

# SAM4S

Series SER-6500II/6540II

# Program Manual



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M-SER6500/40II Version 2.0

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# Introduction

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## About the Samsung SER-6500II Series

Congratulations on choosing the Samsung SER-6500II Series Electronic Cash Register! With this manual we provide you with a means to program this register so that your customer may use it to its fullest potential.

The Samsung SER-6500II Series machines are general purpose Electronic Cash Registers which allow many different configurations. This manual has been written with these different configurations in mind. Examples of two different keyboard styles are shown in the keyboard section of this manual. Your keyboard arrangement may differ.

The Samsung SER-6500II/6540II also features Inter-Register Communications (IRC) via Ethernet as a standard feature, allowing up to 16 registers to share programmed information, and consolidation of report data. SER-6500IIs and SER-6540IIs may belong to the same IRC system. Since the same EPROM is used for both models, register type is transparent.

IRC may also be used to transfer programming from one machine to another in the same system, requiring only a single register to be fully programmed. Once established, changes to PLU programming performed at any register in the system will automatically be downloaded to all other registers in the system.

If you have questions concerning the configuration of the SER-6500II, contact your Samsung Dealer.

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## Using This Manual

This manual is divided into separate sections for each of the necessary programming procedures. This introductory section discusses the features available on the Samsung SER-6500II and SER-6540II. This section also contains information on User Site Preparation, and cable specifications for IRC, remote printers, and Kitchen Video. It lists pin configurations for IRC connectors.

Notes on programming features are found at the end of each section.

### S-Mode Programming

In the S-Mode Programming chapter you will find programs that serve as the foundation for the basic operation of the Cash Register. You will also find several "Service" functions, for testing and so on.

S-Mode programming sets into place:

Memory allocation for PLUs, Clerks, and Check Tracking Files, Custom Keyboard Function Key placement, and which totals add to or appear on reports.

### P-Mode Programming

This section covers all the available options that are programmed in the "P" position. P-Mode programming is further divided in sub-sections:

- P-Mode System Options - 40 SBTL
- P-Mode Print Options - 50 SBTL
- P-Mode Communications Programming - 60 SBTL
- P-Mode Tax Rate Programming
- Individual Function Key Programming:
  - 70 SBTL - Function Key Option Programming
  - 80 SBTL - Function Key Descriptor Programming
  - 90 SBTL - Function Key HALO/Rate Programming
- Macro Key Programming - 95 SBTL
- PLU Programming:
  - 100 SBTL - Status options
  - 200 SBTL - Preset Price/HALO
  - 300 SBTL - PLU Descriptor Programming
  - 400 SBTL - Linked PLU Programming
  - 500 SBTL - PLU Keyboard Placement
  - 600 SBTL - Delete PLU from Memory



- Clerk/Cashier Programming:
  - 800 SBTL - Sign-on Code Programming
  - 810 SBTL - Descriptor Programming
  - 820 SBTL - Status Options
  - 830 SBTL - Labor Group Descriptor Programming
  - 835 SBTL - Time In/Time Out Adjustments
  - 850 SBTL - Group Sales By Clerk Programming
- Report Group Programming:
  - 900 SBTL - Group Descriptor
  - 910 SBTL - Group Status
  - 915 SBTL - Video Output
  - 920 SBTL - Group Output (remote printer/video) Programming
  - 930 SBTL - Define Output Devices
  - 935 SBTL - Define Back-up Output Devices
  - 940 SBTL - Output Device Banner Descriptor
- Report/Receipt Descriptor Programming - 1000 SBTL
- Display Descriptor Programming - 1010 SBTL
- Error Message Programming - 1020 SBTL
- Cashier Report Descriptors - 1030 SBTL
- Logo Message Descriptors - 1100 SBTL
- String Report Programming:
  - 1200/1201 SBTL - String 1
  - 1300/1301 SBTL - String 2
  - 1250 SBTL - Scheduled Report Times
- IRC Program Download

## **X-Mode/Managers Section**

This section shows manager functions, reports and balancing information.

