SAM4s

SAM4s ER-900 Series

Training Guide

Program Creation & Exercises

Ver 1.1
CRS, Inc.

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ER-900 Series Training Guide

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Unbox & Prepare

1. Load Paper (see manual: page 22.)
2. Remove Power Switch Security Cove.r

Standard Customer Rear Display

Operator Display
Adjustable 8-line, 32-character Backlit Liquid Crystal Display

Printer(s)
ER-920/ER-925: 58mm Receipt Printer
ER-940/ER-945: 58mm Receipt and Journal Printers

Power On/Off Switch

7-Position Control Lock

Optional Card Reader

Cash Drawer
Sturdy Metal Cash Drawer with removable 5 Bill/5

Keyboards
ER-920/ER-940 Flat spill-resistant 150 position keyboard
ER-925/ER-945: Raised keyboard with 21 PLU keys expandable to a maximum of 63 PLU key locations

Power Switch Cover Options
♦ Use pointed object to toggle on/off
♦ Pop-out to remove switch cover
♦ Insert shows optional full switch cover provided with accessories
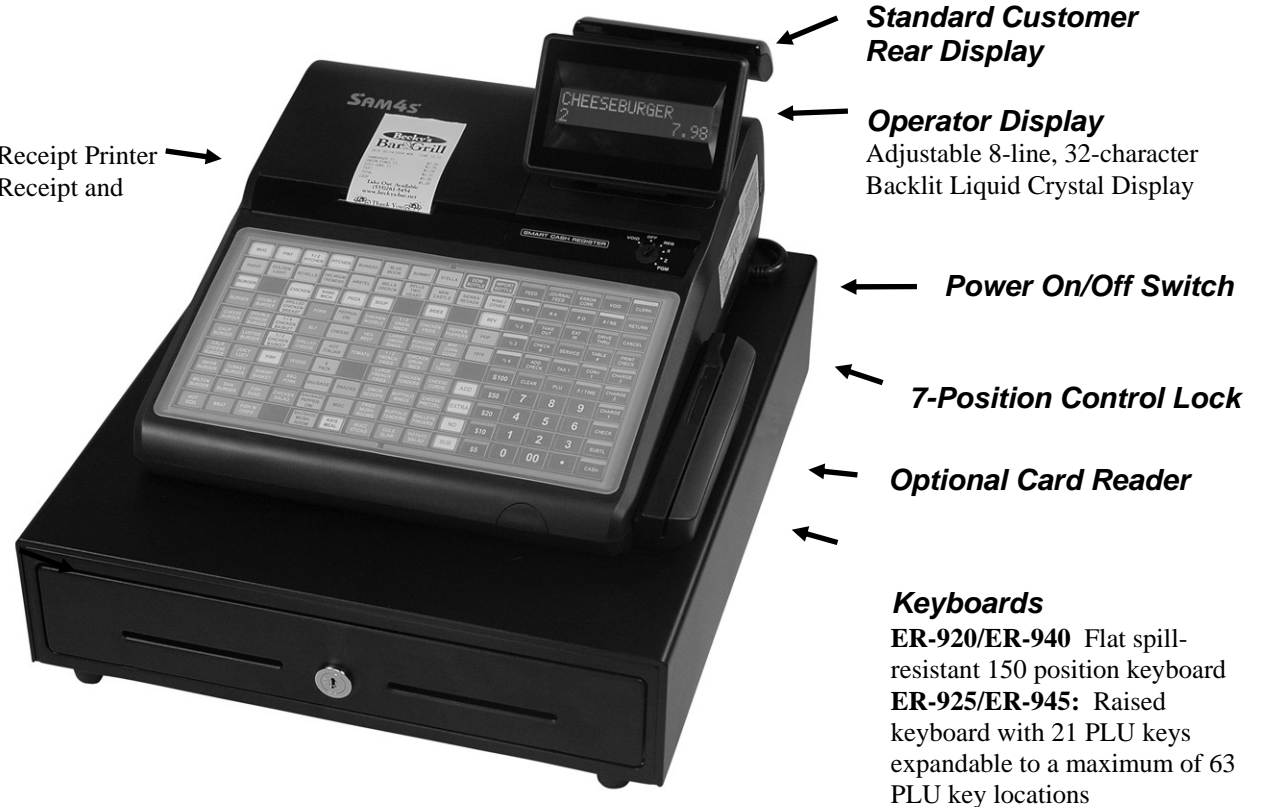
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Install Card Reader

Figure 3-5 Spool Installation (2-Station)

3-3 Installation

3-3-5 Installation of MSR Assembly

Caution :
· Before installation, be sure to turn off the power switch.
· Use gloves to protect your hand from being cut by the angle and the chassis.
· Connect all the cables correctly. When connecting or disconnecting the cables, be careful not to apply stress to the cables. (It may cause disconnection)
· Be careful not to bind interface cables and AC power cord together.

1. Take off the area (MSR assembly area) shown in the Figure 3-6-① by using a (-) shaped screw driver.
2. Figure 3-6-② shows the difference before and after.
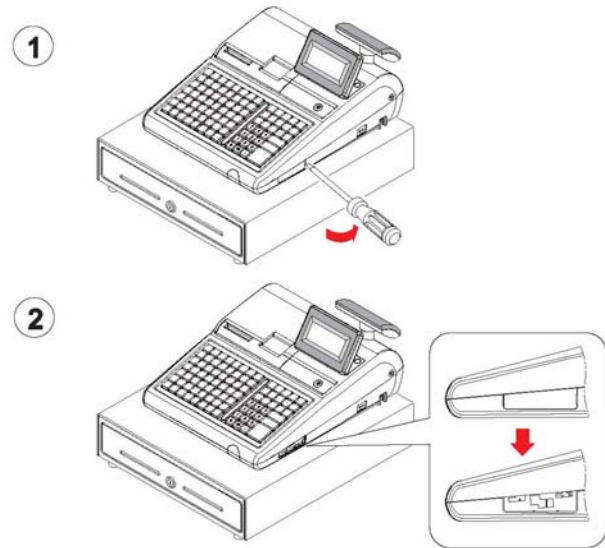
Figure 3-6 MSR Installation (1)

3-3 Installation

3-3-5 Installation of MSR Assembly

3. Connect Ground Wire & MSR Harness of MSR Assembly to the main set as shown in Figure 3-7-①-ⓐ.
4. Tidy up the connectors of Ground Wire & MSR Harness by inserting them into the MSR Assembly (Connectors should be hidden inside the MSR Assembly), Figure 3-7-①-ⓑ.
5. Insert MSR Assembly into the main set bracket holes as in Figure 3-7-②, Figure 3-5-⑤.
6. Tighten MSR Assembly by moving it to the direction shown in Figure 3-7-④.

GROUND WIRE
MSR HARNESS
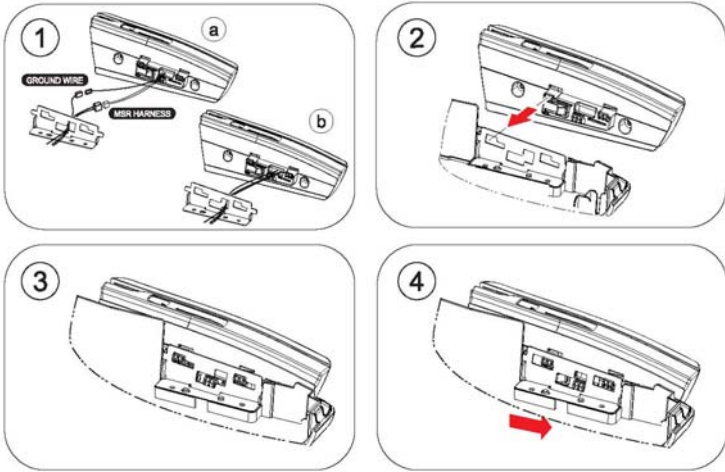
Figure 3-7 MSR Installation (2)

RAM Clear

1. Manual page 26

Clearing Memory

Before you use your ER-900 for the first time, you **must** perform a memory all clear to insure that all totals and counters are cleared and that the default program is installed.

CAUTION: The procedures described in this area are security sensitive. Clearing the ER-900 memory after the register is put into service will erase all programming as well as totals and counters. Do not share this information with unauthorized users and distribute the special SERVICE-Mode key only to those you may want to perform these functions.

ER-920/ER-940 Memory All Clear

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.

3. Press and hold the key position where the **CHECK** key is located on the default keyboard layout:

ER-920 and ER-940
Press and hold the **CHECK** key position during power-up in **S** mode.
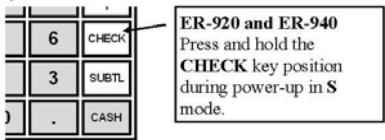
4. Continue to hold the **CHECK** key while turning the power switch to the **ON** position. The message "RAM ALL CLEAR" displays.

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.
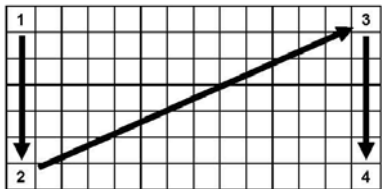
ER-920
ER-940

6. After a short delay, the printer will print the message: "Please Wait…" displays. Memory is cleared, the default program is installed and the RAM CLEAR receipt is printed. The display now reads: "PRINTER 2STATION; Y=CASH N=CLEAR".

7. If you have an ER-920 (one printer station), press **CLEAR**.
   If you have an ER-940 (two printer stations), press **CASH**.

8. The display now reads: "AUTO CUT ?; Y=CASH N=CLEAR".

   Press **CLEAR**.

9. The display now reads: "SERVICE MODE; CLOSED". The RAM Clear procedure is complete.

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Update Firmware

1- Manual page 109.
2- Copy NEWNET.bin to: SD:/update/
3- S Mode/Powerup "1"
4- Few Seconds…Rapid Flash….Power off
5- S Mode/Powerup "2"
6- Minute…Rapid Flash….Power off
7- Confirm Firmware… S Mode/50-SUBTOTAL

10. The display will flash (Current program is being erased), after a few seconds, the display will continue to flash, but at a slower rate. This continues for about 1-minute while the new program is being loaded. When the load is complete, a rapid beep-beep-beep will be heard, and the display will flash rapidly.

11. Power the register OFF. The Flash ROM update is complete.

12. Remove the SD card from the register.

13. Perform a memory all clear on the ECR. The ECR is now ready to program or to load a previously saved end-user program.

Flash ROM Updates

The ER-900 register software is loaded in Flash ROM. This program may occasionally be updated by the manufacturer. Your SAM4s dealer can update the software if necessary.

The Flash ROM can be loaded through by SD card or by using a PC Update Program (NEWNET_DOWN.exe.)

CAUTION: Flash ROM update by either method must be done by a qualified, trained technician. DO NOT POWER OFF OR ABORT any program loading once it has started. Failure to follow the procedures exactly may cause the program to load incompletely and for the register to fail completely.

Flash ROM Update by SD

The ER-900 Flash ROM program is contained in a file named NEWNET.bin. This file will be provided to the authorized dealer by CRS, Inc. and contains both the Boot program area and the Application program area.

1. At your PC, format the SD Card for FAT32. (See the "*Note: If you are Using an SD Card for the First Time . . . "* on page 104.)

2. Create a folder named update in the root of the SD card.

3. Copy NEWNET.bin to: SD:/update/.

4. Insert the SD card into the register. (The SD slot is located inside the printer compartment. Remove the security screw and open the flap securing the SD slot. Insert the SD card until you hear a click and the SD card is locked in.)

Boot Area Update

1. At the ER-900, turn the control lock to the S position.

2. Power off the ER-900.

3. Press and hold the Numeral 1 key on the keyboard. While continuing to hold the Numeral 1 key, turn on the power switch.

4. Release the Numeral 1 Key.

5. The display will flash, slowly at first. After a few seconds a rapid beep-beep-beep will be heard, and the display will flash rapidly. The boot update is now complete

6. Turn the ECR power switch OFF and proceed directly to the next step: Application Update.

Application Area Update

7. Set the control lock to the S position.

8. Press and hold the Numeral 2 key on the keyboard. While continuing to hold the Numeral 2 key, turn on the power switch.

9. Release the Numeral 2 Key.

ER-900 Series Demo Programs

Small QSR: Casa Lupita

Load Program

1. See Manual page 137
   Program Store Name: P Mode/30
   SUBTOTAL/30 X/TIME/
   Type
   "CASA0000"/SUBTL/CASH
2. Insert pre-loaded SD
3. S Mode/110 Subtotal
4. Insert CASA key template
5. Ready to Demo.

