item sales function can only be used for cash sales.

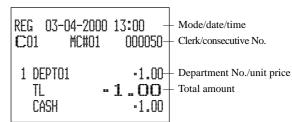
Example 1

OPERATION

RECEIPT

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

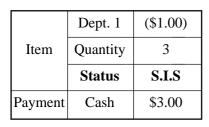




Example 2

OPERATION

RECEIPT





The transaction is immediately finalized.

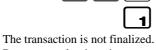
REG	03-04-2000	13:05
C 01	MC#01	000051
TL	IPT01 ISH	

Example 3

OPERATION

RECEIPT

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



Because another item is registered before the single item sales department.

REG	03-04-2000	13:10
C 01	MC#01	000052
1 DE TL	EPT03 EPT01 - " ASH	·2.00 ·1.00 3. 00 ·3.00

Addition

Addition (plus)

Example

| Dept. 1 | \$1.00 | | Quantity | 1 | | Addition | \$0.10 | | Dept. 1 | \$2.00 | | Item 2 | Quantity | 3 | | Addition | 3 × (\$0.20) |

Cash

\$7.70

OPERATION

1 00

RECEIPT

1 +	REG CO1	03-04-2000 MC#01	13:15 000053
MATE TIME 1 X/DATE TIME +	+ 3 Di + Ti	EPTO1 EPTO1 _ - ASH	·1.00 ·0.10 ·6.00 ·0.60 7.70 ·7.70
/ AMT			

Premium (%+)

Example

Payment

OPERATION

RECEIPT

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



REG 03 C 01	-04-2000 MC#01	13:20 000054
1 DEPT	01	-1.00
Z+ 3 DEPT ST	01	•0.10 •6.00 •7.10
15% %+ TL		·1.07 8.17
CASH		-8.17

Coupon transactions

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

Coupon registration using <COUPON> (coupon key)

Example

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

OPERATION

	2	X/DATE TIME
3	00	1
	2	X/DATE TIME
5	0	CPN
4	00	3
		CPN
	CA	/ AMT TEND

RECEIPT

REG	03-04-2000	13:25
C 01	MC#01	000055
1 DI CI TI	EPT01 PN EPT03 PN L •	·6.00 -1.00 ·4.00 -1.00 ·8.00

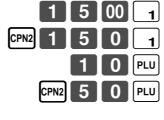
Coupon registration using <COUPON2> (coupon 2 key)

Example

OPERATION

RECEIPT

Item 1	Dept. 1	\$15.00
	Quantity	1
	Coupon 2 Dept. 1	\$1.50
Item 2	PLU 10	\$5.00
	Quantity	1
	Coupon 2 PLU 50	(\$0.50)
Payment	Cash	\$18.00



CA/AMT

REG C 01	ww w i mwww	
	EPTO1 PN2	-15.00
1 C 1 F	EPT01 LU0010	-1.50 -5.00
1 F	:PN2 :LU0050 :	-0.50
	CASH	.18.00 -18.00

Arrangement key registrations

Key operations can be assigned to an <ARRANGE> (arrangement key). Then, simply pressing <ARRANGE> performs all of the key functions assigned to it.

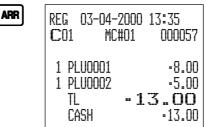
Key operations can also be assigned to an address code. Then, when you input the address code using <ARRANGE>, all of the key functions assigned to the address code are performed.

Example 1

OPERATION

RECEIPT

Arrangement 1			
Item 1	PLU 1	(\$8.00)	
	Quantity	1	
Item 2	PLU 2	(\$5.00)	
	Quantity	1	
Payment	Cash	\$13.00	



Example 2

OPERATION

RECEIPT

Arrangement 5			
Item 1	Dept. 1	\$1.00	
Item 1	Quantity	1	
Item 2	Dept. 2	\$2.00	
Item 2	Quantity	1	
Payment Cash \$3.00		\$3.00	



	-2000 13:40 C#01 000058
1 DEPTO1	·1.00
1 DEPTO2	·2.00
TL	·3.00
CASH	·3.00

Arrangement programming

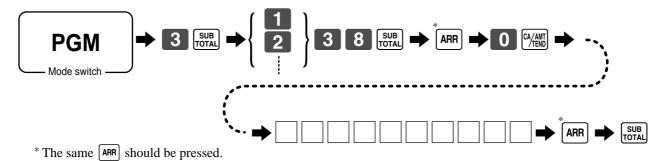
Arrangement key allocation

Please refer to page 80.

Attribution of <ARRANGEMENT> programming

Please refer to page 69.

The operation in <ARRANGEMENT> programming



Currency exchange function

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

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

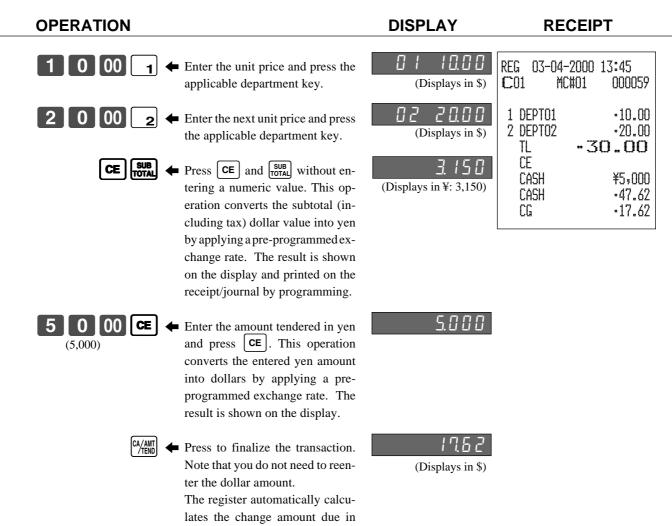
Registering foreign currency

Full amount tender in foreign currency

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

Important!

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



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dollars and shows it on the display, receipts and journal.

Partial tender in a foreign currency

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

Important!

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

OPERATION		DISPLAY	RECEIPT
1 0 00 1	← Enter the unit price and press the applicable department key.	(Displays in \$)	REG 03-04-2000 13:50 C01 MC#01 000060
2 0 00 2	← Enter the next unit price and press the applicable department key.	(Displays in \$)	1 DEPT01 ·10.00 1 DEPT02 ·20.00 TL ·30.00
CE SUB TOTAL	← Press CE and SUB without entering a numeric value. This operation converts the subtotal (including tax) dollar value into yen by applying a pre-programmed exchange rate. The result is shown on the display and printed on the receipt/journal by programming.	3. 15 [] (Displays in ¥: 3,150)	CE CASH ¥2,000 CASH -19.05 CHECK -10.95
2 0 00 CE (2,000)	← Enter the partial amount tendered in yen and press CE. This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	2.000	
CA/AMT/TEND	← Press (CM/AMT) to specify cash tender for the yen partial tender. Note that you do not need to reenter the dollar amount. The register automatically deducts the dollar equivalent of the yen amount tendered from the total amount due and shows the amount on the display.	10.95 (Displays in \$)	
CHK/ TEND	← Press to finalize the transaction.	(Displays in \$)	

Currency exchange programming

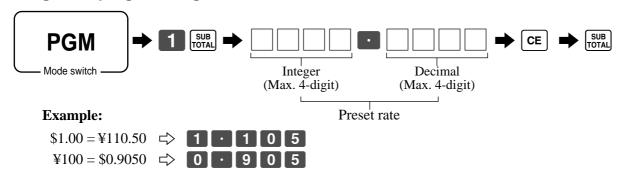
Currency exchange key allocation

Please refer to page 80.

Attribution of <CURRENCY EXCHANGE> programming

Please refer to page 69.

Exchange rate programming



Temporarily releasing compulsion

<PEN 2> (open 2 key) can be programmed to release specific compulsion.

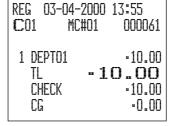
Example 1

OPERATION

RECEIPT

Item	Unit price	\$10.00	
Ittiii	Dept.	1	
Payment	Check	\$10.00	
Validation compulsory			





Validation compulsory (E041)

Validation compulsory is temporarily released.

Example 2

OPERATION

RECEIPT

Input customer No. compulsory						
Item	Unit price	\$10.00				
Helli	Dept.	1				
Payment	Check	\$10.00				



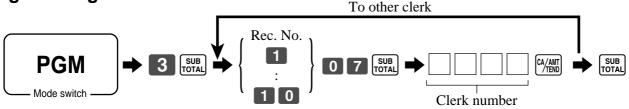
Compulsory is temporarily released.

_ I -	RE(C(03-()4-2 MC#I		14:00 000062
	1	ΤĹ	- IECK	-	- 1	•10.00 • . OO •10.00 •0.00

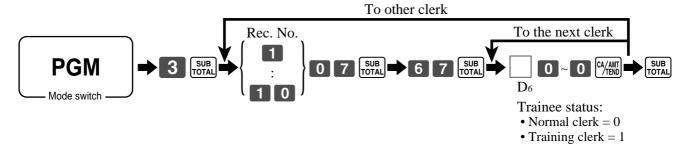
Programming to clerk

You can program up to 4-digit assigning number (clerk number), trainee status of clerk (i.e. training cashier) and commission rate for each clerk.

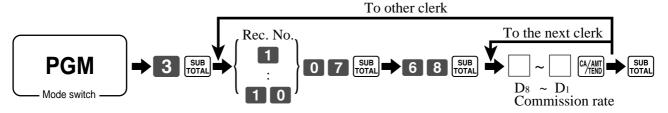
Programming clerk number



Programming trainee status



Programming commission rate

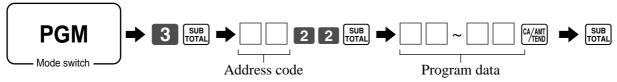


					Trainee Commission rate Commission rate 1 Commission rate 2									
Record		Clerk	number	•	status				ion rate					
No.					310	itus	Inte	ger	Dec	imal	Inte	eger	Decimal	
	D4	D 3	D ₂	D ₁	D ₆	00000	D_8	D7	D ₆	D5	D4	D 3	D ₂	D1
1						00000								
2						00000								
3						00000								
4						00000								
5						00000								
6						00000								
7						00000								
8						00000								
9						00000		·						
10						00000								

Programming machine features

You can program several machine features by the general control file.

Programming to general control file



Address code 0122

Description	Choice	Program code
Date order Year/Month/Day = 0, 1 Day/Month/Year = 2, Month/Day/Year = 3	Significant number (0 ~ 3)	D_{10}
Monetary mode $[] = 0, \ [], [] = 1, \ [], [], [] = 2, \ [], [], [], [] = 3$	Significant number (0 ~ 3)	D_9
Password in Manager mode		D_8 D_7 D_6 D_5
Password in X2/Z2 mode		$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

Address code 0222

Description	Choice	Program code
Password in PGM1/PGM2 mode	Significant numbers	$\begin{array}{c c} & & \\ \hline & D_{10} D_9 D_8 D_7 \end{array}$
Always "0"		0 0 D ₆ D ₅
Always "0"		$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$

Address code 0322

Description	Choice	Program code
Reset consecutive number after daily fixed total reset report is issued.	Yes = 1 No = 0	D_8
Always "0"		0 D ₇
Consecutive number start value		$\begin{array}{c c} D_6 D_5 D_4 \\ \hline D_3 D_2 D_1 \end{array}$

Advanced Operations and Setups

Address code 0422

Description	Choice	Program code	
Apply rounding for multiplication, discount and premium. No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3 Norwegian = 4, Singaporean = 5		Signigficant number (0 ~ 5)	D_{10}
Tax system VAT system = 0, Singaporean tax system = 3		Signigficant number (0 ~ 3)	D_9
Receipt on/off Controlled by receipt on/off switch/key = 0 Always on (issue) = 1, Always off (not issue) = 2		Signigficant number (0 ~ 2)	D_8
Allow amount tender in RF/REG- mode operation.	a	Yes = 0 No = 2	
Cash drawer opening: ①Immediately when the transaction is finalized. ②After validation compulsory is released.	b	① = 0 ② = 4	(a+b) D ₇
Always "0"			$egin{bmatrix} oldsymbol{0} \ D_6 \ \end{array}$
Rounding of results produced by departments and PLUs programmed with package prices and package quantities		Round off = 0 Cut off = 1 Round up = 2	D_5
High amount limit specification for cash in drawer amount. (Sentinel function)		Maximum value $(0 \sim 9)$ Number or zeros $(0 \sim 9)$	D_4 D_3
Printing of clerk/cashier name on receipt following sign back on following clerk/cashier interrupt operation.		No = 0 Yes = 4	D_2
Enable clerk/cashier interrupt		No = 0 Yes = 1	D_1