---

## Features and Options

The Samsung SER-6500II/6540II ECR features a high-speed alpha-numeric printer, a two-line Alpha-numeric display, and inter-register communications capabilities. The Samsung SER-6500II series includes two models: the SER-6500II which features a 160 position flat keyboard, and the SER-6540II which uses a standard 90 position raised keyboard. Program features for these two models are identical, unless otherwise noted. The only difference between the two is the greater number of keyboard positions available on the SER-6500II.

### Standard Features

- Inter-Register Communications (IRC) via Ethernet for communications between up to 16 registers.
- 2 RS-232C serial ports (DB-9) programmable to interface with :
  - Scale
  - Kitchen Video
  - Serial printer (guest check, kitchen printer)
  - Coin Changer
  - Scanner
  - Pole display
  - PC interface
  - Liquor Systems
- 2-station (receipt and journal) Dot-Matrix printer with single line validation
- Cash drawer with 5 bill and 5 coin compartments
- Two line front display (Alpha over numeric) with single line numeric rear pop up standard
- Programmable Keyboard with up to 25 PLUs accessible from one keyboard position
- 40 programmable Macro keys
- 7-position control lock
- 24-hour real-time clock with automatic day and date change
- Employee Time keeping Features
- 4 Tax Rates with VAT tax capability; Each tax rate is programmable as a tax table look-up or straight percentage tax. Tax rate 4 may be programmed as Canadian GST.
- Food Stamp Capability
- 8 Charge totals using a single Code entry key, or individual charge keys.
- Promo and Waste functions
- Expandable to 99 clerks/cashiers with added memory
- Expandable to over 15,000 PLUs with added memory
- 99 programmable groups for detailed reporting

- 10 % (percentage) keys with programmable tax status for item or sale percent discounts or surcharges, and/or item or sale Coupons (preset or manual amount entry)
- Guest Check Tracking (hard or soft check)
- Add Check key feature
- Received on Account & Paid Out
- Merchandise Return
- Error Correct - (Item immediately previous)
- Void - (Any previous item within a sale)
- Transaction Void Operations - (Void of entire sale after finalization)
- Cancel Feature - Clears transaction (Void of entire sale before finalization)
- Decimal (fractional) Multiplication of PLU entries
- Compulsory Scale entry for PLUs
- 2 Foreign Currency Conversion keys
- Check and Cash tender keys
- Post Tendering Feature
- 6 line programmable message on receipts (4 line pre-amble, 2 line post-amble)
- Receipt on request (the SER-6500II/6540II will buffer a full receipt of up to 150 item entries)
- Programmable System Options
- Management X and Z reports

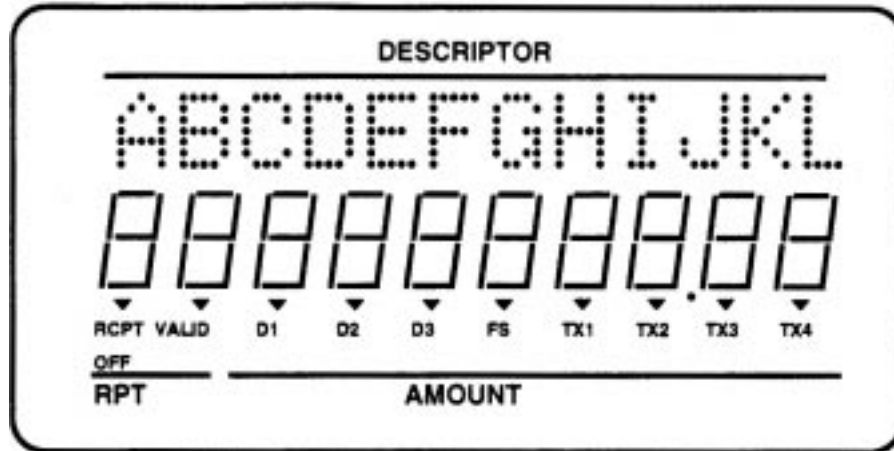
## **Optional Features**

- Optional two-port I/O board for communications ports 3 and 4.
- 512 K-bytes of standard RAM, expandable to 2048 K-bytes RAM.

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## Display

The Samsung SER-6500II comes with a two line (twelve digit alpha over ten digit numeric) front display standard.



