

# SHARP®

## ELECTRONIC CASH REGISTER

MODEL

# XE-A177

## FULL DETAILED INSTRUCTION MANUAL



**CAUTION:**

The cash register should be securely fitted to the supporting platform to avoid instability when the drawer is open.

**CAUTION:**

The socket-outlet shall be installed near the equipment and shall be easily accessible.

**VORSICHT:**

Die Netzsteckdose muß nahe dem Gerät angebracht und leicht zugänglich sein.

**ATTENTION:**

La prise de courant murale devra être installée à proximité de l'équipement et devra être facilement accessible.

**AVISO:**

El tomacorriente debe estar instalado cerca del equipo y debe quedar bien accesible.

**VARNING:**

Det matande vägguttaget skall placeras nära apparaten och vara lätt åtkomligt.

**LET OP:**

Het stopcontact dient in de buurt van de kassa en gemakkelijk toegankelijk te zijn.

**CAUTION:**

For a complete electrical disconnection pull out the mains plug.

**VORSICHT:**

Zur vollständigen elektrischen Trennung vom Netz den Netzstecker ziehen.

**ATTENTION:**

Pour obtenir une mise hors-circuit totale, débrancher la prise de courant secteur.

**AVISO:**

Para una desconexión eléctrica completa, desenchufar el enchufe de tomacorriente.

**VARNING:**

För att helt koppla från strömmen, dra ut stickproppen.

**LET OP:**

Trek de stekker uit het stopcontact indien u de stroom geheel wilt uitschakelen.

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# INTRODUCTION

Thank you very much for your purchase of the SHARP Electronic Cash Register, Model XE-A177.

Please read this manual carefully before operating your machine in order to gain full understanding of functions and features.

Please keep this manual for future reference. It will help you if you encounter any operational problems.

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## IMPORTANT

- Be very careful when removing and replacing the printer cover, as the cutter mounted on it is very sharp.
- Install the cash register in a location not subject to direct sunlight, unusual temperature changes, high humidity or splashing water.  
Installation in such locations could cause damage to the cabinet and the electronic components.
- Never install the register in saline areas (e.g.: close to the sea).  
Installing the register in such locations could cause component failure with the corrosion.
- Never operate the register with wet hands.  
The water could seep into the interior of the register and cause component failure.
- When cleaning your register, use a dry, soft cloth. Never use solvents, such as benzine and/or thinner.  
The use of such chemicals will lead to discoloration or deterioration of the cabinet.
- The register plugs into any standard wall outlet (official (nominal) voltage).  
Other electrical devices on the same electrical circuit could cause the register to malfunction.
- For protection against data loss, please install two alkaline batteries LR6 ("AA" size) after initializing the cash register. When handling the batteries, please observe the following:  
Incorrectly using batteries can cause them to burst or leak, possibly damaging the interior of the cash register.
  - RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE.  
DISPOSE OF USED BATTERIES ACCORDING TO THE INSTRUCTIONS.
  - Be sure that the positive (+) and negative (–) poles of each battery are facing in the proper direction for installation.
  - Never mix batteries of different types.
  - Never mix old batteries and new ones.
  - Never leave dead batteries in the battery compartment.
  - Remove the batteries if you do not plan to use the cash register for long periods.
  - Should a battery leak, clean out the battery compartment immediately, taking care to avoid letting the battery fluid come into direct contact with your skin.
  - For battery disposal, follow the corresponding law in your country.
- For complete electrical disconnection, disconnect the main plug.
- Never allow rubber products or a rubber part on a product to be in prolonged contact with this product.  
The case, printer cover, and other parts of the product may dissolve if left in prolonged contact with rubber.

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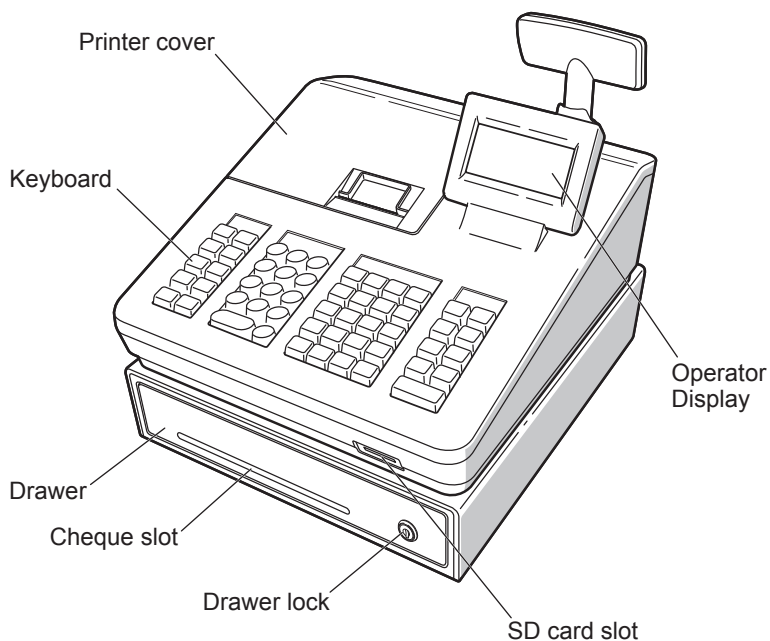
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# 1

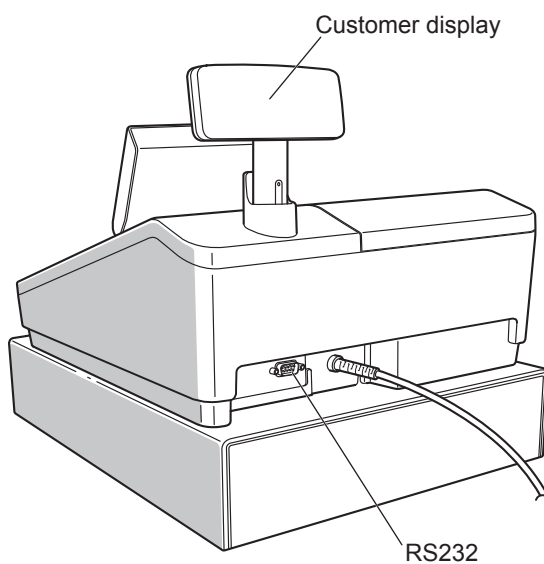
## Part Names and Functions

### External View

#### ■ Front view



#### ■ Rear view



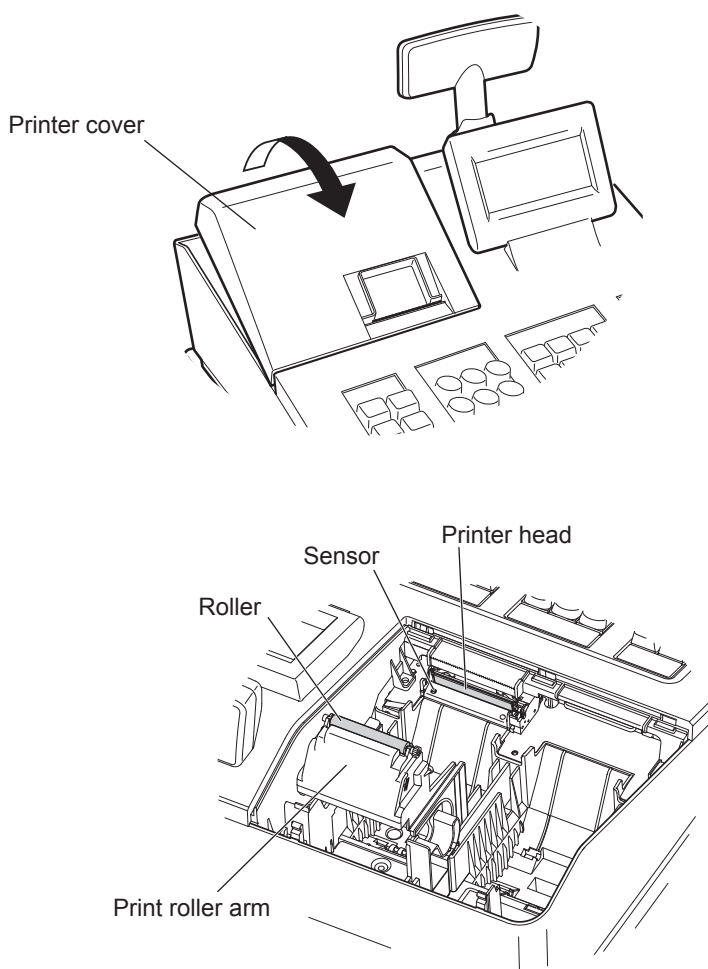
# Printer

The printer is a receipt (one station) type thermal printer, and therefore it does not require any type of ink ribbon or cartridge. The average life of the printer is approximately 5 million lines.

When removing the printer cover, lift up its rear.

When installing the printer cover, hook it on the pawls on the cabinet and shut it.

**Caution:** The paper cutter is mounted on the printer cover. Be careful not to cut yourself.



**NOTE**

*Do not attempt to remove the paper with the print roller arm in the hold position. This may result in damage to the printer and printer head.*

# Keyboard

## Keyboard layout

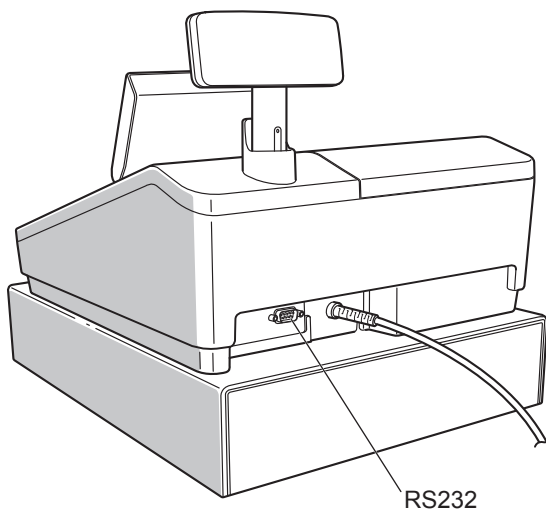


## Function key list

	Receipt paper feed key		Price lookup/Sub department key
	Electronic journal view key		Department code entry key
	Function menu key		Department shift key
	Auto menu key		Clerk code entry key
	Paid out key		Department 1-32 key
	Percent 1 key		Cursor (up/down arrow) key
	Void key		Mode key
	Refund key		Escape/Cancel key
	Help key		Credit 1 key
	Discount key		Payment menu key
	Multiplication key		Check 1 key
	Decimal point key		Non-add code/Time display/Subtotal key
	Clear key		Total/No sale key
	Numeric key		

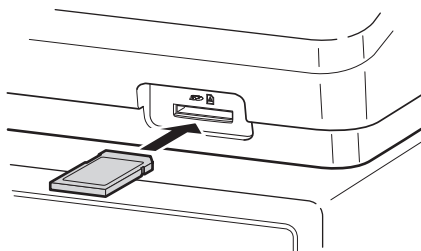
## RS232 Connector/SD Card Slot

### ■ RS232 connector



### ■ SD card slot

Refer to the “SD CARD Mode” section.



# Displays

## ■ Operator display

### • Screen example 1 (REG mode)

```



1x125.20      125.20
PLU00001
***TOTAL      125.20
REG           R X 01
  
```

Mode name

Status  
information

Clerk code

#### Sales information area:


When a transaction information occupies more than 2 lines, you can scroll to the direction by using the   keys. Sales information you have just entered such as items and prices will appear between the 1st and the 2nd line. Total is always appear at the 3rd line.


#### Numeric Entry Area:

#### Status area:

Receipt ON/OFF status indicator (R) : Appears when the receipt ON-OFF function signs OFF.

Electronic journal near full indicator () : Appears () when the used memory is 80%.

: Appears () when the used memory is 90%.

: Appears () when the used memory is 95%.

Sentinel mark (X)

: Appears when the cash in drawer exceeds a programmed sentinel amount. The sentinel check is performed for the total cash in drawer.

### • Screen example 2 (PGM mode)

```

00001
PRICE      125.20
          PLU00001
TYPE       PRESET
DEPT.CODE      01
PGM                01
  
```

Mode name

Clerk code

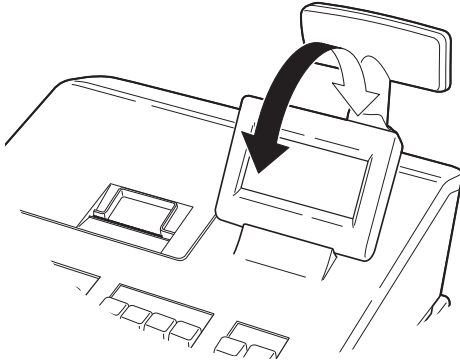
Programming area: Programmable items are listed.

#### Status area:

The display can be tilted back and forth to the best operational viewing angle.

**NOTE**

*Do not try to force the display beyond its full position.*



## ■ Customer display



## ■ Screen save mode

When you want to save the electric power or save the display's life, use the screen save function. This function can turn off the display and the LCD backlight when any clerk does not operate the register for an extended period of time. You can program the time for which your register should keep the normal status (in which the backlight is "ON") before it goes into the screen save mode.

This machine will enter the screen save mode two minutes later by default.

To go back to the normal mode, press any key.

The backlight in display is a consumable part.

When the LCD display may no longer be adjusted and become darker, you should replace the LCD unit.

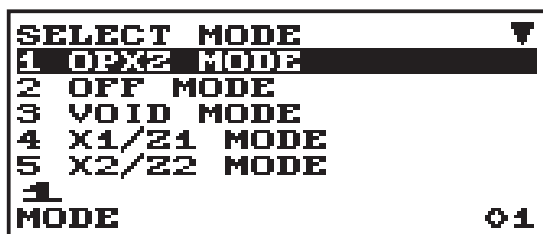
Consult your authorized SHARP dealer for further details.

## 2

# Selecting an Operating Mode

When you turn the register on and press the **[MODE]** key, the mode selection window will appear on the display, listing available operating modes as shown below.

### Mode selection window



## Operating Modes

You can select any mode other than REG from the list in the mode selection window. Your register supports the following operating modes:

REG mode	This mode allows you to enter various sales information. The mode selection window does not list this mode. To select this mode from the mode selection window, press the <b>[ESC/CANCEL]</b> key.
OPXZ mode	This mode allows clerks to take X or Z reports on their sales information.
OFF mode	This mode locks all the operations of the register. When you select this mode, the window will disappear. Pressing any key turns the register ON.
VOID mode:	This mode allows correction after finalizing a transaction.
X1/Z1 mode	This mode is used to take various daily total reports (X1/Z1 reports).
X2/Z2 mode	This mode is used to take various weekly or monthly reports (X2/Z2 reports).
PGM mode	This mode is used to program various items.
SD CARD mode	This mode allows you to save and load the data of your register to and from an SD card.

# Mode Selection

## Procedure

Press the **MODE** key. The following mode screen is displayed.

```
SELECT MODE          ▼
1 OPX2 MODE
2 OFF MODE
3 VOID MODE
4 X1/Z1 MODE
5 X2/Z2 MODE
1
MODE                  01
```

Use one of the following ways:

- Move the cursor to the desired option by using the **↑** or **↓** key, and press the **TL/NS** key.
- Enter the desired option number by using a numeric key and press the **TL/NS** key.

**NOTE** When you want to enter the REG mode, simply press the **ESC/CANCEL** key.

# 3

## Prior to Making Entries

### Preparations for Entries

#### ■ Receipt paper roll

If the receipt paper roll is not set in the machine or it is getting low, install a new one according to section “Replacing the Paper Roll” under “Operator Maintenance”.

#### ■ Receipt ON/OFF function

You can disable receipt printing in the REG mode to save paper using the receipt function. Press the **FUNC MENU** key. Select “4 RECEIPT SW” and press the **TL/NS** key. Select “OFF” to disable receipt printing. When the function is in the OFF status, the receipt off indicator “R” is highlighted.

**NOTE** Your register will print reports regardless of the receipt state. This means that the receipt roll must be installed even when the receipt state is “OFF”.

#### ■ Clerk assignment

Prior to any item entries, a clerk must enter his/her clerk codes into the register.

To sign on:



To sign off:



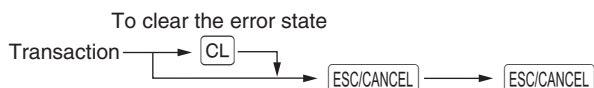
### Error Warning

In the following examples, your register will go into an error state accompanied with a warning beep and the error message on the display. Clear the error state by pressing the **CL** key and then take the proper action to remedy the problem.

- When you exceed a 32-digit number (entry limit overflow):  
Cancel the entry and reenter a correct number.
- When you make an error in key operation:  
Clear the error and try the entry again.
- When you make an entry beyond a programmed amount entry limit:  
Check to see if the entered amount is correct. If it is correct, it can be rung up in the MGR mode.  
Contact your manager.
- When an including-tax subtotal exceeds eight digits:  
Clear the error message by pressing the **CL** key and then press a media key to finalize the transaction.

#### Error escape function

To quit a transaction due to an error or an unforeseen event, use the error escape function as shown below:



The transaction is voided (treated as a subtotal void) and the receipt is issued by this function. If you have already entered a tendered amount, the operation is finalized as a cash sale.

## Item Selection from the Menu

Your register allows you to select functions from a menu. There are three menus available from the key selection on the keyboard; **FUNC MENU**, **PAYMENT MENU** and **AUTO MENU**. Each menu can be opened as follows:

### • AUTO MENU

AUTO MENU	
1	AUTO 1
2	AUTO 2
3	AUTO 3
4	AUTO 4
5	AUTO 5
REG 01	

### • FUNCTION MENU

FUNCTION MENU	
1	G.C.RCPT
2	***RA
3	72
***TOTAL 0.00	
REG 01	

### • PAYMENT MENU

PAYMENT MENU	
1	CHECK2
2	CREDIT2
3	EXCH1
***TOTAL 0.00	
REG 01	

### Procedure

In the REG mode, press **FUNC MENU**, **PAYMENT MENU** or **AUTO MENU** key. The corresponding menu list appears.

## Starting Cash Memory Entry

If you enter the amount of currency for the starting amount in the drawer before entry operations, you can separate that amount from the sales amount when reports are generated. Your register can be programmed to enforce the entry of starting cash into memory.

### Procedure

1. Press the **MODE** key.
2. Select the "1 OPXZ MODE" and press the **TL/NS** key.
3. Select the desired option "3 SCM(+)" or "4 SCM(-)" by using the **↓** key and press the **TL/NS** key.

SCM(+)	
AMOUNT	0.00
OPXZ 01	

Enter the amount for domestic currency by using the **TL/NS** key.

CLK#01	CLERK01	#0.00
SCM(+)		*100.00
SCM TTL		*100.00

# HELP FUNCTION

The help function allows you to print guidance messages for basic programming procedures of the cash register.

## ■ Printing the help menu

Press the **[HELP]** key to print the help menu. This menu provides a list of the programming procedures for which you can print the guidance messages.

Example	Key operation	Print
	<b>[HELP]</b>	<div><b>HELP MENU</b>  1 HOW TO SET THE PAPER 2 EJ VIEW 3 DATE SETTING 4 TIME SETTING 5 VAT RATE SETTING 6 VAT TEXT SETTING 7 VAT ASSIGNMENT TO DEPT. 8 DEPARTMENT TEXT SETTING 9 MINUS DEPARTMENT SETTING 10 PLU TO DEPT. ASSIGNMENT 11 PLU TEXT SETTING 12 PLU PRICE SETTING 13 LOGO MESSAGE SETTING 14 REPORT PRINT 15 HOW TO SIGN ON A CLERK 16 HOW TO SET RCPT SW OFF/ON 17 HOW TO FORMAT SD CARD  TO PRINT ABOVE EACH HELP CONTENTS, EX) 1[HELP].</div>

## ■ Printing guidance messages

By reference to the help menu above, press the corresponding numeric key and then the **[HELP]** key to print the guidance message for each programming procedure.

Example	Key operation	Print
	<b>4 [HELP]</b>	<div><b>4 TIME SETTING</b>  Mode selection: PGM MODE Select "2 SETTING". Select "7 DATE/TIME". Push [↓] key to skip DATE. EX) PM 4:30     (TIME FORMAT=24 HOUR) 1630[TL/NS]</div>

Sample print of TIME SETTING

# 4

# Entries

## Item Entries

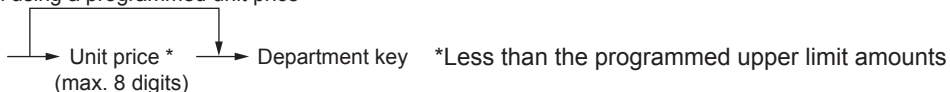
### ■ Single item entries

#### Department entries (direct department entries)

Enter a unit price and press a department key. If you use a programmed unit price, press a department key only.

#### Procedure

When using a programmed unit price



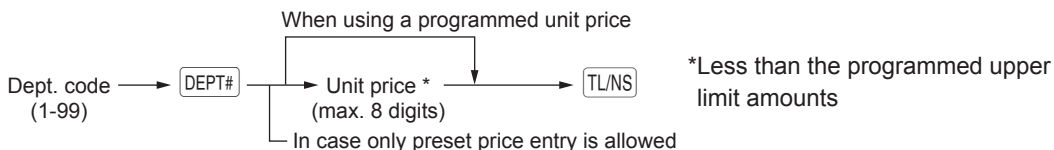
#### NOTE

- When using the department key 17 to 32, you need to press the **DEPT SHIFT** key before pressing the department key.
- When those departments for which the unit price has been programmed as zero (0) are entered, only the sales quantity is added.

#### Department entries (indirect department entries)

The register provides a maximum of 99 departments for a merchandise classification. Group attributes, such as taxable status, are applied to items when they are entered to the departments.

#### Procedure



#### NOTE

You can directly enter the code No. of the department using the numeric key.  
For the code No. exceeding the figure on the numerical key board (33 and above), use this function.

### Example

### Key operation

1200 <sup>22</sup>  
<sup>21</sup>  
 3   
 520  
  
<sup>20</sup>

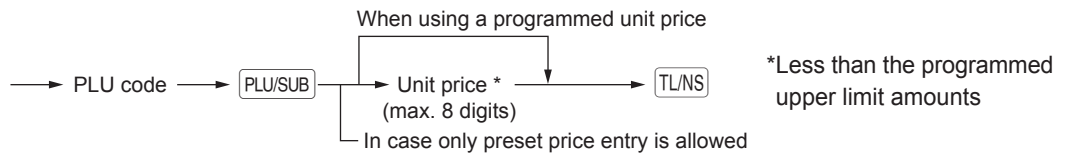
### Print

1x 12.00	*12.00
DPT.06	
1x 7.10	*7.10
DPT.05	
1x 5.20	*5.20
DPT.03	
1x 6.80	*6.80
DPT.04	
<b>CASH</b>	<b>*31.10</b>

### PLU entries

Enter a PLU code and press the  key. If you do not use a programmed unit price, you need to enter a unit price after pressing the  key.

### Procedure



### NOTE

When those PLUs for which the unit price has been programmed as zero (0) are entered, only the sales quantity is added.

