SAM4S

SPS-500 Series

Program Reference Manual

All specifications are subject to change without notice.

PM-SPS-500 manual version 1.5

CRS, Inc.
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Revision 2.0 - April 1, 2005

WARNING - U.S.

THIS EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY, AND IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS MANUAL, MAY CAUSE INTERFERENCE TO RADIO COMMUNICATIONS. IT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS A COMPUTING DEVICE PURSUANT TO SUBPART J OF PART 15 OF FCC RULES WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT. OPERATIONS OF THE EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE IN WHICH CASE THE USER, AT HIS OWN EXPENSE, WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

NOTICE - CANADA

THIS APPARATUS COMPLIES WITH THE CLASS “A” LIMITS FOR RADIO INTERFERENCE AS SPECIFIED IN THE CANADIAN DEPARTMENT OF COMMUNICATIONS RADIO INTERFERENCE REGULATIONS.

CET APPAREIL EST CONFORME AUX NORMES CLASS “A” D’INTERFERENCE RADIO TEL QUE SPECIFIER PAR MINISTRE CANADIEN DES COMMUNICATIONS DANS LES REGLEMENTS D’INTERFERENCE RADIO.

ATTENTION

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

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

Precaution Statements

Follow these safety, servicing and ESD precautions to prevent damage and to protect against potential hazards such as electrical shock.

1-1 Safety Precautions

1. Be sure that all built-in protective devices are replaced. Restore any missing protective shields.
2. When reinstalling the chassis and its assemblies, be sure to restore all protective devices, including nonmetallic control knobs and compartment covers.
3. Make sure there are no cabinet openings through which people - particularly children - might insert fingers and contact dangerous voltages.
   Such openings include excessively wide cabinet ventilation slots and improperly fitted covers and drawers.
4. Design Alteration Warning:
   Never alter or add to the mechanical or electrical design of the SECR. Unauthorized alterations might create a safety hazard. Also, any design changes or additions will void the manufacturer's warranty.
5. Components, parts and wiring that appear to have overheated or that are otherwise damaged should be replaced with parts that meet the original specifications. Always determine the cause of damage or over- heating, and correct any potential hazards.
6. Observe the original lead dress, especially near the following areas: sharp edges, and especially the AC and high voltage supplies. Always inspect for pinched, out-of-place, or frayed wiring. Do not change the spacing between comp-onents and the printed circuit board. Check the AC power cord for damage. Make sure that leads and components do not touch thermally hot parts.
7. Product Safety Notice:
   Some electrical and mechanical parts have special safety-related characteristics that might not be obvious from visual inspection. These safety features and the protection they give might be lost if the replacement component differs from the original - even if the replacement is rated for higher voltage, wattage, etc.
   Components that are critical for safety are indicated in the circuit diagram by shading, (⚠) or (⚠). Use replacement components that have the same ratings, especially for flame resistance and dielectric strength specifications. A replacement part that does not have the same safety characteristics as the original might create shock, fire or other hazards.

CAUTION

Danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the manufacturer.

Dispose used batteries according to the manufacturer's instructions.

ATTENTION

ll y a danger d'explosion s'il y a remplacement incorrect de la batterie.

Remplacer uniquement avec une batterie du même type ou d'un type équivalent recommandé par le constructeur.

Mettre au rebut les batteries usagées conformément aux instructions du fabricant.

1-2 Servicing Precautions

WARNING: First read the-Safety Precautions-section of this manual. If some unforeseen circumstance creates a conflict between the servicing and safety precautions, always follow the safety precautions.

WARNING: An electrolytic capacitor installed with the wrong polarity might explode.

1. Servicing precautions are printed on the cabinet. Follow them.
2. Always unplug the units AC power cord from the AC power source before attempting to:
   (a) Remove or reinstall any component or assembly
   (b) Disconnect an electrical plug or connector
   (c) Connect a test component in parallel with an electrolytic capacitor
3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.
4. After servicing, always check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.
5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples : metal panels and input terminals).
6. Insulation Checking Procedure:
   Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.
   The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.
7. Never defeat any of the B+ voltage interlocks. Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.
8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead ; always remove the instrument's ground lead last.

1-3 Precautions for Electrostatically Sensitive Devices (ESDs)

1. Some semiconductor (solid state) devices are easily damaged by static electricity. Such components are called Electrostatically Sensitive Devices (ESDs); examples include integrated circuits and some field-effect transistors. The following techniques will reduce the occurrence of component damage caused by static electricity.
2. Immediately before handling any semiconductor components or assemblies, drain the electrostatic charge from your body by touching a known earth ground. Alternatively, wear a discharging wrist-strap device. (Be sure to remove it prior to applying power - this is an electric shock precaution.)
3. After removing an ESD-equipped assembly, place it on a conductive surface such as aluminum foil to prevent accumulation of electrostatic charge.
4. Do not use freon-propelled chemicals. These can generate electrical charges that damage ESDs.
5. Use only a grounded-tip soldering iron when soldering or unsoldering ESDs.
6. Use only an anti-static solder removal device. Many solder removal devices are not rated as anti-static; these can accumulate sufficient electrical charge to damage ESDs.
7. Do not remove a replacement ESD from its protective package until you are ready to install it. Most replacement ESDs are packaged with leads that are electrically shorted together by conductive foam, aluminum foil or other conductive materials.
8. Immediately before removing the protective material from the leads of a replacement ESD, touch the protective material to the chassis or circuit assembly into which the device will be installed.
9. Minimize body motions when handling unpackaged replacement ESDs. Motions such as brushing clothes together, or lifting a foot from a carpeted floor can generate enough static electricity to damage an ESD.

Contents

Introduction

SAM4s SPS-500 Series Overview

Power Requirements

Plug the SPS-500 into a grounded 3-prong outlet.

- Be aware that other electrical devices on the same circuit can cause your ECR to malfunction. Avoid plugging your ECR into outlets where other high-current devices are connected.
- Be aware that power quality issues, including voltage fluctuations, electrical noise, spikes, outages, interruptions, and other power viruses can disrupt or damage modern electronic equipment, including ECRs and PCs.
- When ECRs are interconnected in networks, connected to PCs or where communications cables connect peripherals, particular care must be taken with power sources and communication cable routing. Your authorized dealer can provide detailed power specifications for these applications. Failure to implement installation requirements for networked systems may cause system failures and/or poor system performance.
- The SAM4s SPS-500 is a modern computerized network device. As with all network systems, it requires appropriate electrical power wiring and proper routing of communication cabling for reliable operation and maximizing the life of the equipment.
- When installed in a merchant location, CRS recommends a PowerVar ABC065-11 power conditioner, CRS P/N 701002. An uninterruptible power supply (UPS) is recommended where frequent power disruptions occur. Without a UPS, the SPS-500 will shut down and reboot when power is disrupted. (The SPS-500 reboots in less than one minute.)

CRS also recommends:

1. Dedicated branch circuits for SPS-500 equipment.
2. Isolated Grounding for all equipment within the SPS-500 system.

Please refer to the *SPS-500 Installation Guide* for detailed power requirements.

Safe Operation

- Do not locate your SAM4s SPS-500 in a damp or wet environment. Avoid high humidity, direct sunlight and temperature extremes.
- Always plug your SPS-500 into a grounded three-prong outlet. Never use two-prong adaptors or ungrounded outlets.
- Check to make sure the power outlet provides the correct voltage: (120V +/- 10%).
- Immediately disconnect the ECR from the power source in case of spilled liquid in the ECR, smoke, or strange smells. Call your authorized dealer for assistance.
- Do not operate the ECR with wet hands.
- Use a soft dry cloth to clean the ECR cabinet. Do not use wet cloths or solvents.
- Do not open the ECR case to attempt repairs. Dangerous voltages can cause shock. Service attempts by untrained personnel can cause unnecessary damage to your ECR.

Important Battery Backup Note

Before using the SAM4s SPS-500 for the first time, leave it powered on in the REG key lock position for at least twenty-four hours. This allows the Ni-MH battery, which maintains the memory of the ECR while the power is off, to charge completely.

SAM4s SPS-500 Configurations

- The SPS-520RT features two 2" printers (receipt/journal) with a raised-key keyboard
- The SPS-520FT features two 2" printers (receipt/journal) a flat spill-resistant keyboard
- The SPS-530RT features one 3" printer with a raised-key keyboard
- The SPS-530FT features one 3" printer with a flat spill-resistant keyboard

Standard Hardware

The SPS-500 series features a 7" TFT-LCD backlit color touch screen, in addition to traditional ECR components:

- Flat 160-position keyboard or a 90-position keyboard with traditional raised keys,
- Receipt or receipt/journal printer configurations,
- Key lock security with **Void**, **Off**, **Register**, **X**, **Z**, **P** (program) and **S** (service) positions (the **S** position is unmarked and one click clockwise from the P position.)
- Heavy duty metal cash drawer
- Two-line alphanumeric rear display

Standard Connectivity

Each SPS-500 ECR is configured with:

- Four powered (5v out) serial ports: COM#1/2 (DSUB); COM#3/4 (RJ45)
- LAN: 10/100 Base-T Ethernet (TCP/IP, 32 ECR)
- SD Card Port: Supports Program Save/Load; Screen Capture; Firmware Updates; Upload Graphics
- Two USB Ports: 1-front/1-back panel
- Three Cash Drawer ports: Default #1/RJ-45 #2 & #3

Optional Connectivity

- MSR (Magnetic Stripe Reader): Track 1&2
- 6MB Compact Flash Memory Expansion

Software

The built-in SPS-500 POS application has considerable flexibility and can be configured for both retail sales and food sales in quick and table service environments.

The SPS-500 application program allows the reseller to configure the terminal to perform in a specific setting. After consulting with the merchant, the reseller uses **S** Mode (secure) programs set to memory allocation, system configurations, key functions and locations, port assignments, passwords and other system settings. Then the **P** Mode (program) is used to complete the end user program for the merchant with, price look-up (PLU) programs, messages, employees, taxes, and other system options.

Controls & Connections

The **Power LED** will illuminate when the ECR is powered on.

The **IRC LED** will flash during IRC operations

Power Switch

Optional **Magnetic Card Reader** (MCR)

Front Panel Angle Adjustment

Set the LCD panel to the optimum viewing angle

Access panel allows installation of optional 6MB Compact Flash Memory card.

Rear Customer Display

Standard Rear Display—Turn and/or lift for optimum viewing (with nearly 360º turning radius)

SD Memory Card Slot

The Standard SPS-500 SD Memory Card slot is located inside the printer compartment. It can be used to:

- Load Application Program Updates
- Save/Load End User Program Settings
- Load Graphic Key Images
- Save Screen Captures

Connection Panel

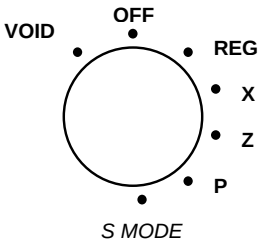
Standard ports include:

- 2 Additional Cash Drawer Ports (24v)
- LAN port
- 2-USB Ports (1 back panel/1 front)
- 4-RS-232C Comm. Ports (2-DB9 Male/2-RJ45)

Serial Number/ Identification Label

Front USB port located behind access door (for keyboard, USB memory stick or scanner)

Control Lock



VOID	Use to void (correct) items outside of a sale.
OFF	The register is inoperable.
REG	(Register) use for normal registrations.
X	Use to read register reports and perform other manager functions.
Z	Use to read register reports and reset totals to zero.
P	(Program) Use to program the register.
S MODE	Use for tests and special settings. This position is not marked on the control lock.

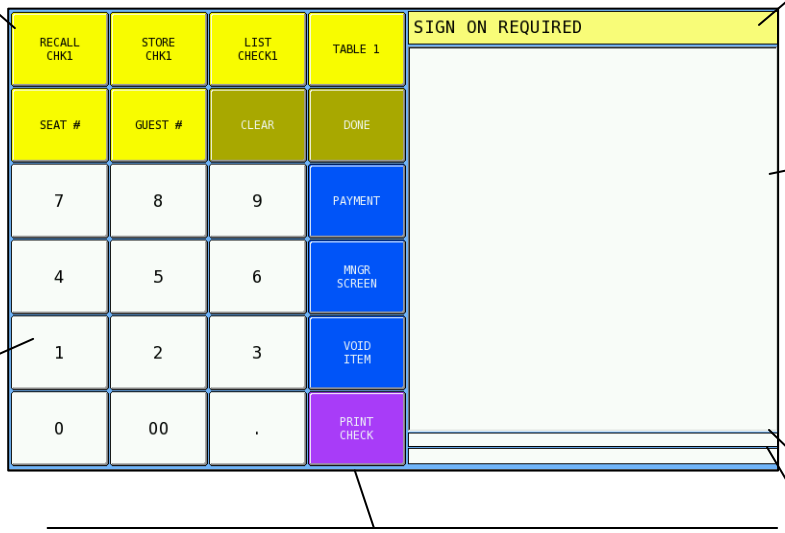
The *SPS-500* includes two sets of keys that can be used to access the following control lock positions.

Key	Positions Accessible
VD	VOID, OFF, REG, X
X	OFF, REG, X
Z	OFF, REG, X, Z
PGM	VOID, OFF, REG, X, Z, PGM
C	ALL POSITIONS

Default Screen Layout

Main Screen
Up to Twenty four keys display on the main screen.* Keys can be items/categories (PLUs) or functions. A total of 200 different screens (Keylinks) can be defined to organize

Numeric Keys
The 10-key pad keys appear on the default keylink. They can be removed or the locations can be given other functions.



Function Keys
Twelve default function keys can be moved or reassigned.

Message Line: Displays Error Messages, Clerk Identification & Transaction totals.

Transaction Detail is displayed here. If over 20 items are displayed (on the default screen), a scroll bar displays. Note that the transaction area may be oriented to the left or right of the screen.

Transaction Summary Line.

Status Line: Current Price level, Receipt on/off status & register #.

* Note: Configuration of screen is selected with **S** mode system option #26, "Sales Area Configuration. Four screen configuration options are available: providing 24, 12, 6 or 0 key locations on the display.

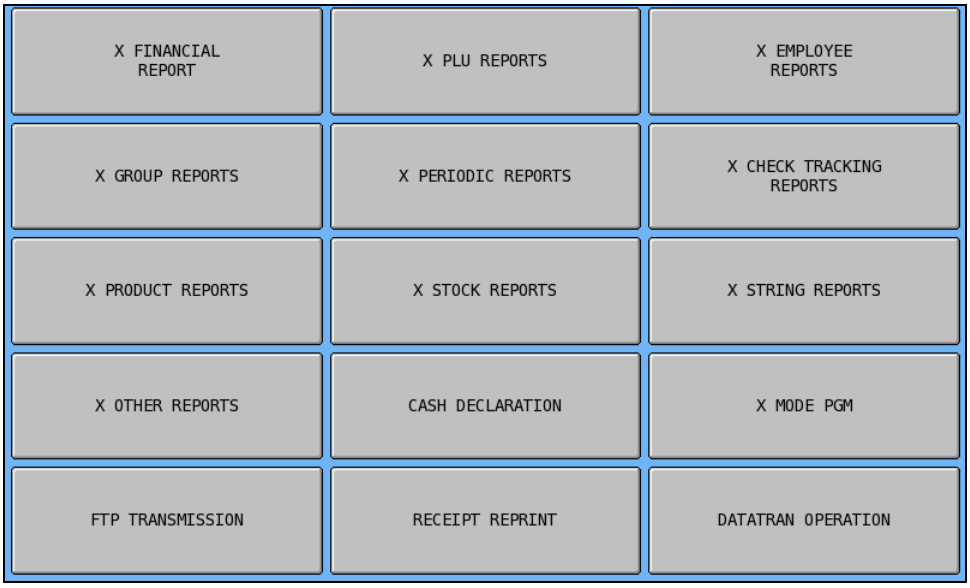
Screen Saver

A screen saver can be implemented by going to page #5 of **P** Mode General Function Options. Depending upon the setting, the screen saver will display after 1 to 99 minutes of inactivity.

When the screen saver is activated, simply touch the screen to restore the normal display.

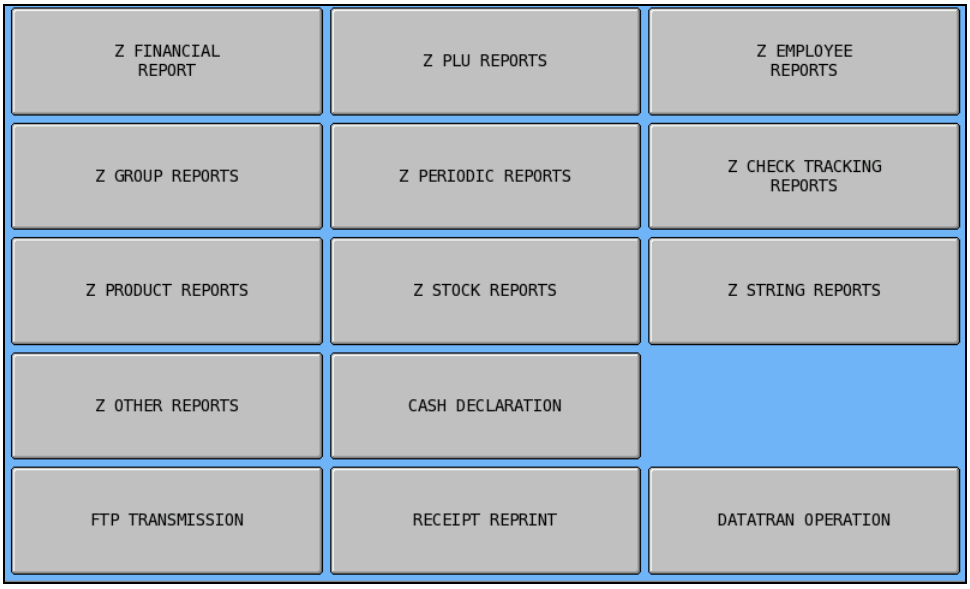
X Mode Main Menu

Note: **X** Mode Menu buttons are not active until a clerk is signed on in REG position.



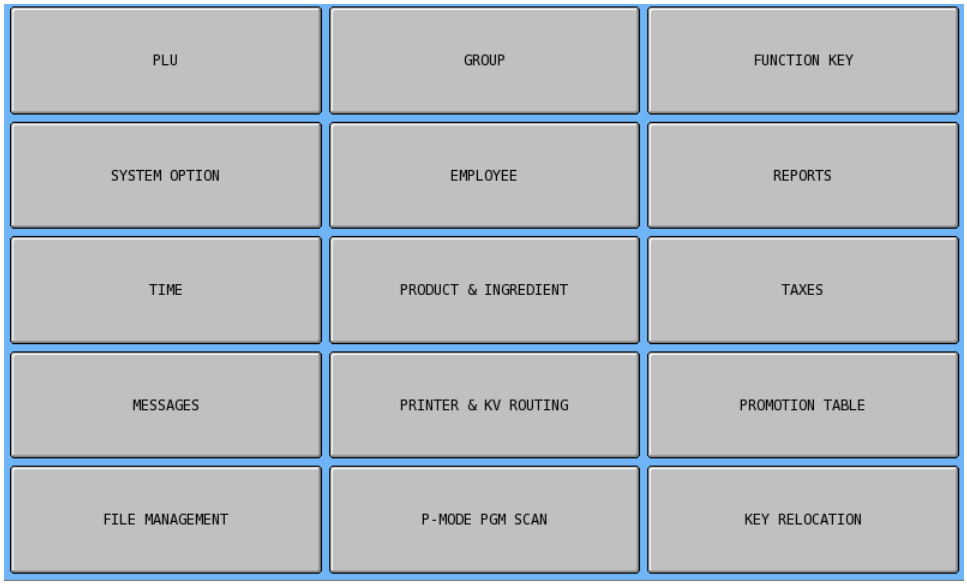
Z Mode Main Menu

Note: **Z** Mode Menu buttons are not active until a clerk is signed on in REG position.

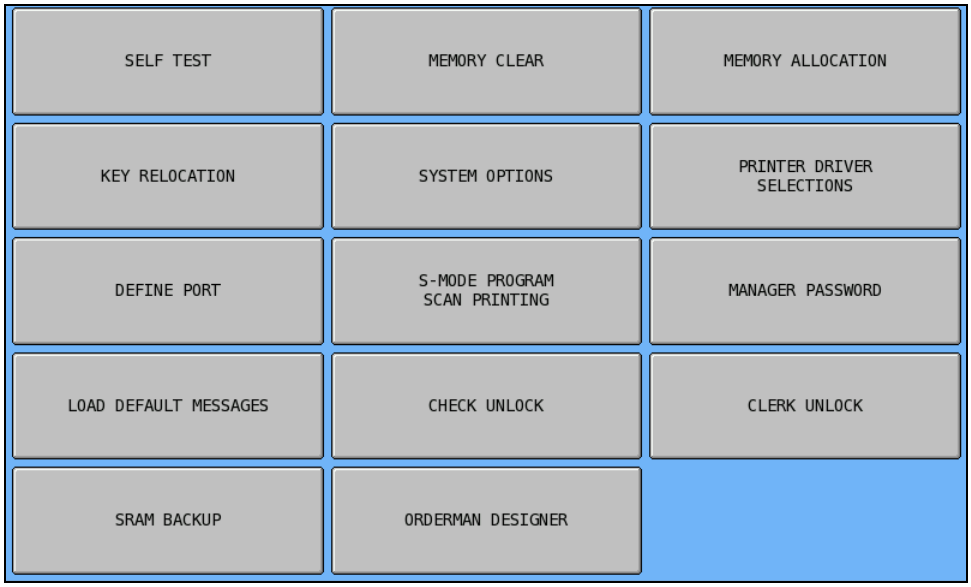


P Mode Main Menu

Note: **P** Mode Menu buttons are not active until a clerk is signed on in REG position.



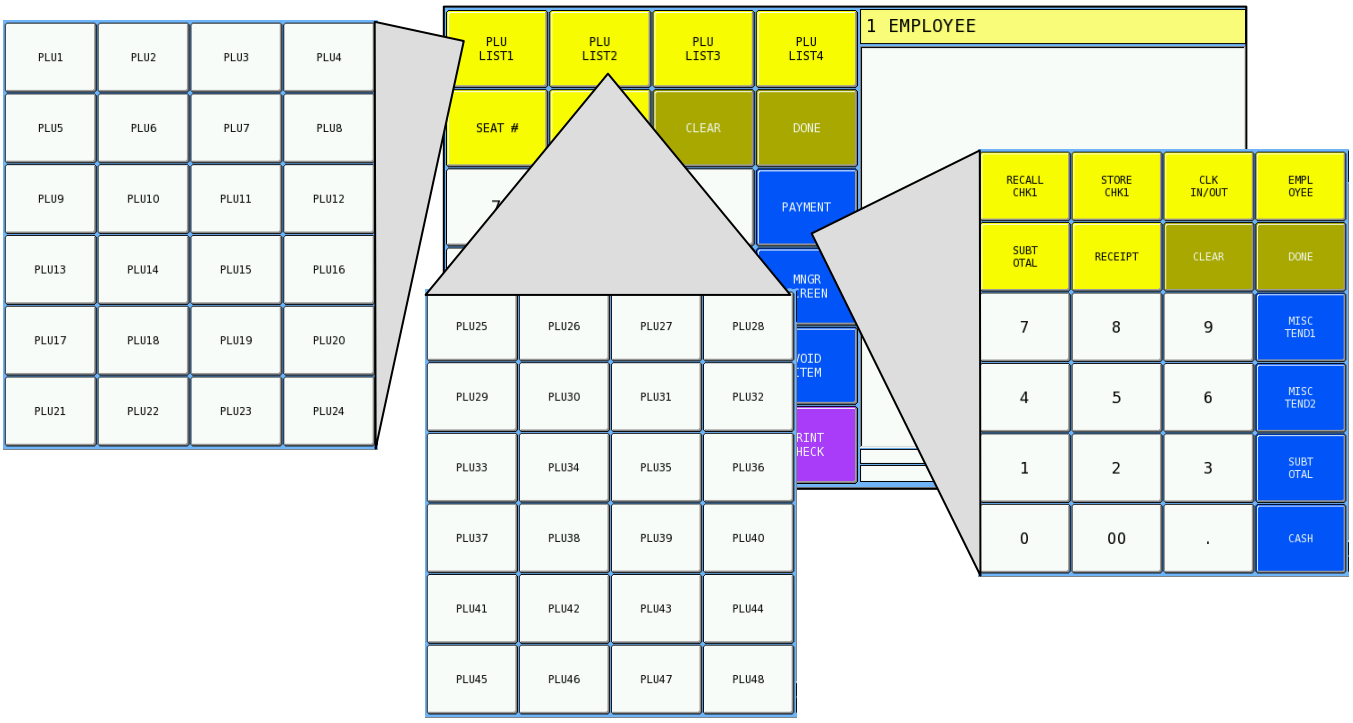
S Mode Main Menu



Keylinks

The main screen provides up to 24 programmable locations. In addition to the main screen you can define 199 additional 24-location screens referred to as "Keylinks". (Note that the default program pre-defines the first 10 keylinks for PLU lists and various function lists.)

In the example depicted below, the PLU List keys and the Payment key open new Keylink Screens.



More about Keylinks

- Keylinks have multiple uses. Typically they will be used to display condiments, instructions or options for an item registered from the main keyboard. They may also be used to organize function keys such as discounts or type of payment keys.
- Keylinks can display any combination of PLU keys (menu items or condiments) or function keys such as % keys, media keys, etc.
- Keylinks can be opened (displayed) by touching a key on the main keyboard or by touching a key on another Keylink. Keylinks can also be opened automatically after the entry of a PLU item (see PLU Programming).
- Keylinks can be programmed to remain open for unlimited entries, with the DONE key used to close the Keylink screen, or can be programmed to close automatically after a set number of entries are completed.

Custom Screen Layouts

After your authorized dealer prepares your SPS-500 for installation, your main screen and keylink screens will look different. Each screen will contain the variety of item and function keys that you require. Your screens will be designed using the following capabilities:

The default Main Screen and each Keylink screen provide 24 single size key locations in a 4 x 6 matrix.
Note: Four screen configuration options are available: providing 24, 12, 6 or 0 key locations on the display.

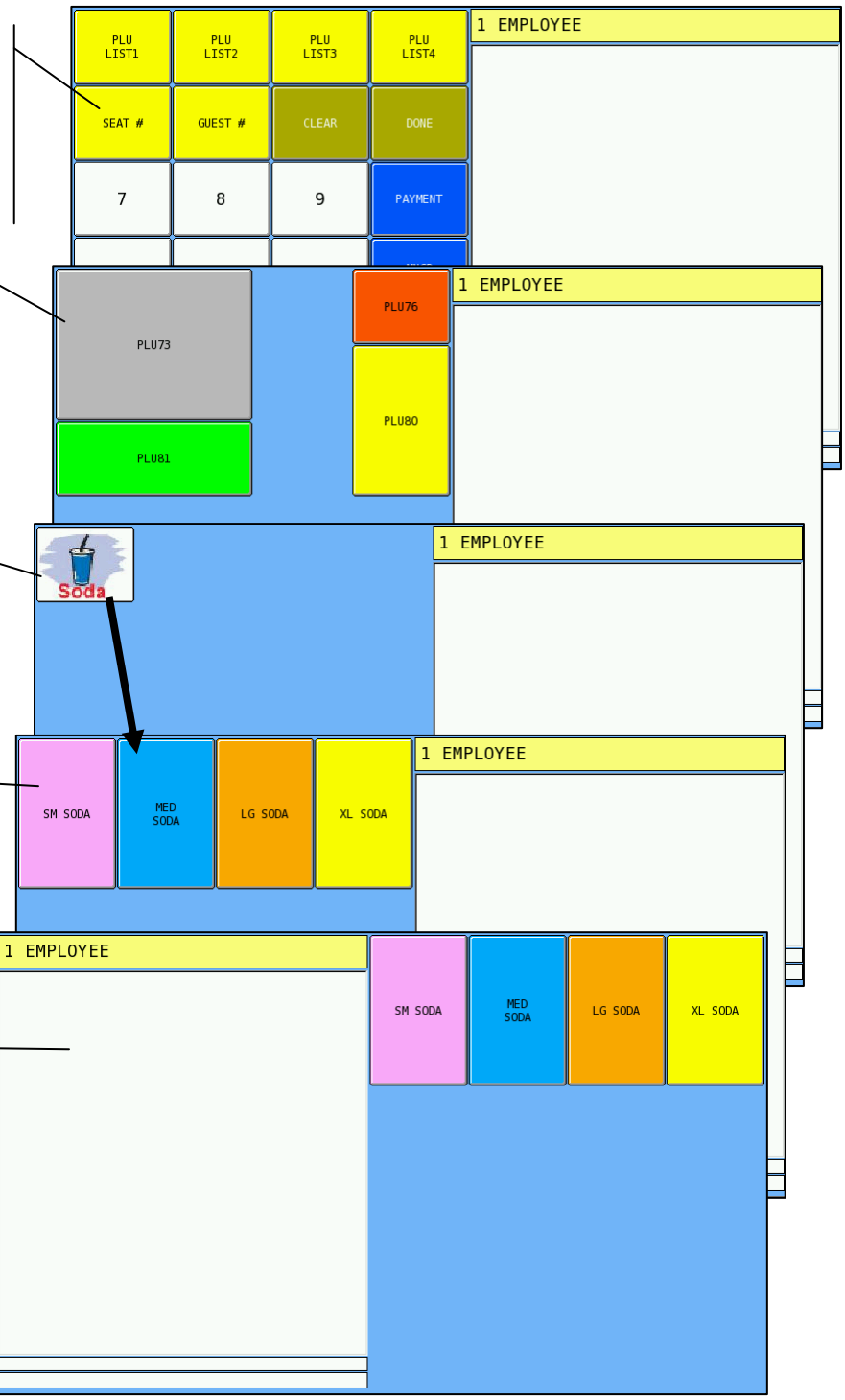
Large, wide and vertical keys may be used and unused locations may be eliminated.

Keys colors can be chosen from an 18-color palate.

Images may be used instead of text for key identification.

Keys may be set to open new screens (keylinks). In this example, the beverage key (above) is set to open a new screen offering 4-different beverage sizes.

The transaction area and the key area of the screen can be flipped so that the transaction detail displays on the left of the screen.



Initialize

- To Initialize the SPS-500, turn the main power switch off, then on again (in any key lock position.)

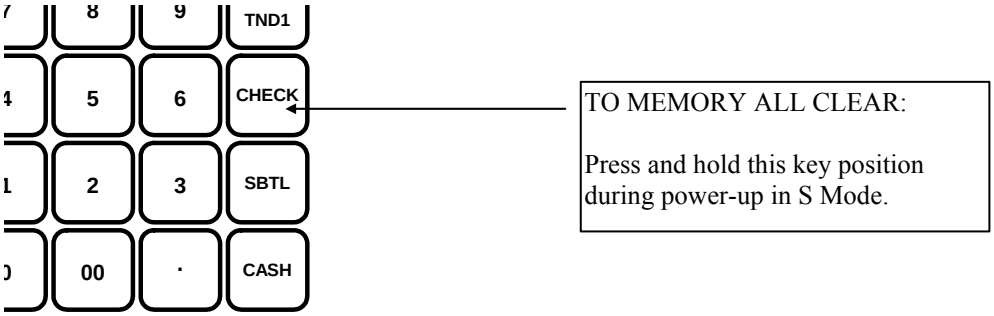
Note: If you initialize while a transaction is in progress, the transaction will be aborted and totals/counters will not be updated.

Memory All Clear

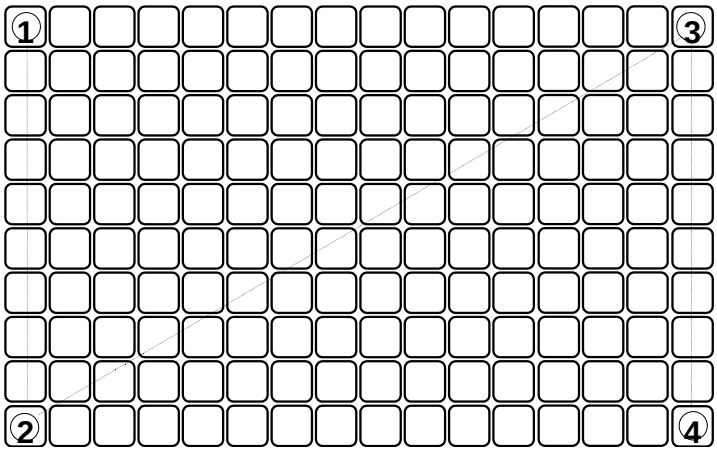
Memory should be cleared after starting the SPS-500 for the first time and before the end-user program is entered; memory should be cleared after any application or operating system software update.

Complete clearing of all memory areas and installation of the default program can be done through the following special procedure:

1. Turn the power switch located on the right side of the register to the **OFF** position.
2. Turn the control lock to the **S** position. (**S** is the unmarked position one position clockwise from the **PGM** position.)
3. Press and hold the key position where the **CHECK** key is located on the default keyboard layout.



4. Continue to hold the default **CHECK** key location while turning the power switch to the **ON** position. Hold the key until a short double-beep is heard.
5. Press the upper left key of the keyboard, then the lower left key, then the upper right key, and finally press the lower right key.



6. The display will monitor the memory clear process, which takes about 1 minute.
7. When complete, the display will prompt: “Enter Register Number (1-32)”. Type the register number on the numeric keypad and touch **OK**.
8. When complete, the **S** MODE PROGRAMMING MENU will display.

Software Installation & SD Utilities

Overview

The latest software revisions will be posted on the SPS-500 dealer support page of the CRS website: www.crs-usa.com. Software will be revised continually as anomalies are identified, repaired, and as new features and peripherals are supported.

- Always verify that the latest software is installed prior to preparing equipment for installation. CRS recommends the latest released software version for new installations.

  NOTE: Software pre-installed on new equipment may not be the latest version.

- Monitor the CRS dealer page and your email for bulletins and software update information.
- Verify that the same software version is installed on all terminals in a multi-terminal installation.

Important: Updating Existing Installations

If you are performing an update on an existing installation, remember that you must perform a memory all clear after installing updated software. Before updating an existing installation:

1. Save memory allocation, programs and reports (S/SRAMBACKUP).
2. Perform updates as necessary.
3. Clear all memory (use instructions in the previous chapter found on page 21.)
4. Restore previously saved memory allocation, programs and reports (S/SRAMBACKUP). (Note: occasional format changes may prevent reloading of certain programs and/or reports.)

Update Methods

Operating system and application files can be updated directly by SD card. Updates instructions for update by SD are documented in this chapter.

Required Support Resources

- A PC with a SD Memory Card reader or a USB memory stick. The SD/USB memory provides the most convenient method of updating the SPS-500 application software and also can be used for program loading/saving, capturing SPS-500 screens for documentation purposes and transferring bitmap images to the SPS-500. (CRS supplies SD cards/readers: P/N 520004 - SanDisk SD 512mb card; P/N 520002 - SanDisk Mobilemate SD+ 5-N-1 card reader/writer, P/N 520005 USB 2gb, P/N 5200026 USB 512mb.)

  NOTE: SD cards must be formatted as FAT 32. To avoid compatibility issues, CRS recommends that you purchase SD cards from CRS.

- Download the appropriate files from the SPS-500 dealer support page at www.crs-usa.com.

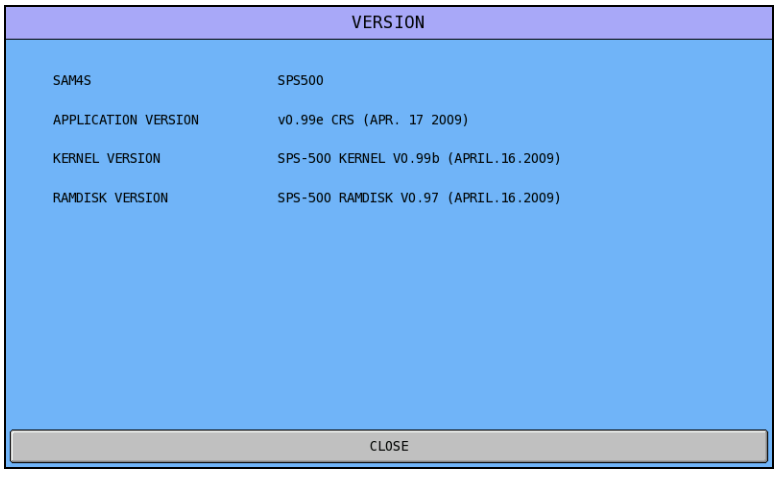
SPS-500 Program Components

In most cases, the application program will be the only program that will require updating.

1. Application Program – This program will be frequently updated as features and operations are changed. (Do not confuse the application program with the end-user program, which consists of the files and setting prepared for an end user installation.)
2. MICOM – The MICOM is supported by it's own flash memory. MICOM controls LCD brightness, touch screen, buzzer and MSR. It is anticipated that this program area will remain stable. You will be notified in the case that this program changes.
3. The Boot Area program is executed on power-on. It initializes hardware and loads the OS (Linux) to main memory. It is anticipated that this program area will remain stable. You will be notified in the case that this program changes.
4. KERNAL version 1.00 and RAMDISK version 1.00. You will be notified in the case that these programs change.

How to Verify Software Versions

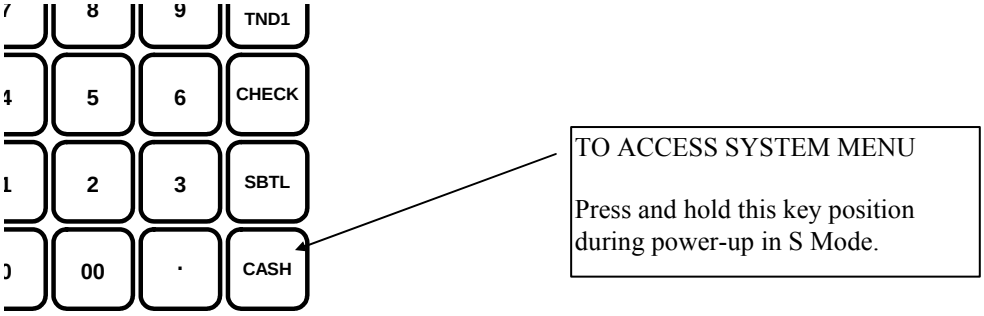
1. Turn the key lock to the **S** position. (Note: the application version can be displayed by touching the X/Time (@/For) key in **R** position.)
2. From the **S** Mode menu, touch Self Test and then touch version. The Version screen Displays:



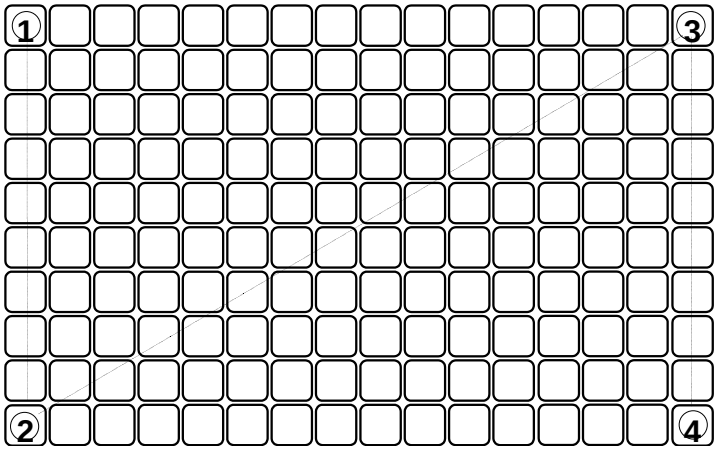
3. Review the version information displayed. Touch **CLOSE** to exit.