Operate Register

1. 1 CLERK (log on); 0 CLERK (log off)
2. TRANSACTIONS
   a. TACO/CASH or TACO/PRESET TENDER
   b. TACO/CHARGE
   c. TACO/10% SENIOR/CASH
3. REPORTS
   a. Z Mode/1 SUBTOTAL (Financial Report)
   b. Z Mode/3 SUBTOTAL (PLU Report)

1 Taco	Combo	Cheese Quesadilla	Taco	Taco Tuesday	$1.00 Guac	2.00 Guac	FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
2 Taco Combo		Meat Quesadilla	Steak / Fajita Taco		Chips & Salsa		10% Senior	RA	PO	#/NS	RETURN
3 Taco Combo		Chimichanga	Veggie Taco		Tortilla Soup		Open %				CANCEL
2 Cheese Ench & 1 Taco		Smothered Burrito	Taco Salad	Jarritos	Rice	Beans	Open $				
3 Cheese Enchilada		Burrito	Tamales	Sodas				ADD CHECK	TAX 1	CONV 1	CASH
Meat Enchilada Red		Steak / Fajita Burrito	Nachos	Mexican Coke			$5.00	CLEAR	PLU	X/TIME	
Meat Enchilada Green		Veggie Burrito	Torta	Bottled Water			$10.00	7	8	9	CHARGE
Chile Rellano		Veggie / Fajita Burrito	House Specialties	Sopapillas			$20.00	4	5	6	
			Homemade Flan	Cookies			$50.00	1	2	3	SUBTL
		Bean & Cheese Burrito	Super Nachos	Sides & Extras	Misc		$100.00	0	00	.	CASH

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Small Bar/Tavern

Load Program
1. Program Store Name: P Mode/30 SUBTOTAL/30 X/TIME/Type "BAR00000"/SUBTL/CASH
2. Insert pre-loaded SD
3. S Mode/110 Subtotal
4. Insert BAR key template
5. Ready to Demo.

Operate Register
1. 1 CLERK (log on); 0 CLERK (log off)
2. TRANSACTIONS
   a. BEER/CASH
   b. BEER/GARLIC BREAD/CASH
   c. CASH (prints requisition)
   d. 1 CHECK#/11 TABLE# (new check opens)
   e. BEER/SERVICE (guest check prints)
   f. 1 CHECK#/11 TABLE# (check recalled)
   g. BEER/SERVICE (second round-updated check prints)
   h. 1 CHECK#/11 TABLE# (check recalled)
   i. SUBTL/ add tip press TIP/CHARGE (check is paid)
   j. 2 CHECK#/12 TABLE#
   k. STEAK/MEDIUM/BAKED/FRENCH CHICKEN/RICE/1000 ISLAND BEER/GLASS WINE SERVICE
   l. CASH (prints requisition)

STEAK	CHICKEN			WHISKEY	SCOTCH	VODKA		DOMESTIC BEER	FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
RARE				TEQUILA	RUM	SCHNAP		IMPORTED BEER	%1	RA	PO	#/NS	RETURN
MED RARE				GIN	BRANDY	CORDIAL		TAP GLASS	%2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
MEDIUM				SOUR	WATER	7 UP		TAP PITCHER	%3	CHECK #	SERVICE	TABLE #	PRINT CHECK
MED WELL				GINGER ALE	TONIC	SODA		BOTTLE WINE	%4	ADD CHECK	TAX 1	CONV 1	CHARGE 3
WELL				COKE	DIET COKE			GLASS WINE	MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
GARLIC MASH	BAKED POTATO							OPEN LIQUOR	MACRO 2	7	8	9	CHARGE 1
FRENCH FRIES	RICE								MACRO 3	4	5	6	CHECK
FRENCH	1000 ISLAND							TIP	MACRO 4	1	2	3	SUBTL
ITALIAN	RANCH							GARLIC BREAD	MACRO 5	0	00	.	CASH

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Convenience Liquor Program

Load Program

1. Program Store Name: P Mode/30 SUBTOTAL/30 X/TIME/Type "GROCERY0"/SUBTL/CASH
2. Insert pre-loaded SD
3. S Mode/110 Subtotal
4. Insert GROCERY key template
5. Ready to Demo.

Operate Register

1. 1 CLERK (log on); 0 CLERK (log off)
2. TRANSACTIONS
   a. SCAN ITEM (use item in file)
   b. SCAN ITEM (not in file)
   c. 1 (save)
   d. Enter price/X/TIME
   e. GROCERY (copy PLU)
   f. CASH (finalizes sale)
3. REPORTS
   a. X Mode/15 SUBTOTAL (Not Found PLU Report)

					GROCERY		REGULAR GAS	FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
					GROCERY TAXABLE		PREMIUM GAS	%1	RA	PO	#/NS	RETURN
					CANDY	BAKERY		DIESEL	%2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
					CHIPS	FRUIT		OIL	AUTO	%3	CHECK #	SERVICE	TABLE #	PRINT CHECK
					FROZEN	PRODUCE				%4	ADD CHECK	TAX 1	CONV 1	CHARGE 3
					MEAT				MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
					DELI			BEER	MACRO 2	7	8	9	CHARGE 1
					COOKIE			LIQUOR	MACRO 3	4	5	6	CHECK
								WINE	MACRO 4	1	2	3	SUBTL
					FOOD STAMP SUBT	FOOD STAMP TEND		CIG PACK	MACRO 5	0	00	.	CASH

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Developing the Program

On the right is a facsimile of a menu from an actual lake-side restaurant in Minnesota. The training exercise you will complete will develop an ER-900 Series program for the items on this menu.

This restaurant provides quick service or fast casual style of service. Orders are registered as they are taken a t the counter. Payment is made immediately. The application is quite simple. In real life, a requisition system might benefit the merchant, such as using a second copy of the receipt, a receipt requisition, or a kitchen printer ticket to match the food order to the customer

The style of service and the size of the establishment make this restaurant an "ideal" ECR prospect.

The programmer will evaluate the menu before beginning, taking care to determine:

- How manu items are sold? Do they fit easily on the Keyboard?

- Are there logical "groups" of items?

- Are there different Breakfast/Lunch/Dinner menus? Does it make sense to use the keyboard level feature of the ER-900?

- Are there different sizes of items? Does it make sense to use small, medium and/or large modifier keys so that the keyboard can accommodate more items or so that order entry is more intuitive?

After evaluating the menu, the programmer will use a survey or questionnaire such ans the examples that follow to deterimine which ECR features will be deployed and how the ECR will be programmed.

Before launching into the program, we should take a brief detour to discuss ECR terminology…

Memphis Style BBQ

Full Rack of Ribs with 2 sides …. $19.95
Half Rack of Ribs with 1 side …..$12.95
Pulled Pork Sandwich …..$7.95
Bob's Beans 8 oz …….$2.50
Slaw 8 oz…..$2.50

Deli Sandwiches

Ham Sandwich…..$5.95
Roast Beef Sandwich……$5.95
Turkey Sandwich…….$5.95
Lettuce, Tomato, Onions, Pickle
Hot Panini Sandwich….$5.95
Wrap Sandwich …$5.95
Chicago Style Dog…… $5.95
Hot Dogs…..$3.00
" *Dirty*" Chips….$1.75

Gift Shop

Ice Cream

16 Flavors
Genuine Super
Premium
Ice Cream

Junior Cone ..$1.75
Single Cone…$2.25
Double Cone…$3.25
Single Waffle…$3.05
Double Waffle…$4.05
Single Dish…$1.75
Double Dish…$2.25
Triple Dish…$4.25
Shakes & Malts….$4.35
Floats….$3.20
1 Scoop Sundae..$3.20
2 Scoop Sundae..$4.20
3 Scoop Sundae…$5.20
Turtle Sundae…$3.75
Turtle Lg Sundae..$4.75
Pint ….$3.75
Quart….$6.75

Draft Root Beer

1919 Root Beer 16 oz cup…..$1.75
1919 Quart Jug Root Beer….$3.75
1919 1/2 Gallon Jug Root Beer…$6.00
1919 Root Beer Freezie…..$4.35
1919 Root Beer Float……$3.20

ECR & Merchant Terms

It is useful to clear up any potentially confusing terminology issues you may encounter as you talk with your merchant. For example, as you gain experience with the ER-900, you will be using the term "PLU" frequently. If your customer provides food service, they simply refer to "menu items" or if they are already using a cash register, they may call items "preset keys". Depending upon the type of merchant and their experiences, they may use different terminology.

The companion booklet to this training exercise is called "Selling SAM4s Electronic Cash Registers Successfully". The first ten pages of the booklet provide considerable background information about the ECR market. Beginning at page 11, the ECR Tutorial will introduce, define and explain ECR hardware and software features and options. If you have not already done so, now is a good time to read this material.

You will need to think about many of the following ideas before you start programming…

How your merchant's sales are tracked and organized?

By Item? Terms you may hear:

PLU—Price Look Up or Product Look Up

SKU—Stock Keeping Unit

Preset—Unique Key on Keyboard that represents a unique item

Menu Levels & Price Levels—Lunch/Dinner or Small/Medium/Large

By Category?

Department—Old-Fashioned Cash Register Term for Open Entry Key

Open PLU—ECR equivalent to Department Key

Sub-Department—Term for tiers of items within a department

Group and/or Sub-Group—Subtotals of selected items

What does "Inventory" mean?

- Low Expectation: A count of every item sold
- High Expectation: A Computerized System that generates Purchase Orders

Type of Discounts and Coupons

Percentage Off—By item or entire sale

Vendor Coupon—Equivalent to Payment Method

Store Coupon—Equivalent to discount on item

Mix & Match—Buy one and get one free?

Other Terms to Know…

Received on Account & Paid Out—Records Pickups & Loans

Eat In/Take Out/Drive Thru—Categorize Sales adjust Sales Taxes

Charge Posting—Legacy Functions for House Account Management

Check Tracking—Suspending Sales for Payment Later

What's Next?

SAM4s ECRs provide considerable capacity and much programmability. It is not practical to attempt deploy every feature available. Programmers are best advised to keep applications as simple as possible (which minimizes the time investment) and suggest features and processes only when needed to "close the deal". Two suggested surveys follow. They attempt to determine which popular features are needed. As you gain experience in selling, programming & installing SAM4s ECRs, you will decide what works well for you and your merchant clients. This experience will help you develop a survey that works for you. After completing the QSR survey, continue by designing a keyboard and filling the program worksheets provided.

Sample 20 Question Survey for Small QSR Application

1. Get the menu (for Keyboard Programming, Item Names and Prices)
   a. Is there a need for Small/Medium/Large sizes?
   b. Is there a need for Breakfast/Lunch/Diner menus?

2. Are there logical groups of items that need to be reported, i.e. drink, sandwiches, hot food, desserts, ice cream, etc. (Identify for programming PLUs)

3. State Local Tax Information (Percentage/Rate/Taxability Rules)

4. Type of sales, i.e. Eat In, Take Out, Drive Thru (check tax rules)

5. Payment Methods?
   a. Cash
   b. Check
   c. Charge
   d. Electronic: Credit/Debit/Gift (EBT not available)

6. Clerks or Operators
   a. Only one needed? If Multiple… how many, need names
   b. Change at shifts?
   c. Change for each transaction?

7. Types of Voids, Corrections, etc. that will be used
   a. Error Correct (last item)
   b. Previous Item Void
   c. Returns
   d. Cancel Transaction
   e. Void Key lock

8. Manager Control on above?

9. Receipt always or on demand?

10. Text message on receipt (top and/or bottom)?

11. Bitmap Logo on receipt (top and/or bottom)? Possible a coupon?

12. Enforced Closed Drawer and/or Open Drawer Alarm (System Option #4)

13. Use Electronic Journal?

14. Enforced Cash Tender?

15. Use Preset Tenders? What Denominations?

16. Are there item discounts or coupons?

17. Are there sale discounts (i.e. Senior)?

18. Requisitions:
    a. Kitchen Printer?
    b. Receipt Requisition/

19. What reports are needed and when? (Attach any check out forms used)
    a. Financial-balance the till
    b. PLU (item sales)
    c. Other: Clerk, Group, Time, Day

20. Any Peripherals?
    a. Coin Dispenser, Scale, Kitchen Printer, PC

Sample 20 Question Survey for Retail Applications

1. Review Merchandise sold: Are there logical categories of items that need to be recorded into open PLUs?

2. Review Merchandise sold: Are there individual items that need to be priced and tracked? i.e. PLUs, SKUs or Barcodes?

3. If individual items are tracked, how many items? If individual items are tracked, what is the strategy for programming?