Rounding

IF 1 rounding		Danish rounding		
Last 1 digit of subtotal	Result	Last 2 digits of subtotal/change	Result	
0 ~ 2	0	00 ~ 12	00	
3 ~ 7	5	13 ~ 37	25	
8 ~ 9	10	38 ~ 62	50	
IF 2 rounding	<u>'</u>	63 ~ 87		
Last 1 digit of subtotal	Result	88 ~ 99	100	
0 ~ 4	0	Norwegian rounding		
5 ~ 9	10	Last 1 digit of subtotal	Result	
Singaporean roundi	ng	00 ~ 24	00	
Last 1 digit of tax	Result	25 ~ 74	50	
0 ~ 2	0	75 ~ 99	100	
3 ~ 7	5	i i		
8 ~ 9	10	1		

Description		Choice	Program code
Print total line during finalization.	a	Yes = 0 No = 1	
Time system: ① 24 hour system, ② 12 hour system	b	① = 0 ② = 2	(a+b+c) D ₁₀
Feed one line after issuing receipt.	c	No = 0 Yes = 4	10
Print consecutive number by double sized letter (up to 3 digits).	a	No = 0 Yes = 1	(-11)
Buffered receipt print	b	No = 0 Yes = 2	(a+b) D ₉
Skip item lines on journal. (journal skip)	a	No = 0 Yes = 1	(-11)
Break-down set menu printing on receipt, post receipt, guest receipt.	b	No = 0 Yes = 4	(a+b) D ₈
Always "0"			$\begin{bmatrix} 0 & 0 & 0 \\ D_7 & D_6 & D_5 \end{bmatrix}$
Print number of item sold.	a	No = 0 Yes = 1	(-11)
Print tax symbols.	b	Yes = 0 No = 2	(a+b) D ₄
Always "0"			0 D ₃
Print multiplication or item consolidation in one line.		Yes = 0 No = 4	D_{2}
Print C operation.	a	No = 0 Yes = 1	
Print number of customers on header.	b	Yes = 0 No = 2	(a+b+c) D ₁
Print PLU number on receipt.	с	No = 0 Yes = 4	D_1

Description		Choice	Program code
Follow the taxable status and commission status of +/- to the previous item.	a	Yes = 0 No = 1	
Force to register rate tax before finalization.	b	No = 0 Yes = 2	(a+b+c) D ₁₀
Force a money declaration before read/reset operation.	С	No = 0 Yes = 4	- 10
Force to press TOTAL before finalization	a	No = 0 Yes = 1	
Allow credit balance while finalization.	b	Yes = 0 No = 2	(a+b+c) D ₉
Allow multiple refund/register minus operation.	С	Yes = 0 No = 4	— ₉
Affect the result of +/-, %+/%- to the item. (Net totaling)	a	No = 0 Yes = 1	
Include add-on tax in net total	b	Yes = 0 No = 2	$(\overline{a+b})$ D_8
Include commission in net total.	a	Yes = 0 No = 2	
Treatment of department key numenric inputs: ① Treat as amount override ② Treat as quantity extensions	b	① = 0 ② = 4	$(\overline{a+b})$ D_7
Clear the key buffer when a receipt is issued.	a	No = 0 Yes = 1	
Sounds key catch tone.	b	Yes = 0 No = 2	(a+b+c) D ₆
Allow to issue post receipt, even if the original one is issued.	С	No = 0 Yes = 4	6
Allow program 1 programming in the manager control mode (X1 mode).	a	No = 0 Yes = 1	_
Display "seconds" during time display.	b	No = 0 Yes = 2	(a+b+c) D ₅
Connect slit drawer.	С	No = 0 Yes = 4	- 5
RF mode status		RF = 0 REG- = 1	$\overline{\mathrm{D}_{_{4}}}$
Allow one registration of +/-, %+/%- per one transaction.		No = 0 Yes = 4	$\overline{\mathrm{D}}_{3}$
Round on the least significant digit of %+/%- registration.	a	No = 0 Yes = 1	
Display separator.	b	Yes = 0 No = 2	$(\overline{a+b}) \\ D_2$
Allow numeric entry while compulsory drawer opening.	a	Yes = 0 No = 2	
PLU numbering: ① By memory No. (sequencial), ② By random code	b	① = 0 ② = 4	$(\overline{a+b})$ D_1

Description		Choice	Program code
Print taxable amount 1 on receipt/journal.	a	Yes = 0 No = 1	
Print taxable amount 2 on receipt/journal.	b	Yes = 0 No = 2	(a+b+c) D ₁₀
Print taxable amount 3 on receipt/journal.	с	Yes = 0 No = 4	- 10
Print taxable amount 4 on receipt/journal.	a	Yes = 0 No = 1	
Print taxable amount 5 on receipt/journal.	b	Yes = 0 No = 2	(a+b+c) D _o
Print taxable amount 6 on receipt/journal.	с	Yes = 0 No = 4	<u> </u>
Print taxable amount 7 on receipt/journal.	a	Yes = 0 No = 1	_
Print taxable amount 8 on receipt/journal.	b	Yes = 0 No = 2	(a+b+c) D ₈
Print taxable amount 9 on receipt/journal.	с	Yes = 0 No = 4	- 8
Print taxable amount 10 on receipt/journal.		Yes = 0 No = 1	$\overline{\mathrm{D}}_{7}$
Always "0"			$\begin{bmatrix} 0 & 0 \\ D_6 & D_5 \end{bmatrix}$
Till timer (00 ~ 59 minutes)	Significant numbers	D_4 D_3	
Till timer (00 ~ 59 seconds)		Significant numbers	D_2 D_1

Address code 1422

Description		Choice	Program code
Monetary mode of foreign currency 1:		Significant number (0 ~ 9)	$\overline{\mathrm{D}}_{\!_{8}}$
Decimal for foreign currency 1: ① Period = 0, ② Comma = 1	a		
Separator for foreign currency 1: (1) Comma = 0, (2) Period = 1	b	① = 0 ② = 4	$(\overline{a+b})$ D_7
Monetary mode of foreign currency 2:		Significant number (0 ~ 9)	$\overline{\mathbb{D}}_{6}$
Decimal for foreign currency 2: ① Period = 0, ② Comma = 1	a		
Separator for foreign currency 2: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	(a+b) D ₅
Monetary mode of foreign currency 3:		Significant number (0 ~ 9)	$\overline{\mathrm{D}_{_{4}}}$
Decimal for foreign currency 3: ① Period = 0, ② Comma = 1	a		
Separator for foreign currency 3: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	D_3
Monetary mode of foreign currency 4:		Significant number (0 ~ 9)	$\overline{\mathbb{D}}_2$
Decimal for foreign currency 4: ① Period = 0, ② Comma = 1	a	① = 0 ② = 1	
Separator for foreign currency 4: ① Comma = 0, ② Period = 1	b	① = 0 ② = 4	(a+b) D ₁

Description		Choice	Program code
Money declaration compulsory (cash) in REG/RF mode	a	No = 0 Yes = 1	
Money declaration compulsory (charge) in REG/RF mode	b	No = 0 Yes = 2	(a+b+c) D ₁₀
Money declaration compulsory (check) in REG/RF mode	c	No = 0 Yes = 4	10
Money declaration compulsory (credit) in REG/RF mode		No = 0 Yes = 1	D_9
Always "0"			0 D ₈
Include VAT amount in commission subtotal.	a	No = 0 Yes = 1	
Whenever pressing <plus> or <minus>, the amount registered is proportioned among all taxable amounts.</minus></plus>	b	No = 0 Yes = 2	$(\overline{a+b})$ D_{7}
Rounding of commission: Round off = 0, Cut off = 1, Round up = 2		Significant number (0 ~ 2)	$\overline{\mathrm{D}_{\mathrm{6}}}$
Append two zeros in unit price programming.		No = 0 Yes = 1	D_{s}
Print date on receipt.	a	Yes = 0 No = 1	_
Print date on journal.	b	Yes = 0 No = 2	(a+b+c) D ₄
Print consecutive number on receipt/journal.	c	Yes = 0 No = 4	J 4
Print time on receipt.	a	Yes = 0 No = 1	
Print time on journal.	b	Yes = 0 No = 2	(a+b+c) D ₃
Merge the same department/PLU registration on buffered receipt and post receipt. (Item consolidation)	С	Yes = 0 No = 4	D ₃
Always "0"			$\begin{bmatrix} \textbf{0} & \textbf{0} \\ D_2 & D_1 \end{bmatrix}$

Description		Choice	Program code
Print logo message on receipt. (If select "No", logo stamp is used.)		No = 0 Yes = 1	$\overline{\mathrm{D}}_{10}$
Print commercial message on guest receipt.	a	No = 0 Yes = 1	
Print bottom message on guest receipt.	b	No = 0 Yes = 2	(a+b+c) D ₉
Print intermediate message on guest receipt.	c	No = 0 Yes = 4	9
Print bill top message.	a	No = 0 Yes = 1	
Print bill copy message.	b	No = 0 Yes = 2	(a+b+c) D ₈
Print bill bottom message.	с	No = 0 Yes = 4	28
Always "0"			\mathbf{O} \mathbf{D}_{7}
Print commercial message on receipts in REG/RF mode.	a	No = 0 Yes = 1	_
Print bottom message on receipts in REG/RF mode.	b	No = 0 Yes = 2	(a+b+c) D ₆
Print commercial message on journal in REG/RF mode.	с	No = 0 Yes = 4	D ₆
Print bottom message on journal in REG/RF mode.	a	No = 0 Yes = 1	
Print commercial message on receipts in X/Z mode.	b	No = 0 Yes = 2	(a+b+c) D ₅
Print bottom message on receipts in X/Z mode.	с	No = 0 Yes = 4	D ₅
Print commercial message on journal in X/Z mode.	a	No = 0 Yes = 1	
Print bottom message on journal in X/Z mode.	b	No = 0 Yes = 2	(a+b+c) D ₄
Print commercial message on receipt in PGM mode.	С	No = 0 Yes = 4	D_4
Print bottom message on receipt in PGM mode.	a	No = 0 Yes = 1	
Print commercial message on journal in PGM mode.	b	No = 0 Yes = 2	(a+b+c) D,
Print bottom message on journal in PGM mode.	С	No = 0 Yes = 4	D_3
Print commercial message on FC or AUTO-PGM receipts.	a	No = 0 Yes = 1	
Print bottom message on FC or AUTO-PGM receipts.	b	No = 0 Yes = 2	(a+b+c)
Print commercial message on FC or AUTO-PGM journal.	С	No = 0 Yes = 4	$D_{\!\scriptscriptstyle 2}$
Print bottom message on FC or AUTO-PGM journal.		No = 0 Yes = 1	D_1

Description		Choice	Program code
Monetary mode of sub currency: $[] = 0, [], [] = 1, [], [], [] = 2, [], [], [], [] = 3$		Significant number (0 ~ 3)	$\overline{\mathrm{D}}_{10}$
Apply rounding for sub currency. No rounding = 0, IF1 = 1, IF2 = 2, Danish = 3 Norwegian = 4, Singaporean = 5		Signigficant number (0 ~ 5)	D_9
Cash drawer number of sub currency: 0 ~ 2 ("0" means main drawer.)		Signigficant number	$\overline{\mathrm{D}}_{8}$
Selection of the currency of subtotal printout: ① Main currency only, ② Main and sub currency		$ \begin{array}{c} \textcircled{1} = 0 \\ \textcircled{2} = 2 \end{array} $	$\overline{\mathbb{D}}_7$
Selection of the currency of change: ① Main currency, ② Sub currency	a		
Print the cash in drawer of sub currency on reports.	b	No = 0 Yes = 2	(a+b+c) D ₆
Display symbol of sub currency: ① E, ② L	с	① = 0 ② = 4	6
The currency to restrict (to 00, 25, 50, 75) on last two digits for amount tendered: ① Main currency, ② Sub currency	a		
Print rounding total of sub currency on fix total report.	b	No = 0 Yes = 2	(a+b+c) D ₅
Last 1 digit for sub currency monetary amount entries to 0 or 5.	с	No = 0 Yes = 4	<u>-</u> 5
Always "0"			$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

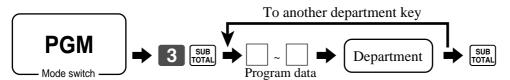
^{*} IF 1, IF 2, Danish, Norwegian and Singaporean rounding, refer to page 56.