How to Access System Menu

1. Turn the power switch located on the right side of the register to the **OFF** position.
2. Turn the control lock to the **S** position. (**S** is the unmarked position one position clockwise from the **PGM** position.)
3. Press and hold the key position where the **CASH** key is located on the default keyboard layout.



4. Continue to hold the default **CASH** key location while turning the power switch to the **ON** position. Hold the key until a short double-beep is heard.
5. Press the upper left key of the keyboard, then the lower left key, then the upper right key, and finally press the lower right key.



6. The display will monitor the memory clear process, which takes about 1 minute. When complete, System Password screen displays:

7. Touch **1 2 8 7**. The System Menu screen displays.

Diagnostics/Functions Available form the System Menu

Display/Touch	*LCD*	Touch the screen to sequence through display test patterns.
	LCD Brightness	Display dims, and then brightens.
	Touch	Indicates position activated when the screen is touched.
	Rear Display	Initiates rear display test pattern. Touch any key or screen to exit.
	Rear LCD On/Off	Flashes rear display backlight on/off. Touch any key or screen to exit.
	LED On/Off	Flashes IRC LED. Touch any key or screen to exit.
SRAM		Choose YES to test SRAM. Test clears memory.
Loopback		Loop back connection required to complete test.
Etc		Displays test results for Nand Flash, SD card, MSR track 1-3, MICOM version, displays cash drawer and printer status.
RTC	*Read*	Display current YYYY/MM/DD, time and day-of-week.
	Write	Set YYYY/MM/DD, time and day-of-week.
Keyboard		Display keyboard facsimile; indicates positions pressed. Press lower-right key three times to end test.
Printer	*Printer Test*	Prints test receipt. Current receipt count displays on rear display
	Cutter	Feeds, and then cuts paper. Touch any key or screen to exit. Current cutter count displays on rear display.
	Pattern Test	Prints pattern test receipt.
	Reset Printer Count	Touch to reset printer count.
	Reset Cutter Count	Touch to reset cutter count.
SD		Insert SD card. Card is tested.
Check SMC Bad		Performs NAND bad block test.

Aging	*Aging w/printer*	Starts continuous display/memory/printer test. Touch any key or screen to end test at the completion of the next test cycle.
	Aging wo/printer	
Setup	*Write MAC Addr*	Do not use.
	MCR	Set MCR to read track 1/2 or track ¾
	Logo Define	Insert SD card and touch screen to download printer logo images. See "Downloading Logo Images for the Internal Printer" on page 33 for more information/
	Printer Density	Set internal printer density: Low/Mid/High
	Select KBD	Select Flat/160 or Raised/90 keyboard (must match hardware configuration.)
	Power output	Set serial port power to ON or OFF.
	LCD B-Light Adj.	Adjust front LCD back light intensity.
Update	*Boot Update*	Do not use unless instructed. Instructions will accompany operating system updates when or if required.
	Boot Update SD	
	Copy All	
	Copy All – SD	
	Copy zImage - SD	

Application Upgrade/Backup from SD/USB

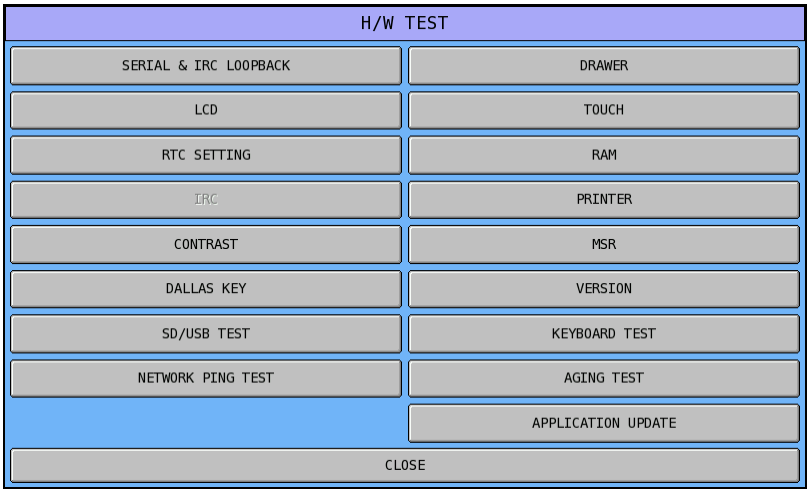
A Note About Software Upgrades…

Most software updates will be application upgrades and will be done in **S** Mode from SD or USB. Use the following instructions to complete these upgrades. There may be rare occasions when operating system files are updated. Operating system updates are performed from the system menu. If an operating system update is needed, specific instructions will accompany the update files. Care must be taken so that operating system files are not inadvertently *downgraded*. **Always clear all memory after any update**.

This utility allows you to upgrade or back up the SPS-500 application program (a file in the *sps500* folder named *sps500*) using either an SD card or USB memory stick. The application backup utility is very useful for field service staff when installing new registers to an existing system. Application programs MUST BE THE SAME on all registers in a network.

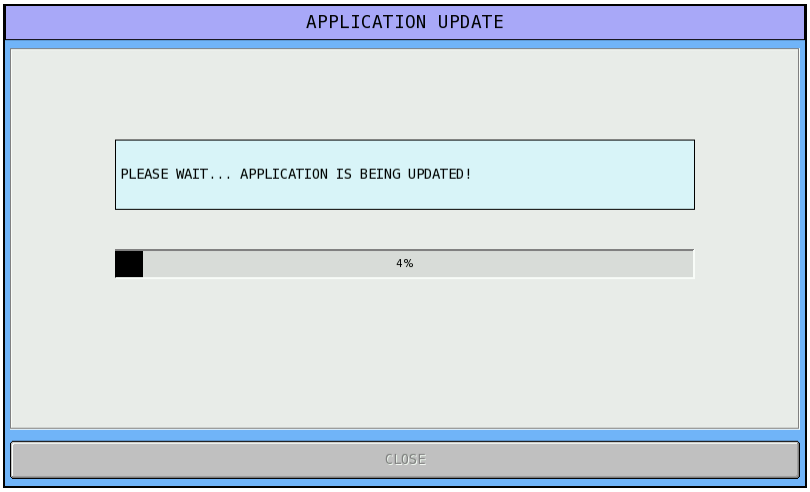
NOTE: SD cards must be formatted as FAT 32. To avoid compatibility issues, CRS recommends that you purchase SD cards from CRS.

1. At your PC, create an "sps500" folder on SD/USB card. Copy the application image (sps500) to this folder.
2. Insert SD card or USB memory stick into the SPS-500.
3. From the **S** Mode main menu touch Self Test, and then touch **APPLICATION UPDATE**.



4. Select **Application Update** or **Application Backup**.
5. Select **SD** or **USB**.

6. Confirm the update by touching **YES**. Monitor the update progress on the screen.



7. When finished, the message displays: "**Update Complete. Machine will restart automatically.**"
8. After restart, you must clear all memory. See "Memory All Clear" on page 21.
9. Verify the Application software version selecting the Version option from the **S** Mode Self Test menu. The application version is also displayed on the SPS-500 information screen. (Touch **@/For** in **REG** mode when outside of a transaction.)

Capturing SPS-500 Screens

Equipment Required

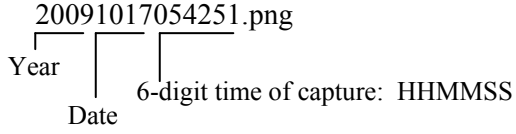
- SPS-500 Terminal
- USB Keyboard
- SD Memory Card or USB Memory Stick

  NOTE: SD cards must be formatted as FAT 32. To avoid compatibility issues, CRS recommends that you purchase SD cards from CRS.
- SD Memory Card Reader or open USB port

Screen Capture Procedure

1. Set **P** Mode System Option-General Function Option #14 "Silent Key Depression" to **NO**.
2. Connect a USB Keyboard to one of the USB ports.
3. Insert a SD Memory Card into the SD slot at the front/inside of the printer compartment, or insert a USB memory stick in an open USB port.
4. Navigate to the screen you wish to capture.
5. Press the **F5** key on the keyboard. An audible "beep" is heard when the key is released. After a delay that may last several seconds, the screen capture confirmation dialog box momentarily displays and closes. Do not proceed until the confirmation displays.
6. If you wish to capture multiple screens, press **F5** for each screen you wish to capture. Be sure to wait until the confirmation dialog displays before attempting another screen capture or operation.
7. When you have completed screen captures and wish to save them to the SD memory card, press and release the **F9** key on the keyboard (an audible "beep" is heard when the key is released). Alternatively, press and release the **F10** key to copy the screen capture to a USB memory stick. The copy dialog box momentarily displays and closes. All captured screens are copied to the sps2000capture folder on the memory card. (If you are saving screen captures to the SD/USB for the first time, the SPS-500 will create the sps500capture folder automatically.) After captures are copied to the SD card, press **F7** on the keyboard to erase the captures from the ECR memory.

   Screens are automatically saved in the .png image format and named using the following convention:

8. Remove the SD/USB from the SPS-500 terminal and insert at the PC. You can copy the captured screens to your hard drive, or insert them as needed into Microsoft Office documents.

Image Downloads

Key images can be added to function and PLU keys. Images can also be used for key screen backgrounds (viewed in REG mode where key locations are inactive.) Images add style and usability to the SPS-500 touch screen.

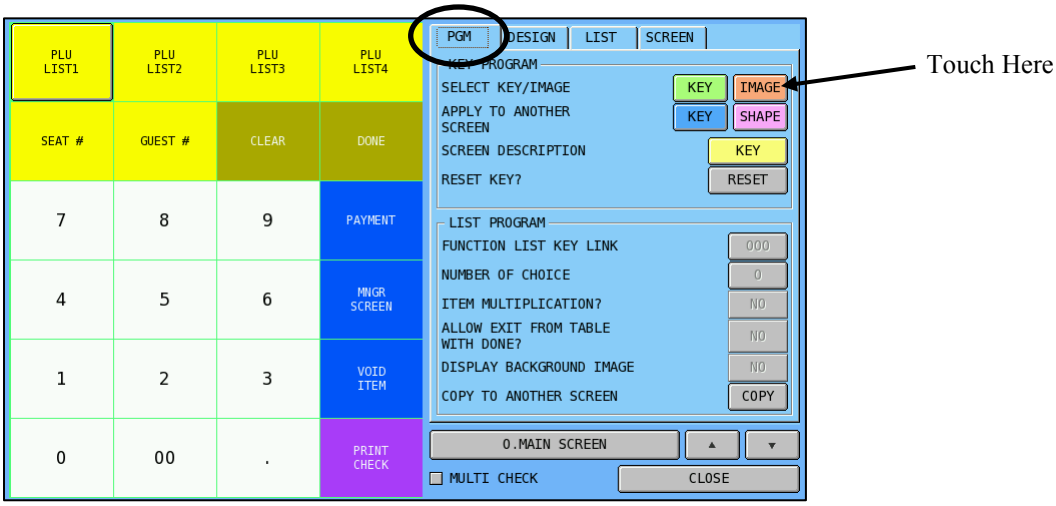
This procedure allows you to download images to the SPS-500 where they can be added to keys in the **S** Mode Key Location program.

Tips for Getting Images Ready

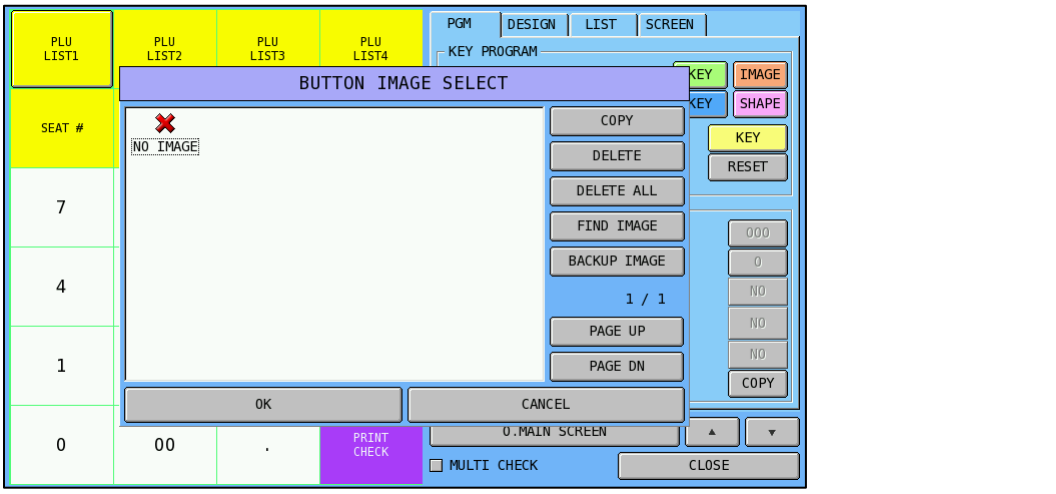
- The maximum image size for 1 x 1 size keys is 102 x 78 pixels. (2 x 2 size keys can be up to 204 x 156 pixels; 1 x 2 size keys can be 102 x 156 pixels; 2 x 1 size keys can be 204 x 78 pixels.) You will need to use a graphic program such as Microsoft Paint to re-size larger images.
- Images in many common formats can be used: i.e. .gif, .tif, .jpeg, .bmp. (.wmf format images cannot be used.)
- The length of the image file name must be less than 12-characters.
- The image size for background images is 410 x 475 (this size will fill the entire panel). The background image file name(s) should be "flist_imgxxx.jpg", where xxx means the keylink number, 001 through 200. The extension must be .jpg (with lower case). To display the background image, you must also set the DISPLAY BACKGROUND IMAGE option to YES. View this option by touching the PGM button from the KEY RELOCATION screen.
- A large selection of clip art can be accessed without charge from Microsoft Office Online at http://office.microsoft.com/clipart/default.aspx?lc=en-us.
- CRS is preparing a library of common key images for use on the SPS-500. Go to the SPS-500 product page of the dealer area of www.crs-usa.com to access these images.

Image Download Using SD Memory Card

1. At your PC, create a folder “image” on the SD memory card and copy the images you wish to transfer into this folder.
2. Insert the SD Memory Card into the SD slot inside the printer compartment of the SPS-500.
3. Select KEY RELOCATION and then SCREEN DESIGNER from the **P** or **S** Mode menu. Select the **PGM** tab.
4. Touch the **Image** key.



5. The “Button Image Select” dialog box displays. Touch **COPY**. At the confirmation dialog, touch **YES**.



6. After successful transfer, the new images will display. Note that when the image file exceeds 10 images, additional image pages are used. Touch the **PAGE UP**/**PAGE DN** keys to view all available images.
7. Click **OK** to close the Button Image Select dialog.

Screen Saver Logo

When the screen saver is engaged, the default SAM4s logo moves in a pattern across the screen. This logo can be replaced with a custom logo. Name the custom logo "logo.jpg". The maximum logo size is 759 (wide) X 399 (height). (logo.jpg works best if under 100K in size.)

Set SYSTEM OPTION/GENERAL FUNCTION OPTION #58 to ROTATING to allow up to fifty images to sequence on the screen. These images must be named "logo##.jpg" where ## is 01 through 50.

Follow these steps to implement a custom logo.

1. Make a LOGO.jpg file (or logo##.jpg files).
2. Make a folder on the SD card named \image. (This is the same folder that is used to contain key images.)
3. Copy the logo files to this directory.
4. Move the SD card to the SPS-500.
5. From the SPS-500 **S** Mode menu, choose **Key Relocation**, then **Image**, then **Copy** and confirm.
6. The new image(s) will replace the SAM4s logo as the screen saver.

Downloading Logo Images for the Internal Printer

You can load up to 14 images into SPS-500 memory through the SD card for printing on the internal printer. Images files should be named logo_xx.bmp (where xx is 01-14). After loading, use P/SYSTEM OPTONS/GENERAL PRINTING OPTIONS #34-37 to select the image number you wish to print on the top/bottom of receipts and guest checks.

Note

Images must be in sequential order, beginning with logo_01.bmp. For example, you cannot load logo_02.bmp without also loading logo_01.bmp at the same time. A "NOT FOUND" error will display if you attempt to load logos that are not in a complete, sequential series.

Image Tips

- Maximum image sizes are:
  - SPS-530 = 576 X 240 pixels
  - SPS-520 = 384 X 240 pixels
- Images should be black & white

To Load Images

1. Prepare images in the proper sizes and with the proper file names (i.e. logo_01.bmp).
2. Copy images to the update/sps500 folder on the SD card. ((SD:\update\sps500\)
3. Access the System Menu (see "How to Access System Menu" on page 25.)
4. From the System Menu, touch Setup.
5. Touch Logo Define.
6. Insert the SD card.
7. Touch the screen to send the files from the SD card to the ECR.

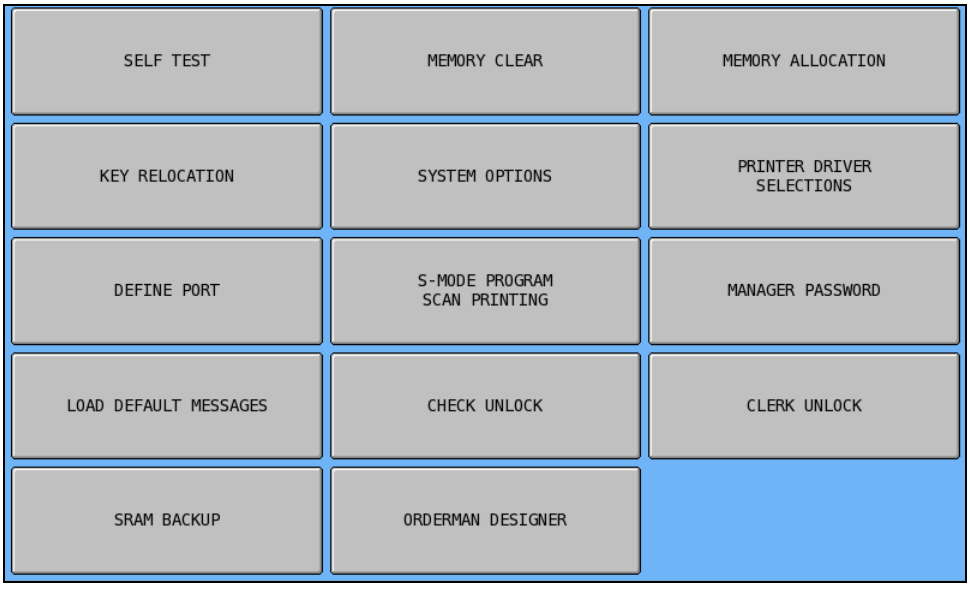
S Mode Programming

S- Mode Programming Screen

CAUTION:
S Mode functions are reserved for dealers who set-up and service the SPS-500. The user will not normally perform S Mode functions.

The procedures described in this area are security sensitive. Many S Mode functions, including memory clearing and memory allocation, may cause damage or loss if they are performed without first backing up register data.

► Turn the key lock to the **S** position. (**Note**: The **S** position is unmarked and one position clockwise from the **P** position. The key marked "C" accesses the **S** position.)



Self Tests

The following procedures are used to perform diagnostic tests on the ECR. The integrity of peripherals is tested at this stage.

► Touch SELF TEST from the **S** mode MAIN MENU to display the H/W TEST Screen.
Self Tests - Definitions.

SERIAL & IRC LOOP BACK

This is a diagnostics test for the serial port. Special Loop back connections are required.

DRAWER

This will test the opening of the cash drawers - there are 3 drawers available.

LCD

This will test the integrity of the display.

TOUCH

This will test the touch panel.

RTC SETTING

This is the real time clock setting for the service mode.

RAM

This will test both reading and writing of the Random access memory. NOTE: This test is non-destructive. Performing this test will not affect the current program or totals.

IRC

This will test the Ethernet inter-register communication, helping to determine that all ECRs are connected.

Register # Setting – This re-programs the ECR's register number.
IRC System - This tests the Inter Register communications network.

PRINTER

This will test any device connected to each of the seven output ports

CONTRAST

You can adjust the display contrast.

MSR

This will test attached MSR.

DALLAS KEY

The dallas key option is not available on this model.

VERSION CHECK

This will check and display the current operating version.

SD/USB TEST

This will test SD card or USB stick.

KEYBOARD TEST

This will test the keyboard and indicate the key lock position. Touch the screen to exit.

FINGERPRINTS

This will test the optional fingerprint reader.

NETWORK PING TEST

This will test a specified network IP address.

AGING TEST

Performs a series of system tests in an endless loop. Touch the screen to exit.

APPLICATION UPDATE

Touch APPLICATION UPDATE to initiate an update of the application program by SD card or USB stick. The update application file SPS500 must reside in the SPS500 folder on the memory device card. See Application Upgrade/Backup from SD/USB" on page 28 for details

Memory Clearing

The Memory Clear selection allows you to selectively clear various areas of the SPS-500 memory.

► Touch MEMORY CLEAR from the **S** MODE MAIN MENU to display the **S** mode MEMORY CLEAR Screen.

Memory Clear Options

(1) RESET ALL TTLS, CNTS & GRAND TTLS

This will remove any sales from the reporting memory, clearing all totals, including grand totals.

(2) CLEAR TOTALS AND COUNTERS

This will clear all sales totals from the reporting memory, excluding grand totals.

(3) CLEAR GRAND TOTALS ONLY

This will clear grand totals only, excluding all other sales totals.

(4-7) CLEAR ORDER TRACKING 1 - 4

This will clear the open checks, setting the balance to zero. The PLU sales are still retained for that check on the financial and product reports. This must be done on the ECR set by **S** Mode options.

(8) CLEAR PAID RECALL

This is reset the memory for displaying paid transactions, the information will begin storing again.

(9) CLEAR PRODUCT PROJECTIONS

This will reset any information held in the product mix, sales projection files, which store the product usage, period projection analysis.

(10) CLEAR TIME-KEEPING

This will reset employee time clock information, remove all hours worked totalizers and labor costing.

(11) CLEAR CLERK INTERRUPT

This will remove any sales currently open against an employee.

(12) CLEAR PRE-POLL STATUS FLAG

If an unsuccessful attempt has been made to consolidate ECRs sales data, the report is flagged as failed. This will remove that flag allowing normal reporting consolidation again.

(13) CLEAR PLU FILE

This will remove all programmed PLUs from the file, leaving on the basic program.

(14) CLEAR ELECTRONIC JOURNAL

This will reset all sales data held within the electronic journal without printing.

(15) CLEAR CONSECUTIVE#

This will reset the receipt consecutive number.

(16) CLEAR ALL 1-11

This will clear all sales totals as shown above in options 1–11.

(17) CLEAR BATCH

This will clear the current integrated payment batch.

(18) CLEAR GLOBAL ORDER #

This will reset the global order number to zero.

(19) CLEAR DELIVERY

Clears all delivery files.

Memory Allocation

CAUTION: The procedures described in this area are security sensitive. Memory is automatically cleared after memory allocation is set. Do not change memory allocation after your system has been installed unless you are aware that all programs, totals and counters will be cleared. Do not share this information with unauthorized users and provide the **S** Mode password only to those you may want to perform these functions.

The Memory allocation is requested when the machine is program reset and default memory allocation is declined. The information can be displayed at any time by selecting **S** mode option memory allocation.

► From the **S** mode MAIN MENU touch MEMORY ALLOCATION to display the **S** mode MEMORY ALLOCATION Screen.

Options are organized under seven tabs. Maximums of memory allocation variables depend upon how each memory option is set. Available memory is monitored at the top of the screen. An error message displays immediately if you attempt to allocate features that require more memory than is available.

Memory Allocation – Definitions

The following entries define the file sizes for the ECR; once they have been entered they are fixed and cannot be changed without program resetting the machine. All ECRs within an IRC (inter register communications) system should have identical memory allocations.

(1) # OF PLU

This is the maximum number of PLUs (Price Look-Ups).

(2) # OF PLU STATUS GROUPS

This is the maximum number of Status Groups. These are used to program common system flags to a group of PLUs and are required by the system.

(3) # OF PRICE LEVEL PER PLU (1 - 5)

This is the number of price levels per PLU. Each product has the ability to use five prices selected from twenty price bands. If you wish to use price levels, you must determine the number of price levels here. If Price levels are set, they are set for all PLUs.

(4) PLU REPORT BY PRICE LEVEL

If selected, the PLU report will detail sales at each level, rather than a total and counter for sales at all levels combined.

(5) # OF EMPLOYEES

Determine the total number of employees and set the maximum use wish to use here. Employees include all who use the register for any purpose, including those using only the time clock feature for clocking in/out.

(6) # OF TIME ENTRIES PER EMPLOYEE

Determine the total number of employees and set the maximum use wish to use here. Employees include all who use the register for any purpose, including those using only the time clock feature for clocking in/out.

(7) USE GROUP BY EMPLOYEE

Determine if you wish to report GROUPS by EMPLOYEE. If you choose Yes, then you can report up to 30 of the 99 groups for each employee. See "Groups By Employee" on page 127 to select which groups will report for each employee.

(8) CHECK TRACKING METHOD

Choose HARD or SOFT. Hard checks store only the check balances; soft check store check detail for the number of lines determined at step 12.

(9) # OF TRACKING FILES

The norm is to have one tracking file for check tracking memory. This however can be increased to four, each running independently, thus allowing separate tracking for multiple drive-thru lanes, phone-in orders, etc.

There is the additional option of providing a history for closed soft checks. Tracking file 2 will store closed checks for tracking file one and tracking file 4 will store 3. Normal tracking with not take place on files 3 and 4 when they are allocated to store history.

(10) # OF LINES PER TRANSACTION

Determine how many lines of receipt print can be buffered for each transaction. If this number is reached during a transaction, the message "BUFFER FULL" will display and the transaction must be finalized. Note: Must be greater than or equal to the number of lines per soft check. Note that voided items also use lines in a check.

(11) # OF LINES PER CHECK/INTERRUPT

This is the maximum number of product lines that can be stored per check, also when using clerk interrupt this is the number of lines that can be stored per clerk. This field also controls the number of history lines that can be stored for closed check tracking files before wrap round reporting begins.

(12) MAXIMUM NUMBER OF CHECKS

Determine the maximum number of checks for each tracking file.

(13) # OF TIME PERIODS

This is the number of time periods by which information will be analyzed. This can be either 24-hourly, 48 - 1/2 hourly, 96 - 15 minutes. Further programming allows suppression and edit of any time report within the chosen range

(14) # OF PRODUCT MIX GROUPS

Product Mix Groups can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.) Enter the number of Product Mix items you wish to track here.

(15) # OF PRODUCT MIX TIME PERIODS

Product mix groups report usage by time period. Determine the number of periods you wish for product mix time reporting. The actual time for each period can be customized. .

(16) PROJECTIONS

The Product Projection report provides a history of each product mix item's sales by day of week.

(17) # OF RECIPE

Recipes can be used for stock control. When a product is sold; the information will be automatically calculated back through the recipe file in order to deduct the stock from the relevant ingredients. This is the maximum recipes available

(18) # OF INVENTORY INGREDIENT

Enter the maximum number of inventory ingredients you wish to use if you are implementing an ingredient inventory system.

(19) # OF LINES FOR ELECTRONIC JOURNAL

This is the maximum number of lines available for the journal storage area before a reset report is required. One line is required for each line of normal print. Wrap round reporting can be activated with line-by-line override of the oldest data.

Note: Receipt Reprint requires that the transaction to be retrieved be resident in the electronic journal. Be sure to allocate electronic journal if you wish to use the receipt reprint options.

(20) # OF PAID RECALL TRANSACTIONS

Enter the number of preceding transactions (a maximum of 99) that may be viewed by repeatedly pressing the **PAID RECALL** key.

(21) CLERK INTERRUPT

This enables the suspension of an active sales transaction, enabling more than one operator to use the ECR at a time.

(22) EAT-IN BY TIME PERIODS

This allows analysis eat-in sales by time period.

(23) TAKE OUT BY TIME PERIODS

This allows analysis take-out sales by time period.

(24) DRIVE THRU BY TIME PERIODS

This allows analysis drive thru sales by time period.

(25-28) TRACK 1 – 4 BY TIME PERIODS

This provides analysis of the closed/paid check tracking totals with the total monies received reported per hour.

(29) REPORT SELECTION TABLE

Z2 represents accumulation of Z1 reports; Z3 represents accumulation of Z2 reports, etc. You must select all levels below your highest selected report level. For example, if you select Z4 reporting for a particular report, then you must also select Z1, Z2, and Z3 for that report. Each of the five report areas can be read and reset independently.

(30) # OF PROMOTION TABLE

This option represents the promotion (mix & match, mix & match %, fixed price, selective discount, or multi buy) tables that will be available.

(31) # OF ITEMS FOR PROMOTION TABLE (0-99)

If fixed price or multi buy promotions are used, specific lists of items are maintained that must be sold to allow the discount or new price. This option determines the maximum number of items that can be listed.

(32) BITMAP NV BUFFER (0-999999)

Not Used.

(33) DELIVERY TABLE

The number of customer records maintained in the delivery system. Each record includes Title, First Name, Last Name, Address 1/Address 2, City, ZIP, telephone, email, and birthday fields.

(34-40) DESTINATION BY TIME PERIOD

You can choose to track each additional destination keys (destinations 4-10) by time period. See option 22-24 to set time period tracking for destinations 1-3.

Key Relocation

Touch KEY RELOCATION in **S or P** Mode: the option to select **Screen Designer** or **Real Key Program** displays.

- Select **Screen Designer** to program the touch screen and keylinks
- Select **Real Key Program** to program key locations on the keyboard.

Key Relocation—Screen Designer

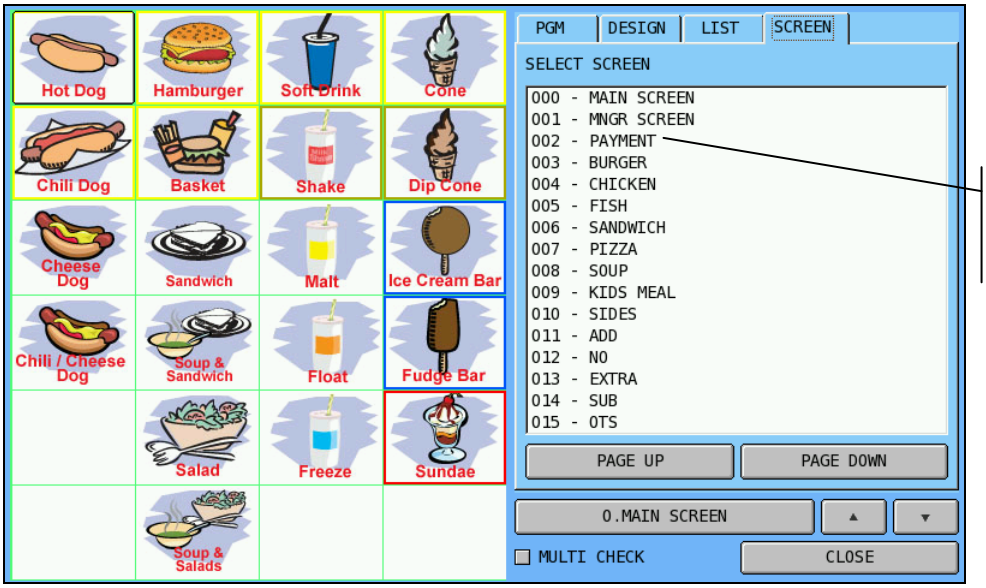
In addition to the main screen (the default screen) you can display 199 additional screens referred to as KeyLinks. Each keylink contains up to 24 programmable locations. With a large traditional ECR keyboard, most SPS-500 applications will be designed with menu items located on the traditional keyboard, and condiments, options and instructions displayed on the screen.

About Keylinks

- Keylinks may be used to organize function keys such as discounts or type of payment keys.
- Keylinks can display any combination of PLU keys (menu items or condiments) or function keys (% keys, media keys, etc.)
- A KEYLINK can be opened (displayed) by touching a key on the Main screen or by touching a key on another Key Link. Key Links can also be opened automatically after the entry of a PLU item (see PLU Programming). If desired a specific Key Link can display after employee sign on is completed.
- KEYLINKs can be programmed to remain open for unlimited entries, with the **DONE** key used to close the KEYLINK screen, or can be programmed to close automatically after a set number of entries are completed.
- S Mode System Option # (26) SALES AREA CONFIGURATION allows you to choose one of the four screen layout options: **NOT USE** (default) provides screen layout consisting of a transaction area and 24 touch locations. **TWO COLUMN** provides a larger transaction area with a larger font size and 12 touch locations; **ONE COLUMN** provides a larger transaction area with a larger font size and 6 touch locations; and **FULL SCREEN,** where the transaction area occupies the entire screen with the largest font size and no touch locations. Keylinks are not used when "FULL SCREEN" is selected.

Key Relocation Screen—Screen Tab

1. Select KEY RELOCATION from the **P** menu or select KEY RELOCATION and then SCREEN DESIGNER from the **S** menu. The KEY RELOCATION screen displays with the SCREEN tab selected:



2. Use the ▼ or ▲ keys to select the keylink screen you wish to program, or touch the button indicating the keylink currently displayed and enter the number of the keylink you wish to program.

Key Relocation Screen—PGM Tab

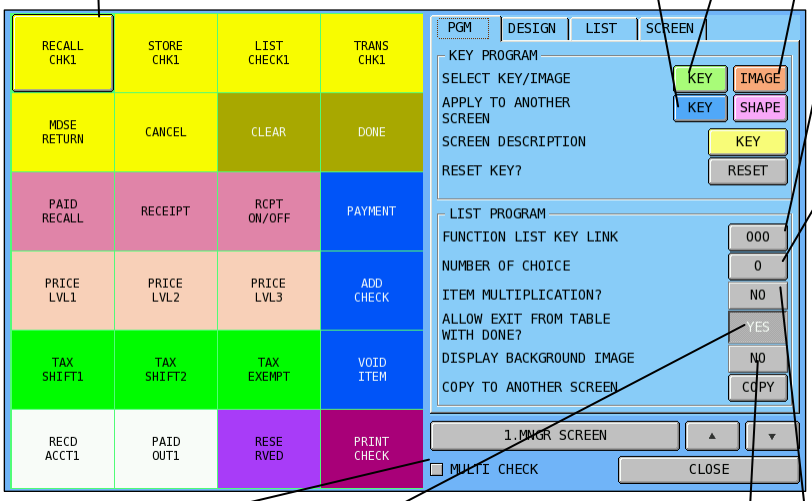
- Touch the PGM button to display the keylink options. Select the keylink (screen) you wish to program. Note that options are not available for the main screen (keylink #0), you must select keylink #001 to #200 to set options.

Touch the location you wish to program. A border will display on the selected location.

To apply the key attributes to the same position is other keylink screens, touch the KEY button. You will be prompted to enter the range of keylinks where you would like this key applied.
In a similar manner, you can assign the same key shape and color to the same position on other keylinks.

Touch KEY to assign a function, PLU or keylink to a selected location. (Key assignment can also be done at the LIST tab.

The keylink set here will display after entries for the initial keylink are satisfied or the keylink is exited.



The keylink set here will display after entries for the initial keylink are satisfied or the keylink is exited.

The value entered in the "number of choice" field will determine the number of entries before the keylink is automatically closed. For example, if "2" is set here, after 2 entries, the keylink will automatically close.

- If the DONE key is enabled and you set "0" here, unlimited keylink entries will be accepted. When the DONE key is pressed, the previous keylink will display.
- If the DONE key is enabled and you wish to advance to the keylink set in the "FUNCTION LIST KEY

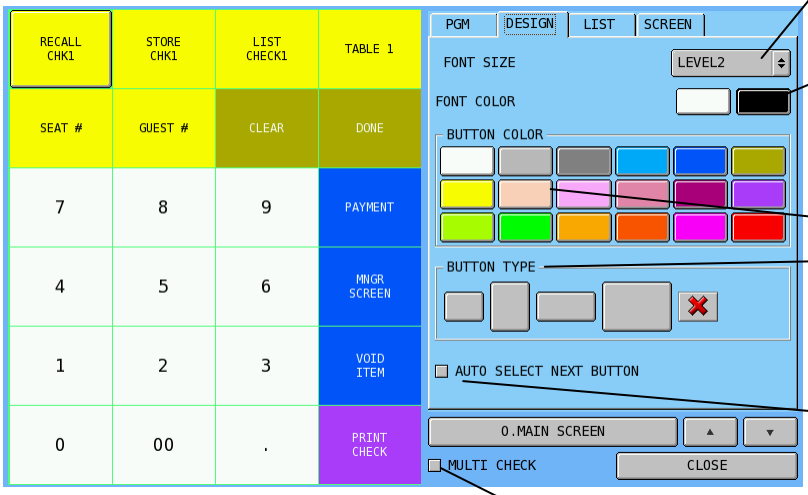
Touch multi check if you wish to assign the same attributes to a group of locations at the same time. Touch as many positions as you wish and then make your selection.

Touch Copy to copy the keys on this screen to a range of other

The DISPLAY BACKGROUND IMAGE option -- you must also download the image. See "Image Downloads" on page 33.

If YES, the keylink will ask for the quantity of items.

Key Relocation Screen—Design Tab



Select one of 4 font sizes

Select black or white font color.