### Example

### Key operation

2   
 16   
 1200  
  
 8

### Print

1x 5.10	*5.10
PLU00002	
1x 12.00	*12.00
PLU00016	
1x 2.10	*2.10
PLU00008	
<b>CASH</b>	<b>*19.20</b>

# Repeat entries

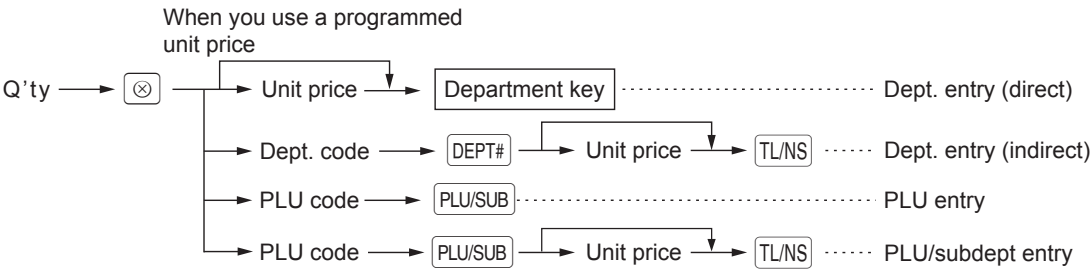
The Repeat Entry function allows you to enter a sale of two or more of the same items. You can simply press the department key, **DEPT#**, or **PLU/SUB** key to repeat entry.

Example	Key operation	Print
Repeated department entry (direct)	200 <b>2</b> <sup>10</sup>	3x 2.00                   *6.00
	<b>2</b> <sup>10</sup>	<b>DPT.02</b>
	<b>2</b> <sup>10</sup>	2x 6.80                   *13.60
Repeated department entry (indirect)	4	<b>DPT.04</b>
	<b>DEPT#</b>	3x 5.10                   *15.30
	680	<b>PLU00010</b>
Repeated PLU entry	<b>TL/NS</b>	2x 6.50                   *13.00
	<b>DEPT#</b>	<b>PLU00005</b>
	10 <b>PLU/SUB</b>	2x 5.00                   *10.00
Repeated subdepartment entry	<b>PLU/SUB</b>	<b>PLU00060</b>
	<b>PLU/SUB</b>	<b>CASH</b> <b>*57.90</b>
	5 <b>PLU/SUB</b>	
Repeated subdepartment entry	<b>PLU/SUB</b>	
	60 <b>PLU/SUB</b>	
	500 <b>TL/NS</b>	
	<b>PLU/SUB</b>	
	<b>TL/NS</b>	

# Multiplication entries

Use this feature when you need to enter two or more of the same items. This feature helps you when you sell a large quantity of items or need to enter quantities that contain decimals.

## Procedure



- Q'ty: Up to four-digit integer + three-digit decimal
- Unit price: Less than a programmed upper limit
- Q'ty x unit price: Up to eight digits

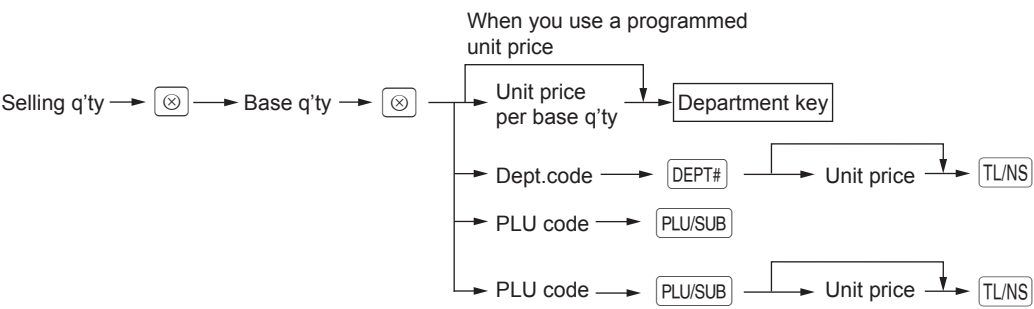
## Example

Key operation	Print
7 <b>.</b> 5 <b>⊗</b>	7.500x 1.65      *12.38
165 <b>2</b> <sup>10</sup> <b>⊗</b>	DPT. <b>02</b>
2 <b>⊗</b>	2x 2.50      *5.00
5 <b>DEPT#</b>	DPT. <b>05</b>
250 <b>TL/NS</b>	15x 1.20      *18.00
15 <b>⊗</b>	PLU00008
8 <b>PLU/SUB</b>	8.250x 1.50      *12.38
8 <b>.</b> 25 <b>⊗</b>	PLU00005
5 <b>PLU/SUB</b>	3x 1.00      *3.00
3 <b>⊗</b>	PLU00060
60 <b>PLU/SUB</b>	
100 <b>TL/NS</b>	<b>CASH      *50.76</b>
<b>TL/NS</b>	

# Split-pricing entries

You will use this function when your customer wants to purchase more or less than the base quantity of a loose item.

## Procedure



- Selling quantity: Up to four-digit integer + three-digit decimal
- Base quantity: Up to two digits (integer)

## Example

Key operation	Print
7 ⊗ 10 ⊗	7x 10/ 6.00      *4.20
600 2 <sup>10</sup>	DPT.02
8 ⊗ 5 ⊗	8x 5/ 1.50      *2.40
35 PLU/SUB	PLU00035
TL/NS	CASH      *6.60

■ **Single item cash sale (SICS)**

- This function is useful when a sale is for only one item and is for cash; such as a pack of cigarettes. This function is applicable only to those departments that have been set for SICS or to their associated PLUs.
- The transaction is finalized and the drawer opens as soon as you press the department key, **DEPT#** key or **PLU/SUB** key.

**Example**

Key operation	Print
250 For finishing the transaction → <b>3</b> <sup>19</sup>	<div>1x 2.50                      *2.50 DPT. 03  CASH                         *2. 50</div>

**NOTE**    *If an entry to a department, PLU/subdepartment set for SICS follows the ones to departments, PLUs/subdepartments not set for SICS, it does not finalize and results in a normal sale.*

**Display of Subtotals**

Your register provides the following types of subtotals:

■ **Subtotal**

Press the **#TM/ST** key at any point during a transaction. The sales subtotal including tax will appear in the display.

# Finalization of Transaction

## ■ Cash or check tendering

Press the **#/TM/ST** key to get an including-tax subtotal, enter the amount tendered by your customer, then press the **TL/NS** key if it is a cash tender or press the **CH1** key if it is a check tender. When the amount tendered is greater than the amount of the sale, your register will show the change due amount and the symbol "CHANGE." Otherwise your register will show the symbol "DUE" and a deficit. Make a correct tender entry.

### Example

#### Cash tendering

Key operation	Print
<div>⌋</div> <div><b>#/TM/ST</b></div> <div>1000 <b>TL/NS</b></div>	<div>1x 1.20 *1.20</div> <div>PLU00001</div> <div>1x 2.50 *2.50</div> <div>PLU00002</div> <div> </div> <div>***TOTAL *3.70</div> <div>CASH *10.00</div> <div>CHANGE *6.30</div>

#### Check tendering

Key operation	Print
<div>⌋</div> <div><b>#/TM/ST</b></div> <div>1000 <b>CH1</b></div>	<div>1x 1.20 *1.20</div> <div>PLU00001</div> <div>1x 2.50 *2.50</div> <div>PLU00002</div> <div> </div> <div>***TOTAL *3.70</div> <div>CHECK1 *10.00</div> <div>CHANGE *6.30</div>

### NOTE

You can also enter a check tender from the **PAYMENT** menu window. Press the **PAYMENT MENU** key and select "1 CHECK 2" and enter the amount.

## ■ Mixed tendering (check + cash)

Example	Key operation	Print
	<div>?</div> <div>#/TM/ST</div> <div>1000 CH1</div> <div>500 TL/NS</div>	<div>1x 5.10 *5.10</div> <div>PLU00010</div> <div>2x 4.80 *9.60</div> <div>PLU00008</div> <div> </div> <div>***TOTAL *14.70</div> <div>CHECK1 *10.00</div> <div>CASH *5.00</div> <div>CHANGE *0.30</div>

## ■ Cash or check sale that does not need any tender entry

Enter items and press the **TL/NS** key if it is a cash sale or press the **CH1** key if it is a check sale. Your register will display the total sales amount.

Example

Key operation

6

PLU/SUB

10

PLU/SUB

TL/NS

Print

1x 3.00

PLU00006

1x 7.15

PLU00010

CASH

\*3.00

\*7.15

\*10.15

In the case of check sale

1x 3.00

PLU00006

1x 7.15

PLU00010

CHECK1

\*3.00

\*7.15

\*10.15

## ■ Credit sale

Enter items and press the **CR1** key.

Example	Key operation	Print
	6 <b>PLU/SUB</b>	1x 3.00                   *3.00 PLU00006
	7 <b>PLU/SUB</b>	1x 6.00                   *6.00 PLU00007
	<b>#/TM/ST</b>	
	<b>CR1</b>	CREDIT1                *9. 00

### NOTE

- Amount tendering operations (i.e. change calculations) can be achieved by the **CR1** key when a PGM mode programming allows them.
- You can also enter a credit tender from the PAYMENT menu window. Press the **PAYMENT MENU** key and select "2 CREDIT 2" and enter the amount.

## ■ Mixed-tender sale (cash or check tendering + credit tendering)

Example	Key operation	Print
	}	1x 1.20                   *1.20 PLU00001
	<b>#/TM/ST</b>	1x 2.50                   *2.50 PLU00002
	950 <b>TL/NS</b>	3x 3.00                   *9.00 PLU00003
	<b>CR1</b>	***TOTAL                *12. 70 CASH                      *9.50 CREDIT1                *3.20

### NOTE

Press the **CH1** key in place of the **TL/NS** key when your customer makes payment by checks.

# Computation of VAT (Value Added Tax)/Tax

## ■ VAT/tax system

The cash register may be programmed for the following six VAT/tax systems. The cash register is pre-programmed as automatic VAT 1-4 system.

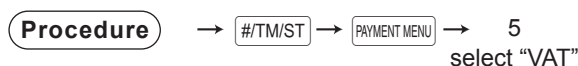
### **Automatic VAT 1 through 4 system (Automatic operation method using programmed percentages)**

This system, at settlement, calculates VAT for taxable 1, taxable 2, taxable 3, and taxable 4 subtotals by using the corresponding programmed percentages.

### **Automatic tax 1 through 4 system (Automatic operation method using programmed percentages)**

This system, at settlement, calculates taxes for taxable 1, taxable 2, taxable 3, and taxable 4 subtotals by using the corresponding programmed percentages, and also adds the calculated taxes to those subtotals, respectively.

### **Manual VAT 1 through 4 system (Manual entry method using programmed percentages)**



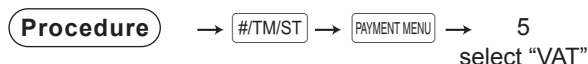
This system provides the VAT calculation for taxable 1, taxable 2, taxable 3, and taxable 4 subtotals. This calculation is performed using the corresponding programmed percentages when "VAT" from the payment menu is selected just after the #/TM/ST key.

### **Manual VAT 1 system (Manual entry method for subtotals that uses VAT 1 preset percentages)**



This system enables the VAT calculation for the subtotal. This calculation is performed using the VAT 1 preset percentages when "VAT" from the payment menu is selected just after the #/TM/ST key. For this system, the keyed-in tax rate can be used.

### **Manual tax 1 through 4 system (Manual entry method using programmed percentages)**



This system provides the tax calculation for taxable 1, taxable 2, taxable 3, and taxable 4 subtotals. This calculation is performed using the corresponding programmed percentages when "VAT" from the payment menu is selected just after the #/TM/ST key. After this calculation, you must finalize the transaction.

### **Automatic VAT 1 and tax 2 through 4**

This system enables the calculation in the combination with automatic VAT 1 and tax 2 through 4. This combination can be any of VAT 1 and tax 2 through 4. The tax amount is calculated automatically with the percentages previously programmed for these taxes.

**NOTE** VAT/tax assignment is printed at the fixed right position of the amount on the receipt and bill as follows:

VAT1/tax1 —————> A  
 VAT2/tax2 —————> B  
 VAT3/tax3 —————> C  
 VAT4/tax4 —————> D

When the multiple VAT/tax is assigned to a department or a PLU, a smaller number of the VAT/tax will be printed.

**Example**

**Key operation**

(When the manual VAT 1 through 4 system is selected)

8   
  
  
 5

**Print**

1x 9.60	*9.60
PLU00008	
SUBTOTAL	*9.60
-----	
TAX1 ST	*9.60
VAT 1	*0.28
NET 1	*9.32
-----	
CASH	<b>*9.60</b>


# Auxiliary Entries

## ■ Percent calculations (premium or discount)

- Your register provides percent calculations for a subtotal or each item entry depending on the programming.
- Percentage: 0.01 to 100.00%

### Percent calculation for a subtotal

#### Example


Key operation		Print	
(When a discount of 10% is programmed for the %1 key.)	3 PLU/SUB 2  5 PLU/SUB #/TM/ST %1 TL/NS	1x 3.00 PLU00003 2x 6.50 PLU00005 SUBTOTAL %1	*3.00  *13.00 *16.00 -10.00% -1.60
		CASH	*14.40

### Percent calculation for item entries

#### Example

Key operation		Print	
(When a premium of 15% is programmed for the %1 key.)	6 PLU/SUB %1 30 PLU/SUB 7 . 5 %1 TL/NS	1x 8.00 PLU00006 %1 1x 5.00 PLU00030 %1	*8.00  15.00% *1.20 *5.00 7.50% *0.38
		CASH	*14.58

#### NOTE

- You can also enter a percent calculation from the function menu window. Press the  key and select "3 %2" and enter a percent calculation.
- Availability of item % and/or subtotal % depends on the programming data of %1 and %2.

## ■ Discount entries

Your register allows you to deduct a certain amount less than a programmed upper limit after the entry of an item or the computation of a subtotal depending on the programming.

### Discount for a subtotal

#### Example

Key operation	Print
6 <span>PLU/SUB</span>	1x 5.75                    *5.75
60 <span>PLU/SUB</span>	PLU00006
<span>#/TM/ST</span>	1x 12.00                    *12.00
100 <span>⊖</span>	PLU00060
<span>TL/NS</span>	SUBTOTAL                    *17.75
	(-)                            -1.00
	CASH                        *16.75

### Discount for item entries

#### Example

Key operation	Print
7 <span>PLU/SUB</span>	1x 6.00                    *6.00
75 <span>⊖</span>	PLU00007
<span>TL/NS</span>	(-)                            -0.75
	CASH                        *5.25

## ■ Refund entries

For a refund entry, press the RF key just before you press a department key, DEPT# key or PLU/SUB key. The operation before pressing the RF key is the same as the one of normal operation.

For example, if a refund item is the one entered into a department, enter the amount of the refund, then press the RF key and the corresponding department key in this order; if an item entered into a PLU is returned, enter the corresponding PLU code, then press the RF and PLU/SUB keys.

#### Example

Key operation	Print
3 <span>RF</span> <span>PLU/SUB</span>	-1x 3.00                    R-3.00
7 <span>⊗</span>	PLU00003
7 <span>RF</span> <span>PLU/SUB</span>	-7x 6.00                    R-42.00
<span>TL/NS</span>	PLU00007
	CHANGE                    *45.00

## ■ Printing of non-add code numbers

Enter a non-add code number such as a guest code number within a maximum of 16 digits and press the **#/TM/ST** key at any point during the entry of a sale. The non-add code is printed on the receipt.

### Example

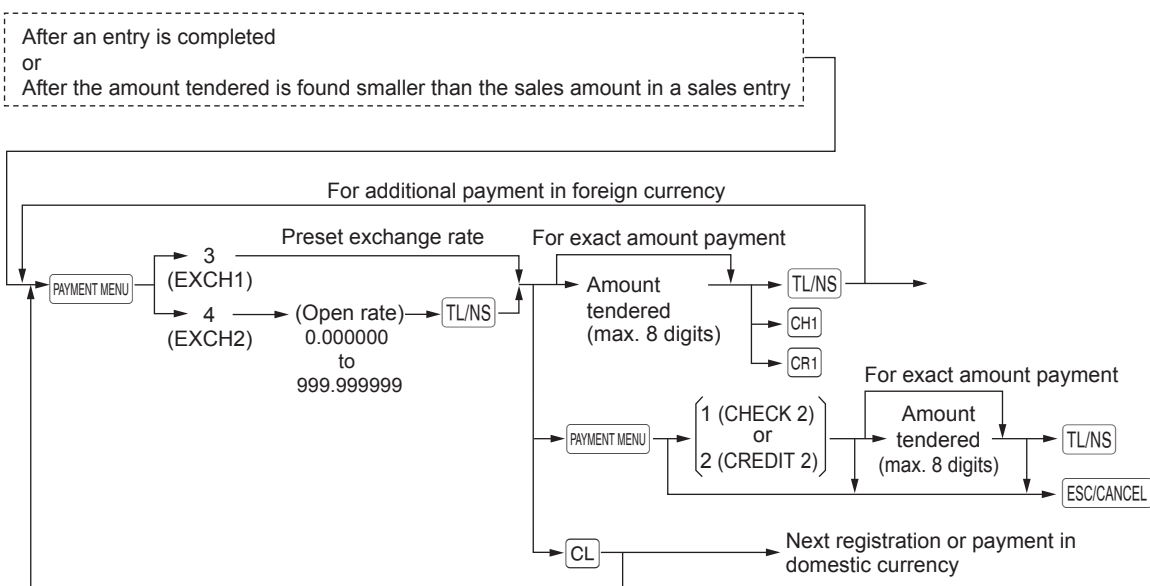
Key operation	Print
1230 <b>#/TM/ST</b>	#0000000000001230
700 <b>1</b> <sup>17</sup>	1x 7.00 *7.00
<b>CR1</b>	DPT.01
	CREDIT1 *7.00

## Payment Treatment

### ■ Currency exchange

Your register allows payment entries in foreign currency. Press the **PAYMENT MENU** key, and select either option of EXCH1 or EXCH2 to create a subtotal in foreign currency.

### Procedure



### NOTE

- When the amount tendered is short, its equivalent in deficit is shown in domestic currency.
- Change amount will be displayed in domestic currency.
- Availability of credit and cheque tendering depends on the programming. (Only for the exchange 1 )

### Example

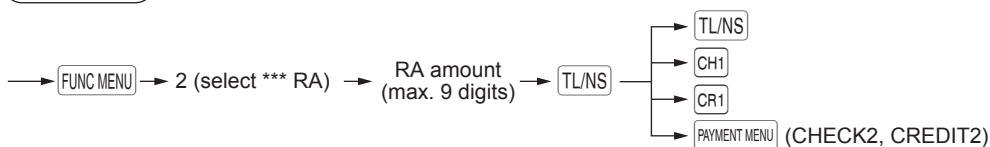
Preset exchange rate (1.550220) :EX1

Key operation		Print
	6 <input type="button" value="PLU/SUB"/>	
	7 <input type="button" value="PLU/SUB"/>	
Currency exchange →	<input type="button" value="PAYMENT MENU"/>	
	3 = (Select "EXCH1")	
Amount tendered in →	12000 <input type="button" value="TL/NS"/>	
		<div> <div>1x 23.00</div> <div>PLU00006</div> <div>1x 46.50</div> <div>PLU00007</div> <div>***TOTAL</div> <div>EXCH1</div> <div>CASH</div> <div>CHANGE</div> </div> <div> <div>*23.00</div> <div></div> <div>*46.50</div> <div></div> <div><b>*69.50</b></div> <div>1.550220</div> <div>107.74</div> <div>120.00</div> <div>*7.90</div> </div>

## Received-on-account entries

From the FUNCTION MENU, select RA option to proceed the operation. You cannot receive RA in foreign currency.

### Procedure



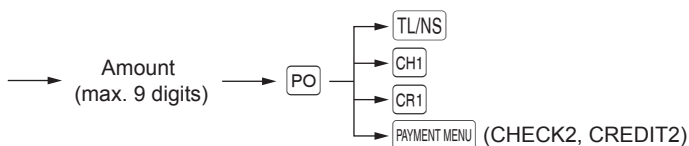
### Example

Key operation	Print
12345 <input type="button" value="#/TM/ST"/>	
<input type="button" value="FUNC MENU"/>	
2 (select *** RA)	
4800 <input type="button" value="TL/NS"/>	
<input type="button" value="CH1"/>	
	<div>#00000000000012345</div> <div>CHECK1</div> <div>***RA</div> <div>*48.00</div>

## Paid-out entries

You can make a payment by cash, check or credit.

### Procedure

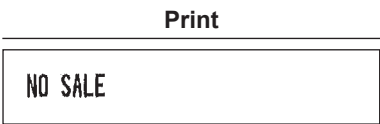


### Example

Key operation	Print
6789 <input type="button" value="#/TM/ST"/>	
3000 <input type="button" value="PO"/>	
<input type="button" value="TL/NS"/>	
	<div>#0000000000006789</div> <div>CASH</div> <div>***PO</div> <div>*30.00</div>

■ No-sale (exchange)

Simply press the **TL/NS** key without any entry. The drawer will open and the printer will print “NO SALE” on the receipt. If you let your machine print a non-add code number before pressing the **TL/NS** key, a no sale entry is achieved with a non-add code number printed.



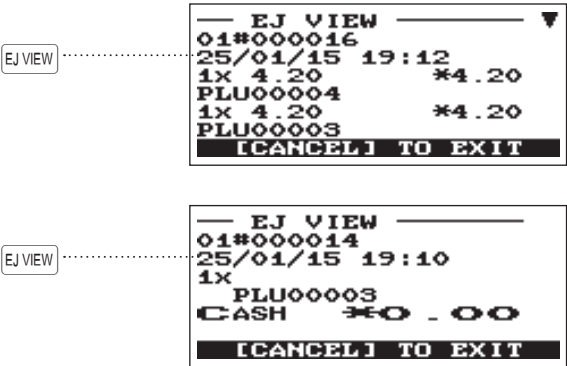
■ Cashing a check

When you need to cash a check, enter the check amount and press a check key (**CH1**).

Example	Key operation	Print
	6789 <b>#TM/ST</b> 3000 <b>CH1</b>	#0000000000006789 CA/CHK *30.00

Electronic Journal View

The transaction data is kept in the electronic journal memory.  
To display the journal data, press the **EJ VIEW** key, the last transaction data is displayed.  
To retroact to past transaction data, press the **EJ VIEW** key repeatedly.



To exit the electronic journal view, press the **ESC/CANCEL** key.

# TRAINING Mode

The training mode is used when the operator or the manager practices register operations.

When a clerk set in training is selected, the register automatically enters the training mode, while a clerk not set in training is selected, the register automatically enters the ordinary REG mode. A training text and a training clerk can be programmed.

The training operations are valid in all modes.

A mark which is identifying a training receipt is printed on the receipt which is issued in the training mode.

The consecutive number is not updated. The preceding number is repeated in printing.

Training clerk programming is performed in PGM mode.(It allows only for 1 Clerk.)


The memory in clerk is updated in the training mode. Other memories are not updated.