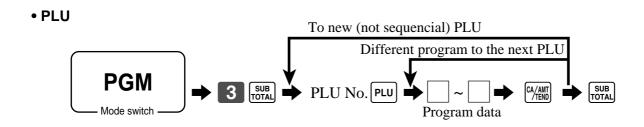
Programming department/PLU

There are two ways to program to department/PLU, batch feature programming and individual feature programming.

Batch feature programming to department/PLU

Department





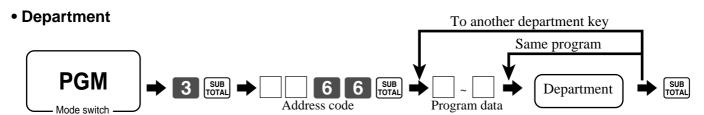
• Program data

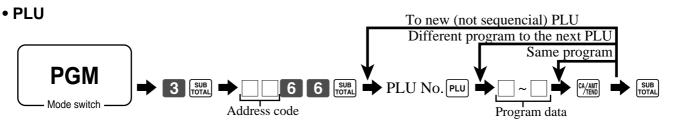
Description		Choice	Program code	
Single item control: Normal receipt = 0, Single item receipt = 3		Significant number	D_{12}	
Always "0"			0 D ₁₁	
Normal/condiment/preparation Normal item = 0, Condiment = 1, Preparation = 2		Significant number	$\overline{\mathrm{D}}_{10}$	
Enable operation in RF/REG- mode.	a	Yes = 0 No = 1		
Enable operation in REG 2 mode.	b	Yes = 0 $No = 2$	(a+b+c) D ₉	
Enable operation in REG 1 mode.	С	Yes = 0 No = 4	<u> </u>	
Taxable status: See below.	·		D_8 D_7	
Enable 0 unit price.	a	No = 0 Yes = 1	_	
Enable negative price.	b	No = 0 Yes = 2	(a+b+c) D ₆	
Hash	С	No = 0 Yes = 4	. D ₆	
Always "0"	·		0 D ₅	
Low digit limitation (LDL) for manually entered unit price.		Significant number	$\overline{\mathrm{D}_{_{4}}}$	
Multiple validation: (If "No", only one validation is possible.)	a	Yes = 0 No = 1		
Open PLU (Only effective for PLU)	b	No = 0 Yes = 4	$(\overline{a+b})$ D_3	
Commission 1	a	No = 0 Yes = 1		
Commission 2	b	No = 0 Yes = 2	$(\overline{a+b})$ D_2	
Compulsory number of condiment/preparation PLU input.		Significant number (0 ~ 8)	\overline{D}_1	

Taxable status

for Singapore					
Always "0"					$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$
Taxable 1 status			a	Yes = 1 $No = 0$	
Taxable 2 status			b	Yes = 2 No = 0	(a+b+c) D ₇
Taxable 3 status			с	Yes = 4 No = 0	<i>D</i> ₇
for other area					
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable $8 = 8$ Taxable $9 = 9$ Taxable $10 = 10$		Significant numbers	$D_8 D_7$

Individual feature programming to department/PLU





• Program data

Address code 1166

Description	Choice	Program code
Link group record number: (00 ~ 15)	Significant numbers	D_6 D_5
Link depatment record number: (00 ~ 15) (for PLU)	Significant numbers	D_4 D_3
Always "0"		$\begin{bmatrix} \textbf{0} & \textbf{0} \\ D_2 & D_1 \end{bmatrix}$

Address code 1266

Description	Choice	Program code
PLU random code (only for PLU)	Significant numbers	$\begin{array}{c c} & & \\ \hline D_6 & D_5 \sim D_2 & D_1 \end{array}$

Address code 1366

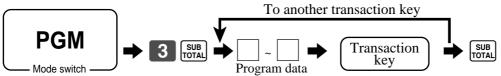
Description	Choice	Program code
Set menu table record number (only for PLU)	Significant numbers	$\begin{array}{c c} & & \\ \hline & D_6 & D_5 & D_4 & D_3 \end{array}$
Set menu table file number (only for PLU) Always "28"		28 D ₂ D ₁

Address code 1566

	Description	Choice	Program code
High amo	unt limit for entering unit price manually.	Significant numbers	D ₆ D ₅ ~ D ₂ D ₁

Programming to transaction keys

Procedure



Data

<CASH>, <CHARGE>, <CHECK>

Description		Choice	Program code
Allowable number of validation printing ("0" means no limitation) *1 *2	*3 *4	Significant number (0 ~ 9)	D_{11}
Force validation operation. *1 *2 *3 *4	a	No = 0 Yes = 1	
Restriction (to 00, 25, 50, 75) on last two digits for amount tendered (Only for <cash> in Danish rounding)*4</cash>	b	No = 0 Yes = 4	(a+b) D ₁₀
Disable operation in RF/REG- mode. *3 *4	a	No = 0 Yes = 1	
Disable operation in REG2 mode. *3 *4	b	No = 0 Yes = 2	(a+b+c) D _o
Disable operation in REG1 mode. *3 *4	с	No = 0 Yes = 4	_ 9
Always "0"			\mathbf{O} \mathbf{D}_8
Prohibit entry of a partial payment	a	No = 0 Yes = 1	
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	(a+b+c) D ₇
Force entry of the amount tendered.	с	No = 0 Yes = 4	— ₇
Print VAT breakdown. *1 *3	a	No = 0 Yes = 1	
Check cashing commission (Only for <check>) *2 ① Use an amount ② Use a rate</check>	b	Amount = 0 Rate = 2	(a+b+c) D ₆
Validation amount *2 *3 ① Print subtotal amount ② Print amount tendered	С	Subtotal = 0 Tender = 4	- 6
Always "0"	Always "0"		
		Maximum value (0 ~ 9)	
High amount limit specification for subtotal and tendering amounts. *2		Number of zeros (0 ~ 9)	$D_4 D_3$
		Maximum value (0 ~ 9)	
High amount limit specification for change amount due.		Number of zeros (0 ~ 9)	$D_2 D_1$

^{*1} Those are valid options for SINGLE ITEM as well.
*2 Those are valid options for CASHING A CHECK as well.
*3 Those are valid options for CURRENCY EXCHANGE (include partial tender) as well.

^{*4} Those are valid options for MEDIA CHANGE (include partial tender) as well.

<CREDIT>

Description		Choice	Program code
Allowable number of validation printing ("0" means no limitation) *1		Significant number (0 ~ 9)	$\overline{\mathrm{D}}_{\mathrm{11}}$
Force validation operation. *1		No = 0 Yes = 1	$\overline{\mathrm{D}}_{10}$
Disable operation in RF/REG- mode. *1	a	No = 0 Yes = 1	
Disable operation in REG2 mode. *1	b	No = 0 Yes = 2	(a+b+c) D ₉
Disable operation in REG1 mode. *1	с	No = 0 Yes = 4	9
Always "0"			$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{array}$
Prohibit entry of a partial payment	a	No = 0 Yes = 1	
Prohibit the entry of the amount tendered.	b	No = 0 Yes = 2	(a+b+c) D ₂
Force entry of the amount tendered.	с	No = 0 Yes = 4	27
Print VAT breakdown.	a	No = 0 Yes = 1	
Validation amount ① Print subtotal amount ② Print amount tendered	b	Subtotal = 0 Tender = 4	$(\overline{a+b})$ D_6
Always "0"			$\begin{bmatrix} 0 \\ D_5 \end{bmatrix}$
High amount limit specification for subtotal and tendering amounts		Maximum value (0 ~ 9)	
		Number of zeros (0 ~ 9)	$D_4 D_3$
Always "0"		_	0 D ₂
Specify credit in drawer total in the fixed totalizer. *1		Significant number (0 ~ 4)	$D_{_{1}}$

^{*1} Those are valid options for MEDIA CHANGE (include partial tender) as well.

<RECEIVED ON ACCOUNT>, <PAID OUT>

Description		Choice	Program code	
Allowable number of validation printing ("0" means no limitation)		Significant number (0 ~ 9)	D_{11}	
Force validation operation.		No = 0 Yes = 1	$\overline{\mathrm{D}}_{10}$	
Disable operation in RF/REG- mode.	a	No = 0 Yes = 1		
Disable operation in REG2 mode.	b	No = 0 Yes = 2	$\begin{array}{c} \underline{D} \\ \underline{D}_{g} \\ \underline{D}_{g} \end{array}$	
Disable operation in REG1 mode.	с	No = 0 Yes = 4		
Always "0"			$ \begin{array}{c c} \hline 0 & \sim & \boxed{0} \\ D_8 & \sim & D_5 \end{array} $	
High amount limit specification for entering amounts		Maximum value (0 ~ 9)		
		Number of zeros (0 ~ 9)	$\overline{\mathrm{D_4}}\overline{\mathrm{D_3}}$	
Always "0"			$\begin{bmatrix} \textbf{0} & \textbf{0} \\ D_2 D_1 \end{bmatrix}$	

<#/NO SALE>

Description	Choice	Program code	
Disable operation in RF/REG- mode.	a	No = 0 Yes = 1	
Disable operation in REG2 mode.		No = 0 Yes = 2	(a+b+c) D ₉
Disable operation in REG1 mode.	с	No = 0 Yes = 4	<u> </u>
Always "0"			$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{array}$
Allow mode change or clerk change after non-add registration as first transaction. (only for non-add function)		Yes = 1 No = 0	$\overline{\mathbb{D}}_{7}$
Always "0"			0 ~ 0 D ₆ ~ D ₁

<%+>, <%->

Description		Choice	Program code
Multiple validation (If "No", only one validation printing is possible.)		Yes = 0 No = 4	D_{11}
Always "0"			O D ₁₀
Disable operation in RF/REG- mode.	a	No = 0 Yes = 1	
Disable operation in REG2 mode.	b	No = 0 Yes = 2	(a+b+c) D _o
Disable operation in REG1 mode.	с	No = 0 Yes = 4	
Taxable status: See below.			$D_8 D_7$
Prohibit manual rate override.		No = 0 Yes = 2	$\overline{\mathrm{D}_{6}}$
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	$\overline{\mathbb{D}}_{5}$
Allow key operation after <subtotal>.</subtotal>	a	Yes = 0 No = 1	
Allow key operation after item registration.	b	Yes = 0 No = 4	(a+b) D ₄
Always "0"			0 D ₃
Commission status: Commission $1 = 1$, Commission $2 = 2$, None $= 0$		Significant number	$\overline{\mathbb{D}}_2$
Always "0"			0 D ₁

Taxable status

DIO GIAIGO									
for Singapore									
Always "0"					0 D ₈				
Taxable 1 status			a	Yes = 1 No = 0					
Taxable 2 status			b	Yes = 2 No = 0	(a+b+c) D ₇				
Taxable 3 status			С	Yes = 4 No = 0	7				
for other area									
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable 4 = 4 Taxable 5 = 5 Taxable 6 = 6 Taxable 7 = 7	Taxable 8 = 8 Taxable 9 = 9 Taxable 10 = 10 Alltaxable = 99		Significant numbers	$D_8 D_7$				

Advanced Operations and Setups

<+>, <->, <COUPON>

Description		Choice	Program code
Multiple validation (If "No", only one validation printing is possible.)		Yes = 0 No = 4	\overline{D}_{11}
Always "0"			O D ₁₀
Disable operation in RF/REG- mode.	a	No = 0 Yes = 1	
le operation in REG2 mode.		No = 0 Yes = 2	(a+b+c) D _o
Disable operation in REG1 mode.	С	No = 0 Yes = 4	<u> </u>
Taxable status: See below.			D_8D_7
Allow credit balance. (-, CPN only)		No = 0 Yes = 1	$\overline{\mathrm{D}_{6}}$
Always "0"			0 D ₅
Allow key operation after <subtotal>.</subtotal>	a	Yes = 0 No = 1	
Allow key operation after item registration.	b	Yes = 0 No = 4	$(a+\overline{b})$ D_4
High digit limitation (HDL) for manually entered unit price ("9" means NOT allow manual entry.)		Significant number	\overline{D}_3
Commission status: Commission $1 = 1$, Commission $2 = 2$, None $= 0$		Significant number	$\overline{\mathbb{D}}_2$
Always "0"			0 D ₁

Taxable status

for Singapore								
Always "0"	Always "0"				$egin{bmatrix} oldsymbol{0} \ D_8 \ \end{pmatrix}$			
Taxable 1 status			a	Yes = 1 No = 0				
Taxable 2 status			b	Yes = 2 No = 0	(a+b+c) D ₇			
Taxable 3 status			с	Yes = 4 No = 0	— — - 1			
for other area								
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable 8 = 8 Taxable 9 = 9 Taxable 10 = 10 Alltaxable = 99		Significant numbers	$D_8 D_7$			