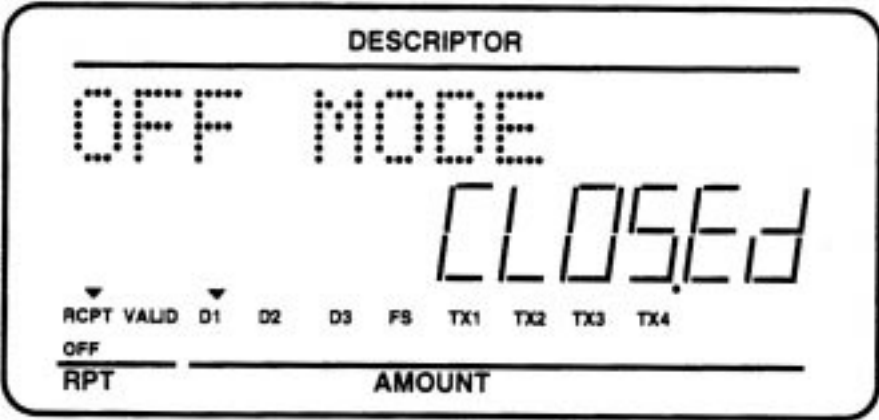
Silk screened on the display window are:

- The **RPT** symbol designates the area the counter appears when multiple entries are made to the same item key.
- The **AMOUNT** area is reserved for the price field.
- The **DESCRIPTOR** symbol defines the alpha descriptor display area
- **RCPT OFF** is illuminated when the receipt has been programmed off.
- **VALID** requires the validation of a form. This symbol lights when the form is properly aligned, covering the activated sensors in the printer.
- **D1**, **D2**, and **D3** indicate which cash drawer the current cashier is assigned to. Cashiers are assigned a drawer in
- P-Mode programming, and may only open their designated cash drawer.
- **FS**, **TX1**, **TX2**, **TX3**, and **TX4** designate the applicable tax and Food Stamp eligibility, and are illuminated appropriately for each PLU registered and displayed.

The front display features a second line of up to twelve alpha characters. These descriptors help the operator by supplying additional information while operating the register, and may be accompanied by an error tone.

### Special Messages Displayed

When all cashiers are signed off, the alpha-numeric display will read CLOSED while the keylock is in the REG position. The illustration below shows the message displayed when the keylock is turned to the "OFF" position. Each of the other keylock positions also show in the alpha portion of the display.



## Error Messages



The Samsung SER-6500II/6540II displays many different error messages. Many messages are self explanatory, and are displayed in order for the operator to correct the error. Some prompt the operator to complete a procedure before continuing (inserting a slip for validation is one example). Others simply identify illegal key sequences, which may be corrected by re-entering the key sequence correctly.

Many of the display prompts and error displays may be custom programmed. The following list provides the default message programmed, and a brief description of the procedures which cause the message to be displayed.

Message	Description
<b>BUFF. FULL</b>	The buffer for soft check, hard check, or buffered receipt has reached capacity. For hard checks, the operator must press the SERVICE key to print the items and clear the buffer. The operator must then pick up the previous balance again in order to continue.  In a soft check environment, this message will appear when the check has reached capacity (maximum lines stored). The register will maintain the correct ballance, but does not print additional items and will give the BUFF. FULL error after each additional item.
<b>AMOUNT REQ!</b>	This operation requires an amount entry.
<b>NO PLU!</b>	The number entered is not a valid PLU. This message will also appear if an NLU number "built" using size and modifier keys recalls an invalid PLU number.
<b>HALO OVER!</b>	The amount entered exceeds the programmed HALO.
<b>INACTIVE!</b>	The keyspace pressed is inactive. This message also appears if VOID Mode has been disabled.
<b>F-STAT ERR</b>	Function key status being entered is illegal (P-Mode).
<b>REQ GAL AMT</b>	This entry involves a gallonage PLU, and requires an amount entry.
<b>NEGATIVE</b>	This sale has gone negative. The register has been programmed to not allow negative sales.
<b>REQ COND!</b>	This PLU has been programmed to require a condiment entry.
<b>NOT PGMED!</b>	This key has not been programmed
<b>OVERRIDE X</b>	The key lock has to be moved to the X-Mode position in order to override a HALO amount, or other restriction.