4. If "Inventory" is desired, what does this mean?

   a. The merchant wishes to report sales levels for each item? (GO)

   b. The merchant wishes computerized inventory control where vendors and purchase orders are tracked (CAUTION/STOP)

5. State Local Tax Information (Percentage/Rate/Taxability Rules)

6. Payment Methods?

   a. Cash

   b. Check

   c. Charge

   d. Electronic: Credit/Debit/Gift (EBT not available)

7. Clerks or Operators

   a. Only one needed? If Multiple… how many, need names

   b. Change at shifts?

   c. Change for each transaction?

8. Types of Voids, Corrections, etc. that will be used

   a. Error Correct (last item)

   b. Previous Item Void

   c. Returns

   d. Cancel Transaction

   e. Void Key lock

9. Manager Control on above?

10. Receipt always or on demand?

11. Text message on receipt (top and/or bottom)?

12. Bitmap Logo on receipt (top and/or bottom)? Possible a coupon?

13. Enforced Closed Drawer and/or Open Drawer Alarm (System Option #4)

14. Use Electronic Journal?

15. Enforced Cash Tender?

16. Use Preset Tenders? What Denominations?

17. Are there item discounts or coupons?

18. Are there sale discounts (i.e. Senior)?

19. What reports are needed and when? (Attach any check out forms used)

    a. Financial-balance the till

    b. PLU (item sales)

    c. Other: Clerk, Group, Time, Day

20. Any Peripherals?

    a. Coin Dispenser, Scale, Kitchen Printer, PC

The Hooks Eatery Keyboard layout

Full Rack Ribs		Ham Sandwich		Junior	Cone	Sundae 1 Scoop		Cup Root Beer		FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
Half Rack Ribs		Roast Beef Sandwich		Single	Single Waffle	Sundae 2 Scoop		Quart Root Beer		%1	RA	PO	#/NS	RETURN
Pulled Pork Sandwich		Turkey Sandwich		Double	Double Waffle	Sundae 3 Scoop		½ Gal Root Beer		%2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
Bob's Beans		Hot Panini			Single Dish	Turtle Sundae		Root Beer Freezie		%3	CHECK #	SERVICE	TABLE #	PRINT CHECK
Slaw		Wrap Sandwich			Double Dish	LG Turtle Sundae		Root Beer Float		%4	ADD CHECK	TAX 1	CONV 1	CHARGE 3
		Chicago Style Dog			Triple Dish	Pint				MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
		Hot Dog			Shake/ Malt	Quart				MACRO 2	7	8	9	CHARGE 1
		Dirty Chips			Single Waffle					MACRO 3	4	5	6	CHECK
									GIFT SHOP	MACRO 4	1	2	3	SUBTL
										MACRO 5	0	00	.	CASH

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PLU Program Worksheet

About PLU Numbers & Numbering Systems: The default keyboard of the ER-920/940 (flat keyboard models) provides 100 default PLU key locations, numbered from #1 to #100. If you use the default numbering scheme, you will find that the PLU report lists the items in numerical order, from 1 to 100, which may be inconvenient to the merchant, particularly if sizes (small, medium, large) are deployed.

Note that the programmer for this exercise chose to use assign different PLU numbers to each key location (through NLU programming) and keep like items in the same sequence. This will make reports more logical and readable for the merchant.

PLU #	Key Label	Print Descriptor 12 Character	Preset Y/N	Preset Price	Open Y/N	Maximum Entry	Taxable 1	2	3	4	Assign to Group #
10000	Full Rack Ribs	FULL RACK	Y	19.95	N		Y				1
10100	Half Rack Ribs	HALF RACK	Y	12.95	N		Y				1
10200	Pulled Pork Sandwich	PULLED PORK	Y	7.95	N		Y				1
10300	Bob's Beans	BOB'S BEANS	Y	2.50	N		Y				1
10400	Slaw	SLAW	Y	2.50	N		Y				1
20000	Ham Sandwich	HAM SAND	Y	5.95	N		Y				2
20100	Roast Beef Sandwich	ROAST BEEF	Y	5.95	N		Y				2
20200	Turkey Sandwich	TURKEY SAND	Y	5.95	N		Y				2
20300	Hot Panini Sandwich	HOT PANINI	Y	5.95	N		Y				2
20400	Wrap Sandwich	WRAP SAND	Y	5.95	N		Y				2
20500	Chicago Style Dog	CHICAGO DOG	Y	5.95	N		Y				2
20600	Hot Dog	HOT DOG	Y	3.00	N		Y				2
20700	Dirty Chips	DIRTY CHIPS	Y	1.75	N		Y				2
30000	Cone										
30001	Junior	JUNIOR CONE	Y	1.75	N		Y				3
30002	Single	SINGLE CONE	Y	2.25	N		Y				3
30003	Double	DOUBLE CONE	Y	3.25	N		Y				3
30400	Single Waffle	SGLE WAFFLE	Y	3.05	N		Y				3
30500	Double Waffle	DBL WAFFLE	Y	4.05	N		Y				3
30600	Single Dish	SINGLE DISH	Y	1.75	N		Y				3
30700	Double Dish	DOUBLE DISH	Y	2.25	N		Y				3
30800	Triple Dish	TRIPLE DISH	Y	4.25	N		Y				3
30900	Shake/Malt	SHAKE/MALT	Y	4.35	N		Y				3
31000	Sundae1 Scoop	SUNDAE 1-SCP	Y	3.20	N		Y				3
31100	Sundae 2 Scoop	SUNDAE 2-SCP	Y	4.20	N		Y				3
31200	Sundae 3 Scoop	SUNDAE 3-SCP	Y	5.20	N		Y				3
31300	Turtle Sundae	TRTLE SUNDAE	Y	3.75	N		Y				3
31400	LG Turtle Sundae	LG TURTLE	Y	4.75	N		Y				3
31500	Pint	PINT	Y	3.75	N		Y				3
31600	Quart	QUART	Y	6.75	N		Y				3
40000	Cup Root Beer	CUP ROOT BR	Y	1.75	N		Y				4
40100	Quart Root Beer	QUART RT BR	Y	3.75	N		Y				4
40200	½ Gal Root Beer	½ GAL RT BR	Y	6.00	N		Y				4
40300	Root Beer Freezie	RT BR FREEZIE	Y	4.35	N		Y				4
40400	Root Beer Float	RT BR FLOAT	Y	3.20	N		Y				4
50000	GIFT SHOP	GIFT SHOP	N		Y	100.00	Y				5

Make additional copies of this sheet as needed.

Group Program Worksheet

Group #	Print Descriptor (12 Characters)
1	BBQ
2	Sandwiches
3	Ice Cream
4	Root Beer
5	Gift Shop
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

Payment Keys

Cash Key Option:
Force the operator to enter the amount tendered?

Yes   No

Check Key Options:
Force the operator to enter the amount tendered?

Yes   No

Check over-tenders must take place with the manager key in the X key lock position?

Yes   No

Charge/Credit Function Options:

Charge/ Credit	Descriptor (8 character maximum)	Maximum Charge Amount	Open Cash Drawer? Default Yes	Allow Overtender? Default No	Allow Undertender ? Default No
1	Visa/MC	100.00	Yes	No	Yes
2					
3					
4					
5					
6					
7					
8					

Coupon and Discount Functions

You can use up to 5 functions for discounts and coupons. Coupons are entered as amounts; discounts are calculated by percentage.

Coupon Functions:

Key Label/ Descriptor	Preset Amount	or	Enter Amount to a max of	Apply to: Item or Sale	Charge tax on: Net or Gross	Allow by: Mgr or Operator
$1.00 Off	Preset			Item **Sale**	**Net** Gross	Mgr **Operator**
				Item Sale	Net Gross	Mgr Operator
				Item Sale	Net Gross	Mgr Operator
				Item Sale	Net Gross	Mgr Operator
				Item Sale	Net Gross	Mgr Operator

Discount Functions:

Key Label/ Descriptor	Preset percentage	or	Enter % to a max of	Apply to: Item or Sale	Charge tax on: Net or Gross	Allow by: Mgr or Operator
Senior Disc	Percent		10	Item **Sale**	**Net** Gross	Mgr **Operator**
				Item or Sale	Net Gross	Mgr Operator
				Item or Sale	Net Gross	Mgr Operator
				Item or Sale	Net Gross	Mgr Operator
				Item or Sale	Net Gross	Mgr Operator
				Item or Sale	Net Gross	Mgr Operator

Note about Tax Calculation on Coupons and Discounts:

If an item taxable at 6% normally sells for $10 and a $1 coupon is applied you can select when the tax is calculated. If you choose tax on *gross*, the tax would be $0.60 in this example; if you choose tax on *net*, the tax would be $0.54 in this example. Typically coupons issued by a store reduce the taxable amount and you would choose the "net" tax option. Typically coupons issued by a vendor are considered a form of payment and you would choose the "gross" tax option.

Clerks

Standard memory provides for 10 clerks/operators and time clock functions.

Clerk Sign on Option:

Require each clerk to sign on at the beginning of each transaction?

(If No, then the clerk can operate multiple transactions after signing on)   Yes   No

Clerk #	Descriptor (12 character clerk name)	Clerk security code (Code used to sign on. Can be one to ten digits)
1	The Boss	1234
2	Fred	2345
3		
4		
5		
6		
7		
8		
9		
10		

SAM4s

General Security Options and Function Options

Drawer must be shut to operate register? **Yes** No
Sound alarm if drawer is not shut? **Yes** No
If yes, activate open drawer alarm at _____ seconds (0-**99**)
Require manager key to be placed in the X lock position to:

Finalize negative a or a zero balance sale? **Yes** No
Perform a No Sale? Yes **No**
Apply a discount or a coupon? Yes **No**
Cancel a transaction in progress? **Yes** No
Void last item entered (error correct)? Yes **No**
Void an item entered previously inside a sale? Yes **No**
Return Merchandise? Yes **No**
Receive or pay out cash from the drawer? **Yes** No

Electronic Journal Options

Implement the electronic journal feature? **Yes** No
If the electronic journal feature is used, accumulate all activity? Yes **No**
Send only negative items to the electronic journal? **Yes** No
Send the reset report to the electronic journal? **Yes** No
Prompt the operator if the electronic journal is full? **Yes** No
Stop operations when the electronic journal is full? Yes **No**

Note:
Accurate tax collection is the responsibility of the merchant. Before your register is used for live sales, sample transactions should be entered to verify accurate tax computations.

Tax Tables

Please attach a printed copy of the tax table (or tax tables) that apply to items sold in your region. Your local tax collection authorities usually provide printed tax tables. DO NOT simply provide a tax percentage, since many state and local taxes round calculations differently than would be expected with a straight percentage calculation.

Messages

A 3-line preamble message can be set to print on the top of each receipt (when a printer is connected.) Indicate the message you wish to print in the spaces provided.

A 3-line post-amble message can be set to print on the top of each receipt (when a printer is connected.) Indicate the message you wish to print in the spaces provided.

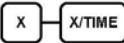# Enter Programs via Keyboard

Memory Allocation
Use Default

Memory Allocation Program

Once you have determined the memory variables you wish to set, you can set them in the memory allocation program. If you attempt to allocate more options than memory, the message "MEMORY ALLOCATION SIZE OVER" will print on the receipt and journal. *Setting memory allocation will require some trial and error; the register will not allow over-allocation.*

1. Turn the control lock to the **S** position.

2. To Allocate Memory, enter **6 0** and press the **SUBTL** key.

   [6]—[0]—[SUBTL]

3. Refer to the chart below and enter a digit to represent allocated area and press the **X/TIME** key.

   [X]—[X/TIME]

X	Allocated Area
1	PLU
2	CLERK
3	GROUP
4	CHECK#
5	SOFT CHECK LINES
6	CHECK TYPE : Hard(1), Soft(0)
7	# of PRICE LEVELS
8	MIX & MATCH
9	ELECTRONIC JOURNAL LINES

4. Enter the desired allocation.

   Note for the CHECK TYPE entry: enter **0** for soft check or enter **1** for hard check.

   [ ]—[ ]—[ ]—[ ]—[CASH]

5. Repeat from step 3 to allocate another area, or press the **CASH** key to finalize the program. If the allocation is accepted, the printer will print the new allocation. If the allocation is not accepted, the message "ALLOCATION OVER" will display.

   [CASH]

Function Key Assignment

Function Key Assignment Programming

Function keys may be relocated, inactivated or changed with this program. For example, you may wish to add functions, such as PREVIOUS BALANCE and SERVICE, which may not be placed on the default keyboard. Or perhaps, you may wish to remove a function, such as CANCEL, for security reasons.

Please note the following limitations:

- If you assign a duplicate of a function code, the duplicate will function exactly as the original - you will not get separate totals and counters on reports for the duplicated key.

- You can reassign keys only in locations that are programmable. See "Keyboards" on page 17 to determine the key locations that are fixed and cannot be changed.