<ARRANGEMENT>

Description		Choice	Program code
Secret code (0000 ~ 9999)		Yes = 0 No = 1	$D_{14}D_{13}D_{12}D_{11}$
Enable operation in X1 mode.	a	Yes = 0 No = 1	
Enable operation in Z1 mode.	b	Yes = 0 No = 2	(a+b+c) D ₁₀
Enable operation in X2/Z2 mode.	С	Yes = 0 No = 4	10
Enable operation in RF/REG- mode.	a	Yes = 0 No = 1	
Enable operation in REG2 mode.	b	Yes = 0 No = 2	(a+b+c) D _o
Enable operation in REG1 mode.	С	Yes = 0 No = 4	29
Always "0"	Always "0"		\mathbf{O} \mathbf{D}_8
Treat numeric entry as arrange table number		No = 0 Yes = 1	$\overline{\mathbb{D}}_{7}$
Arrangement table link number		Significant numbers	$D_6 \sim D_1$

<CURRENCY EXCHANGE>

Description		Choice	Program code			
Disable operation in RF/REG- mode.	a	No = 0 Yes = 1				
Disable operation in REG2 mode.	b	No = 0 Yes = 2	(a+b+c) D ₉			
Disable operation in REG1 mode.	С	No = 0 Yes = 4	_ 9			
Always "0"			\mathbf{O} \mathbf{D}_8			
Define amount symbol. (0, 1 ~ 4) ("0" means local currency symbol.)		Significant number	$\overline{\mathbb{D}}_{7}$			
Define foreign currency totalizer. $(0, 1 \sim 4)$ ("0" treats as "1".)		Significant number	$\overline{\mathbb{D}}_{6}$			
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	$\overline{\mathrm{D}}_{\scriptscriptstyle{5}}$			
Always "0"			0 D ₄			
Monetary mode $(0 \sim 9)$: $[]$ $[]$ $[]$ $[]$ $[]$ $[]$ $[]$ $[]$		Significant number	$\overline{\mathrm{D}_{_{3}}}$			
Monetary symbol for decimal	a	Decimal = 0 Comma = 1				
Monetary symbol for separator	b	Comma = 0 Decimal = 4	(a+b) D ₂			
Assigning drawer number: 0 ~ 2 ("0" means drawer 1.)		Significant number	D_1			

<POST RECEIPT>

Description		Choice	Program code
Maximum number of post receipts (0 ~ 9) ("0" means 1 post receipt.)			D_{12}
Always "0"	Always "0"		0 0 D ₁₁ D ₁₀
Disable operation in RF/REG- mode.	operation in RF/REG– mode.		
Disable operation in REG2 mode.	b	No = 0 Yes = 2	(a+b+c) D _o
Disable operation in REG1 mode.	С	No = 0 Yes = 4	
Always "0"	•		0 D ₈
Print current time on guest receipt.		No = 0 Yes = 4	$\overline{\mathbb{D}}_{7}$
Clear finalized check.		Yes = 0 No = 1	$\overline{\mathbb{D}}_{6}$
Always "0"			$\begin{bmatrix} 0 & 0 & 0 \\ \mathbf{D}_5 & \mathbf{D}_4 & \mathbf{D}_3 \end{bmatrix}$
Line number of guest bottom message (00 ~ 10): ("00" means no bottom message.)		Significant number	D_2 D_1

<MULTIPLICATION>, <QUANTITY/FOR>, <SQUARE>, <CUBE>

Description		Choice	Program code
isable operation in RF/REG– mode.		No = 0 Yes = 1	
sable operation in REG2 mode.		No = 0 Yes = 2	(a+b+c) D ₉
Disable operation in REG1 mode.	с	No = 0 Yes = 4	9
Always "0"			$\begin{bmatrix} 0 \ \ 0 \\ D_8 \ D_7 \end{bmatrix}$
Multiplication procedure: (<x> only) ① Quantity × Amount, ② Amount × Quantity</x>		① = 0 ② = 1	$\overline{\mathbb{D}}_{6}$
Rounding: Round off = 0, cut off = 1, round up = 2		Significant number	D_5
Always "0"			$ \begin{array}{c c} 0 & \sim & 0 \\ D_4 & \sim & D_1 \end{array} $

Character programming can be performed in two ways:

• Character keyboard programming (see page 78),

or

• Entering characters by code (see page 79.)

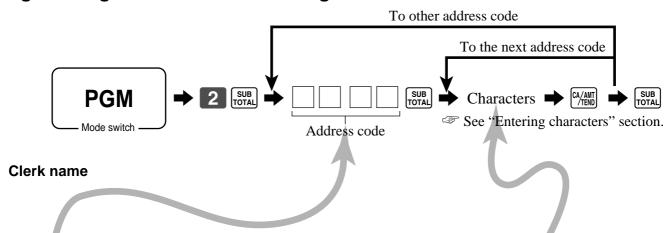
Programming descriptors and messages

The following descriptors and messages can be programmed;

- · Clerk name
- · Fix totalizer
- Special character
- PLU item descriptor

- Messages
- Report header
- Department key descriptor
- Machine number

Programming clerk name and messages



Address code	Contents	Initial character	Yours					
0107	Clerk 01	C01						
0207	Clerk 02	C 02						
0307	Clerk 03	C 03						
0407	Clerk 04	C 04						
0507	Clerk 05	C 05						
0607	Clerk 06	C 06						
0707	Clerk 07	C 07						
0807	Clerk 08	C 08						
0907	Clerk 09	C 09						
1007	Clerk 10	C10						

Advanced Operations and Setups

Message

18 line of logo message THANK YOU 232 2and line of logo message THANK YOU 333 3rd line of logo message CALL AGAIN 344 thine of logo message CALL AGAIN 345 3rd line of commercial message 346 3rd line of commercial message 347 3rd line of commercial message 348 3rd line of commercial message 348 3rd line of commercial message 349 3rd line of bottom message 340 3rd line of bottom message 341 3rd line of bottom message 342 3rd line of bottom message 343 3rd line of bottom message 344 3rd line of bottom message 345 3rd line of bottom message 346 3rd line of bill top message 347 3rd line of bill top message 348 3rd line of bill top message 348 3rd line of bill top message 349 3rd line of bill top message 340 3rd line of bill top message 341 3rd line of bill top message 342 3rd line of bill top message 343 3rd line of bill top message 348 3rd line of bill top message 349 3rd line of bill copy message 340 3rd line of bill copy message 341 3rd line of bill copy message 342 3rd line of bill copy message 343 3rd line of bill bottom message 342 3rd line of bill bottom message 343 3rd line of guest intermediate msg. 344 line of guest bottom msg. 345 3rd line of guest bottom msg. 345 3rd line of guest bottom msg. 346 3rd line of guest bottom msg. 347 3rd line of guest bottom msg. 348 3rd line of guest bottom msg. 349 3rd line of gue	Address	Contents	Initial character							Yo	ours	s					
2022 2nd line of logo message CALL AGAIN		1st line of logo message	YOUR RECEIPT	\prod		Τ					П		П		П	\top	\prod
332 3rd line of logo message CALL AGAIN	0232	2nd line of logo message		Ħ	\top	Ť		T			П		П	†	П	$^{+}$	
4th line of logo message 0322 Ist line of commercial message 0323 And line of commercial message 0324 Ath line of commercial message 0325 Ist line of bottom message 0326 Ist line of bottom message 0327 Ist line of bottom message 0328 Ath line of bottom message 1329 Ath line of bottom message 1329 Ath line of bottom message 1320 Ath line of bottom message 1321 Ist line of bill top message 1322 Ath line of bill top message 1323 Ath line of bill top message 1324 Ath line of bill top message 1325 Ath line of bill top message 1326 Ath line of bill top message 1327 Ath line of bill top message 1328 Ath line of bill top message 1329 Ath line of bill top message 1320 Ath line of bill top message 1321 Ath line of bill copy message 1322 Ath line of bill copy message 1323 And line of bill copy message 1324 Ath line of bill copy message 1325 Ath line of bill copy message 1326 Ath line of bill bottom message 1327 Ath line of bill bottom message 1328 Ath line of bill bottom message 1329 Ath line of bill bottom message 1321 Ath line of bill bottom message 1322 Ath line of bill bottom message 1323 Ath line of bill bottom message 1323 Ath line of bill bottom message 1324 Ath line of guest intermediate msg. 1325 Ath line of guest intermediate msg. 1326 Ath line of guest intermediate msg. 1327 Ath line of guest bottom msg. 1328 Ath line of guest bottom msg. 1329 Ath line of guest bottom msg. 1320 Ath line of guest bottom msg. 1321 Ath line of guest bottom msg. 1322 Ath line of guest bottom msg. 1323 Ath line of guest bottom msg. 1324 Ath line of guest bottom msg. 1325 Ath line of guest bottom msg. 1326 Ath line of guest bottom msg. 1327 Ath line of guest bottom msg. 1328 Ath line of guest bottom msg. 1332 Ath line of guest bottom msg. 1332 Ath line of guest bottom msg. 1333 Ath line of guest bottom msg.	0332	3rd line of logo message		Н	†	Ť		T			П		П	†	П	+	
2nd line of commercial message 32	0432	4th line of logo message		П	\top	Ť		T			П		П	†	П	\top	+
9732 ** 3rd line of commercial message 9932 ** Ist line of commercial message 9932 ** Ist line of bottom message 1032 ** 2rd line of bottom message 1132 ** 3rd line of bottom message 1132 ** Ist line of bottom message 1232 ** 4th line of bottom message 1232 ** Ist line of bottom message 1232 ** Ist line of bill top message 1332 ** Ist line of bill top message 1432 ** 2rd line of bill top message 1632 ** 4th line of bill top message 1632 ** 4th line of bill top message 1732 ** Ist line of bill top message 1832 ** 2rd line of bill copy message 1832 ** 2rd line of bill copy message 1832 ** 2rd line of bill copy message 2032 ** 4th line of bill copy message 2032 ** 4th line of bill copy message 2032 ** 3rd line of bill bottom message 2232 ** 2rd line of bill bottom message 2332 ** 3rd line of bill bottom message 2332 ** 3rd line of bill bottom message 2332 ** 3rd line of bill bottom message 2332 ** Post receipt message 2532 ** Post receipt message 2533 ** 3rd line of guest intermediate msg. 2732 ** 2rd line of guest intermediate msg. 2733 ** 3rd line of guest intermediate msg. 2734 ** 4rd line of guest intermediate msg. 2735 ** 3rd line of guest bottom msg. 2736 ** 3rd line of guest bottom msg. 2737 ** 3rd line of guest bottom msg. 2738 ** 3rd line of guest bottom msg. 2739 ** 3rd line of guest bottom msg. 2731 ** 3rd line of guest bottom msg. 2732 ** 3rd line of guest bottom msg. 2733 ** 3rd line of guest bottom msg. 2733 ** 3rd line of guest bottom msg. 2734 ** 4th line of guest bottom msg. 2735 ** 4th line of guest bottom msg. 2736 ** 4th line of guest bottom msg. 2737 ** 4th line of guest bottom msg. 2738 ** 4th line of guest bottom msg. 2737 ** 4th line of guest bottom msg. 2738 ** 4th line of guest bottom msg. 2738 ** 4th line of guest bottom msg. 2739 ** 4th line of guest bottom msg. 2731 ** 4th line of guest bottom msg. 2732 ** 4th line of guest bottom msg. 2733 ** 4th line of guest bottom msg. 2734 ** 4th line of guest bottom msg. 2735 ** 4th line of guest bottom msg. 2736 ** 4th line of guest bottom msg.	0532 *	1st line of commercial message		П	\top	Ť		T			П		П		П	\dagger	\top
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^{*} If you want to use these messages, please ask your dealer.

Fix totalizer

Up to 12 characters can be set.