<b>Message</b>	<b>Description</b>
<b>NO OVERRIDE</b>	X-Mode override is not allowed.
<b>NO MANUAL</b>	Manual entry is not allowed (scale function).
<b>SYS-OPN ERR</b>	Appears when attempting to enter an illegal system option value.
<b>OPEN DRAWER</b>	The register has been programmed not to operate with the cash drawer open.
<b>BAD LINK</b>	Linked PLU is not found, or number of linked PLUs is over 20 (maximum).
<b>SINGLE ITEM!</b>	This PLU has been programmed as a single item PLU and can not be used within a sale.
<b>SCALE FAIL!</b>	The register is not able to communicate with the scale.
<b>REQ NONADD#</b>	This operation requires the entry of a Non-Add number.
<b>ZERO AMT</b>	The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.
<b>ADDCHK REQ!</b>	This prompt appears while in an ADD CHECK transaction. The operator must first press the ADD CHECK key before pressing any tender keys.
<b>R/A REQ!</b>	The operator is in the middle of a received on account operation, which requires a final depression of the R/A key to finalize the operation.
<b>P/O REQ!</b>	The operator is in the middle of a paid out operation, which requires a final depression of the P/O key to finalize the operation.
<b>VALID REQ!</b>	This operation requires validation.
<b>REQ EAT-IN!</b>	This operation requires a depression of either the EAT-IN, TAKE-OUT, or DRIVE-THRU keys.
<b>SCALE REQ!</b>	This item requires a quantity entry (weight) via the SCALE key. Weight may be entered either manually or automatically.
<b>K-PRN FAIL</b>	The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer.
<b>SEQ.ERROR!</b>	The preceding key sequence is not allowed.
<b>REQ TARE#</b>	This PLU/scale item requires a tare weight entry.
<b>C-I-D OVER</b>	The programmed Cash-In-Drawer limit has been exceeded.
<b>SUBTOTAL REQ</b>	The SUBTOTAL key must be pressed before continuing.
<b>CHECK# AUTO</b>	The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.
<b>ENTER TABLE#</b>	Table number entry is required to open a guest check, or begin sale.

<b>Message</b>	<b>Description</b>
<b>ENTER GUEST#</b>	The operator must enter the number of guests when opening a guest check, or beginning a sale.
<b>NOT DISCNT</b>	The preceding entry is not discountable.
<b>WRONG CLERK</b>	The clerk attempting to open this guest check is not the original clerk who started the guest check. Also appears when attempting to sign on a new clerk without first signing the current clerk off.
<b>NO DATA</b>	PLU can not be found.
<b>NO CHECK #</b>	Can not find this guest check number.
<b>MGR MODE!</b>	This operation requires the keylock to be turned to the X position.
<b>CHANGE BACK</b>	R/A tender entry error. Enter an amount and press a tender key to end the R/A operation.
<b>IN USE!</b>	This guest check number is already open elsewhere in the system.
<b>OFF LINE!</b>	IRC communications have gone off line.
<b>NOT READY!</b>	Remote printer is not ready.
<b>SYSTEM ERR</b>	Normal error.
<b>RANGE OVER</b>	The number entered is out of range.
<b>E MODE</b>	The keylock is in the wrong position.
<b>BAD FLOW</b>	The operator has used an illegal key sequence.
<b>BAD VALUE</b>	The number entered is wrong.
<b>DUPLICATE!</b>	This check already exists. May also apply to secret code programming.
<b>SIGN ON REQ!</b>	Clerk is required to sign-on.
<b>PAPER END</b>	The guest check printer has reached the end of the form, or the Receipt/Journal paper is at, or near, the end of its roll.
<b>MEMORY FULL</b>	Memory is full.
<b>BAD FUNC</b>	Function key number is wrong (S-Mode).
<b>BUSY</b>	Destination register is busy (pre-poll memory is in use). Requires a clear command from the PC or register.
<b>NOT ZERO</b>	Displayed when trying to delete a PLU which still has sales counts and amounts. PLU must first be reset in Z-Mode.
<b>NO DRAWER!</b>	The clerk/cashier currently signed on is not assigned to a drawer, and is not allowed to perform cash sales, or drawer is no longer attached and is required in order to continue.
<b>NO PAPER</b>	Slip printer is out of paper.
<b>WASTE REQ!</b>	The operator is in the middle of a waste operation, and must press the WASTE key in order to complete the operation.