To Assign a Function Key to a Location

1. Turn the control lock to the **S** position.

2. Enter **7 0** and press the SUBTL key.

[7]—[0]—[SUBTL]

3. Refer to "Function Key Codes" on page 100 to find the code for the key you wish to assign. Enter the code and press the location you wish to program. Repeat this step to assign another key.

[ ]—[ ]—[ ]—[Key Location]
Key Code
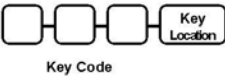
4. Press the **CASH** key to finalize key assignment programming.

[CASH]

Function Key Codes

Code	Function	Code	Function	Code	Function	Code	Function
1	NLU 1	327	CHARGE 5	355	NOT USED	383	REC ON ACCT 2
300	NLU 300	328	CHARGE 6	356	MACRO 1	384	REC ON ACCT 3
301	Numeric 1	329	CHARGE 7	357	MACRO 2	385	SUBTL
302	Numeric 2	330	CHARGE 8	358	MACRO 3	386	SCALE
303	Numeric 3	331	CHECK CASHING	359	MACRO 4	387	SERVICE
304	Numeric 4	332	ENDORSE	360	MACRO 5	388	TABLE #
305	Numeric 5	333	CHECK TEND	361	MACRO 6	389	TARE
306	Numeric 6	334	CHECK #	362	MACRO 7	390	TAKE OUT
307	Numeric 7	335	CLEAR (ESC)	363	MACRO 8	391	TAX EXEMPT
308	Numeric 8	336	CLERK #	364	MACRO 9	392	TAX SHIFT 1
309	Numeric 9	337	CURR. CONV. 1	365	MACRO 10	393	TAX SHIFT 2
310	Numeric 0	338	CURR. CONV. 2	366	RETURN	394	TAX SHIFT 3
311	Numeric 00	339	CURR. CONV. 3	367	MOD 1	395	TAX SHIFT 4
312	DECIMAL	340	CURR. CONV. 4	368	MOD 2	396	NOT USED
313	#/NS	341	DRIVE THRU	369	MOD 3	397	TIP
314	%1	342	EAT-IN	370	MOD 4	398	VOID
315	%2	343	ERR CORRECT	371	MOD 5	399	WASTE
316	%3	344	F/S SHIFT	372	P/BAL	400	NOT USED
317	%4	345	F/S SUB	373	NOT USED	401	VALIDATION
318	%5	346	F/S TEND	374	NOT USED	402-441	NOT USED
319	XTIME	347	NOT USED	375	PAID OUT 1	442	FINALIZE
320	ADD CHECK	348	NOT USED	376	PAID OUT 2	443	PAYMENT
321	CANCEL	349	GUEST	377	PAID OUT 3	444	PAY TENDER
322	CASH	350	PLU	378	RECEIPT FEED	445	PRICE INQ
323	CHARGE 1	351	PRICE LEVEL 1	379	NOT USED	446	RECEIPT ON/OFF
324	CHARGE 2	352	PRICE LEVEL 2	380	PRINT CHECK	447	INACTIVE
325	CHARGE 3	353	NOT USED	381	PROMO	448	NON ADD
326	CHARGE 4	354	NOT USED	382	REC ON ACCT 1	449	JOURNAL FEED (2-Station Models)

Function Key Assignment

Set Unused Functions to inactive (key code 447.) Set Junior to #367, Single to #368 and Double to #369 (modifiers 1-3).

Full Rack Ribs		Ham Sandwich		Junior	Cone	Sundae 1 Scoop		Cup Root Beer		FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
Half Rack Ribs		Roast Beef Sandwich		Single	Single Waffle	Sundae 2 Scoop		Quart Root Beer		%1	RA	PO	#/NS	RETURN
Pulled Pork Sandwich		Turkey Sandwich		Double	Double Waffle	Sundae 3 Scoop		½ Gal Root Beer		%2				CANCEL
Bob's Beans		Hot Panini			Single Dish	Turtle Sundae		Root Beer Freezie						
Slaw		Wrap Sandwich			Double Dish	LG Turtle Sundae		Root Beer Float			ADD CHECK	TAX 1		
		Chicago Style Dog			Triple Dish	Pint					CLEAR	PLU	X/TIME	
		Hot Dog			Shake/ Malt	Quart					7	8	9	CHARGE 1
		Dirty Chips			Single Waffle						4	5	6	CHECK
									GIFT SHOP		1	2	3	SUBTL
											0	00	.	CASH

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NLU Program

Set PLU number that will be accessed for each location…

Full Rack Ribs		**Ham Sandwich**		**Junior**	**Cone**	**Sundae 1 Scoop**		**Cup Root Beer**		**FEED**	**JOURNAL FEED**	**ERROR CORR**	**VOID**	**CLERK**		
Half Rack Ribs		**Roast Beef Sandwich**		**Single**	**Single Waffle**	**Sundae 2 Scoop**		**Quart Root Beer**		**%1**	**RA**	**PO**	**#/NS**	**RETURN**		
Pulled Pork Sandwich		**Turkey Sandwich**		**Double**	**Double Waffle**	**Sundae 3 Scoop**		**½ Gal Root Beer**		**%2**				**CANCEL**		
Bob's Beans		**Hot Panini**			**Single Dish**	**Turtle Sundae**		**Root Beer Freezie**								
Slaw		**Wrap Sandwich**			**Double Dish**	**LG Turtle Sundae**		**Root Beer Float**			**ADD CHECK**	**TAX 1**				
		Chicago Style Dog			**Triple Dish**	**Pint**					**CLEAR**	**PLU**	**X/TIME**			
		Hot Dog			**Shake/ Malt**	**Quart**					**7**	**8**	**9**	**CHARGE 1**		
		Dirty Chips			**Single Waffle**						**4**	**5**	**6**	**CHECK**		
									GIFT SHOP		**1**	**2**	**3**	**SUBTL**		
											0	**00**	**.**	**CASH**		

Set this location to PLU #10000

Use PLU Program Chart to determine PLU#s for all other locations

NLU Program Procedure

Refer to the PLU Program Worksheet. Determine the PLU number that is used for each item. Locate the item on the keyboard and assign the appropriate PLU number to each location.

Program 1000 - NLU Code Number Programming

Keyboard PLUs are fixed keys on the keyboard (like traditional department keys) that access specific PLUs. In the default program each Keyboard PLU will look up the appropriate numeric PLU, beginning with PLU #1 for Keyboard PLU key #1 and continuing sequentially through the keyboard.

However, this numbering sequence may be impractical for some applications. For example, Keyboard PLU #1 may represent a can of *Diet Pepsi*. The merchant may wish to have the Keyboard PLU look up the UPC code number for *Diet Pepsi*, which is "120500". Using this program you can change the Number Look-Up (NLU) for the keyboard PLU to any 15-digit number you choose.

On the ER-920 and ER-940 default keyboard, there are 100 keyboard PLU keys. The ER-925 and ER-945 come equipped with 21 Keyboard PLUs and may be expanded to up to 63 Keyboard PLUs.

Programming the NLU Code Number

1. Turn the control lock to the **PGM** position.

2. To begin the program, enter **1 0 0 0**, press the **SUBTL** key.

3. Enter the new PLU code number you wish to use (up to 15 digits), and press the keyboard PLU on the keyboard you wish to program. Press the same key again.

4. Repeat step #3 to program additional Keyboard PLU locations, or press **CASH** to finalize the program

Tax Program --Florida State Tax (6.75%Tax Table)

101 Tax Shift 1
9 Tax Shift 1
1 Tax Shift 1
14 Tax Shift 1
29 Tax Shift 1
44 X/TIME
59 Tax Shift 1
74 Tax Shift 1
88 Tax Shift 1
103 Tax Shift 1
118 Tax Shift 1
133 Tax Shift 1
148 Tax Shift 1
162 Tax Shift 1
177 Tax Shift 1
192 Tax Shift 1
207 Tax Shift 1
222 Tax Shift 1
237 Tax Shift 1
251 Tax Shift 1
266 Tax Shift 1
281 Tax Shift 1
296 Tax Shift 1
311 Tax Shift 1
325 Tax Shift 1
340 Tax Shift 1
355 Tax Shift 1
370 Tax Shift 1
385 Tax Shift 1
409 Tax Shift 1
414 Tax Shift 1
429 Tax Shift 1
444 Tax Shift 1
CASH

> *Contact CRS Technical Support for assistance*

Programming a Tax Table (Versions v1.019 or later)

1. Turn the control lock to the PGM position.

2. Enter **101** for TAX 1
   Enter **102** for TAX 2
   Enter **103** for TAX 3
   Enter **104** for TAX 4

3. Press the TAX SHIFT 1 key.

4. Enter the maximum amount that is not taxed and press the TAX SHIFT 1 key.

5. Enter the first tax amount charged and press the TAX SHIFT 1 key.

6. For each non-repeat break point, up to the last non-repeat break point, enter the high side from the sale dollar range and press the TAX SHIFT 1 key.

7. For the last non-repeat break point, enter the high side from the sale dollar range and press the X/TIME key.

8. For each repeat break point, enter the high side from the sale dollar range and press the TAX SHIFT 1 key.

9. Press the CASH key to end the tax table program.

PLU Program

PLU Status Program

Use Status:
600000003
For all taxable preset PLUs

Use Status:
500000001
For the open-entry GIFT SHOP PLU

Program 100 - PLU Status Programming

1. Turn the control lock to the PGM position.

2. To begin the program, enter **1 0 0**, press the SUBTL key.

   [1] [0] [0] [SUBTL]

3. Select the PLU or PLUs you wish to program in one of the following ways:

   - Press a PLU key on the keyboard or scan the item.

     [PLU]

   - If sequential PLUs are to receive the same status, press the first PLU key and then press the last PLU key.

     [PLU] [PLU]

   - Enter the number of the PLU (up to 15 digits) and press the PLU key.

     [ ] [ ] [ ] [ ] [PLU]

   - Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the PLU key. Enter the last number in the range; press the PLU key.

     [ ] [ ] [ ] [PLU] [ ] [ ] [ ] [PLU]

4. Refer to the "PLU Status Chart" to determine the values for N1 through N9. (If an address offers more than one option, add the values for each option and enter the sum. For example, if you wish the PLU to be taxable by rates 2 and 4, add the values for your choices, 1 + 4, and enter the sum "5" for address N2.) Enter the values you have selected, press the X/TIME key. **(You do not need to enter preceding zeros.** For example, if you are only selecting a value for N9, just enter that value.)

   [N1] [N2] [N3] [N4] [N5] [N6] [N7] [N8] [N9] [X/TIME]

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

   [CASH]

PLU Status Chart

Address	Program Option	Value	=	Sum
N1	PLU is preset?	Yes = 0 No = 1		
	PLU is override preset ?	Yes = 0 No = 2		
	PLU is taxable by rate 1?	Yes = 4 No = 0		
N2	PLU is taxable by rate 2?	Yes = 1 No = 0		
	PLU is taxable by rate 3?	Yes = 2 No = 0		
	PLU is taxable by rate 4?	Yes = 4 No = 0		
N3	PLU is food stamp eligible?	Yes = 1 No = 0		
	PLU is negative item?	Yes = 2 No = 0		
	PLU is hash?	Yes = 4 No = 0		
N4	PLU is single item?	Yes = 1 No = 0		
	Compulsory non-add number?	Yes = 2 No = 0		
	PLU is gallonage?	Yes = 4 No = 0		
N5	PLU is stock?	Yes = 1 No = 0		
	PLU is inactive?	Yes = 2 No = 0		
	PLU is scalable?	Yes = 4 No = 0		
N6	PLU is auto-scale entry?	Yes = 1 No = 0		
	PLU is a condiment?	Yes = 2 No = 0		
	Compulsory condiment entry?	Yes = 4 No = 0		
N7	Print PLU on receipt?	Yes = 0 No = 1		
	Not Used	0		
	Print PLU on check?	Yes = 0 No = 4		
N8	Print item's price on receipt?	Yes = 0 No = 1		
	Print item's price on check?	Yes = 0 No = 2		
	PLU is disabled PROMO function?	Yes = 4 No = 0		
N9	PLU counter is not reset when a PLU Z report is done?	Yes = 1 No = 0		
	PLU is preset override in MGR control?	Yes = 2 No = 0		
	Disable Void & Return	Yes = 4 No = 0		

PLU Group Assignment Program

Step #4 Entry	for Group#
010000	1
020000	2
030000	3
040000	4
050000	5

Program 150 - PLU Group Assignment

Each PLU may report to any three of 99 groups. Group totals appear on reports, so that you can track sales of different types of items. A group can also be used to designate items that are to print on an optional kitchen printer. **The first of the three groups to which a PLU can be assigned determines kitchen printer routing.**

Note: The PLU will report to group "1", if not programmed to report to another group.