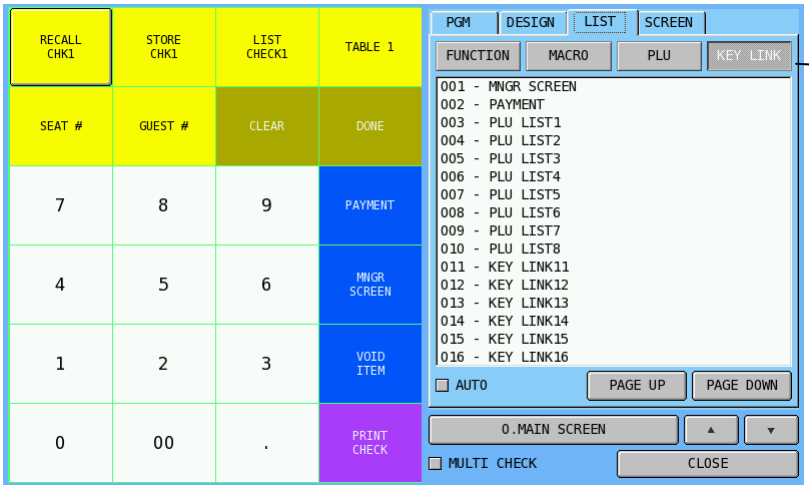
Select button color.

Touch here to select a button size/type. Inactive buttons ("X") do not display in **REG** mode.

Touch auto select to automatically go to the next key after each program

Touch multi check if you wish to assign the same attributes to a group of locations at the same time. Touch as many positions as you wish and then make your selection.

Key Relocation Screen—List Tab



Use the list tab to select the function of the selected key location:

- Touch the FUNCTON tab and then select the function from the list, or
- Touch the MACRO tab to assign a macro to the location, or
- Touch the PLU tab to assign a PLU to the location, or
- Touch the KEY LINK tab to select a keylink to open when this key is touched.

Function Key Code List

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	0
11	00
12	000
13	ADD CHECK
14	Reserved
15	Reserved
16	CANCEL
17	Reserved
18	CASH
19	TIP DECLARE
20	Reserved
21	CHECK
22	CHECK CASH
23	CHK ENDORSE
24	CLEAR
25	CONTINUE
26	CURR CONV 1
27	CURR CONV 2
28	CURR CONV 3
29	CURR CONV 4
30	CURR CONV 5
31	Reserved
32	Reserved
33	TABLE DSP
34	Reserved
35	Reserved
36	REPORT
37	DONE
38	Reserved
39	Reserved
40	EMPLOYEE
41	EMPLOYEE 1
42	EMPLOYEE 2
43	EMPLOYEE 3
44	EMPLOYEE 4
45	EMPLOYEE 5
46	EMPLOYEE 6
47	EMPLOYEE 7
48	EMPLOYEE 8

49	EMPLOYEE 9
50	EMPLOYEE 10
51	
52	ERR CORR.
53	FD/S SHIFT
54	FD/S SUBTOTAL
55	FD/S TENDER
56	GUEST #
57	HOLD
58	INACTIVE
59	KEYBOARD LEVEL 1
60	KEYBOARD LEVEL 2
61	KEYBOARD LEVEL 3
62	KEYBOARD LEVEL 4
63	KEYBOARD LEVEL 5
64	LIST CHECK 1
65	LIST CHECK 2
66	LIST CHECK 3
67	LIST CHECK 4
68	Reserved
69	DELIVERY
70	PARK DELIVERY
71	SERV DELIVERY
72	DELIVERY LIST
73	Reserved
74	Reserved
75	Reserved
76	Reserved
77	DATATRAN
78	STRING REPORT
79	NEXT DOLLAR
80	SHIFT CHANGE
81	Reserved
82	Reserved
83	Reserved
84	Reserved
85	Reserved
86	Reserved
87	Reserved
88	Reserved
89	Reserved
90	ENTER
91	CURSOR DOWN
92	CURSOR UP
93	CURSOR LEFT
94	CURSOR RIGHT
95	PAGE DOWN
96	PAGE UP

97	NEXT RECORD
98	PREV RECORD
99	Reserved
100	Reserved
101	DESTINATION 1
102	DESTINATION 2
103	DESTINATION 3
104	DESTINATION 4
105	DESTINATION 5
106	DESTINATION 6
107	DESTINATION 7
108	DESTINATION 8
109	DESTINATION 9
110	DESTINATION 10
111	Reserved
112	Reserved
113	Reserved
114	Reserved
115	MACRO PAUSE
116	MACRO SET
117	MACRO # (CODE No..)
118	MDSE RETURN
119	MISC TEND 1
120	MISC TEND 2
121	MISC TEND 3
122	MISC TEND 4
123	MISC TEND 5
124	MISC TEND 6
125	MISC TEND 7
126	MISC TEND 8
127	MISC TEND 9
128	MISC TEND 10
129	MISC TEND 11
130	MISC TEND 12
131	MISC TEND 13
132	MISC TEND 14
133	MISC TEND 15
134	MISC TEND 16
135	MISC TEND #
136	MODIFIER 1
137	MODIFIER 2
138	MODIFIER 3
141	MODIFIER 4
142	MODIFIER 5
141	MODIFIER 6
142	MODIFIER 7
143	MODIFIER 8
144	MODIFIER 9

145	MODIFIER 10
146	Reserved
147	#/NO SALE
148	P/BAL
149	Reserved
150	Reserved
151	PAID OUT 1
152	PAID OUT 2
153	PAID OUT 3
154	PAID OUT 4
155	PAID OUT 5
156	PAID RECALL
157	% 1
158	% 2
159	% 3
160	% 4
161	% 5
162	% 6
163	% 7
164	% 8
165	% 9
166	%10
167	PLU
168	Reserved
169	PRICE INQ
170	PRICE LEVEL 1
171	PRICE LEVEL 2
172	PRICE LEVEL 3
173	PRICE LEVEL 4
174	PRICE LEVEL 5
175	PRICE LEVEL 6
176	PRICE LEVEL 7
177	PRICE LEVEL 8
178	PRICE LEVEL 9
179	PRICE LEVEL 10
180	PRICE LEVEL 11
181	PRICE LEVEL 12
182	PRICE LEVEL 13
183	PRICE LEVEL 14
184	PRICE LEVEL 15
185	PRICE LEVEL 16
186	PRICE LEVEL 17
187	PRICE LEVEL 18

188	PRICE LEVEL 19
189	PRICE LEVEL 20
190	PRINT
191	PRINT CHECK
192	PRINT HOLD
193	PROMO
194	Reserved
195	QUIT
196	RCPT ON/OFF
197	RECALL CHECK 1
198	RECALL CHECK 2
199	RECALL CHECK 3
200	RECALL CHECK 4
201	RECD ACCT 1
202	RECD ACCT 2
203	RECD ACCT 3
204	RECD ACCT 4
205	RECD ACCT 5
206	RECEIPT
207	REPEAT
208	SCALE
209	SEAT #
210	Reserved
211	SPLIT ITEM
212	SPLIT PAY
213	STOCK INQ
214	STORE CHK1
215	STORE CHK2
216	STORE CHK3
217	STORE CHK4
218	SUBTOTAL
219	TABLE 1
220	TABLE 2
221	TABLE 3
222	TABLE 4
223	Reserved
224	TAX EXEMPT
225	TAX SHIFT 1
226	TAX SHIFT 2
227	TAX SHIFT 3
228	TAX SHIFT 4
229	TAX SHIFT 5
230	TAX SHIFT 6

231	CLK IN/OUT
232	TIP 1
233	TIP 2
234	TIP 3
235	TRANS CHK1
236	TRANS CHK2
237	TRANS CHK3
238	TRANS CHK4
239	TRAY SUBTOTAL
240	VALID
241	VOID ITEM
242	WASTE
243	FUNC.LIST#
244	X/TIME
245	Reserved
246	PARK ORDER
247	SERVE ORDER
248	KP ROUTING
249	SPLIT CHECK
250	ALPHA TEXT
251	NEW CHECK 1
252	NEW CHECK 2
253	NEW CHECK 3
254	NEW CHECK 4
255	Reserved
256	PRICE CHANGE
257	Reserved
258	Reserved
259	Reserved
260	Reserved
261	Reserved
262	Reserved
263	Reserved
264	Reserved
265	Reserved
266	Reserved
267	Reserved
268	PREV LIST
269	NEXT LIST
270	Reserved
271	Reserved

Function Key Definitions

Key	Key #	Description
Numeric Keys 1-9, 0, 00, 000	**1-12**	Use for numeric entries, can be removed or relocated on the keyboard or touch screen.
ADD CHECK	**013**	Use to add multiple guest checks (tracking balances or soft checks) for payment together. See "TRAY SUBTL" on page 53 to add separate transactions when you are not tracking balances.
CANCEL	**016**	Touch CANCEL to abort a transaction in progress. All current items are removed (voided).
CASH	**018**	Use CASH to finalize or tender cash sales. Change is computed when the amount of cash tendered is greater than the amount of the sale.
TIP DECLARE	**019**	Use to declare employee tips if you are not using the employee time keeping feature. (If you are using employee time keeping, you are prompted to declare tips when clocking out.)
CHECK	**021**	Use CHECK to finalize or tender check sales. Change is computed when the amount of the check tendered is greater than the amount of the sale.
CHECK CASH	**022**	Use the CHECK CASH key to exchange a check for cash outside of a sale.
CHECK ENDORSE	**023**	If compulsory check endorsement is set with the CHECK key, use the CHECK ENDORSE key to print the endorsement message after a check is inserted into the appropriate printer.
CLEAR	**024**	Use the CLEAR function to clear numeric entries or error conditions.
CONTINUE	**025**	Use to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.
CURR. CONV. 1-5	**026-030**	Use to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after touching a CURR CONV key. Change is calculated and issued in home currency.
TABLE DSP	**033**	Use to display the table map.
NEXT DOLLAR	**034**	Touch the NEXT DOLLAR key to tender an amount the next whole dollar above the sale total. For example, if the sale total were $2.52, then the NEXT DOLLAR key would automatically tender $3.00.
REPORT	**036**	You can print out reports from the REG tab using the REPORT key. Reports are generated by first entering the report code, then touching the REPORT key, i.e.: [Report Code] [REPORT]. See “Report Function Key Report Code Structure” on page 140 in the appendix of this manual. Note:
DONE	**037**	Touch the DONE key to exit a keylink screen and return to the main screen.
EMPLOYEE	**040**	The EMPLOYEE # key is used to sign on a cashier, clerk, server or employee.

EMPLOYEE (1-10)	**041-050**	The EMPLOYEE (1-10) keys can be programmed to sign on a specific employee when touched directly, without entering a code.
ERR.CORR	**052**	Touch ERR CORR immediately after an item to void that item.
FD/S SHIFT	**053**	Touch FD STMP SHIFT to shift the pre-programmed food stamp status of an item prior to its registration.
FD/S SUBTL	**054**	Touch FD STMP SUBTTL to display the total of food stamp eligible items registered in the current transaction.
FD/S TEND	**055**	Touch the FD STMP TEND key to tender Food Stamps after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than $1 may be applied to any cash balance or issued as cash change.
GUEST #	**056**	Use to record the number of guests served by a transaction. The entry may be compulsory. The entry appears on receipts and the kitchen printer/KVS.
HOLD	**057**	Use to identify an individual item, or an entire transaction so that the designated items will not print/display at the kitchen printer/KVS at the current finalization. Items designated as "hold" items will display on the screen with an "H".
INACTIVE	**058**	Use to define an inactive key location.
LIST CHECK 1-4	**064-067**	Touch LIST CHECK (for the appropriate tracking file) to display a list of all open soft checks in the file.
DELIVERY	**069**	The **Delivery** function key is used to initiate a delivery transaction. When touched, the **Delivery** key opens the customer record screen. Here existing accounts can be opened, new accounts created, or existing accounts deleted.
PARK DELIVERY	**070**	The **Park Delivery** function key allows you to accept orders and hold them for preparation and delivery at a later time.
SERV DELIVERY	**071**	The **Serv Delivery** function key releases held parked orders for preparation.
DELIVERY LIST	**072**	Touch the **Delivery List** function key to display a list of open delivery check numbers, with name, time and status. From the list, you can release a parked order for preparation.
DATATRAN	**077**	Use to display the Datatran function menu in REG Mode, including Open Batch, Close Current Batch, Close Batch with Debit, Gratuity, and Get Gift Card Balance functions.
STRING REPORT	**078**	Use to execute string report from **REG** mode. Enter number of string report to execute. Manager password may be required.
NEXT DOLLAR	**079**	Touch the NEXT DOLLAR key to tender an amount the next whole dollar above the sale total. For example, if the sale total were $2.52, then the NEXT DOLLAR key would automatically tender $3.00.
SHIFT CHANGE	**080**	Use to manually change the shift. Enter the shift number and touch SHIFT CHANGE.

	080-089	Reserved
CURSOR DOWN	**091**	Use in REG Mode to cursor up to an item displayed in the transaction area of the screen.
CURSOR UP	**092**	Use in REG Mode to cursor up to an item displayed in the transaction area of the screen.
	099-100	Reserved
DESTINATION 1-10	**101-110**	DESTINATION functions are subtotal functions to be used for selling situations such as eat in, take out and drive thru. Touch the appropriate DESTINATION key to record the amount of the transaction in the destination key total on the financial report. Tax calculation can be changed to accommodate different tax rules for drive thru sales.
	111-114	Reserved
MACRO PAUSE	**115**	Press the **MACRO PAUSE** key during macro programming to indicate a pause in the macro. A macro will stop when it reaches the pause, and then accept an operator key entry before continuing the macro sequence.
MACRO SET	**116**	Press the **MACRO SET** key to create a macro at any time without going through the P-mode macro program.
MACRO #	**117**	Use to execute one of the forty possible macros by entering the macro number and touching the **MACRO #** key.
MDSE RETURN	**118**	Touch the MDSE RETURN key to adjust items inside or outside of a transaction.
MISC TEND 1-16	**119-134**	Touch a MISC TEND key to finalize or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon function key programming. (Charge is the default descriptor for MISC TEND #1)
MISC TEND #	**135**	Access any of the 16 possible miscellaneous tender functions by entering the tender number (1-16) and touching the **MISC TEND #** key.
MODIFIER 1-10	**136-145**	Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9).
#/NO SALE	**147**	Use to enter a non-adding memo number during a transaction (# function) or use to open the cash drawer outside of a sale (no sale function).
P/BAL	**148**	Enter an amount, and then touch the Manual Previous Balance (P/BAL) key to use the simplest form of Charge Posting/Table Service. The P/BAL key may be used any time within a transaction. Transactions where the P/BAL key is used must be finalized with one of the STORE CHECK keys.

PAID OUT 1-5	**151-155**	Touch a PAID OUT key to remove cash, check or miscellaneous media from the drawer.
PAID RECALL	**156**	The PAID RECALL key is used to recall last x number of transactions, starting with the last transaction finalized. (X is determined in memory allocation.) Once recalled, a transaction could be reviewed (using the cursor keys or PAGE UP/PAGE DN). To exit the paid order view, touch CLEAR.
%1 - %10	**157-166**	Ten discount keys (%1 - %10) are available to handle various kinds of discounts, markdowns and adjustments to items or transactions.
PLU	**167**	Enter the PLU code number and touch PLU to register a PLU.
PRICE INQ	**169**	Touch the PRICE INQ to display the PLU price without actually registering the PLU.
PRICE LVL 1-20	**170-189**	Touch a LEVEL key prior to a PLU entry to shift the price of a PLU to a different price set in PLU programming.
PRINT	**190**	Touch the PRINT function to send items that require special preparation to the kitchen printer (or KVS) before the sale is finalized. An item can be programmed as an auto grill item, requiring the PRINT key to be touched every time the menu item is sold. This function does not affect normal kitchen printer/KVS routing. The PRINT function also sends items in group sequence using the "meal order feature". Items are given a meal order priority through group programming. Each time the PRINT key is touched, the next priority of items will be release to the kitchen printer.
PRINT CHECK	**191**	Prints the soft guest check (tracking file) that is currently displayed. The PRINT CHECK key may be programmed to store (service) the check automatically.
PRINT HOLD	**192**	Use to remove the "hold" designation from an item or order, so that the items and their instructions are now sent to the kitchen printer/KVS at finalization.
PROMO	**193**	Touch the PROMO key to void the price (the item remains) of an item. Can be used for 2 for 1 promotions. A PROMO count is available for each menu item.
QUIT	**195**	Touch QUIT to automatically sign off the current cashier/clerk.
RECEIPT ON/OFF	**196**	Touch RECEIPT ON/OFF to toggle the receipt function from on to off or touch [1] [RECEIPT ON/OFF] to turn receipt on or [2] [RECEIPT ON/OFF] to turn receipt off. You must first have a receipt printer connected, identified to the register, and the print receipt automatically option (see General Printing Options) turned on. Key also controls report printing.

RECALL CHECK # 1-4	**197-200**	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example: restaurant checks, call-in orders, delivery orders, and/or table balances. Touch one of the four RECALL CHECK # keys directly to begin a tracking transaction, or enter the tracking number and touch the RECALL CHECK # key to access the existing tracking balance.
RECD ACCT 1-5	**201-205**	Touch a RECD ACCT key to add cash, check or miscellaneous media to the drawer.
RECEIPT	**206**	Touch the RECEIPT key to issue a transaction receipt at the designated receipt printer.
REPEAT	**207**	Touch the REPEAT key to quickly re-order a set of items. When a check is recalled, simply touch the REPEAT key to automatically register all of the items registered at the previous posting.
SCALE	**208**	Touch the SCALE key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension.
SEAT #	**209**	Use to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat, and identifies to the food preparation staff (through the kitchen printer/KVS) how to assemble meals. Seat numbers may be assigned at the time of entry or, if necessary, later in the transaction.
SPLIT ITEM	**211**	When like items are consolidated in a transaction you can move the cursor to the item and touch the SPLIT ITEM key to display the items separately, instead of in consolidated form, used normally to assist the items to seat allocation.
SPLIT PAY	**212**	Touch the SPLIT PAY key to divide the amount of a guest check into equal segments for payment by more than one person.
STOCK INQ	**213**	Touch the STOCK INQ key, and then enter (or scan) an item to view the stock status of the item. (The item must be a stock item to use this function.)
STORE CHECK 1-4	**214-217**	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example, restaurant checks, call-in orders, delivery orders, and/or table balances. Touch one of the four STORE CHECK # keys to finalize a tracking transaction. (This function is equivalent to a *SERVICE* function.)
SUBTOTAL	**218**	Touch SUBTOTAL to display the message "SUBTOTAL" on the display. Although a running total is always displayed on the bottom of the screen, the SUBTOTAL key may be required before some functions, such as subtotal discount.
TABLE # (1-4)	**219-222**	Use to enter the table number of the check. If a table number is entered, the TABLE # key can also be used to recall the check.
	223	Reserved
TAX EXEMPT	**224**	The TAX EXEMPT can be preprogrammed to exempt specific taxes from a sale.

TAX SHIFT 1-6	**225-230**	Use to shift the preprogrammed tax status of an item. Touch before an item entry to make taxable.
CLK IN/OUT	**231**	Touch the CLK IN/OUT key to record start and stop work times for the registered employee. Hours worked are maintained by the time clock system.
TIP (1-3)	**232-234**	Use to enter a tip amount on a check.
TRANSFER CHECK (1-4)	**235-238**	Use to transfer one or all open soft checks form one server to another server. A transfer check receipt will print.
TRAY SUBTL	**239**	Touch the TRAY SUBTL key to finalize a transaction that will be paid later with subsequent transactions. See "ADD CHECK" on page 48 to add multiple soft checks for payment.
VALID	**240**	Touch VALID to initiate a single line validation. (A printer with validation capability must be connected to the system and programmed appropriately.)
VOID ITEM	**241**	Touch the VOID ITEM key to remove an item from a transaction. Locate the cursor on the item you wish to remove and touch the VOID ITEM key.
WASTE	**242**	Used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.
FUNC.LIST#	**243**	Use to manually advance to a specific Key Link. Enter the Key link # (1-200), touch the FUNC.LIST# key.
X/TIME	**244**	Use the X/TIME key to multiply, to register split price items, or display the time in the REG mode.
	245	Reserved
PARK ORDER	**246**	Used in conjunction with a kitchen video system and the SERVE ORDER function key. Enter a number and touch PARK ORDER to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the SERVE ORDER key.
SERVE ORDER	**247**	Used in conjunction with a kitchen video system and the PARK ORDER function key. Enter a number and touch SERVE ORDER to serve or bump the order from a video monitor. No video keypad is needed for this function.
KP ROUTING	**248**	The KP ROUTING key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN or TRANS. POP UP. To operate, before the transaction, touch [1] [KP ROUTING] for period one or [2] [KP ROUTING] for period two.

SPLIT CHECK	**249**	The Split Check function provides another method of breaking down checks for payment. Note that this method works best when check numbers are not automatically assigned. Many programmers/installers will use the table number as the check number, and in this situation the feature works quite well. Place a "Split Check" key on the screen. Recall a check (table). Select the item you wish to place on a new check by touching the item on the display, then touching [Split Check]. Note that an asterisk (*) now displays next to the item. Continue to mark additional items to be assigned to a different check as necessary. Touch [Store Check]. The prompt will ask you to enter the number of the check you wish the designated items to be assigned to. Enter the check (table) number and touch OK. The original check with be stored automatically and the new check with the split items is open for storing or payment. If you wish to use the split check feature in applications where checks are automatically assigned, you must first open and store a new check. Make note of the check number. Then open the check from which you wish to split items from. Identify the items using the [Split Check] key as described above. Then when prompted to enter the number of the check where the selected items are to be assigned, enter the number of the new check you previously created.
ALPHA TEXT	**250**	Use to type a name or message that will be associated with a soft check. Touch the ALPHA TEXT key anytime after a check has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and touch **OK**. Multiple message lines can be entered. The message is saved and printed/displayed with the order. A system option controls whether the message is printed on the guest check.
NEW CHECK1-4	**251-254**	The standard recall check key allows a check to be opened if it does not already exist. This is excellent in hospitality tracking, however for account management credit may not so readily be given. Therefore when this button is programmed accounts are not opened automatically. A warning will indicate an account does not exist if an attempt is made to open using the recall check key. The new check button is used to open new accounts. The programmability for this key is automatically picked up from the status of the Recall check key.
PRICE CHANGE	**256**	This allows the pre-programmed price of an item to be changed though the sequence: [PRICE CHANGE] [PLU] [PRICE] [PRICE CHANGE]. The PLU flag "ALLOW PRICE CHANGE" controls this function.
PREV LIST	**268**	Moves the current screen (n) to the previous screen (n-1).
NEXT LIST	**269**	Moves the current screen (n) to the next screen (n+1).

System Options

This section is used to define the most fundamental parameters of the whole system such as, how many ECRs are in the network, which ECR number will store common data, etc.

► Select SYSTEM OPTIONS from the **S** mode PROGRAMMING MENU to display the **S** mode SYSTEM OPTIONS Screen.

S Mode System Options – Definitions

(1) REGISTER # (1-32)

This is the register number for this ECR. This is required to be a sequential number starting from 1 for each of the ECRs in an inter-register communications system.

(2) STORE #/STORE NAME

This is used during communications to indicate which store sales are collected from. Either a store name, store number, or both a store name and number can be entered. If store number alone is entered, store files will be saved on the SD/USB card under the store number; if a store name alone, or if a store name and number are entered, store files will be saved on SD/USB under a folder with the store name.

(3) IRC FROM REGISTER #

This is the number of the first ECR in an inter-register communications system. The norm is 1.

(4) IRC TO REGISTER #

This is the number for the last ECR in an inter-register communications system.

(5) IRC NUMBER OF RETRIES

The standard setting will be acceptable here, unless directed by CRS Support to use a different value. This feature controls the number of requests to consolidate a ECR before failure is announced. This is default to 10 providing optimum network performance.

(6) PRINT DISPLAY DECIMAL POSITION

This is the number of decimal places the system will use.

(7) PASSWORD (0000 – NO PASSWORD)

Each of the reporting areas can be password protected to provide management restriction.

(8) SEND PLU DESCRIPTOR WHEN POLLED

This will send in addition to the normal information, the PLU description, when polled by a P.C.

(9) REG# HOLDS TIME IN/OUT DATA

The time clock, labor hours worked and costing analysis feature can be operated on any ECR, however the data is held centrally on one register.

(10) REG# HOLDS CHECK TRACKING DATA

The four check tracking files can be operated on any ECR. The files however are stored centrally, normally on ECR #1. On a more customized system this can be changed so that each tracking file is stored on a different ECR, the information will be available for central use.

(11) REG# HOLDS BACKUP CHECK TRACKING DATA

The four check-tracking files can backed up on a second ECR.

(12) REG# HOLDS KP GLOBAL ORDER#

The order number printed on kitchen order tickets can be the register number followed by a consecutive number or can be held centrally and be a system consecutive number this is referred to as a global order number.

(13) REG# HOLDS CLERK INTERRUPT DATA

Identify the register that stores transaction data when the transaction is suspended while another clerk begins a different transaction.

(14) DISPLAY PRINTER ERROR WHEN POLLING

This controls the response of the ECR when a printer is not available to print a PC activated report. The option is default to No to ensure that if a printer is off line the communications will continue.

(15) NUMBER OF REGISTER THAT HOLDS THE DATATRAN

Enter the number of the ECR in the network where the DataTran is connected.

(16) MSR IS CONNECTED

Set MSR CONNECTED to DATATRAN if the MSR is connected to the DATATRAN; PDC if the MSR is connected to the PDC; REGISTER if the MSR is connected to the register (internal).

(17) PINPAD IS CONNECTED

Select DATATRAN or PDC.

(18) PINPAD KEY TYPE

Set the PIN encryption method: DUKPT or ROTATE KEY.

(19) TRACK# HOLDS DELIVERY TABLE

If using a delivery system, indicate the tracking file number that will be used to keep transactions input using the delivery function.

The following are used for sending reports via FTP:

 # NETWORK SETTING?

Set to YES for FTP communications

AUTOMATICLLY GET IP ADDRESS? (DHCP)

Set to YES only if you want to get the OP address from the DHCP server. Consult your network administrator.

IP ADDRESS

Set only if using IP Polling.

SUBET MASK

Set only if using IP Polling.

GATEWAY

If connected by router, set to IP Address of Router.

DNS SERVERS#1/DNS SERVERS#2

If connected to Internet, obtain from your Internet Service Provider (ISP).

PC CONNECTION TYPE

Select SERIAL or ETHERNET.

PC CONNECTION PORT NUMBER

The port number.

(20) USE MAGNETIC DALLAS KEY

Set to NO. This option is not currently available.

(21) DRAWER OPEN COUNT (1-5)

Default is 1. This is the number of drawer open pulses sent to the drawer. This option only if you are experiencing intermittent cash drawer opening failure.

(22) DRAWER OPEN DELAY

Default is 100. This is the time delay between pulses, if multiple pulses are set on option #23. Set this option only if you are experiencing intermittent cash drawer opening failure.

(23) DRAWER OPEN TIME

Default is 200. This is the length of the drawer pulse. Set this option only if you are experiencing intermittent cash drawer opening failure.

(24) STRONG PASSWORD

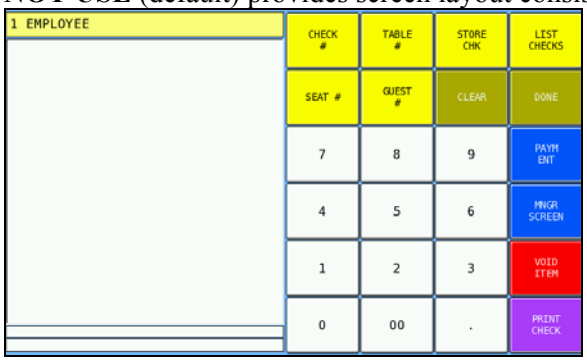
If Yes, requires sign –in code and MCR sign on. Recommended for PABP (payment application best practices.)

(25) SAVE EFT/PABP LOG FILE TO

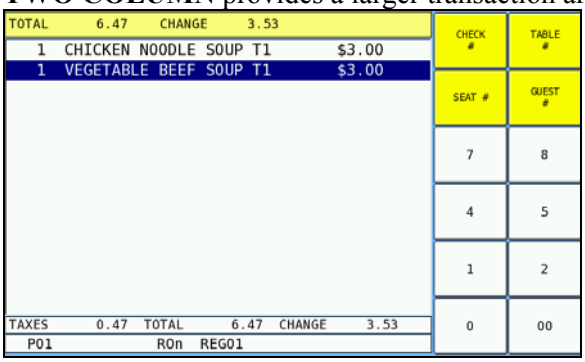
Choose SD or USB.

(26) SALES AREA CONFIGURATION

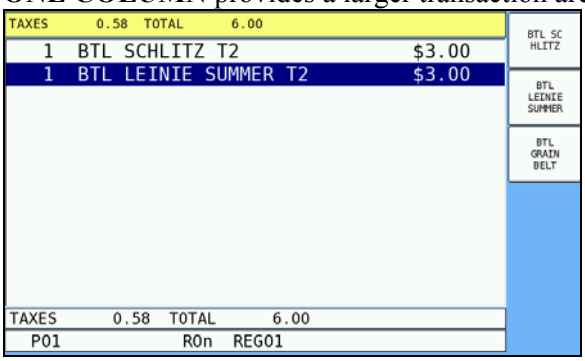
Choose one of the following screen layout options (see examples below each option):
NOT USE (default) provides screen layout consisting of a transaction area and 24 touch locations.



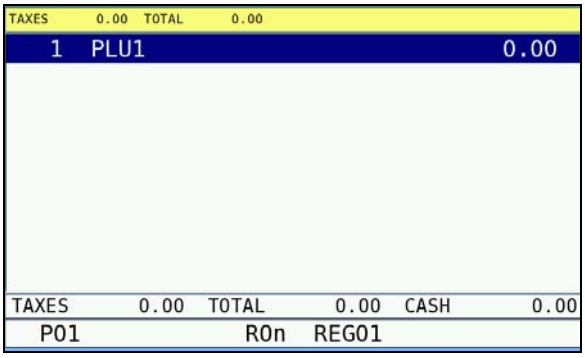
TWO COLUMN provides a larger transaction area with a larger font size and 12 touch locations;



ONE COLUMN provides a larger transaction area with a larger font size and 6 touch locations;



FULL SCREEN the transaction area occupies the entire screen with the largest font size and no touch locations. Keylinks cannot be used when "FULL SCREEN" is selected.



Printer Driver Selections

This program allows you to change the commands for specific printers, or to set up a new printer by using generic (1-5) settings.

► Select PRINTER DRIVER SELECTIONS from the **S** mode PROGRAMMING MENU to display the PRINTER DRIVER SELECTIONS screen.

This is used to customize existing printer formats or to add generic printers to the system. There is normally no need to change this information. The only exception being, printing bitmap images where the initialization code should be deleted for the appropriate printer.

Printer Driver - Definitions

PRINTER TYPE

Common printer types have been defined, ELLIX, SAMSUNG, CITIZEN, EPSON etc. These need no modification. The system does have some custom printer types available for technicians to allocate their own settings.

PRINTER TASKS: INITIALIZE, COMPRESS, Etc.

Leave these setting at default unless specific settings are needed to perform special printing such as bold, underline etc. Refer to printer documentation or consult CRS for additional support.

START CODE

This code relates to the printer task and is input from your own printer manual when defining a custom printer.

CANCEL

This code relates to the printer task and is input from your own printer manual when defining a custom printer.

Define Port

There are 4 serial ports and one Ethernet port for peripheral device connection. The following section defines the peripheral device and the parameters for the peripheral that will be attached to the port.

► Select DEFINE PORT from the **S** mode PROGRAMMING MENU.

Define Port - Definitions

PORT

This is the number of the physical port located on the ECR. There are four serial ports, and an Ethernet port (with settings for up to seven Ethernet printers).

PORT DESCRIPTION

This is an area in which you can type your own description of the task the port is carrying out, i.e. KITCHEN PRINTER, HAND SCANNER etc. This description is for your own reference purposes.

BAUD RATE

This is the Baud Rate of the device, the communications speed of the peripheral.

PARITY

This is a standard peripheral definition; the information is normally supplied with the device.

DATA BITS

This is a standard peripheral definition; the information is normally supplied with the device.

STOP BITS

This is a standard peripheral definition; the information is normally supplied with the device.

RETRIES

This is the number of attempts that will be made to communicate with a device before failure is declared. The default setting (3) is satisfactory for most commonly used peripherals.

PRINT BIT MAP

This allows printing of the previously downloaded graphics logo if the option has been defined as available within the memory allocation.

FEED LINES BEFORE PRINTING/AFTER PRINTING

This the number of lines to be fed before or after the printing is started, this will make the receipt longer, helping format the ticket for non-cutter printers.

LOGO SIZE

Select Normal, Double Height, Double Width, or Quadruple. This option is not used when using the new NV image downloading.

LINES ON HARD SLIP

When a slip printer is used, this is the number of lines that can be printed on a loose paper printer, before a prompt for the next page appears.

CUTTING AFTER PRINTING

When a printer has the capabilities of auto cut, this option will decide if that feature is to be used. For receipts it is commonly set to yes, however detail journal printers do not require this option.

IN CASE OF PRINTER, KICK THE DRAWER

Use to send an audible beep using an optional beeper.

PRINT UPSIDE DOWN

The printer will print the receipt upside down so that if the printer is wall-mounted, or placed vertically, the user can read easily. Supported printers are: SAM4s Ellix 10, Ellix 20, Bixolon SRP-350, Epson TM-T88-2. If the number of lines to print in one print job exceeds 1000, the SPS-500 will ignore the option.

DEVICE

This is the peripheral that will be connected to the port. The following options can be chosen:

DISABLE

The port is not active

PRINTER

The port will be used to operate a printer, you are then presented with a list of Printer types, all of which are pre-programmed with Driver setting.

VIDEO

This is a linked Kitchen Video System for the display of products.

POLLING

This is the on-line computer link.

SCALE

This links to an approved scale for weighted items. The "OZ Scale" setting supports the Avery Berkel 6712 POS scale, and the POS30/POS60 scales which are capable of weighing in ounces (rather than pounds). **NOTE:** If weighing by ounces, the price per ounce must be preset in the PLU price. The scale will weigh in ounces and compute the correct price per ounce.

SCANNER

This option enables a barcode scanner.

EFT TERMINAL

This option links a DataTran integrated payment device.

CHANGER

This option allows a coin changer to be connected.

POLE DISPLAY

This option allows a pole display to be connected.

LIQUOR

This option allows a liquor dispenser to be connected.

PDC

The option enables a peripheral device controller.

S Mode Program Scan Printing

Programmed information can be sent to a printer so that a hard copy can be produced.

This option is ideal for keeping records of your machine's settings – these can then be stored for future reference.

S Mode Program Scans - Definitions

MEMORY ALLOCATION

Print the definitions of the systems features and file maximums.

SYSTEM OPTIONS

This prints the most basic of features such as terminal number and IRC (inter register communications) settings.

PRINTER DRIVER SELECTIONS

This print out shows how technicians have customized printers.

PORT DEVICE SELECTIONS

This prints the function of each of the physical ports listing the peripheral type connected.

DEFINE PORT PARAMETERS

This prints the configuration of the ports, communication speed and unique settings.

SUPER MACRO

The supermacro (a troubleshooting resource) records the last 1000 keystrokes in REG mode (keystroke in other modes are not recorded). When 1000 keystrokes are entered, only the most current 1000 keystrokes are available (First-In-First-Out).

Touch SUPERMACRO to print. On the report, each keystroke is preceded with a code: [M] indicates the keystroke is a mode key; [K] indicates the keystroke is a function key list (keylink); [F] indicates the keystroke is a function key; [P] indicates the keystroke is a PLU entry. When printing is complete, a window displays "INITIALIZE SUPER MACRO?" Touch YES to clear the supermacro memory.

RECEIPT REPRINT

Select the consecutive number of the receipt you wish to reprint from electronic journal.

PROGRAM VERSION

Select to print the application and operating system versions.

Password Notes

The correct password is required to access manager mode. The default manager password is: **9999**. You can set your own 4-digit password by selecting Passwords in **S** mode.

Separate passwords for report levels (X and Z1-Z5) can be set in **S** Mode System Option #7. Here the default password is also **0000**, meaning all report levels can be accessed without password entry.

Load Default Messages

This will revert back to default text for any messages, which may have been changed from their original settings, including:

ERROR MESSAGES

These are the onscreen display prompts warning the operator of miss-operations. Default Error Messages are listed on page 138.

SYSTEM DESCRIPTORS

These are the onscreen and reporting messages designed to assist the operator. Default System Descriptors are listed on page 140.

Check Unlock/Clerk Unlock

This will reset locked operational checks or clerk interrupt details. This must be performed on the terminal set to store the data in the **S** Mode system option settings.

CHECK UNLOCK

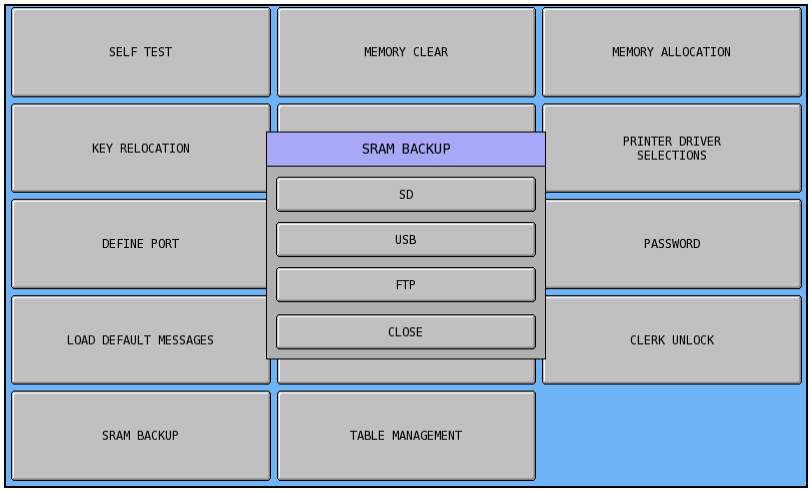
Used in the unlikely event that an open check track number becomes locked and inoperable.

SRAM Backup

Use this function to load or save an end user programs or report data *to* or **from** an SD memory card, USB memory stick or FTP site.

Save End User Program

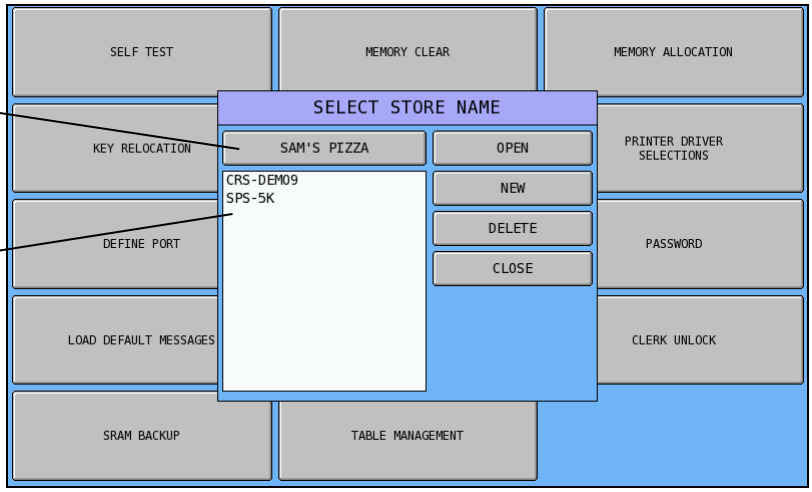
1. From the **S** Mode menu touch SRAM Backup.



