



Samsung ER-550 Electronic Cash Register

Operator's and Programming Manual



*For Fast Startup,
See "Getting
Started" on page 17*

CRS, Inc.

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ATTENTION

The product that you have purchased may contain a rechargeable nickel-cadmium battery. This battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste system.

Check with you local solid waste officials for details concerning recycling options or proper disposal.

Cash Register Sales, Inc.

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Introduction

About the *Samsung ER-550*

Congratulations! You have selected a very flexible electronic cash register designed for years of reliable service. *Samsung ER-550* will fit many retail stores, shops and restaurants, providing fast transaction processing, security, and detailed sales information.

The *Samsung ER-550* is equipped with a unique operator screen. The operator screen allows you to view itemized transaction information, and it provides on screen programming that is simple and easy to use.

Using This Manual

- To Get Started turn to "Getting Started" on page 17. This section covers unpacking, memory clearing, and a few simple program procedures. After reading this section, you can start using your *Samsung ER-550*. All of the functions of the register operate immediately, without additional programming steps.
- For detailed operations sequences, see "Operating Instructions" on page 29.
- To generate reports and perform other manager functions see "Manager Functions" on page 69.
- For detailed programming instructions, see "Programming Instructions" on page 83. In this section you will find detailed information about many additional features that will help you solve the special calculation problems or security issues that you might face.
- To view samples of reports and balance the register see "Report Samples" on page 135.
- To perform service functions, such as testing hardware and clearing totals, see "Service Mode Functions" on page 151.

Using Flowcharts

Flowcharts are used to supplement step by step instructions throughout this manual. For example, the following flowchart describes how to register \$1.00 into department 1:



This flowchart means:

1. Press numeric key **1**.
2. Press numeric key **0**.
3. Press numeric key **0**.
4. Press department **1/13**.

Follow the flowchart from left to right, pressing the keys in the order they are shown. Numeric keypad entries are shown as square keys. Department and function keys are shown as rectangular keys.

Basic Features and Functions

- 26 column receipt or journal printer.
- Sturdy Metal Cash Drawer with removable 5 Bill/5 Coin insert.
- 7-position control lock.
- 24-hour real-time clock with automatic day and date change.
- Four tax rates with value added tax (VAT) capability. Each tax rate is programmable for tax table look-ups and/or straight percentage tax programming. Tax rate 4 can be programmed to accommodate Canadian goods and services tax (GST).
- 12 Department keys with Department Shift for a total of 24 Department totals.
- Operation for up to 20 clerks with separate report totals.
- Employee time keeping functions for the 20 clerks.
- A minimum of 70 Price Look Ups (PLUs) for open or preset item registration. (The total number of PLUs available varies. Ask your Samsung dealer for more information.)
- 10 Group totals to accumulate totals of individual departments that are assigned to each group.
- Check, Cash, and up to four miscellaneous tender keys for tracking charge and/or credit card sales.
- Currency conversion capability for calculating sale totals in foreign currency.
- Management reports, with the capability to view most reports on the register display.
- Electronic Journal capability, where transaction information can be captured in register memory for printing at a later time.
- Interface for optional load cell scale, with up to 5 preprogrammed tare weights.
- Interface for optional kitchen printer.

Keyboard

PAPER FEED	HELP SCREEN	PLU	7 pqrs	8 tuv	9 wxyz	4/16	8/20	12/24	DEPT SHIFT	PAGE UP
#/ NOSALE	CANCEL	VOID ITEM	4 ghi	5 jkl	6 mno	3/15	7/19	11/23	YES/NO	PAGE DOWN
TAX SHIFT	%	@/FOR PRT SCREEN	1 other	2 abc	3 def	2/14	6/18	10/22	SBTL MORE TENDERS	CHECK TEND
MORE KEYS	CLERK #	CLEAR Esc	0 caps	00 double	. space	1/13	5/17	9/21	CASH/TEND ENTER	

More Keys and More Tenders Menu Keys

The **MORE KEYS** and **SBTL (MORE TENDERS)** keys provide additional keyboard functions by displaying menus. Press the **MORE KEYS** key to select from a list of eight additional functions. Press the key a second time to access two additional functions. Press the **SBTL (MORE TENDERS)** key once to display the sale subtotal. Press again to select from a list of alternative payment methods.

MORE KEYS MENUS

- | |
|---|
| <ol style="list-style-type: none"> 1. %1 2. %2 3. %3 4. %4 5. REC ON ACCT. 6. PAID OUT 7. RETURN 8. TIME IN/OUT |
|---|

MORE TENDER MENU

- | |
|--|
| <ol style="list-style-type: none"> 1. MISCTND 1 2. MISCTND 2 3. MISCTND 3 4. MISCTND 4 5. CONV 1 6. CONV 2 7. CONV 3 8. CONV 4 |
|--|

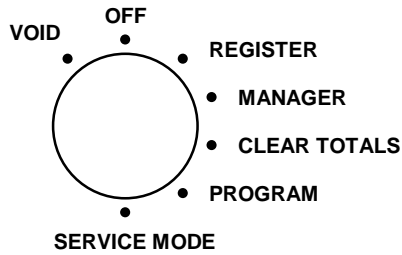
- | |
|---|
| <ol style="list-style-type: none"> 9. SCALE 00. TARE# |
|---|

Key Descriptions

Key	Description
PAPER FEED	Press to advance the printer paper.
HELP SCREEN	Press to display help information.
Numeric Keypad: 0-9, 00, and Decimal	<p>Use the numeric keypad to enter amounts, other numeric values.</p> <p>Like a telephone keypad, each numeric key is also assigned alpha characters, i.e. numeric '2' is assigned 'abc'. These keys are also used to program alpha numeric descriptors for departments, PLUs, function keys groups and printed messages.</p> <p>The decimal key is used for decimal multiplication, when setting or entering fractional percentage discounts, or when programming fractional tax rates. Do not use the decimal key when making amount entries into departments or PLUs.</p>
CLEAR (ESC)	<p>Press to clear numeric errors made on keyboard prior to pressing the registration key. Also press to stop the error alarm when incorrect entries are made.</p> <p>The CLEAR key doubles as an ESC (Escape) key. When you are performing manager functions, or programming, use the ESC key to back up, or return to the previous screen.</p>
Department Keys	There are twelve department keys on the keyboard to register different types of merchandise. (Twelve additional department classifications are available by using the DEPT. SHIFT key, for a total of 24 department classifications.) Departments can be used to accept open priced entries, or can be programmed to register preset prices.
DEPT SHIFT	Press the DEPT. SHIFT key before pressing a department to access departments 13 to 24 .
#/NS	Press to open the cash drawer when you have not already started a transaction. Also, can be used to print any non-adding number (up to 8 digits) on the printer paper.
@/FOR (PRT SCREEN)	<p>Enter a quantity, then press the @/FOR key to enter multiple items. Also use to enter "split pricing" items, such as 1 item at 3 for \$.89.</p> <p>When pressed directly, the @/FOR key will cause the information displayed on the screen to be printed.</p>
VOID ITEM	Press to void (or erase) the last item entered. You can also void an item previously entered within a transaction by pressing CLEAR , then VOID then re-entering the item you wish to correct.
CANCEL	Press CANCEL to void (or erase) all items entered thus far in any transaction.

Key	Description
%	<p>The % key is set with a specific function, such as item discount or surcharge; or sale discount or surcharge. The percent rate can be entered or preprogrammed; or the percent keys can be programmed with a negative open or preset price, thus acting as coupon keys.</p> <p>A total of four % functions are available. %1 is accessed through this key; or the %1 function and the remaining % functions can be accessed through the MORE KEYS key.</p>
PLU	Use to register a Price Look Up (PLU).
TAX SHIFT	Press to reverse the programmed tax status of a department or PLU. For example, by entering the appropriate tax number (four taxes are available) and pressing the TAX SHIFT key prior to registering a taxable item, the item will be sold without sales tax added.
CLERK #	Use to sign on or sign off a clerk. See "Clerk Operations" on page 31.
SBTL (MORE TENDERS)	Press once to display the sale subtotal. Press again to select from a list of alternative payment methods. The screen displays a menu of four miscellaneous tender options and four currency conversion options.
CHECK TEND	Press to total a transaction paid by check. Also if the check amount is over the amount purchased, enter the amount of the check, then press the CHECK TEND key. The drawer will open and the cash change will be computed.
CASH/TEND (ENTER)	<p>Press to total a transaction paid by cash. Also if the cash amount tendered is over the amount purchased, enter the amount of the tender, then press the CASH/TEND key. The drawer will open and the cash change will be computed.</p> <p>The CASH/TEND key doubles as an ENTER key. When you are performing manager functions, or programming, use the ENTER key to advance to the next item or screen.</p>
MORE KEYS	Press this key to select from a list of eight additional functions. Four % key functions, REC ON ACCT. (received on account), PAID OUT , RETURN , and TIME IN/OUT functions are accessed by pressing this key. Press the key a second time to access SCALE and TARE functions.
YES/NO	Press to toggle from Y (yes) to N (no) when selecting program options.
PAGE UP	When transactions contain more items than can be displayed on the screen at one time, press the PAGE UP key to view items at the beginning of the transactions.
PAGE DOWN	When transactions contain more items than can be displayed on the screen at one time, press the PAGE DOWN key to view items at the end of the transactions.

Control Lock



VOID	Use to void (correct) items outside of a sale.
OFF	The register is inoperable.
REGISTER	Use for normal registrations.
MANAGER	Use to read register reports and perform other manager functions.
CLEAR TOTALS	Use to read register reports and reset totals to zero.
PROGRAM	Use to program the register.
SERVICE MODE	Use for tests and special settings.

The Samsung ER-550 includes two sets of keys that can be used to access the following key lock positions.

Key	Positions Accessible
VOID	VOID, OFF, REGISTER, MANAGER
X	OFF, REGISTER, MANAGER
Z	OFF, REGISTER, MANAGER, CLEAR TOTALS
PGM	VOID, OFF, REGISTER, MANAGER, CLEAR TOTALS, PROGRAM
C	ALL POSITIONS

Note: Keys can be removed from the key lock in the OFF or REG positions.

Printer

Model:

- Samsung ERP-200N

Features:

- Receipt or Journal Printer.
- Print speed: 3.1 lines per second, bi-directional print
- Columns: 26
- Character Size: 9 x 7 dots.
- Paper size: 57.5 mm width.
- Tear off for receipt.

Sample Receipt

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
2/3FOR	@2.99	
PLU3 T1		\$1.99
TAX1 AMT		\$0.12
TOTAL		\$2.11
CASH		\$2.11
ANNIE	NO.	000001
TIME	11:27AM	01

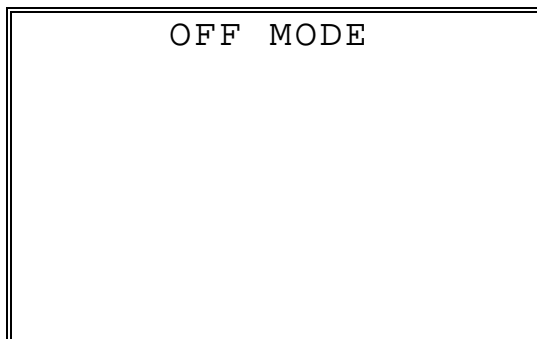
Front Display

The front display is a liquid crystal screen, allowing you to view up to 8 lines of information with up to 20 characters per line. The display is backlit to provide excellent visibility, regardless of lighting conditions.

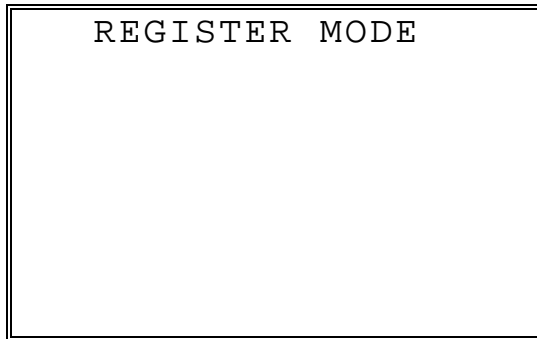
When the control lock is in the **OFF** position, the message **OFF MODE** is displayed and the register can not be operated. When the control lock is in the **REGISTER** or **VOID** positions the appropriate message, **VOID MODE** or **REGISTER MODE** is displayed and the register is ready for operation. When the control lock is in the **MANAGER, CLEAR TOTALS, PROGRAM** or **SERVICE MODE** positions, the appropriate menu is displayed.

The initial display for each control lock position is shown below:

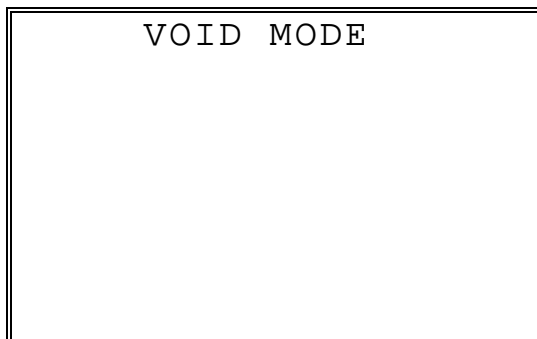
OFF



REGISTER



VOID



MANAGER

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

CLEAR TOTALS

```
RESET REPORTS MODE
1.DAILY REPORTS
2.PERIOD REPORT
3.RESET E.J.
```

PROGRAM

```
PROGRAM MODE
0.DEPARTMENT
1.PLU
2.SALES TAX
3.SYSTEM OPTION
4.PRINT OPTION
5.FUNCTION KEYS
6.CLERK ↓
```

- ◆ Press **PAGE DOWN** to view the remainder of the PROGRAM MODE menu:

```
PROGRAM MODE
7.LOGO DESC. ↑
8.GROUP DESC
9.TARE WEIGHT
00.MORE
```

- ◆ Press **PAGE UP** to return to the first page of the PROGRAM MODE menu:

SERVICE MODE

SERVICE MODE
0. HW TEST
1. CLEAR ALL TOTALS
2. CLEAR GRAND TOTAL
3. EPROM INFO.

Rear Display

The rear display is a 10 digit florescent display that allows your customer to monitor the transaction and view the sale total. The rear display can be lifted and turned for easy customer viewing.

Rear Display Information

Department Number	The department number of the registration (up to 2 digits) is displayed in the leftmost display positions.
Item Count	The number of times an item has been repeated is displayed next to the department number.
Amount	The amount of the item, subtotal or total is displayed in the rightmost portion of the display.

Rear Display Messages

C	Change Due
-	Negative entry
Sub	Subtotal of the sale
=	Total of the sale

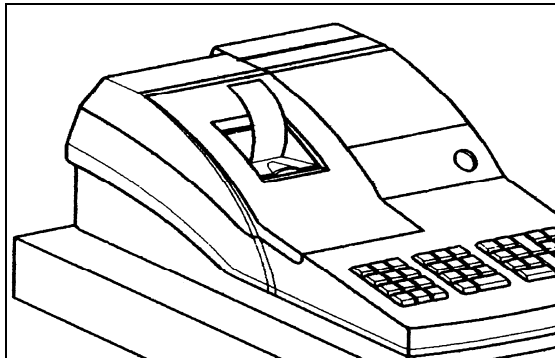
Getting Started

Unpacking

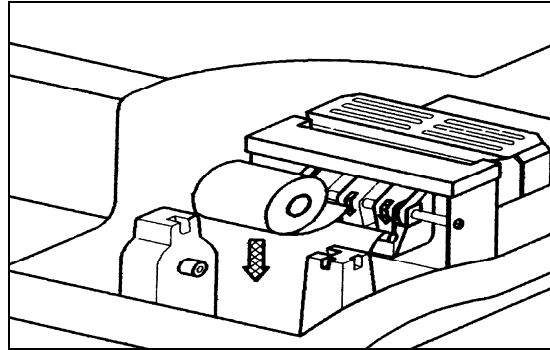
1. Unpack and Unwrap the cash register.
2. Located in the packing are the following items:
 - 1 roll of paper
 - 1 ribbon cartridge
 - 1 rewind spindle
 - 1 set of control keys
 - Operator's and Programming manual
3. Remove the cardboard protectors from the cash drawer.
4. Plug the register into a grounded outlet (three prong), insert a control key and turn the key to the **REGISTER** control lock position.

Installing the Paper

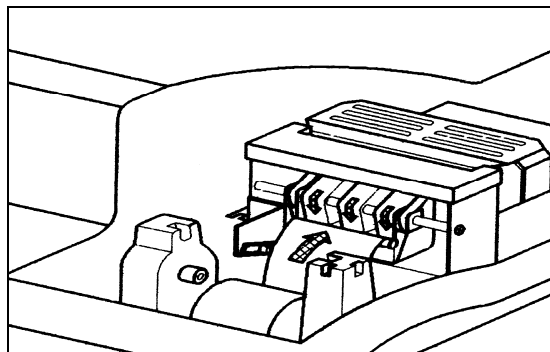
1. Remove the printer cover.



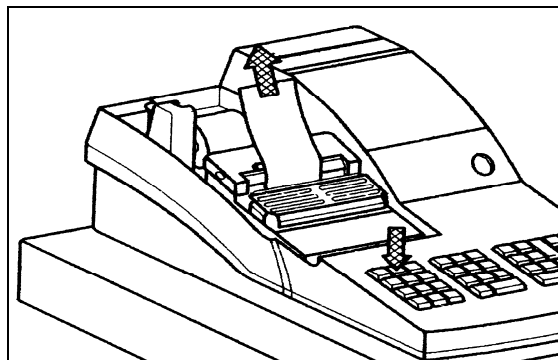
2. For proper feeding through the print head, cut or tear a straight even edge on the end of the paper roll. (Be sure to remove any paper with glue residue.) Place the paper roll in the paper holder so that the paper will feed from the bottom of the roll.



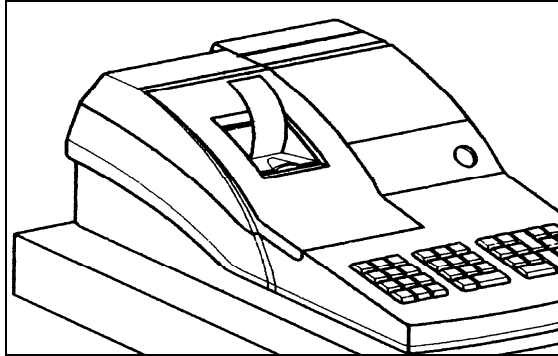
3. Insert the end of the paper into the paper slot.



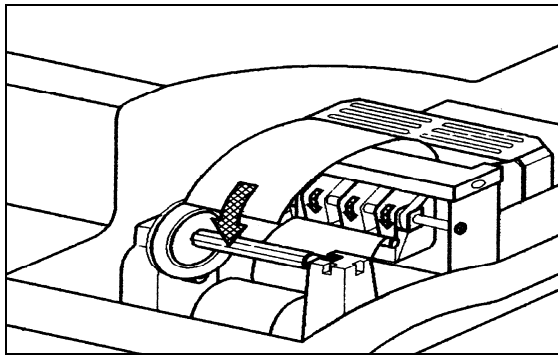
4. Press the **PAPER FEED** key until the paper comes out about 8 inches.



5. If you wish to use the printer to print customer receipts, pass the paper through the window of the printer cover and replace the printer cover.

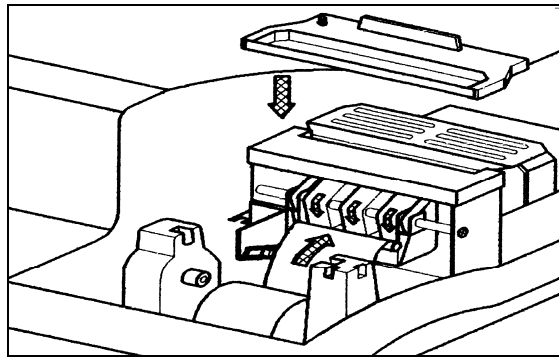


6. If you wish to use the printer to print a sales journal, insert the paper into the paper take-up spool. Also see "Setting Receipt or Journal Printing" on page 78. Wind the paper two or three turns around the spool shaft and install the spool in the mount.



Installing the Ribbon Cartridge

1. Remove the printer cover.
2. If you are replacing a worn ribbon, lift up to remove the old cartridge. You must install the first cartridge on a new cash register.
3. Insert the new ribbon cartridge firmly into place.
4. Turn the post on the ribbon cartridge to tighten the ribbon.
5. Replace the printer cover

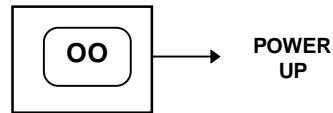


Clearing Memory

This step insures that the cash register is cleared of any totals or programming. After this procedure, the cash register is ready for programming and operation.

WARNING: This is a one time procedure. Do not repeat this procedure after the cash register is programmed, it causes all programs and totals to be erased.

1. Unplug the register.
2. Turn the control lock to **SERVICE MODE** position.
3. Press and hold the **00** key (double zero key) while connecting the AC plug into a power outlet. Continue to hold the **00** key for about 5 seconds, until the printing has completed.



4. When memory is cleared, the register prints a message including the EPROM information and the message "RAM ALL CLEAR!".

```
*****  
V1.01 FEB.06 1997  
CHECK SUM : 6F4B  
PLU/EJ : 70/1370  
RAM ALL CLEAR !  
-----
```

Basic Programming

This section covers the basic programming necessary to get your cash register running quickly. See “Programming Instructions” on page 83 for if you wish to program options that are not included in this section.