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **1 5 0**, press the **SUBTL** key.

   [1]—[5]—[0]—[SUBTL]

3. Select the PLU or PLUs you wish to program in one of the following ways:

   - Press a PLU key on the keyboard or scan the item.

     [PLU]

   - If sequential PLUs are to receive the same status, press the first PLU key and then press the last PLU key.

     [PLU]—[PLU]

   - Enter the number of the PLU (up to 15 digits) and press the PLU key.

     [ ]—[ ]—[ ]—[ ]—[PLU]

   - Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the PLU key. Enter the last number in the range; press the PLU key.

     [ ]—[ ]—[ ]—[ ]—[PLU]—[ ]—[ ]—[ ]—[ ]—[PLU]

4. Enter up to three 2-digit numbers representing the groups where you wish to add the PLUs sales, i.e. enter **1 0** for group 10 or enter **0 4** for group four. Press the **X/TIME** key.

   [ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[X/TIME]
   1st Group   2nd Group   3rd Group

5. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

   [CASH]

PLU Price/HALO Program

Refer to the PLU Program Worksheet to determine the PLU price for each PLU.

Use 100.00 as the HALO amount for the GIFT SHOP PLU. Entries over $100.00 will not be allowed.

Program 200 - PLU Price/HALO Programming

If a PLU is open, set the HALO (high amount lock out) here. If a PLU is preset set the preset price here. If a PLU is set with gallonage status, enter the price per gallon here. (Enter price per gallon in tenths of a penny, i.e. 1299 for $1.29 9/10 per gallon.)

1. Turn the control lock to the **PGM** position.

2. To begin the program, enter **2 0 0**, press the **SUBTL** key.

   [2]—[0]—[0]—[SUBTL]

3. Select the PLU or PLUs you wish to program in one of the following ways:

   - Press a PLU key on the keyboard or scan the item.

     [PLU]

   - If sequential PLUs are to receive the same price, press the first PLU key and then press the last PLU key.

     [PLU] [PLU]

   - Enter the number of the PLU (up to 15 digits) and press the PLU key.

     [ ]—[ ]—[ ]—[ ]—[PLU]

   - Enter the number of the first PLU in a range of PLUs that are to receive the same setting; press the PLU key. Enter the last number in the range; press the PLU key.

     [ ]—[ ]—[ ]—[PLU]—[ ]—[ ]—[ ]—[PLU]

4. If the PLU is open, enter a HALO of up to 7 digits. If the PLU is preset, enter a preset price. (The maximum preset price you can enter is $50,000.00.)

   [ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[X/TIME]
   Price/HALO

5. If you have allocated a second price level for PLUs, you **must** enter the second price for the item a immediately after you have entered the first price.

   [ ]—[ ]—[ ]—[ ]—[ ]—[ ]—[X/TIME]
   2nd Lvl Price/HALO

6. To program additional PLUs, repeat from step 3, or press the **CASH** key to finalize the program.

   [CASH]

Sam4s

PLU Descriptor Program

Refer to the PLU Program Worksheet to determine the descriptor for each PLU.

Type the descriptor using the Program Overlay.

Program 300 - PLU Descriptor Programming

Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes. To enter descriptors by three digit alpha character codes you must set system option #25 (See "System Option Programming" on page 137).

Note: You can program descriptors up to 18 characters, however only the first 16 will appear on the display.

1. Turn the control lock to the PGM position

2. To begin the program, enter **3 0 0**, press the SUBTL key.

[3]—[0]—[0]—[SUBTL]

3. Select the PLU you wish to program in one of the following ways:

   • Press a PLU key on the keyboard or scan the item.

   [PLU]

   • Enter the number of the PLU (up to 15 digits) and press the PLU key.

   [ ]—[ ]—[ ]—[ ]—[PLU]

4. If you are programming using an alpha keyboard overlay, type up to 18 descriptors on the overlay and press the X/TIME key.
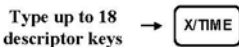
   Type up to 18 descriptor keys → [X/TIME]

   If you are programming using descriptor codes, enter up to 18 three-character codes and press the X/TIME key. (See "Descriptor Code Chart" on page 133.)
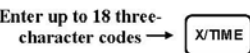
   Enter up to 18 three-character codes → [X/TIME]

5. To program additional PLUs, repeat from step 3, or press the CASH key to finalize the program.

   [CASH]

Program Overlay

										FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
										%1	RA	PO	#/NS	RETURN
'	"	<	>	-	+	=	:	?		%2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
!	@	#	$	%	^	&	*	(	)	%3	CHECK #	SERVICE	TABLE #	PRINT CHECK
q	w	e	r	t	y	u	i	o	p	%4	ADD CHECK	TAX 1	CONV 1	CHARGE 3
a	s	d	f	g	h	j	k	l	;	MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
z	x	c	v	b	n	m	,	.	/	MACRO 2	7	8	9	CHARGE 1
CAP	DOUBLE	SPACE	SPACE	SPACE	SPACE	SPACE	CAP	DOUBLE	BACK	MACRO 3	4	5	6	CHECK
										MACRO 4	1	2	3	SUBTL
										MACRO 5	0	00	.	CASH

SAM4s

System Options

Set Options:

Option #	Setting
2	1 (Code Entry Clerk)
4	2 (Drawer Alarm ON)
30	TRAINING (Store Name)

System Option Programming

Refer to the "System Option Table" to review the system options. Read each option carefully to determine if you wish to make any changes.

NOTE: **Typical selections are set as default. After clearing memory all options settings are automatically set to the default setting, therefore there is no need to program unless you are setting an option other than the default.**

Programming a System Option

1. Turn the control lock to the PGM position.
2. Enter **3 0**, press the SUBTL key.
3. Enter a system option address and press the X/TIME key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the SUBTL key.
5. Repeat from step 3 for each system option you wish to change.
6. Press the CASH key to end system option programming.

System Option Flowchart
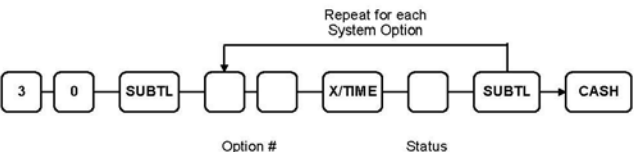
Print Options

Set Options:

Opotion #	Setting
21	**3** (Prints pre/post message receipt)
28	**1** (Print pre graphic logo)

Print Option Programming

Refer to the "Print Option Table" to review the print options. Read each option carefully to determine if you wish to make any changes.

NOTE: Typical selections are set as default. After clearing memory all options settings are automatically set to the default setting, therefore there is no need to program unless you are setting an option other than the default.

Programming a Print Option

1. Turn the control lock to the **PGM** position.
2. Enter **4 0**, press the **SUBTL** key.
3. Enter a print option address and press the **X/TIME** key.
4. Enter the number representing the status you have selected, or if there is more than one decision to be made in an address, add the values representing your choices for each decision and enter the sum. Press the **SUBTL** key.
5. Repeat from step 3 for each print option you wish to change.
6. Press the **CASH** key to end print option programming.

Print Option Flowchart

Repeat for each Print Option

4 → 0 → SUBTL → [ ] [ ] → X/TIME → [ ] → SUBTL → CASH

Option #   Status

SÁM4S
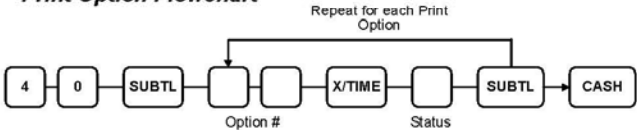
Function Key Options

CANCEL Options

Set status to: **2**

CASH Options

Set status to: **100**

CANCEL - Function Key Options

Options - Program 70 (P-Mode)

Repeat for another function

7 — 0 — SUBTL — N1 — CANCEL → CASH
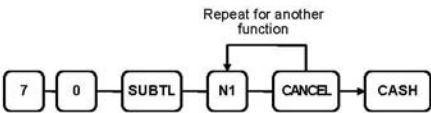
Address	OPTION	VALUE	=	SUM
N1	Key is inactive?	Yes = 1 No = 0		
	Key is active in X control lock position only?	Yes = 2 No = 0		

CASH - Function Key Options

Options - Program 70 (P-Mode)

Repeat for another function

7 — 0 — SUBTL — N1 — N2 — N3 — CASH — CASH
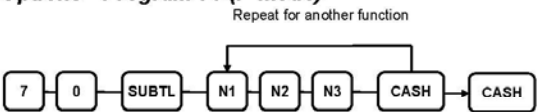
Address	OPTION	VALUE	=	SUM
N1	Amount tender is compulsory?	Yes = 1 No = 0		
	Allow over tendering and under tendering in X control lock position only?	Yes = 2 No = 0		
	Disable under tendering?	Yes = 4 No = 0		
N2	Open cash drawer?	Yes = 0 No = 1		
	Exempt tax 1?	Yes = 2 No = 0		
	Exempt tax 2?	Yes = 4 No = 0		
N3	Exempt tax 3?	Yes = 1 No = 0		
	Exempt tax 4?	Yes = 2 No = 0		
	Validation is compulsory?	Yes = 4 No = 0		

Modifier Key Programming

Junior, Single & Double keyas are modifier keys set to work only with the "Cone" key. To register press the appropriate modifier key before the "Cone" key. A different PLU will be registered for each modifier:

Junior-Cone will register PLU#30001

Single-Cone will register PLU#30002

Double-Cone will register PLU#30003

To accomplish this, the "Cone" key is set as PLU #30000 with an inactive status. (The Cone key will not work without having a modifier key pressed first.)

Each Modifier key is set with the Program 70 status of **201**, meaning that the modifier will affect the PLU number, the modifier descriptor will not print (the actual PLU will provide the complete descriptor, i.e. JUNIOR CONE) and the first digit will be affected.

The value of affected digit program (Program 90) will be set differently for each modifier key: the JUNIOR key will have the value of "**1**", the SINGLE key will have a value of "**2**" and the "DOUBLE" key will have a value of "**3**".

MODIFIER 1-5 - Function Key Options

Note: See example on the following page.

Options - Program 70 (P-Mode)

Repeat for another function

[7] [0] [SUBTL] [N1] [N2] [N3] [MOD-IFIER] [CASH]
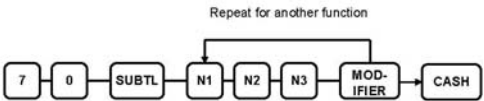
Address	OPTION	VALUE	=	SUM
N1	Key is active in X control lock position only?	Yes = 1 No = 0		
	Affect PLU number? (If No, only modifier descriptor is added.)	Yes = 2 No = 0		
N2	Print modifier descriptor on the guest check?	Yes = 1 No = 0		
	Print modifier descriptor on the receipt?	Yes = 2 No = 0		
N3	Value of affected digit (0-9)	0-9		

To set Affected Digit (1-15) of PLU#:

Repeat for another function

[9] [0] [SUBTL] [1-15] [MODIFIER] [CASH]
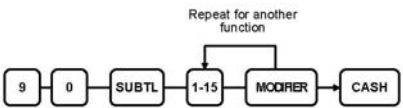
Modifier Key Programming Example

Selling soft drinks in different sizes is an excellent modifier application. For example, a restaurant sells Coke, Sprite and Root Beer in 3-sizes: small, medium & large.

If the PLU number assignment is:

PLU #1 =   Coke
PLU #2 =   Sprite
PLU #3 =   Root Beer

You may choose to modify the 4th digit of the PLU number with the digit 1 for small, 2 for medium and 3 for large. (Always count right-to-left to determine the PLU digit#.)

When the 4th digit is modified to a value of 1, and the Small modifier key is pressed before the Root Beer key, the registration of PLU #1003 results.

PLU digit   8 7 6 5 ④ 3 2 1

0 0 0 0 1 0 0 3 ← New PLU #
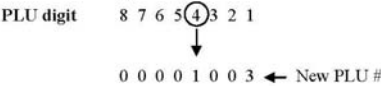
To complete the application, set modifier programming options as shown:

Modifier Name	Affected Digit (Program 90)	Value of Affected Digit (Program 70, option N3)
Small	4	1
Medium	4	2
Large	4	3

The following PLUs will be programmed:

PLU Number	Item
1001	Small Coke
1002	Small Sprite
1003	Small Root Beer
2001	Medium Coke
2002	Medium Sprite
2003	Medium Root Beer
3001	Large Coke
3002	Large Sprite
3003	Large Root Beer

SAM4s

Clerk Program

Refer to Clerk Program chart set Code & Descriptors.