2. Depending upon the method you will select, insert an SD card in the SPS-500; or insert a USB memory device, or connect the SPS-500 to the FTP site via a router and internet connection, then touch the appropriate button to display the select store name field dialog box.

The current store name (or number if no store name is programmed) is displayed here.

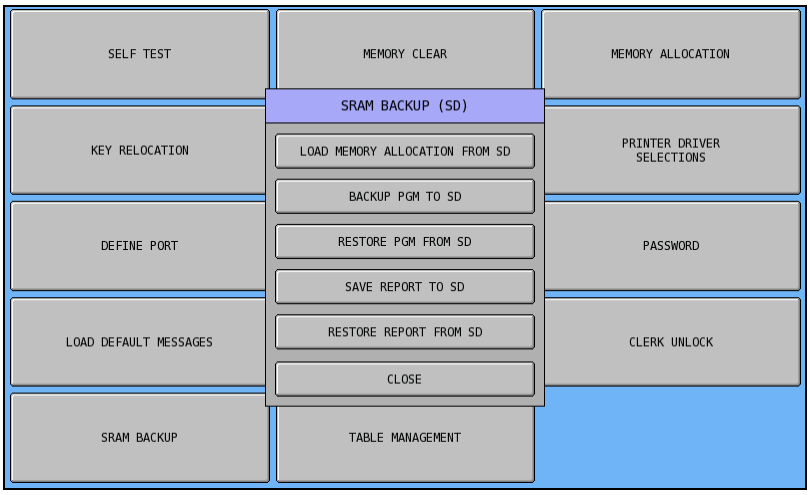
Saved stores available on the memory device (SD card in this example) listed here.



3. If you are saving a store's program for the first time, touch the button with the current store's name and then touch **OPEN**.

   If you are saving a new version of a program that has already been stored, touch the store name on the list to select it, and then touch **OPEN**.

4. The SRAM BACKUP (SD) dialog box displays.



5. Touch **BACKUP PGM TO SD** to begin the backup.

   NOTE: This action will backup the SPS-500 end user program in the path: SPS500/backup/store name (or store number if the store name is not programmed.) When you restore programs, SPS-500 will look for program data for the store name/number set in system options. If you had previously saved a program for the same store on the same device, the backup function will write over your previous end user program. Be sure to archive previously saved programs to your PC.

6. At the Confirmation dialog box, touch **YES**. The PLEASE WAIT message displays until the download is complete.

Restore End User Program

1. Insert the memory device containing the program in the SPS-500.
2. From the **S** Mode menu touch SRAM Backup.
3. From the select store name dialog box, select the name of the store you wish to restore.
4. Touch **OPEN**. The SRAM BACKUP (SD) dialog box displays.
5. You must first restore the program's memory allocation.
   Touch **LOAD MEMORY ALLOCATION FROM SD**.
6. At the Confirmation dialog box, touch **YES**. The PLEASE WAIT message displays until the upload is complete.
7. From the SRAM BACKUP (SD) dialog box touch **RESTORE PGM FROM SD.**
8. From the selection dialog, select the individual program you with to restore or select "All" to restore all programs.
9. At the Confirmation dialog box, touch **YES**. The PLEASE WAIT message displays until the upload is complete.

Save Reports

Reports can be saved to an SD card, USB memory stick or to an FTP site (future). All reports are saved simultaneously. Each report is saved in .rpt format. A report viewer utility is available so that the file data is available to Excel or other PC applications. Reports are stored at the following path:

sps500/backup/store name/REP_mmddyyyy

If the store name is not programmed, the number "xxxxxx" represents the 6-digit numeric store number and "mmddyyyy" represents the date the reports were saved. Multiple stores and multiple report dates can be stored on the device.

1. Insert the memory device in the SPS-500.
2. From the **S** Mode menu touch SRAM Backup and select a backup method, SD, USB or FTP (future).
3. From the select store name dialog box, select the name of the store.
4. Touch **OPEN**. The SRAM BACKUP (SD) dialog box displays.
5. Touch **SAVE REPORT TO SD**
6. At the Confirmation dialog box, touch **YES**. The PLEASE WAIT message displays until the save is complete.

Restore Reports

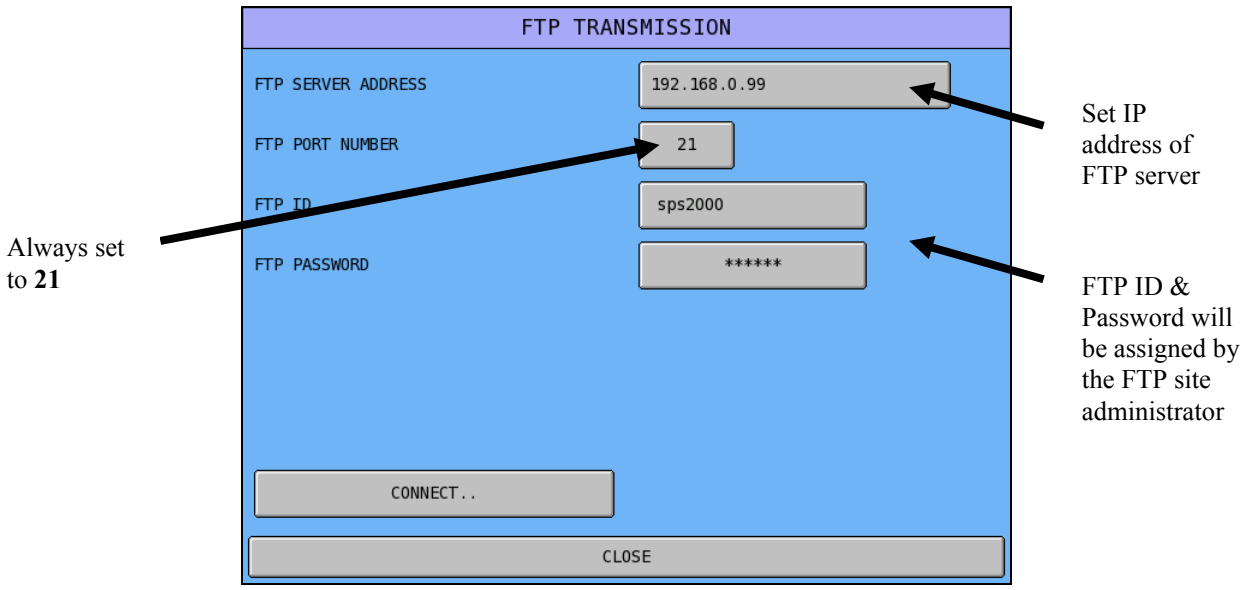
Previously saved reports can be restored to the memory of the SPS-500. Report saving is advised whenever service activity or updates are required on installed ECRs. Reports may be able to be restored after upgrade, refer to the upgrade package for more information.

1. Insert the memory device containing the reports the SPS-500.
2. From the **S** Mode menu touch **SRAM BACKUP** and select a backup method, SD, USB or FTP (future).
3. From the select store name dialog box, select the name of the store.
4. Touch **OPEN**. The SRAM BACKUP (SD) dialog box displays.
5. Touch **RESTORE REPORT FROM SD**.
6. At the selection window, touch the date of the report(s) you wish to restore.
7. Touch **OK**. The PLEASE WAIT message displays until the upload is complete.

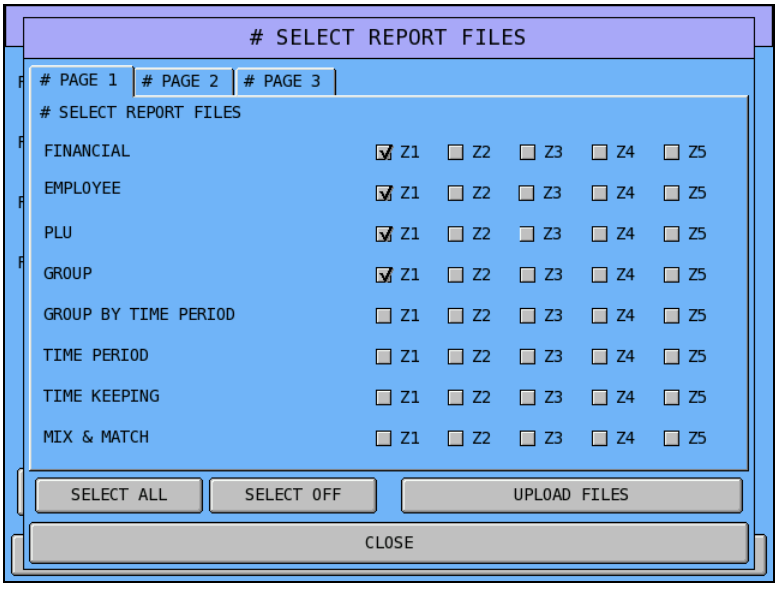
FTP Transmission

Choose FTP Transmission to send reports via FTP (file transfer protocol). You must first set network options under **S** Mode/SYSTEM OPTIONS. (If you wish to demonstrate this capability, contact CRS for demonstration documentation.)

1. Select **SRAM BACKUP** from the **S Mode** menu.
2. Touch **FTP TRANSMISSION**. Enter the information for the FTP site you are connecting to:



3. Touch **CONNECT**. If the connection is successful, the following screen displays:

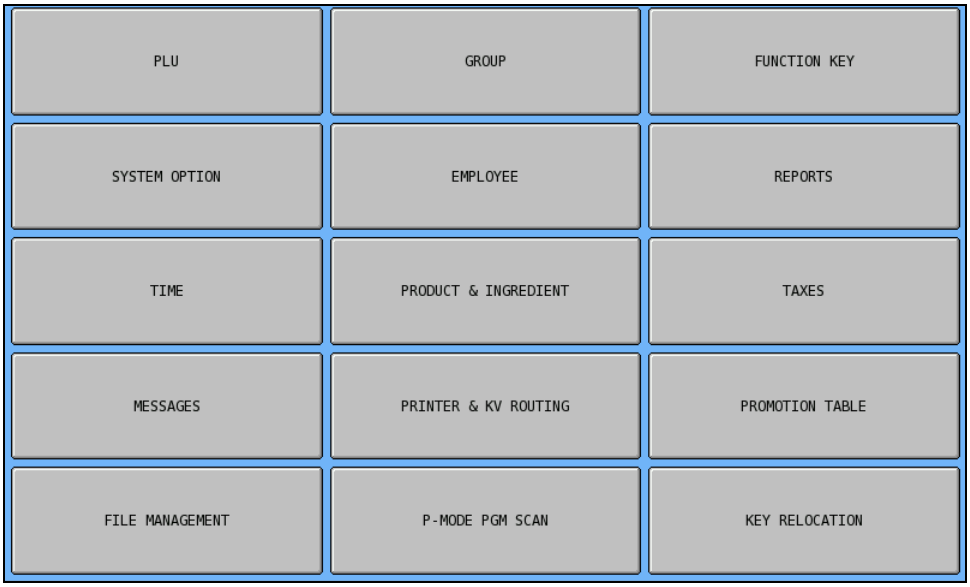


4. Select file(s) you want to transmit and touch **UPLOAD FILES**.

P Mode Programming

P Mode Programming Menu

► Turn the key lock to the **P** position.



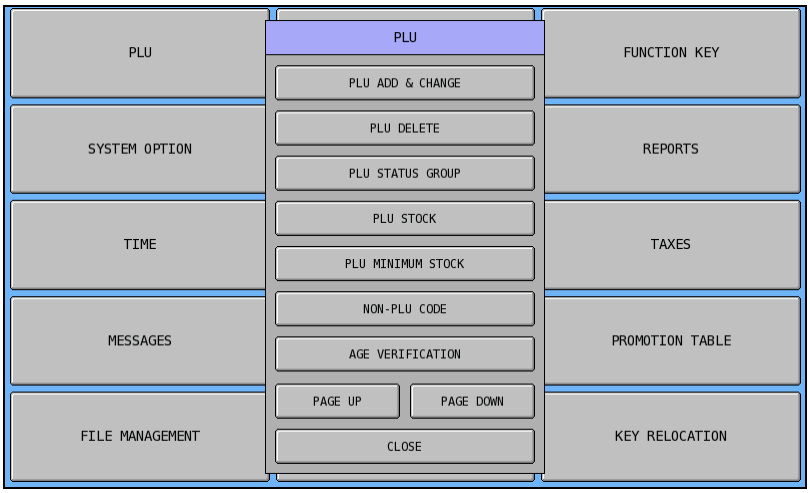
PLU

During PLU Programming, each PLU is assigned a descriptor, price or prices and a few unique options.

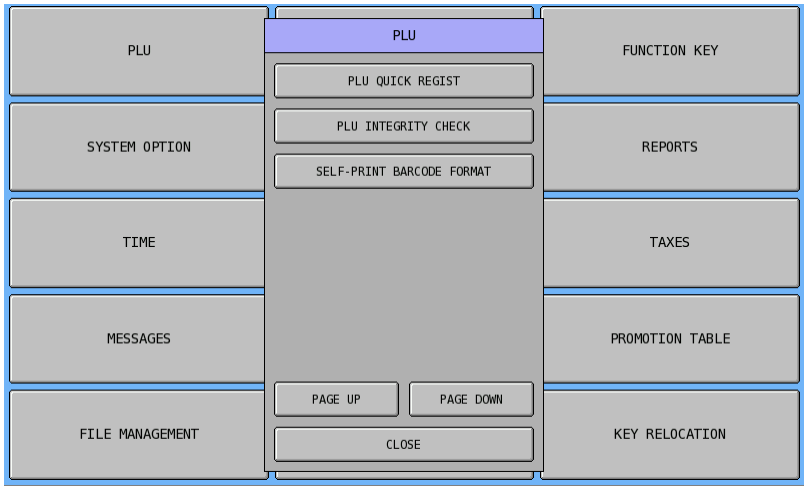
The remaining PLU options are determined by linking the individual PLU to a PLU Status Group. The PLU Status Group contains all of the detailed programming option selections that might be assigned to a product. Separate PLU Status Groups are defined to accommodate the needs of groups of PLUs. Like PLUs, the total number of PLU Status Groups is determined by memory allocation.

The maximum number of PLUs available is determined in memory allocation. (See "Memory Allocation" in "**S** Mode Programming".) Each PLU can be assigned a code number up to 17 digits in length.

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.

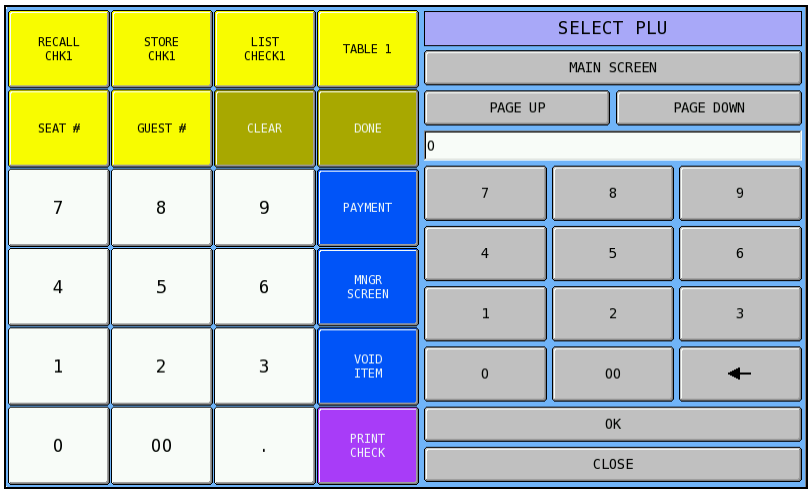


2. Touch the PLU program function you wish to perform. (Press **PAGE DOWN** to view the remaining PLU options.)



PLU Add & Change

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.
2. Touch **PLU ADD & CHANGE** to view the SELECT PLU screen.



3. *You can edit existing PLUs:*

   Touch a PLU key located on the MAIN SCREEN, or touch **PAGE UP**/**PAGE DOWN** until the appropriate Key Link where you wish to edit a PLU displays.

   Press a PLU key on the main keyboard.

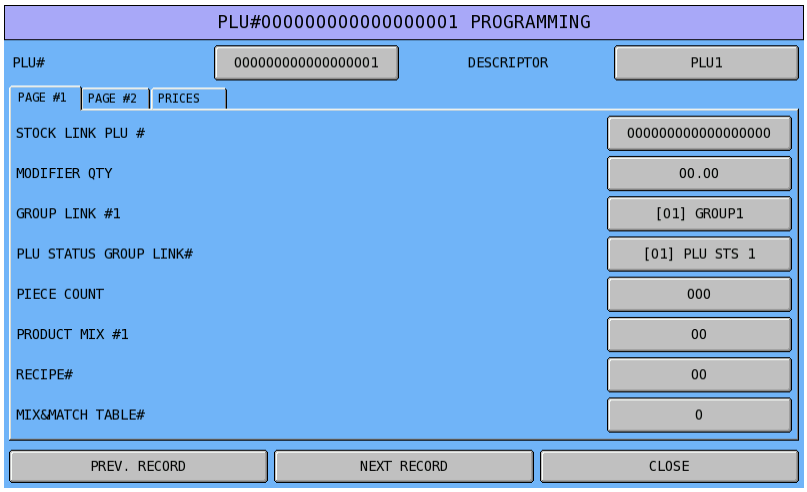
   Enter the PLU number and touch **OK**.

   You can add new PLUs in one of two ways:

   New PLUs that are to be located the MAIN SCREEN or a Key Link or the keyboard must first be assigned to a key location in **S** mode. Once a new PLU is assigned to the keyboard or to a screen, touch the key to add the PLU descriptor and options.

   PLUs can be randomly added by entering a PLU number and touching **OK**, or by scanning an item if a scanner is connected.

4. After a PLU is selected, the PLU PROGRAMMING screen displays at the **PAGE #1** tab:



5. Touch the **PAGE #2** tab and/or the **PRICES** tab to access the remaining PLU options.

PLU Option Definitions

DESCRIPTOR

This is the name of the saleable item, which will appear on receipts and reports.

STOCK LINK PLU

PLUs can be set to reduce stock levels set at another PLU. (System Option/General Function Option/#62 must be set to "Stock Link PLU") Set the number of the PLU where stock is affected (by activity of this PLU) here. This capability has applications where multiple PLUs affect a single inventory item, for example cup counts for beverage items and where items are counted without regard to brand, such as cigarette packs.

MODIFIER QTY

This works in conjunction with the stock link PLU flag determining how many units are to be reduced from the main stock item. The field consists of two decimal places for example 50 would result in 0.50 being reduced from the stock of the item program within the stock link PLU field.

GROUP LINK #1

This field is used to provide the first type of sales analysis by category i.e. Beer, Lagers. You can touch this field and select the group link from a list.

PLU STATUS GROUP LINK#

This is the programming for the status group link. Providing an en-masse program procedure for common system flags. You can touch this field and select the PLU Status Group link from a list.

PIECE COUNT

Enter a value in this field if you wish to use Product Mix and Product Projection reporting. The number of units entered here will be reflected in product mix reporting.

PRODUCT MIX #1

This works in-conjunction with the piece count to track the unit and case usage of an item, each product can be programmed with the number of pieces used from an outer, i.e. the number of bottles from a case. The piece count would control the number of bottles and the product mix group would control the description of the item and the number of units in case. In this field you would link the item to the product mix group.

RECEIPE#

This links to the ingredient inventory, so that when the product is sold, the quantities of each ingredient used are subtracted from stock for the allocated recipe and the appropriate sub recipes.

MIX & MATCH TABLE#

This is the promotion discount table, when the product or a mix of products, allocated to the same table are sold the appropriate discount information from the mix and match table will be subtracted.

PRINT NV IMAGE

Choose **YES** if you wish to print an image stored in the non-volatile area of the connected printer when the item is registered. The image, such as a coupon, will be printed at the bottom of the receipt. You must also select an image number in the PLU Status Group program to select a specific image from the many that may be resident in the printer NV memory.

INACTIVE

This prevents the product from being sold, without deleting therefore still retaining accumulated product sales data.

PRESET

This determines whether the product is a pre-set or open price.

ALLOW PRICE CHANGE

If yes, the PLU price can be changed in REG mode with the sequence: [PRICE CHANGE] [PLU] [PRICE] [PRICE CHANGE].

ALLOW PRESET/HALO OVERRIDE

This allows the operator to either manually enter over a pre-set priced item or to override a maximum sale limit. This works per PLU, with each product having individual restriction. If global restriction is required change the setting in systems options

FUNCTION LIST KEY LINK

Enter the number of the Key Link screen you wish to display immediately after this item is registered.

PRICE/HALO 1 - 5

This is either the pre-set price of an item, or the maximum sale amount of an open product.

PRICE LEVEL 1 - 5

Entered here is the price level for each product. The default program provides one price level, however up to 5 different prices per product made by assigned by memory allocation, with up to twenty price levels available to be allocated. This allows the user to create a matrix of PLUs and Prices each accessed by one of the twenty price keys. When the price key is priced the product is then checked to determine if that price level (1-20) exists in any one of the five prices available. The standard is two prices per product set to price 1 and 2 this is generated as standard. A product price level sales report is available showing the total quantity and value sold per price and overall per product also a total for each price. This feature is not related to the five keyboard levels, they work independently

PLU Delete

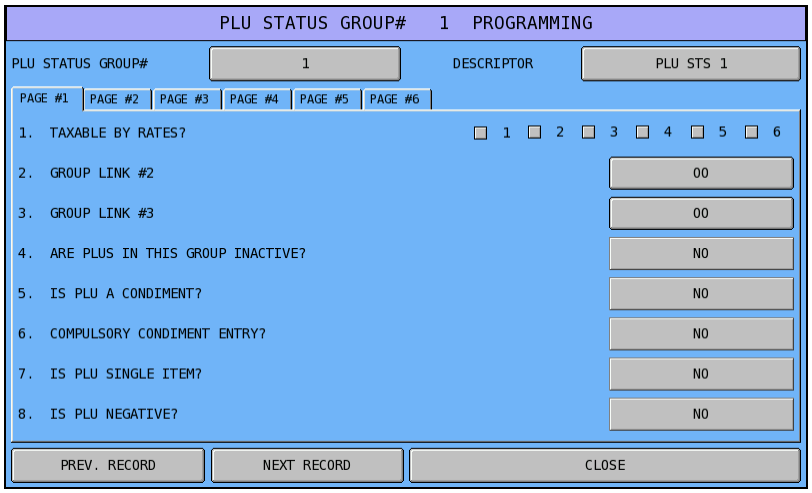
You can delete PLUs individually or by range (depending upon system option setting).

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.
2. Touch **PLU DELETE**.
3. To delete PLUs individually, touch **PLU DELETE BY ONE** to display the SELECT PLU screen. Identify a PLU by touching a key or by entering a PLU number a touching **OK**. Touch **DELETE** and then touch **YES** at the confirmation screen.
4. To delete a range of PLUs, touch PLU DELETE BY RANGE. Enter the FROM PLU# and TO PLU#. Touch **DELETE** and then touch **YES** at the confirmation screen.

PLU Status Group

PLU Status Groups allow memory to be used more efficiently. In most applications, large groups of PLUs are set with many identical options, while the PLU number, descriptor and price are unique. On the PLU Programming each PLU is assigned a descriptor, price or prices and a few unique options. The remaining PLU options are determined by linking the individual PLU to a PLU Status Group. The PLU Status Group contains all of the detailed programming selections that might be assigned to an individual PLU. Separate PLU Status Groups can be set up to accommodate the needs of groups of PLUs. Like PLUs, the total number of PLU Status Groups is determined by memory allocation.

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.
2. Touch **PLU STATUS GROUP** to view the PLU STATUS GROUP PROGRAMMING screen.



3. Touch the PLU STATUS GROUP# button to or touch **PREV. RECORD** or **NEXT RECORD** to access a specific status group.
4. Touch a **PAGE #** tab to view additional options.

PLU Status Group Definitions

(1) TAXABLE BY RATES? (1-6)

Check for each tax rate to determine if the appropriate tax(es) is automatically calculated when the item is sold.

(2-3) GROUP LINK #2/GROUP LINK #3

If you wish to direct PLU sales to more than one group, enter the second or third reporting group for the GROUPS and PLU BY GROUP reports here. Note the following related programs:

See “PLU” on page 70 to program the first reporting group for each PLU.

See “PLU Group” programming on page 91 to determine whether each individual group adds to the group total on the financial report.

(4) ARE PLUS IN THIS GROUP INACTIVE?

Select YES if you wish PLUs reported to this group to be inactive (cannot be registered).

(5) IS PLU A CONDIMENT?

Condiments PLUs are different from non-condiment PLUs in the manner they display and print during operations. Non-condiment PLUs are used for "main" items. Condiment items are indented and displayed/printed below a main item so that condiments or cooking instructions are easily understood for each "main" item.

(6) COMPULSORY CONDIMENT ENTRY?

If Yes, then a condiment entry must follow the registration of a PLU.

(7) IS PLU SINGLE ITEM?

The transaction is finalized automatically when a single item PLU is registers as the first item in a sale.

(8) IS PLU NEGATIVE?

Negative PLUs subtract from a sale, rather than add to a sale.

(9) IS PLU HASH?

HASH PLUs do not affect certain totals in reports. See General Function Option #7 to determine specifically which totals are impacted by HASH PLUs.

(10) DOES PLU USE GALLONAGE?

Gallonage PLUs must be set as open PLUs. The PRICE/HALO must be set as the price per gallon. (The price is set at three decimal places, however the PLU programming screen will always display in a two digit decimal format. For example if a PLU is gallonage, a price of $1.299 per gallon would be set as "12.99".) Gallonage PLUs will report the gallons sold in the activity counter on the PLU report by dividing the PLU total by the price per gallon.

(11) IS PLU FOOD STAMP ELIGIBLE?

A separate itemizer keeps a running total of food stamp eligible items in each transaction. Then if the sale is paid by food stamps, the food stamp eligible subtotal can be recalled.

(12) IS PLU MEMO?

Use Memo PLUs to display a descriptor on the screen or print a descriptor at a printer. Memo PLUs do not add to any total in the *SPS-500*.

(13) IS PLU SCALEABLE?

Choose Yes if you wish to multiply items reporting to this group by a weight from a scale connected to the register. Pressing the SCALE key enters scale weights.

(14) AUTO SCALE ON THIS PLU?

If Yes, registrations of PLUs linked to this group will automatically multiply by the weight placed upon a scale connected to the register.

(15) AUTO TARE# (0-20)

If Yes, the tare # indicated here will automatically subtract from the weight from the scale. See "Function Key Programming" for the **SCALE** key to preset tare weights.

(16) STOCK PLU?

Choose Yes if you wish to track PLU stock, where each whole unit PLU activity subtracts a value of "1" from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained in increments to the second decimal position, i.e. “X.XX”.) See “PLU Stock” on page 79 for more information.

(17) LINK PLU#

If you wish the registration of the PLU assigned to this PLU status group to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically here.

(18) NEGATIVE INVENTORY?

Use this option only if you are using the recipe and ingredient inventory system and you are using PLUs to designate subtractions from a menu item. For example, a PLU may be designated "No Cheese" by designating a PLU to print this instruction. By assigning the "No Cheese" PLU to a PLU Status Group with this setting at Yes the inventory records for cheese will be maintained correctly.

(19) ALLOW PROMO?

Choose Yes if you wish to allow the PROMO operation: i.e. buy two get one free. PROMO activity will remove the item cost from the sale, but the count will include the promo item.

(20) ALLOW WASTE?

If Yes, the WASTE function is allowed on PLUs reporting to this group.

(21) ALLOW DISCOUNT?

If Yes, the operation of an item discount after registration of a PLU reporting to this group is allowed.

(22) ALLOW SURCHARGE?

If Yes, the operation of an item surcharge after registration of a PLU reporting to this group is allowed.

(23) COMPULSORY VALIDATION

If Yes, validation must be performed after registration of a PLU reporting to this group before any other register activity is allowed.

(24) IS NON-ADD# COMPULSORY?

If Yes, a numeric entry must be made into the Non-Add # key before registration of a PLU reporting to this group is allowed

(25) PRINT ON KV?

Select Yes if PLUs in this group are to be sent to a kitchen video.

(26) KITCHEN VIDEO GROUP#

Select the kitchen video group to which PLUs in this group are to be sent. Condiment PLUs with a "0" status here will "follow" the last main item.

(27) COLOR TO DISPLAY ON KV (0-31)

The color code set here will control the color or screen format displayed on an optional kitchen video system requisition screen. Color codes vary by KVS system. Refer to the documentation for your video system for specific information.

(28) PRINT ON KP?

Select Yes if PLUs in this group are to be sent to a kitchen printer.

(29) PRINT ON KP GROUP#

Select the kitchen printer group or groups to which PLUs in this group are to be sent.

(30) PRINT RED ON KITCHEN PRINTERS?

Set to Yes if you wish PLUs in this group to print in red on the kitchen printer, i.e. condiments might be printed red. Red/black printer must be used.

(31) PRINT RED ON RECEIPT?

Set to Yes if you wish PLUs in this group to print in red on the receipt. Red/black printer must be used.

(32) PRINT ON RECEIPT?

Must be set to Yes for PLUs in this group to print on the receipt.

(33) PRINT ON JOURNAL?

Must be set to Yes for PLUs in this group to print on the journal or collect in the electronic journal.

(34) DISPLAY ON REGISTER SCREEN?

Set to No if you wish the registration of PLUs in this group not to display on the register operator screen.

(35) PRINT ON GUEST CHECKS?

Must be set to Yes for PLUs in this group to print on the guest check.

(36) PRINT PRICE ON GUEST CHECKS?

Prints the descriptor only, rather than descriptor and price on guest checks.

(37) PRINT PRICE ON RECEIPT/DETAIL?

Prints descriptor only, rather than descriptor and price on receipt and detail.

(38) AUTO GRILL?

Select Yes for this option to send items in this group to the kitchen printer designated in the next field. Items are sent with a one-item delay (at the next item or at subtotal.)

(39) AUTO GRILL KP GROUP#

Enter the kitchen printer number for printing of auto grill items.

(40) LINKED NV IMAGE#

If you intend to print an image when an item linked to this status group is registered, indicate the number of the image that is stored in the printer's NV memory area here. You must also choose **YES** at the "Print NV Image" option of the individual PLU program. The image, such as a coupon, will be printed at the bottom of the receipt.

(41) PRODUCT MIX #2

If you are using product mix reporting, enter the number of the second product mix item here. See "Product Mix Items" on page 134 for more information.

(42) ELIGIBLE FOR CANADIAN DONUT LAW

Special Provincial or State sales tax laws might change the taxable status of an item depending upon the quantity sold. Donuts, for example, might be taxable when sold individually at a bakery, but be non-taxable when sold by the dozen.

In such a case select Yes in this field, and also select Yes to the appropriate tax status. Also, set tax option #3 (see "Tax Option" on page 107) with the quantity at which you wish tax to be exempted, for example 12. Registration of PLUs reported to this status group will charge tax until the quantity with the transaction reaches 12. When 12 or more are registered, all will be sold without tax.

(43) AGE VERIFICATION (0-5)

Enter 1-5 to set the age category. The operator will be forced to enter a date of birth that indicates an age higher than the age of 81 to set the minimum age for each of up to 5 categories.

(44) IS PLU GIFT CARD

Default is NONE. Select ACTIVATE or ADD if PLUs linked to this group activate or add to an integrated payment gift card program.

(45) ADD CONDIMENT PRICE TO MAIN PLU

When this option is Yes, the price of the condiment is not displayed, instead it is added to the main item.

(46)HOLD AUTOMATICALLY

This flag allows PLUs to be placed on HOLD to the KP/KVS automatically.

PLU Stock

You can adjust inventory levels for PLUs with *stock* status. (The PLU must be linked to a PLU Status Group with option# 16 *Stock PLU?* set to YES.)

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.
2. Touch **PLU STOCK** and then touch **ADD** to add new inventory, **OVERRIDE** to enter a new inventory value, or **SUBTRACT** to subtract inventory.
3. Use the PLU Select screen to find the PLU you wish to adjust.
4. Touch the current stock value, and then enter an inventory value. Use the decimal key to enter whole or partial unit values.

PLU Minimum Stock

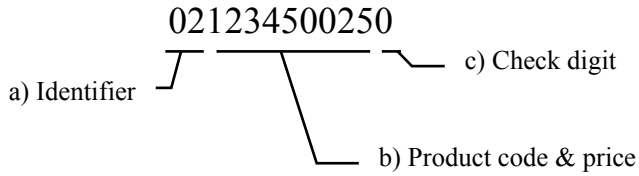
You can enter minimum inventory levels for PLUs with *stock* status. (The PLU must be linked to a PLU Status Group with option# 16 *Stock PLU?* set to YES.) When the level of a stock item falls below the minimum inventory level set here, the item will appear on the PLU MINIMUM STOCK report. Optionally, a warning "BELOW MINIMUM STOCK" can display when if the PLU is registered and stock is below the minimum level. (See SYSTEM OPTIONS, GENERAL FUNCTION OPTION #57 to activate the warning.) When multiple registers are installed, stock count is checked by IRC at each stock item registration.

1. From the **P** mode menu touch **PLU** to view the PLU program selection window.
2. Touch **PLU MINIMUM STOCK**.
3. Use the PLU Select screen to find the PLU you wish to adjust.
4. Touch the minimum stock value, and then enter minimum stock value. Use the decimal key to enter whole or partial unit values.

Non-PLU Code

The NON-PLU Code program must be set if you wish to scan UPCs (using the EAN 13 code) with embedded prices or weights.

Within the EAN 13 code, the first two digits (part a) are used as an identifier and the last digit (part c) is used as a check digit. The remaining 10 digits (part b) contain the product code and the price (or weight or quantity).



There are 11 identifier numbers available for non-PLU code programming: "02" and "20" through "29". The purpose of this program is to define the format of the 10-digit part b for each possible identifier. For example:

- The structure of Non PLU identifier "02" can be defined to use 5 digits for the product code and 5 digits for the price.
- The structure of Non PLU identifier "20" can be defined to use 6 digits for the product code and 4 digits for the price.

To Program Non-PLU codes:

1. Select NON-CODE PLU from the **PGM** mode MENU to display the NON-CODE PLU PROGRAMMING screen.
2. Choose one of the non-PLU identifiers ("02" or "20" through "29").
3. The NON-PLU# PROGRAMMING screen displays for the identifier you have chosen to program.
4. Use the field definitions below as a reference in filling the fields of this screen.
5. Press **CLOSE** to return to the NON-CODE PLU PROGRAMMING screen.

NON-PLU Code Field Definitions

LENGTH OF FIELD 1

Assign the length of the product code field. (The length of field 1 plus field 2 must equal 10.)

LENGTH OF FIELD 2

Assign the length of the price/weight/quantity field. (The length of field 1 plus field 2 must equal 10.)

CONTENT OF FIELD 2

Select the type of content for field 2: price, weight or quantity.

USE PRICE CHECK DIGIT

Select "Y" if the price field includes a check digit.

TAB OR DECIMAL POINT OF FIELD 2

Enter the decimal point position for the price/weight field.

Price/Weight Type Barcode Format Definitions

Barcode Format Number	1	2	3	4	5	6	7	8	9	10	11	12	13
1	D1	D2	I1	I2	I3	I4	I5	S	P1	P2	P3	P4	C
2	D1	D2	I1	I2	I3	S	P1	P2	P3	P4	P5	P6	C
3	D1	D2	I1	I2	I3	I4	I5	I6	P1	P2	P3	P4	C
4	D1	D2	I1	I2	I3	I4	I5	P1	P2	P3	P4	P6	C
5	D1	D2	I1	I2	I3	I4	P1	P2	P3	P4	P5	P6	C
6	D1	D2	I1	I2	I3	P1	P2	P3	P4	P5	P6	P7	C
7	D1	D2	I1	I2	I3	I4	I5	W1	W2	W3	W4	W5	C
Barcode Definition (supports UPC, EAN, JAN, & KAN Codes)													

D1, D2 = Department Number (always 02)
I1, I2, I3, I4, I5, I6 = Item Code
S = Check Sum Digit for Price
P1, P2, P3, P4, P5, P6, P7 = Price
W1, W2, W3, W4, W5 = Weight
C = Check Sum Digit for All Characters

Age Verification

Sale of age-restricted items (i.e. alcohol, tobacco) can be controlled at the point of sale by forcing to operator to enter a date of birth before a controlled item can be registered. Because you may wish to use this feature for items controlled at a different age (i.e. alcohol may be allowed at age 21 and tobacco may be allowed at age 18), up to five different ages can be entered here. The age category (1-5) is entered at the appropriate PLU Status group program.

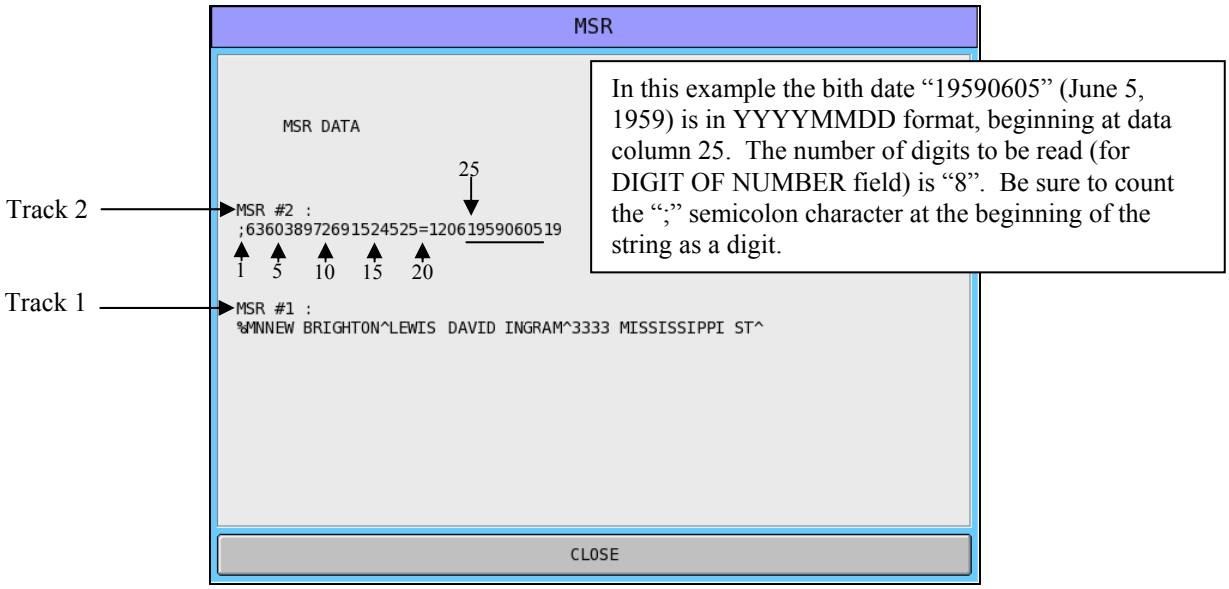
1. From the **P** mode menu touch **PLU** and then select AGE VERIFICATION to display the AGE VERIFICATION Screen.
2. Type an age for the first age category, press **OK**.
3. If necessary enter ages for the remaining age categories.
4. Press **CLOSE** to return to the **PGM** mode MENU.