The reading and resetting of training clerks is printed on the clerk reports. However, the sales total of training clerks is not included in the clerk total on the full clerk report.

Key operation		Print
Selecting the clerk set in training	5	PLU/SUB
	3	⊗
	3	PLU/SUB
		TL/NS
		<div>TRAINING</div> <div>1x 2.25 #2.25</div> <div>PLU00005</div> <div>3x 4.20 *12.60</div> <div>PLU00003</div> <div>CASH *14.85</div>

# Correction

## Correction of the Last Entry (Direct Void)

If you make an incorrect entry relating to a department, PLU/subdepartment, percentage (, %2), discount () or item refund, you can void this entry by pressing the  key immediately.

### Example

### Key operation

## Display

1250 1<sup>17</sup> ∞

2 (PLU/SUB) ∞

600 2<sup>18</sup> %1 ∞

328 3<sup>19</sup> ⊖ ∞

250 RF 1<sup>17</sup> ∞

TL/NS

Calculator Display:

1x12.50 12.50  
DPT.01  
\*\*\*TOTAL 12.50  
DPT.01 12.50  
REG 01

\*\*\*TOTAL 0.00  
DPT.01 V-12.50  
REG 01

DPT.03  
CASH 9.28  
\*\*\*TOTAL 9.28  
REG 01

## Correction of the Next-to-Last or Earlier Entries (Indirect Void)

If you find an incorrect entry before finalizing the transaction (e.g. before pressing the **TL/NS** key), you can void the entry by the cursor operation or the key sequence operation.

### Indirect void by cursor operation

You can void department, PLU/subdepartment, item refund, amount discount/premium and percent entries.

Move the cursor to the item to be voided, and press the **↵** key.

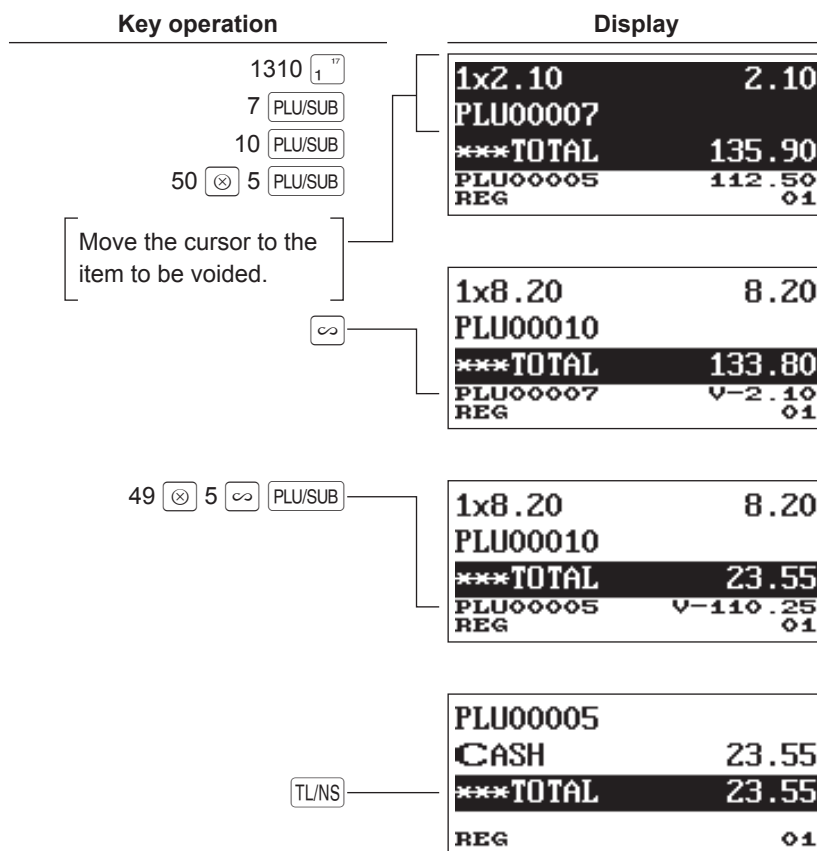
### Indirect void by key sequence operation

You can void department, PLU/subdepartment and item refund.

Press the **↵** key just before you press a department key, **DEPT#** key or **PLU/SUB** key. For the refund indirect void, press the **↵** key after you press the **RF** key.

#### Example

(Indirect void by cursor operation)



## Subtotal Void

You can void an entire transaction. Once subtotal void is executed, the transaction is aborted and the register issues a receipt.

### Example

#### Key operation

1 PLU/SUB  
 2 PLU/SUB  
 10 PLU/SUB  
 Subtotal void { #/TM/ST  
                   ∞  
                   #/TM/ST

#### Display

SBTL VOID	-10.45
***TOTAL	0.00
***TOTAL	0.00
REG	01

## Correction after Finalizing a Transaction

When you need to void incorrect entries that are found after finalizing a transaction or cannot be corrected by direct, indirect or subtotal void, follow this procedure.

1. Select "3 VOID MODE" in the mode selection window.
2. Repeat the entries that are recorded on an incorrect receipt. (All data in the incorrect receipt is removed from register memory; the voided amounts are added to the void mode totalizer.)

#### Incorrect receipt

#000101	25/01/2015	19:00
01 CLERK01		000000
3x 1.20		*3.60
PLU00001		
1x 2.50		*2.50
PLU00002		
CASH		*6.10



#### Cancellation receipt

#000102	25/01/2015	19:05
01 CLERK01		000000
	*VOID MODE*	
3x 1.20		*3.60
PLU00001		
1x 2.50		*2.50
PLU00002		
CASH		*6.10

### NOTE

Your register leaves the VOID mode whenever a transaction is canceled (i.e. finalized in the VOID mode). To void additional transactions, repeat steps 1 and 2 above.

# 6 Special Printing Function

## Copy Receipt Printing

If your customer wants a receipt after you have finalized a transaction with the receipt ON-OFF function in the OFF status (no receipting), press the **FUNC MENU** key and “5” key for receipting. Your register can also print a copy receipt when the receipt ON-OFF function is in the “ON” status.

### Procedure

**FUNC MENU** → 5 (Select “RCPT”)

### Example

Printing a receipt after making the entries shown below with the receipt ON-OFF function “OFF” status

Key operation	Print
2 <div>PLU/SUB</div>	
3 <div>⊗</div>	
1 <div>PLU/SUB</div>	
<div>TL/NS</div>	
For receipting → <div>FUNC MENU</div>	
5	
Print on the receipt	<div><div>1x 2.50</div><div>PLU00002</div><div>3x 1.20</div><div>PLU00001</div><div>CASH</div><div>*2.50</div><div>*3.60</div><div>*6.10</div></div>

“COPY” is printed on the copy receipt.

	<b>*COPY*</b>	
1x 2.50		*2.50
PLU00002		
3x 1.20		*3.60
PLU00001		
<b>CASH</b>		<b>*6.10</b>

## Guest Check Receipt (Bill Print)

You can use this function when you want to take a bill for guest check.

### Procedure

→ **FUNC MENU** → 1 (select "G.C.RCPT")

### NOTE

- This function is available immediately after the finalization of transaction.
- You can also print the bill copy on receipt only once. When you want to take a bill copy, operate it again.

### Example

#### Key operation

10 **⊗** 1 **PLU/SUB**  
**TL/NS**

For receipting → **FUNC MENU** 1

For receipting → **FUNC MENU** 1

#### Print

<b>*BILL*</b>	
10x 1.20	*12.00
PLU00001	
CASH	<b>*12.00</b>

<b>*COPY*</b>	
<b>*BILL*</b>	
10x 1.20	*12.00
PLU00001	
CASH	<b>*12.00</b>

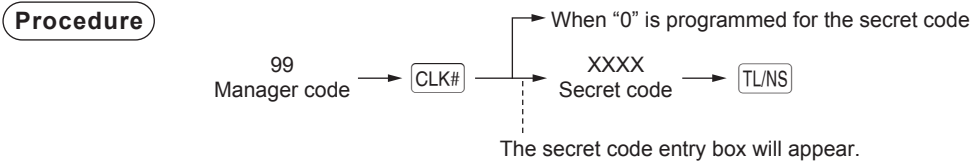
# 7 Manager Mode

The manager mode is used when managerial decisions must be made concerning register entries, for example, for overriding limitations and for other various non-programming managerial tasks.

**NOTE** Normal register operations may also be performed in this mode.

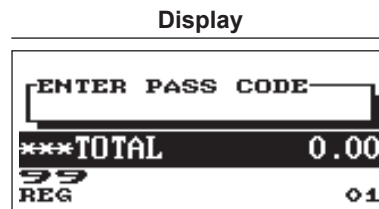
## Entering the Manager Mode

To enter the manager mode, use the following procedure in the REG mode:



### Example

If the code is correct, the register enters the manager mode.



## Override Entries

Programmed limits (such as maximum amounts) for functions can be overridden by placing the register in the manager mode.

**Example** This example presumes that the register has been programmed not to allow coupon entries over 2.00.

Key operation		Print
REG-mode entries	3 <input type="button" value="PLU/SUB"/>	<div>1x 3.00                   *3.00</div> <div>PLU00003</div> <div>(-)                       -2.50</div> <div>CASH                    *0.50</div>
	250 <input type="button" value="⊖"/>	
	<input type="button" value="CL"/>	
Enter to the manager mode	99 <input type="button" value="CLK#"/>	
	250 <input type="button" value="⊖"/>	
<input type="button" value="TL/NS"/>		

**NOTE**

- When a transaction is finalized, manager is automatically signed off.
- In the initial programming, the HALO function is programmed as "INVALID".

# 8

## Reading (X) and Resetting (Z) of Sales Totals

- Use the reading function (X) when you need to take the reading of sales information entered after the last resetting. You can take this reading any number of times. It does not affect the register's memory.
- Use the resetting function (Z) when you need to clear the register's memory. Resetting prints all sales information and clears the entire memory except for the GT1 through GT3, reset count, and consecutive number.
- X1 and Z1 reports show daily sales information. You can take these reports in the X1/Z1 mode.
- X2 and Z2 reports show periodic (monthly) consolidation information. You can take these reports in the X2/Z2 mode.
- In the OPXZ mode, a clerk can take his or her report.
- If you want to stop the printing report, press the **ESC/CANCEL** key.

### ■ How to take a X1/Z1 or X2/Z2 report

[To take an X1 or X2 report:]

1. Press the **MODE** key.
2. Select the "4 X1/Z1 MODE" or "5 X2/Z2 MODE" by using the **↓** key, and press the **TL/NS** key.
3. Select "2 READING" in the X1/Z1 mode or select "1 READING" in the X2/Z2 mode menu window and press in both cases the **TL/NS** key to display the items list.
4. Select the appropriate report title.
5. Press the **TL/NS** key.

[To take a Z1 or Z2 report:]

1. Press the **MODE** key.
2. Select the "4 X1/Z1 MODE" or "5 X2/Z2 MODE" by using the **↓** key, and press the **TL/NS** key.
3. Select "3 RESETTING" in the X1/Z1 mode or select "2 RESETTING" in the X2/Z2 mode menu window and press in both cases the **TL/NS** key to display the items list.
4. Select the appropriate report title.
5. Press the **TL/NS** key.

### ■ Flash report

You can take flash reports (display only) in the X1/Z1 mode for department sales, cash in drawer (CID) and sales total at the point you take the report.

1. Press the **MODE** key.
2. Select the "4 X1/Z1 MODE" by using the **↓** key, and press the **TL/NS** key.
3. Select the "1 FLASH READ", and press the **TL/NS** key.
4. Select "1 DEPT. SALES" to take a flash report of department sales, "2 CID" to take a flash report of cash in drawer, or "3 SALES TOTAL" to take a flash report of sales total.
5. Press the **TL/NS** key.

Item	Mode					
	OPXZ		X1/Z1		X2/Z2	
	X	Z	X	Z	X	Z
General report			○	○	○	○
PLU report by designated range			○	○		
PLU report by associated department			○	○		
Individual clerk report	○	○	○	○		
All clerk report			○	○		
Hourly report			○	○		
Flash report			○			

# Daily Sales Totals

## ■ General report

### • Sample X report

<b>*X1 *</b>		Read symbol
DEPT. /GROUP		Report title
<b>D01</b>	107.000 Q	Dept. code
<b>DPT.01</b>	*156.62	Sales q'ty
	35.39%	Dept. description and sales amount
<b>D02</b>	59.000 Q	Ratio of dept. 1 sales amount to "+" dept. total
<b>DPT.02</b>	*110.09	
	24.88%	
<b>D03</b>	22.000 Q	
<b>DPT.03</b>	*74.61	
	16.86%	
<b>D04</b>	1.000 Q	
<b>DPT.04</b>	*4.00	
	0.90%	
<b>D05</b>	27.000 Q	
<b>DPT.05</b>	*59.70	
	13.49%	
<b>D06</b>	39.000 Q	
<b>DPT.06</b>	*37.51	
	8.48%	
<b>GROUP01</b>	255.000 Q	Group 1 total q'ty
	*442.53	Group 1 total amount
	100.00%	Ratio of dept. group 1 sales amount to "+" dept. total
-----		Group 1 text
<b>*DEPT TL</b>	255.000 Q	"+" dept. sales q'ty and total
	*442.53	
	100.00%	
-----		

<b>D10</b>	7.000 Q	"-" dept. sales q'ty and total
<b>DPT.10</b>	-6.81	
<b>DEPT (-)</b>	7.000 Q	
	-6.81	
-----		
<b>D11</b>	10.000 Q	"Hash "+" dept.sales q'ty and total
<b>DPT.11</b>	*15.04	
<b>*HASH TL</b>	10.000 Q	
	*15.04	
-----		
<b>D12</b>	4.000 Q	"Hash "-" dept.sales q'ty and total
<b>DPT.12</b>	-5.41	
<b>HASH (-)</b>	4.000 Q	
	-5.41	
-----		

### • Sample Z report

<b>*Z1 *</b>		
	Z1 0001	Reset counter
<b>GT1</b>	*00000000435.35	Net grand total (GT2-GT3)
<b>GT2</b>	*00000000483.45	Grand total of plus registration
<b>GT3</b>	-00000000048.10	Grand total of minus registration
<b>TR</b>	*00000000000.00	Grand total of training-mode registrations
-----		
DEPT. /GROUP		

↓  
The subsequent printout occurs in the same format as in the sample X1 report.

TRANSACTION		Report title
<b>(-)</b>	2 Q	Subtotal (-) counter and total
	-3.30	
<b>%1</b>	3 Q	Subtotal % counter and total
	-3.30	
<b>NET 1</b>	*435.35	
-----		
TAX1 ST	*344.14	*1 Taxable 1 total
VAT 1	*25.49	VAT 1 total
TAX2 ST	*4.00	
VAT 2	*0.36	
TAX3 ST	*59.70	
VAT 3	*6.40	
TAX4 ST	*37.51	
VAT 4	*6.25	
TTL TAX	*38.50	total tax
<b>NET</b>	*396.85	Net sales total without tax
-----		
<b>(-)</b>	2 Q	Item (-) counter and total
	-2.70	
<b>%2</b>	1 Q	Item % counter and total
	-7.80	
<b>REFUND</b>	1 Q	Refund counter and total
	*2.00	
<b>VOID</b>	2 Q	Item void counter and total
	*2.00	
<b>VOID MODE</b>	4 Q	Void-mode transaction counter and total
	*18.00	
<b>MGR VOID</b>	16 Q	Void mode item counter and total
	*20.00	
<b>SBTL VOID</b>	2 Q	Subtotal void counter and total
	*200.00	
<b>HASH VOID</b>	2 Q	Hash item void counter and total
	*3.00	
<b>HASH RF</b>	3 Q	Hash item refund counter and total
	*5.00	
-----		
<b>BILL CNT</b>	3 Q	Bill print counter
<b>NO SALE</b>	4 Q	No-sale (exchange) counter
<b>GUEST</b>	38 Q	Transaction counter
-----		

\*1 : When payment rounding is used, it is printed as below.

<b>DIFFER</b>	<b>*0.16</b>
---------------	--------------

\*2 : When VAT+TAX SYSTEM is used, it is printed as below.

TAX1 ST	*133.82
VAT 1	*9.91
TAX2 ST	*54.77
VAT 2	*5.48
TAX3 ST	*25.43
VAT 3	*3.05
TAX4 ST	*68.53
VAT 4	*13.71
TTL TAX	*32.15
<b>NET</b>	*272.64
<b>NET2</b>	*304.79

Net sales total with tax

PAID TL	*445.35	Paid total
AVE.	*11.72	Paid total average per transaction counter
SCM(+)	*153.00	Starting cash memory (+)
SCM(-)	-12.50	Starting cash memory (-)
SCM TTL	*140.50	Starting cash memory total
***RA	2 Q	Received-on-account counter and total
	*230.00	
***PO	1 Q	Paid-out counter and total
	*18.00	
CA/CHK	1 Q	
	*10.00	
<hr/>		
CASH	20 Q	Cash counter and total
	*185.00	
CHECK1	6 Q	Check 1 sale counter and total
	*83.00	
CHECK2	3 Q	
	*37.00	
CREDIT1	3 Q	Credit 1 sale and tendering counter and total
	*22.30	
CREDIT2	4 Q	
	*95.15	
EXCH1	2 Q	Exchange 1 cash counter and total
	48.18	
DOM. CUR1	*20.50	Domestic currency for exchange 1 total
EX1 CHK	0 Q	Exchange 1 check counter and total
	0.00	
DOM. CUR1 CHK	*0.00	
EX1 CR	0 Q	Exchange 1 credit counter and total
	0.00	(Exchange1:for the programmed rate)
DOM. CUR1 CR	*0.00	(Exchange2:for the open rate)
EXCH2	1 Q	
	9.45	
DOM. CUR2	*7.00	
<hr/>		
****CID	*522.90	Cash in drawer
*CH ID	*130.00	Check in drawer
CA/CHK ID	*652.90	Cash+check in drawer
CHK/CG	*4.60	Change total for check tendering

## ■ PLU report by designated range

<b>*X1*</b>			*
PLU			PLU code
	00001-	00010	PLU range
PLU			
P00001		6.000 Q	Sales q'ty and sales amount
PLU00001		*0.00	
P00002		1.000 Q	
PLU00002		*0.00	
P00003		9.000 Q	
PLU00003		*21.00	
P00004		1.000 Q	
PLU00004		*4.20	
P00010			
PLU00010		*8.20	
***TOTAL			Total sales q'ty and amount for PLUs
		25.000 Q	
		*44.50	

\* When you take a Z report, "Z1" is printed instead of "X1."

### NOTE

*In case of a PLU X report only header information is stored in the Electronic Journal file.*

## ■ PLU report by associated department

<b>*X1*</b>			*
PLU BY DEPT			
			Description of associated dept
DPT. 02		002	Associated dept. code
PLU			PLU code
P00002		38.000 Q	Sales q'ty and sales amount
PLU00002		*171.00	
P00003		8.000 Q	
PLU00003		*24.80	
P00007		65.000 Q	
PLU00007		*140.40	
P00010		46.000 Q	
PLU00010		*354.50	
P00012		12.000 Q	
PLU00012		*144.00	
***TOTAL			PLU total of associated department
		169.000 Q	
		*834.70	

\* When you take a Z report, "Z1" is printed instead of "X1."

## ■ Individual clerk report

<b>*X1*</b>		*
IND. CLERK		Clerk code
CLK#01	CLERK01	Clerk name
PAID TL	*421.35	Paid total
AVE.	*12.04	Paid total average per transaction counter
REFUND	4 Q	Refund counter and total
	*7.00	
VOID	4 Q	Item void counter and total
	*5.00	
VOID MODE	4 Q	Void-mode transaction counter and total
	*18.00	
MGR VOID	16 Q	Void mode item counter and total
	*20.00	
SBTL VOID	2 Q	Subtotal void counter and total
	*200.00	
GUEST	35 Q	Transaction counter
-----		
SCM(+)	*153.00	Starting cash memory (+)
SCM(-)	-12.50	Starting cash memory (-)
SCM TTL	*140.50	Starting cash memory total
***RA	2 Q	Received-on-account counter and total
	*230.00	
***PO	1 Q	Paid-out counter and total
	*18.00	
CA/CHK	1 Q	
	*10.00	
-----		
CASH	18 Q	Cash counter and total
	*168.00	
CHECK1	5 Q	Check 1 sale counter and total
	*76.00	
CHECK2	3 Q	
	*37.00	
CREDIT1	3 Q	Credit 1 sale and tendering counter and total
	*22.30	
CREDIT2	4 Q	
	*95.15	
EXCH1	2 Q	Exchange 1 cash counter and total
	48.18	
DOM. CUR1	*20.50	
EX1 CHK	0 Q	Exchange 1 check counter and total
	0.00	
DOM. CUR1 CHK	*0.00	
EX1 CR	0 Q	Exchange 1 credit counter and total
	0.00	
DOM. CUR1 CD	*0.00	
-----		
****CID	*505.90	Cash in drawer
*CH ID	*123.00	Check in drawer
CA/CHK ID	*628.90	Cash + check in drawer
CHK/CG	*4.60	Change total for check tendering

## ■ All clerk report

<b>*X1*</b>		*
ALL CLERK		
CLK#01	CLERK01	



The subsequent printout occurs in the same format as in the individual clerk report from the clerk #1. In the all clerk report, the total sales of all clerks are also printed.

\* When you take a Z report, "Z1" is printed instead of "X1."

\* When you take a Z report, "Z1" is printed instead of "X1."

# Hourly report

*X1*		*
HOURLY		
18:00	12 Q	Time
	*122.00	Transaction counter
AVE.	*10.17	Sales total
18:30	4 Q	
	*175.87	Average of sales amount
AVE.	*43.97	
SUBTOTAL	16 Q	
	*297.87	

AVE.	*79.24
22:30	0 Q
	*0.00
AVE.	*0.00
SUBTOTAL	3 Q
	*237.71

\* When you take a Z report, "Z1" is printed instead of "X1."

# Periodic Report Sample

Your register allows you to take consolidation X and Z reports of a chosen period (the period is usually one week or month).

## ■ General information

The periodic reading or resetting reports are the same in format as those in the X1/Z1 report for daily sales information except mode indication ("X2" or "Z2").