<b>Message</b>	<b>Description</b>
<b>P/BAL REQ!</b>	This register has been programmed to require a previous balance entry.
<b>CHECK# REQ!</b>	This register has been programmed to allow check number entry to begin a guest check transaction. An existing guest check must be recalled, or a new one started.
<b>REMOV PAPER</b>	Validation is complete and the form must now be removed.
<b>CASH DEC REQ</b>	Cash declaration has been programmed as compulsory, and must first be performed before reports may be generated.
<b>CRC ERR</b>	An error has occurred in the block check sum while transferring data in IRC mode.
<b>ERR JAM</b>	Receipt / journal printer jammed message.
<b>ERROR</b>	General error message.

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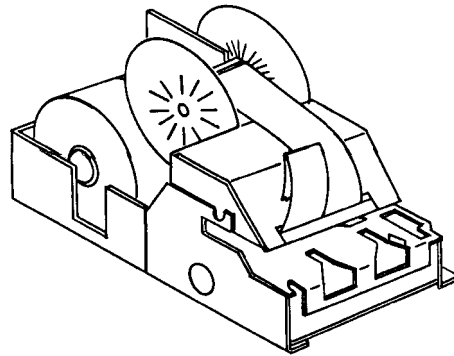
# Printer

In the event of a printer failure, the ERR JAM message will be displayed.

A majority of printer failures are due to paper jams, which can easily be remedied by removing both the receipt and journal tapes and clearing obstruction from the print head. Worn out and frayed printer ribbons may also jam printers. It is suggested that the printer ribbon be changed as soon as the prints becomes faint in order to prevent frayed ribbons from causing printer failures.

## Model: Samsung ERP-400

- Receipt and journal stations.
- Print speed: 3.0 lines per second
- Columns: 24 per station.
- Single line validation
- Character Size: 7 x 9 dots
- Paper size: 44mm width.
- Tear off for receipt.
- Logo stamp:



## Logo Stamp

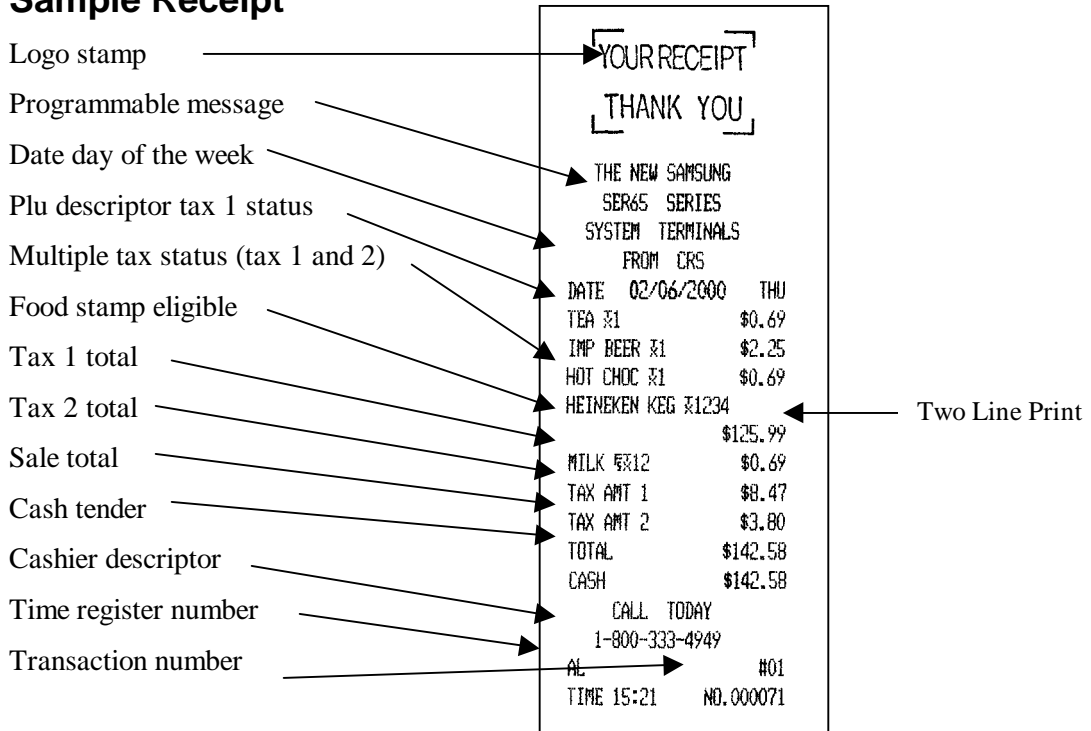
YOUR RECEIPT  
THANK YOU

## Character Chart

```
DATE 02/06/2000  FRI
A
AB
ABC
ABCD
ABCDE
ABCDEF
ABCDEFG
ABCDEFGH
ABCDEFGHI
ABCDEFGHIJ
ABCDEFGHIJK
ABCDEFGHIJKL
ABCDEFGHIJKLM
ABCDEFGHIJKLMN
ABCDEFGHIJKLMNO
ABCDEFGHIJKLMNOP
ABCDEFGHIJKLMNOPQ
ABCDEFGHIJKLMNOPQR
ABCDEFGHIJKLMNOPQRS
ABCDEFGHIJKLMNOPQRSTU
ABCDEFGHIJKLMNOPQRSTUV
ABCDEFGHIJKLMNOPQRSTUW
ABCDEFGHIJKLMNOPQRSTUWX
```

```
1
12
123
1234
12345
123456
1234567
12345678
123456789
1234567890
1234567890~
1234567890~!
1234567890~!@
1234567890~!@#
1234567890~!@##
1234567890~!@##$
1234567890~!@##$%
1234567890~!@##$%^
1234567890~!@##$%^&
1234567890~!@##$%^&*
1234567890~!@##$%^&*()
1234567890~!@##$%^&*()_
1234567890~!@##$%^&*()_+
1234567890~!@##$%^&*()_+!
CLERK000 #01
TIME 16:54 NO.000006
```

## Sample Receipt



## Two-Line Print Conditions

The Samsung ERP-400 printer allows single line numeric fields of up to nine digits, along with programmable PLU descriptors of up to twelve characters. For this reason, provisions for printing sales where the combination of descriptor and amount is greater than 24 characters have been made.

Item descriptors are separated from amounts by at least one blank space. If the descriptor used is a full twelve characters, and more than one tax rate is applied, all item entries may require two lines, with the amount on the second line. See the example above.

---

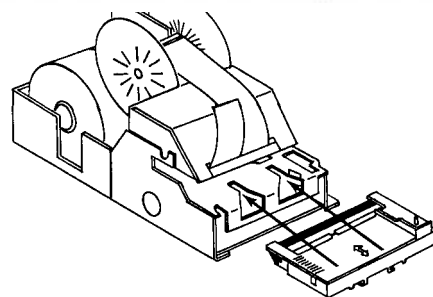
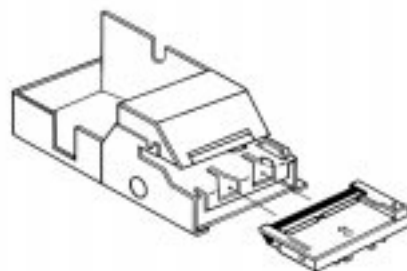
## Changing Paper & Print Ribbon

### Changing/Installing the Printer Ribbon Cartridge

The Samsung SER-6500II/6540II receipt/journal printer uses a replaceable ink ribbon cartridge. This cartridge must be in place (as well as the logo stamp) when changing the receipt and journal paper, or the paper will not feed properly through the printer. Once installed, if print becomes faint, the ink ribbon must be replaced.

#### *To Replace the Ink Ribbon*

1. Remove the printer cover and locate the ink ribbon cartridge as shown in the illustration.
2. Apply downward pressure to the cartridge while pulling it towards you using the serrated area on the left edge and the raised tab near the knob on the right. Lift to remove.
3. Insert the new ink ribbon cartridge and press firmly into place. Remove any slack in the ribbon by rotating the cartridge knob counter-clockwise.