Age Verification by Card Swipe

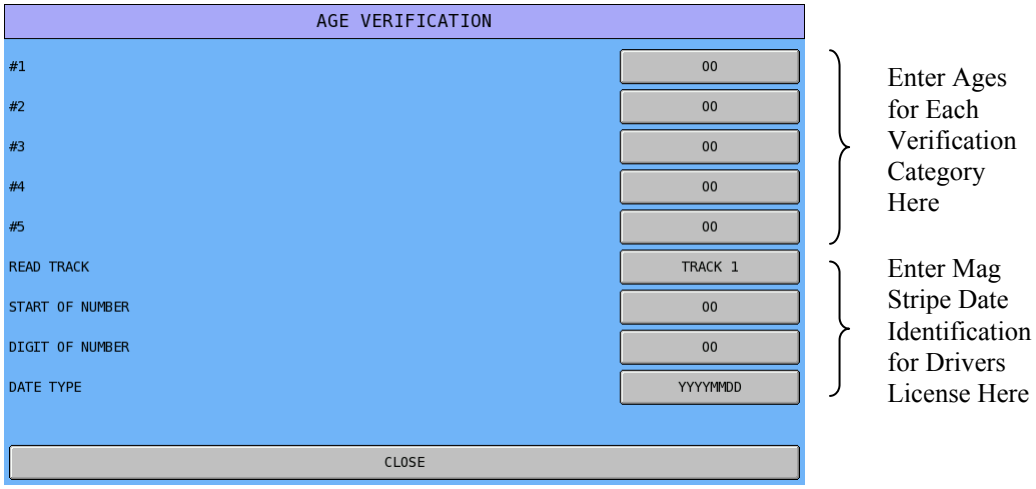
(California support added at V1.00m) Many state drivers licenses encode driver data on a mag stripe. When age entry is required, the drivers license can be swiped and the age verified. This feature is enabled by identifying track data on the Age Verification program screen.

Operate by swiping the drivers license (or manually entering the date) when the CUSTOMER DATE OF BIRTH window displays.

1. To program, go to **S/SELF TEST/MSR** and swipe the drivers license mag strip. The mag stripe data will display on the screen as in the example below:



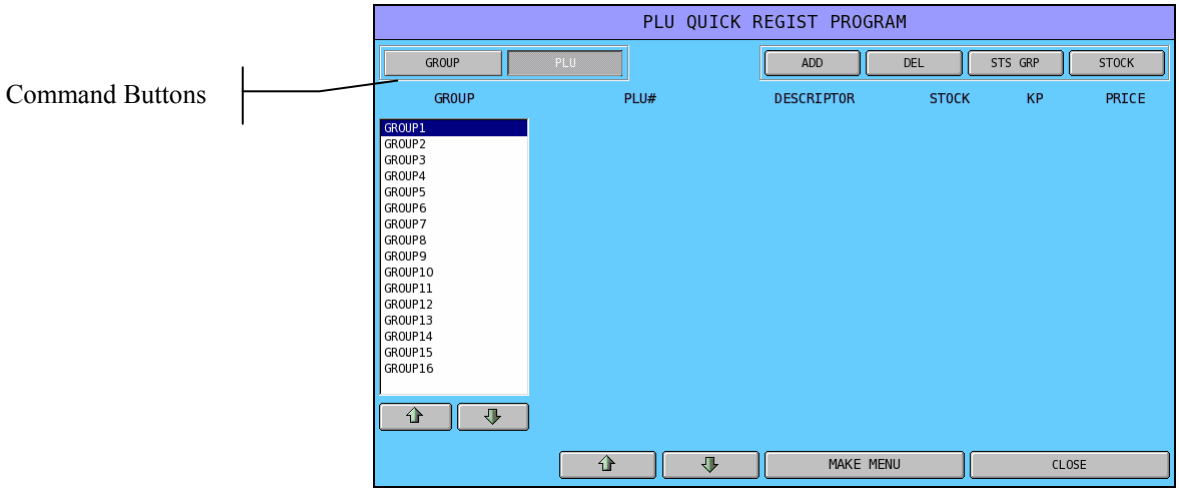
2. Identify the date of birth in the data and determine the track where the date is located (track 1 or track 2).
3. Determine the format of the date (i.e. YYYYMMDD). (Added at V1.00m: "MMYYY99YY" date format for California. California must also choose "10" for "digit of number" option.)
4. Count the columns of data and determine the number of the column where the birth date begins (START OF NUMBER).
5. Go to **P/PLU/AGE VERIFICATION** and make the appropriate entries in the READ TRACK, START OF NUMBER, DIGIT OF NUMBER and DATE TYPE fields.



PLU Quick Registration

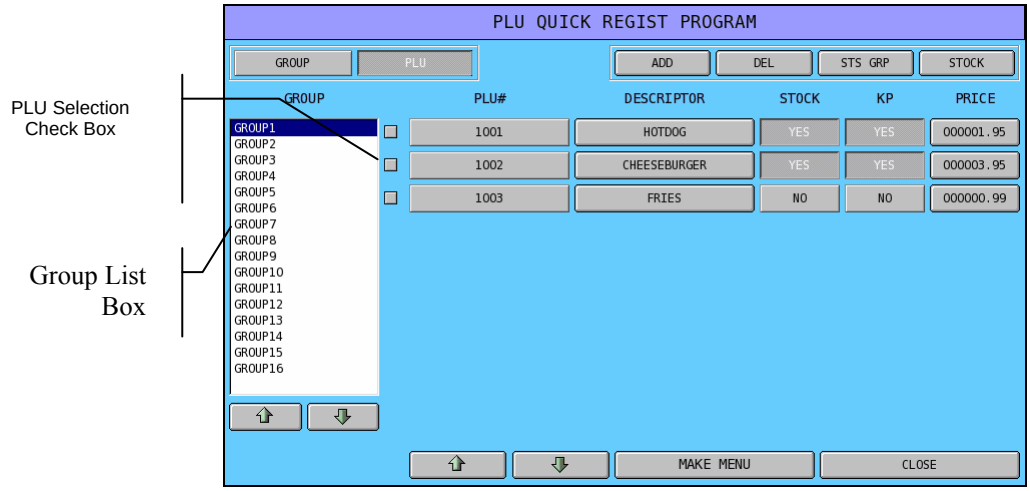
The PLU Quick Registration Program provides a fast method of programming groups, PLUs and their essential options. After PLUs are added or edited using this method, you can choose to automatically make menu screens based upon the group/PLU data. Use this program when creating an end-user program for the first time. PLU Quick Registration is not recommended for ongoing program maintenance.

1. If you are creating a new program, it is recommended that you clear all PLU data before using PLU Quick Registration. Select **MEMORY CLEAR** from the **S** Mode menu, then select option #13 CLEAR PLU FILE. Note: If you do not clear PLUs, default PLUs 1-120 from the default program, reporting to group 1, will conflict with the PLU numbering convention used in this process.
2. Select **PLU** from the **P** Mode menu and then from the PLU option menu, touch **PAGE DOWN** to view and select the PLU QUICK REGISTRATION option. A blank PLU QUICK REGISTRATION PROGRAM screen displays. The screen command buttons that are displayed across the top of the screen are described below:



Command Button	Function
GROUP	Touch **GROUP** to set descriptors for groups 1-32.
PLU	Touch **PLU** to set PLUs
ADD	Touch **ADD** to add a PLU. You will be prompted to enter a descriptor and a price. PLUs will be added in sequential order for each group: • Group #1 PLUs are issued beginning with PLU #1001, • Group #2 PLUs are issued beginning with PLU #2001, and so on for each group up to group #32, which will issue PLU numbers beginning with #32001.
DEL	Select a PLU and touch **DEL** to delete the PLU.
STS GRP	Select a PLU and touch **STS GRP** to edit the options for the Status Group to which the PLU is linked. (The STS GRP and STOCK options will determine the status group to which the PLU is assigned.)
STOCK	Select a PLU and touch **STOCK** to set stock levels for the PLU.

3. Once PLUs are added they will be displayed as a list on the screen:



Each Column of PLU data is described in the table below:

Column	Explanation
GROUP	Touch a GROUP in the group selection box to display the PLUs that are linked to the group. Use the arrow up (↑) or arrow down (↓) keys at the bottom of the box to view Groups 1-16 or 17-32.
PLU#	This is field display only and cannot be edited. Use the check box to the left of the PLU number to select the PLU for editing. PLUs assigned to group 1 will begin with PLU #1001 and range to PLU #1999; PLUs assigned to group 2 will range from 2001-2999, etc.
DESCRIPTOR	Touch the current descriptor button to edit the descriptor field.
STOCK	Select a PLU and touch **STOCK** to set the stock level for the PLU.
STOCK KP	Touch STS GRP and/or STOCK buttons to toggle from **NO** to **YES**. The YES/NO status determines the status group to which the PLU is assigned: • PLUs with option NO STOCK and NO KP are linked to PLU STATUS GROUP #1. • PLUs with option STOCK and NO KP are linked to PLU STATUS GROUP #2. • PLUs with option NO STOCK and KP are linked to PLU STATUS GROUP #3. • PLUs with option STOCK and KP are linked to PLU STATUS GROUP #4.
PRICE	Touch the current price button to edit the price field.

Using a 101-Key Keyboard with PLU Quick Registration

When a USB keyboard is connected to the SPS-500, the keyboard may be used for inputting PLU Quick Registration data. The following keys are control keys:

- Numeric 1 to 0 – Select a PLU.
- F1 / F2 – Select GROUP / PLU screen.
- F3 – Add selected PLU.
- F4 – Delete selected PLU.
- F6 – Edit PLU status group of selected PLU.
- F8 - Edit stock of selected PLU.
- UP/DOWN/LEFT/RIGHT – Navigate GROUP.
- PAGE UP/DOWN – Navigate PLU
- ESC/ENTER – Exit current screen.

PLU Quick Registration Example

A simple menu consists of:

2 Grill items: Hamburger and Cheeseburger

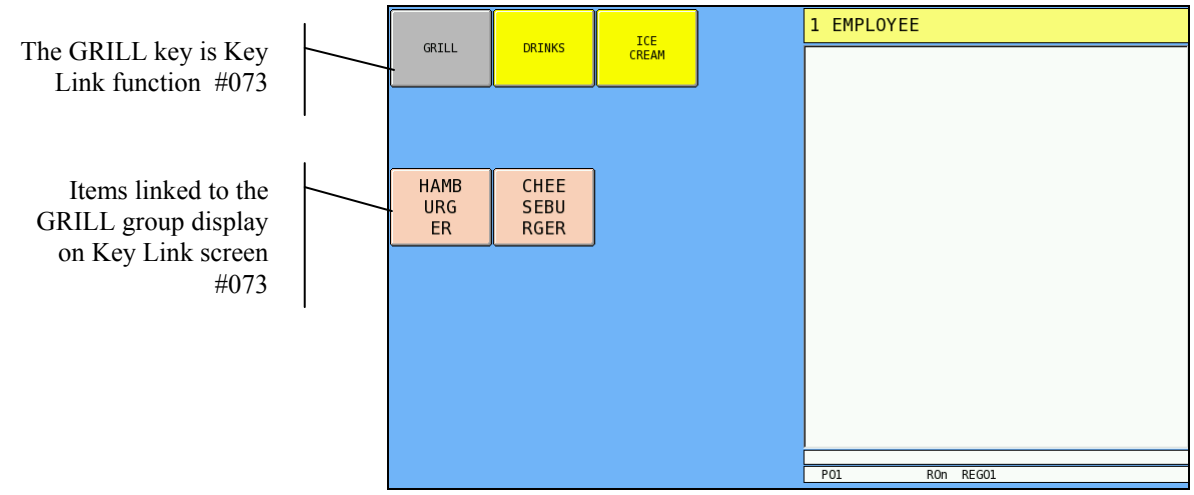
2 Drink items: Pepsi and Coke

2 Ice Cream items: Cones and Malts

Program these items using the Quick Registration method:

1. Clear all PLU data: Select **MEMORY CLEAR** from the **S** Mode menu, then select option #13 CLEAR PLU FILE.
2. Select **PLU** from the **P** Mode menu and then from the PLU option menu, touch **PAGE DOWN** to view and select the PLU QUICK REGISTRATION option. A blank PLU QUICK REGISTRATION PROGRAM screen displays.
3. Touch **GROUP**.
   Set the Group 01 descriptor to GRILL
   Set the Group 02 descriptor to DRINKS
   Set the Group 03 descriptor to ICE CREAM
4. Touch **PLU**.
5. Select the GRILL group (default).
6. Touch **ADD**
   Type the descriptor: Hamburger, touch **OK**.
   Enter the price: 299, touch **OK**
7. Touch **ADD**
   Type the descriptor: Cheeseburger, touch **OK**.
   Enter the price: 399, touch **OK**
8. Select the DRINKS group.
9. Touch **ADD**
   Type the descriptor: Pepsi, touch **OK**.
   Enter the price: 100, touch **OK**

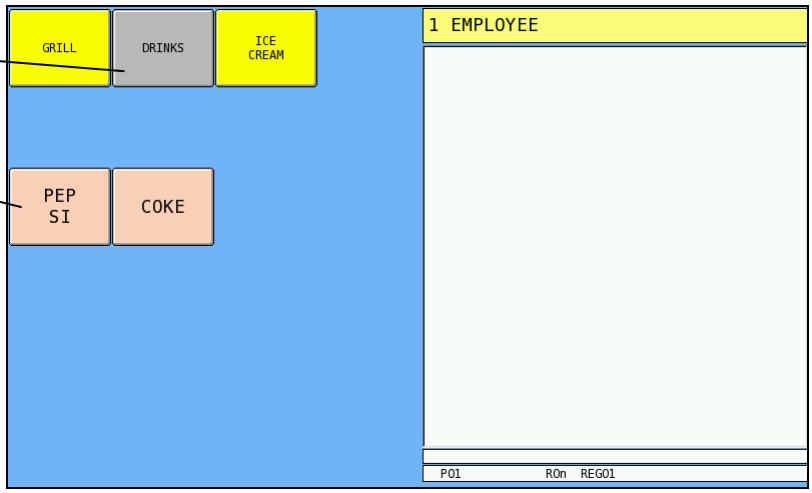
10. Touch **ADD**
    Type the descriptor: Coke, touch **OK**.
    Enter the price: 100, touch **OK**
11. Select the ICE CREAM group.
12. Touch **ADD**
    Type the descriptor: Cone, touch **OK**.
    Enter the price: 199, touch **OK**
13. Touch **ADD**
    Type the descriptor: MALT, touch **OK**.
    Enter the price: 299, touch **OK**
14. Touch **MAKE MENU**. The message "Do You Want To Make Menu Screen" displays.
15. Touch **YES**. The message "Do You Want To Configure Printers" displays. If No is selected, the register will not change Port Parameters and does not change KP Printer Routing.
16. From the **PGM** menu, touch SYSTEM OPTION, and then touch LEVEL / MODIFIER OPTIONS. Set option #9 (the default screen) to Key Link #73, also reset Level/Modifier #11, "Use Clerk's Default Screen Level" to **NO**. Touch **CLOSE** to exit the program.
17. Touch the **REG** tab. The newly created menu screen displays:



18. Touch DRINKS to view the drink items.

The DRINKS key is Key Link function #077

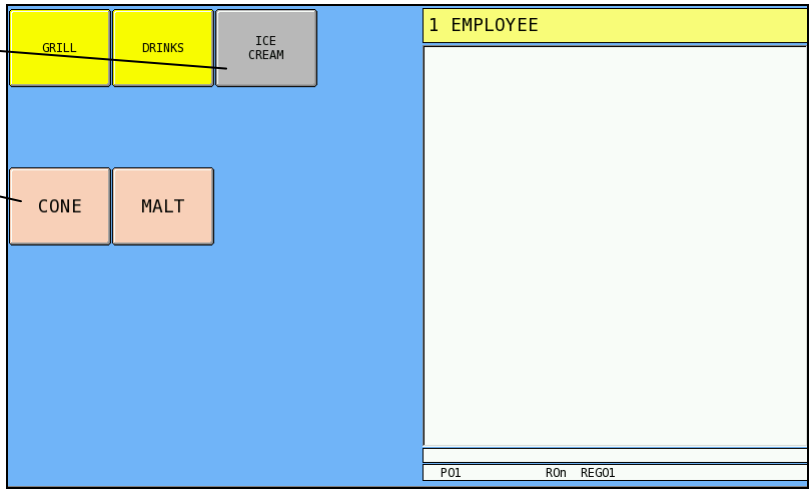
Items linked to the DRINKS group display on Key Link screen #077



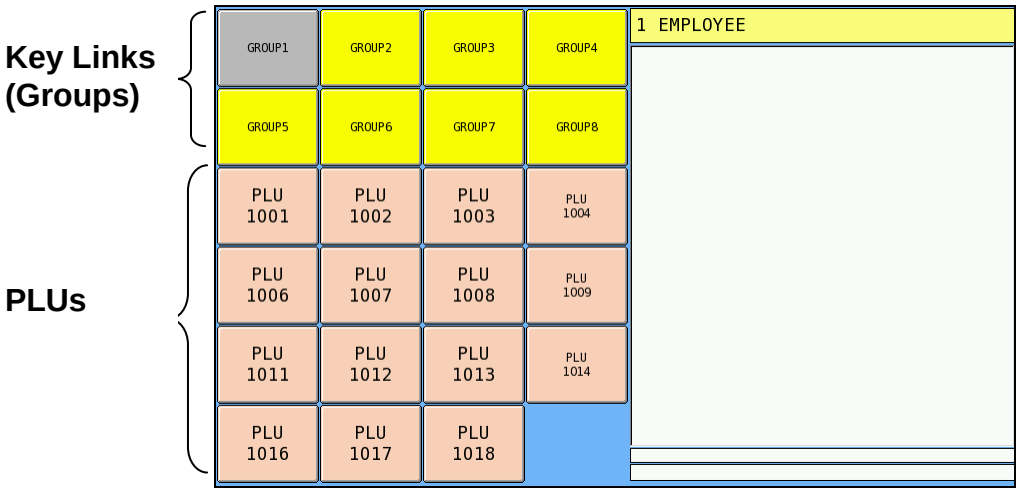
19. Touch ICE CREAM to view the ice cream items.

The ICE CREAM key is Key Link function #081

Items linked to the ICE CREAM group display on Key Link screen #081



Format of Automatically Created Screens



Key Links Screens created by the Quick Registration System are located beginning at Key Link #73. Group #1 will use Key Links 73-76; Group #2 will use Key Links 77-80, etc. (Use PGM Mode System Option/ Level/Modifier Option #9 to set the default screen to Key Link #73, also reset Level/Modifier #11, "Use Clerk's Default Screen Level" to NO. You must make these settings to view the menu screens created by the Quick Registration system in REG mode.)

Groups Groups are used to organize sets of items. For example, Grill Items, Drinks, and Ice Cream items might be separated into different groups. Groups are Key Link keys located on the top two rows of the screen. The group currently selected displays in a gray color and the PLUs associated with that group are displayed below. Touch another group Key Link to display its PLUs. Up to eight groups can be displayed simultaneously. When more that eight groups are used, arrow keys display. Touch the arrow down (↓) to display the next set of groups. Touch the arrow up (↑) key to display the previous set of groups. A total of 32 groups can be activated using the PLU Quick Registration System.

PLUs Up to 18 PLU items for each group can be displayed simultaneously; a maximum of 72 PLUs may be assigned to each group using the PLU Quick Registration system. When more that 18 PLUs are used in one group, arrow keys automatically display. Touch the arrow right (→) to display the next set of PLUs. Touch the arrow left (←) key to display the previous set of PLUs. Note PLUs created using the standard PLU program method will not be used by the PLU Quick Registration system.

Function Keys The 10 keys located on the bottom two rows of the main screen will be copied to each screen created with the PLU Quick Registration feature. The **EMPLOYEE** key should be located in this area.

PLU Integrity Check

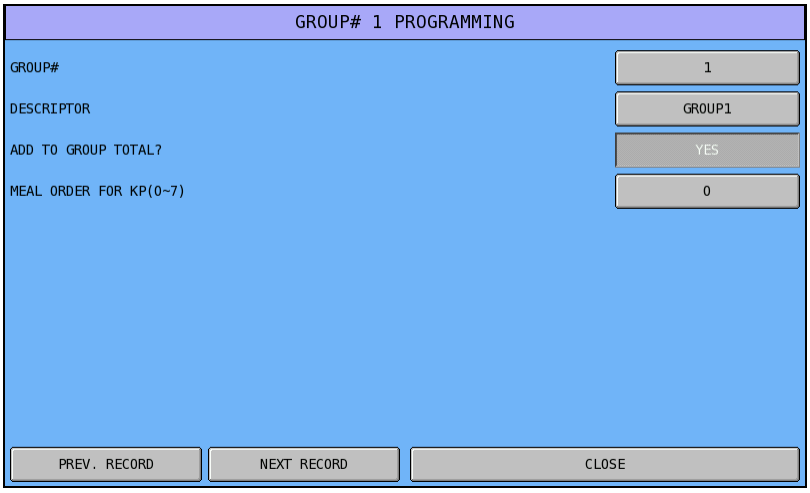
Choosing this option will check the PLU file for invalid programming and print a report listing PLUs that have invalid programming. An example of invalid programming is a PLU programmed with PLU STATUS GROUP #400 when only 200 PLU STATUS GROUPS are allocated in MEMORY ALLOCATION. This feature will check the flags STOCK LINK PLU, MODIFIER QTY, GROUP, PLU STATUS GROUP, PIECE COUNT, PRODUCT MIX#, RECIPE#, M&M# and FUNCTION LIST#. When programming at the register it is not possible to program these fields with invalid programming, however if memory allocation is changed after the program is created these fields could become invalid.

PLU Group

Groups are designated to accumulate PLU sales for convenient reporting totals. A PLU can send its' sales information to up to 3 groups. Group Link #1 is set in PLU programming. Group Links #2 and #3 are set in PLU Status Group programming.

This program allows you to set up the groups that PLU sales will report to. There are 99 groups. Here you can program the group descriptor that appears on reports, and you can determine whether that group will add to the total of all groups that appears at the end of the Group report.

1. From the **P** Mode menu screen, touch Group to display group program options.



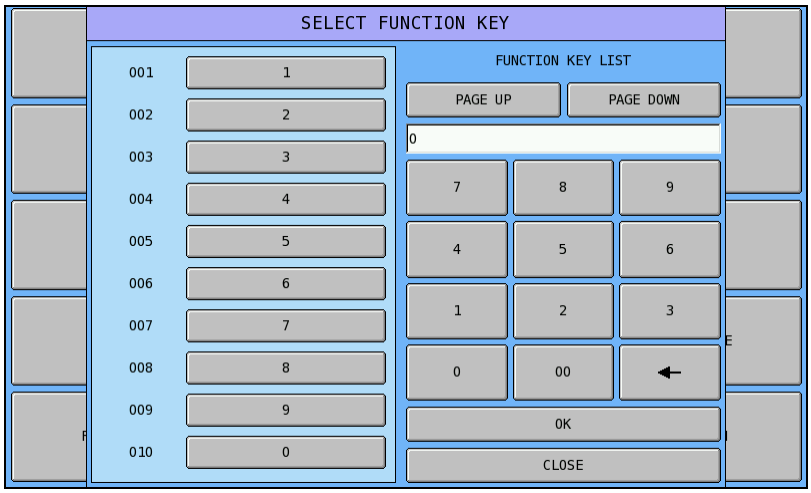
2. Touch **Next Record** or **Prev. Record** to view the group you wish to program.
3. Set the Descriptor and *Add to Group Total* status.
4. **CAUTION**: do not set the Meal Order option unless you are using the meal order feature used with the Print key. If the Print key is to issue requisitions sequentially by meal order number, set the sequence of the group here. For example if the print key is to release appetizers first, then main items, and then desserts, separate appetizers, main items and desserts by group and set the "MEAL ORDER FOR KP" as 1, 2, and 3 respectively. You must also set Print Key (key #190) Function key Program option "Automatically Print Meal Orderly" to Yes.
5. Touch **Close** to exit.

Function Key

Function key options vary by key. A "Function Key Program Summary" on the following page lists each function and its options.

Note: Although each 12 character function key descriptor is set here, if a function key appears on the financial or employee report, the descriptor that prints on the report may be set separately. See “Messages” on page 138 to set descriptors on the financial or employee report. See “Report Printing Option Definitions” on page 117 to determine which descriptors are used on reports.

1. Functions are on separate lists: Functions, Macros, and Key links. Select **FUNCTION KEY** from the **PGM** Mode menu and then select FUNCTION, MACRO or KEY LINK. The **SELECT FUNCTION KEY** Screen is shown here:



2. Select a function to program:

   Enter the function key code and touch **OK**,

   Or, use the **PAGE UP**/**PAGE DOWN** keys to view and touch the function key you wish to program. The programming option screen for the function will display.

3. Refer to Function Key Programming Notes on page 97 if you need assistance with specific options.

Function Key Program Summary

	Descriptor	Manager Required	HALO (RATE)	Compulsory Validation	Other Options
1-9, 0, 00	X				
ADD CHECK	X	X			
CANCEL	X	X	X	X	Print Receipt?
CASH	X		X	X	Exempt Tax (1-6) Open Drawer Amount Tender Compulsory Disable Under Tendering Allow Under tendering in X only Coin Changer Port
TIP DECLARE	X	X		X	
CHECK	X		X	X	Exempt Tax (1-6) Open Drawer Compulsory Check Endorsement Amount Tender Compulsory Disable Under Tendering Allow Under tendering in X only
CHECK CASH	X	X	X	X	HALO Override in X only
CHECK ENDORSE	X				Printing Port
CLEAR	X				
CONTINUE	X				
CURR. CONV. 1-5	X				Rate Change in Foreign Currency? Linked Drawer # (0-2) Currency Rate Decimal Position (0-6)
NEXT DOLLAR	X				
DONE	X				
EMPLOYEE	X				
EMPLOYEE (1-10)	X				
ERR.CORR	X	X	X	X	
FD/S SHIFT	X				
FD/S SUBTL	X				
FD/S TEND	X		X		Exempt Tax (1-6) Open Drawer? Allow Decimal Entry? Food Stamp Change: Cash or Food Stamp Allow Over Tender? Connect EFT Terminal?

	Descriptor	Manager Required	HALO (RATE)	Compulsory Validation	Other Options
GUEST #	X				Compulsory After Beginning of Check? Compulsory for All Sales? Print on KP? Print on Receipt?
HOLD	X	X			
INACTIVE	X				
LIST CHECK 1-4	X	X			
DELIVERY	X				
PARK DELIVERY	X				
SERV DELIVERY	X				
DELIVERY LIST	X				
DATATRAN	X				
STRING REPORT	X	X			Use IRC?
NEXT DOLLAR	X				
SHIFT CHANGE	X				
ENTER	X				
CURSOR DOWN	X				
CURSOR UP	X				
CURSOR LEFT	X				
CURSOR RIGHT	X				
PAGE DOWN	X				
PAGE UP	X				
NEXT RECORD	X				
PREV RECORD	X				
DESTINATION 1-10	X			X	Exempt tax (1-6)? KP Period Override (0=No Override) Price Level 0-20
MACRO PAUSE	X				
MACRO SET	X				
MACRO #	X				
MDSE RETURN	X	X	X	X	Add to Net Grand Total? Skip Adjustment of PLU Total? Return Current Prince Level Only?

	Descriptor	Manager Required	HALO (RATE)	Compulsory Validation	Other Options
MISC TEND 1-16	X		X	X	Exempt Tax (1-6) Open Drawer? Amount Tender Compulsory? Disable Under Tendering? Allow Under Tendering in X Only? Non-add Number Entry Compulsory? Key is Credit/Debit/Gift/Gift NSP (*allows gift card undertender)* Connect to EFT on Recd Acct
MISC TEND #	X				
MODIFIER 1-10	X	X			Modify Descriptor Only (Not PLU#)? Print Descriptor on Guest Check? Print Descriptor on Receipt? Print Descriptor on KP? Affect Digit 1-18 of PLU# Value of Affected Digit (0-9) of PLU
#/NO SALE	X			X	HALO Digits for Non-Add Entry (0-14) Allow No Sale Function? Allow Non-Add Function? No Sale in X Only? No Sale Inactive After Non-Add Entry? Enforce Non-Add at Beginning of Sale? Comp. Non-Add# Must Match HALO Digit#?
P/BAL	X				Must be Entered at Start of Sale? Compulsory P/Bal?
PAID OUT 1-5	X	X	X	X	
PAID RECALL	X	X			
%1 - %10	X	X	X		Taxable (1-6)? Function is Inactive? Function: Sale/Item Function: Amount/Percent Function: Plus/Minus Function: Open/Preset Selective Discount?
PLU	X				
PRICE INQ	X	X			Function is: Stay down/Popup
PRICE LVL 1-20	X	X			Prevent Zero Price Sale Alternative Price Level
PRINT	X				Output Printer# (1-20) Automatically Print Meal Orderly
PRINT CHECK	X				Print Check Automatically Services Check? Print Consec# on Guest Check?
PRINT HOLD	X	X			

	Descriptor	Manager Required	HALO (RATE)	Compulsory Validation	Other Options
PROMO	X	X			Taxable (1-6)?
QUIT	X				
RECEIPT ON/OFF	X				
RECALL CHECK # 1-4	X	X			Enforce Seat#? Table Entry Required? Multiple Checks allowed for Each Table? Guest Count Entry Required? Compulsory for All Sales? Assigned by Register? Opening Employee has Exclusive Access? Print Check# on Receipt? On Journal? On KP? Drive Thru Feature Enabled? Print Receipt After Store Check? Scan Check#? Length of Check# in Digits (0-10)
RECD ACCT 1-5	X	X	X	X	
RECEIPT	X				Print "REPRINT" on Receipt?
REPEAT	X	X			
SCALE	X	X			Allow Manual Entry of Weight? Inhibit Tare Weight Entry? Tare Entry in X Only? Tare Entry is Compulsory? Weight Symbol: Kg/Lb Set Tare Weights
SEAT #	X	X			Function is Stay down/Popup?
SPLIT ITEM	X	X			
SPLIT PAY	X	X			
STOCK INQ	X	X			Function is Stay down/Popup?
STORE CHECK 1-4	X	X	X	X	Exempt Tax (1-6)? Non-Add # Compulsory? Print on Receipt? On Journal? Service of Negative Balance in X Only? Hard Check Printer # (0-40) Auto Check Management?
SUBTOTAL	X				Display Subtotal without Tax
TABLE # (1-4)	X				
TAX EXEMPT	X		X	X	Exempt Tax (1-6)? Non-Add# Compulsory?
TAX SHIFT 1-6	X				
CLK IN/OUT	X	X		X	

	Descriptor	Manager Required	HALO (RATE)	Compulsory Validation	Other Options
TIP (1-3)	X		X		Tip: Percentage/Amount Tip: Open/Preset Tip is Taxable by Rate (1-6)? Must be Paid by Misc. Tender After Tip? Tip Amount adds to Net & Gross Totals? Charge Tip is Deducted from Cash?
TRANSFER CHK (1-4)	X	X			
TRAY SUBTL	X	X		X	Exempt Tax (1-6)? Compulsory Before Tender? Advance Consec# at Final Tender Only?
VALID	X				
VOID ITEM	X	X	X	X	
WASTE	X	X		X	Affect on Projections?
FUNC.LIST#	X				
X/TIME	X				Allow Split Pricing? Allow Decimal Input?
PARK ORDER	X	X			
SERVE ORDER	X	X			
KP ROUTING	X	X			Routing Period is: Stay down/Trans. Pop Up
SPLIT CHECK	X				
ALPHA TEXT	X				Permit Multiple Lines Use Predefined Alpha Descriptor Print in double Do Not Print Alpha Text on Receipt Do Not Print Alpha Text on Journal Do Not allow Manual Alpha Entry Allow On Screen Alpha Text Edit
NEW CHECK1-4	X				
PRICE CHANGE	X				
PREV LIST					
NEXT LIST					

Function Key Programming Notes

Cash Key Program Note

COIN CHANGER PORT# (0-4)

Enter the number of the serial port to which the coin changer is attached.

Check Key Program Note

COIN CHANGER PORT# (0-4)

Enter the number of the serial port to which the coin changer is attached.

Currency Conversion Key Program Notes

RATE

The value of foreign currency can be express in two ways: foreign currency in US dollars, and the inverse, US dollars in foreign currency. For example a Canadian dollar may be worth $.70 US. The inverse of that value statement would be that a US dollar is worth $1.428571 Canadian dollars. Look for the rate expressed as US dollars in foreign currency (i.e. $1.428571 as in the example above) and enter that value in this field. Note: this field can contain 8 digits, with the decimal in any position. For example, you can enter 4 digits, the decimal, and four fractional digits.

CHANGE IN FOREIGN CURRENCY

Select whether any change from an over-tender is issued in foreign currency (Y) or home currency (N).

LINKED DRAWER # (0-3)

Select the drawer to be opened on foreign currency tender transactions.

Destination (1-10) Key Program Notes

KP PERIOD OVERRIDE (0=NO OVER)

Entry of a KP Group here allows kitchen printer routing based upon destination (Eat-in/Take-out/Drive thru). Selection of a KP Group here would also override KP Time Period programs. Enter 0 for no override.

KP Routing Key Program Note

ROUTING PERIOD IS

The **KP ROUTING** key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN, TRANS (transaction), POP UP or ITEM POP up operation.

Miscellaneous Tend Key Program Notes

COIN CHANGER PORT# (0-4)

Enter the number of the serial port to which the coin changer is attached.

CONNECT EFT TERMINAL

Select Yes if DataTran is connected for integrated payment operations.

KEY IS

Select CREDIT, DEBIT or GIFT to indicate integrated payment function of the key.

CONNECT TO EFT ON RECD ACCT

Allows a deposit to be taken by electronic payment methods. When used with the charge posting feature the user will now be able start a sale by authorizing for an amount on a credit card.

Modifier Key Program Notes

AFFECT DIGIT 1-14 OF PLU#

Preceding a PLU with a Size and/or Modifier key manipulates the PLU code assigned to the PLU key, causing a different PLU to be registered when the PLU key is pressed. Enter the digit of the PLU number you wish to be changed when using this key. (Digit #1 is the rightmost digit; digit #14 is the leftmost digit.)

VALUE OF AFFECTED DIGIT (0-9)

Enter the value you wish to be added in the digit position selected. For example, if you wish to affect PLU digit #4 with a value of 1, then pressing this modifier key prior to the registration of PLU #17 will result in the registration of PLU #1017.

"%" Key Program Note

KEY IS "DO IT" DISCOUNT FUNCTION?

If a tender is short of the amount due, the operator has the option of accepting the amount tendered thus far as total payment for the transaction. Press the % key programmed with the "do it" function to finalize the sale with an amount still due. The amount due that is forgiven will be added to this key total.

SELECTIVE DISCOUNT?

If Yes, all other % key options are ignored and the key functions as a selective discount (coupon search) key. A promotion table with the "selective discount" type must be set. Coupons will be allowed for items listed on the promotion table and the coupon amount is set on the promotion table. The coupon is applied by entering the promotion table number and touching the % discount key. If the item is not on the promotion table list, the coupon will not be allowed.

ALLOW ONLY ONE DISCOUNT PER TRANS?

Also applies to item discounts, allowing only one discount per item.

Print Key Program Note

AUTOMATICALLY PRINT MEAL ORDERLY

If yes the print key will send requisitions in sequence by Group number, i.e. the first time touched, group 0 items will print, the second time touched, group 1 items will print, and so on.

Price Level (1-20) Program Note

PREVENT ZERO PRICE SALE

ALTERNATIVE PRICE LEVEL

If the Prevent Zero Price Sale option is set to YES, the ZERO AMOUNT message will display if you attempt to register a PLU with a zero price on the selected level. If Prevent Zero Price Sale and Alternative Price Level are set to YES, the alternative price level will register if you attempt to register a PLU is a zero price on the selected level.

Price Inquiry Program Note

Y=Stay Down/N=Pop Up

If a Stay Down, when a second PLU is registered after a stock or price inquiry, the result will be an inquiry on the second item. If Pop Up, when a second PLU is registered after a stock or price inquiry, the result will be the registration of the item rather than an inquiry for the item.

Recall Check Key Program Notes

DRIVE THRU FEATURE ENABLED?

Set to Yes if the tracking file is used for drive thru windows in fast food operations. In this case, the recall key will automatically recall the lowest tracking number from the appropriate tracking file. Note: see Store Check key programming. You must also set the appropriate Store Check key with the drive thru option enabled. Note: you cannot use alpha check number with a drive thru system.

SCAN CHECK#

Allows use of scanner to enter check number. Note: If check numbers are assigned by register, the operator will be prompted to choose SCAN CHECK or OPEN A NEW CHECK when the RECALL CHECK key is touched. Note: P/SYSTEM OPTION/TRACKING FILE OPTIONS/Option #8 must be set to a minimum of 4-digits.

Store Check Key Program Note

ENABLE DRIVE THROUGH OPTION

Set to Yes if the tracking file is used for fast food operations. In this case, the store key will automatically assign the next tracking number from the appropriate tracking file and store the transaction. Note: see the programming for the Recall Check key. You must also set the appropriate Recall Check key with the drive thru option enabled.

Waste Key Program Note

AFFECT ON PROJECTIONS

If Yes, the projection report will consider actual sale plus waste. If No, the projection report will only consider sales.

Alpha Text Key Program Notes

If "USE PREDEFINED ALPHA DESCRIPTOR" option is set to YES, ten predefined options, as well as a "MANUAL REMOTE ENTRY" button are displayed from ALPHA TEXT function key. The "MANUAL REMOTE ENTRY" button allows custom on-the-fly entries.