### • Sample X report

<b>*X2*</b>	Read symbol
DEPT. /GROUP	Report title

### • Sample Z report

<b>*Z2*</b>	Reset symbol
Z1 0005	Reset counter of daily total
Z2 0001	Reset counter of periodic consolidation
GT1 *0000000222.15	Grand totals
GT2 *00000002376.78	
GT3 ~00000000154.63	
TR *0000000050.80	
-----	
DEPT. /GROUP	Report title

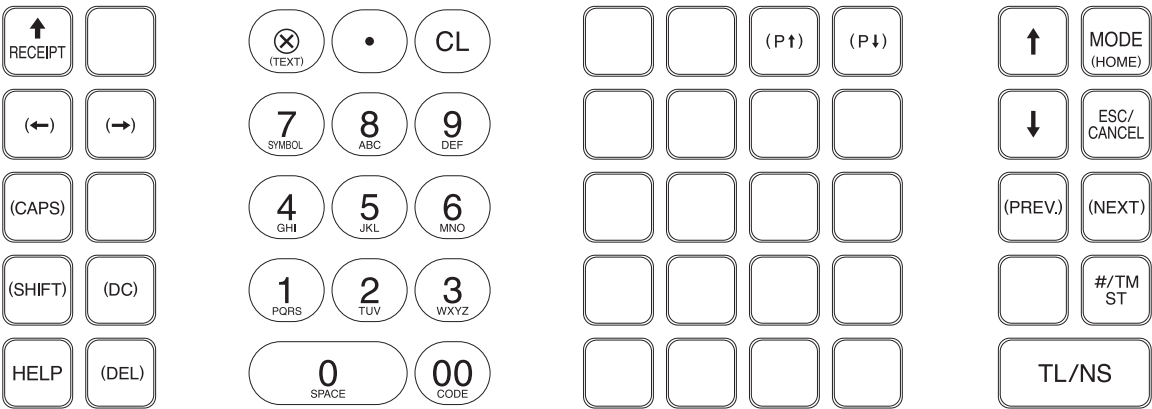
The subsequent items are printed out in the same format as in the X/Z report on daily totals.

# 9

# Prior to Programming

When you are in the PGM mode, the keyboard layout will be set to one of the programming layouts as shown below.

## Programming Keyboard Layout



- (SHIFT) (DC) (DEL) (CAPS) (SPACE) (TEXT) : Used for programming characters. For more information about programming characters, see the section “How to Program Alphanumeric Characters.”
- ← → ↑ ↓ : Used to move the cursor.
- TL/NS : Used to program each setting and to finalize programming.
- ESC/CANCEL : Used to cancel programming and to get back to the previous screen.
- (PREV.) : Used to go back to the previous record, e.g., from the department 2 programming window back to the department 1 programming window.
- (NEXT) : Used to go to the next record, for example, in order to program unit prices for sequential departments.
- (P↓) : Used to scroll the window to go to the next page.
- (P↑) : Used to scroll the window to go back to the previous page.
- CL : Used to clear the last setting you have programmed or clear the error state.
- : Used to toggle between two or more options.
- #/TM ST : Used to list those options which you can toggle by the • key.
- (DEL) : Used to delete a record.
- Numeric keys : Used for entering figures.

# How to Program Alphanumeric Characters

This section discusses how to program alphanumeric characters for various texts.

## ■ Mobile phone method

### Entering alphanumeric characters


To enter a character, simply press a corresponding character key on the programming keyboard.

To enter “A”, press the “8” key.


To enter “B”, press the “8” key twice.

To enter “C”, press the “8” key three times.

### Entering double-size characters


 : This key toggles the double-size character mode and the normal-size character mode. The default is the normal-size character mode. When the double-size character mode is selected, the letter “W” appears at the bottom of the display.

### Entering upper-case letters

 : You can enter an upper-case letter by using this key. Press this key just before you enter the upper-case letter. You should press this key each time you enter an upper-case letter.

 : You can lock the upper-case letter mode once the this key is pressed.

### Entering space

 : Enter a space in the cursor position.


### To move the cursor

  : Moves the cursor.

### To delete a character or figure

 : Deletes a character or figure in the cursor position.

### To change the text input mode

 : This key toggles the text input mode, Alphabet(A),European character (Ä), numeral (1), and symbol (\*).

## ■ Entering character codes

Numerals, letters and symbols are programmable by entering the **00** key and character codes. Use the following procedure with the cursor placed at the position where you want to enter characters:

To enter a digit, simply press a corresponding numeric key.

→ **00** → XXX      XXX : character code (3 digits)

Character  
code:

	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047
032 - 047		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
	048	049	050	051	052	053	054	055	056	057	058	059	060	061	062	063
048 - 063	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
	064	065	066	067	068	069	070	071	072	073	074	075	076	077	078	079
064 - 079	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095
080 - 095	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
	096	097	098	099	100	101	102	103	104	105	106	107	108	109	110	111
096 - 111	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
112 - 127	p	q	r	s	t	u	v	w	x	y	z	{		}	~	Δ
	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
128 - 143	Ç	ü	é	â	ä	à	ã	ç	ê	ë	è	ï	î	ì	Ä	Å
	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
144 - 159	É	æ	Œ	ô	ö	ò	û	ù	ÿ	Ö	Ü	ø	£	Ø	x	f
	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
160 - 175	Á	Í	Ó	Ú	Ñ	ñ	ª	º	¿	®	©	½	¼	¡	«	»
	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
176 - 191	⋮	⋮	⋮			Á	Â	À	©						¥	
	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
192 - 207					-								=			
	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
208 - 223																
	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
224 - 239																
	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255
240 - 255	-	±	=	¼	¶	§	÷	,	°	¨	.	1	3	2	■	(DC)

\*(DC) : Double-size character code

# 10 Programming

This chapter explains how to program various items.

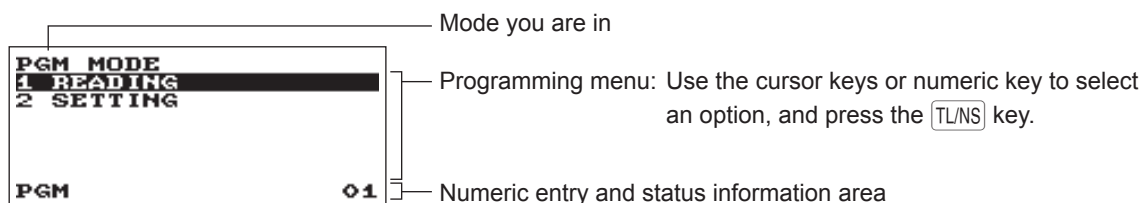
Before you start programming, press the **MODE** key and select the "6 PGM MODE" or "7 SD CARD MODE" by using the **↓** key and press the **TL/NS** key.

## Basic Instructions

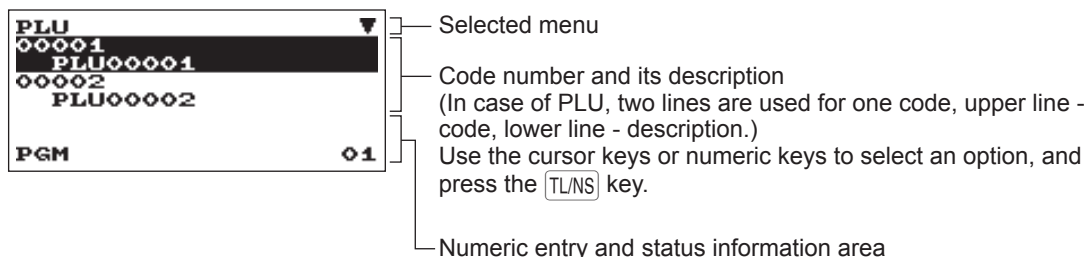
This section illustrates the basic programming by using an example of programming for departments.

### ■ Programming screen

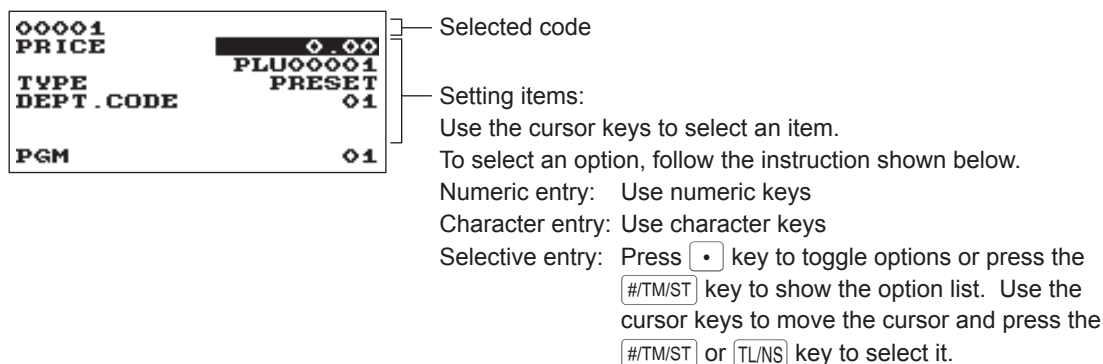
Opening screen: When you select the "6 PGM MODE", your display will show a programming opening screen corresponding to the mode you selected.



Code selecting screen (Dept. PLU):



Programming screen:



## ■ Programming example

The following example shows how to program 2.00 for the unit price, "ABCDE" for the description, and "non-taxable 1" for department 1.

### Procedure

```

PGM MODE
1 READING
2 SETTING
-----
PGM                                01
  
```

TL/NS ↓ ↑ ESC/CANCEL

```

SETTING
1 ARTICLE
2 FUNCTIONS
3 MEDIA
4 FUNCTION TEXT
5 PERSONNEL
-----
PGM                                01
  
```

TL/NS ↓ ↑ ESC/CANCEL

```



ARTICLE
1 DEPARTMENT
2 PLU
3 PLU RANGE
-----
PGM                                01
  
```

TL/NS ↓ ↑ ESC/CANCEL



```

DEPARTMENT
01 DPT.01
02 DPT.02
03 DPT.03
04 DPT.04
05 DPT.05
-----
PGM                                01
  
```

TL/NS ↓ ↑ ESC/CANCEL





1. In the PGM MODE screen, select "2 SETTING" by using the  key and press the  key.
  - The SETTING screen will appear.

#### NOTE

- You can also select "2 SETTING" by using numeric key "2," then press the  key.
- If you return to the previous screen, press the  key.

2. Select "1 ARTICLE."
  - The ARTICLE screen will appear.

#### NOTE

The arrow mark in the upper-right corner of the window shows that the window contains more options than are now on the screen. To scroll the window, press the  key ( key). To return to the previous page, press the  key ( key).

3. Select "1 DEPARTMENT."
  - The DEPARTMENT screen will appear, listing programmable departments.

4. Select "01 DPT.01" to program for department 1.
  - The "01" window will appear.

```

01 PRICE          200
TYPE             DPT. 01
TAX1             PRESET
TAX2             YES
TAX3             NO
PGM              NO
                01

```

```

01 PRICE          2.00
TYPE             ABCDE
TAX1             PRESET
TAX2             YES
TAX3             NO
PGM              NO
                01

```

```

01 PRICE          2.00
TYPE             ABCDE
TAX1             PRESET
TAX2             NO
TAX3             NO
PGM              NO
                01

```

5. On the first page of the "01" window, program the unit price and description as follows:

**NOTE**

*There are three entry patterns for the programming: the numeric entry, character entry, and selective entry.*

- Move the cursor to "PRICE," enter "200" by using numeric keys. → Numeric entry
- Move the cursor to "DPT.01" enter "ABCDE" by using character keys. → Character entry

If you want to clear setting, press the **CL** key before you press the **↓** key, **(P↓)** key, **↑** key, **(P↑)** key or **TL/NS** key.

6. Press the **↓** key twice to move to the cursor to "TAX 1", then program the machine to set "non-taxable 1" as follows:

- Press the **•** key to select "NO." → Selective entry

**NOTE**

The **•** key toggles between two options as follows:  
NO→YES→NO→....

Pressing the **#/TM/ST** key displays all pertinent options.

7. Select one of the following actions:

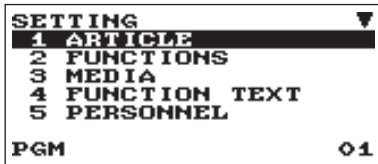
- To cancel the programming, press the **ESC/CANCEL** key. A confirmation window appears to ask you whether to save the data; select the option you prefer.
- To finalize the programming, press the **TL/NS** key, then press the **ESC/CANCEL** key. You will return to the "DEPARTMENT" window.
- To program for the following department, press the **(NEXT)** key. The "02" window will appear. To return to the "01" window, press the **(PREV)** key.

The following sections describe how to program each item which is contained in a programming group.

# Article Programming

Use the following procedure to select any option included in the article programming group:

## Procedure

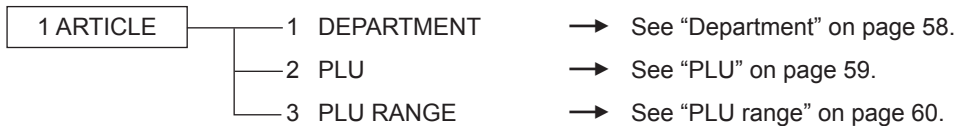


1. In the SETTING window, select “1 ARTICLE.”
  - The ARTICLE window will appear.

2. Select any option from the following options list.

- |   |              |                 |
|---|--------------|-----------------|
| 1 | DEPARTMENT : | Departments     |
| 2 | PLU :        | PLUs            |
| 3 | PLU RANGE :  | A range of PLUs |


The following illustration shows those options included in this programming group.



## ■ Department

The register can be equipped with maximum of 99 departments.

Use the following procedure to program for department.

**NOTE** To delete a department item in the "DEPARTMENT" window, select the item and press the  key. A confirmation window appears to ask you whether to delete the item, select the option you prefer.

### Procedure

Select a pertinent dept. code from the departments list.



01	PRICE	0.00
TYPE	DPT	01
TAX1	OPEN	YES
TAX2		NO
TAX3		NO
PGM		01

The screen continues.

Program each item as follows:

### NOTE

For more information about the entry patterns, see the "Basic Instructions" section.

#### • PRICE (Use the numeric entry)

Unit price (max. 8 digits)

#### • Description (Use the character entry)

Description for a department. Up to 16 characters can be entered. (Default text: DPT.nn)

#### • TYPE (Use the selective entry)

Type of unit price entry for departments

INHIBIT: Inhibited

OPEN: Open only

PRESET: Preset only

OPEN & PRESET: Open & preset

#### • TAX1 through 4 (Use the selective entry)

Taxability

YES : Taxable

NO : Non-taxable

**NOTE** The tax system of your register has been factory-set to automatic VAT1 - 4.

#### • SICS (Use the selective entry)

YES: SICS department

NO: Normal department

#### • GROUP No. (Use the numeric entry)

01-09: Plus department

10: Minus department

11: Plus hash department

12: Minus hash department


#### • HALO (Use the numeric entry)

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 999999.99

**NOTE** In the initial programming, the HALO function is programmed as "INVALID".

## ■ PLU

**NOTE** To delete a PLU item in the "PLU" window, select the item and press the  key. A confirmation window appears to ask you whether to delete the item, select the option you prefer.

### Procedure

Select a pertinent PLU code.



00001	
PRICE	0.00
TYPE	PLU00001
DEPT . CODE	PRESET
PGM	01

Program each item as follows:

• **PRICE (Use the numeric entry)**

Unit price of each price level (max. 8 digits)

• **Description (Use the character entry)**

Description for a PLU. Up to 16 characters can be entered.  
(Default text: PLUnnnnn)

• **TYPE (Use the selective entry)**

Type of unit price entry for PLU

INHIBIT:            Inhibited

OPEN:              Open only

PRESET:            Preset only

OPEN & PRESET: Open & preset

• **DEPT. CODE (Use the numeric entry)**

Department code to be associated with the entered PLU  
(01 through 99)

When a PLU is associated with a department, the following functions of the PLU depend on the programming for the department.

- Grouping (group 1 through 12)
- Single item cash sale
- HALO (only for subdepartments)
- Taxability

## ■ PLU range

You can program PLUs in the designated range.

### Procedure

PLU RANGE	
START	00000
END	00000
OPERATION	NEW&MAINT.
PGM	01



00001-00010	
PRICE	
TYPE	
DEPT . CODE	
PGM	01

Enter a value or select an option for each item as follows:

- **START (Use the numeric entry)**

Starting PLU code (max. 5 digits)

- **END (Use the numeric entry)**

Ending PLU code (max. 5 digits)

- **OPERATION (Use the selective entry)**

DELETE: Enables you to delete a specified range of PLUs.

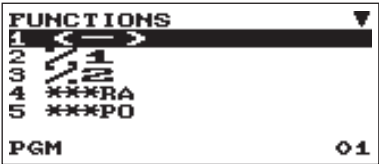
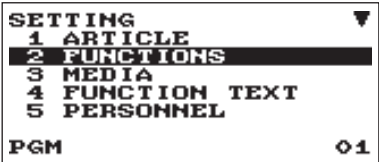
MAINT.: Enables you to change the setting you have programmed.

NEW&MAINT.: Enables you to change the current setting when the specified codes have already been created or to create new codes when the specified codes have not been created yet.

# Functional Programming

Use the following procedure to select any option included in the functional programming group:

## Procedure

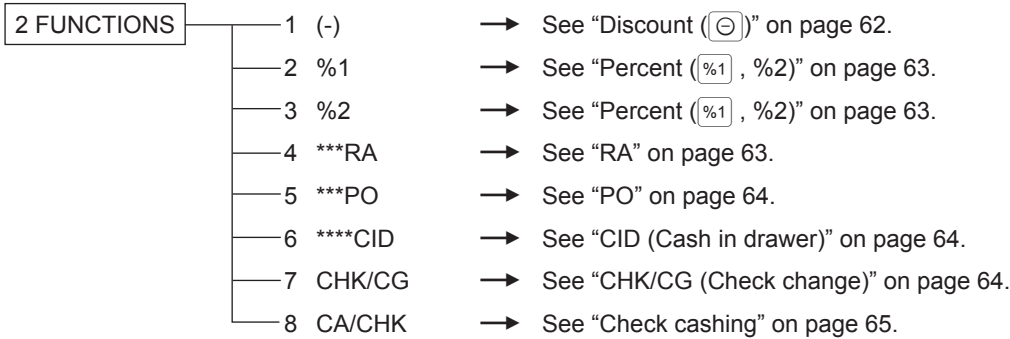


The screen continues.

1. In the SETTING window, select “2 FUNCTIONS.”
  - The FUNCTIONS window will appear.
2. Select any option from the following options list.

1 (-)	Discount
2 %1	Percent 1
3 %2	Percent 2
4 ***RA	Received on account
5 ***PO	Paid out
6 ****CID	Cash in drawer
7 CHK/CG	Check change
8 CA/CHK	Check cashing

The following illustration shows those options included in this programming group.



## ■ Discount (☹)

### Procedure

< — >	
AMOUNT	— 0.00
TEXT	< — >
SIGN	—
HALO	999999.99
ITEM	YES
SUBTOTAL	YES
PGM	01

Program each item as follows:

- **AMOUNT (Use the numeric entry)**  
Discount amount (max. 8 digits)
  - **TEXT (Use the character entry)**  
Description for the discount key. Up to 12 characters can be entered.
  - **SIGN (Use the selective entry)**  
Programming of the + or - sign assigns the premium or discount function to each discount key.  
+: Plus amount (premium)  
-: Minus amount (discount)
  - **HALO (High Amount Lockout) (Use the numeric entry)**  
This function is intended for prevention of accidentally entered unreasonably amounts.  
Limit amount: 0.00 to 999999.99
- NOTE**
- In the initial programming, the HALO function is programmed as "INVALID".*
- **ITEM (Use the selective entry)**  
YES: Enables the item discount.  
NO: Disables the item discount.
  - **SUBTOTAL (Used the selective entry)**  
YES: Enables the subtotal discount.  
NO: Disables the subtotal discount.

## ■ Percent (%1, %2)

### Procedure

```

// 1
RATE      -0.00%
TEXT      // 1
SIGN
HALO      100.00%
ITEM      NO
SUBTOTAL  YES
PGM       01
  
```

Program each item as follows:

- **RATE (Use the numeric entry)**  
Percent rate (0.00 to 100.00)
- **TEXT (Use the character entry)**  
Description for the percent key. Up to 12 characters can be entered.
- **SIGN (Use the selective entry)**  
Programming of the + or - sign assigns the premium or discount function to each percent key.  
+: Plus (premium)  
-: Minus (discount)
- **HALO (High Amount Lockout) (Use the numeric entry)**  
This function is intended for prevention of accidentally entered unreasonably amounts.  
HALO (High Amount Lockout) for the percent key (0.00 to 100.00)

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **ITEM (Use the selective entry)**  
YES: Enables the item %.  
NO: Disables the item %.
- **SUBTOTAL (Used the selective entry)**  
YES: Enables the subtotal %.  
NO: Disables the subtotal %.

## ■ RA

You can program an upper limit amount and description for received-on-account key.

### Procedure

```

***RA
HALO      9999999.99
TEXT      ***RA

PGM       01
  
```

Program each item as follows:

- **HALO (High Amount Lockout) (Use the numeric entry)**  
This function is intended for prevention of accidentally entered unreasonably amounts.  
Limit amount: 0.00 to 9999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **TEXT (Use the character entry)**  
Description for the received-on-account key. Up to 12 characters can be entered.

## ■ PO

You can program an upper limit amount and description for paid-out key.

### Procedure

```
***PO          9999999.99
HALO          ***PO
TEXT
PGM           01
```

Program each item as follows:

- **HALO (High Amount Lockout) (Use the numeric entry)**

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 9999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **TEXT (Use the character entry)**

Description for the paid-out key. Up to 12 characters can be entered.

## ■ CID (Cash in drawer)

You can program the description and the upper limit amounts for cash in drawer (sentinel).

### Procedure

```
C ID          99999999.99
HALO          ***CID
TEXT
PGM           01
```

Program each item as follows:

- **HALO (High Amount Lockout) (Use the numeric entry)**

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 99999999.99

#### NOTE

- *In the initial programming, the HALO function is programmed as "INVALID".*

- *When the cash in drawer amounts exceeds a limit amount, the sentinel mark(X) will be displayed.*

- **TEXT (Use the character entry)**

Description for the cash in drawer. Up to 12 characters can be entered.

## ■ CHK/CG (Check change)

You can program the description and the upper limit amounts for check change.

### Procedure

```
CHK/CG        999999.99
HALO          CHK/CG
TEXT
PGM           01
```

Program each item as follows:

- **HALO (High Amount Lockout) (Use the numeric entry)**

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **TEXT (Use the character entry)**

Description for check change. Up to 12 characters can be entered.

## ■ Check cashing

You can program the description and the upper limit amounts for check cashing.

### Procedure

CA/CHK	999999.99
HALO	CA/CHK
TEXT	
PGM	01

Program each item as follows:

- **HALO (High Amount Lockout) (Use the numeric entry)**

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

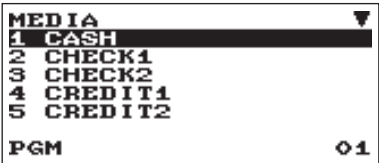
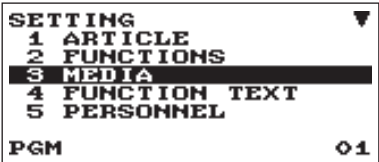
- **TEXT (Use the character entry)**

Description for check cashing. Up to 12 characters can be entered.