Clerk Programming

Clerks (which may be used as cashiers), have the following programming options. These options are set through separate programs:

- *Program 800 - Secret Code programming* determines the code that is used for clerk sign on if a code entry sign on method is selected in system option #2 (See "System Option Programming" on page 137.)
- *Program 801* - If a second cash drawer is installed, *Drawer Assignment* determines which cash drawer will be opened for each.
- *Program 810 - Clerk Descriptor Programming* allows you to set a unique, up to 18 character, descriptor for each clerk

Before attempting any programming, all clerks must first be signed off in REG mode.

Program 800 - Secret Code Programming

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 0 0**, press the **SUBTL** key.

   [8] [0] [0] [SUBTL]

3. Enter the number (**1-99**) of the clerk you wish to program; press the **X/TIME** key.

   [ ] [ ] [X/TIME]

4. Enter a secret code (up to 6 digits); press the **SUBTL** key.

   Enter the secret code, up to 6 digits → [SUBTL]
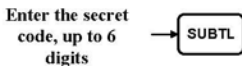
5. Repeat from step 3 for each clerk you wish to program. Press the **CASH** key to finalize the program.

   [CASH]

Program 810 - Clerk Descriptor Programming

Program descriptors by typing descriptors on the alpha keyboard overlay or by entering three digit alpha character codes. To enter descriptors by three digit alpha character codes you must set system option #31 (See "System Option Programming" on page 137).

1. Turn the control lock to the **PGM** position.
2. To begin the program, enter **8 1 0**, press the **SUBTL** key.

   [8] [1] [0] [SUBTL]

3. Enter the number (**1-99**) of the clerk you wish to program; press the **X/TIME** key.

   [ ] [ ] [X/TIME]

4. If you are programming using an alpha keyboard overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key. (Note: As you are entering descriptors only the last 16 descriptors will display.)

   Type up to 18 descriptor keys → [SUBTL]

   If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.
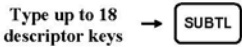
   Enter up to 18 three-character codes → [SUBTL]
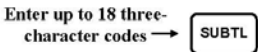
5. Press the **CASH** key to finalize the program.

   [CASH]

Group Program

Refer to Group Program worksheet and set all Group Descriptors.

Programming Group Descriptors

1. Turn the control lock to the PGM position.

2. To begin the program, enter **9 1 0**, press the **SUBTL** key.

   [9]—[1]—[0]—[SUBTL]

3. Enter the number (1-99) of the group you wish to program; press the **X/TIME** key.

   [ ]—[ ]—[X/TIME]

4. If you are programming using an alpha keyboard overlay, type up to 18 descriptors on the overlay and press the **SUBTL** key. (Note: As you are entering descriptors only the last 16 descriptors will display.)

   Type up to 18 descriptor keys → [SUBTL]

   If you are programming using descriptor codes, enter up to 18 three-character codes and press the **SUBTL** key.
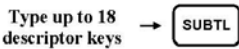
   Enter up to 18 three-character codes → [SUBTL]
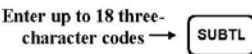
5. To program additional groups, repeat from step 3, or press the **CASH** key to finalize the program.

   [CASH]

SAM4s

Preamble/Postamble

Program 700 – Logo/Endorsement Message Programming

Programming the Receipt/Check Endorsement Message

A preamble message of up to six lines can be printed at the top of each receipt; a postamble message of up to six lines can be printed at the bottom of each receipt, and an endorsement message of up to ten lines can be printed when a check is endorsed on an optional slip printer. Each line can consist of up to 32 characters.

1. Turn the control lock to the PGM position.

2. To begin the program, enter 7 0 0, press the SUBTL key.

   [7] [0] [0] [SUBTL]

3. Refer to the chart below and enter the number that represents the line you wish to program; press the X/TIME key.

   [X] [X] [X/TIME]
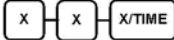
X	Message Line	X	Message Line
1	1st line of Preamble	12	6th line of Postamble
2	2nd line of Preamble	13	1st line of Endorsement
3	3rd line of Preamble	14	2nd line of Endorsement
4	4th line of Preamble	15	3rd line of Endorsement
5	5th line of Preamble	16	4th line of Endorsement
6	6th line of Preamble	17	5th line of Endorsement
7	1st line of Postamble	18	6th line of Endorsement
8	2nd line of Postamble	19	7th line of Endorsement
9	3rd line of Postamble	20	8th line of Endorsement
10	4th line of Postamble	21	9th line of Endorsement
11	5th line of Postamble	22	10th line of Endorsement

4. If you are programming using an alpha keyboard overlay, type up to 32 descriptors on the overlay and press the SUBTL key. (Note: As you are entering descriptors only the last 16 descriptors will display.)

   Type up to 32 descriptor keys → [SUBTL]
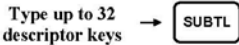
   If you are programming using descriptor codes, enter up to 32 three-character codes and press the SUBTL key.

   Enter up to 32 three-character codes → [SUBTL]
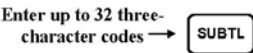
5. Press the CASH key to finalize the program.

   [CASH]

Test & Debug

1. Return Register to REG key postion.
2. Insert Key Sheet
3. Sign on/off Clerk
4. Test Each PLU
    i. Price?
    ii. Descriptor?
5. Check Cash & Charge Functions
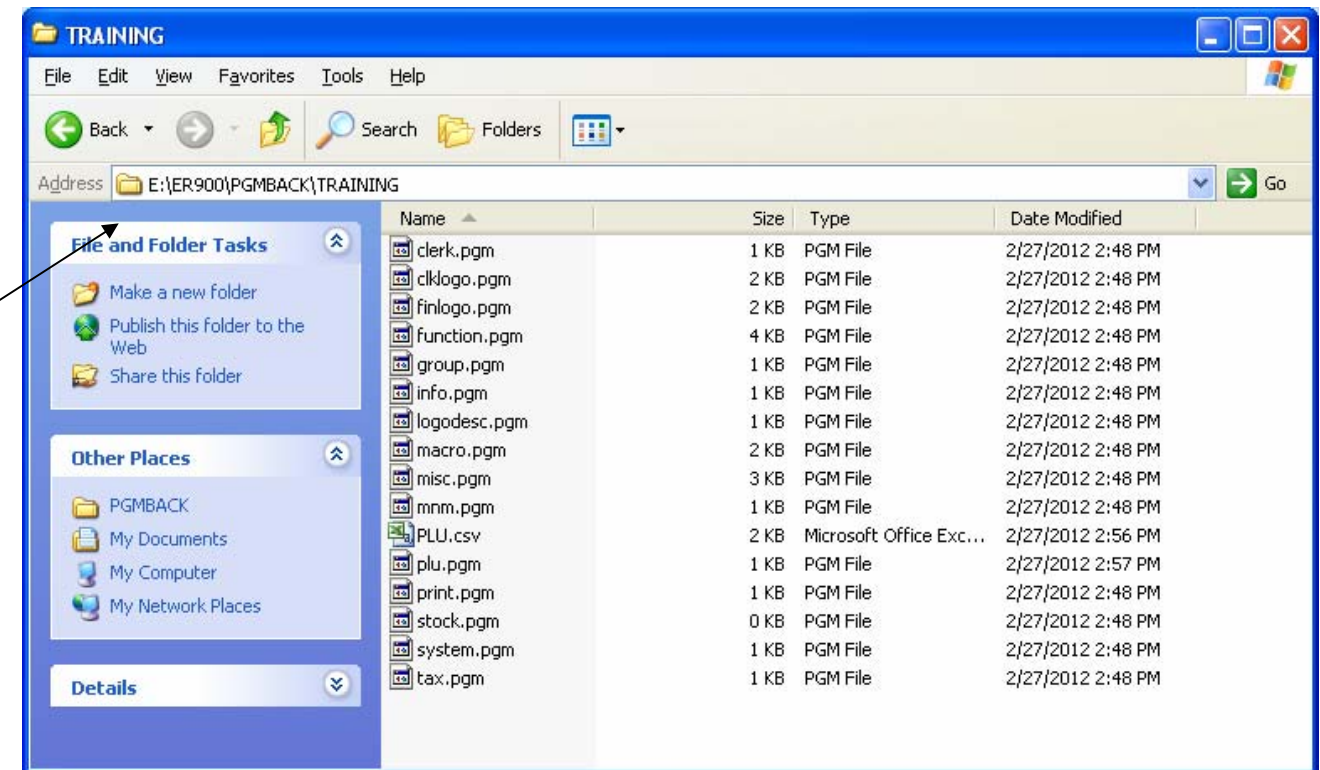6. Run Reports: Financial, PLU, Clerk, Time. Save a copy of each report for discussion of information.

Save Program to SD

1. Turn the control lock to the **S** position.
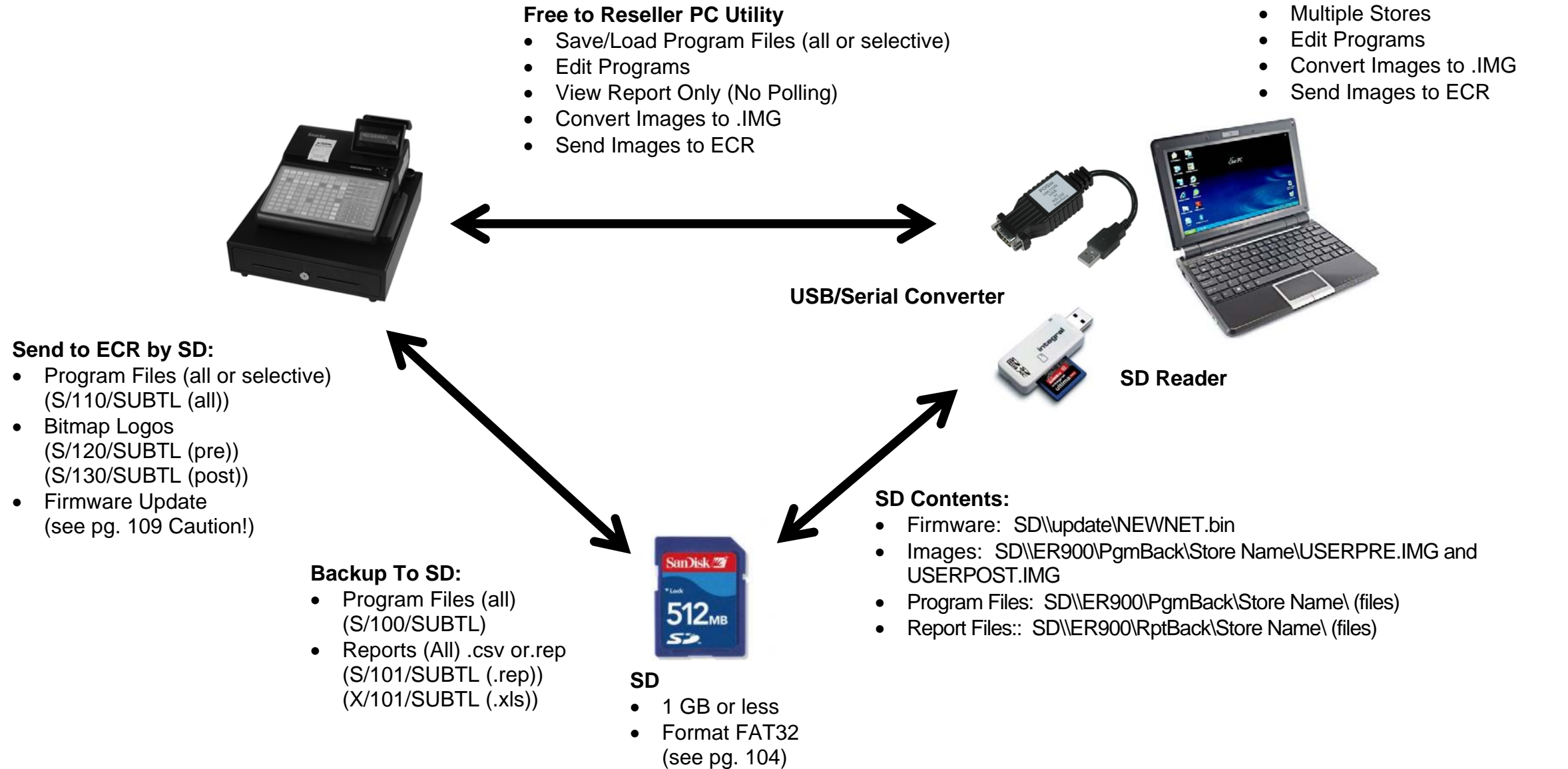2. To backup the program to SD, enter **1 0 0**, press the **SUBTOTAL** key.

```
[ 1 ]  [ 0 ]  [ 0 ]  [ SUB TOTAL ]
```
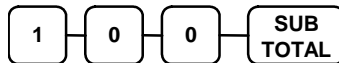
Note Path on SD Card:

ER900
    PGMBACK
        TRAINING

TRAINING

File Edit View Favorites Tools Help

Back | Search | Folders

Address E:\ER900\PGMBACK\TRAINING   Go

Name	Size	Type	Date Modified
clerk.pgm	1 KB	PGM File	2/27/2012 2:48 PM
clklogo.pgm	2 KB	PGM File	2/27/2012 2:48 PM
finlogo.pgm	2 KB	PGM File	2/27/2012 2:48 PM
function.pgm	4 KB	PGM File	2/27/2012 2:48 PM
group.pgm	1 KB	PGM File	2/27/2012 2:48 PM
info.pgm	1 KB	PGM File	2/27/2012 2:48 PM
logodesc.pgm	1 KB	PGM File	2/27/2012 2:48 PM
macro.pgm	2 KB	PGM File	2/27/2012 2:48 PM
misc.pgm	3 KB	PGM File	2/27/2012 2:48 PM
mnm.pgm	1 KB	PGM File	2/27/2012 2:48 PM
PLU.csv	2 KB	Microsoft Office Exc...	2/27/2012 2:56 PM
plu.pgm	1 KB	PGM File	2/27/2012 2:57 PM
print.pgm	1 KB	PGM File	2/27/2012 2:48 PM
stock.pgm	0 KB	PGM File	2/27/2012 2:48 PM
system.pgm	1 KB	PGM File	2/27/2012 2:48 PM
tax.pgm	1 KB	PGM File	2/27/2012 2:48 PM

File and Folder Tasks

Make a new folder
Publish this folder to the Web
Share this folder

Other Places

PGMBACK
My Documents
My Computer
My Network Places

Details

SAM4s

Managing ER-900 Data

SAM900
- Remote Unattended Polling
- Multiple Stores
- Edit Programs
- Convert Images to .IMG
- Send Images to ECR

Free to Reseller PC Utility
- Save/Load Program Files (all or selective)
- Edit Programs
- View Report Only (No Polling)
- Convert Images to .IMG
- Send Images to ECR

USB/Serial Converter

SD Reader

Send to ECR by SD:
- Program Files (all or selective)
  (S/110/SUBTL (all))
- Bitmap Logos
  (S/120/SUBTL (pre))
  (S/130/SUBTL (post))
- Firmware Update
  (see pg. 109 Caution!)

SD Contents:
- Firmware: SD\\update\NEWNET.bin
- Images: SD\\ER900\PgmBack\Store Name\USERPRE.IMG and USERPOST.IMG
- Program Files: SD\\ER900\PgmBack\Store Name\ (files)
- Report Files:: SD\\ER900\RptBack\Store Name\ (files)

Backup To SD:
- Program Files (all)
  (S/100/SUBTL)
- Reports (All) .csv or.rep
  (S/101/SUBTL (.rep))
  (X/101/SUBTL (.xls))

SD
- 1 GB or less
- Format FAT32
  (see pg. 104)

Using the ER-900 PC Utility

1. Load the Utility
2. Start the Utility (start/All Programs/SCH Utility/900PC)
3. Create new store TRAINING
4. Copy SD files from SD:ER900/PRGBACK/TRAINING to C: ER-900PC/TRAINING
5. Select Store "TRAINING" from list box, Click **CLOSE**.
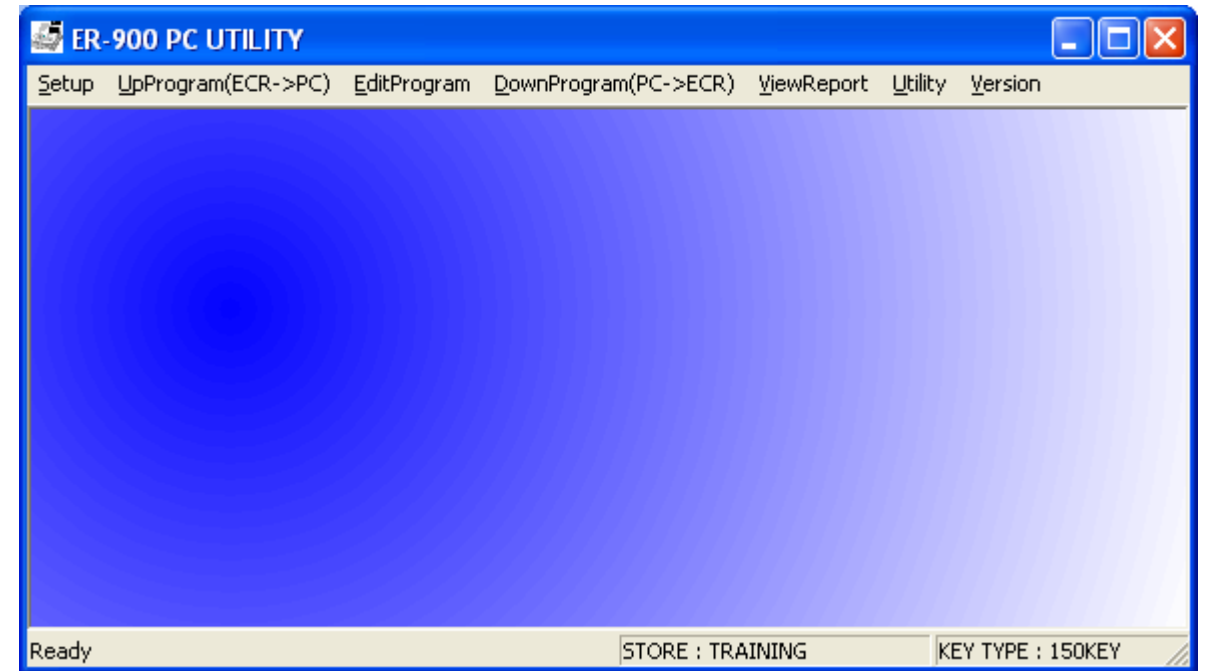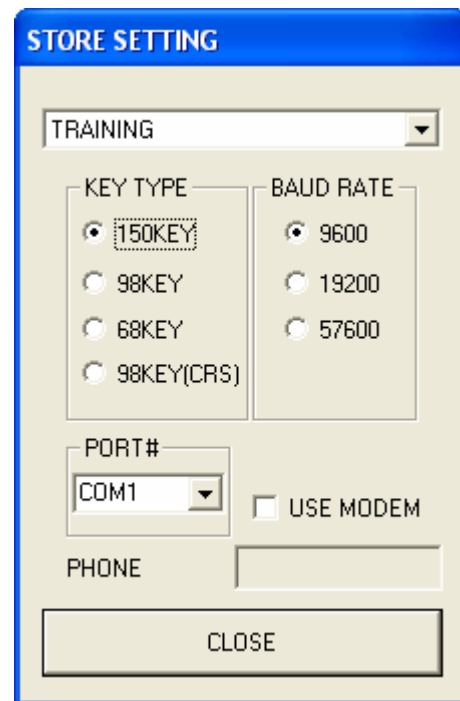
Edit PLU Screen

1. Select PLU from the Edit Program menu.
2. Click a PLU in the Left Column to display it's options.
3. Add the remaining PLUs from the PLU Chart.
4. Enter the PLU number in the PLU CODE field, press <ENTER>.
5. Fill in options.
6. Click SAVE.

PROGRAMMING PLU - Right click to delete an item.

CODE	DESCRIPTOR	PRICE1
10000	FULL RACK RIBS	19.95
10100	HALF RACK RIBS	12.95
10200	PULLED PORK SA...	7.95
20000	HAM SANDWICH	5.95
20100	ROAST BEEF SAND	5.95
20200	TURKEY SANDWI...	5.95
30000	JUNIOR CONE	1.75
30100	SINGLE CONE	2.25
30200	DOUBLE CONE	3.25
40000	ROOT BEER CUP	1.75
40100	ROOT BEER QUA...	3.75
40200	1/2 GAL ROOT BE...	6.00
50000	GIFT SHOP	0.00

TOTAL PLU# : 13

PLU CODE [10000]

DESCRIPTOR [FULL RACK RIBS]

GROUP [1] [0] [0]

PRICE1 [19.95]

PRICE2 [0.00]

PRESET ☑   PRESET OVERRIDE ☐

TAXABLE BY
1 ☑ 2 ☐ 3 ☐ 4 ☐

FOOD STAMP ELIGIBLE ☐
HASH ITEM ☐
NON ADD # COMP. ☐
INVENTORY ITEM ☐
SCALABLE ☐
CONDIMENT ITEM ☐
PRINT ON RECEIPT ☑
PRINT PRICE ON RECEIPT ☑
DISABLE PROMO ☐

NEGATIVE ITEM ☐
SINGLE ITEM ☐
GALLONAGE ITEM ☐
DISABLE ☐
AUTO SCALE ☐
CONDIMENT COMP. ☐

PRINT ON CHECK ☑
PRINT PRICE ON CHECK ☑
COUNTER NOT RESET ☑
PRESET OVERRIDE IN MGR MODE ☑
DISABLE VOID AND RETURN ☐

LINK PLU CODE [0]

AUTO TARE [0]

MIX & MATCH # [0]

EXIT

SAVE

CANCEL

SAM4S

Edit System & Print Options

Select System Option and Print Option from the Edit PLU menu.

SYSTEM OPTION

- ☑ BEEPER ACTIVE
- CLERK ENTRY: PUSH
- CLERK IS: STAY DOWN
- ☑ DRAWER NEED TO BE SHUT TO OPERATE
- ☑ ACTIVATE DRAWER OPEN ALARM
- SECONDS TO ALLOW DRAWER OPEN (1-99): 30
- ☐ ALLOW POST TENDER
- ☑ OPEN DRAWER ON POST TENDER
- ☐ ALLOW MULTIPLE RECEIPT
- ☐ CASH DECLARATION REQ. BEFORE REPORTS
- ☐ MGR CONTROL TO TEND NEG. BALANCE
- ☑ MGR CONTROL TO TEND ZERO BALANCE
- ☐ RESET TRANSACTION NO. ON Z REPORT
- ☐ RESET GRAND TOTAL AFTER Z REPORT
- ☑ OPEN DRAWER WHEN REPORTS ARE RUN
- ☑ OPEN DRAWER DURING TRAIN MODE
- DECIMAL PLACE: 2
- DATE FORMAT: MDY
- MODIFIER: POP UP AFTER ITEM
- % AND TAX CAL.: ROUND UP AT 0.50
- SPLIT PRICE CAL.: ROUND UP AT 0.50

- ☐ COMP. EAT-IN T-OUT D-THRU BEFORE TENDERING
- HASH IS: NORMAL
- RESET Z COUNTER AFTER Z1 REPORT
  - ☐ FINAN. RPT
  - ☐ PLU RPT.
  - ☐ GROUP RPT.
  - ☐ TIME RPT.
  - ☐ CLERK RPT.
- RESET Z COUNTER AFTER Z2 REPORT
  - ☐ DAILY SALES REPORT
- ☑ PRINTER PAPER SENSOR ACTIVE
- ☐ DEACTIVATE SPLIT PRICING
- ☐ ALLOW DIRECT MULT
- INVENTORY COUNT: COUNTER REPLACE CURR.LVL
- GLOBAL ENTRY LIMIT (0-14): 0
- DISABLE PRICE LEVEL KEY
  - ☐ LEVEL 1
  - ☐ LEVEL 2
- PRICE LEVEL: POP UP AFTER ITEM
- ☑ ENABLE ELECTRONIC JOURNAL
- ☑ PROMPT OPERATOR WHEN E.J BUFFER IS FULL
- ☐ STOP OPERATIONS WHEN E.J BUFFER IS FULL
- ☑ SEND ONLY NEGATIVE ENTRIES TO E.J
- ☑ SEND RESET REPORT TO E.J
- ☐ DIRECT MULT MORE THAN ONE DIGIT
- ☐ MGR REQUIRED TO OPEN FINALIZE CHECKS
- ☐ CHARGE POSTING USE
- ☐ SEND REPORTS TO REMOTE PRINTER