PROGRAMMING NOTES:

- To select an option from the menu displayed on the screen, press the number next to the option you wish to program.
 - If you need help, press the **HELP SCREEN** key. Press **ESC (CLEAR)** to exit a help screen and return to the original screen.
 - Be sure to press **ENTER (CASH/TEND)** after changing a selection. If you do not press **ENTER (CASH/TEND)**, the change will not be accepted.
-

Setting the Time & Date

1. Turn the control lock to the **PROGRAM** position. The first page of the **PROGRAM MODE** menu displays.

```
PROGRAM MODE
0 .DEPARTMENT
1 .PLU
2 .SALES TAX
3 .SYSTEM OPTION
4 .PRINT OPTION
5 .FUNCTION KEYS
6 .CLERK                                     ↓
```

2. Press **PAGE DOWN** to view the remainder of the **PROGRAM MODE** menu:

```
PROGRAM MODE
7 .LOGO DEC.                                ↑
8 .GROUP DESC
9 .TARE WEIGHT
00 .MORE
```


3. Press **00** (double zero) to view additional programming options on the **PROGRAM MODE page 2** menu.

```
PROGRAM MODE page2
0.CLERK I/O
1.INVENTORY(PLU)
2.INVENTORY(DEPT)
3.TIME & DATE
4.PROGRAM SCAN
5.ALL PGM SCAN
```

4. Press **3** to program view the **SET TIME & DATE** screen.

```
SET TIME & DATE
SET TIME :      HH:MM
(MILITARY)    11:27←

SET DATE : MM.DD.YY
              08.15.99
```

5. When the arrow is pointed at the time, enter the time in military time format.
6. Press **ENTER (CASH/TEND)** to move the arrow to the date field.
7. Enter the date in month/day/year format. Press **ENTER (CASH/TEND)** to return to the **PROGRAM MODE** screen. (Note: You can change the date format from MM/DD/YY to DD/MM/YY or YY/MM/DD. See "Programming Instructions" on page 83. You must always enter the date in MM/DD/YY format.)

Programming Tax

Most sales taxes can be programmed by entering an add-on tax rate percentage. You will find instructions for programming an add-on tax rate percentage here. In some cases you can find that tax that is entered as a percentage does not follow exactly the tax chart that applies in your area. If this is the case, you must enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table. See "Programming a Tax Table" on page 95.

Important Note: After you have entered your tax program, test for accuracy by entering several transactions of different dollar amounts. Carefully check to make sure the tax charged by the cash register matches the tax amounts on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, or if you cannot program your tax properly from the information in this manual, contact your Samsung Dealer for assistance.

Programming an Add-On Tax Rate Percentage

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **2** to view the **TAX PROG.** screen.

TAX PROG.		
TAX NUMBER (1-4)		1 ←
TAX TYPE (0-2)		0
0	:	ADD-ON
1	:	TAX TABLE
2	:	VAT

3. When the arrow is pointed at the **TAX NUMBER** field, enter the number of the tax you wish to program. (There are four taxes available, enter **1**, **2**, **3**, or **4**.) The arrow will move to the **TAX TYPE** field.

4. Enter **0** for an **ADD-ON** tax with a straight percentage rate. (See "Sales Tax Programming" on page 93 to program the other selections, TAX TABLE or VAT.) The appropriate **TAX # PROGRAMMING** screen displays.

TAX #1 PROGRAMMING
TAX RATE 0.000←

5. When the arrow is pointed at the **TAX RATE** field, enter the percentage rate for the sales tax. For example if the tax is 6 percent, enter **6.000** or **6.0**. If the tax is 7.5 percent, enter **7.500** or **7.5**. If the tax is 10 percent, enter **10.000** or **10.0**. Be sure to enter the decimal. Press the **ENTER (CASH/TEND)** to set the rate.
6. The **TAX PROG.** screen will return prompting you to enter the next tax, if necessary. Continue to program additional taxes or press **CLEAR** to return to the **PROGRAM MODE** screen.

How to Enter Descriptors in Program Mode

The ER-550 allows you to program unique descriptors for:

- Departments and PLUs
- Function keys
- Clerks
- Groups
- The Logo Message

Descriptors are programmed using the numeric keys. Each numeric key on the amount key pad has letters or another function printed under the numeral. The **1** key is labeled with "other", **0** with "caps", **00** with "double"; and the decimal key is labeled with "space".

7 pqrs	8 tuv	9 wxyz
4 ghi	5 jkl	6 mno
1 other	2 abc	3 def
0 caps	00 double	. space

To Program Descriptors

1. See "Programming Instructions" on page 83 and follow the appropriate instructions to access the screen for programming departments, PLUs, function keys, groups, or the logo descriptor.
2. Press the appropriate number key the correct number of times to assign the character you want. Refer the table below:

<u>KEY</u>	<u>ONE TIME</u>	<u>TWO TIMES</u>	<u>THREE TIMES</u>	<u>FOUR TIMES</u>	<u>FIVE TIMES</u>
2	A	B	C	2	
3	D	E	F	3	
4	G	H	I	4	
5	J	K	L	5	
6	M	N	O	6	
7	P	Q	R	S	7
8	T	U	V	8	
9	W	X	Y	Z	9

3. Press the **ENTER (CASH TEND)** key to assign the character you selected. Repeat for each character of the descriptor or message. *Press the decimal key to add a space.*

Note: If you make a mistake, press ENTER (CASH TEND), then press PAGE UP to return to the first field on the screen.

To Program Lower Case Descriptors

- ◆ Press the **00** key once to lock in lower case descriptors. Press the **00** key again to return to upper case descriptors

To Program Double Size Characters

- ◆ Press the **0** key once to lock in double size characters. Each double size character takes two standard size character positions. Press the **0** key again to return to standard size characters.

To Program Other Characters

1. Press the **1** key to display the first page of the **OTHER ALPHA MENU**:

OTHER ALPHA MENU		
1. 0	7. %	13. -
2. 1	8. ^	14. _
3. !	9. &	15. +
4. @	10. *	16. =
5. #	11. (17. R
6. \$	12.)	18. [
0 ←		

2. If necessary, press **PAGE DOWN** to display the second page of the **OTHER ALPHA MENU**:

OTHER ALPHA MENU		
19.]	24. '	29. ?
20. \	25. <	30. /
21. :	26. ,	
22. ;	27. >	
23. "	28. .	
0 ←		

3. Enter the number that represents the character you wish (for example, enter 10 for an asterisk "*"), press the **ENTER (CASH TEND)** key to select the character.
4. Press the **ENTER (CASH TEND)** again to move advance to the next character position.

Descriptor Programming Example

Program the descriptor "SODA" for department 2.

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **0** for Department.
3. Press Department **2/14** to go to the **DEPT #2 PROGRAMMING** screen.
4. Press the numeric **4** key four times for S; press **ENTER (CASH TEND)**.
5. Press the numeric **6** key three times for O; press **ENTER (CASH TEND)**.
6. Press the numeric **3** key one time for D; press **ENTER (CASH TEND)**.
7. Press the numeric **2** key one time for A; press **ENTER (CASH TEND)**.
8. Press **ENTER (CASH TEND)** to advance to the **PRESET** field of the **DEPT #2 PROGRAMMING** screen.
9. Press **CLEAR** to exit the **DEPT #2 PROGRAMMING** screen.

Operating Instructions

Operator Display Screen

The *Samsung ER-550* Electronic Cash Register has a liquid crystal display screen, providing up to 8 lines of information with up to 20 characters per line. The display is backlit to provide excellent visibility, regardless of lighting conditions.

The multiple line screen lets you keep track of each item, as it is registered. For example:

- When you are operating the register (in the **REGISTER** or **VOID** control lock positions), you can view a list of items that have been registered, as well continuous tax and sale subtotals.
- If an item is multiplied, or repeated, the display lists the quantity of the item sold. (Note: Only single numbers up to 9 are displayed in the quantity field.)
- Up to five items can be displayed simultaneously. When the more than five items are registered, the display lists the last five items sold.
- You can scroll through long transactions with the **PAGE UP** and **PAGE DOWN** keys. When more than five items have been registered, you can press the **PAGE UP** key to view items registered earlier in the sale. Press the **PAGE DOWN** key to return to a view of the items registered later in the transaction.
- If you make an error, the screen specifies the type of error.

OPERATING NOTE: If you need help, press the HELP SCREEN key. Press ESC (CLEAR) to exit a help screen and return to the original screen.

Operator Display Example

Up to five items can be displayed simultaneously. →

If an item is multiplied, or repeated, the display lists the quantity of items here. ↗

Tax and sale subtotals are updated with each new item entered →

REGISTER MODE			
1	DEPT.1	T1	1.00
1	DEPT.2		2.00
1	DEPT.3		3.00
1	DEPT.4		4.00
3	DEPT.5		15.00
TAX	0.06	SBTL	25.06

← When more than five items have been registered, you can press the **PAGE UP** key to view the items registered earlier in the sale.

1	DEPT.3		3.00
1	DEPT.4		4.00
1	DEPT.5		15.00
1	DEPT.6		6.00
1	DEPT.7		7.00
1	DEPT.8		8.00
TAX	0.06	SBTL	46.06

← When the more than five items are registered, the display lists the last five items sold.

Clerk Operations

The *ER-550* can track sales for up to 20 clerks.

You can choose a push button or code entry clerk system:

- The simplest clerk system is the push button system. This is also the default system; the register will operate this way unless it is programmed otherwise. You simply press the **CLERK #** key to sign on or sign off the clerk. You can operate only one clerk when you choose this method.
- You can provide maximum security in a multiple clerk system with the code entry system. Press the **CLERK #** key, enter the clerk secret code, then press the **CLERK #** key, or enter the clerk secret code, then press the **CLERK #** key to sign on the register.

You can also select stay down or pop-up mode for clerk operation:

- Stay down means that once a clerk is signed on, the same clerk will remain signed on until a different clerk signs on or the original clerk signs off. A stay down clerk system might be used when only one operator uses the register at a time, and a different operator begins when a work shift is changed.
- Pop-up means that the clerk is automatically signed off at the end of each transaction. Therefore, to begin a transaction, you must first sign a clerk on. A pop-up clerk system might be used in a department store, where several clerks might use the register during the same shift and clerk sales information is required.

See "Clerk Programming" on page 118 to set clerk options.

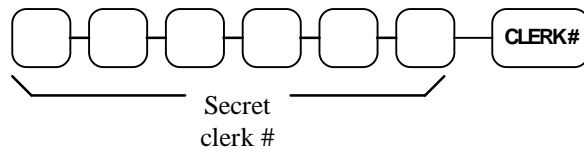
Clerk Sign On Instructions

When a clerk is not signed on, the message "Closed" is shown on the display. The current clerk must be signed off before a new clerk can be signed on.

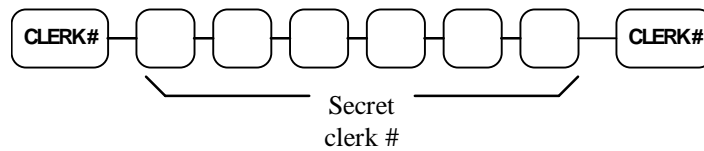
Push Button



Code Entry



or,

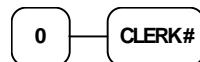


Clerk Sign Off Instructions

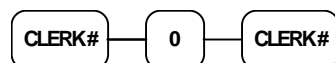
Push Button



Code Entry



or,



Clerk Time Keeping

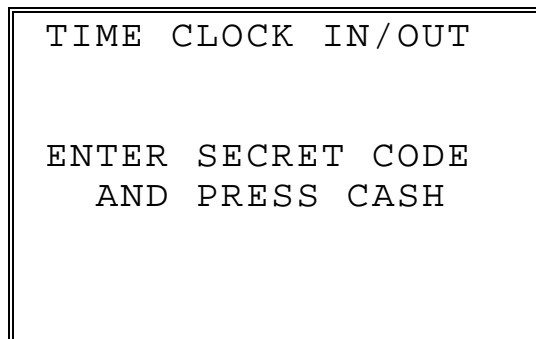
Clerk time keeping is a standard feature of the *ER-550*. Clerks can clock in and clock out at any time, regardless of whether they are signed on to operate the register. (Clocking in and clocking out are separate functions from signing on or signing off to operate the register.) You must assign secret clerk codes to clock in or clock out. See "System Option Programming" on page 101 to set up your clerk system and see "Clerk Programming" on page 118 to assign a secret clerk code.

In addition:

- If a clerk forgets to sign in or sign out, or if sign in or out records need to be modified, these corrections can be made by the appropriate authority in the program mode.
- Clerk times can be read in the **MANAGER** control lock position or reset in the **CLEAR TOTALS** control lock position.

To Clock In/Out:

1. Turn the control lock to the **REGISTER** position.
2. Any current transaction must be finalized before clocking in or out.
3. Press the **MORE KEYS** menu key.
4. From the **MORE KEYS** menu, press **8** for **TIME IN/OUT**. The **TIME CLOCK IN/OUT** screen displays. (Shortcut note: you can press **8**, then press **MORE KEYS** to access the **TIME CLOCK IN/OUT** screen.)



- Enter the secret code of the clerk that is to clock in, press **ENTER (CASH/TEND)**. The display will show the 3 most recent in and out records for the clerk, and the total time worked.

```

TIME CLOCK IN/OUT
I 01/15/1999 08:00AM
O 01/15/1999 05:00PM
I                00:00AM
O                00:00AM
I                00:00AM
O                00:00AM
TIME WORKED : 9:00

```

- Repeat the procedure from step 1 to clock out.
- The printer will print Time In and Time Out records as in the examples below:

```

THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

CLERK TIME IN

ANNIE                                #01
CLERK IN TIME : 8:00AM
ANNIE                                NO. 000001
TIME 11:27AM                                01

```

```

THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

CLERK TIME OUT

ANNIE                                #01
CLERK OUT TIME: 5:00PM
TIME WORKED : 9:00
ANNIE                                NO. 000001
TIME 11:27AM                                01

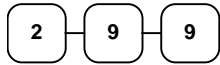
```

Department Registrations

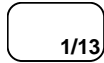
As you make department registrations, you can follow your entries by viewing the display. Remember that the sale and tax totals are updated automatically with each entry.

Open Department

1. Enter an amount on the ten key pad. *Do not use the decimal key.* For example, for \$2.99, enter:



2. Press a department key. For example, press department **1/13**:

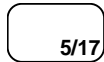


THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2.99
TAX1 AMT		\$0.18
TOTAL		3.17
CASH		3.17
ANNIE	NO.	000001
TIME	11:27AM	01

Preset Price Department

A preset department registers the price that was previously programmed. See "Department Programming" on page 85 to program preset prices.

1. Press a preset department key. For example, press department **5/17**:

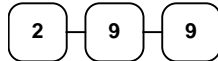


THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.5		\$1.29
TOTAL		\$1.29
CASH		\$1.29
ANNIE	NO.	000001
TIME	11:27AM	01

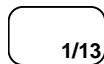
Department Repeat Entry

Open or preset price departments can be repeated as many times as necessary by pressing the same department again. The number of times the item is repeated is shown on the display.

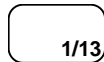
1. Enter an amount on the ten key pad. Do not use the decimal key. For example, for \$2.99, enter:



2. Press a department key. For example, press department **1/13**:



3. To register a second item exactly as the first, press the department key a second time. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 1 T1		\$2.99
DEPT. 1 T1		\$2.99
TAX1 AMT		\$0.36
TOTAL		\$6.34
CASH		\$6.34
ANNIE	NO. 000001	
TIME 11:27AM		01

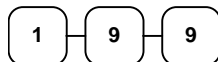
Multiplication

When several of the same items are to be entered into the same Department, you can use multiplication. You can enter a quantity (1 to 999.999) using the **@/FOR** key. You can multiply open or preset departments.

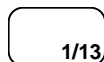
1. Enter the quantity of items being purchased, press the **@/FOR** key. For example, enter **4** on the numeric key pad and press the **@/FOR** key:



2. Enter an amount on the ten key pad. Do not use the decimal key. For example, for \$1.99, enter:




Press a department key. For example, press department **1/13**:

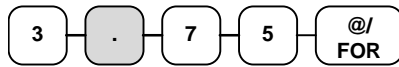


THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
4X	@1.99	
DEPT. 1 T1		\$7.96
TAX1 AMT		\$0.48
TOTAL		\$8.44
CASH		\$8.44
ANNIE	NO. 000001	
TIME 11:27AM		01

Department Multiplication with Decimal Point

If you are selling items by weight, or if you are selling yard goods, you can multiply a fraction of a unit.

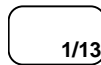
1. Enter the with the decimal point, press the **@/FOR** key. For example, for 3  pounds of produce, enter:



2. Enter an amount on the ten key pad. *Do not use the decimal key.* For example, if the price is \$.99 per pound, enter:



Press a department key. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
3.75X	@0.99	
DEPT.1 T1		\$3.71
TAX1 AMT		\$0.22
TOTAL		\$3.93
CASH		\$3.93
ANNIE	NO.	000001
TIME 11:27AM		01

Split Pricing

When items are priced in groups, i.e. 3 for \$1.00, you can enter the quantity purchased and let the register calculate the correct price.

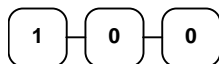
1. Enter the quantity purchased, press the **@/FOR** key. For example, enter:



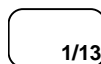
2. Enter the quantity of the group price, press the **@/FOR** key. For example, if the items are priced 3 for \$1.00, enter:



3. Enter an amount on the ten key pad. For example, if the items are priced 3 for \$1.00, enter:



4. Press a department key. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
2/3FOR	@1.00	
DEPT.1 T1		\$0.67
TAX1 AMT		\$0.04
TOTAL		\$0.71
CASH		\$0.71
ANNIE	NO.	000001
TIME 11:27AM		01

Single Item Department

Single item departments automatically total as a cash sale immediately after registration. Use single item departments for speedy one item sales. For example if you are selling admission tickets, and all ticket sales are one item sales, you can assign open or preset department single item department for ticket sales. After each registration, the drawer will immediately open, and a separate transaction is printed. See "Department Programming" on page 85 to program a single item department.

1. Press a single item preset department key. (or enter a price and press a single item open department key.) For example, press department **6/18**:

6/18

THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 6		\$1.29
TOTAL		\$1.29
CASH		\$1.29
ANNIE	NO. 000001	
TIME 11:27AM		01

PLU (Price Look Up) Registrations

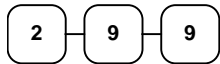
Without otherwise programming them, PLUs operate with open, non-taxable status. PLUs may require further programming. See "PLU Programming" on page 89 to program PLU descriptors and options.

Open PLU

1. Enter the PLU number, press the **PLU** key.
For example, enter:



2. The display will prompt "ENTER PRICE". Enter an amount on the ten key pad. *Do not use the decimal key.* For example, for \$2.99, enter:



3. Press the **PLU** key again.



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
PLU2	T1	\$2.99
TAX1	AMT	\$0.18
TOTAL		3.17
CASH		3.17
ANNIE	NO.	000001
TIME	11:27AM	01

Preset Price PLU

1. Enter the PLU number, press the **PLU** key.
For example, enter:



- 2.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
PLU1		\$1.29
TOTAL		\$1.29
CASH		\$1.29
ANNIE	NO.	000001
TIME	11:27AM	01

Looking up a PLU Number

If you do not know a PLU number, you can find the PLU number by viewing it on the screen.

1. Press the **PLU** key to display the beginning of the PLU list. The first seven PLUs will display with their descriptor and price. Press **PAGE DOWN** to view the next seven PLUs, press **PAGE UP** to view the previous seven PLUs. (The first 70 PLUs can be viewed in this method.)

01	PLU	1	1.29
02	PLU	2	0.00
03	PLU	3	2.99
04	PLU	4	0.00
05	PLU	5	0.00
06	PLU	6	0.00
07	PLU	7	0.00

2. When you have found the appropriate PLU number, register it as you would any open or preset PLU.

PLU Multiplication

When several of the same items are to be entered into the same PLU, you can use multiplication. You can enter a quantity (1 to 999.999) using the **@/FOR** key. You can multiply open or preset PLUs.

1. Enter the quantity of items being purchased, press the **@/FOR** key. For example, enter **4** on the numeric key pad and press the **@/FOR** key:




2. Enter the PLU number, press the **PLU** key. For example, enter:

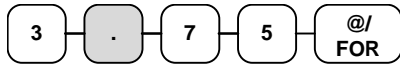


THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
4X	@1.99	
PLU1	T1	\$7.96
TAX1	AMT	\$0.48
TOTAL		\$8.44
CASH		\$8.44
ANNIE	NO.	000001
TIME	11:27AM	01

PLU Multiplication with Decimal Point

If you are selling items by weight, or if you are selling yard goods, you can multiply a fraction of a unit.

1. Enter the quantity with the decimal point, press the **@/FOR** key. For example, for 3  pounds of produce, enter:



2. Enter the PLU number, press the **PLU** key. For example, enter:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
3.75X	@2.99	
PLU3 T1		\$11.21
TAX1 AMT		\$0.67
TOTAL		\$11.88
CASH		\$11.88
ANNIE	NO.	000001
TIME	11:27AM	01

Split Pricing PLU

When items are priced in groups, i.e. 3 for \$1.00, you can enter the quantity purchased and let the register calculate the correct price.

1. Enter the quantity purchased, press the **@/FOR** key. For example, enter:



2. Enter the quantity of the group price, press the **@/FOR** key. For example, if the items are priced 3 for \$1.00, enter:



3. Enter the PLU number, press the **PLU** key. For example, enter:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
2/3FOR	@2.99	
PLU3 T1		\$1.99
TAX1 AMT		\$0.12
TOTAL		\$2.11
CASH		\$2.11
ANNIE	NO.	000001
TIME	11:27AM	01

Shifting or Exempting Tax

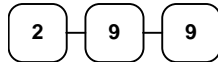
Shifting Tax

Taxable Departments and PLUs can be programmed to automatically add the appropriate tax or taxes. Occasionally, you may need to sell a normally taxable item without tax, or a normally taxable item with tax. You can perform this tax shifting with the **TAX SHIFT** key.