# Media Key Programming

Use the following procedure to select any option included in the media group:

## Procedure

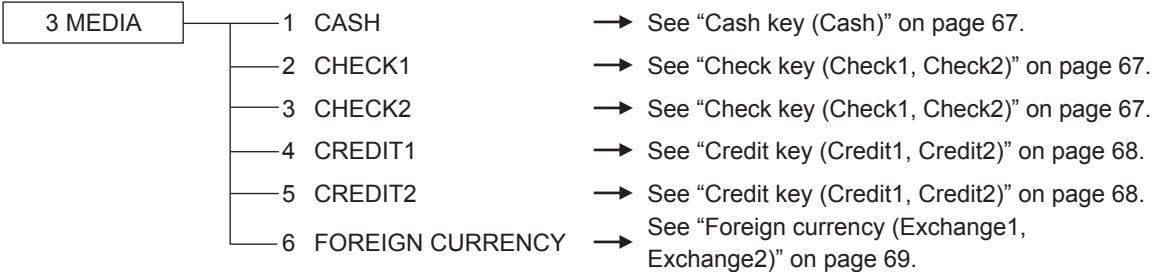


The screen continues.

1. In the SETTING window, select “3 MEDIA.”
  - The MEDIA window will appear.
2. Select any option from the following options list.

1	CASH	Cash
2	CHECK1	Check1 key
3	CHECK2	Check2
4	CREDIT1	Credit1 key
5	CREDIT2	Credit2
6	FOREIGN CURRENCY	Foreign Currency

The following illustration shows those options included in this programming group.



## ■ Cash key (Cash)

### Procedure

```
CASH
TEXT      CASH
HALO      999999.99
FOOTER PRINT NO
TEND.     NON-COMPUL.

PGM      A    01
```

Program each item as follows:

- **TEXT (Use the character entry)**  
Description for the cash key. Up to 12 characters can be entered.
- **HALO (High Amount Lockout) (Use the numeric entry)**  
This function is intended for prevention of accidentally entered unreasonably amounts.  
Limit amount: 0.00 to 999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **FOOTER PRINT (Use the selective entry)**  
This item decides whether or not your register should print a message at the foot of a receipt when a specified cash key is used.  
YES: Enables footer printing on the receipt.  
NO: Disables footer printing on the receipt.
- **TEND. (Use the selective entry)**  
NON-COMPUL.: Non-compulsory amount tendered entry.  
COMPULSORY: Compulsory amount tendered entry.

## ■ Check key (Check1, Check2)

### Procedure

```
CHECK1
TEXT      CHECK1
HALO      999999.99
FOOTER PRINT NO
TEND.     NON-COMPUL.

PGM      A    01
```

Program each item as follows:

- **TEXT (Use the character entry)**  
Description for the check key. Up to 12 characters can be entered.
- **HALO (High Amount Lockout) (Use the numeric entry)**  
This function is intended for prevention of accidentally entered unreasonably amounts.  
Limit amount: 0.00 to 999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **FOOTER PRINT (Use the selective entry)**  
YES: Enables footer printing on the receipt.  
NO: Disables footer printing on the receipt.
- **TEND. (Use the selective entry)**  
NON-COMPUL.: Non-compulsory amount tendered entry.  
COMPULSORY: Compulsory amount tendered entry.

## ■ Credit key (Credit1, Credit2)

### Procedure

CREDIT1		CREDIT1
TEXT		
HALO		999999.99
FOOTER PRINT		NO
TEND.		INHIBITED
PGM	A	01

Program each item as follows:

- **TEXT (Use the character entry)**

Description for the credit key. Up to 12 characters can be entered.

- **HALO (High Amount Lockout) (Use the numeric entry)**

This function is intended for prevention of accidentally entered unreasonably amounts.

Limit amount: 0.00 to 999999.99

#### NOTE

*In the initial programming, the HALO function is programmed as "INVALID".*

- **FOOTER PRINT (Use the selective entry)**

This item decides whether or not your register should print a message at the foot of a receipt when a specified credit key is used.

YES: Enables footer printing on the receipt.

NO: Disables footer printing on the receipt.

- **TEND. (Use the selective entry)**

COMPULSORY: Compulsory amount tendered entry.

INHIBITED: Inhibits amount tendered entry.

# Foreign currency (Exchange1, Exchange2)

## Procedure

```
FOREIGN CURRENCY  ▼
PRESET RATE      ENABLE
RATE             0.000000
TEXT             EXCH1
SYMBOL
TAB              2
OPEN RATE        ENABLE
PGM              01
```

The screen continues.

Program each item as follows:

- **PRESET RATE (Use the selective entry)**  
ENABLE: Enables preset rate  
DISABLE: Disable preset rate
- **RATE (Use the numeric entry)**  
Currency exchange rate (0.000000 to 999.999999)
- **TEXT (Use the character entry)**  
Description for the currency exchange key. Up to 12 characters can be entered.
- **SYMBOL (Use the character entry)**  
Currency descriptor. Up to 4 characters can be entered.
- **TAB (Use the selective entry)**  
Tabulation (0 to 3)
- **OPEN RATE (Use the selective entry)**  
ENABLE: Enables open rate  
DISABLE: Disable open rate
- **TEXT (Use the character entry) for open rate**  
Description for the currency exchange key for open rate. Up to 12 characters can be entered.
- **SYMBOL (Use the character entry) for open rate**  
Currency descriptor for open rate. Up to 4 characters can be entered.
- **TAB (Use the selective entry) for open rate**  
Tabulation for open rate (0 to 3)

## NOTE

Currency symbol is printed with (+) amount of foreign currency.  
The programmed character is printed at left side of amount.

EX) Case of “DM”:

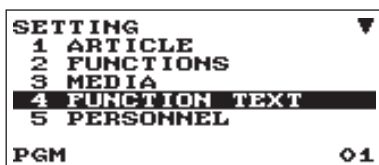
```
EXCH1    1.234567
          DM 1.23
```

↑  
Programmed symbol

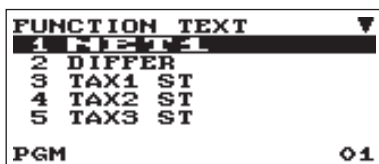
# Function Text Programming

You can program a maximum of 12 characters for each function by using the following table:

## Procedure



1. In the SETTING window, select "4 FUNCTION TEXT".
  - The FUNCTION TEXT window will appear.



2. Program each item as follows:
  - **Text (Use the character entry)**  
Description for each function. Up to 12 characters can be entered.

The screen continues.

List of function text

No.	Function	Default text
1	Net 1	NET1
2	Difference	DIFFER
3	Taxable 1 subtotal	TAX1 ST
4	Taxable 2 subtotal	TAX2 ST
5	Taxable 3 subtotal	TAX3 ST
6	Taxable 4 subtotal	TAX4 ST
7	VAT/tax 1	VAT 1
8	VAT/tax 2	VAT 2
9	VAT/tax 3	VAT 3
10	VAT/tax 4	VAT 4
11	Total tax (on report)	TTL TAX
12	Net without tax (on report)	NET
13	Net 2	NET2
14	Refund	REFUND
15	Void	VOID
16	Void mode	VOID MODE
17	MGR void	MGR VOID
18	Subtotal void	SBTL VOID
19	Hash void	HASH VOID
20	Hash refund	HASH RF
21	Bill counter	BILL CNT
22	No sale	NO SALE
23	Starting cash memory (+)	SCM(+)
24	Starting cash memory (-)	SCM(-)

No.	Function	Default text
25	Guest (customer/transaction count)	GUEST
26	Paid total	PAID TL
27	Average	AVE.
28	Check payment for exchange 1	EX1 CHK
29	Credit payment for exchange 1	EX1 CR
30	Domestic currency 1	DOM.CUR1
31	Domestic currency 2	DOM.CUR2
32	Domestic currency 1 for check	DOM.CUR1 CHK
33	Domestic currency 1 for credit	DOM.CUR1 CR
34	Check in drawer	*CH ID
35	Cash/check in drawer	CA/CHK ID
36	Group 1	GROUP01
37	Group 2	GROUP02
38	Group 3	GROUP03
39	Group 4	GROUP04
40	Group 5	GROUP05
41	Group 6	GROUP06
42	Group 7	GROUP07
43	Group 8	GROUP08
44	Group 9	GROUP09
45	(+)dept. total	*DEPT TL
46	(-)dept. total	DEPT(-)
47	Hash(+) total	*HASH TL
48	Hash(-) total	HASH(-)

No.	Function	Default text
49	Total	***TOTAL
50	Subtotal	SUBTOTAL
51	Starting cash memory total	SCM TTL
52	Non-add code text	#
53	Sales q'ty	ITEMS
54	Merchandise subtotal	MDSE ST
55	Net 1 (Taxable 1 - VAT/tax 1)	NET 1
56	Net 2 (Taxable 2 - VAT/tax 2)	NET 2
57	Net 3 (Taxable 3 - VAT/tax 3)	NET 3
58	Net 4 (Taxable 4 - VAT/tax 4)	NET 4
59	Due (on display)	DUE
60	Change	CHANGE
61	Copy receipt title	<b>COPY</b>
62	Guest check receipt title	<b>BILL</b>
63	Receipt switch	RCP SW.

# Personnel Programming

Use the following procedure to select any option included in the personnel group:

## Procedure

```

SETTING
1 ARTICLE
2 FUNCTIONS
3 MEDIA
4 FUNCTION TEXT
5 PERSONNEL
PGM 01
  
```



```

PERSONNEL
1 CLERK
2 MANAGER
3 MODE PASS CODE
4 TRAINING CLK
PGM 01
  
```

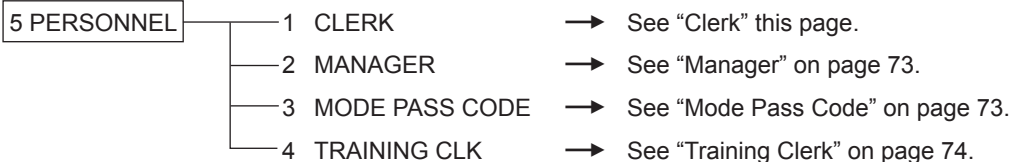
### 1. In the SETTING window, select "5 PERSONNEL."

- The PERSONNEL window will appear.

### 2. Select any option from the following options list.

1	CLERK	Clerk
2	MANAGER	Manager
3	MODE PASS CODE	Mode Pass Code
4	TRAINING CLK	Training Clerk

The following illustration shows those options included in this programming group.



## ■ Clerk

## Procedure

```

CLERK
01 CLERK01
02 CLERK02
03 CLERK03
04 CLERK04
PGM 01
  
```



```

01 PASS CODE 0000
AUTO KEY CLERK01
          ENABLE
PGM 01
  
```

## NOTE

- To create additional clerks enter the clerk number 5 - 25 in the clerk selection window "CLERK".
- To delete a clerk code in the "CLERK" window, select the clerk code and press the **[DEL]** key. A confirmation window appears to ask you whether to delete the clerk, select the option you prefer.

Program each item as follows:

### • PASS CODE (Use the numeric entry)

Pass code (max. 4 digits: 0001 to 9999/0000)

### • Text (Use the character entry)

Description for the clerk name (Up to 16 characters can be entered.)

### • AUTO KEY (Use the selective entry)

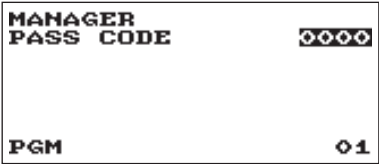
ENABLE: Enables operation of the **AUTO MENU** key.

DISABLE: Disables operation of the **AUTO MENU** key.

# ■ Manager

You can program a secret code for manager.

## Procedure



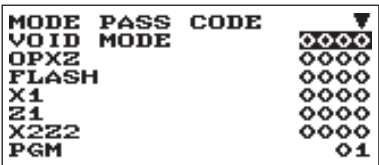
Program each item as follows:

- **PASS CODE (Use the numeric entry)**  
Pass code (max. 4 digits: 0000 to 9999)

# ■ Mode Pass Code

You can program a secret code for each mode.

## Procedure



The screen continues.

Program each item as follows:

- **VOID MODE (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **OPXZ (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **FLASH (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **X1 (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **Z1 (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **X2Z2 (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **PGM (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)
- **SD CARD (Use the numeric entry)**  
Pass code (max 4 digits: 0000 to 9999)

## ■ Training Clerk

You can set the training clerk code and text for the training mode title.

### Procedure

TRAINING CLK	
CODE	00
TEXT	TRAINING
PGM	01

Program each item as follows:

- **CODE (Use the numeric entry)**

Clerk code in training (max. 2 digits: 00 to 25)

- **TEXT (Use the character entry)**

Description for the training mode title (Up to 12 characters can be entered.)

# Terminal Programming

Use the following procedure to select any option included in the terminal group:

## Procedure

```
SETTING ▲▼
6 TERMINAL
7 DATE/TIME
8 OPTIONAL
9 REPORT
10 MESSAGE
PGM ○1
```



```
TERMINAL
MACHINE# 000000
CONSECUTIVE# 000000
GT2 0.00
GT3 0.00
PGM ○1
```

1. In the SETTING windows, select "6 TERMINAL."
  - The TERMINAL windows will appear.

2. Select any option from the following options list:

- **MACHINE# (Use the numeric entry)**  
Machine number (max. 6 digits: 0 to 999999)
- **CONSECUTIVE# (Use the numeric entry)**  
Enter a number (max. 6 digits: 0 to 999999) that is the desired starting number.
- **GT2: (Use the numeric entry)**  
Enter a number (max. 13 digits: 0 to 9999999999999)
- **GT3: (Use the numeric entry)**  
Enter a number (max. 13 digits: 0 to 9999999999999)

# Date/Time Setting

You can set the date and time for the register.

## ■ Date/time

### Procedure

```
SETTING          ▲▼
6 TERMINAL
7 DATE/TIME
8 OPTIONAL
9 REPORT
10 MESSAGE
PGM              01
```



```
DATE/TIME
DATE  01/01/2014
TIME  0000
PGM              01
```

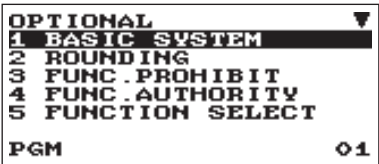
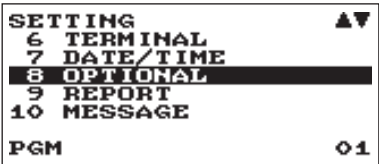
1. In the SETTING window, select "7 DATE/TIME".
  - The DATE/TIME window will appear.

2. Set each item as follows:
  - **DATE (Use the numeric entry)**  
Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.
  - **TIME (Use the numeric entry)**  
Set the time (max. 4 digits) on the 24-hour system. For example, when the time is set to 2:30 AM, enter 0230; and when it is set to 2:30 PM, enter 1430. The time will be printed and displayed.

# Optional Feature Selection

Use the following procedure to select any option included in the optional group:

**Procedure**



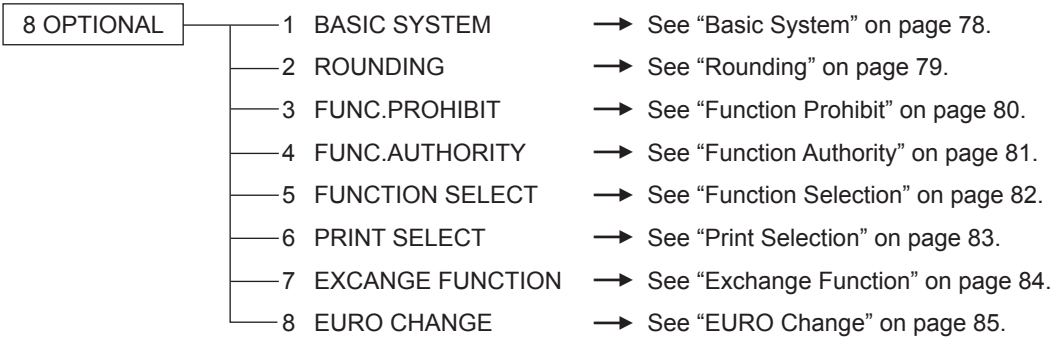
The screen continues.

- 1.** In the SETTING window, select “8 OPTIONAL.”
- The OPTIONAL window will appear.

- 2.** Select any option from the following options list.

1	BASIC SYSTEM	Basic system
2	ROUNDING	Rounding
3	FUNC. PROHIBIT	Function prohibited
4	FUNC. AUTHORITY	Function authority
5	FUNCTION SELECT	Function selection
6	PRINT SELECT	Print selection
7	EXCHANGE FUNCTION	Exchange function
8	EURO CHANGE	Euro change

The following illustration shows those options included in this programming group.



## ■ Basic System

Your register allows you to select various item of basic system.

### Procedure

```

BASIC SYSTEM
DATE FORMAT      DMY
TIME FORMAT      24-HOUR
ERROR            LOCK ERROR
CURRENCY SYMBOL  *
TAB              2
DECIMAL QUANTITY YES
PGM              01
  
```

The screen continues.

Program each item as follows:

#### • DATE FORMAT (Use the selective entry)

MDY: Display and print the month, day, and year in this order

DMY: Display and print the day, month and year in this order

YMD: Display and print the year, month, and day in this order

#### • TIME FORMAT (Use the selective entry)

12-HOUR: Display and print the time on 12-hour system

24-HOUR: Display and print the time on 24-hour system

#### • ERROR (Use the selective entry)

Response to an erroneous, invalid key operation

LOCK ERROR: Sound a short buzzer for 2 seconds, and display Error. To hide the Error display, press the **CL** key.

MISS OPE.: Sound a short buzzer

#### • CURRENCY SYMBOL (Use the character entry)

Enter the character (Max. 4 characters)

#### • TAB (Use the selective entry)

- |   |   |
|---|---|
| 0 | } Position of price delimiter can be set. Setting options are 0, 1, 2, and 3. |
| 1 |   |
| 2 |   |
| 3 |   |
- When setting to "2" for example, the entry of "100" is displayed as "1.00".

#### • DECIMAL QUANTITY (Use the selective entry)

YES: Enable to enter the decimal quantity

NO: Disable to enter the decimal quantity

#### • DECIMAL ROUND (Use the selective entry)

ROUND: Round off the number

UP: Round up after the decimal point

DOWN: Round down after the decimal point.

#### • HALO FUNC. (Use the selective entry)

VALID: Valid HALO function

INVALID: Invalid HALO function

#### • [00] KEY (Use the selective entry)

[00]: Display [00] by pressing the **00** key

[000]: Display [000] by pressing the **00** key

#### • PRT/DSP EDIT (Use the selective entry)

YES: All of printing and display are edited

NO: All of printing and display aren't edited

#### • ITEM DISPLAY (Use the selective entry)

2-LINE: The 1st line displays the quantity, price and amount. The 2nd line displays the text.

1-LINE: The quantity and text.

## ■ Rounding

Your register allows you to select various item of rounding system.

### Procedure

```

ROUNDING          ▼
ROUND100          NORMAL
ROUND10           00
ROUND FOR ITEM&TOTAL
CH/CR ROUND      YES
ROUND PRINT       NO
DIFFER MEMORY     NO
PGM               01
  
```

The screen continues.

Program each item as follows:

#### • ROUND 100 (Use the selective entry)

Rounding system selection

NORMAL: Minimum rounding currency unit is 1 (1 cent)

25: Minimum rounding currency unit is 25 (25 cents)

50: Minimum rounding currency unit is 50 (50 cents)

100: Minimum rounding currency unit is 100 (ex: 1 Swedish Krona)

#### • ROUND 10 (Use the numeric entry)

Rounding up/down of the units digit of amount.

Enter a number (2 digits 00 to 99)

#### • ROUND FOR (Use the selective entry)

ITEM&TOTAL: Rounding of the item and total

TOTAL: Rounding of the total

#### • CH/CR ROUND (Use the selective entry)

This selection is not effective at Manual TAX1-4 system.

YES: Enable the Australian rounding

NO: Disable the Australian rounding

#### • ROUND PRINT (Use the selective entry)

YES: Print the rounding amount

NO: Not print the rounding amount

#### • DIFFER MEMORY (Use the selective entry)

YES: Memory the difference between before-rounding and after-rounding

NO: No memory the difference between before-rounding and after-rounding

#### • ITEM ENT (Use the selective entry)

Limit on the least significant digit in entering the amount of item

ANY: No limit at the least significant digit in each amount entry

0 ONLY: Limit to 0 at the least significant digit in each amount entry

0.5 ONLY: Limit to 0.5 at the least significant digit in each amount entry

#### • PAYMENT ENT (Use the selective entry)

Limit on the least significant digit in entering the amount of payment

ANY: No limit at the least significant digit in each amount entry

0 ONLY: Limit to 0 at the least significant digit in each amount entry

0.5 ONLY: Limit to 0.5 at the least significant digit in each amount entry

## ■ Function Prohibit

Your register allows you to select whether to enable or disable various functions.

### Procedure

FUNC . PROHIBIT	ENABLE
NON-ADD	ENABLE
NON-ADD + NS	ENABLE
MINUS DEPT	ENABLE
HASH DEPT	ENABLE
COPY RCPT	ENABLE
VOID MODE	ENABLE
PGM	01

The screen continues.

Program each item as follows:

- **NON-ADD (Use the selective entry)**
  - ENABLE: Enable to enter Non-add code
  - DISABLE: Disable to enter Non-add code
- **NON-ADD + NS (Use the selective entry)**
  - ENABLE: Enable No sale after Non-add code entry
  - DISABLE: Disable No sale after Non-add code entry
- **MINUS DEPT (Use the selective entry)**
  - ENABLE: Enable to enter the minus department or PLU
  - DISABLE: Disable to enter the minus department or PLU
- **HASH DEPT (Use the selective entry)**
  - ENABLE: Enable to enter the hash department or PLU
  - DISABLE: Disable to enter the hash department or PLU
- **COPY RCPT (Use the selective entry)**
  - ENABLE: Enable the receipt copy function
  - DISABLE: Disable the receipt copy function
- **VOID MODE (Use the selective entry)**
  - ENABLE: Enable the void mode
  - DISABLE: Disable the void mode
- **SUBTOTAL<0 (Use the selective entry)**
  - ENABLE: Enable to go negative merchandise subtotal
  - DISABLE: Disable to go negative merchandise subtotal
- **TEND+DIRECT (Use the selective entry)**
  - ENABLE: Enable the direct non-tendering finalization after the previous tender entry
  - DISABLE: Disable the direct non-tendering finalization after the previous tender entry

## ■ Function Authority

Your register allows you to select whether to public or to limit function authority.

### Procedure

FUNC . AUTHORITY	
RA	PUBLIC
PO	PUBLIC
REFUND	PUBLIC
ITEM VD	PUBLIC
SBTL VD	PUBLIC
NO SALE	PUBLIC
PGM	01

Program each item as follows:

- **RA (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.
- **PO (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.
- **REFUND (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.
- **ITEM VD (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.
- **SBTL VD (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.
- **NO SALE (Use the selective entry)**
  - LIMITED: Allowed only in the Manager mode.
  - PUBLIC: Allowed in the REG mode and the Manager mode.

## ■ Function Selection

Your register enables you to select various functional selections.

### Procedure

```
FUNCTION SELECT  ▼
SPLIT COUNT  QUANTITY
CR IN RA/PO  NON
VD MODE TO HOURLY NO
ST BEFORE DIRECT NOT
ST BEFORE TEND  NOT
NS RECEIPT  PRINT
PGM 01
```

The screen continues.