Address code	Contents	Initial character	Address code	Contents	Initial character
Fix totalizer					
0101	Gross sales total	GROSS	5101	Clerk commission 1 total	C-1
0201	Net sales total	NET	5201	Clerk commission 2 total	C-2
0301	Cash in drawer	CAID	5301	Foreign currency cash in drawer 1	CECA1
0401	Cash declared amount	CATL	5401	Foreign currency check in drawer 1	CECK1
0501	Declared short cash amount	CA-	5501	Foreign currency cash in drawer 2	CECA2
0601	Declared over cash amount	CA+	5601	Foreign currency check in drawer 2	CECK2
0701	Charge in drawer	CHID	5701	Foreign currency cash in drawer 3	CECA3
0801	Charge declared amount	CHTL	5801	Foreign currency check in drawer 3	CECK3
0901	Declared short charge amount	CH-	5901	Foreign currency cash in drawer 4	CECA4
1001	Declared over charge amount	CH+	6001	Foreign currency check in drawer 4	CECK4
1101	Check in drawer	CKID	6101	Reduction	DC
1201	Check declared amount	CKTL	6201	Item return	REF
1301	Declared short check amount	CK-	6301	Clear counter	CLEAR
1401	Declared over check amount	CK+	6401	Rounding 2	ROUND
1501	Credit 1 in drawer	CRID(1)	6501	Rounding 1	ROUND
1601	Credit 2 in drawer	CRID(2)	6601	Cancellation	CANCEL
1701	Credit 3 in drawer	CRID(3)	6701	Taxable amount 1	TA1
1801	Credit 4 in drawer	CRID(4)	6801	Tax 1	TX1
1901	Credit declared amount	CRTL	6901	Tax exempt 1	EX1
2001	Declared short credit amount	CR-	7001	Taxable amount 2	TA2
2101	Declared over credit amount	CR+	7101	Tax 2	TX2
2201	Cash in drawer *	CAID2	7201	Tax exempt 2	EX2
2301	Cash declared amount *	CATL2	7301	Taxable amount 3	TA3
2401	Declared short cash amount *	CA- 2	7401	Tax 3	TX3
2501	Declared over cash amount *	CA+ 2	7501	Tax exempt 3	EX3
2601	Charge in drawer *	CHID2	7601	Taxable amount 4	TA4
2701	Charge declared amount *	CHTL2	7701	Tax 4	TX4
2801	Declared short charge amount *	CH- 2	7801	Tax exempt 4	EX4
2901	Declared over charge amount *	CH+ 2	7901	Taxable amount 5	TA5
3001	Check in drawer *	CKID2	8001	Tax 5	TX5
3101	Check declared amount *	CKTL2	8101	Tax exempt 5	EX5
3201	Declared short check amount *	CK- 2	8201	Taxable amount 6	TA6
3301	Declared over check amount *	CK+ 2	8301	Tax 6	TX6
3401	Credit 1 in drawer *	CRID2(1)	8401	Tax exempt 6	EX6
3501	Credit 2 in drawer *	CRID2(2)	8501	Taxable amount 7	TA7
3601	Credit 3 in drawer *	CRID2(3)	8601	Tax 7	TX7
3701	Credit 4 in drawer *	CRID2(4)	8701	Tax exempt 7	EX7
3801	Credit declared amount *	CRTL2	8801	Taxable amount 8	TA8
3901	Declared short credit amount *	CR- 2	8901	Tax 8	TX8
4001	Declared over credit amount *	CR+ 2	9001	Tax exempt 8	EX8
4101-4401	Not used	With an	9101	Taxable amount 9	TA9
4501	Refund mode total	RF	9201	Tax 9	TX9
4601	Customer count	CUST	9301	Tax exempt 9	EX9
4701	Average sales per customer	AVRG	9401	Taxable amount 10	TA10
4801	Check cashing service fee	FEE	9501	Tax 10	TX10
4901 5001	New Balance fee New balance total	+ NB	9601 9701	Tax exempt 10 Nontaxable amount	EX10 NON TAX

^{*} For sub currencies

Advanced Operations and Setups

Report header

Up to 12 characters can be set.

Address code	Contents	Initial character
Report head	ler	
0124	Fixed totalizer report	FIX
0224	Transaction key report	TRANS
0324	PLU report	PLU
0424	Department report	DEPT
0524	Group report	GROUP
0624	Cashier/clerk report	CASHIER
0724	Not used	
0824	Hourly sales report	HOURLY
0924	Monthly sales report	MONTHLY
1024-1324	Not used	
1424	Hourly item	HOURLY ITEM
1524	Not used	
1624	Financial report	FLASH
1724	Not used	
1824	PLU by amount	PLU AMT
1924	PLU by quantity	PLU QTY
2024	Department by amount	DEPT AMT
2124	Department by quantity	DEPT QTY
2224-2324	Not used	
2424	Individual report	INDIVIDUAL
2524	Not used	

Machine number

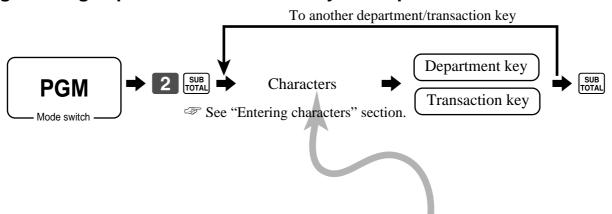
Up to 8 characters can be set.

Address code	Contents	Initial character							
Machine n	Machine number								
0191	Machine number	MC#01							

Special characters

Address code	Contents	Descriptor
0123	Main currency symbol (2), @(2), No. (2), split pricing (2),	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
0123	Training filler (1), not used(2), Sub currency symbols (2)	'@'N'o' '/' '*'*'
0223	No. of item sold (2), Customer count (2),	N.o.C.T.00 L.B. *;Q.T.
0323	Multiplication (6), Recalling for a check (6)	X: B:U:S:Y:
0423	Taxable symbol 1 (3 ea.) Tax1, Tax2, Tax3, Tax4, Tax5	T:1: :T:2: :T:3: :T:4: :T:5: :
0523	Taxable symbol 2 (3 ea.) Tax6, Tax7, Tax8, Tax9, Tax10	T:6: T:7: T:8: T:9: T:1:0:
0623	Taxable symbol 3 (3 ea.) Tax1/2, Tax1/3, Tax1/4, not used, Tax2/3	T12T13T14 T23 T F
0723	Taxable symbol 4 (3 ea.) not used, not used, not used, Nontax, All	
0823	Foreign currency (2 ea.)	
0923	Mode symbol 1 (4 ea.) REG1/2, RF, REG-	REG R F R - MGR P r X Z XZ
1023	Mode symbol 2 (4 ea.) PGM, Daily X, Daily Z, Periodic	Pini XIII ZI XZ
1123	Mode symbol 3 (4 ea.) Training, not used, PGM read	T'R'G' P'GMX
1223	Decimal: amount/q'ty, Separator (Main/Sub) (1 ea.), not used (3), Square (7)	
1323	A.M., P.M. (3 ea.), ST displayed on the dot display (2)	AM PM ST
1423-1523	(not used)	
1623	(not used)	
1723	Subtotal symbol (16)	SIT
1823	Total symbol (16)	TL
1923	Change symbol (16)	CG
2023	Check cashing fee (16)	
2123	Check cashing amount (16)	CACG
2223	(not used)	
2323	Break (16)	**BREAK END**
2423	Check No. (10)	CHECK No.:
2523	Service total (16)	SRVC:TL
2623	(not used)	
2723-2823	(not used)	
2923	Report total symbol(16)	TL
3023-3223	(not used)	
3323	Table no. symbol (10)	TABLE No.
3423	(not used)	
3523	Declared amount (16)	DECLA
3623	(not used)	
3723-4123	(not used)	
4223	Designating sub currency (16)	EURO money

Programming department/transaction key descriptor



Contents	Initial character				Yo	urs				
Department 01	DEPT01									
Department 02	DEPT02									
Department 03	DEPT03									
Department 04	DEPT04									
Department 05	DEPT05									
Department 06	DEPT06									
Department 07	DEPT07									
Department 08	DEPT08									
Department 09	DEPT09									
Department 10	DEPT10									
Department 11	DEPT11									
Department 12	DEPT12									
Department 13	DEPT13									
Department 14	DEPT14									
Department 15	DEPT15									

Contents	Initial character	Yours
Cash/Amount tendered	CASH	
Charge	CHARGE	
Credit 1	CREDIT1	
Credit 2	CREDIT2	
Check	CHECK	
Received on account	RC	
Paid out	PD	
Coupon	COUPON	
Minus	****	
Discount	%	
Refund	RF	
Correction	CORR	
Validation	VLD	
Receipt	RCT	
Non add/No sale	#/NS	
VAT	VAT	
PLU	PLU#	
Price	PRC	
Open	OPEN	
Subtotal	SUBTOTAL	
Receipt on/off	RCT ON/OFF	
Multiplication/Date time	X	
Two zero	00	
Decimal point		
Media change	MEDIA CHG	

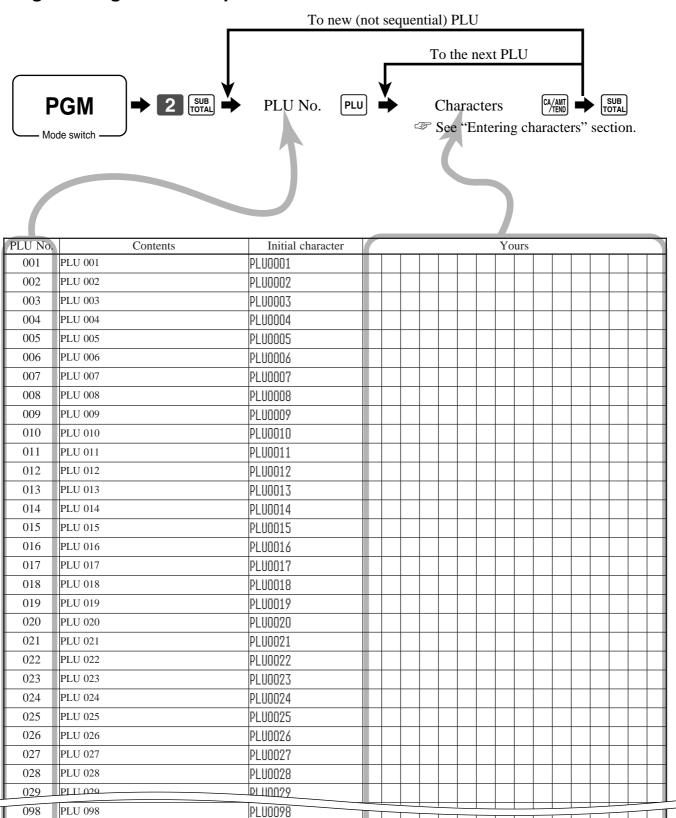
Programming PLU descriptor

099

100

PLU 099

PLU 100



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PLU0099

PLU0100

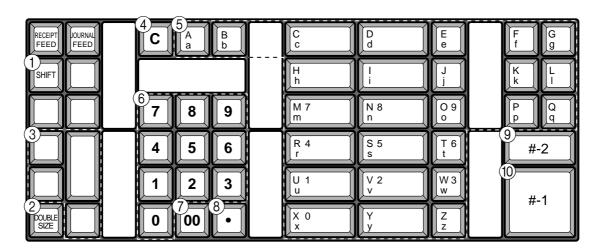
Entering characters

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

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

Using character keyboard

Example:



(1) Shift key

Pressing this key shifts the character through the uppercase letter, lower case letter, numerics and returns to the uppercase letter in sequence.

2 Double size letter key

Specifies that the next character you input to a double size character.

You must press this key before each double size character.

3 Space key

Sets a space by depression.

(4) Clear key

Clears all input characters in the programming.

(5) Alphabet keys

Used input to characters.

6 Numeric keys

Used to enter program codes, memory number and character codes.

(7) Character fixed key

Enter when the alphabetic entry for a descriptor, name or message has been completed.

8 Backspace/Character code fixed key

Registers one character with code (2 or 3 digit). Clears the last input character, much like a back space key. (Does not clear the double size letter key entry.)

9 Program end key

Terminates the character programming.

(10) Character enter key

Registers the programmed characters.

Entering characters by code

Every time you enter a character, choose character codes by the character code list (below) and press the key to settle it. After you complete entering characters, press the 00 key to fix them.