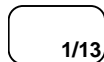
1. Enter the number for the tax you wish to shift. Press **1** to shift tax 1, press **2** to shift tax 2, press **3** to shift tax 3, or press **4** to shift tax 4. Press the **TAX SHIFT** key. For example, shift tax 1:



2. Enter an amount on the ten key pad. *Do not use the decimal key.* For example, for \$2.99, enter:



3. Press a department key. For example, press department **1/13**. If department **1/13** is normally taxable by tax 1, the registration will be non-taxable.

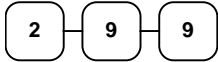


THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
DEPT .1		\$2.99
TOTAL		\$2.99
CASH		\$2.99
ANNIE	NO. 000001	
TIME	11:27AM	01

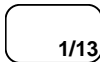
Exempting Tax

Occasionally, you may need to exempt tax from an entire sale. For example, you might remove all state and local taxes when you sell to a church or charitable institution.

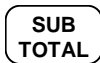
1. Enter an amount on the ten key pad. Do not use the decimal key. For example, for \$2.99, enter:



2. Press a taxable department key. For example, press department **1/13**:



3. Press Subtotal:



4. Enter the number for the tax you wish to exempt. Press **1** to exempt tax 1, press **2** to exempt tax 2, press **3** to exempt tax 3, or press **4** to exempt tax 4. Press the **TAX SHIFT** key. For example, exempt tax 1:



5. Total the sale with **CASH/TEND**, **CHECK TEND**, or a miscellaneous tender. The sale will not include tax 1.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1	T1	\$2.99
TOTAL		\$2.99
CASH		\$2.99
ANNIE	NO.	000001
TIME	11:27AM	01

Percent Key Operations

A total of four % functions are available. %1 is accessed through the keyboard key; or the %1 function and the remaining % functions can be accessed through the **MORE KEYS** key. Each function is individually programmable to add or subtract, from an individual item or from a sale total, amounts (coupons) or percentages. You can also program the percentage key taxable or non-taxable, so that sales taxes are calculated on the net, or the gross amount of the item or sale. You can also program preset prices or percentages.

The operation examples in this section show the percentage key in a variety of configurations. See "%1, %2, %3, %4 Function Options" on page 114 to assign a specific function to each percentage key.

Preset Percent Discount on a Department or PLU

In this example the-%1 function is preset with a rate of 10 %.

1. Register the item.
2. Press the **MORE KEYS** key. From the menu, press **1** to select the %1 function:



or, press **1** then press **MORE KEYS**:



3. The discount is automatically subtracted.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 2		\$10.00
% 1		-10.000%
AMOUNT		-1.00
TOTAL		\$9.00
CASH		\$9.00
ANNIE	NO.	000001
TIME	11:27AM	01

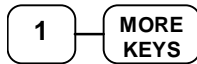
Enter a Percent on a Department or PLU

You can also operate the percentage functions by entering the percentage of the discount or surcharge. If necessary, you can enter a fractional percentage up two 3 digits beyond the decimal (i.e. 99.999%).

1. Register the discounted item.
2. Press the **MORE KEYS** key. From the menu, press **1** to select the %1 function:



or, press **1** then press **MORE KEYS**:



3. Enter the percentage, press the **ENTER (CASH TEND)** key. If you are entering a fraction of a percent, you must use the decimal key. For example, for 33.33% off enter:



4. The discount is automatically subtracted.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 2		\$10.00
% 1		-33.333%
AMOUNT		-3.33
TOTAL		\$6.67
CASH		\$6.67
ANNIE	NO.	000001
TIME	11:27AM	01

Percent on Sale Total

In this example a surcharge of 15% is applied.

1. Register the items you wish to sell.
2. Press **SBTL/MORE TENDERS**:

SBTL
MORE
TENDERS

3. Press the **MORE KEYS** key. From the menu, press **1** to select the % 1 function:

MORE KEYS — 1

or, press **1** then press **MORE KEYS**:

1 — MORE KEYS

4. Enter the percentage, press the **ENTER (CASH TEND)** key. For example, for 15% enter:

1 — 5 — CASH/TEND

5. The surcharge is automatically added.

THANK-YOU	
CALL AGAIN	
DATE	08/15/1999
	SUN
DEPT. 2	\$10.00
% 1	15.000%
AMOUNT	\$1.50
TOTAL	\$11.50
CASH	\$11.50
ANNIE	NO. 000001
TIME 11:27AM	01

Coupon on Sale (Vendor Coupon)

1. Register the items you wish to sell.
2. Press **SBTL/MORE TENDERS**:

SBTL
MORE
TENDERS

3. Press the **MORE KEYS** key. From the menu, press **1** to select the %1 function:

MORE
KEYS 1

or, press **1** then press **MORE KEYS**:

1 MORE
KEYS

4. Enter the amount of the coupon, press the **ENTER (CASH TEND)** key. For example:

2 0 0 CASH/
TEND

5. The coupon is subtracted.

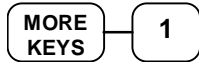
THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 2		\$10.00
%1		-2.00
TOTAL		\$8.00
CASH		\$8.00
ANNIE	NO. 000001	
TIME 11:27AM		01

Coupon on Item (Store Coupon)

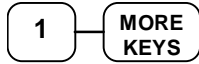
1. Register the items you wish to sell.
2. Press **SBTL/MORE TENDERS**:



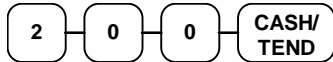
3. Press the **MORE KEYS** key. From the menu, press **1** to select the %1 function:



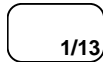
or, press **1** then press **MORE KEYS**:



4. Enter the amount of the coupon, press the **ENTER (CASH TEND)** key. For example:



5. Press the department you wish the coupon amount to be subtracted from.



6. The coupon is automatically subtracted.

THANK-YOU	
CALL AGAIN	
DATE	08/15/1999 SUN
DEPT.1	\$10.00
DEPT.1 C	-2.00
TOTAL	\$8.00
CASH	\$8.00
ANNIE	NO. 000001
TIME	11:27AM 01

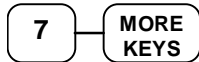
Return Merchandise Registrations

If you wish to return or refund an item, select **RETURN MERCHANDISE** from the **MORE KEYS** menu key, then re-enter any item. You can return merchandise as part of a sale, or you can return merchandise as a separate transaction and return cash to the customer.

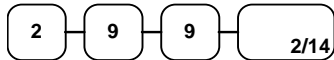
1. Press the **MORE KEYS** key. From the menu, press **7** to select the **RETURN** function:



or, press **7** then press **MORE KEYS**:



2. Enter the price of the item you wish to return, then press the department key where it was registered originally.



3. Total the sale with **CASH/TEND**, **CHECK TEND**, or a miscellaneous tender function.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
RETURN	*****	
DEPT. 2 T1		-2.99
TAX1 AMT		-0.18
TOTAL		-3.17
CASH		-3.17
ANNIE	NO. 000001	
TIME	11:27AM	01

Voids and Corrections

Void Last Item (Error Correction)

This function corrects the last item entered.

1. Register the item you wish to sell.
2. Press the **VOID ITEM** key.



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2.29
DEPT.2		\$1.29
ERR CORR	-----	
DEPT.2		-1.29
TAX1 AMT		\$0.14
TOTAL		\$2.43
CASH		\$2.43
ANNIE	NO. 000001	
TIME	11:27AM	01

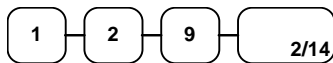
Void Previous Item

This function allows you to correct an item registered previously in a transaction.

1. Register an item. Then register a second item.
2. To correct the first item, press **CLEAR**, then press **VOID ITEM**:



3. Enter the price of the first item, then press the department key where it was registered originally.



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.2		\$1.29
DEPT.1 T1		\$2.29
VOID	-----	
DEPT.2		-1.29
TAX1 AMT		\$0.14
TOTAL		\$2.43
CASH		\$2.43
ANNIE	NO. 000001	
TIME	11:27AM	01

Cancel

The **CANCEL** key allows you to stop any transaction. Anything registered within the transaction before the **CANCEL** key is pressed is automatically corrected.

1. Register the items you wish to sell.
2. Press the **CANCEL** key.



```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

DEPT.1 T1             $2.29
DEPT.2                -0.50
CANCEL *****
ANNIE                  NO. 000001
TIME 11:27AM         01
```

Void Position Operations

You can use the **VOID** control lock position to correct any complete transaction. To correct any transaction:

1. Turn the control lock to the **VOID** position.
2. Enter the transaction you wish to correct exactly as it was entered originally in the **REGISTER** control lock position. You can enter discounts, voids, returns, tax exemptions or any other function.
3. All totals and counters are corrected as if the original transaction did not take place.

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

VOID MODE *****
DEPT.1 T1             -2.29
DEPT.2                -1.00
TAX1 AMT              -0.14
TOTAL                 -3.43
CASH                  -3.43
ANNIE                  NO. 000001
TIME 11:27AM         01
```

No Sale Operations

Open Drawer

The **#/NO SALE** key will open the cash drawer when you have not already started a transaction. The no sale function can be disabled through programming, see "Function Key Programming" on page 112.

1. Press **#/NO SALE**:

**#/NO
SALE**

2. The drawer will open and the receipt will print as in the example on the right.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
NO SALE	-----	
ANNIE	NO.	000001
TIME	11:27AM	01

Non Add Number

You can also use the **#/NO SALE** key to print any number (up to 8 digits) on the printer paper. You can enter the number any time during a transaction. For example, if you wish to record a checking account number, enter the number and press the **#/NO SALE** key before totaling the sale with the **CHECK TEND** key.

1. Register the items you wish to sell.
2. Enter the number you wish to record, for example enter:

1 2 3 4

3. Press **#/NO SALE**:

**#/NO
SALE**

4. Press **CHECK TEND**:

**CHECK
TEND**

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2.99
NON-ADD#		1234
TAX1 AMT		\$0.18
TOTAL		\$3.17
CHECK		\$3.17
ANNIE	NO.	000001
TIME	11:27AM	01

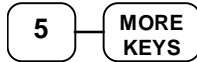
Received On Account Operations

You can use the **REC ON ACCT.** (received on account) function to accept cash into the cash drawer when you are not actually selling merchandise. For example, use **REC ON ACCT.** to accept payments for previously sold merchandise, or record loans to the cash drawer.

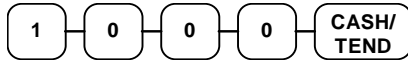
1. Press the **MORE KEYS** key. From the menu, press **5** to select the **REC ON ACCT.** function:



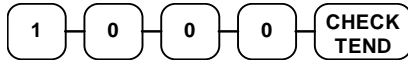
or, press **5** then press **MORE KEYS**:



2. Enter the amount of cash received, Press **CASH/TEND.**



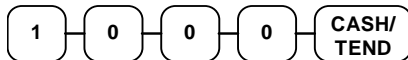
3. Enter the check amount received, Press **CHECK TEND.**



4. Press the **SBTL/MORE TENDERS** key once to display the subtotal, press the **SBTL/MORE TENDERS** key again to display the more tenders menu. Press **1** to select **MISCTND 1**.



5. Enter the miscellaneous tender amount received.



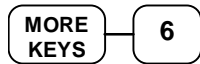
6. You can continue to itemize receipts, or you can finalize by pressing **CASH TEND.**

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
RECD ON ACCT.		
CASH		\$10.00
CHECK		\$10.00
MISCTND 1		\$10.00
RECD ON ACCT.		\$30.00
ANNIE	NO. 000001	
TIME 11:27AM		01

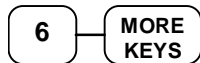
Paid Out Operations

You can use the **PAID OUT** function to track cash paid out for merchandise or to record loans from the cash drawer.

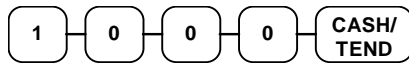
1. Press the **MORE KEYS** key. From the menu, press **6** to select the **PAID OUT** function:



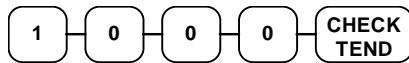
or, press **6** then press **MORE KEYS**:



2. Enter the amount of cash paid out, Press **CASH/TEND**.



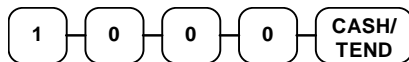
3. Enter the check amount paid out, Press **CHECK TEND**.



4. Press the **SBTL/MORE TENDERS** key once to display the subtotal, press the **SBTL/MORE TENDERS** key again to display the more tenders menu. Press **1** to select **MISCTND 1**.



5. Enter the miscellaneous tender amount received.



6. You can continue to itemize paid outs, or you can finalize by pressing **CASH/TEND**.

THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
PAID OUT		
CASH		-10.00
CHECK		-10.00
MISCTND 1		-10.00
PAID OUT		-30.00
ANNIE	NO.	000001
TIME	11:27AM	01

Totaling and Tendering

There are six tenders available to categorize sales. **CASH/TEND** and **CHECK TEND** are individual keys on the keyboard. The **SBTL/MORE TENDERS** key provides a menu from which you can select four additional miscellaneous tender functions. You can use the miscellaneous tender functions to track charge or credit card sales.

Subtotaling a Sale

1. Register the items you wish to sell.
2. Press **SBTL/MORE TENDERS**. The subtotal will display with the message "Sub" indicated on the rear display.

**SBTL/
MORE
TENDERS**

3. The subtotal can be printed if the system option is set. See "System Option Programming" on page 101.

Totaling a Cash Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CASH/TEND**:

**CASH/
TEND**

3. The display will indicate the total amount of the cash sale.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 2		\$7.96
TOTAL		\$7.96
CASH		\$7.96
ANNIE	NO. 000001	
TIME	11:27AM	01

Totaling a Check Sale

1. Register the items you wish to sell.
2. To total a cash sale, press **CHECK**:

**CHECK
TEND**

3. The display will indicate the total amount of the cash sale.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT. 2		\$7.96
TOTAL		\$7.96
CHECK		\$7.96
ANNIE	NO. 000001	
TIME	11:27AM	01

Tendering a Cash Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.
For example, for \$20.00 enter:

2 0 0 0

3. Press **CASH/TEND**:

CASH/
TEND

4. The display will indicate the total amount of the cash tendered and the change due, if any.

THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1	T1	\$2.99
DEPT.1	T1	\$2.99
4 X	@1.99	
DEPT.2		\$7.96
TAX1	AMT	\$0.36
TOTAL		\$14.30
CASH		\$20.00
CHANGE		\$5.70
ANNIE	NO.	000001
TIME	11:27AM	01

Tendering a Check Sale

1. Register the items you wish to sell.
2. Enter the amount tendered by the customer.
For example, for \$20.00 enter:

2 0 0 0

3. Press **CHECK TEND**:

CHECK
TEND

4. The display will indicate the total amount of the check tendered and the change due, if any.

THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1	T1	\$2.99
DEPT.1	T1	\$2.99
4 X	@1.99	
DEPT.2		\$7.96
TAX1	AMT	\$0.36
TOTAL		\$14.30
CHECK		\$20.00
CHANGE		\$5.70
ANNIE	NO.	000001
TIME	11:27AM	01

Totaling a Miscellaneous Tender Sale (Charge or Credit Card)

Use miscellaneous tenders to track charge or credit card sales. See "Function Key Programming" on page 112 to change the descriptors for the miscellaneous tender functions. For example, you can use MISCTND1 to track Visa card sales. The descriptor "VISA" will display on the **MORE TENDERS** menu and print on the printer.

1. Register the items you wish to sell.
2. Press the **SBTL/MORE TENDERS** key once to display the subtotal.

Press the **SBTL/MORE TENDERS** key again to display the **MORE TENDERS** menu, then press **1** to select MISCTND 1.



or, press **1** then press **SBTL/MORE TENDERS** :



3. The display will indicate MISCTND 1. Press the **ENTER (CASH/TEND)** key to finalize the sale as MISCTND 1.



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1	T1	\$2.99
DEPT.1	T1	\$2.99
4 X	@1.99	
DEPT.2		\$7.96
TAX1	AMT	\$0.36
TOTAL		\$14.30
MISCTND	1	\$14.30
ANNIE		NO. 000001
TIME	11:27AM	01

Tendering a Miscellaneous Tender Sale (Charge or Credit Card)

Use miscellaneous tenders to track charge or credit card sales. See "Function Key Programming" on page 112 to change the descriptors for the miscellaneous tender functions. For example, you can use MISCTND1 to track Visa card sales. The descriptor "VISA" will display on the **MORE TENDERS** menu and print on the printer.

1. Register the items you wish to sell.
2. Press the **SBTL/MORE TENDERS** key once to display the subtotal.

Press the **SBTL/MORE TENDERS** key again to display the **MORE TENDERS** menu, then press **1** to select MISCTND 1.



or, press **1** then press **SBTL/MORE TENDERS** :



3. The display will indicate MISCTND 1. Enter the amount of the tender, press the **ENTER (CASH/TEND)** key to finalize the sale as MISCTND 1.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1	T1	\$2.99
DEPT.1	T1	\$2.99
4 X	@1.99	
DEPT.2		\$7.96
TAX1	AMT	\$0.36
TOTAL		\$14.30
MISCTND	1	\$20.00
CHANGE		\$5.70
ANNIE	NO.	000001
TIME	11:27AM	01

Check Cashing

Check cashing means exchanging cash for a check. Normally, this function is allowed. If you wish to disallow check cashing, you must set the appropriate system option. See "Function Key Programming" on page 112.

1. Enter the amount of the check tendered by the customer. For example, for \$20.00 enter:



2. Press **CHECK TEND**:



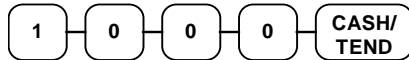
3. The display will indicate the amount of the check and the cash change.

THANK-YOU	
CALL AGAIN	
DATE	08/15/1999 SUN
CHECK	\$20.00
CASH	-20.00
CHANGE	\$20.00
ANNIE	NO. 000001
TIME	11:27AM 01

Split Tender

Split tendering means paying for one sale by different payment methods. For example, a \$20.00 sale could be split so \$10.00 is paid in cash, and the remaining \$10.00 is paid by a miscellaneous tender. If necessary, you can make several different payments.

1. Register the items you wish to sell.
2. Enter the amount of cash tendered by the customer. For example, enter \$10.00 and press **CASH/TEND**:



3. The display will indicate the \$10.00 cash tender and the \$10.00 total still due.
4. Press the **SBTL/MORE TENDERS** key once to display the subtotal.

Press the **SBTL/MORE TENDERS** key again to display the **MORE TENDERS** menu, then press **1** to select MISCTND 1.



or, press **1** then press **SBTL/MORE TENDERS** :



5. The display will indicate MISCTND 1. Press the **ENTER (CASH/TEND)** key to finalize the sale as MISCTND 1.



THANK-YOU	
CALL AGAIN	
DATE	08/15/1999 SUN
DEPT. 2	\$20.00
TOTAL	\$20.00
CASH	\$10.00
TOTAL	\$10.00
MISCTND 1	\$10.00
ANNIE	NO. 000001
TIME 11:27AM	01

Post Tender

Post tendering means computing change after the sale has been totaled and the drawer is open. This feature is useful when a customer changes the amount of the tender or when a "quick change artist" confuses a clerk. Normally, this function is not allowed. If you wish to allow post tendering, you must set the appropriate system option.

(A separate system options determines whether the drawer opens on the post tender.)

1. Register the items you wish to sell.
2. Press **CASH/TEND**:

**CASH/
TEND**

3. The display will indicate the total of the cash sale.
4. Enter the amount of the new tender, Press **CASH/TEND**:

2 0 0 0 **CASH/
TEND**

5. The display will indicate the change due.

THANK-YOU		
CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2.00
SUBTOTAL		\$2.12
TAX1 AMT		\$0.12
CASH		\$2.12
ANNIE	NO. 000001	
TIME	11:27AM	01

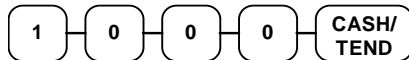
Currency Conversion

If you normally accept currency from a neighboring nations, you can program the *Samsung ER-550* to convert the subtotal of a sale to the equivalent cost in the foreign currency. You can set up four separate conversion functions for different foreign currencies. To do this, you need to program the conversion factor. For example, if the US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency), the conversion factor is 1.3720. See "CURRENCY CONV.#1-4 Function Options" on page 116 to set a conversion factor.

1. Register the items you wish to sell.
2. Press the **SBTL/MORE TENDERS** key once to display the subtotal.
3. Press the **SBTL/MORE TENDERS** key again to display the ` menu, then press **5** to select CONV 1.



4. The amount due in foreign currency is displayed.
5. Enter the amount of the foreign currency tender, Press **CASH/TEND**:



6. The display will indicate the amount of foreign currency tendered and display \$5.17 change due. **The change due is computed in home currency!**

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2.00
TAX1 AMT		\$0.12
TOTAL		\$2.12
CONV 1		
₱	10.00	
CHANGE RATE	#1.372	
HOME AMT.		\$7.29
CHANGE		\$5.17
ANNIE	NO. 000001	
TIME	11:27AM	01

Receipt On/Off and Receipt on Request

When a receipt is not normally issued, you can turn the receipt function off.

If the receipt is off, you can still issue a receipt after the sale has been completed. You must set the system option "ALLOW MULTIPLE RECEIPT" to **Yes**.

Printing a Receipt after the Sale

- ◆ After the sale has been totaled, but before the next transaction is started, press **CASH/TEND**:



Note: Because receipt memory is limited, when a sale has more than 50 items, the receipt issued after the sale will only include the total of the sale and any tenders.

Scale Operations

The *Samsung ER-550* can be interfaced to an optional load-cell scale. The scale interface allows direct entry of an item's weight using the **SCALE** function. You can also choose "manual entry" scale operation if you are working with a standalone scale that is not interfaced the scale to the cash register. See "Function Key Programming" on page 112.

Departments and PLUs must be set to "scaleable" status to allow scale multiplication. In most cases, if you attempt an entry into a Department or PLU that has been programmed "scaleable", an error tone will sound and the operator will be prompted to make a scale entry. See "Department Programming" on page 85 or "PLU Programming" on page 89 to set "scaleable" status.

Departments and PLUs can be set to "auto scale" status to speed up scale entries by automatically retrieving the weight on the scale and multiplying it times the amount entered. . See "Department Programming" on page 85 or "PLU Programming" on page 89 to set "auto scale" status.

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale. By entering the tare number (1-5) the operator can automatically subtract the predetermined container weight when a product is on the scale. See "Tare Weight Programming" on page 121.

Direct Scale Entry

Place a product on the scale and access the **SCALE** function to display the weight on the cash register. Then make the appropriate Department or PLU entry.

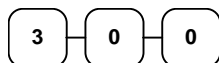
1. Press the **MORE KEYS** key twice. From the menu, press **9** to select the **SCALE** function:



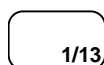
or, press **9** then press **MORE KEYS**:



2. Note that the weight is displayed on the screen. Enter the price per pound on the ten key pad. Do not use the decimal key. For example, for \$3.00, enter:



Press a department key. For example, press department **1/13**:

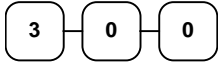


THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
1.50 lb	@3.00	
DEPT. 1		\$4.50
TAX1 AMT		\$0.27
TOTAL		\$4.77
CASH		\$4.77
ANNIE	NO. 000001	
TIME 11:27AM		01

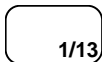
Automatic Scale Entry

Place a product on the scale and make the appropriate Department or PLU entry. The department or PLU must be set with "auto scale status". . See "Department Programming" on page 85 or "PLU Programming" on page 89.

1. Enter the price per pound on the ten key pad. Do not use the decimal key. For example, for \$3.00, enter:



2. Press a department key. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
1.50 lb	@3.00	
DEPT .1		\$4.50
TAX1 AMT		\$0.27
TOTAL		\$4.77
CASH		\$4.77
ANNIE	NO.	000001
TIME 11:27AM		01

Tare Weight Entry

1. Press the **MORE KEYS** key twice. From the menu, press **00** to select the **TARE** function:



or, press **00** then press **MORE KEYS**:



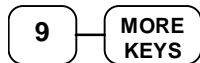
2. Enter the preprogrammed tare number. Press the **CASH/TEND (ENTER)** key.



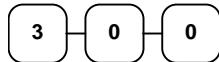
3. Press the **MORE KEYS** key twice. From the menu, press **9** to select the **SCALE** function:



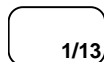
or, press **9** then press **MORE KEYS**:



4. Note that the weight, less the tare weight, is displayed on the screen. Enter the price per pound on the ten key pad. Do not use the decimal key. For example, for \$3.00, enter:



Press a department key. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
1.50 lb	@3.00	
DEPT. 1		\$4.50
TAX1 AMT		\$0.27
TOTAL		\$4.77
CASH		\$4.77
ANNIE	NO. 000001	
TIME 11:27AM		01

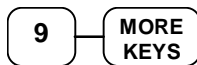
Manual Weight Entry

Operators can make manual weight entries if the item has been programmed to accept them. You must use the decimal key to enter fractional manual weights.

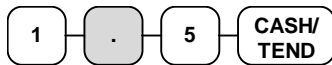
1. Press the **MORE KEYS** key twice. From the menu, press **9** to select the **SCALE** function:



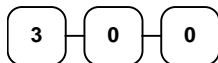
or, press **9** then press **MORE KEYS**:



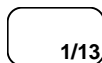
2. Enter the weight using the decimal key for fractional weights. Press the **CASH/TEND (ENTER)** key.



3. Enter the price per pound on the ten key pad. Do not use the decimal key. For example, for \$3.00, enter:



Press a department key. For example, press department **1/13**:



THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
1.50 lb	@3.00	
DEPT .1		\$4.50
TAX1 AMT		\$0.27
TOTAL		\$4.77
CASH		\$4.77
ANNIE	NO. 000001	
TIME 11:27AM		01

Manager Functions

Overview

In this chapter you will find:

- Instructions for printing and displaying reports from the **MANAGER** control lock position and instructions for clearing totals from the **CLEAR TOTALS** control lock position. Samples of each report and balancing formulas can be found in "Report Samples" on page 135.
- Instructions for performing the other functions available from the **MANAGER MODE** menu, including:
 - "Cash Declaration" on page 76
 - "Receipt & Printing Control" on page 78
 - "Training Mode" on page 80

OPERATING NOTE: If you need help, press the HELP SCREEN key. Press ESC (CLEAR) to exit a help screen and return to the original screen.

Generating Reports

Reports can be *read-only* reports taken in the **MANAGER** control lock position or *read and reset* reports taken in the **CLEAR TOTALS** control lock position. *Read-only* reports can be displayed on the screen or printed on the printer; *read and reset* reports must be printed.

The Financial report is available in two levels:

- daily reports, that can be read or reset, and
- period reports, which represent a summary of daily reports, that can also be read or reset. The period report is updated each time the daily report is reset.

If you are using the electronic journal, the contents of the journal can also be read or reset.

The following table summaries the reports available on the *Samsung ER-550*:

Report	Contents	Type	Control Lock Position
FINANCIAL	Department Sales totals, Function key totals and Balancing Information	Daily or Period	MANAGER or CLEAR TOTALS
TIME	Sales by hour summary totals	Daily	MANAGER or CLEAR TOTALS
PLU	Sales totals for PLUs	Daily	MANAGER or CLEAR TOTALS
ALL CLERKS	Sales totals for all clerks	Daily	MANAGER or CLEAR TOTALS
INDIVIDUAL CLERK	Sales totals for a designated clerk	Daily	MANAGER or CLEAR TOTALS
GROUPS	Sales totals for each group.	Daily	MANAGER or CLEAR TOTALS
STOCK (PLU)	Current inventory level for each PLU designated as an inventory item	Daily	MANAGER or CLEAR TOTALS
STOCK (DEPT)	Current inventory level for each Department designated as an inventory item	Daily	MANAGER or CLEAR TOTALS
CASH/CHECK TOTALS	Cash and Check in drawer totals	Daily	MANAGER
CLERK TIME REPORT	Clock in and Clock out times for each clerk	Daily	MANAGER
ELECTRONIC JOURNAL	Line by line contents of the electronic journal, if used.	Daily	MANAGER or CLEAR TOTALS

Print or Display Reports

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

2. Press **0** to print reports or press **1** to display reports. The **PRINT REPORT** or **DISPLAY REPORT** menu displays.