- TENDER VALIDATION: AMT OF SALE
- ☐ NOT COUNT IN MEMORY IN VOID MODE
- ☐ VAT SHIFT AFFECT THE WHOLE RECEIPT
- ☐ CLERK INTERRUPT
- ☐ DISPLAY ADD PRICE OF LINKED ITEMS
- ☑ ALLOW SALE WITH 0 STOCK
- ☐ ALLOW SWEDISH ROUNDING ON SUBTOTAL
- ☐ ALLOW SWEDISH ROUNDING ON CASH
- ☑ ALLOW Z STOCK REPORT
- ☑ OVERLAY DESCRIPTOR
- ☑ USE SPOOL
- ☑ PERCENT NOT AFFECT TO NET SALE
- ☐ DISABLE CASH DECLARE
- USER TRACK: 1&2
- ☐ MCR CLERK SIGN
- ☐ USE MCR
- ☐ USE DALLAS
- ☐ AUTO CUTTEF
- ☐ MNM IS TAXABLE
- LANGUAGE: ENGLISH
- EMBEDDED PRICE BAR CODE TYPE:
- MSR CONNECTED: REGISTER
- PIN PAD (0-4): 0
- PIN PAD: DUKPT
- EFT DRAFT: FINE DINING
- ☐ DISABLE NOT FOUND PLU
- ☐ PUERTO RICO RJ FLAG

[SAVE]   [CANCEL]

PRINT OPTION

- ☐ PRINT MEDIA TOTALS ON CLERK REPORT
- ☑ PRINT TAX SYMBOL
- ☑ PRINT VD MODE AND RETURN ON RPT.
- ☐ PRINT AUDACTION ON REPORT
- ☑ SKIP ZERO TOTALS ON FINANCIAL RPT.
- ☑ SKIP ZERO TOTALS ON CLERK REPORT
- ☐ PRINT CLERK REPORT AFTER FIANAN. RPT
- ☐ PRINT SALE ITEM NO.
- ☐ PRINT PLU WITH ZERO TOTALS ON RPT.
- ☐ PRINT SUBTOTAL WHEN PRESSED
- ☐ PRINT % OF SALES ON PLU REPORT
- ☑ PRINT CONS.NO.
- ☑ PRINT DATE ☑ PRINT TIME
- ☑ PRINT MACHINE NO.
- ☑ PRINT CLERK NAME
- HOME CURRENCY SYMBOL: $
- ☑ PRINT Z COUNTER
- ☑ PRINT RECEIPT WHEN SIGN ON/OFF
- PRINT GRAND TOTAL
  - ☑ ON X REPORT ☑ ON Z REPORT
- PRINT GROSS TOTAL
  - ☑ ON X REPORT ☑ ON Z REPORT
- ☐ PRINT SUBTOTAL WITHOUT TAX
- TAX AMOUNT IS: ITEMIZE
- ☑ PRINT TAX AMOUNT
- ☐ PRINT TAXABLE TOTAL
- ☐ PRINT TAX RATE

- ☐ VAT BREAKDOWN
- ☑ PRINT TRAIN MODE TITLE IN TRAINIG MODE
- CURRENCY SYMBOL
  - CONV # 1
  - CONV # 2
  - CONV # 3
  - CONV # 4
- ☑ PRINT KP ORDER # ON RECEIPT
- ☑ PRINT PRICE ON KP
- ☑ SEND TO KP IN VOID MODE
- ☐ SEND TO KP IN TRAIN MODE
- ☑ COMBINE LIKE ITEMS ON KP
- ☑ CONSOLIDATION ON CHECK TRACK
- VOLUME UNIT: GAL
- ☑ PRINT PREAMBLE MESSAGE ON RECEIPT
- ☑ PRINT POSTAMBLE MESSAGE ON RECEIPT
- ☐ PRINT PREAMBLE ON THE GUEST CHECK
- ☐ PRINT POSTAMBLE ON THE GUEST CHECK
- ☑ AVG ITEM / CUST ☑ AVG $ / CUST
- ☐ BUFFER RECEIPT ISSUE WHEN REC IS ON
- ☐ PRIORITY PRINT BY GROUP ON KP
- ☐ PRINT PLU # ON RECEIPT
- ☐ PRE-PRN GRAPHIC LOGO ON RECEIPT
- ☐ POST-PRN GRAPHIC LOGO ON RECEIPT

- ☐ PRE PRN GRAPHIC LOGO ON GUEST CHECK
- ☐ POST PRN GRAPHIC LOGO ON GUEST CHECK
- ☐ NOT PRINT WHEN POLLING REPORTS
- ☐ PRINT PLU # ON PLU REPORTS
- GRAND TOTAL IS: GROSS
- ☐ SEND ORDER TO KP AT SUBTOTAL
- ☐ PRINT DATE ON SERV ON HARD CHECK
- EDIT PRE FEEDING LINE (0-5): 0
- EDIT END FEEDING LINE (0-5): 0
- ☐ PRN IN HIGH DENSITY
- ☐ JOURNAL IS OFF
- ☐ JOURNAL IS SMALL
- PRINT E.J FROM: NEWEST
- ☑ MASK CARD NUMBER ON ALL EFT DRAFTS
- COPY OF DATATRAN RECEIPT: 1
- ADJUSTABLE CUT: 40
- PRINT LAST LINE OF EJ (0-99): 0

[SAVE]   [CANCEL]

SAM4S

Preparing & Loading Receipt Images

Refer to Manual Instructions on page 106…

Specification: The image must be black/white, 384 x 192 pixels, and 10 Kbytes or less in size

Caution: Color & Gray-Scale images do not always make clean black & white images.

Bad Example:

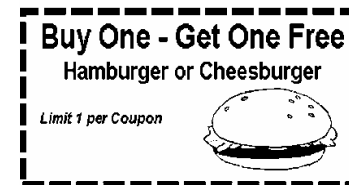**Color Image**

Converted to B/W

Better Example:

Best Examples:

Use Microsoft Paint & PC Utility

1. Open image or paste into new Paint window.

2. Select Attributes from the Image menu.

3. Set as shown:

    a. Width 384 x Height 192 pixels

    b. Select Black and white

4. Save image.

5. Open PC Utility.

6. Choose **Convert Logo Image** from the **Utility** menu. The Bmp dialog box displays.

7. Click **FILE OPEN**. Select the bitmap image you wish to use from the **Open** dialog and click the **Open** command button.

8. Click the **SAVE AS PRE IMG** or **SAVE AS POST IMG** button.

9. Files can be found at C:\ER-900PC\Store Name.
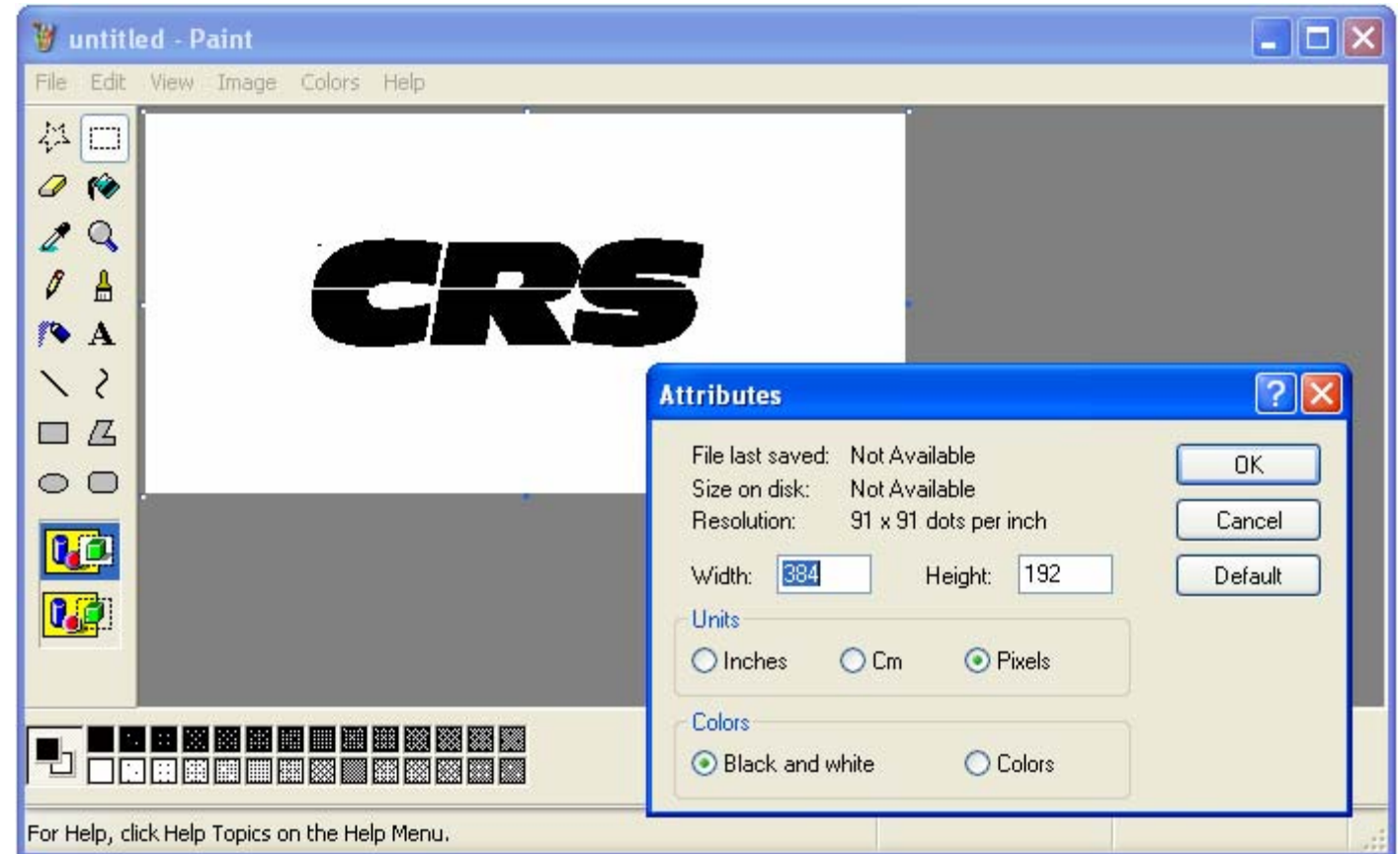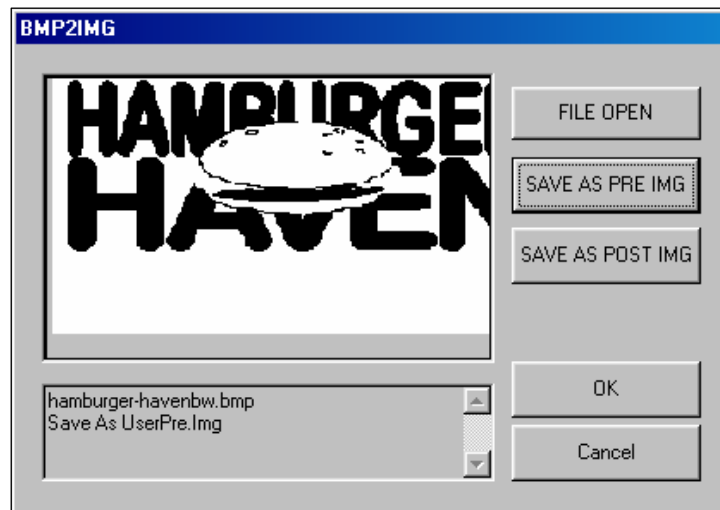
10. **To load images through the PC Utility**: choose PreAmble Image ro PostAmble Image from the DownProgram (PC->ECR) menu.

11. **To load images by SD card**: copy USERPRE.IMG and USERPOST.IMG to SD//
    SD\\ER900\PgmBack\Store Name\

12. Insert SD card into the ECR.

13. To load preamble, go to **S** and enter 120 SUBTL

14. To load postamble, go to **S** and enter 130 SUBTL

Keyboard Layouts

Microsoft Word is recommended. The PC Utility saves the existing layout based upon the program, but does not print an accurate key sheet.

CRS provides a word file with an empty keyboard in a Microsoft Word table. You can edit, save, and print as needed. Basic Word skills are required.

									FEED	JOURNAL FEED	ERROR CORR	VOID	CLERK
									%1	RA	PO	#/NS	RETURN
									%2	TAKE OUT	EAT IN	DRIVE THRU	CANCEL
									%3	CHECK #	SERVICE	TABLE #	PRINT CHECK
									%4	ADD CHECK	TAX 1	CONV 1	CHARGE 3
									MACRO 1	CLEAR	PLU	X/TIME	CHARGE 2
									MACRO 2	7	8	9	CHARGE 1
									MACRO 3	4	5	6	CHECK
									MACRO 4	1	2	3	SUBTL
									MACRO 5	0	00	.	CASH

- Place your cursor in a cell and type a new label.
- You can select a font and a font size from the format toolbar.
- To color a cell, select the cell and choose borders & shading from the Tools menu.
- To merge cells, select the cells and choose Merge Cells from the Table menu.

(Note: Using Office Word 2003. Later versions using the "Ribbon" have slightly different commands. Proficency in Word is recommended.)