Program each item as follows:

- **SPLIT COUNT (Use the selective entry)**

Count method of split pricing entry.

PACKAGE: Unit of the package

QUANTITY: Quantity

- **CR IN RA/PO (Use the selective entry)**

Credit totalizer update if RA or PO finalization by the credit key.

NON: Not update

UPDATE: Update

- **VD MODE TO HOURLY (Use the selective entry)**

YES: Enable to add to the hourly total in void mode.

NO: Disable to add to the hourly total in void mode.

- **ST BEFORE DIRECT (Use the selective entry)**

Subtotal entry before direct non-tendering finalization

NOT: Not to require entry of subtotal for the non-tendering finalization

MUST: Require entry of subtotal for the non-tendering finalization

- **ST BEFORE TEND (Use the selective entry)**

Subtotal entry before tender

NOT: Not to require entry of subtotal for the tendering finalization

MUST: Require entry of subtotal for the tendering finalization

- **NS RECEIPT (Use the selective entry)**

Printing the receipt at the time of No Sale

PRINT: Print the receipt

NOT: Not to print the receipt

- **RCPT CONTENTS (Use the selective entry)**

TOTAL: Print the total only on the receipt

DETAIL: Print the details on the receipt

- **AFTER TRANS. (Use the selective entry)**

TOTAL: Print the total only on the receipt after finalizing a transaction and the copy receipt

DETAIL: Print the details on the receipt after finalizing a transaction and the copy receipt

- **E.J.FULL (Use the selective entry)**

When the EJ file is full, whether to lock the item entry or not.

LOCK: Lock the item entry

CONTINUE: Not to lock the item entry

## ■ Print Selection

You can program various printing functions.

### Procedure

PRINT SELECT	▼
CONSECUTIVE NO.	YES
DATE	YES
TIME	YES
PURCHASE NO.	NO
TAX STATUS	NO
TAXABLE	YES
PGM	01

The screen continues.

Program each item as follows:

- **CONSECUTIVE NO. (Use the selective entry)**
  - YES: Print the consecutive No.
  - NO: Not to print the consecutive No.
- **DATE (Use the selective entry)**
  - YES: Print the date
  - NO: Not to print the date
- **TIME (Use the selective entry)**
  - YES: Print the time
  - NO: Not to print the time
- **PURCHASE NO. (Use the selective entry)**
  - YES: Print the number of the purchase No.
  - NO: Not to print the number of the purchase No.
- **TAX STATUS (Use the selective entry)**
  - YES: Print the tax status
  - NO: Not to print the tax status
- **TAXABLE (Use the selective entry)**
  - YES: Print the taxable amount
  - NO: Not to print the taxable amount
- **TAX (Use the selective entry)**
  - YES: Print the tax amount
  - NO: Not to print the tax amount
- **TAX (TAXABLE=0) (Use the selective entry)**
  - YES: Print the tax amount when the taxable amount is zero.
  - NO: Not to print the tax amount the taxable amount is zero.
- **TAX (TAX=0) (Use the selective entry)**
  - YES: Print the tax amount when the tax amount is zero.
  - NO: Not to print the tax amount when the tax amount is zero.
- **NET (Use the selective entry)**
  - YES: Print the NET amount
  - NO: Not to print the NET amount
- **SPLIT ENTRY (Use the selective entry)**
  - A=1st quantity, B=2nd quantity and C=unit price
  - FORMAT1: A x B/C
  - FORMAT2: A x C/B
- **ST AT ST KEY (Use the selective entry)**
  - YES: Print the subtotal using the ST key
  - NO: Not to print the subtotal using the ST key
- **LOGO FORM (Use the selective entry)**
  - PATTERN 1: 3 line text header
  - PATTERN 2: Image logo header
  - PATTERN 3: Image logo header + 3 line text footer
  - PATTERN 4: 6 line text header
  - PATTERN 5: Image logo header + 3 line text header
  - PATTERN 6: 3 line text header + 3 line text footer

- **FOOTER (Use the selective entry)**

ALL: Print the footer in any media  
BY MEDIA: Print the footer by media

- **0 AMT PLU (Use the selective entry)**

When the PLU unit price is 0, printing the amount is:  
TEXT ONLY: Print the text only  
NORMAL: Print the price and the text

- **ITEM JOURNAL (Use the selective entry)**

ALL: Print all items on electronic journal  
SELECT: Print the selected items on electronic journal

- **LOGO ON JOURNAL (Use the selective entry)**

YES: Print the logo text on electronic journal  
NO: Not to print the logo text on electronic journal

- **BILL ON JOURNAL (Use the selective entry)**

YES: Print the bill contents on electronic journal  
NO: Not to print the bill contents on electronic journal

## ■ Exchange Function

### Procedure



EXCHANGE FUNCTION  
PAY FOR EX1 CASH  
EX1 CALC. MULTI.  
TTL&CHANGE DOMESTIC  
ST SHORT TEND PRINT  
PGM 01

Program each item as follows:

- **PAY FOR EX1 (Use the selective entry)**

Payment for the amount of Exchange 1  
CASH: Payment is made by cash only  
ALL: Payment is made by all media

- **EX1 CALC. (Use the selective entry)**

Method of the calculation for Exchange 1  
MULTI.: Multiplication  
DIVIDE: Division

- **TTL & CHANGE (Use the selective entry)**

Print the total and change for the amount of Exchange 1  
DOMESTIC: The domestic item only  
WITH EX1: Print the total and change for the amount of Exchange 1

- **ST SHORT TEND (Use the selective entry)**

Print the subtotal after Exchange short tendering  
NOT: Not to print the subtotal  
PRINT: Print the subtotal

## ■ EURO Change

You can program optional functions for EURO change. For the details, refer to EURO Migration Function section.

### Procedure

```
EURO CHANGE      000000
DATE              00
TIME              00
PRICE CONVERT     YES
EURO JOB NON-COMPUL .
PGM               01
```

Program each item as follows:

#### • DATE (Use the numeric entry)

Preset the date to execute the automatic EURO modification operation.

Enter the day (2 digits), month (2 digits), and year (2 digits) in this sequence.

#### • TIME (Use the numeric entry)

Preset the time of the date to execute the automatic EURO modification operation.

Enter the hour (00-23)

#### • PRICE CONVERT (Use the selective entry)

YES: Converts the preset unit prices of Dept./PLU in the automatic EURO modification operation.

NO: Does not convert the preset unit prices of Dept./PLU to the ones of EURO currency in the automatic EURO modification operation.

**NOTE** *The preset rate of the Exchange 1 is applied as the conversion rate, and the calculation method is set to "division".*

#### • EURO JOB (Use the selective entry)

NON-COMPUL.: Non-compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date.

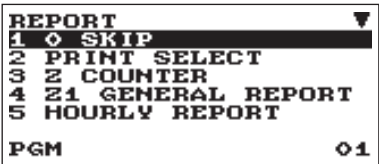
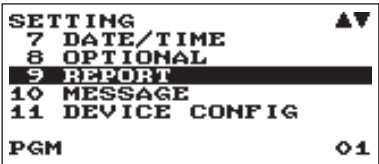
COMPULSORY: Compulsory the automatic EURO modification operation in the X2/Z2 mode after the preset date.

**NOTE** *When the EURO STATUS of your register is already "D" (i.e. the domestic currency has been changed to EURO in your register), this programming is disabled.*

# Report Programming

Use the following procedure to select any option included in the report group:

### Procedure



The screen continues.

1.

In the SETTING window, select "9 REPORT."
  - The REPORT window will appear.
2.

Select any option from the following options list:

1

0 SKIP

Zero skip

2

PRINT SELECT

Print select

3

Z COUNTER

Z counter

4

Z1 GENERAL REPORT

Z1 General report

5

HOURLY REPORT

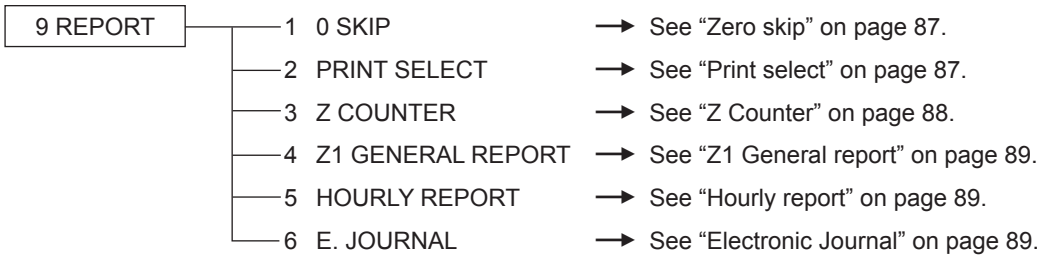
Hourly report

6

E. JOURNAL

Electronic journal

The following illustration shows those options included in this programming group.



## ■ Zero skip

You can program whether or not to skip "0" in each report.

### Procedure

0 SKIP	SKIP
DEPARTMENT	SKIP
TRANSACTION	SKIP
PLU	SKIP
CLERK	SKIP
HOURLY	SKIP
PGM	01

Program each item as follows:

#### • DEPARTMENT (Use the selective entry)

SKIP: Skips those data that are "0" in the department report.

NOT SKIP: Does not skip those data that are "0" in the department report.

#### • TRANSACTION (Use the selective entry)

SKIP: Skips those data that are "0" in the transaction report.

NOT SKIP: Does not skip those data that are "0" in the transaction report.

#### • PLU (Use the selective entry)

SKIP: Skips those data that are "0" in the PLU report.

NOT SKIP: Does not skip those data that are "0" in the PLU report.

#### • CLERK (Use the selective entry)

SKIP: Skips those data that are "0" in the clerk report.

NOT SKIP: Does not skip those data that are "0" in the clerk report.

#### • HOURLY (Use the selective entry)

SKIP: Skips those data that are "0" in the hourly report.

NOT SKIP: Does not skip those data that are "0" in the hourly report.

## ■ Print select

You can program whether or not to print the item on the report.

### Procedure

PRINT SELECT	▼
SEPARATOR LINE	YES
Z COUNTER	YES
GT1 ON Z	YES
GT2 ON Z	YES
GT3 ON Z	YES
TR GT ON Z	YES
PGM	01

Program each item as follows:

#### • SEPARATOR LINE (Use the selective entry)

YES: Print the separate line on the report.

NO: Not to print the separate line on the report.

#### • Z COUNTER (Use the selective entry)

YES: Print the Z counter on the Z report.

NO: Not to print the Z counter on the Z report.

#### • GT1 ON Z (Use the selective entry)

YES: Print GT1 on the Z report.

NO: Not to print GT1 on the Z report.

#### • GT2 ON Z (Use the selective entry)

YES: Print GT2 on the Z report.

NO: Not to print GT2 on the Z report.

#### • GT3 ON Z (Use the selective entry)

YES: Print GT3 on the Z report.

NO: Not to print GT3 on the Z report.

#### • TR GT ON Z (Use the selective entry)

YES: Print the training GT on the Z report.

NO: Not to print the training GT on the Z report.

#### • GT1 ON X (Use the selective entry)

YES: Print GT1 on the X report.

NO: Not to print GT1 on the X report.

The screen continues.

- **GT2 ON X (Use the selective entry)**

YES: Print GT2 on the X report.

NO: Not to print GT2 on the X report.

- **GT3 ON X (Use the selective entry)**

YES: Print GT3 on the X report.

NO: Not to print GT3 on the X report.

- **TR GT ON X (Use the selective entry)**

YES: Print the training GT on the X report.

NO: Not to print the training GT on the X report.

- **VD MODE ON X1Z1 (Use the selective entry)**

YES: Print total of VOID MODE on X1Z1 report

NO: Not to print total of VOID MODE on X1Z1 report

- **VD MODE ON X2Z2 (Use the selective entry)**

YES: Print total of VOID MODE on X2Z2 report

NO: Not to print total of VOID MODE on X2Z2 report

- **PLU DATA ON Z (Use the selective entry)**

YES: Print PLU data on the PLU Z report.

NO: Not to print PLU data on the PLU Z report.

- **EJ DATA ON Z (Use the selective entry)**

YES: Print EJ data on the EJ Z report.

NO: Not to print EJ data on the EJ Z report.

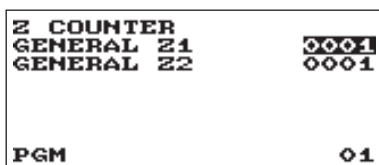
- **EJ SIZE (Use the selective entry)**

SMALL: Print EJ in a small size.

NORMAL: Print EJ in a normal size.

## ■ Z Counter

### Procedure



Program each item as follows:

- **GENERAL Z1:** Max.4 digits (0000 to 9999)

- **GENERAL Z2:** Max.4 digits (0000 to 9999)

## ■ Z1 General report

### Procedure

```
Z1 GENERAL REPORT
SD: SAVE SALES      NO
SD: SAVE EJ         NO
SD: SAVE ALL RAM    NO
CLEAR EJ            NO
RESET GT            NO
PGM                  01
```

Program each item as follows:

- **SD: SAVE SALES (Use the selective entry)**

YES: Save the sales data in the SD card.

NO: Not to save the sales data in the SD card.

- **SD: SAVE EJ (Use the selective entry)**

YES: Save the electronic journal data in the SD card.

NO: Not to save the electronic journal data in the SD card.

- **SD: SAVE ALL RAM (Use the selective entry)**

YES: Save all the RAM data in the SD card.

NO: Not to save all the RAM data in the SD card.

- **CLEAR EJ (Use the selective entry)**

YES: Clear the electronic journal data

NO: Not to clear the electronic journal data

- **RESET GT (Use the selective entry)**

YES: Reset the GT.

NO: Not to reset the GT.

## ■ Hourly report

You can program the memory type and the starting time for the hourly report.

### Procedure

```
HOURLY REPORT
MEMORY TYPE      30MIN
START TIME       00
PGM              01
```

Program each item as follows:

- **MEMORY TYPE (Use the selective entry)**

30MIN: Selects the 30-minute type.

60MIN: Selects the 60-minute type.

- **START TIME (Use the numeric entry)**

Starting time entry (max. 2 digits: 0 to 23)

## ■ Electronic Journal

### Procedure

```
E. JOURNAL
STORE TO SD      W SPACE
TR DATA STORE   YES
X DATA STORE    HEADER
PGM              01
```

Program each item as follows:

- **STORE TO SD (Use the selective entry)**

When the EJ data is recorded on the SD card:

AS IS: Control characters are recorded as they are

W SPACE: Control characters are recorded as double space.

- **TR DATA STORE (Use the selective entry)**

YES: Record the EJ data in the training mode.

NO: Not to record the EJ data in the training mode.

- **X DATA STORE (Use the selective entry)**

When the X report data in the EJ is recorded:

HEADER: Record only the header of X report in the electronic journal.

DETAIL: Record the detail of X report in the electronic journal.

# Message Programming

Use the following procedure to select any option included in the message group:

## Procedure

```

SETTING          ▲▼
 8 OPTIONAL
 9 REPORT
10 MESSAGE
11 DEVICE CONFIG
12 TAX
PGM              01
    
```



```

MESSAGE
1 RECEIPT LOGO
PGM              01
    
```

1. In the SETTING window, select "10 MESSAGE."  
• The MESSAGE window will appear.

2. Select any option from the following options list:

1 RECEIPT LOGO      Receipt logo

The following illustration shows those options included in this programming group.

10 MESSAGE ——— 1 RECEIPT LOGO      ➔ See "Receipt logo" this page.

## ■ Receipt logo

Your register can print programmed messages for customers on every receipt.  
The logo text is printed in a centering form on the receipt.

## Procedure

```

RECEIPT LOGO
THANK YOU
FOR YOUR
PURCHASE
WE ARE LO
FORWARD T
YOUR NEXT
PGM          A    01
    
```

Program each item as follows:

- **RECEIPT LOGO (Use the character entry)**  
Logo text for the receipt (max. 30 characters x 6 lines)

**NOTE** The programmable number of lines for a message varies according to the following message types:

- PATTERN 1: 3 line text header
- PATTERN 2: Image logo header
- PATTERN 3: Image logo header + 3 line text footer
- PATTERN 4: 6 line text header
- PATTERN 5: Image logo header + 3 line text header
- PATTERN 6: 3 line text header + 3 line text footer

# Device Configuration Programming

Use the following procedure to select a device configuration programming:

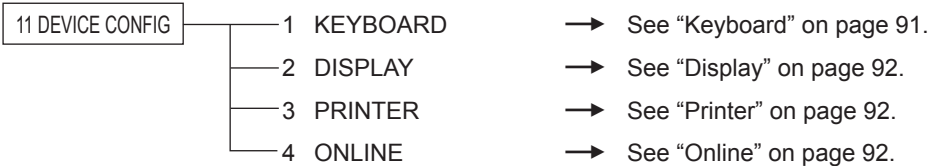
**Procedure**



1. In the SETTING window, select “11 DEVICE CONFIG.”
  - The DEVICE CONFIG window will appear.
2. Select any option from the following options list:

1	KEYBOARD	Keyboard
2	DISPLAY	Display
3	PRINTER	Printer
4	ONLINE	Online

The following illustration shows those options included in this programming group.



## ■ Keyboard

**Procedure**



Program each item as follows:

- **BUFFERING (Use the selective entry)**  
YES: Enables the buffering keyboard.  
NO: Disables the buffering keyboard.
- **TOUCH SOUND (Use the selective entry)**  
YES: Set to sound.  
NO: Not to sound.

## ■ Display

### Procedure

```
DISPLAY
POWER SAVE      02
P.SAVE AT TM    YES

PGM              01
```

Program each item as follows:

- **POWER SAVE (Use the numeric entry)**  
Time of the power save (2 digits: 1 to 99 minutes, 0:100minutes).
- **P. SAVE AT TM (Use the selective entry)**  
Power saving during time display:  
YES: Enables power saving during time display.  
NO: Disables power saving during time display.

## ■ Printer

### Procedure

```
PRINTER
DENSITY          50

PGM              01
```

Program each item as follows:

- **DENSITY (Use the numeric entry)**  
Select a density level (2 digits: 00 to 99).  
00: 89% for standard  
50: 100% for standard  
99: 111% for standard

## ■ Online

### Procedure

```
ONLINE
TERMINAL No.     000000
CI SIGNAL        NON
LINE FORM        FULL
BAUD RATE        19200
START CODE       002
END CODE         013
PGM              01
```

The screen continues.

Program each item as follows:

- **TERMINAL No. (Use the numeric entry)**  
Terminal number (6 digits: 0 to 999999).
- **CI SIGNAL (Use the selective entry)**  
Sensing of the CI signal  
NON: Disables sensing of the CI signal.  
SENSING: Enables sensing of the CI signal.
- **LINE FORM (Use the selective entry)**  
Programming of the modem control  
FULL: Full duplex system.  
HALF: Half duplex system.
- **BAUD RATE (Use the selective entry)**  
Transmission data rate.  
38400 bps 19200 bps  
9600 bps 4800 bps
- **START CODE (Use the numeric entry)**  
Start code (3 digits: 0 to 127)
- **END CODE (Use the numeric entry)**  
End code (3 digits: 0 to 127)
- **TIME OUT (Use the numeric entry)**  
Programming of the time-out time (3 digits: 1 to 255 sec.)

# Tax Programming

Use the following procedure to select any option included in the tax group:

## Procedure

```

SETTING          ▲
 9 REPORT
10 MESSAGE
11 DEVICE CONFIG
12 TAX
13 AUTO KEY
PGM              01
    
```



```

TAX
1 TAX SYSTEM
2 TAX1
3 TAX2
4 TAX3
5 TAX4
PGM              01
    
```

1. In the SETTING window, select "12 TAX."  
• The TAX window will appear.
2. Select any option from the following options list:

1	TAX SYSTEM	Tax system
2	TAX1	Tax1
3	TAX2	Tax2
4	TAX3	Tax3
5	TAX4	Tax4

## ■ Tax system

### Procedure

```

TAX SYSTEM
      AUTO VAT1-4
PGM              01
    
```

#### • Tax system (Use the selective entry)

AUTO TAX 1-4  
 AUTO VAT 1-4  
 MANUAL VAT 1-4  
 MANUAL VAT 1  
 MANUAL TAX 1-4  
 VAT1 & TAX 2-4

## ■ Tax 1 through 4

### Procedure

```

TAX1
TAX RATE        0.0000%
RATE SIGN      +
LOWER TAX       0.00
PGM              01
    
```

#### • TAX RATE (Use the numeric entry)

Tax rate (max. 7 digits: 0.0000 to 999.9999%)

#### • RATE SIGN (Use the selective entry)

+: Plus rate

–: Minus rate

• This option is not available in the VAT system.

#### • LOWER TAX (Use the numeric entry)

Lowest taxable amount (max. 5 digits: 0.00 to 999.99)

• This option is not available in the VAT system.

# Automatic Sequencing Key Programming

If you program frequently performed key operations for the AUTO keys, you can enter those key operations simply by pressing the corresponding AUTO keys in key operations.

## Procedure

```
SETTING          ▲
 9 REPORT
10 MESSAGE
11 DEVICE CONFIG
12 TAX
13 AUTO KEY
PGM              ◊1
```



```
AUTO KEY
1 KEY TEXT
2 KEY SEQUENCE
PGM              ◊1
```



```
KEY TEXT
1 AUTO 1
2 AUTO 2
3 AUTO 3
4 AUTO 4
5 AUTO 5
PGM              ◊1
```



```
AUTO 1
TEXT 1  AUTO 1
PGM      A  ◊1
```

## ■ Key Text

1. In the SETTING window, select "13 AUTO KEY."
  - The AUTO KEY window will appear.

2. Select "1 KEY TEXT" by the TL/NS key.

3. Select the pertinent Auto key from the key list by the TL/NS key.

4. Enter the title of the operation for the key sequence to allocate.

TEXT: up to 12 digits

# Key Sequence

## Procedure

```

SETTING
9 REPORT
10 MESSAGE
11 DEVICE CONFIG
12 TAX
13 AUTO KEY
PGM 01
  
```



```

AUTO KEY
1 KEY TEXT
2 KEY SEQUENCE
PGM 01
  
```



```

KEY SEQUENCE
1 AUTO 1
2 AUTO 2
3 AUTO 3
4 AUTO 4
5 AUTO 5
PGM 01
  
```



```

AUTO 1
PGM 01
  
```

1. In the SETTING window, select "13 AUTO KEY."  
• The AUTO KEY window will appear.
2. Select "2 KEY SEQUENCE" by the TL/NS key.
3. Select the pertinent Auto key from the key list by the TL/NS key.
4. Enter the key operation sequence by any key except the AUTO MENU key.  
The register allows to program up to 25 keys for each AUTO key.
5. To terminate the procedure press the AUTO MENU key, the confirmation window will appear for sequence data saving. Select "SAVE" or "ABANDON" and press the TL/NS key.

## Example

In case of the X1 General report printing.

Display

```

AUTO 1
4 2 KEY
5 TL/NS
6 1 KEY
7 ESC/CANCEL
8 ESC/CANCEL
PGM 01
  
```

Key operation

```

MODE
4=(select X1/Z1 MODE)
TL/NS
2=(select READING)
TL/NS
1=(select GENERAL)
ESC/CANCEL
ESC/CANCEL
AUTO MENU
  
```

# Reading of Stored Programs

You can read programs stored in the PGM mode.