```
PRINT REPORT page1
0.DAILY REPORTS
1.PERIOD REPORT
2.ELECTRONIC JOURNAL
```

```
DISPLAY REPORT page1
0.DAILY REPORTS
1.PERIOD REPORT
```

3. Press **0** for **DAILY REPORTS**, **1** for **PERIOD REPORT**, or **2** for **ELECTRONIC JOURNAL** (you cannot display the electronic journal).

- ◆ If you selected **0** for **DAILY REPORTS**, page 2 of the menu will display:

```
PRINT REPORT page2
0.FINANCIAL
1.TIME
2.PLU
3.ALL CLERKS
4.INDIVIDUAL CLERK
5.GROUP
6.STOCK (PLU)      ↓
```

Enter the digit that represents the report you wish to take, or press **PAGE DOWN** to view the remainder of the menu:

```
PRINT REPORT page2
7.STOCK (DEPT)    ↑
8.CLERK TIME REPORT
9.CASH/CHECK TOTALS
```

- ◆ If you selected **1** for **PERIOD REPORT**, page 2 of the menu will display:

```
PRINT REPORT page2
0.FINANCIAL
```

Enter the **0** to take a period **FINANCIAL** report.

- ◆ If you select **2** for **ELECTRONIC JOURNAL**, the **ELECTRONIC JOURNAL** menu will display.

```
ELECTRONIC JOURNAL
0.PRT ALL EJ
1.PRT ONLY CASH
2.PRT ONLY CHECK
3.PRT ONLY MISC/T
4.PRINT ONLY %
5.PRINT ONLY RA/PO
6.PRT ONLY RETURN ↓
```

Enter **0** to print the entire electronic journal, or enter the digit that represents the specific information from the electronic journal report you wish to see, or press **PAGE DOWN** to view the remainder of the menu:

```
ELECTRONIC JOURNAL
7.PRT ONLY EC/VOID ↑
8.PRT ONLY #/NS
9.PRT ONLY CANCEL
```

Reset Reports

1. Turn the Control lock to the **CLEAR TOTALS** position. The **RESET REPORTS** menu displays:

```
RESET REPORTS page1
0.DAILY REPORTS
1.PERIOD REPORT
2.RESET E.J.
3.PC COMMUNICATION
```

2. Press **0** for **DAILY REPORTS**, **1** for **PERIOD REPORT**, or **2** for **RESET E.J.** (electronic journal).

- ◆ If you selected **0** for **DAILY REPORT**, page 2 of the menu will display:

```
RESET REPORTS page2
0.FINANCIAL
1.TIME
2.PLU
3.ALL CLERKS
4.INDIVIDUAL CLERK
5.GROUP
6.STOCK (PLU) ↓
```

Enter the digit that represents the report you wish to take, or press **PAGE DOWN** to view the remainder of the menu:

```
RESET REPORTS page2
7.STOCK (DEPT) ↑
```

- ◆ If you selected **1** for PERIOD REPORT, page 2 of the menu will display:

```
RESET REPORTS page2  
0.FINANCIAL
```

Enter the **0** to take a period FINANCIAL report.

- ◆ If you selected **2** for RESET E.J., the report will reset without printing.

Cash Declaration

Cash-In-Drawer Declaration is an optional feature that forces you to count the drawer and declare the drawer count before a report can be run. By forcing the operator to declare, without knowledge of the expected drawer totals, you are assured that all cash will be deposited. The register will compare your declaration with the expected cash and check in drawer totals and display and print the difference. The cash and check declarations will also appear on the financial report with the over or short amounts.

The appropriate system option must be set to enforce cash declaration. See page 4 of "System Option Programming" on page 101.

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

MANAGER MODE 0.PRINT REPORTS 1.DISPLAY REPORTS 2.PERFORM DECLARA. 3.REG. PRINT FORMAT 4.STOP REG PRINTING 5.TRAINING MODE

2. Press **2** to display the **DECLARATION SCREEN**.

DECLARATION SCREEN	
CASH	0.00
CHECK	0.00
TOTAL	0.00

3. You can enter the cash drawer total in one step, or to facilitate the counting of the cash drawer, you can enter each type of bill/coin and checks separately and let the register add the totals.

Enter cash by entering the cash amount on the ten key pad, then pressing the **CASH/TEND** key. Repeat, if necessary, for each cash/coin denomination. If desired, you can use the **@/FOR** key to multiply denominations as the are counted. For example enter **15**, press **@/FOR**, enter **500**, then press **CASH/TEND** to declare fifteen five dollar bills.

Enter checks by entering the check amount on the ten key pad, then press the **CHECK TEND** key. Repeat, if necessary, for each check.

4. Press **CASH/TEND** to total your declaration. The declaration will display and print on the printer.

Declaration Screen Example:

DECLARATION SCREEN	
INPUT AMT	7.25
DRAWER TTL	7.15
DIFFERENCE	0.10

Declaration Print Example:

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
CASH		7.25
TOTAL AMT		7.25
INPUT AMT		7.25
DRAWER TTL		7.15
DIFFERENCE		0.10
ANNIE	NO.	000001
TIME	11:27AM	01

Receipt & Printing Control

Two print control options are available from the **MANAGER MODE** screen.

- You can designate the printer to print a sales journal or print a receipt.
- You can turn the print *on* or *off*. Note that the print is automatically turned on when reports are to be printed. Also, you can generate a receipt on request if the system option "ALLOW MULTIPLE RECEIPT" is set to yes (see "System Option Programming" on page 101.) by pressing the **CASH/TEND** key.

Setting Receipt or Journal Printing

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

2. Press **3** to change the print format from receipt to journal or journal to receipt. The **REG. PRINTING FORMAT** screen displays. Press the **YES/NO** key, then press the **ENTER (CASH/TEND)** to change the function from its' current setting.

```
REG. PRINTING FORMAT

REGISTER PRINTING IS
CURRENTLY RECEIPT

TO SET TO JOURNAL
PRESS YES AND ENTER
```


Setting the Printer On or Off

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

2. Press **4** to set the print on or off. The **REG. PRINTING ON/OFF** screen displays. Press the **YES/NO** key, then press the **ENTER (CASH/TEND)** to change the function from its' current setting.

```
REG. PRINTING ON/OFF

REGISTER PRINTING
IS CURRENTLY ON

TO TURN OFF
PRESS YES AND ENTER
```

Training Mode

A training mode is available so that you can operate the cash register without updating totals and counters. Note the following conditions:

- The message "TRAINING MODE" prints on each receipt printed while training mode is active.
- For security, you can set a 4 digit password that is required to enter or exit training mode. See page 5 of "System Option Programming" on page 101 to set this password.
- The total and counter on the financial report labeled "TRAIN TTL" is updated with the net amount of each training transaction.

To Enter Training Mode

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

2. Press **5** to display the **ENTER/EXIT TRAINING** screen.

```
ENTER/EXIT TRAINING

REGIST. IS CURRENTLY
NOT IN TRAINING
TO ENTER TRAINING,
ENTER 4 DIGIT PASSWD
AND PRESS ENTER
```

3. Enter the four digit password (the password must be programmed to use training mode), press **ENTER (CASH/TEND)**. The **MANAGER MODE** screen returns. The register is now in training mode.

To Exit Training Mode

1. Turn the Control lock to the **MANAGER** position. The **MANAGER MODE** menu displays:

```
MANAGER MODE
0.PRINT REPORTS
1.DISPLAY REPORTS
2.PERFORM DECLARA.
3.REG. PRINT FORMAT
4.STOP REG PRINTING
5.TRAINING MODE
```

2. Press **5** to display the **ENTER/EXIT TRAINING** screen.

```
ENTER/EXIT TRAINING

REGIST. IS CURRENTLY
  IN TRAINING
  TO EXIT TRAINING,
    ENTER 0000 AND
    PRESS ENTER
```

3. Enter the **0000**, press **ENTER (CASH/TEND)**. The **MANAGER MODE** screen returns. The register is now out of training mode.

Programming Instructions

Program Mode

- ◆ Turn the control lock to the **PROGRAM** position. The first page of the **PROGRAM MODE** menu displays:

```
PROGRAM MODE
0.DEPARTMENT
1.PLU
2.SALES TAX
3.SYSTEM OPTION
4.PRINT OPTION
5.FUNCTION KEYS
6.CLERK
```

↓

- ◆ Press **PAGE DOWN** to view the remainder of the **PROGRAM MODE** menu:

```
PROGRAM MODE
7.LOGO DESC.
8.GROUP DESC
9.TARE WEIGHT
00.MORE
```

↑

- ◆ Press the **PAGE UP** key to return to the first page of the **PROGRAM MODE** menu.

Programming Menu - Reference Information

Option #	Description
0	Press 0 to program the department descriptor, tax status and other department options. See "Department Programming" on page 85.
1	Press 1 to program the PLU descriptor, tax status and other price look up options. See "PLU Programming" on page 89.
2	Press 2 to program the type of tax (table, percentage rate, VAT) and the tax rate or breakpoints. "Sales Tax Programming" on page 93.
3	Press 3 to program system options, where general options relating to operations are set. See "System Option Programming" on page 101.
4	Press 4 to program printing options, where options relating to printing of receipts and reports are set. See "Print Option Programming" on page 107.
5	Press 5 to program function key descriptors, limits and other options that are specific to each different function key. See "Function Key Programming" on page 112.
6	Press 6 to program clerk names and codes. See "Clerk Programming" on page 118.
7	Press 7 to program messages for the receipt logo. See "Logo Descriptor Programming" on page 119.
8	Press 8 to program descriptors for groups. See "Group Descriptor Programming" on page 120.
9	Press 9 to program tare weights. See "Tare Weight Programming" on page 121.
00	Press 00 for MORE programs, including editing clerk clock in and clock out times, setting department or PLU inventory levels, programming the date and time, or print program scans. See "More Menu Programs" on page 122.

PROGRAMMING NOTES:

- **To select an option from the menu displayed on the screen, press the number next to the option you wish to program.**
 - **If you need help, press the HELP SCREEN key. Press ESC (CLEAR) to exit a help screen and return to the original screen.**
 - **Be sure to press ENTER (CASH/TEND) after changing a selection. If you do not press ENTER (CASH/TEND), the change will not be accepted.**
-

Department Programming

1. At the **PROGRAM** control lock position menu, press **0** for Department Programming. The **DEPARTMENT NUMBER** screen displays:

DEPARTMENT NUMBER

PUSH DEPT TO BE
PROGRAMMED
USE DEPT SHIFT
IF NEEDED

0 ←

- To view the **DEPT # PROGRAMMING** screen, press the department you wish to program, or press **DEPT SHIFT** and the appropriate department.
- Refer to "Department Options - Reference Information" on page 87 to make program entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER (CASH TEND)**. See "How to Enter Descriptors in Program Mode" on page 26 for more information.

```

DEPT #1 PROGRAMMING
DESC: DEPT.1 ←
PRESET N
PRICE/HALO 0
TAXable BY TAX1 N
TAXable BY TAX2 N
TAXable BY TAX3 N
TAXable BY TAX4 N

```

Press **ENTER** to advance the arrow to the next option.

Press **YES/NO** to toggle from 'Y' to 'N' for yes or no decisions.

Enter the Group you wish to link with the 10-key pad. The default group is '0'.

```

DEPT #1 PROGRAMMING
LINK GROUP (0-9) 0 ←
NEGATIVE ITEM N
SINGLE ITEM N
NON-ADD # COMP. N
GALLONAGE ITEM N
DISABLE N
INVENTORY ITEM N

```

Press **PAGE DOWN** to view the second Department Programming screen. Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

```

DEPT #1 PROGRAMMING
SCALABLE N ←
AUTO SCALE N
AUTO TARE (1-5) N
SEND TO KITCHEN N
PRINT RED ON KP N

```

Press **PAGE DOWN** to view the third Department Programming screen.

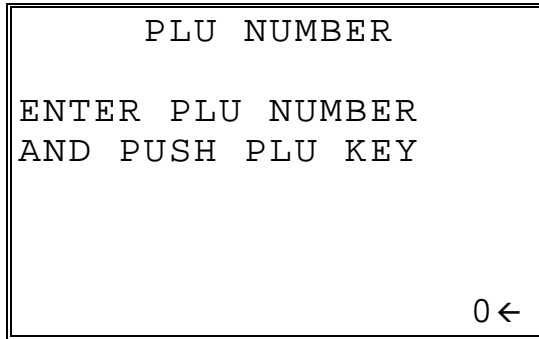
Department Options - Reference Information

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor for each department. The default descriptors are DEPT #1, DEPT #2, etc.
PRESET	Y or N	Choose Y for a preset department. Choose N for an open department. Open departments accept amount entries. Use open departments to enter different priced items into the same department. Preset departments automatically register a preprogrammed price when the department key is pressed. Use preset departments to register an individual item quickly and accurately. For example, cigarette packs or food items can be assigned to departments as presets.
PRICE/HALO	7 digit amount	If the department is open, the amount entered here is the high amount lock out (HALO). You can limit errors by setting the maximum amount that can be entered into a department. If the department is preset, the amount entered here is the amount that is registered automatically when the department key is pressed.
TAXable BY TAX1 TAXable BY TAX2 TAXable BY TAX3 TAXable BY TAX4	Y or N	Select N for non taxable items. Select Y to apply the appropriate tax automatically to entries in a department.
LINK GROUP (0-9)	0-9	Enter a group where this department's sales will accumulate. Ten group totals are available to summarize department sales. Group totals appear on reports, so that you can track sales of different types of items.
NEGATIVE ITEM	Y or N	Select Y to register items that subtract, rather than add to the sale total.
SINGLE ITEM	Y or N	Select Y to for a single item department. Single item departments automatically total as a cash sale immediately after the department entry. Single item departments are used to speed up one item sales.
NON-ADD # COMP	Y or N	Select Y to enforce the entry of a non-add number before a registration can be made.
GALLONAGE ITEM	Y or N	Select Y to compute gallons sold. The gallons sold will print along with the price entry on the receipt. The total gallons sold will accumulate in the department counter. You must program the price per gallon (in tenths of a cent, i.e. \$1.299 for \$1.29 and 9/10) in the PRICE/HALO field.
DISABLE	Y or N	Select Y to disable the department. Entries can not be made into disabled departments.
INVENTORY ITEM	Y or N	Select Y if you wish the department sales counter to decrement to track the number of items remaining in inventory.

Option	Entry	Description
SCALEABLE	Y or N	If Y , the department will work only when you are multiplying a weight from an optional scale.
AUTO SCALE	Y or N	Select Y if you wish entries into this department to be automatically multiplied by the weight on the optional scale
AUTO TARE (1-5)	0-5	Enter a value (1-5) to indicate the number of the preprogrammed tare weight you want to automatically subtract when the department is used for a scale entry (using an optional scale). Enter 0 to disable automatic tare subtraction.
SEND TO KITCHEN	Y or N	Select Y if you wish entries into this department to print on the optional remote kitchen printer.
PRINT RED ON KP	Y or N	Select Y if you wish entries into this department to print red on the optional remote kitchen printer.

PLU Programming

1. At the **PROGRAM** control lock position menu, press **1** for PLU Programming. The **PLU NUMBER** screen displays:



- To view the **PLU # PROGRAMMING** screen, enter the number of the PLU you wish to program.
- Refer to "PLU Options - Reference Information" on page 91 to make program entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER (CASH TEND)**. See "How to Enter Descriptors in Program Mode" on page 26 for more information.