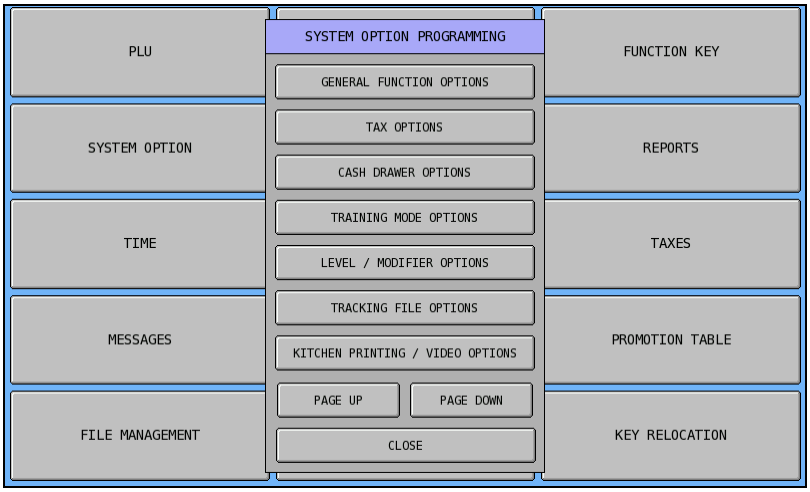
If "DO NOT ALLOW MANUAL" is selected, the user cannot enter on-the-fly instructions.

If "ALLOW ON SCREEN ALPHA TEXT MESSAGES" is selected, users can define the 10 pre-defined messages on-the-fly. In this manner, if a commonly entered PLU or instruction is not available, it can be created and reused as transactions are entered.

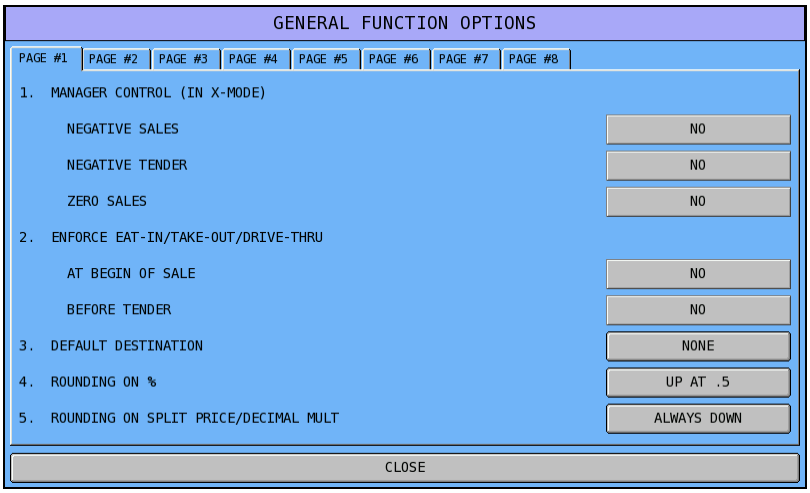
System Options

Options are sorted by category to assist the programmer in finding a specific option. Options are referenced by number within each category for reference.

1. Select **SYSTEM OPTION** from the **P** Mode menu to display the **SYSTEM OPTION PROGRAMMING** selection screen.



2. Touch the System Option Programming area you wish to access.



3. The **GENERAL FUNCTION OPTIONS** are shown above as an example. Touch the page tabs at the top of the screen to view all of the options in each area.

General Function Option Definitions

(1) MANAGER CONTROL (IN X-MODE):
NEGATIVE SALES
NEGATIVE TENDER
ZERO SALES

Determine which of the listed functions require the key lock to be placed in the X position. Settings here do not affect transactions performed in the **VOID** key lock mode.

(2) ENFORCE EAT-IN/TAKE-OUT/DRIVE-THRU (Destination Key):
AT BEGIN OF SALE
BEFORE TENDER

You can enforce EAT-IN, TAKE-OUT, or DRIVE THRU either at the beginning of a sale, or before a tender by selecting Yes for either option.

(3) DEFAULT DESTINATION

You have the option of selecting a default destination selection: NONE, EAT-IN, TAKE-OUT, or DRIVE-THRU.

(4) ROUNDING ON %

Choose rounding method for % (discount/surcharge): Up and .5, always up or always down.

(5) ROUNDING ON SPLIT PRICE/DECIMAL MULT

When calculations result in a fraction of a cent, you have the option of rounding UP AT .5 ($0.005 or greater rounds up; less than 0.005 rounds down) or you can choose to round any fractional calculation ALWAYS UP or ALWAYS DOWN.

(6) CONSOLIDATE LIKE ITEMS

If Yes, like items are added, i.e. "2 COKES". If No, like items are on separate lines, i.e. "1 COKE" and "1 COKE".

(7) HASH OPTIONS

Here you can define the meaning of HASH by selecting Yes or No to each item in the list of calculation options. See option #9 in “PLU Status Group” on page 75 to apply HASH status to PLUs assigned to a particular status group.

(8) ACTIVATE ROUNDING ON CASH

Choose to active the rounding system set in option #10 on CASH.

(9) ACTIVATE ROUNDING ON SBTL

Choose to active the rounding system set in option #10 on SUBTOTAL.

(10) ROUNDING SYSTEM

Use these options to eliminate the use of small value coins (i.e. pennies). Rounding up or down occurs at subtotal or cash.

Select the ROUNDING SYSTEM field to display the ROUNDING SYSTEM PROGRAMMING SCREEN where up to five ranges can be set. For example if you wish to eliminate pennies, the ranges could be set as:

#1 00-02 000 (.00-.02 rounds to .00)
#2 03-07 005 (.03-.07 rounds to .05)
#3 08-09 010 (.08-.09 rounds up to .10)

(11) GLOBAL ENTRY LIMIT (0-7, 0=NO LMT)

Select an entry limit that applies to all numeric entries (i.e. amounts for PLU entry, tenders, or multiplication.) The global entry limit will override any individually programmed limits.

(12) DIRECT MULTIPLICATION:
ENABLE
MAXIMUM DIGIT (1-5)

Direct multiplication allows you to enter a quantity and then press a preset key without using the **X/TIME** key. You can enable direct multiplication here, and also determine the maximum number of digits for the multiplier.

(13) ALLOW PLU PRESET/HALO OVERRIDE

Override of a preset (entry of a price into a preset key) or override of a HALO (entry of a price greater than the PLUs high amount limit can be allowed. Note: In order to override, you must also set the flag for each individual PLU to allow override, and you must operate an employee with the authority level #18 set to allow override.

(14) SILENT KEY DEPRESSION

If Yes, the key depression tone is silenced. (Tone for errors is still active.)

(15) ALLOW OPEN ENTRY FOR SCALE PLUS

If Yes, amount entries are allowed for open scale PLUs.

(16) DEACTIVATE VOID MODE

Set to Yes to deactivate any activity in VOID mode.

(17) ALLOW PLU COPY BY RANGE

If yes, the COPY PLU command allow you to copy statuses from a single PLU to a range of PLUs. If no, you can only copy from a single PLU to another individual PLU. See "File Management" on page 140 to copy PLUs.

(18) ALLOW POST TENDERING

Choose Yes to allow tendering after the sale has been finalized, for the purpose of computing change

(19) EMPLOYEE: POP UP/STAY DOWN

Choose Yes to automatically sign off at the completion of a transaction. Choose No to register sales continuously for the same employee.

(20) EMPLOYEE SIGN ON

Select the method you wish to use when signing on to operate the *SPS-500*: PUSH BUTTON, OPERATING CODE, EMPLOYEE# or FINGERPRINT . See "Employee Sign-On/Sign-Off" in the *SPS-500 Operation Manual* for more information.

(21) QTY LIMIT FOR X/TIME KEY

Determine the maximum quantity that can be used for a multiplier.

(22) ERROR BUZZER IS SPOT

Select YES for a momentary error tone; select NO for a continuous error tone that must be cleared.

(23) GUEST CHECK BALANCE HALO (0=NO LIMIT)

You can place a high amount limit on the balance that is stored in a tracking file.

(24-33) EMPLOYEE # LINKED "EMPOYEE1" KEY

The 10 push button employee functions (codes 41-50) can be used to sign on specific employees. The specific employee for each key is assigned here.

(34) ALLOW NOT FOUND PLU

If yes, when a PLU number is entered (or scanned) that is not in the PLU file, the operator can enter the item price and complete the transaction.

(35) SET DEFAULT SEAT# TO 1

If yes, each item that does not receive a seat # will be assigned the default seat number of 1. Using a seat number system assists prep staff in assembling orders correctly and facilitates payment of separate parts of a check.

(36) ENTER TIME FOR TRANSACTION VOID

If yes, you must enter a time before beginning a transaction void. This allows sales by time reports to be adjusted appropriately.

(37) SCREEN SAVER (MINUTES)

Enter the number of minutes (1-99, cannot be set to zero) before an inactive screen will automatically display. Press any key to refresh the screen.

(38) ALLOW THE PRESS (NEWSPAPER) CODE PLU

Feature is not used.

(39) ALLOW MULTIPLE MULTIPLICATION

Yes allows multiple multiplication, for example, **2 X/TIME**, **3 X/TIME**, **ITEM**. Note that multiple multiplication overrides split pricing.

(40) ALLOW TAX SHIFT BY TAKE OUT

Feature is not used.

(41) TAX SHIFT:

Choose Item Pop Up or Trans. Pop Up. Tax shift key(s) can shift tax for the next item entered, or for subsequent entries in the same transaction.

(42) BASE CURRENCY

Set for local currency.

(43) ALLOW CLERK INTERRUPT

If allowed, a new clerk can be signed on in the middle of a transaction. In this circumstance, the initial transaction is suspended. When the interrupt transaction is completed, the suspended transaction can be continued. You must set option #45 in this program, "ALLOW CLERK CHANGE WITHOUT SIGN-OFF" to YES and set the **S** Mode System Option, "REG# HOLDS CLERK INTERRUPT DATA" to activate this feature.

CAUTION: If used, this feature may cause operator confusion. Suspended transactions may appear to "disappear", when in fact; the original clerk must sign on to recall the suspended transaction.

(44) ALLOW FLOATING CLERK

With 'NO' of this option, the employee must reopen his or her interrupted order on the register which he/she used before. If you set to YES, employee is allowed to open interrupted order at any register.

(45) ALLOW CLERK CHANGE WITHOUT SIGN-OFF

If YES, new clerk sign on is allowed without previously signing off the current employee. Must be set to YES if clerk interrupt is implemented.

(46) SKIP IN NOT FOUND PLU REGISTRATION
GROUP LINK #1
DESCRIPTOR

The "Not Found PLU" sequence asks for LINK STATUS and LINK GROUP. Select here if you wish to bypass these entries.

(47) RECEIPT STATUS ON OPERATOR DISPLAY

Choose Yes to display the receipt on/off status on the operator display. Receipt-on displays as "Ron"; receipt-off displays as "ROff".

(48) CARD READER ENABLE

Required for use of employee cards.

(49) ALLOW SALES FOR 0 STOCK ITEMS

If Yes, sale of items with zero stock is allowed.

(50) DATE OF BIRTH ENTRY COMPULSORY

If Yes, date of birth for age verification items must be entered at prompt. Operator may press escape to sell items when set to N.

(51) CHECK DIGIT IS SENT FROM BCR

Setting needs to match your scanner setting. If scanner is set to read check digit, this option must be Yes.

(52) DISPLAY POPUP ON DESTINATION CHANGE

If YES, a pop-up window will display when a destination key (EAT-IN, TAKE OUT, DRIVE THRU) is pressed.

(53) USE DEST. OPTION

If "The Same For All Reg", all registers will have the same settings for option #2 (Enforce Destination) and option #3 (Default Destination). If "Register Separately", settings for options #2 and #3 will not download and must be programmed separately. For example, if a restaurant has both counter and drive thru service, you would select "Resister Separately" so that counter registers would prompt destination and drive thru registers would not prompt destination entry.

(54) ONLY DISPLAY SCREEN WHICH HAS PLU ON SELECT PLU PROGRAM

When programming PLUs, the SELECT PLU screen allows you to view and select PLUs as they are placed on keylinks. If the YES option is selected here, keylinks that do not display any PLUs are not available to view.

(55) DISPLAY MESSAGE ON POLE

A programmable 25-character message can be displayed on the standard pole display. Choose NONE, MESSAGE to display the programmable message, or TIME to display the time. Select **P** Mode, MESSAGES, POLE DISPLAY MESSAGE to program the message. **Note:** Message will display when screen saver is displayed.

(56) POLE DISPLAY MESSAGE DIRECTION

Choose the direction you wish the pole display message to scroll: LEFT, RIGHT or BOTH to view the message bouncing back and forth.

(57) ALLOW SALES UNDER MINIMUM STOCK

When STOCK status is assigned to a PLU (see PLU STATUS GROUP option #16), a warning "BELOW MINIMUM STOCK" will display when if the PLU is registered and stock is below the minimum level.

(58) SCREEN SAVER TYPE

Select FLOATING or ROTATE. Floating requires a single image, named "logo.jpg" which will float in a pattern across the screen. Rotate allows multiple images to display in sequence. Up to 50 images are available and must be named "logo##.jpg" where ## is the image number: 01 through 50.

(59) SHOW REAL TIME STOCK ON KBD

If Yes, the current stock counter will be displayed on the PLU button located on a Key Link. Stock counters may be slightly different if the items are registered at other terminals in a network. The stock counter is updated after the key is touched.

(60) SUPPRESS SELECTIVE DISCOUNT ERROR MESSAGE

If selective discount (coupon search) is used, an error will result if a discount is attempted for an item that is not registered in the transaction. You can suppress that error message here. (To set up selective discounts, see "Promotion Table" on page 140 and also see the ""%" Key Program Note" on page 99.)

(61) PRINT POWER FAIL COUNT WHEN POWER FAIL OCCURS

Each time the register powers on it will print a chit to the programmed receipt printer stating there was a power fail with the time, date, register number. For example:
POWER FAIL!!
TIME: 16:53 DATE : 7/10/2009
POWER FAIL COUNT : 2

Also added a way to reset this count. In REG mode press [X/TIME]; the number of POWER FAILS displays and the user can press [RESET] to set number of power fails to 0. The manager password will be needed to reset the power fail count.

(62) USE STOCK LINK PLU ON PLU PGM

Choose:

STOCK LINK PLU - The linked PLU is the stock link PLU.

KP DESCRIPTOR PLU - The linked PLU's descriptor is used for the KP descriptor instead of its own descriptor. This allows for a secondary PLU descriptor to print on the KP. (For example, this can be used to print Spanish in the kitchen.)

LINK PLU - The linked PLU is used the link PLU instead of LINK PLU in PLU status group.

(63) DO NOT USE ERROR BUZZER

(64) ACTIVATE ROUNDING ON MISC TEND

Employ rounding (as defined in option #10 above) to sales tendered by a miscellaneous tender key.

(65) PLU STATUS FOR LABWARE CONDIMENT

For later use with Labware application.

(66) PLU STATUS FOR LABWARE COOK LINK

For later use with Labware application.

Tax Option Definitions

(1) TAX ROUNDING FACTOR

When tax calculations result in a fraction of a cent, you have the option of rounding UP AT .5 ($0.005 or greater rounds up; less than 0.005 rounds down) or you can choose to round any fractional calculation ALWAYS UP or ALWAYS DOWN.

(2) VAT SUBTRACTED FROM INDIV PLU TTLS

Choose Yes to subtract the VAT tax amount from the PLU totals on the PLU report. If No, the PLU report total reflects the items price and the value added tax.

(3) TAX EXEMPT QTY (CANADA DONUT)

Enter the quantity at which you wish tax to be exempted. For example if set at 12, registration of PLUs reported to status groups with eligibility for Canadian donut law selected will charge tax until the quantity with the transaction reaches 12. When 12 or more are registered, all will be sold without tax. To use this feature, you must also set eligibility status for the PLU. See option #42 is “PLU Status Group” on page 75.

(4) PRINT TAXABLE AMOUNTS ON R/J

Choose Yes to print the tax eligible subtotals for each tax on the receipt and/or journal, if printed.

(5) TAXABLE STATUS INDICATORS:
DISPLAY
PRINT

In the default condition (Y), tax eligibility indicators, i.e. $^{T}_{X}1$ display on the screen and print on printers adjacent to the item. Choose No to selectively remove the indicators from the display and/or print.

(6) PRINT TAX AMOUNTS AT TENDER

When set to No, the tax charged will not print on the receipt (TAX1, TAX2, etc.)

(7) PRINT VAT TAX AMT SEPARATELY

If there are multiple value added taxes, choose Yes to print tax amounts separately for each tax, rather than a single tax total.

(8) TAX PRINT: COMBINED/ ITEMIZED

If No, each tax amount will print separately. If Yes, one TAX total will print.

(9) PRINT TAX EXEMPT DESCRIPTOR/TTLS

If Yes, a tax-exempt total will print on the receipt.

(10) PRINT SUBTOTAL WITHOUT TAX

If Yes, the merchandise subtotal does not include tax.

(11) DO NOT SHOW FOOD STAMP INDICATOR

In the default condition (Y), the food stamp indicator, $^{F}_{S}$ displays on the screen and prints on printers adjacent to the item. Choose No to remove the indicator from the display and print.

(12) PRINT TAX ON VAT

If Yes, prints breakout tax amount on VAT tax sales receipts.

(13) IS MNM TAXABLE

If Yes, mix and match discounts are taxable, resulting in tax being applied to the net sale amount, rather than the gross amount.

Cash Drawer Option Definitions

(1) ALLOW SALES WITH DRAWER OPEN

Choose Yes to force the drawer to be closed before registrations are allowed.

(2) C-I-D AMOUNT LIMIT

Set the maximum amount of cash in drawer before an error tone and message display. The error can be cleared and continued sales are allowed, however the warning continues to sound at the completion of each transaction, until cash is removed from the drawer. Set the amount to 0 to disable the cash in drawer limit warning.

(3) OPEN DRAWER DURING X-REPORTS

Choose Yes to open the drawer at the completion of any X report.

(4) OPEN DRAWER DURING Z-REPORTS

Choose Yes to open the drawer at the completion of any Z report.

(5) ACTIVATE OPEN DRAWER ALARM

If Yes, an error tone sounds when the cash drawer remains open the length of time specified in option #6 below.

(6) OPEN DRAWER ALARM TIME

Enter length of time the drawer may be open (in seconds) before the open drawer alarm sounds.

(7) OPEN REMOTE DRAWER

Always set to NO. (Will allow opening a drawer on a remote register.)

(8) RESET DRAWER ASSIGNMENT AT

Choose NEVER, Z1 FINANCIAL, or Z1 CASHIER. Allows resetting of drawer assignments to rotate different employees to a drawer.

(9) OPEN DRAWER DURING CASH DECLARATION

When this option is set to Yes, the drawer will open at the start of the CASH DECLARATION procedure.

Training Mode Option Definitions

(1) OPEN DRAWER IN TRAIN MODE

Choose Yes to open the appropriate cash drawer during training operations.

(2) TRAINING EMPLOYEE FILE #

Choose the employee file # that is updated with training activity.

(3) ALLOW REAR DISPLAY IN TRAINING

Choose Yes to activate the rear display during training activity. If No, the rear display indicates CLOSED during training.

(4) SEND ORDER TO KP/V IN TRAINING

Choose Yes to send orders to the kitchen printer and/or kitchen video during training.

(5) PRINT JOURNALS IN TRAINING

Choose Yes to print (or update, in the case of an electronic journal) the journal in training.

(6) PRINT RECEIPTS IN TRAINING

Choose Yes to print receipts (if receipts are normally printed) during training.

(7) PRINT "TRAINING"

If receipts are printed they are normally printed with the message TRAINING and the message '***TRAINING***" displays on the operator screen. Choose No to remove these messages.

(8) STOCK IS DEDUCTED IN TRAINING MODE

Default is NO. Choose YES if you wish stock to affect inventory levels for training mode activity.

Level/Modifier Option Definitions

(1) DEFAULT PRICE LEVEL

If price levels are pop-up (see option #4), enter the level you wish to return to after an entry in a different level.

(2) PRICE LEVEL

Choose STAY DOWN, TRANS POP UP, or ITEM POP UP.

STAY DOWN: Once chosen, will remain active until the next choice.

ITEM POP UP: Choice remains active for the next PLU only, and then returns to the default.

TRANS POP UP: Choice remains active for the remainder of the transaction, then returns to the default with the transaction is finalized.

(3) PLU MOD KEYS

Choose STAY DOWN, TRANS POP UP, or ITEM POP UP.

STAY DOWN: Once chosen, will remain active until the next choice.

ITEM POP UP: Choice remains active for the next PLU only, and then returns to the default.

TRANS POP UP: Choice remains active for the remainder of the transaction, then returns to the default with the transaction is finalized.

(4) APPLY MODIFIER TO CODE ENTRY PLUS

If Yes, PLU modifier keys may be used with both keyboard PLU keys and code entry PLUs.

(5) MODIFIER OVERWRITES PREV MODIFIER

If Yes, only the last modifier entry will affect the PLU number. Use this setting when a PLU is modified only once, i.e. small/med/large. If No, several modifiers affecting different digit positions could be entered and then affect the PLU registered. For example, size, crust type, and/or toppings could be indicated on pizza items.

(6) USE MODIFIER HISTORY

If Yes, multiple modifiers will display in the message line before a main PLU is registered.

(7) USE CLERK'S PRICE SHIFT LEVEL

If Yes, the price level will be determined by the "Default Price Level" setting in the Employee program.

(8) EXIT TO MAIN SCREEN AT DONE KEY ONCE

Option is not used.

(9) DEFAULT SCREEN (0-200)

Select the keylink number that will appear as default in REG mode. ("0" is the main screen.)

(10) EXIT TO MAIN SCREEN AT FINALIZATON

If Yes, after finalization the default screen (identified in option #9 above) will display.

(11) USE CLERK'S DEFAULT SCREEN LEVEL

If Yes, the "Default Screen Level" setting in the Employee program will display after log on.

(12) DEFAULT KEYBOARD LEVEL

Select the default keyboard level.

(13) KEYBOARD LEVEL

Choose keyboard level STAY DOWN (remains at the selected level until another is selected), TRANS. POPUP (returns to the default level when the transaction is completed) or ITEM POPUP (returns to the default level when the item entry is completed).

Tracking File Option Definitions

(1) AUTOMATIC TRANSFER CHECK

If Yes, the check will be assigned to the last person who posted to the check.

(2) CHECKS PAID SLIP IS STUB

If Yes, the PRINT CHECK function produces a guest check with totals only, without item detail.

(3) PRINT GUEST CHECK

When Yes, the guest check will print when the order is paid.

(4) SELECT HELD ITEMS ON RECALL

Items may be "held" to temporarily postpone kitchen printing (or display). If Yes, held items are automatically selected when a check is recalled so they may be sent to the appropriate printers/screens.

(5) WARN IF HELD ITEMS AT FINALIZE

If a check with held items is paid, a warning will display.

(6) TRACK 2 HOLD CLOSED CHKS FM TRK 1
(7) TRACK 4 HOLD CLOSED CHKS FM TRK 3

The SPS-500 system does not feature a standard closed check file. However, if you do not require all four of the available check files, unused tracking files can be utilized to store closed checks as indicated in options #9 & #10. (See "Memory Allocation " in **S** Mode Programming.)

(8) STARTING CHECK#

For each tracking file that you are using, if you are automatically assigning tracking numbers, you can enter the first number of the tracking file to be issued after the check number is reset.

(9) CHECK# LIMIT (0=NO LIMIT)

Sets the upper limit for the check #. If set to"10", once check #10 is used, the next check will be the starting check number.

(10) RESET CHECK #1)

(11) RESET CHECK #1)

(12) RESET CHECK #1)

(13) RESET CHECK #1)

Select when you wish the check number to reset: Z1 FINANCIAL, Z1 OPEN CHECK or NEVER.

(14) DISABLE CHECK PRINT ON RECEIPT

If Yes, at tender the guest check will not print on the receipt printer.

(15) CHECK PRINTER # (0-40)

Identify the printer number of the guest check printer.

(16) PRINT BARCODE ON CHECK

If yes, automatically generates barcode based upon the check number. The check can be recalled by scanning the barcode.

(17) USE ALPHA CHECK NUMBER

If yes, a customer name can be associated with the order. A keyboard automatically displays for input. The check can be recalled by name or from the check list. Note: this selection applies to all tracking files.

(18) CHECK OPEN WITH MCR

Allows opening of tracking file by MCR. Select the tracking file to be used.

(19) READ

If opening check by MCR, select TRACK 1 or TRACK 2.

(20) COLUMN OF NUMBER/START/DIGIT

If opening check by MCR, Enter the number of the column that the Card number starts and enter the number of digits to be read for the Card number.

(21-24) CHECK TRACKING TYPE FOR TRACK (1-4)

Choose NORMAL for restaurant-style check tracking or DEPOSIT or charge posting where partial payment and credit balances are allowed (Use Received on Account key to post payments.)

(25) SEPARATE CHECK DETAILS BY DATE

If check tracking type is "DEPOSIT", setting to yes will list items sorted by sale date.

(26) PRINT CHECK BEFORE TENDER COMPULSORY

If yes, a check must be printed before payment is tendered.

(27) PRINT DELIVERY INFO ON GUEST CHECK

If yes, delivery information (name, address, etc., from the customer delivery record) will print on the check.

(28) PREVENT SALE OVER DEPOSIT AMOUNT

If check tracking type is "DEPOSIT", a credit balance must be maintained. Items cannot be sold that would cause the check balance to exceed zero.

(29) PRINT BALANCE ON CHECK TABLES

(30) WAITING TIME FOR ORDER

You can set an alarm to warn that a check is open but not serviced. Set the time in minutes that a check can be open before the alarm sounds. Set to zero for no alarm.

Kitchen Printing/Video Option Definitions

(1) PRINT AT KP:

TOTAL AMOUNT LINE
PRINT SEAT #
ORDER #
TRANSACTION VOID ITEMS
PLU CODE
PLU PRICE
BITMAT
NUMBER OF ITEMS
LOGO MESSAGE
NUMBER OF TOTAL ITEMS
PLU DESCRIPTOR IN KOREAN

You can determine the content of each kitchen printer chit. For each item listed, select No to remove print from the kitchen printer.

Note: the TOTAL AMOUNT line includes a line for TOTAL and TAX.

(2) ENABLE SORT KP BY KP GROUP #

Use this option to create "priority print". For example, if you wish to group appetizers at the beginning of the chit, then entrees next, place appetizers in a kitchen printer group (see "PLU Status Group" on page 75) with a lower numeric value than the value of the group to which entrees are reported.

(3) # LINE FEED AT BEGIN OF KP PRINT

Enter the number of lines you wish to feed before beginning kitchen printer print.

(4) # LINE FEED AT END OF KP PRINT

Enter the number of lines you wish to feed after beginning kitchen printer print.

(5) COMBINE LIKE ITEMS ON KP OR KVS

If Yes, for example, if two hamburgers are entered and sent to the printer, they will print as "2 HAMBURGERS", rather than
"1 HAMBURGER" and "1 HAMBURGER" on a second line. If condiments are entered, they will be separated and printed below the items.

(6) SEND ORDER TO KP AT SUBTOTAL

Choose Yes if you wish to print when the subtotal key is pressed, instead of when the sale is finalized.

(7) SEND ORDER TO KVS ON SUBTOTAL

Choose Yes if you wish to send items to the KVS when the subtotal key is pressed, instead of when the sale is finalized.

(8) PRINT VOIDED ORDERS AT KP OR KVS

If No, then transaction void orders will not print or display at the appropriate printer/screen.

(9) KP IS: REAL TIME/ BATCH

Real time means that each item will print at the printer when the next item is entered (one item delay). Batch means that the entire order will print when the order is finalized.

(10) KVS IS: REAL TIME / BATCH

Real time means that each item will display at the screen when the next item is entered (one item delay). Batch means that the entire order will display when the order is finalized.

(11) USE KP ROUTER

Choose from "THE SAME FOR ALL REG" if all registers in the IRC system use the same kitchen printer routing or "REGISTER SEPARATELY" if different registers have different routing. See "Printer & KV Routing" on page 140.

(12) KP ORDER#

Choose from "COMBINATION OF REG#&CONS#" or "GLOBAL ORDER#".

(13) DISPLAY KP TIME PERIOD#

You can program four different KP routings by time period (See "Printer & KV Routing" on page 140). If Yes, the operator display will which of KP routing periods is active in the lower left portion of the display.

(14) DISPLAY KP ORDER #

Choose Yes if you wish to display the order # in the lower left portion of the operator screen when the order is finalized.

(15) SEPARATE KP BY KP GROUP #

Choose Yes if you wish to separate items from different KP Groups and issue separate kitchen printer tickets for items from each KP Group.

(16) SEPARATE KP BY KP ITEM

Choose Yes to produce a separate requisition for each main item.

(17) SORT KP BY SEAT #

If seat # system is used, will sort kitchen printer orders by seat #, for example:

Seat #1
01 Eggs
01 Coffee
    Cream

Seat #2
01 Eggs
01 Orange Juice

(18) SEND ALPHA TEXT TO KP/KV

Choose Yes to send messages entered by the ALPHA TEXT key to the kitchen printer or kitchen video.

(19) PRINT DELIVERY INFO. ON KP

If yes, delivery information (name, address, etc., from the customer delivery record) will print on the kitchen printer.

(20) USE KV REFRESH

If yes, will delete all items from the KVS and re-display them when a condiment is inserted or a void is performed.

Validation/Subtotal Print Option Definitions

NOTE: To validate, you must attach a printer with validation capability to each register that will validate. Use option #7 to identify the port to which the printer is attached.

(1) VALIDATION AMT: TOTAL / TENDER

For sale validation, you can select either the amount of the sale or the amount of the tender as the amount to print on the validation.

(2) CHK VALID AMT: TTL / TEND

For check sale validation, you can select either the amount of the sale or the amount of the tender as the amount to print on the validation.

(3) ACTIVATE VALIDATION SENSOR

The printer must be equipped with validation option and sensor.

(4) ALLOW MULTIPLE VALIDATIONS

If Yes, the validation can be done more than once.

(5) PRINT VALIDATION MESSAGE

See "Messages" on page 138 to program a message of up to three lines.

(6) PRINT SBTL WHEN SBTL KEY PRESSED

If Yes, the receipt (if applicable) will print the subtotal at the point in the transaction when the key was pressed.

(7) VALIDATION PORT# (0-6)

Indicate the port on the register that is connected to the validation printer.

(8) DISPLAY RUNNING SUBTL ON POLE

Allows the pole display to show a running subtotal as items are entered.

General Printing Option Definitions

(1) PRINT ON RECEIPT:

EMPLOYEE NAME
CONSECUTIVE #
ITEMS BY GROUP
DATE
TIME
PREAMBLE/POSTAMBLE
ORDER #
SEAT #

Determine the content of each receipt by selecting Yes or No for each item.

(2) RECEIPT FEED LINES AFTER PRINT

Enter the number of lines you wish to feed after each receipt is printed. (Makes chit larger.)

(3) LINES AFTER PREAMBLE

Enter the number of lines you wish to feed after the preamble and before the first receipt print line.

(4) LINES BEFORE POSTAMBLE

Enter the number of lines you wish to after the last receipt line and before the postamble.

(5) BUFFERED RECEIPT: STUB / FULL

A stub receipt contains only the total, tender and transaction information. A full receipt includes item detail.

(6) PRINT RECEIPT WHEN SIGNING ON/OFF

If Yes, a receipt is printed whenever an employee signs off or on.

(7) PRINT RECEIPT WHEN CLOCKING IN/OUT

If Yes, a receipt is printed whenever an employee clocks in or out.

(8) CONDENSE TRAY SBTL RECEIPTS

Prints each separate tray subtotal receipt without preamble/postamble.

(9) DETAIL: REAL TIME / BATCH

Prints detail (journal) on journal printer (or updates electronic journal) line by line (real time) or at transaction finalization (batch).

(10) PRINT PLU CODE WITH DESCRIPTOR

If Yes, both the PLU# and descriptor will print when a PLU is registered.

(11) TRANSACTION # IS RANDOM NUMBER

If Yes, the transaction # is generated randomly, rather than sequentially.

(12) HOME CURRENCY SYMBOL ($=DEFAULT)

Select the currency symbol for display, receipts, etc.

(13-17) CURRENCY (1-5) SYMBOL

Select the currency symbols to be used for the currency conversion function keys.

(18) PRINT TENDER ON RECEIPT

If No, the tender will not print on the receipt.

(19) DISABLE LINE FIND ON SLIP PRINTER

If an optional slip printer is used for hard check operation, set this flag to Yes to print without automatic line feed.

(20) DATE PRINT

Choose format: MMDDYY; DDMMYY; YYMMDD

(21) GUEST CHECK PREAMBLE/POSTAMBLE

Select NONE, GUEST CHECK LOGO MESSAGE, or LOGO MESSAGE to determine the content of the guest check preamble/postamble

(22) PRINT RECEIPT AUTOMATICALLY

Choose Yes to generate a receipt automatically when transactions are tendered.

(23) PRINT RECEIPT AFTER TIME CLOCK EDIT

If Yes, a receipt is printed whenever an employee's time is edited.

If Yes, a counter of the number of times the guest check has been printed appears on the check.

(24) PRINT IN DOUBLE

TOTAL
TENDER
CHANGE
ORDER #

You can choose double-width printing for Total, Tender, Change, and/or Order #

(25) PRINT RCPT AUTOMATIC. IN VOID MODE

If Yes, a receipt will automatically be printed for transactions in VOID mode.

(26) PRINT NUMBER OF ITEMS ON RECEIPT

If Yes, a count of the number of items will appear on each receipt.

(27) ALLOW MULTIPLE RECEIPTS

If Yes, more than one copy of the receipt can be issued after the sale.

(28) PRINT GUEST CHK PRINT COUNT ON GC

If Yes, the check will print a counter of how many times the guest check has been printed.

(29) ITEMS ON RECEIPT IS # OF ITEMS PRINTED ONLY

If Yes, the item count on the receipt will include only items printed on the receipt, and will not include items programmed not to print on the receipt.

(30) COPY OF EFT RECEIPT

Indicate the number of copies of the credit card transaction receipt to be printed.

(31) PRINT TIP ON EFT RECEIPT

If Yes, prints tip line on credit card receipt.

(32) MASK NUMBER ON ALL CREDIT DRAFTS

If Yes, only the last 4-digits of the card number are printed.

(33) NOT PRINT AN ALPHA TEXT MESSAGES ON THE GUEST CHECK/RECEIPT

If Yes, alpha text messages will not print on guest checks or receipts.

(34) PRE LOGO IMAGE# ON RECEIPT

Select one of the loaded bit map images.

(35) POST LOGO IMAGE# ON RECEIPT

Select one of the loaded bit map images.

(36) PRE LOGO Image ON GUEST CHECK

Select one of the loaded bit map images.

(37) POST LOGO Image ON GUEST CHECK

Select one of the loaded bit map images.

(38) PRINT ERROR CORRECT/VOID ON EJ & PRINTER

When set to YES, error corrects and item voids will still be resent on the EJ.

(39) PRINT DELIVERY INFO. ON RECEIPT

If yes, delivery information (name, address, etc., from the customer delivery record) will print on the receipt.

(40) RESET PREVIOUS ITEM COUNTER FOR RECALL

If yes, the guest check item counter will reset upon check recall, the counter will only accumulate the total of items at each posting.

(41) PRINT PROMTION AFTER TRIGGER PLU

(42) ENABLE BARCODE PRINTING

(43) NO SIGNATURE SLIP IF TRANSACTION TOTAL IS LESS THAN

When the MISC TEND transaction is less than XX.XX the merchant copy of the EFT transaction will not print the signature line.

Report Printing Option Definitions

(1) ZERO SKIP

FINANCIAL REPORT
PLU REPORT
EMPLOYEE REPORT
GROUP REPORT
TIME PERIOD REPORT
ALL OTHER REPORTS WHEN PRINTING

Choose whether to print or skip totals with a zero value on each of the listed reports.

(2) PRINT % OF SALES ON PLU REPORT

If Yes, the percentage of each PLUs sales is calculated and printed on the PLU report.

(3) PRINT LINKED GROUPS ON PLU REPORT

If Yes, each item on the PLU report will also print the group number of each group to which the PLU is linked.

(4) PROMO/WASTE TOTALS ON PLU RPT

If Yes, the promo and waste detail for each PLU will print on the PLU report.

(5) INDIV ITEM USAGE QTY ON PLU RPT

If Yes, PLU report is adjusted to reflect promo/waste totals.

(6) COUNT ON TIME RPT IS

Select Customer or Guest.

(7) USE FUNCTION KEY DESCRIPTOR IN RPT

Financial/employee reports include totals for some function keys. The descriptor that appears on the report can be the programmed function key descriptor or can be the report descriptor (see "Messages" on page 138.)

(8) PRINT MIN.STK RPT AFTER FINAN. RPT

If Yes, an X1 minimum stock report will automatically follow any financial X or Z report.

(9) PRINT GRAND TOTAL ON FINANCIAL RPT

If Yes, the Grand Total will print on the Financial report.

(10) PRT GROUPS BY EMPLOYEE RPT
AFTER EMPLOYEE REPORT

If Yes, the Groups by Employee report will automatically print after the Employee report.

(11) PRINT INDIV PLUS ON FOOD COST RPT

If Yes, Food Cost report will print out costs for each individual PLU. If, No will print a summary.

(12) AUTO CUT STRING REPORT

If Yes, auto-cutting printers will auto cut between reports.

(13) PRT CLK IN/OUT ON TIME KEEPING RPT

If Yes, each time clock entry will print out on the Time Keeping report. If No, only total hours will print.

(14) PRINT PLU PROFIT ON PLU COST REPORT

If Yes, the PLU total cost, profit, and profit ratio will print on the PLU Cost Report. Each PLU cost must be entered the price level identified in the Report Option program.

(15) DO NOT PRINT HASH SYMBOL

(16) PRINT TIME ON REPORTS

Report Options

(1) ONLY TTL ON PRODUCT MIX GROUP RPT

If Yes, skips sales by time period on the Product Mix report.

(2) ONLY ITEMS WITH ACTUAL INV ENTRY

Affects the Inventory report (reporting ingredients from the recipe system). If Yes, the Inventory report will report only those items where actual inventory has been entered through the EDIT INVENTORY ITEM function of X-mode.

(3) CASH DECLARATION COMPULSORY

If Yes, you must declare the amount of cash before taking any report that reveals the expected cash-in-drawer. This encourages accurate reporting and over/short amounts are calculated and printed.