## ■ Program reading sequence

To read those programs stored in the PGM mode, use the following procedure:

1. Select the PGM mode from the mode selection window.
2. Select "1 READING" from the PGM mode to display the items list, and press the TL/NS key.

Select an item listed in the table shown later.

Item:	Description:
1 DEPARTMENT	Department
2 PLU	PLU
3 FUNCTIONS	Function
4 MEDIA	Media
5 FUNCTION TEXT	Function Text
6 CLERK	Clerk
7 MANAGER	Manager
8 MODE PASS CODE	Mode pass code
9 TRAINING CLK	Training clerk
10 OPTIONAL	Optional
11 REPORT	Report
12 MESSAGE	Message
13 DEVICE CONFIG	Device config.
14 TAX	Tax
15 AUTO KEY	Auto key
16 ROM VERSION	ROM version

## ■ Sample printouts

### • Departments (PGM mode)

Operating mode	<b>*PGM*</b>			
Report type	<b>DEPARTMENT</b>			Tax status
Dept. code	<b>D01</b>		<b>0.00</b>	Unit price
Description	<b>DPT.01</b>	<b>T1 01</b>		Function programming
Group no.	<b>G01</b>	<b>L999999.99</b>		01 Amount entry type (0:Inhibit 1:Open 2:Preset 3:Open&Preset)
	<b>D02</b>	<b>12.00</b>		SICS (0:No 1:Yes)
	<b>DPT.02</b>	<b>T1 03</b>		HALO limit
	<b>G01</b>	<b>L999999.99</b>		
	<b>D03</b>	<b>0.00</b>		
	<b>DPT.03</b>	<b>T1 01</b>		
	<b>G01</b>	<b>L999999.99</b>		

### • PLU (PGM mode)

	<b>*PGM*</b>			
Report type	<b>PLU</b>			Associated dept code
PLU code	<b>P00001</b>	<b>(01)</b>	<b>2</b>	Amount Entry type
Description	<b>PLU00001</b>		<b>1.20</b>	Price
	<b>P00002</b>	<b>(02)</b>	<b>2</b>	
	<b>PLU00002</b>		<b>4.50</b>	
	<b>P00003</b>	<b>(02)</b>	<b>2</b>	
	<b>PLU00003</b>		<b>3.10</b>	
	<b>P00004</b>	<b>(01)</b>	<b>2</b>	
	<b>PLU00004</b>		<b>4.50</b>	
	<b>P00005</b>	<b>(01)</b>	<b>2</b>	
	<b>PLU00005</b>		<b>2.25</b>	
	<b>P00006</b>	<b>(01)</b>	<b>2</b>	
	<b>PLU00006</b>		<b>0.00</b>	
	<b>P00007</b>	<b>(02)</b>	<b>2</b>	
	<b>PLU00007</b>		<b>2.10</b>	
	<b>P00008</b>	<b>(01)</b>	<b>2</b>	
	<b>PLU00008</b>		<b>1.20</b>	
	<b>P00009</b>	<b>(01)</b>	<b>2</b>	
	<b>PLU00009</b>		<b>0.00</b>	
	<b>P00010</b>	<b>(02)</b>	<b>2</b>	
	<b>PLU00010</b>		<b>8.20</b>	

## • Functions (PGM mode)

*PGM*	
FUNCTIONS	Report type
(-)	Sign (plus/minus)
IS	-0.00
%1	L2.00
S	-0.00%
%2	L100.00%
I	-0.00%
***RA	L100.00%
***PO	L9999999.99
****CID	L9999999.99
CHK/CG	L999999.99
CA/CHK	L999999.99

Text

Type I=Item S=Subtotal

Rate

HALO limit

## • Media (PGM mode)

*PGM*	
MEDIA	Report type
CASH	HALO
CHECK1	Programming data(00)
CHECK2	Text
CREDIT1	Entry of amount tendered (0:Non-Compulsory, 1:Compulsory)
CREDIT2	Footer print on receipt (0:No, 1:Yes)
PRESET RATE	ENABLE
EXCH1	1.550220 2
OPEN RATE	ENABLE
EXCH2	2

Text

Programming data(00)

Entry of amount tendered  
(0:Non-Compulsory, 1:Compulsory)

Footer print on receipt  
(0:No, 1:Yes)

Tab

Entry of amount tendered  
(0:Inhibit, 1:Compulsory)

Footer print on receipt  
(0:No, 1:Yes)

Rate

• Function Text (PGM mode)

*PGM*		
FUNCTION TEXT		Report type
		Function
		Text
<b>NET 1</b>	<b>NET 1</b>	
TAX1 ST	TAX1 ST	
TAX2 ST	TAX2 ST	
TAX3 ST	TAX3 ST	
TAX4 ST	TAX4 ST	
VAT 1	VAT 1	
VAT 2	VAT 2	
VAT 3	VAT 3	
VAT 4	VAT 4	
TTL TAX	TTL TAX	
<b>NET</b>	<b>NET</b>	
<b>NET2</b>	<b>NET2</b>	
REFUND	REFUND	
VOID	VOID	
VOID MODE	VOID MODE	
MGR VOID	MGR VOID	
SBTL VOID	SBTL VOID	
HASH VOID	HASH VOID	
HASH RF	HASH RF	
BILL CNT	BILL CNT	
NO SALE	NO SALE	
SCM(+)	SCM(+)	
SCM(-)	SCM(-)	
GUEST	GUEST	
PAID TL	PAID TL	
AVE.	AVE.	
DOM. CUR1	DOM. CUR1	
DOM. CUR2	DOM. CUR2	
*CH ID	*CH ID	
CA/CHK ID	CA/CHK ID	
<b>GROUP01</b>	<b>GROUP01</b>	
<b>GROUP02</b>	<b>GROUP02</b>	

<b>GROUP02</b>	<b>GROUP03</b>
<b>GROUP03</b>	<b>GROUP04</b>
<b>GROUP04</b>	<b>GROUP05</b>
<b>GROUP05</b>	<b>GROUP06</b>
<b>GROUP06</b>	<b>GROUP07</b>
<b>GROUP07</b>	<b>GROUP08</b>
<b>GROUP08</b>	<b>GROUP09</b>
<b>GROUP09</b>	<b>GROUP09</b>
*DEPT TL	*DEPT TL
DEPT (-)	DEPT (-)
*HASH TL	*HASH TL
HASH (-)	HASH (-)
***TOTAL	***TOTAL
SUBTOTAL	SUBTOTAL
SCM TTL	SCM TTL
#	#
ITEMS	ITEMS
MDSE ST	MDSE ST
NET 1	NET 1
NET 2	NET 2
NET 3	NET 3
NET 4	NET 4
DUE	DUE
CHANGE	CHANGE
<b>COPY</b>	<b>COPY</b>
<b>BILL</b>	<b>BILL</b>
RCP SW.	RCP SW.

• Clerk (PGM mode)

*PGM*	
CLERK	Report type
CLK#01	CLERK01
	0 0000
CLK#02	CLERK02
	0 0000
CLK#03	CLERK03
	0 0000
CLK#04	CLERK04
	0 0000

Clerk code  
Clerk name  
Auto key operation/Pass code  
(0:Enable)  
(1:Disable)

• Manager (PGM mode)

*PGM*	
MANAGER	Report type
PASS CODE	9999
	Pass code

• Mode Pass Code (PGM mode)

*PGM*	
MODE PASS CODE	Report type
VOID MODE	1111
OPXZ	0000
FLASH	0000
X1	0000
Z1	0000
X2Z2	0000
PGM	1234
SD CARD	7777

Mode  
Pass code

• Training clerk (PGM mode)

*PGM*	
TRAINING CLK	Report type
CODE	00
TEXT	TRAINING

Training clerk code  
Training mode title text

• Optional (PGM mode)

*PGM*		Report type
OPTIONAL		
BASIC SYSTEM		Item
DATE FORMAT	DMY	
TIME FORMAT	24-HOUR	Setting
ERROR	LOCK ERROR	
CURRENCY SYMBOL	*	
TAB	2	
DECIMAL QUANTITY	YES	
DECIMAL ROUND	ROUND	
HALD FUNC.	INVALID	
[00]KEY	[00]	
PRT/DSP EDIT	YES	
ITEM DISPLAY	2-LINE	
ROUNDING		
ROUND100	NORMAL	
ROUND10	00	
ROUND FOR	ITEM&TOTAL	
CH/CR ROUND	YES	
ROUND PRINT	NO	
DIFFER MEMORY	NO	
ITEM ENT	ANY	
PAYMENT ENT	ANY	
FUNC. PROHIBIT		
NON-ADD	ENABLE	
NON-ADD + NS	ENABLE	
MINUS DEPT	ENABLE	
HASH DEPT	ENABLE	
COPY RCPT	ENABLE	
VOID MODE	ENABLE	
SUBTOTAL<0	ENABLE	
TEND+DIRECT	ENABLE	
FUNC. AUTHORITY		
RA	PUBLIC	
PO	PUBLIC	
REFUND	PUBLIC	
ITEM VD	PUBLIC	
SBTL VD	PUBLIC	
NO SALE	PUBLIC	

FUNCTION SELECT	
SPLIT COUNT	QUANTITY
CR IN RA/PO	NON
VD MODE TO HOURLY	NO
ST BEFORE DIRECT	NOT
ST BEFORE TEND	NOT
NS RECEIPT	PRINT
RCPT CONTENTS	DETAIL
AFTER TRANS.	DETAIL
E. J. FULL	CONTINUE
PRINT SELECT	
CONSECUTIVE NO.	YES
DATE	YES
TIME	YES
PURCHASE NO.	NO
TAX STATUS	NO
TAXABLE	YES
TAX	YES
TAX (TAXABLE=0)	NO
TAX (TAX=0)	NO
NET	YES
SPLIT ENTRY	FORMAT1
ST AT ST KEY	NO
LOGO FORM	PATTERN6
FOOTER	ALL
O AMT PLU	TEXT ONLY
ITEM JOURNAL	ALL
LOGO ON JOURNAL	NO
BILL ON JOURNAL	NO
EXCHANGE FUNCTION	
PAY FOR EX1	CASH
EX1 CALC.	MULTI.
TTL&CHANGE	DOMESTIC
ST SHORT TEND	PRINT
EURO CHANGE	
DATE	00/00/2000
TIME	00
PRICE CONVERT	YES
EURO JOB	NON-COMPUL.

• Report (PGM mode)

*PGM*	
REPORT	Report type
0 SKIP	
DEPARTMENT	SKIP
TRANSACTION	SKIP
PLU	SKIP
CLERK	SKIP
HOURLY	SKIP
	Setting Item
PRINT SELECT	
SEPARATOR LINE	YES
Z COUNTER	YES
GT1 ON Z	YES
GT2 ON Z	YES
GT3 ON Z	YES
TR GT ON Z	YES
GT1 ON X	NO
GT2 ON X	NO
GT3 ON X	NO
TR GT ON X	NO
VD MODE ON X1Z1	YES
VD MODE ON X2Z2	YES
PLU DATA ON Z	YES
EJ DATA ON Z	YES
EJ SIZE	SMALL

Z COUNTER	
GENERAL Z1	0000
GENERAL Z2	0000
Z1 GENERAL REPORT	
SD: SAVE SALES	NO
SD: SAVE EJ	NO
SD: SAVE ALL RAM	NO
CLEAR EJ	NO
RESET GT	NO
HOURLY REPORT	
MEMORY TYPE	30MIN
START TIME	00
E. JOURNAL	
STORE TO SD	W SPACE
TR DATA STORE	YES
X DATA STORE	HEADER

• Message (PGM mode)

*PGM*	
MESSAGE	Report type
RECEIPT LOGO	
THANK YOU	
FOR YOUR	
PURCHASE	
WE ARE LOOKING	
FORWARD TO	
YOUR NEXT VISIT	

• Device configuration (PGM mode)

*PGM*	
DEVICE CONFIG	Report type
KEYBOARD	
BUFFERING	YES
TOUCH SOUND	YES
DISPLAY	Setting
POWER SAVE	2
P. SAVE AT TM	YES
PRINTER	
DENSITY	50
ONLINE	
TERMINAL No.	000001
CI SIGNAL	NON
LINE FORM	FULL
BAUD RATE	19200
START CODE	002
END CODE	013
TIME OUT	007

• Tax rate (PGM mode)

*PGM*	
TAX	Report type
	Tax no.
TAX SYSTEM	AUTO TAX1-4
TAX1	1. 0000 %
	0. 01
TAX2	2. 0000 %
	0. 02
TAX3	3. 0000 %
	0. 03
TAX4	4. 0000 %
	0. 04

• AUTO key (PGM mode)

<b>*PGM*</b>		Report type
AUTO KEY		
AUTO 1	AUTO 1	AUTO key no.
	#/TM/ST	Auto key text
	1 KEY	Key operation
	0 KEY	
	%1	
AUTO 2	AUTO 2	
	----	
AUTO 3	AUTO 3	
	----	
AUTO 4	AUTO 4	
	----	
AUTO 5	AUTO 5	
	----	

• ROM version (PGM mode)

<b>*PGM*</b>		Report type
VERSION		
IPL Version		
	XE-A177	1.00
PROGRAM Version		
	XE-A177	V1.00
TEXT Version		
	Text	V1.00
SYSTEM Version		
	System	V1.00

## SD CARD Mode

The register's data can be saved to the SD memory card, and the programming data can be loaded from the SD memory card.

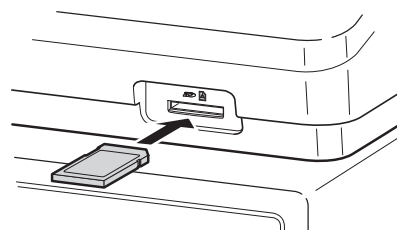
To use the SD card function, select the "7 SD CARD MODE" in the mode selection window and perform the following operations.

### ■ Inserting and removing an SD memory card

The SD card slot is located on the front side of your register.

#### Inserting an SD memory card

Insert an SD memory card into the SD card slot with the printed SD logo facing upwards. Push the card in steady with a finger until it clicks and release it slowly.



#### Removing the SD memory card

Push in the card gently with a finger and release it. The card will come out.

#### NOTE

- This model supports SD cards only. Use of any other types of SD cards such as mini SD, micro SD, etc. with an adapter is not supported.
- When inserting or removing the SD memory card, be sure to release it slowly. Otherwise, the card may pop out and injure your finger.
- Never touch or remove the SD memory card while it is accessed, otherwise the data stored in it may be damaged.
- Formatting the SD memory card erases all the data in it.

#### CAUTION

Never turn the power off, while the SD memory card is accessed.

### ■ SD card formatting

When the SD card is not formatted yet, take the formatting operation.

#### Procedure

- (1) Select "4 FORMATTING" in the SD CARD mode, the confirmation window is displayed.
- (2) To perform the format operation, select OK and press the **TL/NS** key.

To cancel the operation, select CANCEL and press the **TL/NS** key.

### ■ Folder creating

The master folder can be created for the data file.

\ SHARP\ ECRXXX11\ nnnnnnnn (nnnnnnnn:folder name)

#### Procedure

- (1) Select "3 FOLDER CONTROL" in the SD CARD mode and press the **TL/NS** key.
- (2) Select "1 CREATE FOLDER", the folder name entry window is displayed.
- (3) Enter the required folder name and press the **TL/NS** key.

To cancel the operation, press the **ESC/CANCEL** key.

## ■ Folder name selecting

### Procedure

- (1) Select "3 FOLDER CONTROL" in the SD CARD mode and press the **[TL/NS]** key, the FOLDER CONTROL window is displayed.
- (2) Select "2 SELECT FOLDER", the folder name list window is displayed.
- (3) Select the required folder name from the list, and press the **[TL/NS]** key.  
To cancel the operation, press the **[ESC/CANCEL]** key.

## ■ Data saving

The sales data, EJ data or programming data can be saved to the SD card.

### Procedure

- (1) Select "1 SAVING" in the SD CARD mode, the selection window "SAVE" or "SAVE FOR ONLINE" is displayed.
  1. SAVE: Saves data
  2. SAVE FOR ONLINE: Saves and adds data to existing file and clears the data at the registerSelect the operation "SAVE" or "SAVE FOR ONLINE" and press the **[TL/NS]** key; the following data list window is displayed. (If you selected "SAVE FOR ONLINE", only "EJ DATA" is displayed.)

Text	Data list
SALES DATA	Sales data (CSV format)
EJ DATA	Electronic journal data
IND. PROGRAM	Select the individual programming data: DEPARTMENT, PLU, GRAPHIC LOGO LOGO TEXT TAX
ALL PROGRAM	All programming data
ALL RAM DATA	All RAM data

- (2) Select the data menu from the list and press the **[TL/NS]** key, the confirmation window is displayed.  
To save the required data file, select OK and press the **[TL/NS]** key.  
To cancel the operation, select CANCEL and press the **[TL/NS]** key.

## ■ Data loading

The programming data can be loaded from the SD card.

### Procedure

- (1) Select “2 LOADING” in the SD CARD mode and the press **TL/NS** key. The following selection window is displayed.

Text	Data list
IND. PROGRAM	Select the individual programming data: DEPARTMENT, PLU, GRAPHIC LOGO LOGO TEXT TAX
ALL PROGRAM	All programming data
ALL RAM DATA*	All RAM data

- (2) Select the data menu from the list and press the **TL/NS** key, the confirmation window is displayed.  
To load the programming data file, select OK and press the **TL/NS** key.  
To cancel the operation, select CANCEL and press the **TL/NS** key.

\* When “ALL RAM DATA” is selected, the register resets the program in the last save point after loading all the RAM data.

**NOTE** The loading operation must be circumspect in execution, the sales data and/or all programming data will be recovered with the back-up data.

## ■ Electronic journal

This function is intended to record the journal data in the electronic journal file (memory) instead of journal paper.

### • Recording data

The register records the printing output to the journal printer in all modes into the electronic journal file.

### • Reporting (X report)

The register reports the journal data (same as normal journal formats) in the electronic journal file by the report printer.

Operation: Select the reading operation "E.JOURNAL" in X1/Z1 or OPXZ (only printing) mode.

It is possible to use filter functions (consecutive no./date/time/clerk code).

C.C. No. (Consecutive no.): ALL or RANGE (designate start no./end no.)

DATE (Date): ALL or RANGE (designate start date/end date)

TIME (Time): ALL or RANGE (designate start time/end time)

CLERK (Clerk code): ALL or INDIVIDUAL (designate clerk code)

### • Resetting (Z report)

It is possible to take the resetting report of the journal data in the electronic journal file by the report printer.

Operation: Select the resetting operation "E.JOURNAL" in X1/Z1 or OPXZ mode.

The filter functions (consecutive no./date/time/clerk code) can not be used.

# 12 EURO Migration Function

Basically your register can be automatically modified to correspond to the introduction of EURO by executing the operation “EURO STATUS” in X2/Z2 mode. However, there are several options you must set depending on your need. Carefully conduct necessary settings.

## EURO status:

You can select status from following 4 types ((A), (B), (C), or (D)). And the selectable type is decided as follows for each status. Type (A) is the base status (initial status).

From type (A) — selectable —> Type (B), (C), or (D)  
 From type (B) — selectable —> Type (C), (D)  
 From type (C) — selectable —> Type (D)

	Items	Type (B)	Type (C)	Type (D)
1	General Z1 report	ISSUE	ISSUE	ISSUE
2	General Z2 report	ISSUE	ISSUE	ISSUE
3	GT1/2/3 & Training GT	—	CLEAR	CLAER
4	Convert the unit price of DEPT/PLU*	—	CONVERTING	CONVERTING
5	EX1 AMOUNT PRINTING FOR TOTAL AND CHANGE	YES	YES	NO
6	EX1 CALCULATTION METHOD	DIVISION	MULTI.	MULTI.
7	EX1 currency symbol	[EURO]	The current domestic currency symbol	—
8	EX1 TAB	2	The current domestic TAB	—
9	Domestic currency symbol	—	[EURO]	[EURO]
10	Domestic TAB	—	2	2
11	Rounding SYSTEM (Denmark/ Sweden/Normal)	—	Normal	Normal
12	Rounding up/down of the unit digits of AMOUNT	—	No	No
13	Lowest digit entering limitation of item	—	Arbitrary	Arbitrary
14	Lowest digit entering limitation of payment	—	Arbitrary	Arbitrary
15	Difference memory	—	No	No
16	Rounding of foreign currency for EX1	ROUND OFF (4DOWN-5UP)	ROUND OFF (4DOWN-5UP)	ROUND OFF (4DOWN-5UP)

The marked items “—” is remaining the current data.

\*: The preset rate of the Exchange1 is applied as the conversion rate, and the calculation method is set to “division”. When the conversion has been made, the message “PRICE CONVERTED” is printed on the report.

### Setting the date and time when the automatic EURO modification operation should be executed

To certainly execute the automatic modification operation, you can program the scheduled date and time to execute the automatic EURO modification operation. From ten days before the preset date, the remaining days are printed at the bottom of the daily full resetting report.

****CID	*191.00
*CH ID	*10.00
CA/CHK ID	*201.00
CHK/CG	*4.00
-----	
EURO START	
01/06/2015 10:00	
DAYS TO EURO	<10>
-----	

Date and time setting will be reset after the execution of automatic modification operation, and again you can program the date and time for the next automatic modification operation.

Also you can make the automatic EURO modification operation compulsory. When the above-mentioned preset date and time has come, and also when you start an entry in the REG/MGR mode, the error message "EURO CHANGE ENTRY COMPULSORY" will be displayed. You cannot start any operation in the REG/MGR mode until you make the operation.

### Automatic EURO modification operation

1. Select "5 X2/Z2 MODE".
2. Select "3 EURO STATUS" from the menu.
3. Select the status you want to set (B, C or D) referring to the table on the previous page. Press the ☐ key to toggle the options.

Please note that once you set a status, you cannot return to the previous status(es).

### Important note

As for the miscellaneous keys, such as ☐ and ☐ keys, and for the HALO setting, the automatic conversion will not be made. You need to change the % rates or amounts in the PGM mode after the execution of the automatic modification operation for EURO so that they are based on amounts in EURO.

#### NOTE

*It is executed some of following operation which is needed for each status.*

1) Issue General Z1 report. 2) Issue General Z2 report. 3) Clear GT1/2/3 and Training GT. 4) Convert the unit price of DEPT/PLU from LOCAL currency to EURO. If new unit price is over the max digits, its price is set as "0.00". 5) Change PGM function "EX1 AMOUNT PRINTING FOR TOTAL AND CHANGE YES/NO". 6) Change PGM function "EX1 CALCULATION METHOD DIVISION/MULTIPLICATION". 7) Set "EX1 currency symbol" as the suitable data. 8) Set "EX1 TAB" as the suitable data. 9) Set "Domestic currency symbol" as EURO SYMBOL. 10) Set "Domestic TAB" as "2". 11) Set "Rounding SYSTEM (Denmark/Sweden/Normal)" as "Normal". 12) Set "Rounding up/down of the unit digits of AMOUNT" as "No". 13) Set "Lowest digit entering limitation of item" as "Arbitrary". 14) Set "Lowest digit entering limitation of payment" as "Arbitrary". 15) Set "Difference memory" as "No". 16) Set "Rounding of foreign currency for EX" as "Round off(4-DOWN,5-UP)". (EURO Regulation)

#### NOTE

*This job cannot set the following additional EURO function. You must set the following items by each programming after executing the automatic EURO modification operation.*

1) Exchange1 rate, (2) "Check, Credit operation for Exchange1 — YES/NO"

# 13

## Operator Maintenance

### In Case of Power Failure

When power is lost, the register retains its memory contents and all information on sales entries.