```

PLU #1 PROGRAMMING
DESC: PLU1          ←
PRESET              N
PRICE/HALO         0
LINK DEPT(1-24)   0
TAXable BY TAX1   N
TAXable BY TAX2   N
TAXable BY TAX3   N
  
```

Press **ENTER** to advance the arrow to the next option.

Press **YES/NO** to toggle from "Y" to "N" for yes or no decisions.

```

PLU #1 PROGRAMMING
TAXable BY TAX4   N ←
NEGATIVE ITEM     N
SINGLE ITEM        N
NON-ADD # COMP.  N
GALLONAGE ITEM   N
DISABLE           N
INVENTORY ITEM   N
  
```

Press **PAGE DOWN** to view the second PLU Programming screen. Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

If you wish the registration of this PLU to automatically cause the registration of another PLU, Enter the PLU # you wish to link with the 10-key pad. Enter '0' for no link.

```

PLU #1 PROGRAMMING
SCALABLE          N ←
AUTO SCALE        N
AUTO TARE (1-5)   0
LINK PLU(0-70)    0
SEND TO KITCHEN   N
PRINT RED ON KP   N
  
```

Press **PAGE DOWN** to view the third PLU Programming screen.

PLU Options - Reference Information

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor for each PLU. The default descriptors are PLU #1, PLU #2, etc.
PRESET	Y or N	Choose Y for a preset PLU. Choose N for an open PLU. Open PLUs accept amount entries. Use open PLUs to enter different priced items into the same PLU. Preset PLUs automatically register a preprogrammed price when the PLU is entered. Use preset PLUs to register an individual item quickly and accurately. For example, cigarette packs or food items can be assigned to PLUs.
PRICE/HALO	7 digit amount	If the PLU is open, the amount entered here is the high amount lock out (HALO). You can limit errors by setting the maximum amount that can be entered into a PLU. If the PLU is preset, the amount entered here is the amount that is registered automatically when the PLU is entered.
LINK DEPT (1-24)	1-24	Enter a department where this PLU's sales will accumulate. 24 department totals are available to summarize PLU sales.
TAXable BY TAX1 TAXable BY TAX2 TAXable BY TAX3 TAXable BY TAX4	Y or N	Select N for non taxable items. Select Y to apply the appropriate tax automatically to entries in a department.
NEGATIVE ITEM	Y or N	Select Y to register items that subtract, rather than add to the sale total.
SINGLE ITEM	Y or N	Select Y to for a single item PLU. Single item PLUs automatically total as a cash sale immediately after the PLU entry. Single item PLUs are used to speed up one item sales.
NON-ADD # COMP	Y or N	Select Y to enforce the entry of a non-add number before a registration can be made.
GALLONAGE ITEM	Y or N	Select Y to compute gallons sold. The gallons sold will print along with the price entry on the receipt. The total gallons sold will accumulate in the PLU counter. You must program the price per gallon (in tenths of a cent, i.e. \$1.299 for \$1.29 and 9/10) in the PRICE/HALO field.
DISABLE	Y or N	Select Y to disable the PLU. Entries can not be made into disabled PLUs.
INVENTORY ITEM	Y or N	Select Y if you wish the PLU sales counter to decrement to track the number of items remaining in inventory.

Option	Entry	Description
SCALEABLE	Y or N	If Y , the PLU will work only when you are multiplying a weight from an optional scale.
AUTO SCALE	Y or N	Select Y if you wish entries into this department to be automatically multiplied by the weight on the optional scale
AUTO TARE (1-5)	0-5	Enter a value (1-5) to indicate the number of the preprogrammed tare weight you want to automatically subtract when the department is used for a scale entry (using an optional scale). Enter 0 to disable automatic tare subtraction.
LINK PLU(0-70)	0-70	If you wish the registration of this PLU to automatically cause the registration of another PLU, Enter the PLU # you wish to link with the 10-key pad. Enter 0 for no link. (Note: the total number of PLUs available may vary. Ask your Samsung dealer for more information.)
SEND TO KITCHEN	Y or N	Select Y if you wish entries into this PLU to print on the optional remote kitchen printer.
PRINT RED ON KP	Y or N	Select Y if you wish entries into this PLU to print red on the optional remote kitchen printer.

Sales Tax Programming

The *ER 550* allows three calculation options for each of the four possible taxes.

- Add-On - most sales taxes can be programmed by entering an *add-on* tax percentage rate.
- Tax Table - if a tax entered as an add-on tax percentage does not follow exactly the tax chart that apply in your area, *tax table* programming will match tax collection exactly to the break points of your tax table.
- VAT - if tax is included in the cost of the item, you can use value added tax (*VAT*) to calculate the tax share of each sale.
- A fourth tax programming option, for the Canadian Goods and Services tax (*GST*) can be set using tax rate 4.

Important Note: After you have entered your tax program, test for accuracy by entering several transactions of different dollar amounts. Carefully check to make sure the tax charged by the cash register matches the tax amounts on the printed tax chart for your area. As a merchant, you are responsible for accurate tax collection. If the cash register is not calculating tax accurately, or if you cannot program your tax properly from the information in this manual, contact your Samsung Dealer for assistance.

Programming an Add-On Tax Rate Percentage

When tax requirements can be met using a straight percentage rate, use the following method to program a tax as a straight percentage.

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **2** to view the **TAX PROG.** screen.

```
TAX PROG.  
TAX NUMBER ( 1-4 )  1←  
TAX TYPE ( 0-2 )    0  
  0 : ADD-ON  
  1 : TAX TABLE  
  2 : VAT
```

3. When the arrow is pointed at the **TAX NUMBER** field, enter the number of the tax you wish to program. (There are four taxes available, enter **1**, **2**, **3**, or **4**.) The arrow will move to the **TAX TYPE** field.
4. Enter **0** for an **ADD-ON** tax with a straight percentage rate. The appropriate **TAX # PROGRAMMING** screen displays.

```
TAX #1 PROGRAMMING  
TAX RATE          0.000←
```

5. When the arrow is pointed at the **TAX RATE** field, enter the percentage rate for the sales tax. For example if the tax is 6 percent, enter **6.000** or **6.0**. If the tax is 7.5 percent, enter **7.500** or **7.5** using the decimal key. If the tax is 10 percent, enter **10.000** or **10.0**. Press the **ENTER (CASH/TEND)** to set the rate.
6. The **TAX PROG.** screen will return prompting you to enter the next tax, if necessary. Continue to program additional taxes or press **CLEAR** to return to the **PROGRAM MODE** screen.

Programming a Tax Table

In some cases, a tax that is entered as a percentage does not follow exactly the tax charts that apply in your area (even if the tax chart is based on a percentage). In these cases, we recommend that you enter your tax using tax table programming. This method will match tax collection exactly to the break points of your tax table.

Before programming, obtain a copy of the tax table you wish to program. You will need the printed tax table if you wish to determine the break point entries yourself. The "Tax Table Programming Example - Illinois 6% Tax Table" on page 98 is used as an example in the steps that follow.

Note: You can enter up to 60 break points.

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **2** to view the **TAX PROG.** screen.

TAX PROG.		
TAX NUMBER (1 - 4)		1 ←
TAX TYPE (0 - 2)		1
0	:	ADD-ON
1	:	TAX TABLE
2	:	VAT

3. When the arrow is pointed at the **TAX NUMBER** field, enter the number of the tax you wish to program. (There are four taxes available, enter **1**, **2**, **3**, or **4**.) The arrow will move to the **TAX TYPE** field.
4. Enter **1** for an **TAX TABLE** programming. The appropriate **TAX # PROGRAMMING** screen displays.
5. Use the table below as a guide in filling the fields on this screen. After completing these entries, your screen should look like the screen that follows.

Field	Description
FIRST TAX AMOUNT	Enter the first tax amount that is charged. For this example the entry is 0.01.
NON-TAXable AMOUNT	Enter the highest amount where no tax is charged. For this example the entry is 0.10.
# OF NON-REPEAT BRK	Enter the number of Non-repeat breaks. For this example the entry is 5.
# OF REPEAT BREAK	Enter the number of repeat breaks. For this example the entry is 3.

```

TAX #1 PROGRAMMING
FIRST TAX AMOUNT
                                0.01←
NON-TAXable AMOUNT
                                0.10
# OF NON-REPEAT
BREAK                            5
# OF REPEAT BRK                 3

```

6. After entering the # **OF REPEAT BRK** field, the next **TAX TABLE PROG.** screen will display. Using the printed copy of your tax table, enter information in the **SALE AMOUNT RANGE** fields. Enter the information as it appears on your tax table. Enter the high amount of the first range where you are prompted. The low amount of the next range will be computed automatically. After completing the tax range entries, your screen should look like the following screen. Note that this screen should look exactly like the corresponding part of the printed tax table.

```

TAX TABLE PROG.
TAX   SALE AMT RANGE
0.00   0.00   0.10
0.01   0.11   0.21
0.02   0.22   0.38
0.03   0.39   0.56
0.04   0.57   0.73
0.05   0.74   0.91←

```

7. Because this tax table has more than 5 break points (the number of break points that can be displayed on the first screen), you must continue to enter **SALE AMT RANGE** information on the additional screens until information has been entered for each break point. After completing the tax range entries, your screen should look like the following screen. Note that this screen should look exactly like the corresponding part of the printed tax table.

```

TAX TABLE PROG.
TAX   SALE AMT RANGE
0.06   0.92   1.08
0.07   1.09   1.24
0.08   1.25   1.41←

```

8. After you have completed entering the **SALES AMOUNT RANGE** information, the **TAX PROG.** screen will return prompting you to enter the next tax, if necessary. Continue to program additional taxes or press **CLEAR** to return to the **PROGRAM MODE** screen.

Note: Some tax tables are very complex. Contact your Samsung Dealer for assistance should you have difficulty entering your Tax Table.

Tax Table Programming Example - Illinois 6% Tax Table

1. Examine the printed tax table for the tax you are programming.
2. Calculate the break point differences by subtracting the high side of the previous range from the high side of the sale amount range.
3. Examine the pattern of break point differences to determine when the break points begin to repeat. Mark the beginning break points that do not fit a pattern as “non-repeat breaks.” Mark the break points that are repeating in a pattern as “repeat breaks.” Count the number of repeat and non-repeat breaks.

<u>Tax Charged</u>	<u>Sale Amount Range</u>	<u>Break point Differences</u>	
\$0.00	\$0.00 - \$0.10		
\$0.01	\$0.11 - \$0.21	1	Non-Repeat
		1	
\$0.02	\$0.22 - \$0.38	1	
		7	
\$0.03	\$0.39 - \$0.56	1	
		8	
\$0.04	\$0.57 - \$0.73	1	Repeat
		7	
\$0.05	\$0.74 - \$0.91	1	
		8	
\$0.06	\$0.92 - \$1.08	1	
		7	
\$0.07	\$1.09 - \$1.24	1	Repeat
		6	
\$0.08	\$1.25 - \$1.41	1	
		7	
\$0.09	\$1.42 - \$1.58	1	
		7	
\$0.10	\$1.59 - \$1.74	1	Repeat
		6	
\$0.11	\$1.75 - \$1.91	1	
		7	
\$0.12	\$1.92 - \$2.08	1	
		7	
\$0.13	\$2.09 - \$2.24	1	Repeat
		6	
\$0.14	\$2.25 - \$2.41	1	Repeat
		7	

Programming a VAT (Value Added Tax)

When a tax is included in the cost of the item, you can use value added tax (VAT) program to calculate the tax share of each sale.

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **2** to view the **TAX PROG.** screen.

```
TAX PROG.  
TAX NUMBER ( 1-4 ) 1 ←  
TAX TYPE ( 0-2 ) 0  
0 : ADD-ON  
1 : TAX TABLE  
2 : VAT
```

3. When the arrow is pointed at the **TAX NUMBER** field, enter the number of the tax you wish to program. (There are four taxes available, enter **1**, **2**, **3**, or **4**.) The arrow will move to the **TAX TYPE** field.
4. Enter **2** for **VAT**. The appropriate **TAX # PROGRAMMING** screen displays.

```
TAX #1 PROGRAMMING  
TAX RATE 0.000 ←
```

5. When the arrow is pointed at the **TAX RATE** field, enter the VAT rate. For example if the tax is 6 percent, enter **6.000** or **6.0**. If the tax is 7.5 percent, enter **7.500** or **7.5** using the decimal key. If the tax is 10 percent, enter **10.000** or **10**. Press the **ENTER (CASH/TEND)** to set the rate.
6. The **TAX PROG.** screen will return prompting you to enter the next tax, if necessary. Continue to program additional taxes or press **CLEAR** to return to the **PROGRAM MODE** screen.

Programming a Canadian GST

Tax 4 can be programmed to accommodate the Canadian Goods and Services tax (GST).

1. Turn the control lock to the **PROGRAM** position.
2. From the **PROGRAM MODE** menu, press **2** to view the **TAX PROG.** screen.

```
TAX PROG.
TAX NUMBER ( 1 - 4 )    4 ←
TAX TYPE ( 0 - 2 )     0
  0 : ADD-ON
  1 : TAX TABLE
  2 : VAT
```

3. When the arrow is pointed at the **TAX NUMBER** field, enter **4**, press **ENTER (CASH/TEND)**. The arrow will move to the **TAX TYPE** field.
4. Press **ENTER (CASH/TEND)**. The appropriate **TAX #4 PROGRAMMING** screen displays.

```
TAX #4 PROGRAMMING
TAX RATE          0.000 ←
GST IS TAXABLE BY
  RATE 1           N
  RATE 2           N
  RATE 3           N
```

5. When the arrow is pointed at the **TAX RATE** field, enter the GST rate. For example if the tax is 6 percent, enter **6.000** or **6.0**. If the tax is 7.5 percent, enter **7.500** or **7.5** using the decimal key. If the tax is 10 percent, enter **10.000** or **10.0**. Press the **ENTER (CASH/TEND)** to set the rate.
6. At the **RATE 1** field, indicate if the GST is taxable by rate 1 (tax on tax) by pressing the **YES/NO** key, then pressing the **ENTER (CASH/TEND)** key. The arrow advances to the **RATE 2** field. Enter taxable status for **RATE 2** and **RATE 3**. The **PROGRAM MODE** screen returns.

System Option Programming

1. At the **PROGRAM** control lock position menu, press **3** for **SYSTEM OPTION** Programming. The **SYSTEM OPTION pg 1** screen displays.
2. Refer to "System Options - Reference Information" on page 104 to make program entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

The 1st System Option screen. →

```

SYSTEM OPTION pg 1
BEEPER ACTIVE?      Y←
CLERK ENTRY
METHOD?              0
0:PUSH 1:CODE
CLERK ASSIGNED WHEN
CLERK KEY IS
PUSHED (1-20)       1
    
```

Press **ENTER** after making a change, or press **ENTER** to advance the arrow to the next option without making a change.

Press **PAGE DOWN** to view the 2nd System Option screen. →

```

SYSTEM OPTION pg 2
CLERK IS Y:POP-UP N←
N:STAY-DOWN
DRAWER NEEDS TO BE
SHUT TO OPERATE    Y
OPEN DRAWER ALARM  N
SECONDS TO ALLOW
DRAWER OPEN         30
    
```

Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

Press **PAGE DOWN** to view the 3rd System Option screen. →

```

SYSTEM OPTION pg 3
ALLOW POST TENDER N←
OPEN DRAWER ON
POST TENDER        N
ALLOW MULPTIPLE
RECEIPT            N
PLU SALES AFFECT
DEPT. ACTIVITY    N
    
```

NOTE: Be sure to press **ENTER** after changing a selection. If you do not press **ENTER**, the change will not be accepted.

Press **PAGE DOWN** to view the 4th System Option screen. →

```

SYSTEM OPTION pg 4
CASH DECLARATION REQ
BEFORE REPORTS     N←
MGR CONTROL TO TEND.
NEGATIVE BALANCE  N
MGR CONTROL TO TEND.
ZERO BALANCE      N
ALLOW CHECK-CASH. Y
    
```

Press **YES/NO** to toggle from 'Y' to 'N' for yes or no decisions..

Press **PAGE DOWN** to view the 5th System Option screen.

```
SYSTEM OPTION pg 5
RESET TRANSACTION #
ON Z REPORT N←
RESET GRAND TOTAL
AFTER Z REPORT N
TRAINING PASSWORD
XXXX 0
```

Press **ENTER** after making a change, or press **ENTER** to advance the arrow to the next option without making a change.

Press **PAGE DOWN** to view the 6th System Option screen.

```
SYSTEM OPTION pg 6
ELEC. JOURNAL N←
SEND ONLY NEGATIVE
ENTRIES TO E.J N
SEND RESET REPORTS
TO E.J N
PROMPT OPERATOR WHEN
E.J. IS FULL N
```

Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

Press **PAGE DOWN** to view the 7th System Option screen.

```
SYSTEM OPTION pg 7
STOP OPERATIONS WHEN
E.J. IS FULL N←
OPEN DRAWER WHEN
REPORTS ARE RUN Y
DATE FORMAT IS 0
0:MDY 1:DMY 2:YMD
DECIMAL PLACE 2
```

NOTE:
Be sure to press **ENTER** after changing a selection. If you do not press **ENTER**, the change will not be accepted.

Press **PAGE DOWN** to view the 8th System Option screen.

```
SYSTEM OPTION pg 8
OPEN DRAWER DURING
TRAIN MODE N←
DISABLE DEPT
PRESET OVERRIDE N
CASH-IN-DRAWER LIMIT
(0=NO LIMIT)
0.00
```

Press **YES/NO** to toggle from 'Y' to 'N' for yes or no decisions..

Press **PAGE DOWN** to view the 9th System Option screen.

```
SYSTEM OPTION pg 9
% AND TAX CAL. 0
SPLIT PRICE CAL. 0
CALCULATION CHART
0:ROUND UP AT 0.50
1 ROUND UP
2:ROUND DOWN
```


Press
PAGE DOWN
to view the 10th
Print Option
screen.

```
SYSTEM OPTION pg 10
ALLOW DOLLAR ENTRY
W/O SCALE ON
SCALEABLE ITEM      N←
MANAGER REQUIRED
FOR TIME IN/OUT     N
PORT IS DEFINED     0
SCALE:0 RJ:1 KP:2
```

Press **ENTER**
after making a
change, or press
ENTER to
advance the
arrow to the
next option
without making
a change.

Press
PAGE DOWN
to view the 11th
Print Option
screen.

```
SYSTEM OPTION pg 11
COMBINE SAME ITEM
ON KP                Y
INITIAL FEEDING LINE
ON KP                0
ENDING FEEDING LINE
ON KP                0
```

Press **PAGE Up**
once to return to
the first option
on a screen.
Press **PAGE Up**
again to return
to the previous
screen.

Press
PAGE DOWN
to view the 12th
Print Option
screen.