Example:

Input "	A	P	P	1	е		J	u	i	C	e		",
enter"	255 65	112	112	108	101	32	74	117	105	99 •	101	00	,,

Character code list

Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code
Space	32	0	48	a	64	р	80	٠.	96	Р	112	Ç	128
1	33	1	49	Α	65	Q	81	ā	97	q	113	ü	129
"	34	2	50	В	66	R	82	Ь	98	r	114	é	130
#	35	3	51	С	67	S	83	С	99	S	115	â	131
\$	36	4	52	D	68	T	84	d	100	t	116	ä	132
7.	37	5	53	E	69	U	85	е	101	u	117	à	133
å	38	6	54	F	70	V	86	f	102	٧	118	ä	134
7	39	7	55	G	71	Щ	87	g	103	W	119	Ģ	135
(40	8	56	Н	72	X	88	h	104	X	120	œ	136
)	41	9	57	I	73	Υ	89	i	105	y	121	:@	137
*	42	::	58	J	74	Z	90	j	106	Z	122	·w	138
+	43	7	59	K	75	[91	k	107	{	123	ï	139
7	44	<	60	L	76	١	92	1	108		124	î	140
	45	==	61	M	77]	93	m	109	}	125	ì	141
	46	>	62	N	78	۸	94	n	110	*	126	Ä	142
/ /	47	7	63	0	79		95	o	111		127	Ā	143
	+/	:	03	U	1)		93	U	111		127	Н	173
Chara	Code	Chara	Code	Chara	Code	 Chara	Code	Chara	Code	Chara	Code	Chara	Code
				1		Chara		<u> </u>		Chara Ó			
Chara	Code	Chara	Code	Chara	Code		Code	Chara	Code		Code	Chara	Code
Chara É	Code 144	Chara	Code 160	Chara	Code 176	L.	Code 192	Chara	Code 208	Ó	Code 224	Chara 	Code 240
Chara É	Code 144 145	Chara å	Code 160 161	Chara	Code 176 177	L L	Code 192 193	Chara à	Code 208 209	ó β	Code 224 225	Chara 	Code 240 241
Chara É	Code 144 145 146	Chara á i	Code 160 161 162	Chara	Code 176 177 178	L L T	Code 192 193 194	Chara ð Đ Ê	208 209 210	ό β ô	Code 224 225 226	Chara ±	Code 240 241 242
Chara É æ ff ô ö	Code 144 145 146 147	Chara á í ó ú	Code 160 161 162 163	Chara	Code 176 177 178 179	L L T F	Code 192 193 194 195	Chara ð Ð Ē Ė	Code 208 209 210 211	ó β ô	Code 224 225 226 227	Chara ±	Code 240 241 242 243
Chara É Æ ff ô	Code 144 145 146 147 148	Chara á í ó ú	Code 160 161 162 163 164	Chara	Code 176 177 178 179 180	1. 1. T	Code 192 193 194 195 196	Chara	Code 208 209 210 211 212	ό β ô ò	Code 224 225 226 227 228	Chara ±	Code 240 241 242 243 244
Chara É # ff ô ò ù ù	Code 144 145 146 147 148 149	Chara á í ó ú ñ	Code 160 161 162 163 164 165	Chara	Code 176 177 178 179 180 181	- - - - - -	Code 192 193 194 195 196 197	Chara ð Ð Ē Ė	Code 208 209 210 211 212 213	ό β ô ò ō ū μ	224 225 226 227 228 229	Chara ±	Code 240 241 242 243 244 245
Chara É # ft ö ö û	Code 144 145 146 147 148 149 150	Chara á í ó ú ñ	Code 160 161 162 163 164 165 166	Chara :: :: :: :: :: :: :: :: ::	Code 176 177 178 179 180 181	L T H 	Code 192 193 194 195 196 197 198	Chara ð p) Ê E t f i i	Code 208 209 210 211 212 213 214	ό β ô ò ō ū	224 225 226 227 228 229 230	Chara	Code 240 241 242 243 244 245 246
Chara É # ff ô ò ù ù	Code 144 145 146 147 148 149 150	Chara	Code 160 161 162 163 164 165 166 167	Chara	Code 176 177 178 179 180 181 182	L	Code 192 193 194 195 196 197 198	Chara ð Ĵ) Ê Ë È Î	Code 208 209 210 211 212 213 214 215	ό β ô ò ō ū μ	224 225 226 227 228 229 230 231	Chara	Code 240 241 242 243 244 245 246 247
Chara É ff fi ô ô û ù	Code 144 145 146 147 148 149 150 151	Chara á í ó ú ñ Ñ g ¿ ß	Code 160 161 162 163 164 165 166 167 168	Chara	Code 176 177 178 179 180 181 182 183	L	Code 192 193 194 195 196 197 198 199 200	Chara ð p) Ê E t f i i	208 209 210 211 212 213 214 215 216	6 β 0 0 0 0 0 0 μ b	224 225 226 227 228 229 230 231 232	Chara ±	Code 240 241 242 243 244 245 246 247
Chara É # ff ô ô û ù ÿ Ö	Code 144 145 146 147 148 149 150 151 152	Chara á í ó ú n N g ż ¿ ß	Code 160 161 162 163 164 165 166 167 168	Chara	Code 176 177 178 179 180 181 182 183 184	L T T T T T T T T T T T T T T T T T T T	Code 192 193 194 195 196 197 198 199 200 201	Chara ð D Ê Ë È i i i	Code 208 209 210 211 212 213 214 215 216 217	6 β 0 0 0 0 μ b 0 0 0	Code 224 225 226 227 228 229 230 231 232 233	Chara ±	Code 240 241 242 243 244 245 246 247 248 249
Chara É ff ô ô û ù ÿ Ö Ü	Code 144 145 146 147 148 149 150 151 152 153	Chara á í ó ú ñ Ñ g ¿ ß	Code 160 161 162 163 164 165 166 167 168 169 170	Chara	Code 176 177 178 179 180 181 182 183 184 185 186	L T T T T T T T T T T T T T T T T T T T	Code 192 193 194 195 196 197 198 199 200 201 202	Chara ð D Ê E È f i i i i i i i i i i i i	Code 208 209 210 211 212 213 214 215 216 217 218	6 β 0 0 0 0 μ b 0 0 0 0	Code 224 225 226 227 228 229 230 231 232 233 234	Chara ±	Code 240 241 242 243 244 245 246 247 248 249
Chara É fl ô ô û ù ÿ Ö Ü	Code 144 145 146 147 148 149 150 151 152 153 154	Chara á í ó ú n N g ż ¿ ß	Code 160 161 162 163 164 165 166 167 168 169 170	Chara	Code 176 177 178 179 180 181 182 183 184 185 186 187	L T T T T T T T T T T T T T T T T T T T	Code 192 193 194 195 196 197 198 199 200 201 202 203	Chara	Code 208 209 210 211 212 213 214 215 216 217 218 219	6 β 0 0 0 0 0 μ 4 0 0 0 0 0	Code 224 225 226 227 228 229 230 231 232 233 234 235	Chara ±	Code 240 241 242 243 244 245 246 247 248 249 250
Chara É ff ô ò ù ÿ Ö Ü ø f.	Code 144 145 146 147 148 149 150 151 152 153 154 155	Chara á í ó ú ñ Ñ g ² ¿ ® ¬ ½ ¾	Code 160 161 162 163 164 165 166 167 168 169 170 171	Chara	Code 176 177 178 179 180 181 182 183 184 185 186 187 188		Code 192 193 194 195 196 197 198 199 200 201 202 203 204	Chara ð D Ê E È f i i i i i i i i i i i i	Code 208 209 210 211 212 213 214 215 216 217 218 219 220	6 β 0 0 0 0 μ b 0 0 0 0	Code 224 225 226 227 228 229 230 231 232 233 234 235 236	Chara	Code 240 241 242 243 244 245 246 247 248 249 250 251

Keyboard layout change

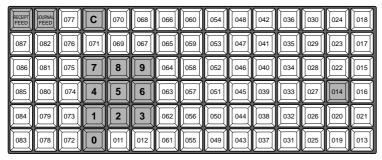
You can change the keyboard layout or allocate some new functions on the keyboard.

Important!

Before changing the keyboard layout, you must issue the daily and all periodic report.

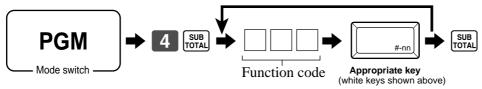
Configuration of the physical key layout

The shadowed keys are fixed function keys. You can not change the function of these keys.



Programming procedure

The shadowed keys are fixed function keys. You can not change the function of these keys.



Function code list

Function	Code	Initial character	Function	Code	Initial character
Arrangement	044	ARG	Non-add/No sale	041	#/NS
Bill copy	047	BILL	Open	067	OPEN
Cancel	236	CNCL	Open2	068	OPEN2
Cash amount tendered	001	CASH	Paid out	021	PD
Charge	002	CHARGE	Pick up	022	P.UP
Check tender	003	CHECK	Plus	029	+
Clerk number	072	CLK#	PLU	048	PLU#
Coupon	023	COUPON	Previous balance	026	PB
Coupon 2	036	CPN2	Previous balance subtotal	079	PBST
Credit	004	CREDIT	Premium	030	%+
Cube	090	xxx	Price	049	PRC
Currency exchange	045	CE	Quantity/For	083	QT
Customer number	043	CT	Rate tax	031	TAX
Decimal point *	098	•	Receipt	038	RCT
Declaration	061	DECLARE	Receipt On/Off	076	RCT ON/OFF
Department	nn051	DEPTnn	Received on account	020	RC
Deposit	025	DEPOSIT	Refund	033	RF
Discount	028	%-	Review	071	REVIEW
Eat-in	128	EAT-IN	Square	084	xx
Enter	105	ENTER	Subtotal	075	SUBTOTAL
Error correct	034	CORR	Table number	058	TBL#
Flat PLU	nnnn063	PLUnnnn	Take-out	129	TAKE-OUT
Loan	019	LOAN	Tax exempt	062	EXEMPT
Lock out unused key	000	NOP	Tax status shift	057	T/S
Manual tax	032	TAX	Taxable amount subtotal	077	TAST
Media change	118	MEDIA CHG	Text recall	010	CHAR
Menu shift	064	MENU	Three zero *	097	000
Merchandise subtotal	080	MDST	Tip	015	TIP
Minus	027	-	Tray total	074	TRAY TL
Multiplication	082	х	Two zero *	096	00
New balance	006	NB	Validation	037	VLD
No sale	042	NS	VAT	046	VAT
Non-add	040	#	Void	035	VOID

^{*} Two zero, three zero and decimal point key can only be allocated #011 and #012 position.

The outline of functions

Bill copy

Use this key to issue bill copy.

Cube

This key provides the same functions as the Square key. In addition, this key also has a cube multiplication function.

Customer number

Use this key to register the number of customers.

Declaration

Use this key to declare in drawer amount for money declaration.

Deposit

Use this key to register deposits.

Eat-in

Use this key to specify if the customer eats in the restaurant. Before closing a transaction press this key.

Flat PLU

Use this key to register items to flat PLUs.

Manual tax

Use this key to register a tax amount.

Menu shift

Use this key to shift flat-PLU key to the 1st ~ 6th menu.

Merchandise subtotal

Use this key to obtain subtotal excluding the add-on tax amount and the previous balance.

New balance

Use this key for adding the latest registered total amount to the previous balance to obtain a new balance.

Non add

Use this key to print reference numbers (personal check number, card number, etc.)

Premium

Use this key to apply a preset % or manual input % to obtain the premium amount for the last registered item or subtotal.

Previous balance

Use this key to register the previous negative/positive balance at the beginning of or during a transaction.

Previous balance subtotal

Use this key to obtain subtotal excluding the add-on tax amount and current balance.

Rate tax

Use this key to activate the preset tax rate or manually input rate to obtain the tax for the preceding taxable status 1 amount.

Review

Use this key to examine the current transaction by displaying item descriptor and registered amount. This key is also used for void operation.

Square

This key provides the same functions as the Multiplication key. In addition, this key also has a square multiplication function.

Table number

Use this key to input table numbers.

Takeout

Use this key to specify if the customer takes out items. Before total a transaction. Press this key for the tax exemption.

Tax exempt

Use this key to change taxable amounts to nontaxable amounts.

Taxable amount subtotal

Use this key to obtain taxable amount subtotal.

Text recall

Use this key to print preset characters.

Tij

Use this key to register tips.

Tray total

Use this key to display the total amount for all registrations from the last registration until this key is pressed or registrations between presses of this key.

Void

Use this key to invalidate preceding item data registered.

Printing read/reset reports

Daily sales read report ("X1" mode)

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

Daily sales reset report ("Z1" mode)

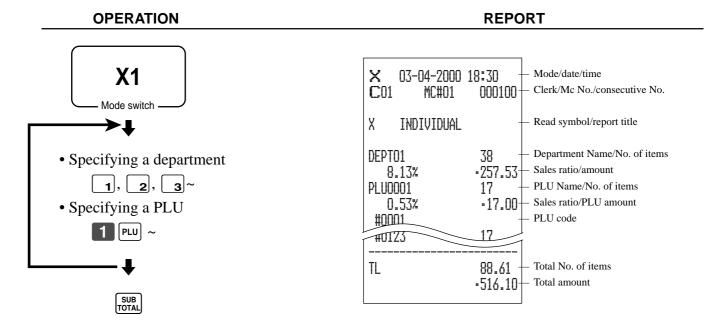
You should print reset reports at the end of the business day.

Important!