(4) ENFORCE ACTUAL INVENTORY BEFORE Z1

If Yes, you must enter actual inventory before running an inventory report.

(5) RETAIN ACTUAL INV ENTRIES IN X1

If Yes, actual inventory entries are retained after an X Inventory report. Use No, if you are doing inventory spot-checks on selected items.

(6) RESET PLU REPORT AT INVENTORY Z1?

If Yes, a Z1 PLU report will automatically be generated when an Inventory Z1 is taken.

(7) RESET INVENTORY REPORT AT PLU Z1?

If Yes, an Inventory Z1 will automatically be generated when a Z1 PLU report is taken.

(8) TIME KEEPING: MINUTES / 100UNITS

Determine whether hours worked are recorded and calculated in minutes or decimal units of an hour.

(9) OMIT TAX TOTALS FROM NET SALES GT

Choose Yes, to omit tax totals from the Net Sales Grand total on the financial report.

(10) ALLOW Z OF OPEN CHECK REPORTS

Choose Yes, to allow a Z open check report.

(11) CONFIRM BEFORE TOTALS RESET ON Z

If Yes, a message will display before resetting the totals on the report.

(12) RESET AFTER FINANCIAL Z REPORT:

GROSS SALE GT
NET SALES GT
NEGATIVE SALES GT
Z COUNTER
CONSECUTIVE #

Select which totals and counters are reset when a Z1 Financial report is executed.

(13) VOID MODE TOTALS ADD TO GRAND TTLS

If Yes, activity in the VOID key lock position adds to grand totals.

(14) ALLOW Z WITH OPEN ORDERS

If No, any Z report is disabled until open orders are closed.

(15) ALLOW Z STOCK REPORT

If Yes, resetting the Stock report is allowed.

(16) ALLOW Z1 TIME KEEPING REPORT WHEN EMPLOYEES ARE CLOCKED IN

If Yes, the time keeping report can be run when employees are clocked in.

(17) AVG. GST ON FIN IS FROM GST

If No, the AVG/GST (average sale per guest or customer) is calculated from customer count, if Yes, is calculated from guest count from GUEST key use.

(18) ALLOW Z WITH OPEN CLERKS

If Yes, Z reports are allowed with interrupted orders when clerk interrupt is used.

(19) MAKE IRC REPORT IN DEFAULT?

When Yes, any report taken will be automatically an IRC report. All registers in the range identified in **S** Mode options will be included.

(20) MGR REQUIRED FOR IRC SETTING?

When Yes, the manager password must be entered to change IRC report settings.

(21) CLEAR GLOBAL ORDER# AFTER Z1 FINAN?

If Yes, the global order number counter will reset to zero after a Z1 Financial report.

(22) EXCLUDE TAX ON TIME PERIOD REPORT?

The Time period report feeds the totals for the SALES & LABOR % report. This options allows the totals to be without tax.

(23) PLU COST PRICE LEVEL (0-20)

If you wish to report PLU cost, profit, and profit ratio, select the PLU Price Level where the PLU cost will be entered

(24) ENABLE INVENTORY REPORTING WITHOUT ACTUAL INVENTORY INPUT

If YES, the SPS-500 will use the theoretical values as actual inventory if inventory is not activated through the EDIT INVENTORY ITEM function of X-mode.

Time Keeping Option Definitions

(1) OVERTIME HOUR IS USED FOR

Select Day or Week for overtime hours.

(2) HOURS PER OVERTIME STARTS

Enter the number of hours that must be worked per day or week before overtime starts. For example, if field #1 is day, enter 8 hours, or if field #1 is week, enter 40 hours.

(3) OVERTIME FACTOR

Enter the factor times which the standard pay rate is multiplied to determine overtime pay, i.e. enter 1.5 if rate is time and one half, or enter 2.0 if rate is double time.

(4) ENFORCE OUT FOR BREAK OR OUT ENTRY

When clocking out there is a choice for [OUT FOR BREAK] or [OUT]. If Yes, you must enter the appropriate number for either choice, rather than just pressing OK to choose the default.

(5) TIP REPORTING % OF SALES

If Yes, the percentage entered here is calculated and reported on the Employee report.

(6) EMPLOYEE TIME-IN/OUT

Select EMPLOYEE # or CLOCK-IN CODE or FINGERPRINT.

(7) CLOCK IN/OUT EMP. WHEN Z TIME KEEPING REPORT

If Yes, all employees clocked in at the time of the Z Time Keeping report will be clocked out for the report and clocked back in after the report.

E.J. (Electronic Journal) & Detail Printing Option Definitions

(1) ACTIVATE ELECTRONIC JOURNAL

Select Yes to activate the electronic journal.

(2) DISPLAY E.J. BUFFER FULL WARNING

Select Yes to display a warning message when the electronic journal is full.

(3) E.J. OVERRIDE WHEN BUFFER FULL?

Select Yes to allow operations to continue when the electronic journal is full. Only the most current transactions will be maintained as memory allows.

(4) SEND TO ELECTRONIC JOURNAL:

CASH TRANSACTIONS
CHECK TRANSACTIONS
MISC TENDER TRANSACTIONS
TRANSACTIONS WITH %
RECD ACCT & PAID OUT
RETURN TRANSACTIONS
TRANSACTIONS WITH ERR CORR&VOID
NO SALES
CANCEL TRANSACTIONS
ONLY TRANSACTIONS WITH NEGATIVE ITEMS**
REPORTS
PROGRAM SCANS
CHECK TRACKING
CLERK INTERRUPT
ALPHA TEXT

For each type of function or transaction listed, select YES or NO to determine it will be recorded in the electronic journal.

****Regardless of other settings, will send only transactions with negative items, % entries, tenders, etc. to the journal.

(5) SEND TO DETAIL:

ONLY TRANSACTIONS WITH NEGATIVE ITEMS**
REPORTS
PROGRAM SCANS
ONLY TRANSACTIONS WITHOUT NEGATIVE ITEMS**
PREAMBLE/POSTAMBLE

For each type of function or transaction listed, select Yes or No to determine it will be sent to the appropriate detail/journal printer. ****Regardless of other settings, will send only transactions with

negative items, % entries (any entry into a % function key, including coupons, surcharges, etc.) tenders, etc. to the detail.

** If both transactions with and without negative items are set to Yes, nothing will be sent to detail.

(6) SEND TO ELECTRONIC JOURNAL:PLU CODE

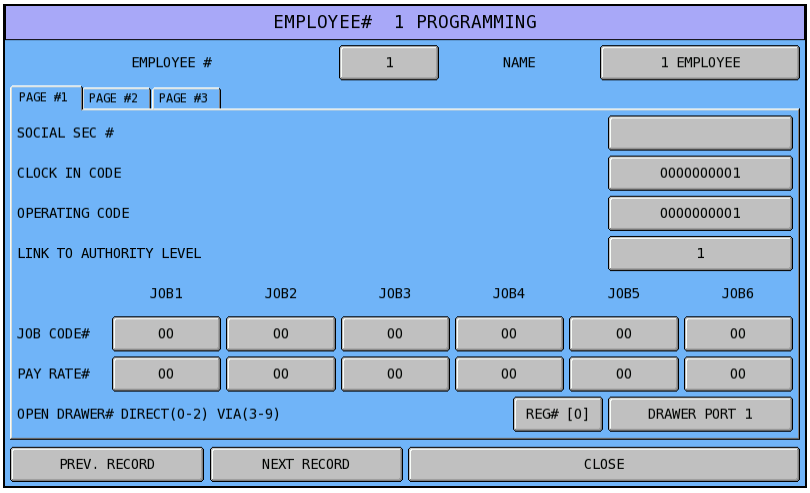
Employee

The employee file contains information for register operators as well as employees who use the register only to clock in or out (employee time keeping.) Specific functions that are allowed or disallowed for each employee are determined by assigning the employee to an authority level. (See "Authority Level" on page 126.)

Two 10-digit code numbers may be assigned for each employee. A clock-in code is used to clock in or out and a separate sign on code used to operate the register. The social security number is for reference only and appears only on reports.

The total number of employees (up to 999) is set in memory allocation. See "Memory Allocation" in "S Mode Programming".

1. Select **EMPLOYEE** from the **P** Mode menu, and then select **EMPLOYEE** to display the **EMPLOYEE** selection screen. The program screen for the first employee in the file displays with the first of two pages of options in view.



2. Select an employee to program or edit by employee number (touch the current number and enter a new one) or by touching the NEXT RECORD or PREV. RECORD keys until the appropriate employee is in view.

Employee Field Definitions

SOCIAL SEC #

Enter 9-digit identifying number.

CLOCK IN CODE

Enter a number (up to 10 digits in length) that will be used by this employee to clock in and/or out.

OPERATING CODE

Enter the secret code number (up to 10 digits in length) that can be used to sign in/out. Note that system option # 21 "EMPLOYEE SIGN-ON" must be set to "SECRET CODE" to use this number. See "General Function Option" on page 102.

LINK TO AUTHORITY LEVEL

Operations and programs that can be accessed by this employee are determined by selecting a authority level here. See "Authority Level" on page 126 to define specific operations for each of 9 levels.

JOB CODE#/PAY RATE#

An employee might have more than one job, possibly with a different pay rate for each job. For example, in a restaurant, an employee might work as a server one day, and on a different day or shift, work as a cashier. Here you can list up to six different job codes and six different pay rates for each employee.

By assigning separate job codes and pay rates for each employee, the built in time clock can track and report hours and wage costs appropriately.

See "Time Clock Procedures" in the *SPS-500 Operation Manual* for instructions on clocking on/off for different jobs. Note that the job code you assign for JOB1 is the default job code for clocking in/out.

OPEN DRAWER# DIRECT (0-2) VIA (3-9)

Select the drawer for this employee: No Drawer, Drawer Port 1, Drawer Port 2, or drawer connected to printers on serial ports 1-4. If No Drawer is assigned, the employee can only perform check track postings (not payments).

TRAINING MODE?

If Yes, this employee will be in training, regardless of the training mode status of the entire register.

DEFAULT PRICE LEVEL

Select the default price level for the employee. To use the level selected here, you must also set **P** Mode/System Options/Level Modifier option #7 to Yes.

DEFAULT SCREEN LEVEL (0-200)

Select the default screen level (Key Link) for the employee. To use the screen level selected here, you must also set **P** Mode/System Options/Level Modifier option #11 to Yes.

MANAGER

If Yes, this employee will be allowed to perform manager functions without entering a manager password.

EDIT JOB CODES

Note: An employee with the appropriate authority level must be signed on to perform job code programming.

Job codes are used to break down the hours worked for all employees into different categories (See "Labor Groups" report in the *Operation Manual*.) A breakdown of hours by job is also reported for each employee (See "Time Keeping" reports in the *Operation Manual*.)

The job codes to be used by all employees are set up here. There are 20 possible job codes. Each job code you wish to activate must be given a descriptor here.

EDIT PAY RATES

Note: An employee with the appropriate authority level must be signed on to perform pay rate programming.

All employees can use the pay rates set here. There are up to 50 pay rates.

DALLAS KEY LINK

This option is not currently available.

SALES AREA POSITION

This selection controls the location of the transaction area of the screen.

If LEFT: the 24-programmable locations are located at the *left* of the screen and the transaction display area at the *right* of the screen.

If RIGHT, the 24-programmable locations are located at the *right* of the screen and the transaction display area at the *left* of the screen.

Authority Level

Each employee must be assigned to one of nine authority levels. See "Employee" on page 123 to assign an employee to an authority level. The selections made here for each authority level determine the operations that are allowed for each employee.

For example, in a restaurant an authority level with the descriptor *kitchen help* could be set to allow only clocking in/out, or an authority level with the descriptor *owner* could be set up to allow all functions. Other authority levels could be defined for servers, cashiers and managers that allow only the appropriate functions.

Authority Level Options

(1) CLOCK-IN/OUT ENTRY ONLY

(2) MUST CLOCK-IN BEFORE SALES

(3) CAN CLOCK-OUT WITH OPEN CHKS

(4) GUEST CHECK ENTRIES ONLY

(5) PAYMENT OF OWN GUEST CHECK

(6) PAYMENT OF ANY GUEST CHECK

(7) TRANSFER OF GUEST CHECKS

(8) VOIDING OF SERVICED ITEMS

(9) ALLOW CANCEL AFTER RECALL

(10) CLOCK IN/OUT USING MCR

(11) SIGN IN/OUT USING MCR

(12) ALLOW EDIT ANY CHECKS

(13) ALLOW DESTINATION CHANGE

If Yes is set here, the operator has the option of selecting a destination (i.e. eat-in, take out, drive thru) other than the default.

(14) CAN COMBINE OWN SOFT CHKS

(15) CAN COMBINE ANY SOFT CHKS

(16) TABLE # TRANSFER IN R-MODE

(17) CAN PLU PRC/HALO OVERRIDE

(18) ALLOW SET DATE AND TIME

(19) ALLOW TIME CLOCK EDIT

(20) ALLOW CASH DECLARATION

(21) ALLOW PRICE LEVEL CHANGE

(22) ALLOW EMPLOYEE FILE EDIT

(23) ALLOW PRINT & RESET OF E.J

(24) ALLOW JOB CODE EDIT

(25) ALLOW PAY RATE EDIT

(26) CAN INVENTORY EDIT X MODE

(27) CAN INVENTORY EDIT PGM MODE

(28) ALLOW AUTHORITY LEVEL EDIT

(29) COMP SEAT# FOR EACH ENTRY

If seat # is implemented, and is not compulsory here, each item will default to seat "01".

(30) ALLOW PLU QUICK REGISTER?

(31) ALLOW NO SALE

(32) PAID BREAKS

(33) MANAGER REQ. FOR CLOCK IN

(34) COMPULSORY TIP ENTRY

If Yes, the employee is prompted to declare tips when clocking out.

(35) JOB CODE CHANGE

If No, the employee can clock on using only the default job code; if Yes, the employee can select of the job code displayed at clock in.

(36) ALLOW PLU PRC CHANGE ONLY

If Yes, the employee can access the PLU programming screen, but can edit only the PRICE/HALO and PRICE LEVEL fields.

(37) DISALLOW STOCK ADD IN P

(38) DISALLOW STOCK OVER IN P

(39) DISPLLOW STOCK SUB IN P

(40) ALLOW EFT BATCH OPERATION

If set to NO, *Open Batch*, *Close Current Batch*, and *Close Batch with Debit* functions will not be allowed from the EFT FUNC. function key.

(41) STRONG PASSWORD

If Yes, requires sign –in code and MCR sign on. Recommended for PAYB (payment application best practices.

Groups By Employee

If you choose to use groups by employee (see "Memory Allocation" on page 39) you can select which of the 99 available groups are reported for each employee. For example, you may wish to report only food related groups for servers and beverage related groups for bartenders.

Employee Card

The standard MCR can be used to sign on/off or clock in/out employees. Options set here must match the format of the cards.

Employee Card Read Format Program Notes

READ

Set to the Track (1 or 2) that you wish to read.

CARD ID

If ID numbers are to be used, enter the ID number (up to 10 digits) from the magnetic cards that will be accepted. If ID numbers are not to be used, ignore this field.

CHECK CARD ID?

Normally this field will be set to No. However, Card ID can be used as additional security for card reading (both the CARD ID and the CARD NUMBER must match). Use these fields only if there is a possibility that more than one card may contain the same number identified as the card number. If you

choose Yes here, you will be required to complete the CARD ID, COLUMN OF CARD ID and CARE ID DIGITS fields. Contact CRS Technical Support for more information.

COLUMN OF CARD ID

Enter the number of the column that the Card ID starts.

CARD ID DIGITS

Enter the number of digits to be read for the Card ID.

COLUMN OF NUMBER

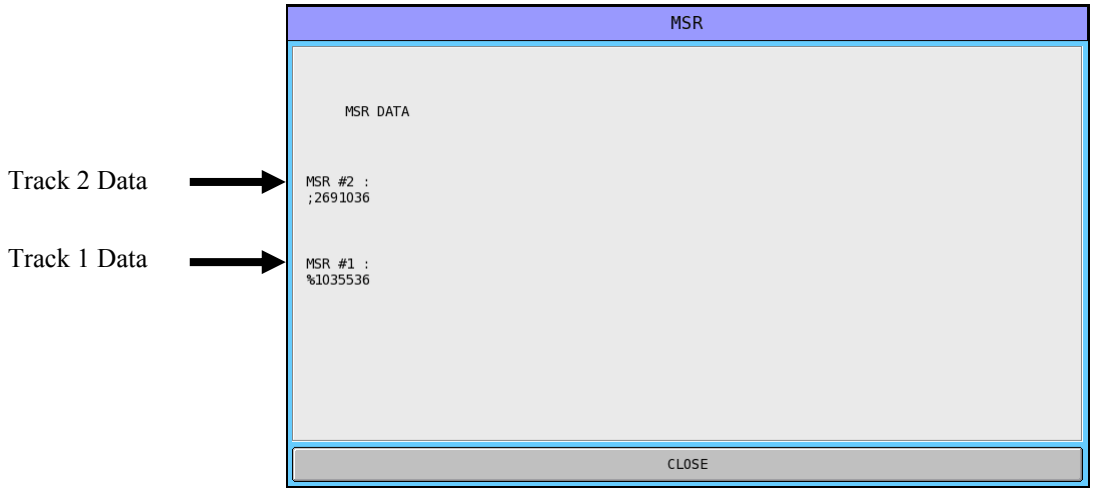
Enter the number of the column that the Card number starts.

CARD NUMBER DIGITS

Enter the number of digits to be read for the Card number.

Determining MCR Settings

1. Read data from a sample card using the SPS-2000 Self Test program. (From the **S** Mode menu, choose SELF TEST and then MSR. Slide the card through the card reader.)



2. The "Start" value determines where the tracking number will begin; the "Digit" value determines how many digits will be read.

   For example, for the value read for MSR #2 above:

   ;2258027

   If the Start value = 5
   and the Digit value = 3

   the number read will be 802

Reports

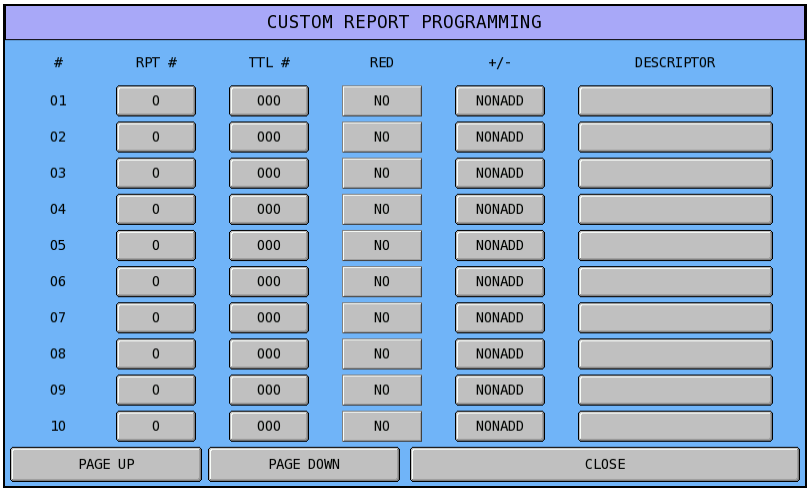
Use this program to create a custom report, modify the financial or employee report, or to define reports to be linked in up to four string reports. **This report is available for standalone registers only, not IRC.**

Custom Report

One custom report can be created, with up to 50 totals and counters. The report is built by selecting totals that also appear on either the financial or sales by time period reports. When the custom report is created, totals and counters separate from the original report are also created (in other words, you can clear the custom reports independently without affecting totals in any other report.)

Another feature of the custom report is the ability to add or subtract selected totals to create a new subtotal of selected information.

1. From the **PGM** mode PROGRAMMING MENU touch **REPORT** to view the REPORTS selection window.
2. Touch **CUSTOM REPORT** to view the CUSTOM REPORT PROGRAMMING screen.



Custom Report Program Notes

RPT#

Touch RPT # to select the report (financial or sales by time) where the total you wish to place on the custom report originates.

TTL#

Touch TTL# to select the specific total you wish to select from the report.

PAGE UP/PAGE DOWN

Touch **PAGE UP** or **PAGE DOWN** to access up to 50 different totals on the custom report.

RED?

Touch **NO** or **YES** in the RED column to select red/black print (provided the printer is capable of 2-color print).

+/-

Touch the button in the +/- column to select NONADD, +(ADD), or –(SUB) status for the selected total. Depending upon your selection the total will not affect, add to, or subtract from the total at the end of the custom report. When the subtotal TTL# code (i.e.'999') is entered on a later line, previous totals with a + or - designation are added and printed.

DESCRIPTOR

The default descriptor automatically displays when the TTL# is entered. If you wish, enter a new descriptor by replacing default descriptor. Touch the Descriptor key, type new information into the field, and then touch **OK**.

NOTES: Use the total #998 to create a dashed separator line on the report; use the total #999 to create a subtotal line. The subtotal line will calculate the totals designated "+" or "-" that appear sequentially after the previous subtotal line. Enter a custom descriptor for the subtotal line.

Financial Report/Employee Report

The Financial Report and the Employee Report can be modified so that specific totals are deleted from the report or printed in red (provided the printer is capable of 2-color print).

1. From the **PGM** mode PROGRAMMING MENU touch **REPORT** to view the REPORTS selection window.
2. Touch **FINANCIAL REPORT** or **EMPLOYEE REPORT** to modify the report.
3. For each total, you can select **YES** or **NO** in the PRINT and RED columns. Use the **PAGE UP** and/or **PAGE DOWN** keys to view all of the totals.
4. Touch **CLOSE** to exit the program.

String Report

Up to four string reports can be created that automatically generate a sequence of up to 24 different reports. Typically, string reports are used to automate end-of-day or end-of-period reporting requirements. Reports selected in the string sequence can be **X** (read) or **Z** (reset) reports and can be from report level 1-5.

1. From the **PGM** mode PROGRAMMING MENU touch **REPORT** to view the REPORTS selection window.
2. Touch **STRING REPORT** to view the STRING REPORT #1 PROGRAMMING screen.
3. If you are programming a string report other than string report #1, touch **STRING REPORT #** and select another report number (2-4).
4. You can program a descriptor for the string report by touching **DESCRIPTOR**.
5. Select X or Z, the REP LVL (1-5) and the RPT# for each report you wish to include in the report sequence.
6. Touch **CLOSE** to exit the program.

Time

Time period definitions and time activated functions (Price Levels, Screen Level, Macros, String Reports, Shifts, and KP Time Periods) are defined with this program.

Time Period

The Time report collects sales information depending upon the time of day. The number of time periods (24, 48, or 96) is selected in memory allocation. By default, time periods are hourly if 24 periods are selected, if 48 periods are selected, sales are accumulated in ½ hour periods, and if 96 periods are selected, sales are accumulated in 15 minute periods.

If hourly, ½ hourly or 15 minute report periods are satisfactory for your application, no action is necessary with this program. However, if you wish customize report periods (i.e. define five minute periods during rush periods or inactivate periods during closed times) you can individually define periods with this program.

All time units are based upon a 24-hour clock (military time).

1. From the **PGM** mode PROGRAMMING MENU touch **TIME** to view the TIME selection window.
2. Touch **TIME PERIOD** to view the TIME PERIOD PROGRAMMING screen.
3. For each period, you can adjust reporting times by touching the time and entering a new time. The number of periods available for programming will depend on your memory allocation selection.
4. Touch **YES** or **NO** to add or remove the period from the report
5. Touch **CLOSE** to exit the program.

Time Activated Functions

Time activated options include:

- Price levels and Screen Levels (the default screen key link) can be automatically activated at specific times.
- Macros and String reports can be generated automatically and repeated at specific times.
- Shift time programming determines the times of day financial totals are accumulated for the Shift Report.
- Kitchen Printer/Video routing can be switched at specific times to accommodate slow/busy time requirements.

To set these options:

1. From the **PGM** mode PROGRAMMING MENU touch **TIME** to view the TIME selection window.
2. Touch **TIME ACTIVATED FUNCTIONS** to make a selection from the TIME ACTIVATED FUNCTONS MENU.
3. Refer to the attached chart to determine the programmability for each time-activated function.
4. Touch **CLOSE** to exit the program.

Time Activated Function	Activate Time or Start/End Times	Day of Week	Repeat Time
Price Level	Yes	Yes	
Screen Level	Yes	Yes	
Macros	Yes	Yes	Yes
String Report	Yes	Yes	Yes
Shifts	Yes		
Time Period	Yes		

Product & Ingredient

NOTE: Be careful not to confuse the separate and distinct inventory features of the SPS-500:

- A *menu-explosion type inventory system* is set up when PLUs are linked to a recipe#. Recipes and Ingredients are programmed with this program.
- *Product Mix Groups* can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.) Product mix groups also report usage by time period and optional Product Projections reporting is also available. The Product Projection report provides a history of each item's sales by day of week. Product mix items and product mix group time periods are also programmed set with this program.
- If used, The PLU Stock counters decrements for each activity in the PLU. PLU stock is set in the PLU program, see "PLU Stock" on page 79.

Edit Ingredient

Before recipes can be created, ingredients must be entered.

1. From the **PGM** mode PROGRAMMING MENU touch **PRODUCT & INGREDIENT** to view the PRODUCT & INGREDIENT selection window.
2. Touch **EDIT INGREDIENT** to access the INGREDIENT PROGRAMMING screen. .
5. Refer to the notes that follow.
3. Touch **CLOSE** to exit the program.

Ingredient Program Notes

ING#

This field is the three-digit inventory number. The value begins at 001 and goes up to the maximum number that is assigned in memory allocation.

DESCRIPTOR

A 12-digit descriptor is set for the inventory item. (An inventory item is an "ingredient" of a PLU.)

COST

The cost of the item is the cost of the ingredient. The cost can be entered accurate to three places after the decimal.

Recipe Table

Here you assign ingredients to a recipe. If a PLU is linked to a recipe, PLU activity will cause the inventory of ingredients used in the recipe to decrement. Each recipe can use up to 20 ingredients.

1. From the **PGM** mode PROGRAMMING MENU touch **PRODUCT & INGREDIENT** to view the PRODUCT & INGREDIENT selection window.
2. Touch **RECIPE TABLE** to access the RECIPE PROGRAMMING screen. .
3. Refer to the notes that follow.
4. Touch **CLOSE** to exit the program.

Recipe Table Program Notes

ING/RECIPE

Choose whether this line corresponds to an INGredient or a RECIPE. (A recipe may be composed of recipes. For example, a special sauce (a recipe) may be an ingredient of a sandwich recipe.)

#

Enter the 3-digit number of the recipe or ingredient.

DESCRIPTOR

Display only. When a recipe or ingredient number is entered, the corresponding descriptor displays.

QTY

Enter the amount of inventory items used in the recipe, i.e. 1 patty for a regular hamburger, or 2 patties for double hamburger.

Product Mix Items

Product Mix items are can be inventoried as they are purchased. For example, a box of burger patties.

Product Mix Item Program Notes

DESCRIPTOR

Each product mix group item can have a 12 character alpha descriptor.

PCS\UNIT

Enter the number of pieces in the unit. For the example shown, 120 burgers to the case- Enter 120; 30 cups to the sleeve- Enter 30.

UNIT@

Enter a 4 Character descriptor for the unit, using the Alpha-keyboard overlay. This descriptor is for report purposes.

Product Mix Group Time Periods

Memory allocation determines whether there are 24, 48, or 96 product mix group time periods. (Time periods used for the Product Mix and Projections reports are defined separately from the time periods used for Time Period sales reporting.) Product mix group time periods will default to hourly periods if 24 periods are selected in memory allocation; 30-minute periods if 48 periods are selected; 15-minute periods if 96 periods are selected.

Periods can be set to custom lengths using this program. Enter the times for each period. Choose YES if you wish the period total to add to the summary total at the bottom of the report. Choose NO if you wish the period total NOT to add to the summary total at the bottom of the report.

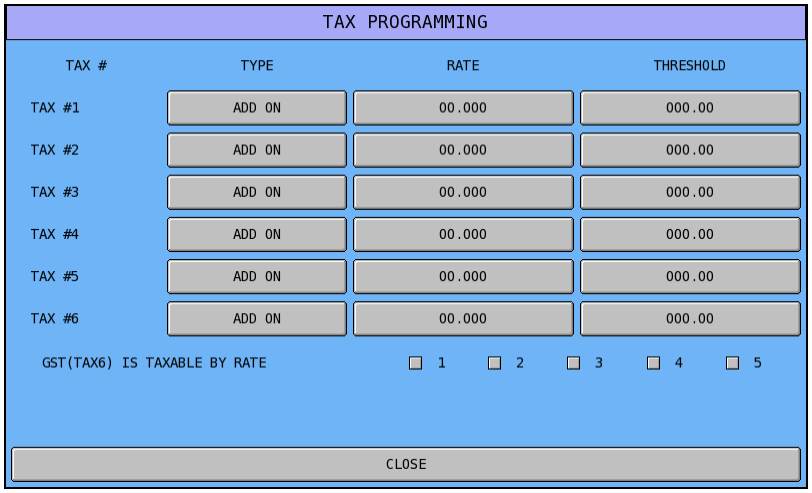
All time units are based upon a 24-hour clock (military time).

Taxes

The SPS-500 provides calculation for up to six taxes. Tax calculation can be made by *ADD ON* percentage, by *TAX TABLE*, or by *VAT* (value-added tax).

Provisions have been made for the Canadian Goods and Services tax (GST). If GST is to be taxable, you have the option of taxing the GST by other applicable rates (tax on tax). Use TAX 6 for GST applications.

1. From the **PGM** mode PROGRAMMING MENU touch **TAXES** to view the TAX PROGRAMMING Screen.



2. Touch the TYPE button to select ADD ON, TAX TABLE or VAT.
3. Refer to the notes that follow to program each type of tax.
4. Touch **CLOSE** to exit the program.

Add On Taxes Program Notes

RATE

Enter the tax rate. If fractional, press the decimal and up to three digits.

THRESHOLD

Enter the highest non-taxable amount.

Tax Table Programming Notes

MAXIMUM NON-TAXABLE AMOUNT

Enter the highest amount where no tax is charged. For this example the entry is 0.10.

FIRST TAX AMOUNT CHARGED

Enter the first tax amount that is charged. For this example the entry is 0.01.

 # OF NON-REPEAT BREAKS

Enter the number of Non-repeat breaks. For this example the entry is 5.

 # OF REPEAT BREAKS

Enter the number of repeat breaks. For this example the entry is 3.

BREAK POINT (1-100)

Enter the high amount in the range. For example, if the break point is .22 - .38, enter .38 for the break point.

Tax Table Programming Example - Illinois 6% Tax Table

1. Examine the printed tax table for the tax you are programming.
2. 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.

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

Messages

Various descriptors and messages are set with this program:

Message	Type of Message and Application
Logo Message	6-line x 40 character Preamble & Postamble. Appears on receipts
Error Messages	30-characters per message. Displays on message line of screen. Default messages are listed below.
System Descriptors	The length of each descriptor varies. For example day of week fields are 3 characters, while other printed messages are 5 characters or more. Default System Descriptors are listed below.
Report Descriptors	16-character descriptors for Financial and Employee report totals.
Check Endorsement Message	10-line x 40 characters. Prints when check is endorsed on an optional slip printer.
Guest Check Logo Message	5-line x 40 character Preamble & Postamble. Prints at top and bottom of hard or soft checks
Validation Message	3-line x 40 character. Prints when forms are validated on an optional slip printer.
DataTran Message	4-line x 32 character. Prints on electronic payment voucher/receipt.
Pole Display Message	A 25-character message can scroll left, right, or bounce left to right on an optional pole display.

Default Error Messages

NO.	DESCRIPTION
1	(NOT USE)
2	(NOT USE)
3	AMOUNT REQUIRED
4	BAD VALUE
5	BUFFER FULL
6	BUFFER EMPTY
7	BUSY
8	BAD COMMAND
9	CASH DECALATION REQUIRED
10	CASH-IN-DRAWER EXCEEDED
11	CHECK# ASSIGNED AUTO
12	CHECK# REQUIRED !
13	CONDIMENT REQUIRED !
14	CRC ERROR
15	DUPLICATE!
16	EAT IN/TAKE OUT/DRV THRU
17	ENTER EMPLOYEE CODE
18	ENTER EMPLOYEE #
19	ENTER GUEST COUNT
20	ENTER SEAT#
21	ENTER TABLE#

NO.	DESCRIPTION
22	ENTRY REQUIRED
23	ERROR
24	ERROR JAM
25	TABLE NUMBER IN USE
26	HALO OVER!
27	ILLEGAL KEY SEQUENCE
28	IN USE!
29	INACTIVE!
30	INPUT QTY
31	KITCHEN PRINTER FAILURE
32	MANAGER REQUIRED
33	MANAGER OVERRIDE REQUIRE
34	MEMORY FULL
35	NEGATIVE
36	NO CHECK#
37	NO DATA
38	NO DRAWER!
39	NO MANUAL ENTRY
40	NO PAPER
41	NO PLU!
42	NON ADD# REQUIRED

NO.	DESCRIPTION
43	NOT DISCOUNTABLE
44	NOT PROGRAMMED!
45	NOT READY!
46	NOT ZERO
47	OFF LINE!
48	OPEN DRAWER
49	P/BAL REQUIRED
50	PAPER END
51	RANGE OVER
52	REMOVE PAPER
53	SCALE FAIL!
54	SCALE REQUIRED !
55	SINGLE ITEM!
56	SUBTOTAL REQUIRED
57	SYSTEM ERROR
58	TARE# REQUIRED
59	TRAY SUBTOTAL REQUIRED!
60	VALIDATION REQUIRED
61	WASTE REQUIRED!
62	WRONG EMPLOYEE
63	SIGN OFF REQUIRED
64	ZERO AMOUNT
65	PRICE LEVEL MISMATCH
66	OVERRIDE NOT ALLOWED
67	WRONG SEQUENCE
68	WRONG COMMAND
69	WRONG FILE NO.
70	WRONG ITEMIZER
71	UNDER TEND NOT ALLOWED
72	OVER TEND NOT ALLOWED
73	CHECK TRACKING ERROR
74	CHECK# IN USE
75	PLU NOT ALLOWED
76	CONDIMENT PLU NOT ALLOWED
77	NON-CONDIMENT PLU NOT ALLOWED
78	FUNCTION KEY NOT ALLOWED
79	THIS KEY IS NOT ALLOWED
80	NO FUNCTION KEY
81	NO PROGRAMMABLE KEY
82	X/TIME REQUIRED
83	INVALID AUTHORITY LEVEL
84	TIME IN REQUIRED
85	SIGN ON REQUIRED
86	MEMORY NOT ALLOCATED
87	THIS EMP. RPT MUST BE CLEARED
88	ERROR STATUS
89	ERROR VALUE
90	ERROR SYSTEM OPTION
91	ERORR EMPLOYEE
92	ERROR TABLE NO.
93	SCALE MOTION
94	OVER WEIGHT

NO.	DESCRIPTION
95	UNDER WEIGHT
96	PROMO NOT ALLOWED
97	WASTE NOT ALLOWED
98	NO FOOD STAMP AMOUNT
99	DECIMAL ENTRY NOT ALLOWED
100	SPLIT PRICING NOT ALLOWED
101	VOID MODE IS DEACTIVATED
102	JOB CODE REQUIRED
103	JOB CODE CHANGE NOT ALLOWED
104	PUSH BUTTON ENTRY REQUIRED
105	EMPLOYEE CODE NOT LINKED
106	TENDERING IS NOT ALLOWED
107	OVER REGULAR HOURS PER WEEK.
108	MUST <= LINE# PER TRANSACTION
109	MUST >= LINE# PER SOFT CHECK
110	NO STOCK PLU
111	NEGATIVE CARD
112	LINKED STATUS REQUIRED
113	RETURN TO X-MODE
114	ERROR – SLIP PAPER
115	LOCAL PRINTER REQUIRED
116	CHECK NETWORK SETTING
117	SET TIME&DATE IS DEACTIVATED
118	EMPLOYEE SHOULD BE DIFFERENT
119	TRANSFER NOT ALLOWED
120	REQ GALLONAGE AMOUNT
121	AVAILABLE ONLY IN CHECK
122	SPLIT THIS ITEM NOT POSSIBLE
123	FUNCTION KEY NOT INCLUDED
124	ERROR POST TENDER
125	NO TRACKING DATA IN THIS REG
126	NO TIME KEEP DATA IN THIS REG
127	MULTIPLICATION LIMIT EXCEEDED
128	TAB OF FIELD 2 IS TOO BIG
129	NON PLU CODE RANGE OVER
130	TARE ENTRY NOT ALLOWED
131	MISC TEND REQUIRED
132	SAME CHECK TRACK REQUIRED
133	NOT SCALEABLE PLU
134	EJ BUFFER FULL
135	MUST BE START<=END IN RANGE
136	RANGE OVERLAP
137	FINAL END SHOULD BE 9 OR 99
138	NOT PLU
139	NOT WLU
140	PRINT KEY REQUIRED
141	SURCHARGE NOT ALLOWED
142	DECIMAL ENTRY REQUIRED
143	SYSTEM REG# REQUIRED
144	TRAINING EMP FILE# RQUIRED
145	TIME IN/OUT REG# REQUIRED
146	CHECK TRACKING REG# REQUIRED

NO.	DESCRIPTION
147	ELECTRONIC JOURNAL INACTIVE
148	CHECK ENDORSEMENT REQUIRED
149	EFT CANCELED
150	CARD ERROR
151	PRINTER OFFLINE
152	KV OFFLINE
153	NO RELOCATABLE KEY
154	DALLAS KEY COMPULSORY
155	ENFORCE ACTUAL INVENTORY
156	AUTHORITY LEVEL NOT LINKED
157	WEIGHT IS ZERO
158	STOCK IS NOT ZERO
159	CLEAR CAN NOT BE REMOVED
160	ENTER CAN NOT BE REMOVED
161	YES/NO CAN NOT BE REMOVED
162	THIS NUMERIC CAN'T BE REMOVED
163	INCORRECT CODE
164	SOFT CHECK ONLY
165	INACTIVE PLU
166	MULTIPLE DISCOUNT NOT ALLOWED
167	NEW CHECK OPENED
168	NO MORE SPLIT TENDER ALLOWED,
169	CHECK POLE DISPLAY
170	MUST MAX.NONTAXABLE <=BRK PNT1
171	MUST BRK PNT n <= BRK PNT N+1
172	NOT ALLOWED WITH OPEN ORDERS
173	NOW POLLING!
174	INCORRECT TARE WEIGHT
175	VOID PROMO FIRST
176	MULTIPLE RECEIPTS NOT ALLOWED
177	MIX & MATCH ERROR
178	CLERK INTERRUPT ERROR
179	CHECK OPENED NO DATA
180	NO CLERK BUFFER IN THIS REG
181	NOT ALLOWED WITH OPEN CLERKS
182	MCR REQUIRED
183	X/TIME NOT ALLOWED