```
SYSTEM OPTION pg 12
SEND TO KP IN VOID
MODE                Y
SEND TO KP IN TRAIN
MODE                N
```

NOTE:
Be sure to press
ENTER after
changing a
selection. If you
do not press
ENTER, the
change will not
be accepted.

System Options - Reference Information

Option	Entry	Description
BEEPER ACTIVE?	Y or N	Select N for a silent keyboard (the error tone will still sound when an error is made).
CLERK ENTRY METHOD? 0:PUSH 1:CODE	0 or 1	Select PUSH for a push button clerk, select CODE for a code entry clerk system (number - clerk or clerk - number - clerk) sequence. See "Clerk Operations" on page 31 for a detailed explanation of each option.
CLERK ASSIGNED WHEN CLERK KEY IS PUSHED (1-20)	1-20	If PUSH system is selected, you can select the clerk that is signed on when the CLERK # key is pressed.
CLERK IS Y:POP-UP N:STAY-DOWN	Y or N	Select Y for pop-up clerks, select N for stay down clerks. See "Clerk Operations" on page 31 for a detailed explanation of each option.
DRAWER NEEDS TO BE SHUT TO OPERATE	Y or N	Select Y to enforce closed drawer for register operations.
OPEN DRAWER ALARM	Y or N	Select Y if you want the error tone to automatically sound when the drawer stays open longer than the time set in the following field.
SECONDS TO ALLOW DRAWER OPEN	1-99	If you enable the open drawer alarm above, you can set the length of time (1-99 seconds) before the alarm sounds.
ALLOW POST TENDER	Y or N	Select Y to allow re-tendering should a second change calculation be necessary. Re-enter the tendered amount and press the CASH key to show the new change computation.
OPEN DRAWER ON POST TENDER	Y or N	If you enable post tendering, select N not to open the cash drawer after the second tender.
ALLOW MULTIPLE RECEIPT	Y or N	Set to Y if you wish to issue a receipt after the sale when the receipt is OFF, or if you wish to issue another copy of a transaction receipt when the receipt is ON.
PLU SALES AFFECT DEPT ACTIVITY	Y or N	Set to Y if you wish PLU sales activity to affect the activity counter of the department the PLU is linked to.
CASH DECLARATION REQ BEFORE REPORTS	Y or N	Select Y to enforce a cash declaration function before a financial, clerk, or cash in drawer report can be generated.
MGR CONTROL TO TEND. NEGATIVE BALANCE	Y or N	Select Y if you wish to control negative transactions (when cash is removed from the drawer). When selected the control lock must be in the MANAGER position to finalize the transaction.
MGR CONTROL TO TEND. ZERO BALANCE	Y or N	Select Y if you wish to control zero balance transactions (for example, when a item is sold, then voided). When selected the control lock must be in the MANAGER position to finalize the transaction.

Option	Entry	Description
ALLOW CHECK-CASH.	Y or N	Select N if you wish to disallow the check cashing function.
RESET TRANSACTION # ON Z REPORT	Y or N	Select Y if you wish to reset the transaction number (often called the receipt counter) to zero after the financial report is reset.
RESET GRAND TOTAL AFTER Z REPORT	Y or N\	Select Y if you wish to reset the grand total to zero after the financial report is reset.
TRAINING PASSWORD XXXX	0-9999	Choose a four digit password to use to enter training mode.
ELEC. JOURNAL	Y or N	Select Y to enable the electronic journal. The electronic journal captures in memory what you would print line by line on a traditional journal. The four options that follow control the electronic journal feature. The electronic journal can be read and printed in the MANAGER control lock position or reset and printed in the CLEAR TOTALS control lock position.
SEND ONLY NEGATIVE ENTRIES TO E.J.	Y or N	If the electronic journal is enabled above, select Y if you wish to capture only transactions with negative entries.
SEND RESET REPORTS TO E.J	Y or N	If the electronic journal is enabled above, select Y if you wish to capture reset reports.
PROMPT OPERATOR WHEN E.J. IS FULL	Y or N	If the electronic journal is enabled above, select Y if you wish to display a message to notify the operator when the journal memory is full.
STOP OPERATIONS WHEN E.J. IS FULL	Y or N	If the electronic journal is enabled above, select Y if you wish to stop operations when the journal memory is full.
OPEN DRAWER WHEN REPORTS ARE RUN	Y or N	Select N if you do not want the cash drawer to open when reports are run.
DATE FORMAT IS 0:MDY 1:DMY 2:YMD	0, 1, or 2	Select 0 for MMDDYY, select 1 for DDMMYY, or select 2 for YYMMDD date printing format.
DECIMAL PLACE	0, 1, 2, 3, or 4	Enter a digit to place the decimal point the selected number of positions from the right.
OPEN DRAWER DURING TRAIN MODE	Y or N	Select N if you do not want the cash drawer to open during training mode operations.
DISABLE DEPT PRESET OVERRIDE	Y or N	When Y , you cannot enter a price to replace the preset price on preset departments.
CASH-IN-DRAWER LIMIT (0=NO LIMIT)	0 - 500,000.00	The error tone will sound after any transaction when the Cash-in-Drawer limit is exceeded. To silence the warning, you can clear the error and proceed with additional transactions, or you can use the Paid Out function to remove excess cash from the drawer.
% AND TAX CAL	0, 1, or 2	Select the digit that represents the appropriate rounding method for tax and discount calculations: 0 for round up at 0.5 of a penny (0.005), 1 for always round up or 2 for always round down.

Option	Entry	Description
SPLIT PRICE CAL. CALCULATION CHART 0:ROUND UP AT 0.50 1 ROUND UP 2:ROUND DOWN	0, 1, or 2	Select the digit that represents the appropriate rounding method for split price calculations: 0 for round up at 0.5 of a penny (0.005), 1 for always round up or 2 for always round down. For example, select 1 if you want the calculation 1 @ 3 for \$1.00 to be \$.34.
ALLOW DOLLAR ENTRY W/O SCALE ON SCALEABLE ITEM	Y or N	Select Y if you want to register scaleable as, well as price entry registrations into scaleable departments. If N , you can only make scale registrations in scaleable departments.
MANAGER REQUIRED FOR TIME IN/OUT	Y or N	Select Y if you want to require the manager key for employee clock in and clock out functions. If Y , the correct operation sequence is to first press the MORE KEYS key in the REGISTER control lock position, then turn the control lock to MANAGER , then press 8 for TIME IN/OUT .
PORT IS DEFINED SCALE:0 RJ:1 KP:2	0, 1, or 2	Select the application for the communications port. Select 0 for scale interface; select 1 for remote journal printer (prints line by line); select 2 for remote kitchen printer (prints after finalization).
COMBINE SAME ITEM ON KP	Y or N	If a remote kitchen printer is attached to the communications port, select Y if you wish to consolidate like items.
INITIAL FEEDING LINE ON KP	0-99	If a remote kitchen printer is attached to the communications port, enter the number of lines you want the printer to feed at the beginning of each transaction.
INITIAL FEEDING LINE ON KP	0-99	If a remote kitchen printer is attached to the communications port, enter the number of lines you want the printer to feed at the end of each transaction.
SEND TO KP IN VOID MODE	Y or N	If a remote kitchen printer is attached to the communications port, select Y if you wish registrations in the VOID control lock position to print.
SEND TO KP IN TRAIN MODE	Y or N	If a remote kitchen printer is attached to the communications port, select Y if you wish registrations in the training mode to print..

Print Option Programming

1. At the **PROGRAM** control lock position menu, press **4** for **PRINT OPTION** Programming. The **PRINT OPTION pg 1** displays.
2. Refer to "Print Options - Reference Information" on page 110 to make program entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

The 1st Print Option screen.

```

PRINT OPTION pg 1
PRINT MEDIA TOTALS
ON CLERK REPORT N←
PRINT TAX SYMBOL Y
PRINT VOID MODE AND
RETURN ON REPORT Y
PRINT AUDACTION
ON REPORT N
    
```

Press **ENTER** after making a change, or press **ENTER** to advance the arrow to the next option without making a change.

Press **PAGE DOWN** to view the 2nd System Print screen.

```

PRINT OPTION pg 2
SKIP ZERO TOTALS ON
FINANCIAL REPORT Y←
SKIP ZERO TOTALS ON
CLERK REPORT Y
PRT CLERK REPORT N
AFT FINANCIAL RPT
    
```

Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

Press **PAGE DOWN** to view the 3rd Print Option screen.

```

PRINT OPTION pg 3
PRINT PLU WITH ZERO
TOTALS ON REPORT N←
PRINT DEPT WITH ZERO
TOTALS ON REPORT N
PRINT SUBTOTAL WHEN
PRESSED N
    
```

NOTE: Be sure to press **ENTER** after changing a selection. If you do not press **ENTER**, the change will not be accepted.

Press **PAGE DOWN** to view the 4th Print Option screen.

```

PRINT OPTION pg 4
PRT SALE ITEM NO. N
PRINT % OF SALES
ON DEPT. REPORT N
PRINT % OF SALES
ON PLU REPORT N
PRINT LINK DEPT
IN PLU REPORT N
    
```

Press **YES/NO** to toggle from 'Y' to 'N' for yes or no decisions..

Press
PAGE DOWN
to view the 5th
Print Option
screen.

```
PRINT OPTION pg 5
PRINT CONS. NO.    Y←
PRINT DATE        Y
PRINT TIME        Y
MACHINE NO.      1
(O = NO PRINT)
PRINT CLERK NAME  Y
HOME CURRENCY SYM $
```

Press **ENTER**
after making a
change, or press
ENTER to
advance the
arrow to the
next option
without making
a change.

Press
PAGE DOWN
to view the 6th
Print Option
screen.

```
PRINT OPTION pg 6
PRINT RECEIPT WHEN
SIGN ON/OFF      N
PRINT GRAND TOTAL
ON X REPORT      Y←
PRINT GRAND TOTAL
ON Z REPORT      Y
```

Press **PAGE Up**
once to return to
the first option
on a screen.
Press **PAGE Up**
again to return
to the previous
screen.

Press
PAGE DOWN
to view the 7th
Print Option
screen.

```
PRINT OPTION pg 7
PRINT GROSS TOTAL
ON X REPORT      Y←
PRINT GROSS TOTAL
ON Z REPORT      Y
PRINT Z COUNTER  Y
```

NOTE:
Be sure to press
ENTER after
changing a
selection. If you
do not press
ENTER, the
change will not
be accepted.

Press
PAGE DOWN
to view the 8th
Print Option
screen.

```
PRINT OPTION pg 8
PRINT SUBTOTAL W/O
TAX              N←
PRINT TAX AMOUNT Y
TAX AMOUNT IS   N
Y: COMBINE N: ITEMIZE
PRT TAXABLE TOTAL N
```

Press **YES/NO**
to toggle from
'Y' to 'N' for yes
or no decisions..

Press
PAGE DOWN
to view the 9th
Print Option
screen.

```
PRINT OPTION pg 9
PRINT TAX % RATE N
INCLUDE VAT TAX
IN TAX AMT N
PRINT NET SALE N
AMOUNT (INCL. VAT)
PRINT TRAIN MODE Y
TITLE IN TRAIN MODE
```

Press **ENTER**
after making a
change, or press
ENTER to
advance the
arrow to the next
option without
making a change.

Press
PAGE DOWN
to view the 10th
Print Option
screen.

```
PRINT OPTION pg 10
PRT KP ORDER # ON
RECEIPT Y<-
CURRENCY SYMBOL
CONV.#1 .
CONV.#2 .
CONV.#3 .
CONV.#4 .
```

Press **PAGE Up**
once to return to
the first option
on a screen.
Press **PAGE Up**
again to return to
the previous
screen.

Print Options - Reference Information

Option	Entry	Description
PRINT MEDIA TOTALS ON CLERK REPORT	Y or N	Select Y to print media totals for each clerk, thus allowing clerk cash drawer accountability.
PRINT TAX SYMBOL	Y or N	Select N to remove the tax symbol $\overset{T}{X}$ from the print and display.
PRINT VOID MODE AND RETURN ON REPORT	Y or N	Select N to remove the VOID MODE and RETURN totals from the financial and clerk reports.
PRINT AUDACTION ON REPORT	Y or N	Select N to remove the AUDACTION total from the financial and clerk reports.
SKIP ZERO TOTALS ON FINANCIAL REPORT	Y or N	By default, the register prints only totals with information other than zero. Select N , if you wish to print the contents of all the financial report totals, even if the total is zero.
SKIP ZERO TOTALS ON CLERK REPORT	Y or N	By default, the register prints only totals with information other than zero. Select N , if you wish to print the contents of all the clerk report totals, even if the total is zero.
PRT CLERK REPORT AFT FINANCIAL RPT	Y or N	Select Y if you wish to include the clerk report information at the end of the financial report.
PRINT PLU WITH ZERO TOTALS ON REPORT	Y or N	By default, the register prints only totals with information other than zero. Select N , if you wish to print the contents of all the PLUs, even if the total is zero.
PRINT DEPT WITH ZERO TOTALS ON REPORT	Y or N	By default, the register prints only totals with information other than zero. Select N , if you wish to print the contents of all the Departments, even if the total is zero.
PRINT SUBTOTAL WHEN PRESSED	Y or N	Select Y if you wish the subtotal to print when the SBTL/MISC. TENDER key is pressed.
PRT SALE ITEM NO.	Y or N	Select Y if you wish to print the total number of items purchased (for example: "3 ITEMS") on the bottom of each receipt.
PRINT % OF SALES ON DEPT. REPORT	Y or N	The register can calculate the percentage of sales represented by each department. Select Y if you wish to print this percentage on the department report.
PRINT % OF SALES ON PLU REPORT	Y or N	The register can calculate the percentage of sales represented by each PLU. Select Y if you wish to print this percentage on the PLU report.
PRINT LINK DEPT IN PLU REPORT	Y or N	Select Y if you wish to print the name of the department each PLU is linked to on the PLU report.
PRINT CONS. NO.	Y or N	The consecutive number (also referred to as the transaction counter, or receipt counter) normally prints on each receipt. Select N if you do not wish to print this counter.
PRINT DATE	Y or N	Select N if you wish to delete the printing of the date.
PRINT TIME	Y or N	Select N if you wish to delete the printing of the time t.

Option	Entry	Description
MACHINE NO. (O = NO PRINT)	0-99	If you are using more than one cash register, you can identify the specific register where a receipt was printed. Enter a number from 1 to 99 if you wish to print the register number on the receipt.
PRINT CLERK NAME	Y or N	Select N if you wish to delete the printing of the clerk name on the receipt.
HOME CURRENCY SYM	\$	Users outside of the USA can designate a different currency symbol. To select a different symbol, press the numeric 1 key (other) and select a symbol from the OTHER ALPHA MENU.
PRINT GRAND TOTAL ON X REPORT	Y or N	Select N if you wish to delete the printing of the grand total on the financial report reading (X report).
PRINT GRAND TOTAL ON Z REPORT	Y or N	Select N if you wish to delete the printing of the grand total on the financial report resetting (Z report).
PRINT GROSS TOTAL ON X REPORT	Y or N	Select N if you wish to delete the printing of the gross sales total on the financial report reading (X report).
PRINT GROSS TOTAL ON Z REPORT	Y or N	Select N if you wish to delete the printing of the gross sales total on the financial report resetting (Z report).
PRINT Z COUNTER	Y or N	Select N if you wish to delete the printing of the reset counter on Z reports.
PRINT SUBTOTAL W/O TAX	Y or N	If you hand write credit card slips, you may find it useful to print the merchandise subtotal. Select Y if you wish to print the subtotal without tax on the receipt.
PRINT TAX AMOUNT	Y or N	Select Y if you wish to delete the printing of the tax amount on the receipt.
TAX AMOUNT IS Y:COMBINE N:ITEMIZE	Y or N	Select Y if you are calculating and reporting more than one sales tax rate separately, you wish to print just the total of multiple taxes rather than itemize each tax on the receipt.
PRINT TAXABLE TOTAL	Y or N	Select Y if you wish to print the total of merchandise eligible for each tax on the receipt.
PRINT TAX % RATE	Y or N	If you are calculating a tax percentage (add-on or VAT), select Y if you wish to print the tax rate on each receipt.
INCLUDE VAT TAX IN TAX AMT	Y or N	Choose Y to print the VAT tax amount on the receipt, and include the VAT tax amount with other taxes, if applicable.
PRINT NET SALE AMOUNT (INCL. VAT)	Y or N	If you are calculating a value added tax (VAT), select Y if you wish to calculate and print the value of the tax eligible merchandise, with the tax amount factored out.
PRINT TRAIN MODE TITLE IN TRAIN MODE	Y or N	When in training mode, the message "TRAIN MODE" normally prints on each receipt. Select N if you wish to delete this message.
CURRENCY SYMBOL CONV.#1 CONV.#2 CONV.#3 CONV.#4		If you are using the currency conversion feature, you can select the appropriate symbol for each foreign currency you are accepting. To select a symbol, press the numeric 1 key (other) and select a symbol from the OTHER ALPHA MENU.

Function Key Programming

- At the **PROGRAM** control lock position menu, press **5** for **FUNCTION KEYS**. The **FUNCTION KEY PROGRAM** screen displays:

```

FUNCTION KEY PROGRAM

PUSH FUNCTION KEY TO
BE PROGRAMMED
    
```

- Press the function key you wish to program, or select a function to program from the **MORE KEYS** menu key or from the **MISC. TENDER** menu key.
- Refer to "Function Key Programming - Reference Information" on page 113 to review the options for each key. Make choices or changes on the screens provided. **CASH KEY PROG.** screens are shown as an example below.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER** (**CASH TEND**). See "How to Enter Descriptors in Program Mode" on page 26 for more information.

```

CASH KEY PROG .
DESC: CASH          ←
HALO                0.00
(0:NO LIMIT)
AMT TEND COMP.     N
OVER TENDER UNDER
MGR CONTROL        N
    
```

Press **ENTER** to advance the arrow to the next option.

Press **YES/NO** to toggle from "Y" to "N" for yes or no decisions.

```

CASH KEY PROG .
ALLOW UNDER TEND.  Y ←
DOES DRAWER OPEN   Y
EXEMPT TAX 1       N
EXEMPT TAX 2       N
EXEMPT TAX 3       N
EXEMPT TAX 4       N
    
```

Press **PAGE DOWN** to view the second function key screen. Press **PAGE Up** once to return to the first option on a screen. Press **PAGE Up** again to return to the previous screen.

- After making new entries or changes for a function key, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

Function Key Programming - Reference Information

CASH/TEND and CHECK TEND Function Options

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptors are CASH and CHECK.
HALO	7 digit amount	You can limit errors by setting the maximum amount that can be tendered. "0" means that there is no entry limit.
AMOUNT TEND COMP.	Y or N	Select Y if you want to force the operator to enter the tendered amount and let the register calculate the change.
OVER TENDER UNDER MGR CONTROL	Y or N	Select Y if you do not want the operator to tender more than the amount of the sale and issue change. When selected, over tendering is allowed only in the MANAGER control lock position.
ALLOW UNDER TEND.	Y or N	Select N if you do not want the operator to tender less than the amount of the sale.
DOES DRAWER OPEN	Y or N	Select N if you do not want the drawer to opened with this key.
EXEMPT TAX 1 EXEMPT TAX 2 EXEMPT TAX 3 EXEMPT TAX 4	Y or N	Select Y to exempt the appropriate tax automatically when finalized with this key.

#/NO SALE Function Options

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptor is NOSALE.
KEY DISABLE	Y or N	Select Y to disable this function.
INHIBIT NO SALE AFTER NON-ADD #	Y or N	Select Y if you want disable the NO SALE function after a non-add number is entered.
ENFORCE # ENTRY	Y or N	Select Y if you wish to enforce the entry of a non-add number at the beginning of each transaction. (For example, to track the number of customers in each sale, or to identify a customer number with each sale.)
INHIBIT PRINTING ON NO SALE	Y or N	Select Y to stop printing when a NO SALE is performed.

**CANCEL, ERROR CORRECT, VOID ITEM, Paid Out, REC ON ACCT, and RETURN
Function Options**

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptors are CANCEL, ERR CORR, VOID, PO, RA, and RETURN.
KEY DISABLE	Y or N	Select Y to disable this function.
UNDER MGR CONTROL	Y or N	Select Y if you do not want the operator use this function in REGISTER mode. When selected, the function is allowed only in the MANAGER control lock position.
HALO	7 digit amount	You can limit errors by setting the maximum amount that can be canceled. "0" means that there is no limit.

%1, %2, %3, %4 Function Options

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptors are % 1-4.
AMOUNT:Y %:N	Y or N	Select Y if you wish this key to apply an amount (as in a coupon). Select N if you wish this key to apply a percentage (as in a discount or surcharge).
RATE	5 digit	If the function is an amount, enter an amount from 0 to 999.99. If not zero, the amount will be the preset coupon amount. If the function is a percentage, enter a percentage from 0 to 99.999%. If not zero, the percentage will be the preset percentage.
KEY DISABLE	Y or N	Select Y to disable this function.
UNDER MGR CONTROL	Y or N	Select Y if you do not want the operator use this function in REGISTER mode. When selected, the function is allowed only in the MANAGER control lock position.
SALE:Y ITEM:N	Y or N	Select Y if you wish the amount or percentage to apply to the sale total. Select N if you wish the amount or percentage to apply to an item.
OVERRIDEABLE	Y or N	Select Y if you wish to enter a percentage or amount to override the preset percentage or amount set in the RATE field.
POS.:Y NEG.:N	Y or N	Select Y if you wish the amount or percentage to add to the sale total. Select N if you wish the amount or percentage to subtract from the sale.
TAXable BY TAX1 TAXable BY TAX2 TAXable BY TAX3 TAXable BY TAX4	Y or N	Select N to tax any taxable items before the discount or surcharge is applied (tax the gross amount). Select Y to tax any taxable items after the discount or surcharge is applied (tax the net amount).

MISC TENDER #1-4 Function Options

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptors are MISCTND 1-4.
HALO	7 digit amount	You can limit errors by setting the maximum amount that can be tendered. "0" means that there is no entry limit.
AMOUNT TEND COMP.	Y or N	Select Y if you want to force the operator to enter the tendered amount and let the register calculate the change.
OVER TENDER UNDER MGR CONTROL	Y or N	Select Y if you do not want the operator to tender more than the amount of the sale and issue change. When selected, over tendering is allowed only in the MANAGER control lock position.
ALLOW UNDER TEND.	Y or N	Select N if you do not want the operator to tender less than the amount of the sale.
DOES DRAWER OPEN	Y or N	Select N if you do not want the drawer to opened with this key.
NON-ADD # COMP.	Y or N	Select Y to enforce the entry of a non-add number before a tender can be made.
EXEMPT TAX 1 EXEMPT TAX 2 EXEMPT TAX 3 EXEMPT TAX 4	Y or N	Select Y to exempt the appropriate tax automatically when finalized with this key.

SCALE Function Options

Option	Entry	Description
DESC.	Alpha numeric 12 character	You can program a descriptor. The default descriptor is SCALE.
KEY DISABLE	Y or N	Select Y to disable this function.
UNDER MGR CONTROL	Y or N	Select Y if you do not want the operator use this function in REGISTER mode. When selected, the function is allowed only in the MANAGER control lock position.
KEY IS MAN. ENTRY	Y or N	Select Y if you want manual entry weight rather than direct weight entry (from an interfaced scale).
INHIBIT TARE WEIGHT ENTRY	Y or N	Select Y if you want to block the tare weight entry feature.
TARE ENTRY IS X	Y or N	Select Y if you want to enter a tare weight only in the MANAGER control lock position.
TARE-WEIGHT COMPULSORY	Y or N	Select Y if you want to enforce the tare entry.
WEIGHT SYM FOR MAN. (N:lb Y:kg)	Y or N	Select Y if you want to display and print the "kg" instead of the "lb" symbol (applies to manual weight systems only.)

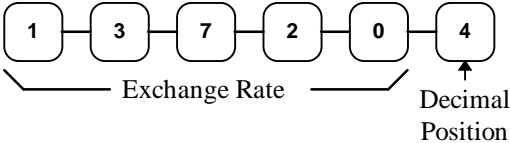
CURRENCY CONV.#1-4 Function Options

DESC.	Alpha numeric 12 character	You can program a descriptor for each foreign currency. The default descriptors are CONV 1-4.
RATE	5 digits	Enter the exchange rate of up to 5 digits (do not enter the decimal point). See the examples on the next page.
NUMBER OF DEC.	1 - 6	Enter a number from 0 to 6 to indicate the decimal position of the exchange rate. Count the decimal position from the right. See the examples on the next page.

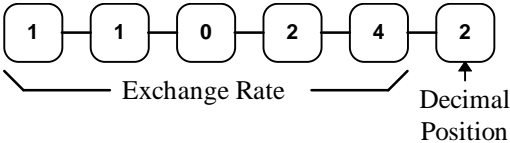
Currency Exchange Rate Programming Examples

Note: Foreign currency exchange rates can be stated as “foreign currency in dollars”, or “dollars in foreign currency”. Use the rate stated in “dollars in foreign currency” when you are programming this section.

The US dollar (home currency) is worth 1.3720 Canadian dollars (foreign currency).



The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).



Clerk Programming

1. At the **PROGRAM** control lock position menu, press **6** for **CLERK**. The **CLERK NUMBER** screen displays:

```

CLERK NUMBER
CLERK NO ? (1-20) 0←
    
```

2. Enter the clerk number (1-20) you wish to program, press the **ENTER (CASH/TEND)** key.
3. Refer to "Clerk Programming - Reference Information" to make choices or changes on the screens provided.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER (CASH TEND)**. See "How to Enter Descriptors in Program Mode" on page 26 for more information.