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

To print the individual department, PLU read report

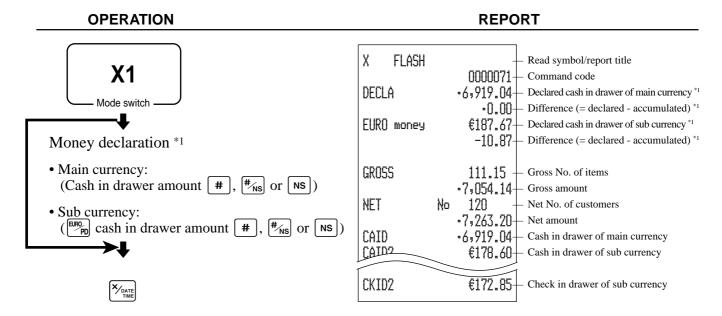
This report shows sales for specific departments or PLUs.



After you finish to select items, press [SUB] to terminate.

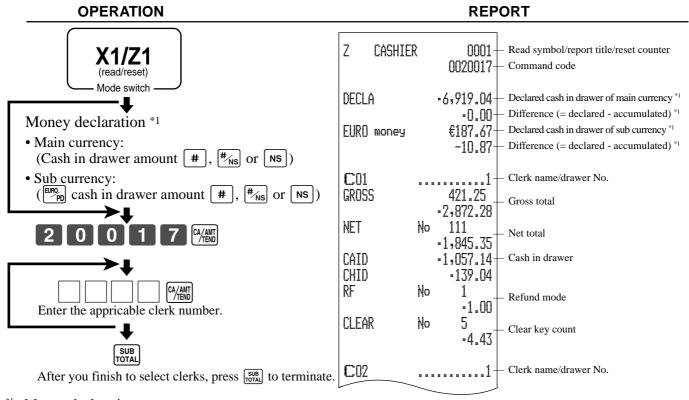
To print the financial read report

This report shows gross sales, net sales, cash in drawer and check in drawer.



To print the individual clerk read/reset report

This report shows individual clerk totals.



^{*1} Money declaration:

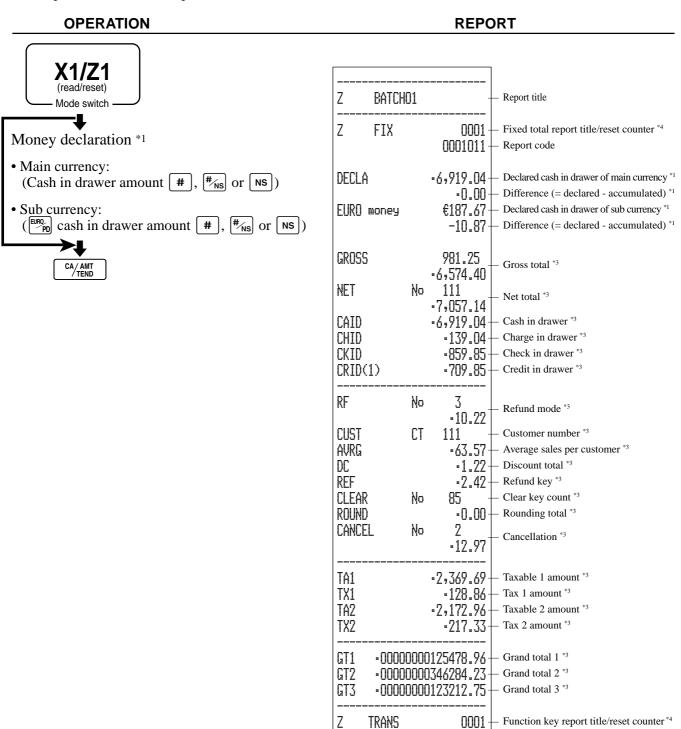
Count how much cash is in the drawer and input this amount (up to 10 digits).

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

Note that if money declaration is required by programming (page 58), you cannot skip this procedure.

To print the daily sales read/reset report

This report shows sales except for PLUs.



		r
	0001012-	– Report code
CASH	No 362	 Function key count/amount *2
CH	•1,638.04 No 56	
LII	*1,174.85	
RC	No 4	
nn	•810.00	
PD	No 5 	
	*J.UU	
CORR	No 14	
VLD	-39.55 No 19	
RCT	No 3	
NS	No 5	
Z DEPT	0001-	 Department report title/reset counter *4
	0001015-	- Report code
NENTO4	70	D*2
DEPT01 8.13%	38 - •257.53-	Department name/No. of items *2 Sales ratio/amount *2
DEPT <u>02</u>	183	
	-1,362,26	[
TL	88.61 -	Total No. of items
· ·	•1,916.10-	— Total amount
7 CACUTE	D 0001	 Clerk report title/reset counter *4
Z CASHIE	R UUU1- 	- Report code
		-
C01	401 05	 Clerk name/drawer No.
GROSS	421.25 _ •2,872.28	Gross total
NET	No 111 _	– Net total
n a Th	-1,845.35	
CAID CHID	-1,057.14- -139.04	Cash in drawer
RE	°13/.04 No 1	Refund mode
	-1.00	— Refully illoge
CLEAR	No 5 •4.43	 Clear key count
	"4"4")	
C 02	1-	– Clerk name/drawer No.
		[

*1 Money declaration:

Count how much cash is in the drawer and input this amount (up to 10 digits).

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

Note that if money declaration is required by programming (page 58), you cannot skip this procedure.

- *2 Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.
- *3 These items can be skipped by programming.
- *4 The "*" symbol is printed on the reset report, memory overflow occurred in the counter/totalizer.

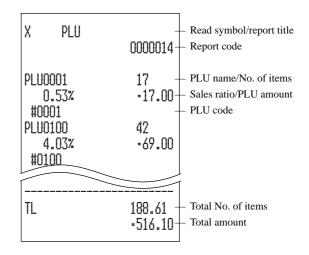
To print the PLU read/reset report

This report shows sales for PLUs.

OPERATION

X1/Z1 (read/reset) Mode switch CA/AMT TEND

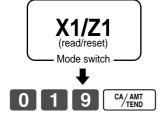
REPORT



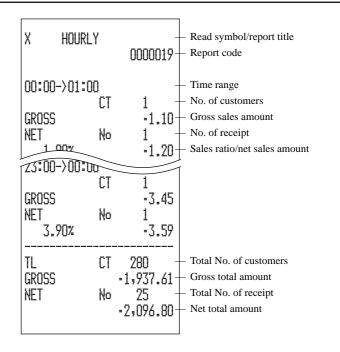
To print the hourly sales read/reset report

This report shows hourly breakdowns of sales.

OPERATION



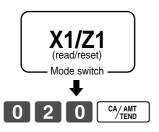
REPORT

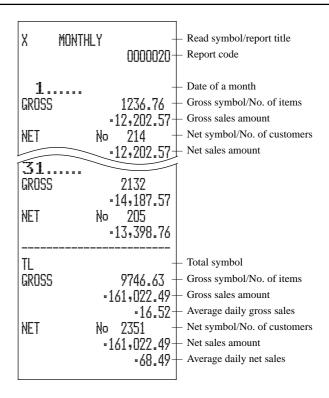


To print the monthly sales read/reset report

This report shows monthly breakdowns of sales.

OPERATION REPORT

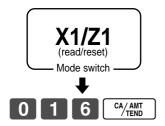


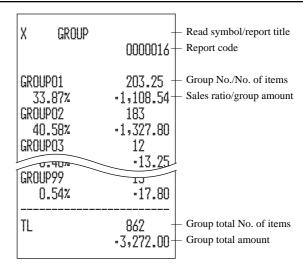


To print the group read/reset report

This report shows PLU/department group totals.

OPERATION REPORT





Periodic sales read report ("X2" mode)

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

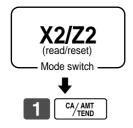
Periodic sales reset report ("Z2" mode)

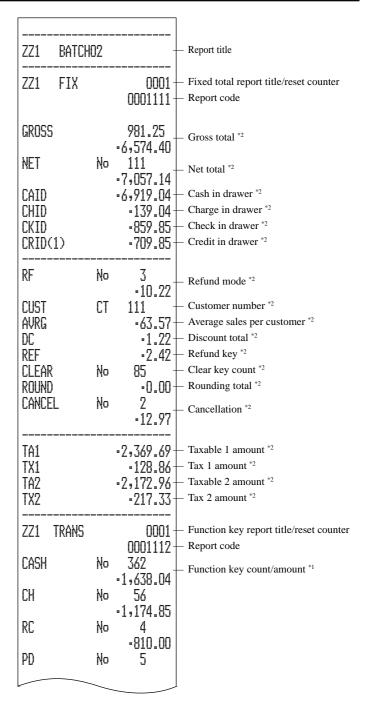
You should print reset reports at the end of the business day.

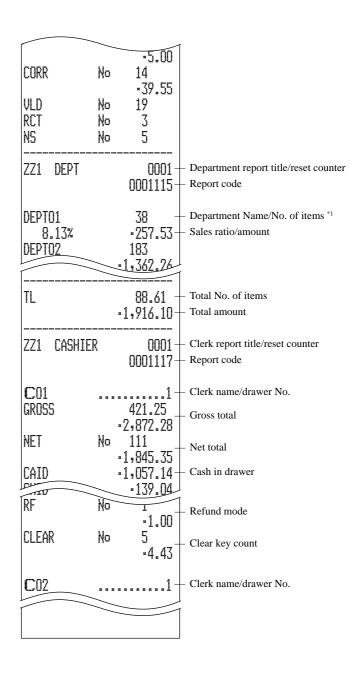
To print the periodic 1/2 sales read/reset reports

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

OPERATION REPORT





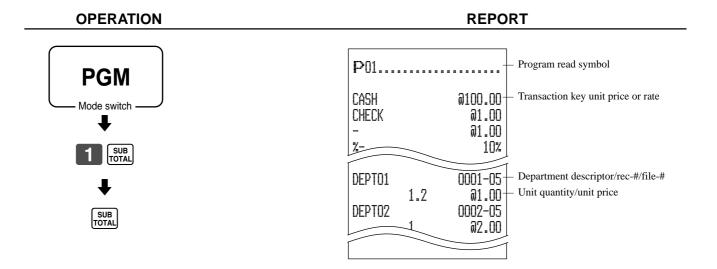


^{*1} Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.

^{*2} These items can be skipped by programming.

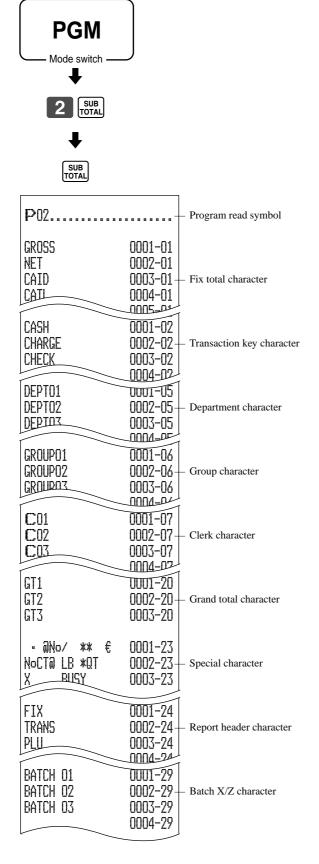
Reading the cash register's program

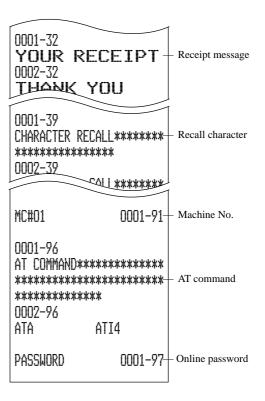
To print unit price/rate program (except PLU)