NO.	DESCRIPTION
184	OUT OF STOCK
185	AGE RESTRICTION
186	Z STOCK NOT ALLOWED
187	Z1 TIME KEEPING NOT ALLOWED
188	PLU NOT INCLUDED
189	NO RESPONSE-RETRY
190	GIFT CARD DUPLICATED
191	DEVICE ALREADY OPENED
192	DEVICE OPEN ERROR
193	PASSWORD ERROR
194	NOTHING SELECTED
195	INVALID SD CARD
196	RESET REPORT?
197	CHOOSE IRC REPORTING
198	PLEASE CHECK SD CARD
199	FILE NOT FOUND
200	USE ALPHA AS CHECK#
201	AUTO-SCALE PLU
202	UNDER MINIMUM STOCK
203	PLEASE CHECK USB
204	INVALID USB
205	PRINT CHECK FIRST
206	SELECTIVE DISCOUNT ERROR
207	NO ITEM FOR SELECT.DISCOUNT
208	RESERVED
209	RESERVED
210	RESERVED
211	COVER OPEN
212	PAPER END
213	PAPER NEAR END
214	TPH TEMPERATURE IS HIGH
215	AUTO CUTTER JAM
216	PRINTER BUFFER FULL
217	MODE CHANGE ERROR
218	

Default System Descriptors

NO	DESCRIPTION
1	SUN
2	MON
3	TUE
4	WED
5	THU
6	FRI
7	SAT
8	MGR
9	TAXES
10	TOTAL
11	FSTAX
12	FSTTL
13	FSCNG
14	DATE
15	TIME
16	NO.
17	CASH
18	CHECK
19	MISC
20	REG
21	PLU#
22	PBAL
23	SEAT#
24	ESC
25	TBL
26	GST
27	EMPL.
28	FOR
29	AMOUNT REQUIRED
30	*****TRAINING*****
31	TIME CLOCK – IN
32	TIME CLOCK – OUT
33	EMPLOYEE SIGN ON
34	EMPLOYEE SIGN OFF
35	DECLARE CASH TIPS
36	TODAY
37	TIME CLOCK – BRK
38	RESERVED
39	RESERVED
40	ADD CHECKS FOR PAYMENT
41	**NOT CLOSED CHECKS**
42	ENTER NEW SEAT#
43	ALPHA MESSAGE
44	RESERVED
45	RESERVED
46	RESERVED
47	RESERVED
48	RESERVED
49	RESERVED
50	RESERVED
51	RESERVED
52	RESERVED
53	ENTER NV NO.
54	NV IMAGE#
55	IN -- OUT
56	CASH TRANSACTION
57	CHECK TRANSACTION
58	MISC TEND TRANSACTION
59	TRANS WITH %
60	RA/PO
61	RETURN/CANCEL TRANS
62	ERR.CORR./VOID
63	NO SALE
64	TIME KEEPING
65	TRANS. WITH . NEGA. ITEMS
66	REPORTS
67	PROGRAM SCAN
68	CHECK TRACKING
69	CLERK INTERRUPT
70	ALPHA TEXT
71	ENTER REGISTER#(1-32)
72	DOWNLOAD FILE#
73	RESERVED
74	POWER FAIL COUNT
75	RESERVED
76	RESERVED
77	RESERVED
78	IP ADDRESS
79	RESERVED
80	RESERVED
81	RESERVED
82	RESERVED
83	RESERVED
84	RESERVED
85	RESERVED
86	RESERVED
87	RESERVED
88	RESERVED
89	RESERVED
90	RESERVED
91	RESERVED
92	RESERVED
93	RESERVED
94	TAX6 AMT
95	VAT1 AMT
96	RESERVED
97	RESERVED
98	RESERVED
99	RESERVED
100	RESERVED
101	RESERVED
102	RESERVED
103	RESERVED
104	RESERVED
105	RESERVED
106	RESERVED
107	RESERVED
108	RESERVED
109	RESERVED
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118	RESERVED
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121	RESERVED
122	RESERVED
123	RESERVED
124	RESERVED
125	RESERVED
126	RESERVED
127	RESERVED
128	RESERVED
129	RESERVED
130	RESERVED
131	RESERVED
132	RESERVED
133	CURRENT SCREEN #
134	EMPLOYEE
135	AMOUNT DUE
136	CHANGE
137	JOB CODE
138	SUMMARY
139	OUT FOR BREAK
140	OUT
141	OPERATOR
142	NON-ADD#
143	INPUT QTY
144	ENTER TIME:
145	TRANS VD
146	PAYMENT
147	HOME AMT

148	FSCRT
149	FS EXMT
150	SCALE CANCEL
151	ITEMS
152	TIP DECLARED
153	TAXABLE 1
154	TAXABLE 2
155	TAXABLE 3
156	TAXABLE 4
157	TAXABLE 5
158	TAXABLE 6
159	TAX1 AMT
160	TAX2 AMT
161	TAX3 AMT
162	TAX4 AMT
163	TAX5 AMT
164	TAX6 AMT
165	VAT1 AMT
166	VAT2 AMT
167	VAT3 AMT
168	VAT4 AMT
169	VAT5 AMT
170	VAT6 AMT
171	EXEMPT TAX1
172	EXEMPT TAX2

173	EXEMPT TAX3
174	EXEMPT TAX4
175	EXEMPT TAX5
176	EXEMPT TAX6
177	TAX TOTAL
178	NO SEAT
179	POST TENDER
180	SYSTEM
181	BALANCE
182	CHECK#
183	CLOCK OUT
184	CLOSED
185	PRICE/HALO
186	DESCRIPTOR
187	LINK GROUP
188	LINK STATUS
189	CHANGE RATE
190	FOREIGN AMT
191	REG MODE
192	VD MODE
193	MGR MODE
194	CONV
195	GAS CNT
196	GAS AMT
197	ORDER#

198	REPRINT
199	GROUP0
200	DELETED PLU
201	PREPAID TTL
202	ENTER AUTH CODE
203	ENTER REF CODE
204	SLIDE CARD
205	ENTER ACCT NO
206	ENTER EXP DATE
207	ENTER PHONE#
208	ENTER ID
209	ENTER BATCH NO
210	ENTER EXP DATE
211	ENTER ORIG. TRAN AMT
212	ENTER TIP AMT
213	GETTING PIN
214	SLIDE CARD
215	CHANGE SLIP
216	NOTIFICATION
217	SERVED

Message Definitions

AMOUNT REQUIRED

This operation requires an amount entry.

BAD VALUE

The number entered is incorrect for the task being performed.

BUFFER FULL

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

BUSY

Destination register is busy (i.e. polling or processing credit).

CASH DECLARATION REQUIRED

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

CASH-IN-DRAWER LIMIT EXCEEDED

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

CHECK KEY POSITION

The key lock is in the wrong position.

CHECK# IS ASSIGNED AUTOMATICALLY

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

CHECK# REQUIRED!

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

CONDIMENT REQUIRED!

This PLU has been programmed to require a condiment entry.

CRC ERROR

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

DUPLICATE!

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

EAT IN/TAKE OUT/DRIVE THRU

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

ENTER EMPLOYEE CODE

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

ENTER GUEST COUNT

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

ENTER SEAT#

Seat # entry required before operation can continue.

ENTER TABLE#

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

ENTRY REQUIRED

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

ERROR

General error message.

ERROR JAM

Receipt / journal printer jammed message.

GALLON AMOUNT REQUIRED

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

HALO OVER!

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

ILLEGAL KEY SEQUENCE

The operator has used an illegal key sequence.

IN USE!

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

INACTIVE!

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

INPUT QTY

Quantity input is required for a condiment WLU

KITCHEN PRINTER FAILURE

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

MANAGER OVERRIDE REQUIRED

Manager code entry required to override a HALO amount, or other restriction.

MANAGER REQUIRED

This operation requires entry of the manager code.

MEMORY FULL

Memory is full.

NEGATIVE

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

NO CHECK #

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

NO DATA

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

NO DRAWER!

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

NO MANUAL ENTRY

Manual entry is not allowed (scale function).

NO PAPER

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

NO PLU!

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

NONADD# REQUIRED

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

NOT DISCOUNTABLE

The preceding entry is not discountable; product is not available for discounting.

NOT PROGRAMMED!

This key has not been programmed

NOT READY!

Remote printer is not ready for printing tasks.

NOT ZERO

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

OFF LINE!

IRC communications have gone off line.

OPEN DRAWER

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

OVERRIDE NOT ALLOWED

Override is not allowed for this operation.

P/BAL REQUIRED!

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

PAPER END

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

RANGE OVER

The number entered is out of range.

REMOVE PAPER

Validation is complete and the paper must now be removed.

SCALE FAIL!

The register is not able to find the scale.

SCALE REQUIRED!

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

SEQUENCE ERROR!

The preceding key sequence is not allowed.

SINGLE ITEM!

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

SUBTOTAL REQUIRED

The SUBTOTAL key must be depressed before continuing.

SYSTEM ERROR

Normal Operation error.

TARE# REQUIRED

This PLU/scale item requires a tare weight entry.

TRAY SUBTOTAL REQUIRED!

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

VALIDATION REQUIRED!

This operation requires validation to complete the compulsory settings.

WASTE REQUIRED!

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

WRONG EMPLOYEE

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

ZERO AMOUNT

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

NOT ENOUGH MONEY

For future use.

AMOUNT TOO BIG

For future use.

CARD EXPIRED

For future use.

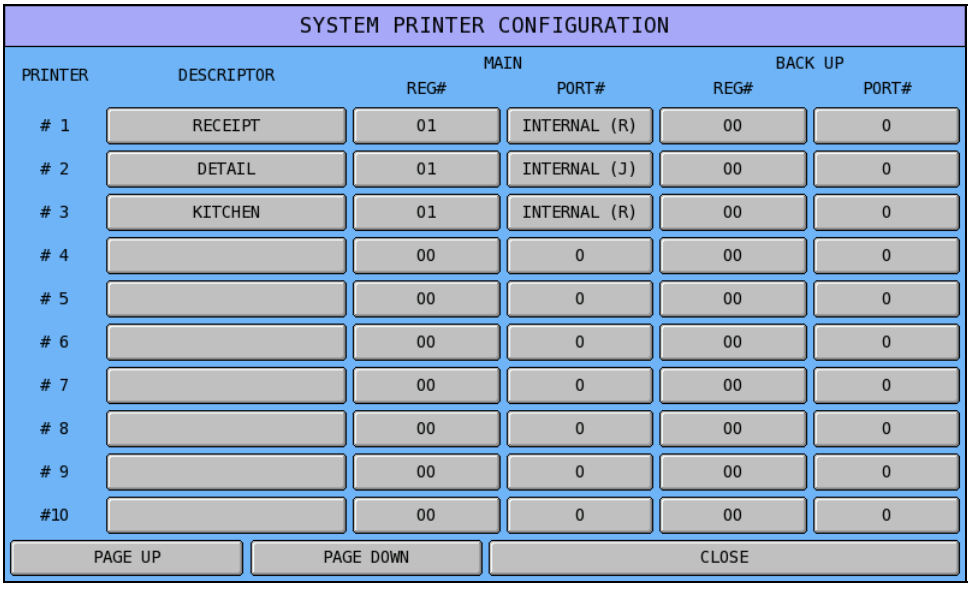
CARD HOTLISTED

For future use.

Printer & KV Routing

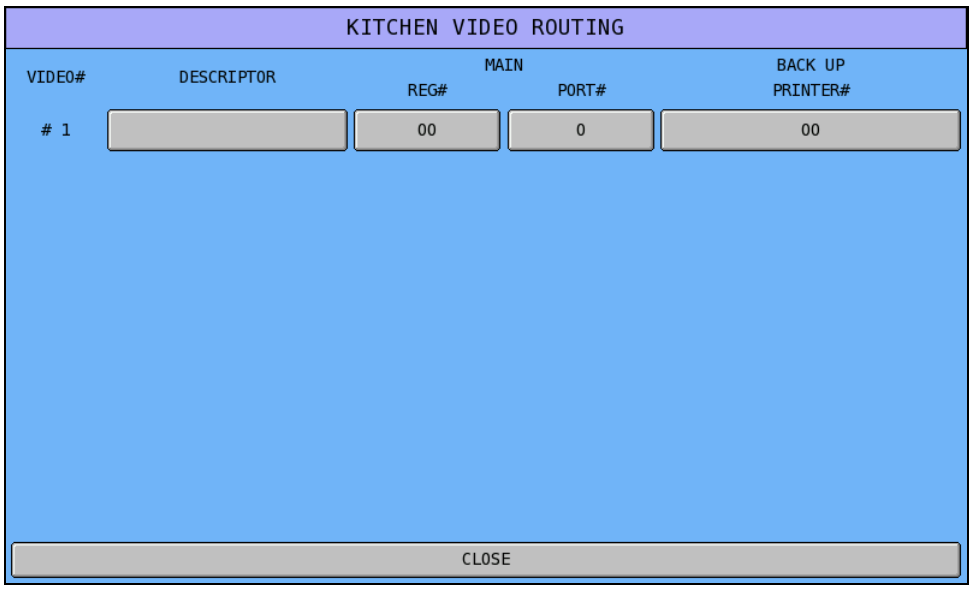
The printing system of an *SPS-500* register or system of registers is completely flexible. Up to 40 printers can be defined and connected to any available serial port on any register within a system. Multiple printer functions can be assigned to the same printer, giving added flexibility. The internal printer (single station) on the SPS-530 and the receipt/journal printers on the SPS-520 can be defined in the same manner as external printers and can receive data from other registers in the same network.

1. Before programming here, you must first:
   - See "Define Port" in **S** Mode Programming to define the type of device (i.e. printer or kitchen video) that is connected to a serial port and to match the baud rate/parity/etc. between the serial port and the printer. This program also controls the feed lines before and after printing, the logo size, and cutting options.
   - See "Printer Driver Selections" if you are using a printer other than the printers with predefined drivers, or if you need to customize a driver for a printer.
2. Next, assign a port for each printer. Select **SYSTEM PRINTER CONFIGURATON** to assign the printer number (1-40), give it a 10 character descriptor (i.e. salad prep, receipt, or detail) and identify the port # and the register # to which it is attached. In addition, you can identify a back-up location for information designated to go to the printer. (For example, if the salad printer is not functioning, then information destined for that printer could be sent to a different printer.)

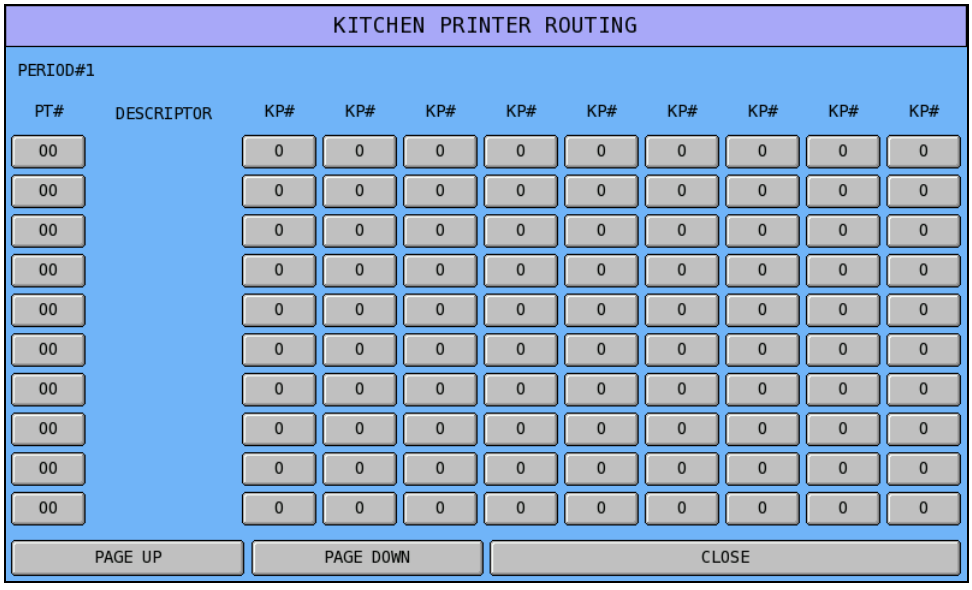


3. Finally, proceed with the parts of this program that pertain to your application:

   - If you are using a kitchen video, select Kitchen Video Routing to designate the port # and the register # where the video controller is attached. You can also define a backup printer in case communication with the video controller is disrupted.



   If you are using kitchen printers, select Kitchen Printer Routing to link kitchen printer groups with a printer. (The groups of items are defined by assigning PLU items to PLU Status groups where groups are identified.)



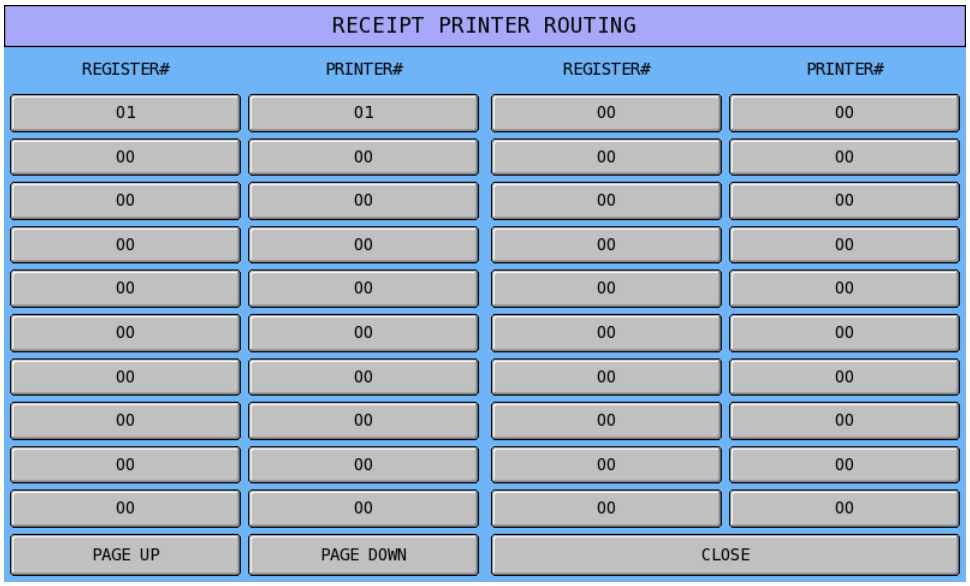
   Because different registers might route kitchen printer items to different printers, each register can be programmed separately in this program. (See "Kitchen Printing/Video Option Definitions" (option #11) on page 112 to allow separate routing by register.) All registers contain routing information for all of the registers in the system.

NOTE: All registers are updated with changes made to this program at any register.

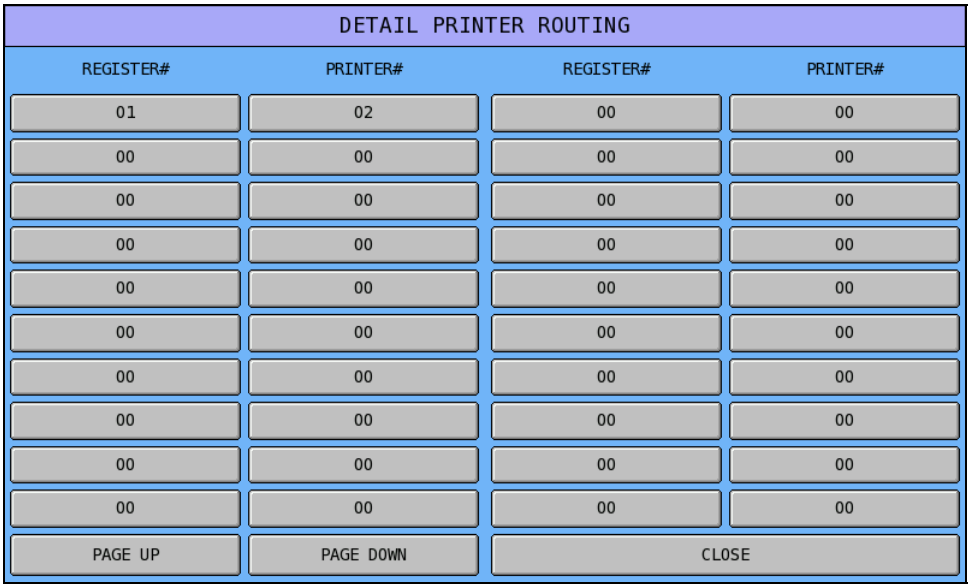
Because it is sometimes necessary to change kitchen printer routing depending upon the time of the day, (for example, separate hot and cold food kitchens may be active during lunch and a single kitchen active during dinner) you can make assignments for four different periods. The active routing period can be controlled automatically by time or set manually.

Priority printing is also controlled with this program. The order in which items are printed on the kitchen printer ticket is determined by the order in which kitchen printer groups are listed for each printer #. (Groups at the left are printed first; groups at the right are printed last.)

- If you are using receipt printers, see select Receipt Printer Routing to set the receipt printer for each location.



- If you are using detail printers, see Detail Printer Routing to designate the journal printer for each location.



Promotion Table

Retailers often offer discounts when multiples of items are purchased. Through the Promotion Table, you can handle four different discount situations (mix & match percentage added at version 2.03j.)

1. **Mix & Match**

   This discount situation takes place where the merchant offers a fixed amount discount when a specific quantity of similar items are purchased. For example, "save $5 on any three bottles of wine". This discount is implemented by first linking the applicable PLUs to a specific promotion table. At the promotion table screen, set the discount price field with the discount amount and the fixed quantity field with the number of items that need to be purchased in order to qualify for the discount.

   Mix & Match %

   This discount situation is similar to mix & match, except a percentage discount is applied (rather than an amount discount) when the discount criteria is met.

2. **Multi Buy**

   This discount situation takes place where the merchant offers a fixed amount discount when a specific combination of items is purchased. For example, purchase 2-hamburgers, 1-french fry and 1-medium soft drink to receive a $1 meal discount. To implement this discount, you must list each item and the qualifying quantity that must be purchased on the promotion table program screen. Enter the amount of the combination discount in the discount price field.

3. **Fixed Price**

   The fixed price discount is similar to the mult-buy discount. In both situations specific items must be sold to qualify, except when using the fixed price option, the package price is programmed instead of the package discount. For example, purchase 3-roast beef sandwiches for $3. In this case, the roast beef sandwich will be listed on promotion table screen with a quantity of "3". The discount price field will be set at $3, which is the actual cost of the package.

4. **Selective Discount**

   Selective discount enables a "coupon search" feature. In other words, before a coupon is allowed, the product for with the coupon applies, must be register in the transaction. The selective discount promotion is applied by first programming a "%" function key, and then setting the options on the Promotion Table programming screen. The "Mix&Match Table #" field on the PLU must be set to "00". The discount is applied by first entering the promotion table number, then touching the "%" function key. If the discountable item is not registered, a "NO ITEM FOR SELECT DISCOUNT" error will display and the discount will not be applied. The FIXED QTY field will determine how many times the discount is applied.

File Management

Utilities available from the file management menu include:

COPY PLU	Copies the attributes of one PLU to another. If "Allow PLU copy by Range" is allowed (see "General Function Option Definitions" on page 102) you can copy the attributes of a PLU to a range of PLUs.
COPY PLU STATUS GROUP	Copies the attributes of one PLU Status Group to a range of other PLU Status Groups
COPY GROUPS BY EMPLOYEE	Copies the "GROUPS BY EMPLOYEE" settings from one employee to another.
PROGRAM DOWNLOAD	Allows downloading of all or selected programs to all or selected registers.

P Mode PGM Scan

This function allows you to print copies of the register's **P** Mode programming. The following printouts are available:

PLU BY RANGE
PLU BY SELECTED PRICE LEVEL
GROUP BY RANGE
SYSTEM OPTION
MESSAGES
EMPLOYEE BY RANGE
PAY RATE
PRINTER TABLES & KV ROUTING
TIME ACTIVATED FUNCTION
MIX & MATCH TABLE
STRING REPORT
PLU MINIMUM STOCK BY RANGE
TARE WEIGHTS
GROUPS BY EMPLOYEE BY RANGE
PLU BY PLU STATUS GROUP
PLU STATUS GROUP BY RANGE
ALL FUNCTION KEYS
TAXES
TIME PERIOD
JOB CODE
AUTHORITY LEVEL
INGREDIENT INVENTORY
PRODUCT MIX GROUPS
CUSTOM REPORT
PLU STOCK BY RANGE
NON-PLU CODE
MACRO
DELIVERY INFO

Key Relocation

The program provides the same touch screen relocation options also provided available **S** mode.

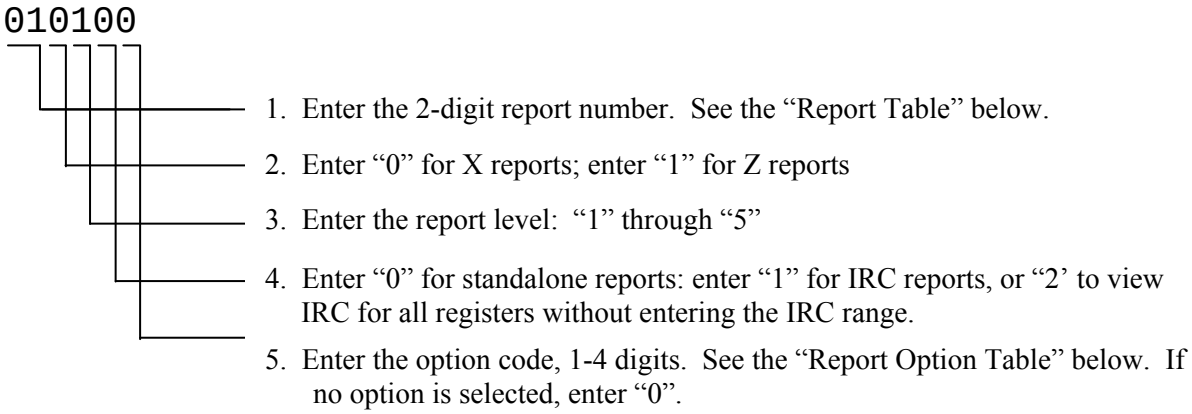
Appendix

Report Function Key Report Code Structure

You can print out reports from the REG tab using the REPORT key. Reports are generated by first entering the report code, then touching the REPORT key, i.e.:

[Report Code] [REPORT]

Report Code Structure



The report code example above "010100" generates an X1 Standalone Financial Report.

Report # Table

NO.	REPORT NAME	X/Z & REPORT LEVEL	IRC
01	Financial	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
02	Sales by Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
03	All PLUs	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
04	From/To PLUs	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
05	PLUs by Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
06	PLUs by Group for Selected Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
07	Top 20 PLUs	X1 to X5 read only	INDIVIDUAL & IRC

08	PLU Zero Sales	X1 to X5 read only	INDIVIDUAL & IRC
09	PLU Zero Sales by Group	X1 to X5 read only	INDIVIDUAL & IRC
10	PLU Sales by Price Level	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
11	Mix and Match report	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
12	Not Found	X1 & Z1 only	INDIVIDUAL
13	Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
14	Individual Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
15	Employee Currently Signed on	X1 & Z1 also X5 to Z5	INDIVIDUAL/IRC
16	Groups by Employee	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
17	Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
18	From/To Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
19	Selective Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
20	Drawer Totals	X1 to X5 read only	INDIVIDUAL & IRC
21	Drawer 1/2/3	X1 to X5 read only	INDIVIDUAL & IRC
22	Labour Groups	X1 & Z1 also X5 to Z5	IRC
23	Sales & Labour %	X1 & Z1 also X2 & Z2	IRC
24	Daily Sales	X1 & Z1	INDIVIDUAL & IRC
25	Groups By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
26	Destination 1By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
27	Destination 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
28	Destination 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
29	Destination 4 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
30	Destination 5 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
31	Destination 6 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
32	Destination 7 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
33	Destination 8 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
34	Destination 9 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
35	Destination 10 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
36	Track 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
37	Track 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
38	Track 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
39	Track 4 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
40	Checks for Track 1	X1 & Z1	IRC from REG holding data
41	Checks for Track 2	X1 & Z1	IRC from REG holding data
42	Checks for Track 3	X1 & Z1	IRC from REG holding data

43	Checks for Track 4	X1 & Z1	IRC from REG holding data
44	Checks for Selected Employee	X1 & Z1	IRC from REG holding data
45	Checks for Current Employee	X1 & Z1	IRC from REG holding data
46	Checks for Track 1,2,3,4	X1 & Z1	IRC from REG holding data
47	Product Mix	X1 & Z1 also X2 & Z2	INDIVIDUAL & IRC
48	Product Projections	X1 read only	INDIVIDUAL & IRC
49	Station Totals	X1	IRC
50	Active Employees – time keeping	X1 read only	IRC
51	Daily Time Keeping	X1 & Z1 also X5 to Z5	IRC
52	Shift Reporting	X1 & Z1	INDIVIDUAL & IRC
53	Inventory	X1 & Z1	IRC
54	PLU Stock	X1 & Z1	INDIVIDUAL & IRC
55	Stock by PLU Range	X1 & Z1	INDIVIDUAL & IRC
56	Stock by Group	X1 & Z1	INDIVIDUAL & IRC
57	Stock by Individual Group	X1 & Z1	INDIVIDUAL & IRC
58	Food Cost	X1 & Z1	IRC
59	PLU Minimum Stock	X1 & Z1	INDIVIDUAL & IRC
60	Electronic Journal	X1 & Z1	INDIVIDUAL
61	String Report 1 – as defined by program	X1 & Z1*	INDIVIDUAL & IRC
62	String Report 2 – as defined by program	X1 & Z1 *	INDIVIDUAL & IRC
63	String Report 3 – as defined by program	X1 & Z1*	INDIVIDUAL & IRC
64	String Report 4 – as defined by program	X1 & Z1*	INDIVIDUAL & IRC
65	Custom Report	X1 & Z1	INDIVIDUAL
66	Pre-Poll Report – Hard Copy Print Out	X1 & Z1	INDIVIDUAL & IRC
67	Interrupt Balances	X1 & Z1	INDIVIDUAL & IRC
68	Clocked in employees	X1 read only	INDIVIDUAL & IRC

* Generates X/Z Level based on string report programming in PGM mode.

Report Option Table

NO.	REPORT NAME	OPTION
06	PLU's by Group for Selected Group	Group number (1~2 digit)
14	Individual Employees	Employee number (1~3 digit)
18	From/To Groups	Frome/To Group number (4 digits) If from group number is 1 and to group number is 2, option data is 0102.
19	Selective Groups	Group number (1~2 digit)
41	Product Projections	Week data (1 digit)
45	Shift Reporting	Shift number (1 digit)
50	Stock by Individual Group	Group number (1~2 digit)

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.

Add Check

The Add Check function is used to add multiple guest checks (tracking balances or soft checks) for payment together. (Use Tray Subtotal to add separate transactions when you are not tracking balances.)

Audaction

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

Authority Levels

Each employee must be assigned to one of nine authority levels. Each of the levels is set up to determine the operations that are allowed for each employee.

For example, in a restaurant an authority level with the descriptor kitchen help could be set to allow only clocking in/out, or an authority level with the descriptor owner could be set up to allow all functions. Other authority levels could be defined for servers, cashiers and managers that allow only the appropriate functions.

Auto Grill

Use the Auto Grill option to send items individual items to the designated kitchen printer. Items are sent with a one-item delay (at the next item or at subtotal.)

Auto Scale

Registrations of PLUs with auto scale status will automatically multiply by the weight placed upon a scale connected to the register. Use for items such as produce that are always sold by weight.

Auto Tare

With auto tare status assigned, a preprogrammed tare weight will automatically subtract from the weight from the scale.

Bitmap File

The bitmap file is an image, i.e. a logo that can be printed on a receipt or guest check. The bitmap file is downloaded to the SPS-500 from a PC, and then downloaded to the memory of the appropriate printer.

Canadian Donut Law

Refers to special Provincial or State sales tax laws that change the taxable status of an item depending upon the quantity sold. Donuts, for example, might be taxable when sold individually at a bakery. However, if a customer purchases a dozen, the food sale is considered non-taxable.

Cancel

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

Check Cash

Use the CHECK CASH function to exchange a check for cash outside of a sale.

Check Endorse

If compulsory check endorsement is set with the CHECK key, use the CHECK ENDORSE function to print the endorsement message after a check is inserted into the appropriate printer.

Compulsory

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

Condiment

Condiments PLUs are different from non-condiment PLUs in the manner they display and print during operations. Non-condiment PLUs are used for "main" items. Condiment items are indented and displayed/printed below a main item so that condiments or cooking instructions are easily understood for each "main" item.

Continue

Use the Continue function to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.

Currency Conversion

Use one of the 5 available currency conversion functions to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after pressing a CURR CONV key. Change is calculated and issued in home currency.

Custom Report

One custom report can be created, with up to 50 totals and counters. The report is built by selecting totals that also appear on either the financial or sales by time period reports. When the custom report is created, totals and counters separate from the original report are also created (in other words, you can clear either the custom independently without affecting totals in any other report.)

Another feature of the custom report is the ability to add or subtract selected totals to create a new subtotal of selected information.

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.

Destination

Refers to the destination for the sale i.e. eat-in, take out, drive thru.

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 an incorrect 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.

Food Stamps

In the United States, Food Stamps may be used to purchase eligible food items at food stores that participate in the program. The SPS-500 can assist a retailer in handling food stamp transactions by sorting food stamp and non-food stamp eligible items within each sale and tracking food stamp payments for eligible items.

Gallonage

Gallonage is a status that can be assigned to a PLU. Gallonage 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.

Groups

Groups are totals that collect information from designated PLUs. For example all PLU dessert items could collect in a group total called "desserts". You can send each PLU to up to three groups. The first group is designated in PLU programming, the second and third groups are designated in PLU Status Group programming.

HALO

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

Ingredient Inventory

A menu-explosion type inventory system is set up when PLUs are linked to a recipe number. The X-MODE MANAGER MENU provides functions to receive, transfer in/out, or enter raw waste for ingredients used in the recipe system.

Initial Clear

The initial clear function allows you to exit any register activity and return to a beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

IRC

Inter Register Communications (IRC) is the term used to describe communications within a network of registers. Information exchanged between registers includes check information for posting to guest check, information to be printed or displayed at printers or videos, and sales information for consolidated reporting.

The SPS-500 uses ETHERNET at 10/100 Mbps for IRC.

Job Codes

Job codes are used to break down the hours worked for all employees into different categories (See "Labor Groups" report in the Operation Manual.) A breakdown of hours by job is also reported for each employee (See "Time Keeping" reports in the Operation Manual.)

Keyboard Level

Each keyboard level is a separately defined set of keyboard functions for each key on the keyboard. For example, separate levels might be required for different lunch/dinner menus. Or, within a restaurant different keyboards might be set up for pre-check, bar and/or cashier stations. Each register might contain the functions for each station on a separate level, so that any register could function at any station by simply changing keyboard levels and key legend sheets.

The SPS-500 has five keyboard levels.

Link PLU

If you wish the registration a PLU to automatically cause the registration of another PLU, enter the number of the PLU you wish to register automatically in the LINK PLU field of the appropriate PLU Status Group.

Macro

Macros record key sequences for later execution. Up to 40 macros may be recorded and executed by pressing a function key or by entering the appropriate macro number and pressing a function key.

Memory Allocation

Memory allocation is a program that determines how the system memory is divided to provide the correct features for your application. For example, you may require more or less employee memory, PLUs, or reporting. Memory allocation allows you to maximize the features you need while minimizing the features you do not need.

Modifier

Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9). More than one modifier key can be pressed in succession to alter the PLU code.

No Sale

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

NON-PLU Code

The NON-PLU Code program must be set if you wish to scan UPCs (using the EAN 13 code) with embedded prices, weights or quantities.

Within the EAN 13 code, the first two digits (part a) are used as an identifier and the last digit (part c) is used as a check digit. The remaining 10 digits (part b) contain the product code and the price (or weight or quantity).

Override

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

Password

A four-digit password can be set to control access to reports. Different passwords can be set for X and Z1, Z2 etc. reports.

A system password can be set to allow service access to all of the functions of the *SPS-500*. For example, use the system password if you are servicing a users system and you do not know an employee code that allows you to access necessary functions, or if authority level programming prohibits you from accessing functions you need to access in order to complete your tasks.

Piece Count

The piece count is the value assigned to a PLU item that represents the number of unit pieces sold when the PLU is registered. For example, the number of pieces of chicken can be counted when a chicken dinner is sold. The number of units set as the piece count will be reflected in product mix reporting.

PLU Status Link

Also referred to as PLU Status Group. The status link # contains the many of the configurable options for a PLU.

PLUs

Price look-ups (PLUs) are used to register items. PLUs can be fixed keys on the keyboard or they can be 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 any of the PLU reports.

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.

Price Level

Prices may be assigned at up to five different price levels for each item. One of up to 20 price level keys is identified for each different PLU price.

Product Mix Groups/Product Mix Reporting

Product Mix Groups can be used to implement a simplified ingredient system for tracking only essential ingredients associated with items (i.e. cups for beverages or number of pieces for chicken menus.)

Product mix groups also report usage by time period and optional Product Projections reporting is also available. The Product Projection report provides a history of each item's sales by day of week.

Promo

The PROMO operation allows items to be sold without cost, i.e. buy two, and get one free. PROMO activity will remove the item cost from the sale, but the sales count will include the promo item.

Receipt

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

Recipe

A menu-explosion type inventory system is set up when PLUs are assigned to a recipe number.

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.

Stock PLU

Stock PLUs track the quantity of the PLU item in stock. Each time the PLU is registered, a whole unit subtracts from the stock counter. (Note that if multiplication or decimal multiplication is used when the PLU is registered, the resulting quantity of activity will subtract from the stock counter. Stock is maintained increments to the second decimal position, i.e. "X.XX".)

Surcharge (Item)

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

Tender

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

Transaction 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.

Void

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

Waste

The Waste function is used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.

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Manual Revision Record

Edition	Date published	Revision contents
V1.0	8/31/2009	
V1.1	10/13/2009	Report # Table Updated (pages 153-155)
V1.2	10/15/2009	Added Manufacturer Precaution Statements
V1.3	2/3/2010	Updated System Descriptors
V1.4	3/08/2010	Added California support for age verification card swipe.
V1.5	3/31/2010	Number of images that can be stored for the internal printer is 14 (not 15 as previously stated).