- When power failure is encountered in register idle state or during an entry, the register returns to the normal state of operation after power recovery.
- When power failure is encountered during a printing cycle, the register carries out the correct printing procedure after power recovery.

### In Case of Printer Error

If the printer runs out of paper, the printer will stall, and "PAPER EMPTY" will appear on the display. Key entries will not be accepted. Referring to "Replacing the Paper Roll" in this chapter, install a new paper roll in the proper position, then press the **CL** key. The printer will print the power failure symbol and resume printing.

If the print roller arm comes up, the printer stalls, and "PAPER EMPTY" will appear on the display. Key entries will not be accepted. Push down the arm until it is securely locked, then press the **CL** key. The printer will print the power failure symbol and resume printing.

### Cautions in Handling the Printer and Recording Paper

#### ■ Cautions in handling the printer

- Avoid the following environments:
  - Dusty and humid places
  - Direct sunlight
  - Iron powder (A permanent magnet and electromagnet are used in this machine.)
- Never pull the paper when the print roller arm is locked. First lift up the arm, and then remove the paper.
- Never touch the surface of the printer head and print roller.

#### ■ Cautions in handling the recording paper (thermal paper)

- Use only the paper specified by SHARP.
- Do not unpack the thermal paper until you are ready to use it.
- Avoid heat. The paper will color at around 70°C.
- Avoid dusty and humid places for storage. Avoid direct sunlight.
- The printed text on the paper can discolor under the following conditions:
  - Exposure to high humidity and temperature
  - Exposure to the direct sunlight
  - Contact with glue, thinner or a freshly copied blueprint.
  - Heat caused by friction from scratching or other such means.
  - Contact with a rubber eraser or adhesive tape.
- Be very careful when handling the thermal paper. If you want to keep a permanent record, copy the printed text with a photocopier.

# Installing Batteries

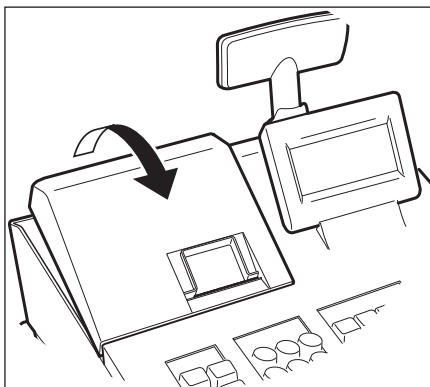
This register displays a low battery warning message “LOW BATTERY” when the batteries are low, and displays a no battery warning message “NO BATTERY” when batteries are extremely low or batteries are not installed.

If no batteries are installed, install two new alkaline batteries LR6 (“AA” size) at once. If batteries are already installed, replace them with new ones as soon as possible. If the AC power cord is disconnected or a power failure occurs when the batteries are dead or not installed, all the programmed settings will be reset to the default settings and any data stored in memory will be cleared.

**NOTE** *Improper use of batteries could cause them to burst or leak, which might damage the interior of the register. Please take the following precautions:*

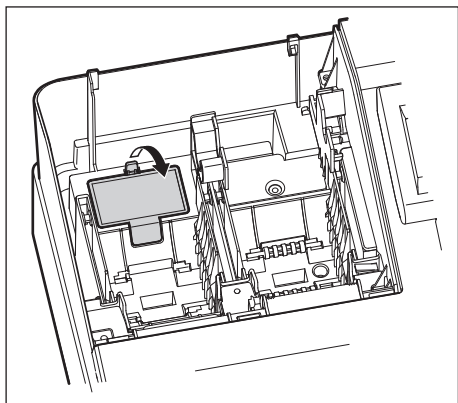
- *Be sure that the positive (+) and negative (-) poles of each battery are oriented properly.*
- *Never mix batteries of different types.*
- *Never mix old batteries and new ones.*
- *Never leave dead batteries in the battery compartment.*
- *Remove the batteries if you plan not to use the register for long periods.*
- *Should a battery leak, clean out the battery compartment immediately, taking care not to let the battery fluid come into direct contact with your skin.*
- *If an incorrect battery is used, it may explode or leak.*
- *For battery disposal, follow the relevant law or regulation in your country.*

## Replacement

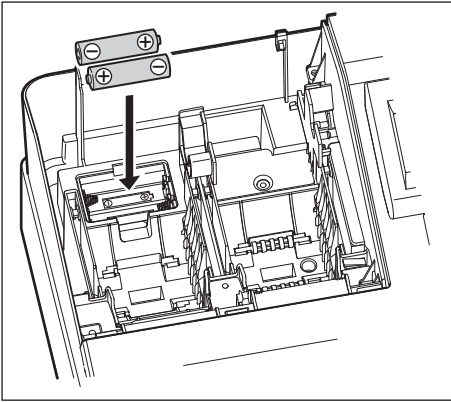


**1.** Be sure the register is plugged in.

**2.** Remove the printer cover.



**3.** Open the battery cover and remove the old batteries.



- 4.** Install two new LR6 ("AA" size) batteries into the battery compartment.
- 5.** Close the battery cover.
- 6.** Replace the printer cover.

# Replacing the Paper Roll

## ■ Recording paper specifications

Be sure to use paper rolls specified by SHARP.

The use of any other paper rolls than specified could cause paper jamming, resulting in register malfunction.

### Paper specification

Paper width: 57.5 ± 0.5 mm

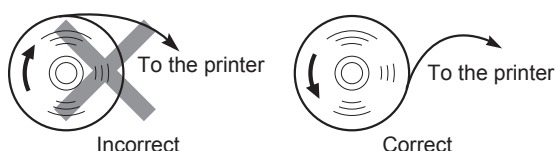
Max. outside diameter: 80 mm

Quality: High quality(0.06 to 0.08 mm thickness)

- Be sure to set a paper roll prior to using your machine, otherwise it may cause a malfunction.

Install the paper roll in the printer. Be careful then to set the roll and cut the paper end correctly.

#### (How to set the paper roll)

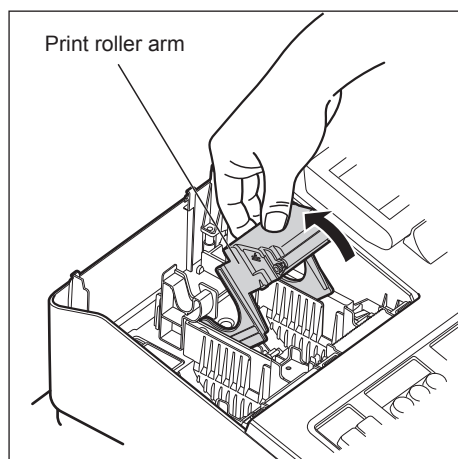


#### (How to cut the paper end)

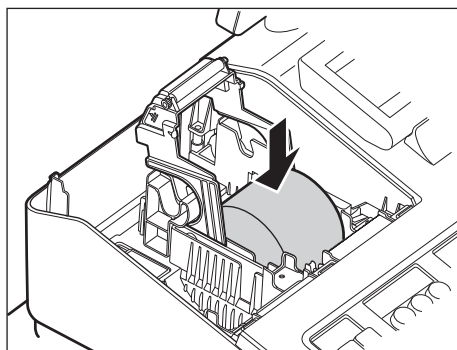


## ■ Installing the Paper Roll

Always install the paper roll even when you set the register for not printing receipt in REG mode.



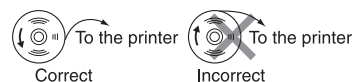
1. Remove the printer cover.
2. Lift up the print roller arm.

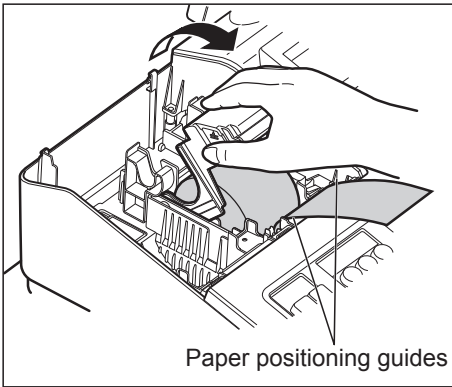


3. Set the paper correctly in the paper roll cradle.

### NOTE

Before placing a new paper roll in the paper roll cradle, cut off the pasted (taped) part of the paper and confirm that the cut end of the paper is straight.



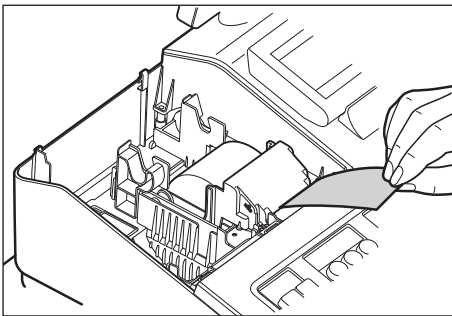


**4.** Feed the end of the paper along with the paper positioning guides as per the diagram.

**5.** While holding down the paper, slowly close the print roller arm.

**NOTE**

*If the print roller arm is not securely locked, printing is not done right. If this problem occurs, open the arm, and close the arm as instructed above.*



**6.** Cut off the excess paper and replace the printer cover.

**7.** Press the **↑ RECEIPT** key to make sure the paper end comes out of the printer cover and clean paper appears.

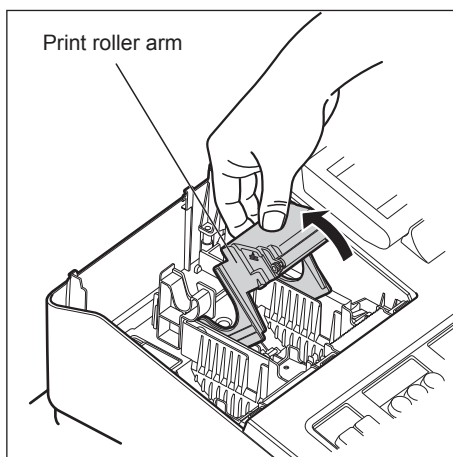
**NOTE**

*If the paper end does not come out, open the printer cover, and pass the paper end between the paper cutter and the paper guide of the printer cover, and replace the printer cover.*

## ■ Removing the receipt paper roll

When colored dye appears on the edges of the paper roll, it is time to replace the paper roll. Use paper of  $57.5 \pm 0.5$  mm in width. To prevent jamming be sure to use paper specified by SHARP.

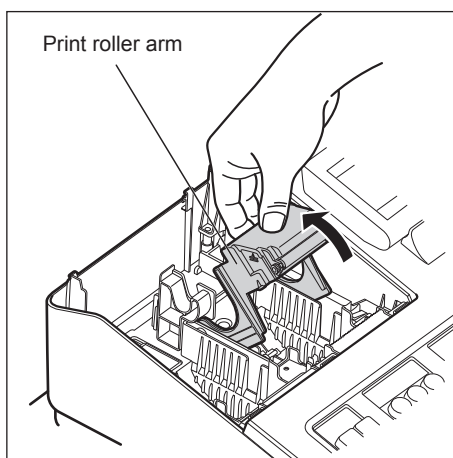
1. Confirm that the REG mode has been selected.
2. Remove the printer cover.
3. Lift up the print roller arm.
4. Remove the remaining paper roll from the paper roll cradle.
5. Install a new paper roll correctly by following the steps in "Installing the Paper Roll".



## ■ Removing the Paper Jam

**Caution:** The paper cutter is mounted on the printer cover. Be careful not to cut yourself. Never touch the printer head immediately after printing, as the head may still be hot.

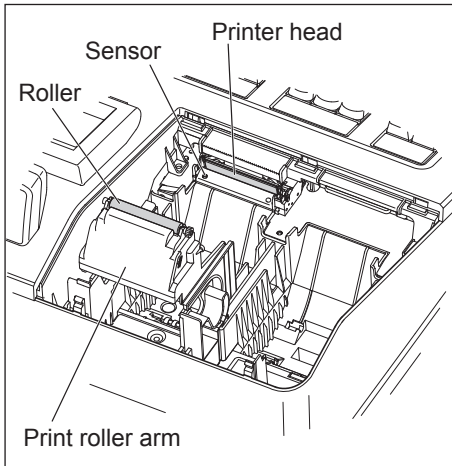
1. Remove the printer cover.
2. Lift up the print roller arm.
3. Remove the paper jam. Check for and remove any shreds of paper that may remain in the printer.
4. Reset the paper roll correctly by following the steps in "Installing the Paper Roll."



## Cleaning the Printer (Printer Head/Sensor/Roller)

When the printed text is getting dark or faint, paper dust may be stuck to the printer head, sensor and/or roller. Clean them as follows:

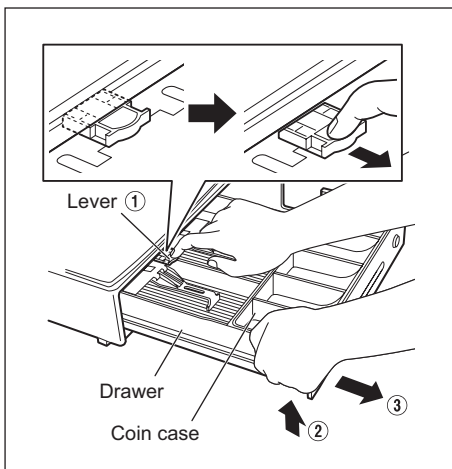
**Caution: Never touch the printer head with a tool or anything hard as it may damage the head. The paper cutter is mounted on the printer cover. Be careful not to cut yourself.**



1. Select the OFF mode.
2. Remove the printer cover.
3. Lift up the print roller arm.
4. Remove the paper roll referring to the "Removing the paper roll" section.
5. Clean the printer head with a cotton swab or soft rag moistened with ethyl alcohol or isopropyl alcohol. Clean the roller and the sensor in the same manner.
6. Reset the paper roll correctly by following the steps in "Installing the paper roll."

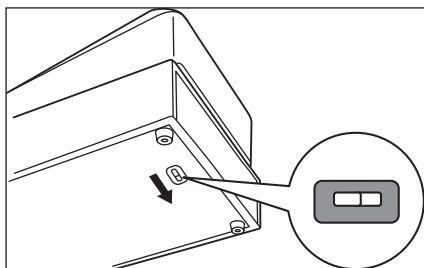
## Removing the Till and the Drawer

The drawer in the register is detachable. After closing your business for the day, remove the drawer. To detach the drawer, pull the lever fully out, and while holding the lever out, lift the drawer slightly and remove. The coin case is detachable.



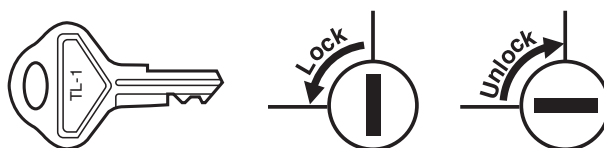
## Opening the Drawer by Hand

The drawer automatically opens in the usual way. However, when power failure is encountered or the machine becomes out of order, slide the lever located on the bottom of the machine in the direction of the arrow. (See the figure below.) The drawer will not open, if it is locked with a drawer lock key.



## Drawer Lock Key

This key locks and unlocks the drawer.  
To lock it, turn 90 degrees counterclockwise.  
To unlock it, turn 90 degrees clockwise.



## Before Calling for Service

If you encounter any of the following problems, please read below before calling for service.

Fault	Checking
<ul style="list-style-type: none"><li>• The display does not illuminate.</li></ul>	<ul style="list-style-type: none"><li>• Is power supplied to the electric outlet?</li><li>• Is the power cord plug out or loosely connected to the electric outlet?</li><li>• Is the register in screen-save mode?</li></ul>
<ul style="list-style-type: none"><li>• The display is illuminated, but the whole machine refuses entries.</li></ul>	<ul style="list-style-type: none"><li>• Is a clerk code assigned to the register?</li><li>• Is the register in the REG mode?</li></ul>
<ul style="list-style-type: none"><li>• No receipt is issued.</li></ul>	<ul style="list-style-type: none"><li>• Is the receipt paper roll properly installed?</li><li>• Is there a paper jam?</li><li>• Is the receipt function in the “OFF” status?</li><li>• Is the print roller arm securely locked?</li></ul>
<ul style="list-style-type: none"><li>• Printing is unusual.</li></ul>	<ul style="list-style-type: none"><li>• Are the printer head/sensor/roller clean?</li><li>• Is the paper roll properly installed?</li></ul>

# 14

## Specifications

Model:	XE-A177	
Dimensions:	345 (W) x 390 (D) x 300 (H) mm	
Weight:	Approx. 8.0 kg	
Power Source:	Official (nominal) voltage and frequency	
Power Consumption:	Stand-by:	5.1 W (When the official voltage is 220 to 230 V, 50 Hz/60 Hz) 5.7 W (When the official voltage is 230 to 240 V, 50 Hz)
	Operating:	29.9 W (max.) (When the official voltage is 220 to 230 V, 50 Hz/60 Hz) 30.4 W (max.) (When the official voltage is 230 to 240 V, 50 Hz)
Working Temperature:	0 to 40 °C (32 to 104 °F)	
Humidity:	20 % to 90 %	
Display:	Operator display:	LCD display with Tilt mechanism 160 (W) x 64 (H) (dots)
	Customer display:	7-segment display
Printer:	Type:	One-station thermal printer
	Printing speed:	Approx. 12 lines/second
	Printing capacity:	30 digits
	Other functions:	
	- Receipt (ON-OFF) function - Compression print for an electronic journal	
Logo:	Graphic logo printing:	
	Size:	130 (H) x 360 (W) pixel Area of black must be less than 35% of all area.
	Logo message printing:	
	Logo message for the receipt (max. 30 characters x 6 lines)	
Paper Roll:	Width:	57.5 ± 0.5 mm
	Max. diameter:	80 mm
	Quality:	High quality (0.06 to 0.08 mm thickness)
Cash Drawer:	3 slots for bills and 7 for coin denominations	
Accessories:	Basic User Manual:	1 copy
	Paper roll:	1
	Drawer lock key:	2
	Battery caution label:	1

\*Specifications and appearance are subject to change without notice for improvement.

**Warning**

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

**Achtung**

Dies ist ein Gerät der Klasse A. Dieses Gerät kann im Wohnbereich Funkstörungen verursachen; in diesem Fall kann vom Betreiber verlangt werden, angemessene Gegenmaßnahmen durchzuführen und dafür aufzukommen.

**Advertencia**

Este es un producto de la clase A. En un ambiente doméstico es posible que este producto cause radiointerferencia. En este caso se solicita al usuario que tome medidas adecuadas.

**Advertência**

Este é um produto de classe A. Num ambiente doméstico este produto pode causar interferência rádio sendo que neste caso o utilizador terá que tomar medidas adequadas.

**Avertissement**

Ceci est un produit de Classe A. Dans un environnement domestique ce produit risque de provoquer une interférence radio, auquel cas l'utilisateur sera obligé d'observer les mesures adéquates.

**Waarschuwing**

Dit is een Klasse A-product. Het is mogelijk dat dit product in de huiselijke omgeving radiostoringen veroorzaakt waartegen de gebruiker afdoende maatregelen dient te nemen.

**Avvertenza**

Questo è un prodotto di Classe A. In un ambiente domestico questo prodotto può causare interferenze radio, nel qual caso l'utilizzatore può essere tenuto a prendere provvedimenti adeguati.

**Advarsel**

Dette er et klasse A produkt. I et hjemligt miljø kan produktet forårsage radio forstyrrelser, hvor brugeren kan være forpligtet til at træffe passende foranstaltninger.

**Advarsel**

Dette er et klasse A produkt. Innendørs kan dette produktet skape radioforstyrrelser. I så tilfelle må brukeren iverksette nødvendige tiltak.

**Varoitus**

Tämä on luokan A tuote. Kotiympäristössä tämä tuote saattaa aiheuttaa radiohäiriötä, jossa tapauksessa käyttäjän on ehkä ryhdyttävä tarvittaviin toimenpiteisiin.

**Varning**

Detta är en produkt av klass A. I hemmiljö kan produkten störa radiomottagning, i vilket fall användaren kan behöva vidta motåtgärder.

**Varování**

Toto je výrobek třídy A. Je-li výrobek provozován v domácím prostředí, může způsobovat radiové rušení jiných zařízení a uživatel proto musí provést odpovídající opatření.

**Upozoreenje**

Ovo je proizvod A klase. U domaćem okruženju ovaj proizvod može prouzročiti radio smetnje što može zahtijevati od korisnika da poduzme odgovarajuće mjere.

**Varovanie**

To je proizvod razreda A. V domaćem okolju lahko ta izdelek povzroči radijske motnje. V tem primeru mora uporabnik ustrezno ukrepati.

**Hoiatus**

Tegemist on A-klassi tootega. Kodukeskkonnas kasutamisel võib antud toode põhjustada raadiointerferentsi, mis omakorda nõuab kasutajalt sobivate meetmete rakendamist.

**Προειδοποίηση**

Αυτό είναι ένα προϊόν κατηγορίας Α. Σε ένα εσωτερικό περιβάλλον αυτό το προϊόν μπορεί να προκαλέσει τη ράδιο ακτινοβολία. Σε αυτή την περίπτωση ο χρήστης πρέπει να λάβει επαρκή μέτρα προστασίας.

**Uwaga**

Urządzenie to jest urządzeniem klasy A. W środowisku mieszkalnym może ono powodować zakłócenia radioelektryczne. W takich przypadkach można żądać od użytkownika zastosowania odpowiednich środków zaradczych.

**Upozoreenje**

Ovo je proizvod klase A. U kućnom okruženju ovaj proizvod može prouzrokovati radio smetnje, u tom slučaju od korisnika se zahteva da preduzme odgovarajuće mere.

## FOR CUSTOMERS IN U.K.

### IMPORTANT

The wires in this mains lead are coloured in accordance with the following code:

<b>BLUE:</b>	<b>Neutral</b>
<b>BROWN:</b>	<b>Live</b>

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug proceed as follows.

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured black.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured red.

The apparatus must be protected by a 3A fuse in the mains plug or distribution board.

**CAUTION: DO NOT CONNECT THE LIVE (BROWN) WIRE OR THE NEUTRAL (BLUE) WIRE TO THE EARTH TERMINAL OF YOUR 3-PIN MAINS PLUG.**

### CAUTION:

Shielded interface cables must be used with this equipment to maintain compliance with EMC regulations.

Noise level LpA: 60.7 dB(A-weighted)

Measured according to EN ISO 7779:2001

[Maximum value if the cash drawer springs open LpAI: 80.4 dB(A-weighted)]



**SHARP®**

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SHARP CORPORATION