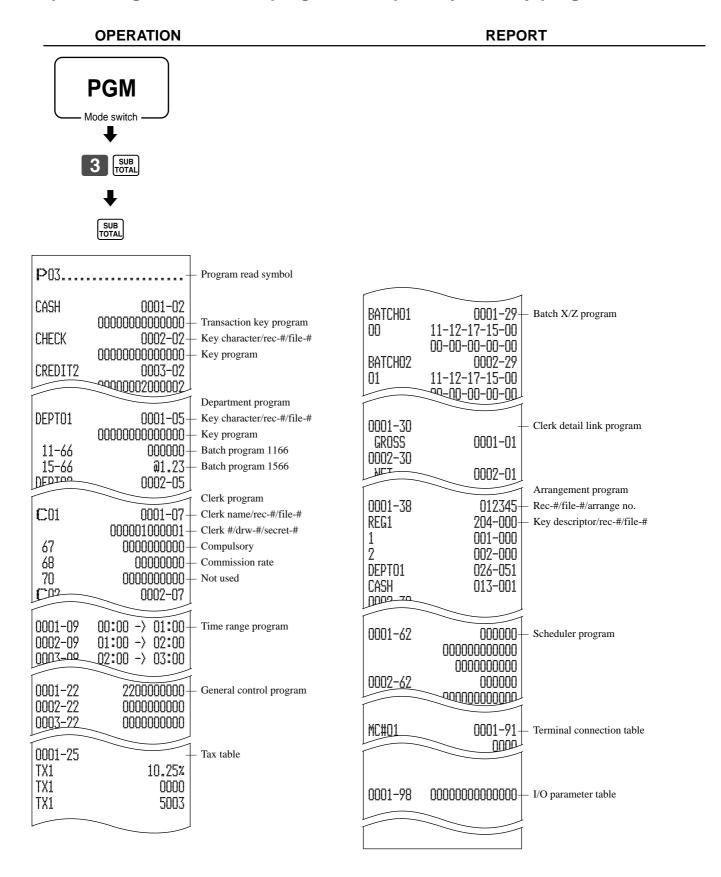
To print key descriptor, name, message program (except PLU)

OPERATION REPORT

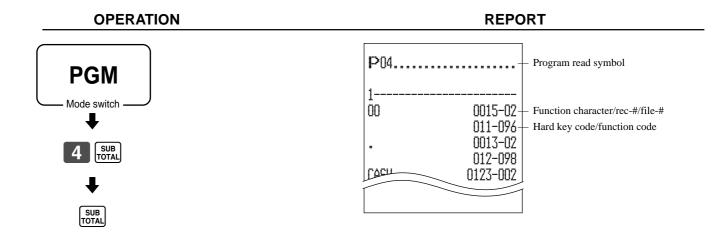




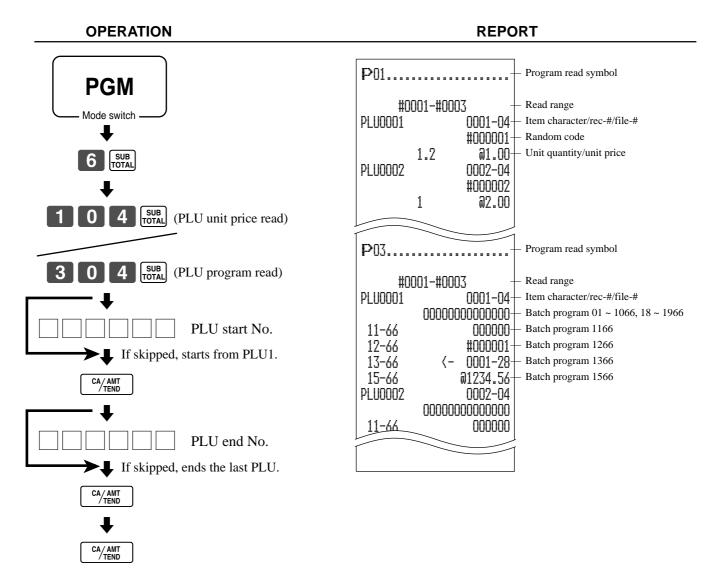
To print the general control program, compulsory and key program



To print the keyboard layout program



To print the PLU program



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

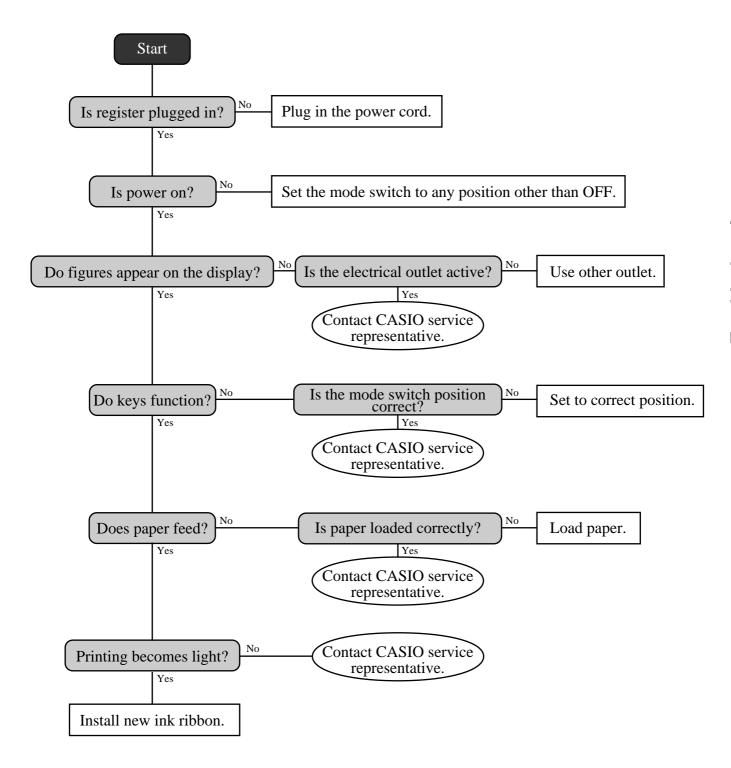
When an error occurs

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

Error code	Meaning	Action				
E001	Mode switch position changed before finalization.	Return the mode switch to its original setting and finalize the operation.				
E003	Clerk button pressed before finalization of a registration being performed under another clerk button.	Press the original clerk button and finalize the transaction before pressing another clerk button.				
2005	The signed on clerk differs from the clerk performed the clerk interrupt registration.	Assign the proper clerk number.				
E004	Initialization or unit lock clear operation in progress.	Complete operation.				
E008	Registration without entering a clerk number.	Enter a clerk number.				
E009	Operation without entering the password.	Enter password.				
	Registration is made while the cash drawer is opened.					
E010	The drawer is left open longer than the program time (drawer open alarm).	Close the drawer.				
E011	Attempt to register while the cash drawer is open.	Shut the cash drawer.				
E015	Printer error					
E016	Two consecutive transactions attempted in the refund mode.	Switch to another mode and then back to the RF mode for the next transaction.				
E018	Attempt made to register an item without inputting a table number.	Input a table number.				
E019	Finalize operation attemped without entering the number of customer.	Enter the number of customer.				
E021	No department linked PLU is registered.	Correct the program.				
E026	No condiment/preparation PLU is registered.	Register condiment/preparation PLU.				
E029	Item registration is prohibited, while partial tender.	Finalize the transaction.				
E030	Attempt made to finallize the transaction without registering rate-tax.	Register <rate tax="">.</rate>				
E031	Finalization of a transaction attempted without confirming the subtotal.	Press <subtotal>.</subtotal>				
E033	Finalize operation attempted without entering amount tender.	Enter the amount tendered.				
E035	Change amount exceeds preset limit.	Input amount tendered again.				
E036	Contents of the drawer exceed programmed limit.	Perform pick up operation.				
E037	High amount lock out/low digit lock out error	Enter correct amount.				
E038	Read/reset operation without declaring cash in drawer. This error appears only when this function is activated.	Perform money declaration.				
E040	Attempt made to finalize a transaction without issuing a guest receipt.	Issue a guest receipt.				
E041	Validation is not performed.	Perform validation operation.				
E046	Registration buffer full.	Finalize the transaction.				
E049	Index memory full.	Finalize and close the check number currently used.				
E050	Detail memory full.	Finalize and close the check number currently used.				
E059	Register items without specifying <eat-in> or <takeout>.</takeout></eat-in>	Press <eat-in> or <takeout>.</takeout></eat-in>				
E075	Attempt to finalize a transaction when balance is less than or equal to zero.	Register item(s) until the balance becomes positive amount.				
E139	Attempt to register <->, <cpn>, or <void> when the balance becomes negative.</void></cpn>	Enter proper minus/coupon amount.				
E146	Arrangement file is full.	Set the arrangement properly.				
E153	No random PLU code is set.	Set random PLU code.				

When the register does not operate at all

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



Clearing a machine lock up

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

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

Important!

If the register does not show ten Fs, never press [SUB and call service representative.

In case of power failure

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

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

The memory protection battery is constantly charging and discharging as you switch the cash register on and off during normal operations. This causes the capacity of the battery to decrease after approximately five years of use.

Important!

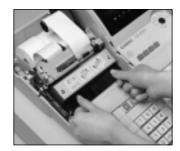
- Remember ... a weak battery has the potential of losing valuable transaction data.
- A label on the back of the cash register shows the normal service period of the battery installed in your cash register.
- Have the battery replaced by your dealer within the period noted on this label.

To replace the ink ribbon





Open the printer cover.



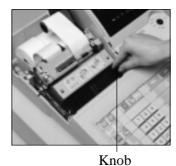


Load a new ink ribbon cassette into the unit.





Remove the printer sub cover.





Turn the knob on the right side of the cassette to take up any slack in the ribbon.





Pull up the knob of the ribbon cassette.



Replace the printer cover and printer sub cover.

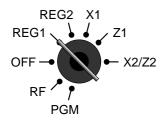
Important!

Use only the ERC-32(P) ribbon (purple). Other types of ink ribbons can damage the printer.

Never try to extend the life of an ink ribbon by replenishing the ink.

Once an ink ribbon is in place, press <#/NS> or <NS> to test for correct operation.

To replace journal paper







Set the mode switch to the REG1 position and remove the printer cover.





Press FEED to feed about 20 cm of paper.





Cut the journal paper as shown in the photograph.



(3)

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



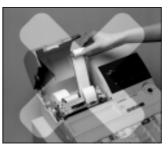


Press to feed the remaining paper from the printer.





Remove the journal take-up reel from its holder.





Do not pull the paper out of the printer by hand. It can damage the printer.



(5)

Slide the printed journal from the take-up reel.





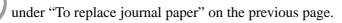
Remove the old paper roll from the cash register.



Load new paper as described on page 10 of this manual.

To replace receipt paper

Follow step







Cut the receipt paper as shown in the photograph.





Do not pull the paper out of the printer by hand. It can damage the printer.



3

Press FEED to feed the remaining paper from the printer.





Remove the old paper roll from the cash register.



Load new paper as described on page 11 of this manual.

To replenish the stamp ink

Follow step

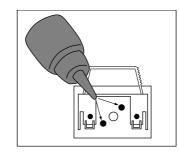


under "To replace journal paper" on the previous page.





Remove the stamp pad from its holder by lifting the knob.



3

Squirt one or two drops of ink into the holes on the back of the stamp pad.



Replace the stamp pad on its holder.

Options

Wetproof cover:

WT-77

Consult with your CASIO dealer for details.

Specifications

Input method

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

Department: Full key system

Display

Amount 10 digits (zero suppression); department No., PLU No., No. of repeats, total, change,

receipt on/off, transaction indicator

Printer

Receipt: Dot matrix alpha-numeric system 24 digits, receipt on/off switch (key)

Store name or slogan can be printed.

Logo stamp: $20 \text{ (H)} \times 30 \text{ (W)} \text{ mm}$

Journal: Dot matrix alpha-numeric system 24 digits

Automatic take up roll winding Journal paper near end sensor (option)

Validation: 55 digits, one line, for 135 mm (minimum) wide slip

Paper roll: $45 \text{ (W)} \times 83 \text{ (D)} \text{ mm}$

Paper feed: Separate for receipt and journal

Print speed: $3.\overline{0}$ 1/s

Listing capacity

Amount: 99999999
Quantity: 9999.999
Tendered amount: 999999999
Percent: 99.99
Tax rate: 9999.9999

Numbers: 999999999999999

Chronological data

Date print: Automatic date printout on receipt or journal, automatic calendar Time print: Automatic time printout on receipt or journal, 24-hour system

Alarm

Key catch tone, error alarm, sentinel alarm

Memory protection battery

48-hour full charge protects memories for approximately 90 days.

Battery should be replaced every five years.

Power supply/power consumption

See the rating plate.

Operation temperature

 $0^{\circ}\text{C} \sim 40^{\circ}\text{C}$

Humiditiy

10 ~ 90%

Demensions and weight

454mm (H) × 345mm (W) × 218mm (D) /6.5kg

...without drawer

Totalizers						
Category	No. of totalizers	Amount (10 digits)	No. of items (6 integer/ 3 decimal)	Count (4 digits)	No. of customers (6 digits)	Periodic totalizers
Department	Up to 15	V	~			V
PLU	Up to 100	V	V			
Clerk	10	V	V	~		V
Hourly sales	24	V			~	
Monthly sales	31	V	~		~	
Transaction	Variable with program			le with gram		V
Non ressettable grand total	3	(16 digits)				
Reset counter	12			~		
Consecutive No.	1			(6 digits)		

^{*} Specifications and design are subject to change without notice.

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