```

CLERK #1 PROGRAMMING
NAME          ←
PASSWORD      0
    
```

Press **ENTER** to advance the arrow to the next option.

4. After making new entries or changes for a function key, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

Clerk Programming - Reference Information

Option	Entry	Description
NAME	Alpha numeric 12 character	You can program a descriptor for each clerk. The name you program will print on the receipt in place of the default CLERK #1-20.
PASSWORD	6 digit number	If you are using a direct or code entry clerk system (see "System Option Programming" on page 101) you the number you set here is the number you must use to sign on.

Logo Descriptor Programming

The default descriptor "THANK YOU, CALL AGAIN" is automatically programmed on lines two and three of the message. Use this program if you wish to print a different message.

1. At the **PROGRAM** control lock position menu, press **7** for **LOGO DESCRIPTOR**. The **MESSAGE PROG.** screen displays.
2. Up to five message lines can be programmed to appear at the top of each receipt. Each line can have up to 19 characters.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER (CASH TEND)**. See "How to Enter Descriptors in Program Mode" on page 26 for more information.

Press **ENTER** to advance the arrow to the next message line.

Press **PAGE DOWN** to view the second Message Programming screen. Press **PAGE Up** once to return to the first line. Press **PAGE Up** again to return to the previous screen.

3. After making new entries or changes for a message, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

Group Descriptor Programming

Ten group totals (0-9) are available to summarize department sales. Group totals appear on reports, so that you can track sales of different types of items. The group descriptors programmed here will replace the default descriptors GROUP0 through GROUP9 that appear on reports.

1. At the **PROGRAM** control lock position menu, press **8** for **GROUP DESCRIPTOR**. The **GROUP DESC. PROG.** screen displays.
2. Program a descriptor up to 12 characters long for each group.

To enter a descriptor, press the corresponding number from the 10-key pad. If necessary, press the same key again to advance to the letter you wish to use. After you select each letter, press **ENTER (CASH TEND)**. See "How to Enter Descriptors in Program Mode" on page 26 for more information.

GROUP	DESC.	PROG.
GRP 0 :		←
GRP 1 :		
GRP 2 :		
GRP 3 :		
GRP 4 :		

Press **ENTER** to advance the arrow to the next group.

GROUP	DESC.	PROG.
GRP 5 :		←
GRP 6 :		
GRP 7 :		
GRP 8 :		
GRP 9 :		

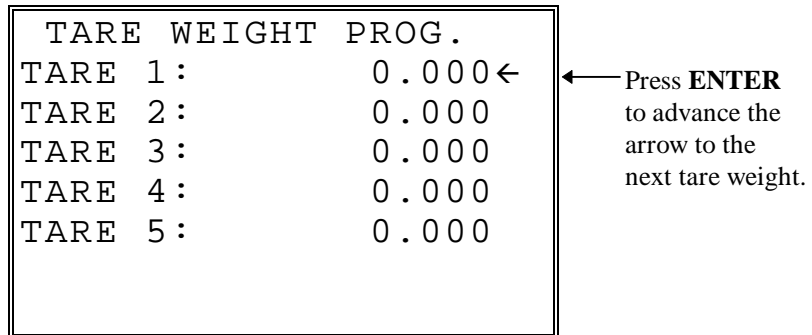
Press **PAGE DOWN** to view the second Group Desc. Programming screen. Press **PAGE Up** once to return to the first group on the screen. Press **PAGE Up** again to return to the previous screen.

3. After making new entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

Tare Weight Programming

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale. If you are using an optional scale you can pre-program up to five standard tare weights. By entering the tare number (1-5) the operator can automatically subtract the predetermined container weight when a product is on the scale.

1. At the **PROGRAM** control lock position menu, press **9** for **TARE WEIGHT**. The **TARE WEIGHT. PROG.** screen displays.
2. Enter a weight up to 9.999 lbs. for each tare. Use the decimal key when entering fractional weights.



3. After making new entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE** screen.

More Menu Programs

Clerk In/Out Programming

If a clerk forgets to sign in or sign out, or if sign in or out records need to be modified, these corrections can be made here.

1. At the **PROGRAM** control lock position menu, press **00** for **MORE**. The **PROGRAM MODE page2** screen displays.
2. Press **0** for **CLERK I/O**. The screen prompts you to enter a clerk number.

```
CLERK NUMBER
CLERK NO ? (1-20) 0←
```

3. Enter the sequence number 1-20 (not the secret code) for the clerk whose time record you wish to modify. The **CLERK I/O PROG.** screen displays. Note that the times displayed here are in a 24 hour format (military time, i.e. 5:00PM is 17:00.)

```
CLERK I/O PROG.
IN 01.25.99← 08:00
OUT 01.25.99 17:00
IN 00.00.00 00:00
OUT 00.00.00 00:00
IN 00.00.00 00:00
OUT 00.00.00 00:00
TIME WORKED : 09:00
```

4. The screen displays the last 3 time records. If necessary, use the **PAGE UP** or **PAGE DOWN** keys to view previous records. Move the arrow to the time you wish to modify by pressing the **ENTER (CASH/TEND)** key. Enter the correct time; press the **ENTER (CASH/TEND)** key.
5. After making new entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE page2** screen.

NOTE: The date is only for reference. Time worked is calculated from the time only.

Inventory Level Programming

Departments or PLUs can be designated to track inventory levels for an item. When this is selected, the sales counter, which normally counts up to track sales, counts down (decrements) to track the number of items remaining in inventory. See "Department Programming" on page 85 or "PLU Programming" on page 89 to give a department or PLU inventory status. Setting an initial inventory level, or adding to inventory is done here.

1. At the **PROGRAM** control lock position menu, press **00** for **MORE**. The **PROGRAM MODE page2** screen displays.
2. Press **1** for **INVENTORY (PLU)** or press **2** for **INVENTORY (DEPT)**. The screen prompts you to enter a PLU number or press a department key.

```
PLU NUMBER  
  
ENTER PLU NUMBER  
AND PUSH PLU KEY
```

```
PLU #1 PROGRAMMING  
STOCK QUANTITY  
0.00←
```

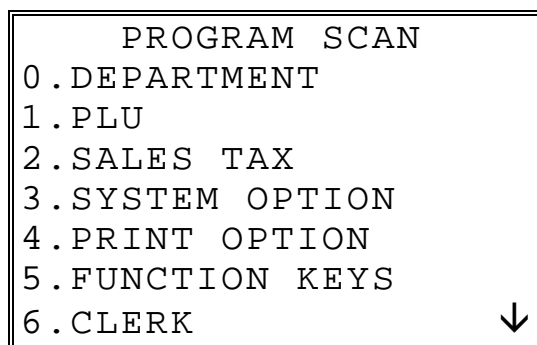
3. The current stock quantity for the PLU (or department) you are programming is displayed. Enter the new stock quantity, press the **ENTER (CASH/TEND)** key. Note, the screen immediately advances to the next PLU (or department) inventory record. You can press the **PAGE UP** key to return to the original PLU (or department) number, if you need to view, or correct your entry. Or, you can continue to enter inventory for additional PLUs or departments in sequential order.
4. After making new entries or changes, press the **CLEAR** key to finalize and return to the **PROGRAM MODE page2** screen.

Program Scans

Since much time and energy has been invested in the planning and programming of your *Samsung ER-550*, it is advisable to print a hard copy of the final program for future reference. This copy should be kept in a safe place. You can scan program segments separately, or you can generate a scan of all register programming in one step.

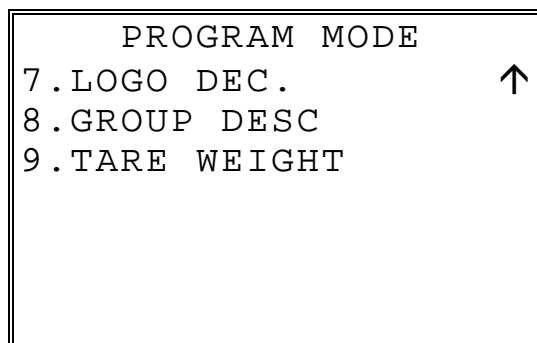
1. At the **PROGRAM** control lock position menu, press **00** for **MORE**. The **PROGRAM MODE page2** screen displays.
2. Press **4** to scan program segments separately, or press **5** to print a complete program scan, with the exception of the PLU program scan.
3. If you chose **4**, the **PROGRAM SCAN** menu displays:

```
PROGRAM SCAN
0 . DEPARTMENT
1 . PLU
2 . SALES TAX
3 . SYSTEM OPTION
4 . PRINT OPTION
5 . FUNCTION KEYS
6 . CLERK
```



4. Press **PAGE DOWN** to view the remainder of the **PROGRAM SCAN** menu:

```
PROGRAM MODE
7 . LOGO DEC.
8 . GROUP DESC
9 . TARE WEIGHT
```



5. Press the appropriate digit for the program segment you wish to print.
6. Press the **CLEAR** key to finalize and return to the **PROGRAM MODE page2** screen.

Program Scan Samples

Department

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

***** DEPT. SCAN *****
-----
DESC: DEPT.1
PRESET                N
PRICE/HALO            0.00
TAXABLE BY TAX1      N
TAXABLE BY TAX2      N
TAXABLE BY TAX3      N
TAXABLE BY TAX4      N
LINK GROUP(0-9)      0
NEGATIVE ITEM        N
SINGLE ITEM           N
NON-ADD # COMP.      N
GALLONAGE ITEM       N
DISABLE              N
INVENTORY ITEM       N
SCALABLE             N
AUTO SCALE           N
AUTO TARE (1-5)      0
SEND TO KITCHEN      N
PRINT RED ON KP      N

ANNIE                NO.000001
TIME 11:27AM         01
```

PLU

```
THANK-YOU  
CALL AGAIN  
  
DATE 08/15/1999          SUN  
  
***** PLU SCAN *****  
-----  
DESC: PLU 1  
PRESET                    N  
PRICE/HALO                0.00  
LINK DEPT(1-24)          1  
TAXABLE BY TAX1          N  
TAXABLE BY TAX2          N  
TAXABLE BY TAX3          N  
TAXABLE BY TAX4          N  
NEGATIVE ITEM            N  
SINGLE ITEM                N  
NON-ADD # COMP.          N  
GALLONAGE ITEM           N  
DISABLE                    N  
INVENTORY ITEM           N  
SCALABLE                  N  
AUTO SCALE                N  
AUTO TARE (1-5)          0  
LINK PLU(0-70)           0  
SEND TO KITCHEN          N  
PRINT RED ON KP          N  
  
ANNIE                      NO.000001  
TIME 11:27AM                01
```


Sales Tax

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

* TAX PROGRAMMING SCAN *
-----
TAX 1
TAX  SALE AMT RANGE
  0.00   0.00   0.10
  0.01   0.11   0.21
  0.02   0.22   0.38
  0.03   0.39   0.56
-----
  0.04   0.57   0.73
  0.05   0.74   0.91
  0.06   0.92   1.08
  0.07   1.09   1.24
  0.08   1.25   1.41

TAX 2
ADD-ON at 3.000%

TAX 3
VAT at 5.000%

TAX 4
ADD-ON at 0.000%

ANNIE                      NO.000001
TIME 11:27AM                01
```

System Option

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

** SYSTEM OPTION SCAN **
-----
BEEPER ACTIVE?      Y
CLERK ENTRY
METHOD?             0
0:push 1:CODE
CLERK ASSIGNED WHEN
CLERK KEY IS
PUSHED (1-20)      1
CLERK IS Y:POP-UP N
N:STAY-DOWN
DRAWER NEEDS TO BE
SHUT TO OPERATE    Y
OPEN DRAWER ALARM  N
SECONDS TO ALLOW
DRAWER OPEN        30
ALLOW POST TENDER  N
OPEN DRAWER ON
POST TENDER        N
ALLOW MULPTIPLE
RECEIPT            N
PLU SALES AFFECT
DEPT. ACTIVITY     N
CASH DECLARATION REQ
BEFORE REPORTS     N
MGR CONTROL TO TEND.
NEGATIVE BALANCE  N
MGR CONTROL TO TEND.
ZERO BALANCE       N
ALLOW CHECK-CASH   Y
RESET TRANSACTION #
ON Z REPORT        N
RESET GRAND TOTAL
AFTER Z REPORT     N
TRAINING PASSWORD
XXXX               0
ELEC. JOURNAL      N
```

Scan continued on the next page

Continued from the previous page

```
SEND ONLY NEGATIVE
ENTRIES TO E.J      N
SEND RESET REPORTS
TO E.J              N
PROMPT OPERATOR WHEN
E.J. IS FULL       N
STOP OPERATIONS WHEN
E.J. IS FULL       N
OPEN DRAWER WHEN
REPORTS ARE RUN    Y
DATE FORMAT IS     0
0:MDY 1:DMY 2:YMD
DECIMAL PLACE      2
OPEN DRAWER DURING
TRAINING MODE      N
DISABLE DEPT
PRESET OVERRIDE    N
CASH-IN-DRAWER LIMIT
(0=NO LIMIT)
0.00
% AND TAX CAL.     0
SPLIT PRICE CAL.   0

CALCULATION CHART
0:ROUND UP AT 0.50
1 ROUND UP
2:ROUND DOWN
ALLOW DOLLAR ENTRY
W/O SCALE ON
SCALABLE ITEM      N
MANAGER REQUIRED
FOR TIME IN/OUT    N
PORT IS DEFINED    0
SCALE:0 RJ:1 KP:2
COMBINE SAME ITEM
ON KP              Y
INITIAL FEEDING LINE
ON KP              0
ENDING FEEDING LINE
ON KP              6
SEND TO KP IN VOID
MODE               Y
SEND TO KP IN TRAIN
MODE               N

ANNIE              NO.000001
TIME 11:27AM      01
```

Print Option

```
THANK-YOU  
CALL AGAIN  
  
DATE 08/15/1999      SUN  
  
*** PRINT OPTION SCAN ***  
-----  
PRINT MEDIA TOTALS  
ON CLERK REPORT      N  
PRINT TAX SYMBOL     Y  
PRINT VOID MODE AND  
RETURN ON REPORT     Y  
PRINT AUDACTION  
ON REPORT            N  
SKIP ZERO TOTALS ON  
FINANCIAL REPORT     Y  
SKIP ZERO TOTALS ON  
CLERK REPORT         Y  
PRT CLERK REPORT     N  
AFT FINANCIAL RPT  
PRINT PLU WITH ZERO  
TOTALS ON REPORT     N  
PRINT DEPT WITH ZERO  
TOTALS ON REPORT     N  
PRINT SUBTOTAL WHEN  
PRESSED              N  
PRT SALE ITEM NO.   N  
PRINT % OF SALES  
ON DEPT. REPORT     N  
PRINT % OF SALES  
ON PLU REPORT        N  
PRINT LINK DEPT  
IN PLU REPORT        N  
PRINT CONS. NO.     Y  
PRINT DATE           Y  
PRINT TIME           Y  
MACHINE NO.         1  
(O = NO PRINT)  
PRINT CLERK NAME    Y  
HOME CURRENCY SYM  $
```

Scan continued on the next page

Continued from the previous page

```
PRINT GRAND TOTAL
  ON X REPORT      Y
PRINT GRAND TOTAL
  ON Z REPORT      Y
PRINT GROSS TOTAL
  ON X REPORT      Y
PRINT GROSS TOTAL
  ON Z REPORT      Y
PRINT Z COUNTER    Y
PRINT SUBTOTAL W/O
  TAX              N
PRINT TAX AMOUNT   Y
TAX AMOUNT IS     N
  Y:COMBINE N:ITEMIZE
PRT TAXABLE TOTAL N
PRINT TAX % RATE  N
INCLUDE VAT TAX
  IN TAX AMT      N
PRINT NET SALE    N
  AMOUNT (INCL. VAT)
PRINT TRAIN MODE  Y
  TITLE IN TRAIN MODE
PRT KP ORDER # ON
  RECEIPT         Y
CURRENCY SYMBOL
  CONV.#1        ■
  CONV.#2        ■
  CONV.#3        ■
  CONV.#4        ■

ANNIE              NO.000001
TIME 11:27AM      01
```

Function Keys

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

** FUNCTION KEY SCAN **
-----
DESC: CASH
HALO                0.00
(0:NO LIMIT)
AMT TEND COMP.      N
OVER TENDER UNDER
MGR CONTROL         N
ALLOW UNDER TEND.  Y
DOES DRAWER OPEN   Y
EXEMPT TAX 1        N
EXEMPT TAX 2        N
EXEMPT TAX 3        N
EXEMPT TAX 4        N

ANNIE                NO.000001
TIME 11:27AM        01
```

Clerk

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

***** CLERK SCAN *****
-----
NAME ANNIE
PASSWORD           0

ANNIE                NO.000001
TIME 11:27AM        01
```

Logo Descriptor

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

***** LOGO SCAN *****
-----
MESSAGE 1 :

MESSAGE 2 :
      THANK-YOU
MESSAGE 3 :
      CALL AGAIN
MESSAGE 4 :

MESSAGE 5 :

ANNIE                  NO.000001
TIME 11:27AM          01
```

Group Descriptor

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

*** GROUP DESC. SCAN ***
-----
GRP 0: FOOD
GRP 1: BEVERAGE
GRP 2: BAR
GRP 3:
GRP 4:
GRP 5:
GRP 6:
GRP 7:
GRP 8:
GRP 9:

ANNIE                  NO.000001
TIME 11:27AM          01
```

Tare Weight

```
THANK-YOU  
CALL AGAIN  
  
DATE 08/15/1999      SUN  
  
*** TARE WEIGHT SCAN ***  
-----  
TARE 1      0.050  
TARE 2      0.000  
TARE 3      0.000  
TARE 4      0.000  
TARE 5      0.000  
ANNIE      NO.000001  
TIME 11:27AM      01
```


Report Samples

Financial Report

Note: This sample report is shown with the following print options in place:

- **PRINT AUDACTION ON REPORT is set to Y.**
 - **SKIP ZERO TOTALS ON FINANCIAL REPORT is set to N.**
 - **PRINT DEPT WITH ZERO TOTALS ON REPORT is set to N.**
 - **PRINT % OF SALES ON DEPT. REPORT is set to N.**
-

Your report may look different, depending on the print options you have selected. See "Print Option Programming" on page 107 if you wish to change the content of your financial report.

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	FINANCIAL
Department Descriptor ->	APPLES T1
Department Activity Counter ->	QTY @0.99 9
Department Sales Total ->	SALES AMT \$8.91
Department Descriptor ->	SODA T2
Department Activity Counter ->	QTY @2.00 6
Department Sales Total ->	SALES AMT \$12.00

Continued on the next page . . .

(Department sales information is listed for each active department)

	GROCERY	
	QTY	1
	SALES AMT	\$10.00
	NEWSPAPER	
	QTY	1
	SALES AMT	\$4.00
	MGR DISC N	
	QTY	1
	SALES AMT	-1.95
	MISC	
	QTY	1
	SALES AMT	\$8.00
Activity For All Positive Depts ->		
Total of All Positive Depts ->		
Activity For All Negative Depts ->		
Total of All Negative Depts ->		
Activity For All Depts ->		
Total of All Depts ->		

	+DEPT TTL	18
		\$42.91
	-DEPT TTL	1
		-1.95
	ADJST TTL	19
		\$40.96

Total of non-taxable sales ->		
Taxable sales for Tax Rate 1 ->	NONTAX AMT	\$20.05
Tax Rate 1 ->	TAX 1 SALES	\$8.91
Taxable sales for Tax Rate 2 ->		6.500%
Tax Rate 2 ->	TAX 2 SALES	\$12.00
Taxable sales for Tax Rate 3 ->		10.000%
Taxable sales for Tax Rate 4 ->	TAX 3 SALES	\$0.00
Tax Collected for Tax Rate 1 ->	TAX 4 SALES	\$0.00
Tax Collected for Tax Rate 2 ->	TAX1 AMT	\$0.56
Tax Collected for Tax Rate 3 ->	TAX2 AMT	\$1.20
Tax Collected for Tax Rate 4 ->	TAX3 AMT	\$0.00
Activity Count For % 1 Key ->	TAX4 AMT	\$0.00
Dollar Amount For % 1 Key ->	ITEM DISC	1
Activity Count For % 2 Key ->		-0.10
Dollar Amount For % 2 Key ->	SALE COUPON	2
Activity Count For % 3 Key ->		-2.50
Dollar Amount For % 3 Key ->	% 3	0
Activity Count For % 4 Key ->		\$0.00
Dollar Amount For % 4 Key ->	% 4	0
Customer Count ->		\$0.00
Net Sales Total ->	NET TOTAL	11
		\$40.22

Continued on the next page . . .

TAX 1 Credited On Negative Sales ->	TAX1 CREDIT	\$0.06
TAX 2 Credited On Negative Sales ->	TAX2 CREDIT	\$0.00
TAX 3 Credited On Negative Sales ->	TAX3 CREDIT	\$0.00
TAX 4 Credited On Negative Sales ->	TAX4 CREDIT	\$0.00
Count Of Return Merchandise Items ->	RETURN	2
Total Of Return Merchandise ->		-1.98
Count Of Void Last Item Activity ->	ERR CORR	1
Total Of Void Last Item Activity ->		-2.00
Count Of Void Prev. Item Activity ->	VOID	1
Total Of Void Prev. Item Activity ->		-0.99
# Of VOID Key Position Transactions ->	MODE VD	1
Dollar Amount Of VOID Key Position ->		\$4.95
# Of Canceled Transactions ->	CANCEL	1
Amount Of Canceled Transactions ->		\$5.98
Gross Sales Total	GROSS TTL	\$51.76
# Of Cash Sales ->	CASH	9
Dollar Amount Of Cash Sales ->		\$35.07
# Of Check Sales ->	CHECK	1
Dollar Amount Of Check Sales ->		\$1.15
# Of Misc. Tender 1 Sales ->	MISCTND 1	1
Dollar Amt Of Misc. Tender 1 Sales ->		\$4.00
# Of Misc. Tender 2 Sales ->	MISCTND 2	0
Dollar Amt Of Misc. Tender 2 Sales ->		\$0.00
# Of Misc. Tender 3 Sales ->	MISCTND 3	0
Dollar Amt Of Misc. Tender 3 Sales ->		\$0.00
# Of Misc. Tender 4 Sales ->	MISCTND 4	0
Dollar Amt Of Misc. Tender 4 Sales ->		\$0.00
# Of Rec'd On Account Transactions ->	REC ON ACCT.	1
Total Of Rec'd On Accounts ->		\$15.00
# Of Paid Out Transactions ->	PAID OUT	1
Total Of Paid Out Transactions ->		-30.00
# Of Neg. Plus Linked To Pos. Depts ->	NPLU-PDPT	0
Total Of - Plus Linked To + Depts ->		\$0.00
Cnt Of Sales Ending In - Or 0 Bal ->	AUDACT	1
Total Of Negative Sales ->		\$0.00
Count Of No Sales ->	NOSALE	2
Total of Non Adding Number Entries ->	NON-ADD#	0
Cash in drawer amount ->	CASH-IN-D	\$20.07
Check in drawer amount ->	CHECK-IN-D	\$1.15
Misc. Tender 1 in drawer amount ->	MISC1-IN-DR	\$4.00
Misc. Tender 2 in drawer amount ->	MISC2-IN-DR	\$0.00
Misc. Tender 3 in drawer amount ->	MISC3-IN-DR	\$0.00
Misc. Tender 4 in drawer amount ->	MISC4-IN-DR	\$0.00

Continued on the next page . . .

Foreign Currency 1 in Drawer ->	CONV1	\$0.00
Foreign Currency 2 in Drawer ->	CONV2	\$0.00
Foreign Currency 3 in Drawer ->	CONV3	\$0.00
Foreign Currency 4 in Drawer ->	CONV4	\$0.00
Drawer Total ->	DRAWER TTL	\$25.22
Count of Training Mode Transactions ->	TRAIN TTL	0
Total of Training Mode Transactions ->		\$0.00

Non-Resetable Grand Total ->	GRAND TOTAL	\$51.76
Clerk/Transaction Number ->	ANNIE	NO.000001
Time/Register Number ->	TIME 11:04AM	01

Time Report

The Time report lists the number of transaction and their dollar total for each hour of the day where there is sales activity.

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	TIME
Hourly Time Period ->	TIME : 9:00
Activity Counter ->	QTY 11
Net Sales Total for the Period->	SALES AMT \$40.22
Percentage of Sales ->	SALE RATE 100.00%
Activity Count for All Periods ->	TOTAL CNT 11
Net Sales Total for All Periods ->	TOTAL AMT \$40.22
Clerk/Transaction Number ->	ANNIE NO.000001
Time/Register Number ->	TIME 11:04AM 01

PLU Report

The PLU report lists the activity and sales total for each PLU.

Note: This sample report is shown with the following print options in place:

- **PRINT PLU WITH ZERO TOTALS ON REPORT is set to N.**
- **PRINT % OF SALES ON PLU REPORT is set to Y.**

Your report may look different, depending on the print options you have selected. See "Print Option Programming" on page 107 if you wish to change the content of your financial report.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
Report Type/Reset (Z) Counter ->	X1 REPORT	0004

Report Name ->	ALL PLU	
PLU Descriptor ->	PLU 1 T1	
PLU Activity Counter ->	QTY @5.00	1
PLU Sales Total ->	SALES AMT	\$5.00
% of this PLUs sales to All PLUs ->	SALE RATE	71.42%
PLU 2		
(PLU information is listed for each PLU)	QTY @2.00	1
	SALES AMT	\$2.00
	SALE RATE	28.57%
Activity Count for All PLUs ->	TOTAL CNT	2
Sales Total for All PLUs ->	TOTAL AMT	\$7.00
Clerk/Transaction Number ->	ANNIE	NO.000001
Time/Register Number ->	TIME 11:04AM	01

Clerk Report

The clerk report can be generated for all clerks or for individual clerks. The clerk report can include media information for cash drawer accountability (see example on next page). By default, the clerk report includes the basic sales information in the example below.

Note: This sample report below is shown with the following print options in place:

- **SKIP ZERO TOTALS ON CLERK REPORT is set to N.**
 - **PRINT MEDIA TOTALS ON CLERK REPORT is set to N.**
-

Your report may look different, depending on the print options you have selected. See "Print Option Programming" on page 107 if you wish to change the content of your financial report.

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	ALL CLERKS
Clerk Name/Number of Sales ->	ANNIE 11
Net Sales for the Clerk ->	NET SALE \$40.22
Number of No Sales for the Clerk ->	NO SALE 2

(Clerk information is listed for each Clerk)	
Clerk/Transaction Number ->	ANNIE NO.000001
Time/Register Number ->	TIME 11:04AM 01

Note: This sample report below is shown with the following print options in place:

- **SKIP ZERO TOTALS ON CLERK REPORT is set to N.**
- **PRINT MEDIA TOTALS ON CLERK REPORT is set to Y.**

Your report may look different, depending on the print options you have selected. See "Print Option Programming" on page 107 if you wish to change the content of your financial report.

	THANK-YOU CALL AGAIN	
	DATE 08/15/1999	SUN
Report Type/Reset (Z) Counter ->	X1 REPORT	0004

Report Name ->	ALL CLERKS	
Clerk Name/Number of Sales ->	ANNIE	11
Net Sales Total ->	NET TOTAL	\$40.22
Total of non-taxable sales ->	NONTAX AMT	\$20.05
Taxable sales for Tax Rate 1 ->	TAX 1 SALES	\$8.91
Taxable sales for Tax Rate 2 ->	TAX 2 SALES	\$12.00
Taxable sales for Tax Rate 3 ->	TAX 3 SALES	\$0.00
Taxable sales for Tax Rate 4 ->	TAX 4 SALES	\$0.00
Tax Collected for Tax Rate 1 ->	TAX1 AMT	\$0.56
Tax Collected for Tax Rate 2 ->	TAX2 AMT	\$1.20
Tax Collected for Tax Rate 3 ->	TAX3 AMT	\$0.00
Tax Collected for Tax Rate 4 ->	TAX4 AMT	\$0.00
Activity Count For % 1 Key ->	ITEM DISC	1
Dollar Amount For % 1 Key ->		-0.10
Activity Count For % 2 Key ->	SALE COUPON	2
Dollar Amount For % 2 Key ->		-2.50
Activity Count For % 3 Key ->	% 3	0
Dollar Amount For % 3 Key ->		\$0.00
Activity Count For % 4 Key ->	% 4	0
Dollar Amount For % 4 Key ->		\$0.00
TAX 1 Credited On Negative Sales ->	TAX1 CREDIT	\$0.06
TAX 2 Credited On Negative Sales ->	TAX2 CREDIT	\$0.00
TAX 3 Credited On Negative Sales ->	TAX3 CREDIT	\$0.00
TAX 4 Credited On Negative Sales ->	TAX4 CREDIT	\$0.00

Continued on the next page . . .

Count Of Return Merchandise Items ->	RETURN	2
Total Of Return Merchandise ->		\$1.98
Count Of Void Last Item Activity ->	ERR CORR	1
Total Of Void Last Item Activity ->		-2.00
Count Of Void Prev. Item Activity ->	VOID	1
Total Of Void Prev. Item Activity ->		-0.99
# Of VOID Key Position Transactions ->	MODE VD	1
Dollar Amount Of VOID Key Position ->		-4.95
# Of Canceled Transactions ->	CANCEL	1
Amount Of Canceled Transactions ->		\$5.98
# Of Rec'd On Account Transactions ->	REC ON ACCT.	1
Total Of Rec'd On Accounts ->		\$15.00
# Of Paid Out Transactions ->	PAID OUT	1
Total Of Paid Out Transactions ->		-30.00
Cash in drawer amount ->	CASH-IN-D	\$20.07
Check in drawer amount ->	CHECK-IN-D	\$1.15
Misc. Tender 1 in drawer amount ->	MISC1-IN-DR	\$4.00
Misc. Tender 2 in drawer amount ->	MISC2-IN-DR	\$0.00
Misc. Tender 3 in drawer amount ->	MISC3-IN-DR	\$0.00
Misc. Tender 4 in drawer amount ->	MISC4-IN-DR	\$0.00
Drawer Total ->	DRAWER TTL	\$25.22
Count of Training Mode Transactions ->	TRAIN TTL	0
Number of No Sales ->	NOSALE	2

(Clerk information is listed for each Clerk)

Clerk/Transaction Number ->	ANNIE	NO.000001
Time/Register Number ->	TIME 11:04AM	01

Groups Report

Each department is linked to one of 10 groups (groups 0-9) where its' sales totals accumulate (see "Department Programming" on page 85). Groups are often used to provide convenient subtotals of similar departments. For example, in a restaurant, groups can subtotal food and drink departments. You can program the descriptor that is printed for each group on this report. See "Group Descriptor Programming" on page 120.

The Groups report lists group activity and sales totals for each active group.

THANK-YOU CALL AGAIN		
DATE	08/15/1999	SUN
Report Type/Reset (Z) Counter ->	X1 REPORT	0004

Report Name ->	GROUP	
Group Descriptor ->	GROUP0	
Group Activity Counter ->	QTY	13
Group Sales Total ->	SALES AMT	\$28.96
	GROUP1	
	QTY	6
	SALES AMT	\$12.00
Activity Count for All Groups ->	TOTAL CNT	19
Sales Total for All Groups ->	TOTAL AMT	\$40.96
Clerk/Transaction Number ->	ANNIE	NO.000001
Time/Register Number ->	TIME 11:04AM	01

PLU & Department Stock Reports

Departments or PLUs can be designated to track inventory levels for an item. When this is selected, the sales counter, which normally counts up to track sales, counts down (decrements) to track the number of items remaining in inventory. See "Department Programming" on page 85 or "PLU Programming" on page 89 to give a department or PLU inventory status. See "Inventory Level Programming" on page 123 to set the inventory level.

PLU and Department Stock reports list the current inventory level for items with inventory status.

PLU Stock Report Example

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	ALL PLU (STOCK)
PLU Descriptor & Counter ->	PLU 17 34
	APPLES 67
Clerk/Transaction Number ->	ANNIE NO.000001
Time/Register Number ->	TIME 11:04AM 01

Department Stock Report Example

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	DEPARTMENT (STOCK)
Department Descriptor & Counter ->	DEPT.21 13
	DEPT.24 47
Clerk/Transaction Number ->	ANNIE NO.000001
Time/Register Number ->	TIME 11:04AM 01

Cash/Check Totals

Run a Cash/Check Totals report to quickly report current cash and check in drawer totals.

	THANK-YOU	
	CALL AGAIN	
	DATE 08/15/1999	SUN
Report Type/Reset (Z) Counter ->	X1 REPORT	0004

Report Name ->	IN DRAWER	
Cash in Drawer Total ->	CASH-IN-D	\$20.07
Checks in Drawer Total ->	CHECK-IN-D	\$1.15
Clerk/Transaction Number ->	ANNIE	NO.000001
Time/Register Number ->	TIME 11:04AM	01

Clerk Time Report

	THANK-YOU CALL AGAIN
	DATE 08/15/1999 SUN
Report Type/Reset (Z) Counter ->	X1 REPORT 0004

Report Name ->	TIME CLERK REPORT
	ANNIE
Up to 8 in and out records are ->	IN : 08/15/1999 08:00AM
recorded for each clerk ->	OUT : 08/15/1999 05:00PM
Time worked total for each clerk ->	TIME WORKED: 09:00
	TOTAL WORKED: 09:00
Total time worked for all clerks ->	ANNIE NO.000001
Clerk/Transaction Number ->	TIME 11:04AM 01
Time/Register Number ->	

Note: Time worked is always in HH:MM.

Electronic Journal

The content of the electronic journal can be controlled through system option programming. You can:

- capture and print all sales
- capture and print only sales with negative items
- capture and print reset reports

You can also choose to prompt the operator when the electronic journal memory is full, and/or shut down register operations when the memory is full. See "System Option Programming" on page 101.

THANK-YOU CALL AGAIN		
*** ELECTRONIC JOURNAL ***		
DATE	08/15/1999	SUN
DEPT.1 T1		\$2 99
TAX1 AMT		\$0.18
TOTAL		3.17
CASH		3.17
ANNIE	NO. 000001	
TIME	11:27AM	01
DATE	08/15/1999	SUN
DEPT.5		\$1 29
TOTAL		\$1.29
CASH		\$1.29
ANNIE	NO. 000001	
TIME	11:27AM	01

System Balancing

Department Sales Total

+	+DEPT TTL (Add All Positive Departments)
-	-DEPT TTL (Add All Negative Departments)
=	ADJST TTL

Net Total

+	ADJST DEPT TTL
+	TAX1 AMOUNT
+	TAX2 AMOUNT
+	TAX3 AMOUNT
-	Sale Coupon Total*
-	Sale Discount Total*
+	Sale Surcharge Total
=	NET TOTAL

* Subtract the value printed. Do not subtract the negative number, or add the value.

Gross Total

+	NET TOTAL
+	Negative Departments
+	Item Coupon Total
+	Item Percent Discount Total
+	Sale Coupon Total
+	Sale Discount Total
+	TAX CREDIT (1-4)
+	RETURN
+	MODE VD
+	Minus PLUs linked to Positive Departments
=	GROSS TTL

Grand Total

+	Yesterdays GRAND TOTAL
+	GROSS TTL
=	GRAND TOTAL

Drawer Total

+	CASH-IN-D
+	CHECK-IN-D
+	MISC1-IN-D
+	MISC2-IN-D
+	MISC3-IN-D
+	MISC4-IN-D
=	DRAWER TTL

Service Mode Functions

Overview

This mode is used to perform functions usually performed by a service technician. In this chapter you will find:

- "Hardware Tests" on page 152
- "Clear Totals" on page 153
- "Reading Program Information" on page 154

Because access to these functions can present a security issue, it is recommended that all Program keys, which access the **SERVICE MODE** control lock position be secured in an appropriate place.

OPERATING NOTE: If you need help, press the HELP SCREEN key. Press ESC (CLEAR) to exit a help screen and return to the original screen.

Hardware Tests

This operation enables a technician to perform self tests on the cash register hardware.

1. Turn the Control lock to the **SERVICE MODE** position. The **SERVICE MODE** menu displays:

```
SERVICE MODE
0 . HW TEST
1 . CLEAR ALL TOTALS
2 . CLEAR GRAND TOTAL
3 . EPROM INFO.
```

2. Press **0** to display the **HW TEST MODE** screen.

```
HW TEST MODE
0 . TEST PRINTER
1 . TEST DISPLAY
2 . TEST KEYBOARD
3 . TEST PORT
4 . TEST PRINTER ,
   DISPLAY , DRAWER
```

3. Press:

0	The printer will print a test pattern.
1	The screen will display a test pattern. Press CLEAR to exit the test.
2	The keyboard test begins. The screen will provide instructions. Press CLEAR to exit the test.
3	The communications port is tested. (Loop back connector must be installed to perform this test.)
4	The printer will print a test pattern. The screen will display a test pattern. The drawer will open. Press CLEAR to exit the test.

Clear Totals

This operation allows the operator to reset all totals and counters, or only the non-resettable grand total without disturbing other register programs.

1. Turn the Control lock to the **SERVICE MODE** position. The **SERVICE MODE** menu displays:

```
SERVICE MODE
0. HW TEST
1. CLEAR ALL TOTALS
2. CLEAR GRAND TOTAL
3. EPROM INFO.
```

2. Press **1** to clear all totals and counters; press **2** to clear only the grand total. The screen will ask: ARE YOU SURE?

```
CLEAR ALL TOTALS
ARE YOU SURE?
NO
```

3. Press **YES/NO**, then press **ENTER (CASH/TEND)**. The printer will print a message confirming the operation:

```
THANK-YOU
CALL AGAIN

DATE 08/15/1999      SUN

ALL TOTALS RESET
ANNIE                NO.000001
TIME 11:27AM        01
```

Reading Program Information

The program that operates the functions of the *ER-550* is loaded on an erasable, programmable, read-only memory chip (EPROM). The date and version number of the program can be read here.

1. Turn the Control lock to the **SERVICE MODE** position. The **SERVICE MODE** menu displays:

```
SERVICE MODE
0. HW TEST
1. CLEAR ALL TOTALS
2. CLEAR GRAND TOTAL
3. EPROM INFO.
```

2. Press **3** to display EPROM information.

```
ER-550 EPROM INFO.

V.1.01 FEB.06 1997
CHECK SUM : 6F4B
PLU/EJ : 70/1370

PRESS CLEAR KEY
```

3. Press **CLEAR** to exit the test.

Glossary of Terms

Activity Count

The activity counter keeps track of the number of times an entry is made on a PLU, or function key.

Audaction

Refers to the total of all sales ending in a negative balance.

Clerks

Sales *clerks* are individuals who are responsible for selling the merchandise to the customer. Typically, management wants to know merchandise sales levels for each clerk, in order to monitor productivity, account for cash and other media, and/or pay commissions.

Compulsory

When an operation is programmed compulsory, a function (i.e. Non-add number entry) must be performed in order to complete the operation.

Consecutive Number

A count appears at the bottom of each receipt and after each transaction on the journal tape. This count increases by one with each transaction, report, or scan.

Default Program

The original program installed in the *ER-550*. The register has a default program which makes it operational after a RAM clear. Nearly all option, rate, and status programs are set to zero as the default condition.

Department

Departments accumulate sales information. Registrations into departments can be amounts (open department), or pressing a department can automatically register a preprogrammed price (preset department). The *ER-550* provides 12 department keys. However, by pressing the **DEPT SHIFT** key prior to a registration, you can access 12 additional departments, for a total of 24 department totals.

Discount (Item)

An item discount (coupon or %) subtracts an amount or percentage from the price of an item. This subtraction nets the Department or PLU total.

Discount (Sale)

A sale discount (coupon or %) subtracts an amount or percentage from the entire sale.

Electronic Journal

The electronic journal is an area of memory designated to keep a sales journal. The electronic journal can be printed, if necessary, to provide a traditional record of all register activity.

Error Condition

An error condition signals that mis-operation has occurred. It is identified by an audible tone and an error descriptor appearing on the display.

Error Correct

An error correct operation voids the last item entered, it must be used within a sale.

Gallonage

Gallonage is a status that can be assigned to a department or PLU. Gallonage departments or PLUs accept a price, but print both the price and the quantity of gallons sold. The quantity of gallons is computed from the price per gallon, which is set as the preset price.

HALO

The high amount lock-out (HALO) limits the amount allowed to be entered in a Department or PLU, or function key.

No Sale

No sale is an operation to simply open the cash drawer.

Override

Override is an operation used to bypass a programmed price or HALO.

PLUs

Price look-ups (PLUs) are accessed by indexing a code number and pressing the PLU key. PLUs can be programmed with a preset or open price. PLUs record their own activity count and dollar total on the PLU report.

Post Tendering

The Post Tendering feature allows the operator to use the register to compute change on cash transactions after the sale has been finalized.

To calculate change due after finalizing the sale, enter the cash amount presented by the customer and then press **CASH**. The amount of change due the customer is then displayed, and the cash drawer may open.

This is a calculation function only, and no totals or counters are updated by the use of this feature.

Receipt

A receipt is a printed tape given to a customer as a record of the sale transaction.

Register Number

The register number is a programmable number which prints on the receipt and journal tapes. It identifies the electronic cash register the sale or report was performed on.

Stay-Down

When a function is programmed as a Stay-down function, it is valid until changed. For example, a Stay-down clerk remains signed on until either signed off, or another clerk is signed on

Surcharge (Item)

An item percent surcharge adds a percentage to the price of an item. This addition nets the department or PLU total.

Surcharge (Sale)

A sale percent surcharge adds a percentage to the entire sale.

Tare Weight

A tare is the amount of weight accounted for by the container or packaging. By entering a tare weight (as required by law in some areas) the weight of the container is subtracted and only the true weight of the product is measured on the scale.

Tax Except

Tax except is used to exclude the tax from an entire sale.

Tax Shift

Tax shift keys are used to reverse the tax status of a department or PLU entry.

Tender

The method of register operation in which payment is made and the transaction is finalized.

Void

A void operation will erase a previous item entry. It must be used inside of a sale only.

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