#### **Loading the Receipt Printer:**

**\* Ribbon and logo stamp must be in place when changing paper.**

1. Place the other roll of paper into the small tray on the left.
2. Make sure the paper unrolls from the bottom of the roll.
3. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.
4. Press the RECEIPT FEED switch until the paper comes through the printer. Continue to press the switch until 3 - 4 inches of paper are through the printer.
5. Replace the printer cover, making sure the receipt paper comes out through the opening in the printer cover.



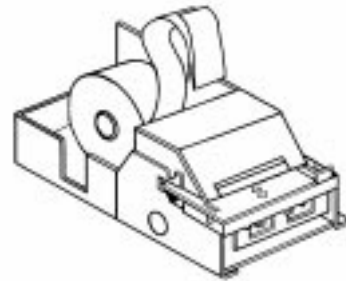
## Initial Loading of the Detail Printer

---

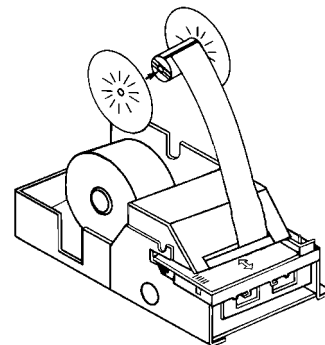
**\* Ribbon and logo stamp must be in place when changing paper.**

---

1. Locate and install ribbon cartridge (as instructed above).
2. Plug the cash registers power cord into properly grounded wall socket.
3. Place the key marked REG into the control lock and turn to the REG position.
4. Locate the printer cover key. The printer cover key is the smallest key on the key ring. Insert this key into the printer cover lock. Turn the key, and remove the printer cover.



5. Locate the 2 pieces for the rewind spindle.
6. As you face the keyboard, notice two plastic trays at the bottom of the cash register. Place one of the rolls of printer paper into the tray on the right. Make sure the paper will unwind from the bottom of the roll.
7. Fold back approximately 6" of paper and insert the folded end of the tape into the feed slot just in front of the paper tray at the rear of the printer.\*



8. Press the DETAIL FEED key on the cash register keyboard until the edge of the paper feeds through the printer. Run 6 - 8 inches of paper through the printer.
9. Insert the end of the paper into the slot on the shaft of the rewind spindle, holding the spindle with the gear to the right and the shaft to the left. Wind the spindle several turns to be sure the paper will stay on the spindle. Press the end piece of the rewind spindle back onto the left end of the shaft.
10. Slide the axle of the rewind spindle (between the gear and the shaft) into the notch of the printer housing. Make sure the gear on the rewind spindle meshes with the gear on the printer.
11. Press the DETAIL FEED several more times to make sure the paper moves properly through the printer.

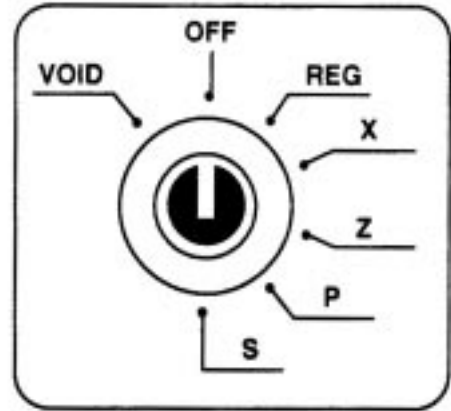
# Keylock

The Keylock has 7 positions, with 5 keys. Each ECR is shipped with two full sets of keys.

## Control Lock Access

All normal operations are performed with the control lock in the REG position. Refer to Operator's Manual for instructions on performing restricted operations in the X position.

Before performing any operations in Register Mode a cashier must be signed on. All entries following will report to that cashier's totals until another cashier is signed on. A cashier cannot be changed in the middle of a transaction. If the key position is changed, the current cashier will stay logged on.



To sign on a cashier, press the Cashier key (this is the default method).

## Keys

Keys include:

1. REG - travel from OFF to REG.
2. VOID - travel from X to VOID.
3. Z - travel from Z to VOID.
4. P - travel from P to VOID.
5. C - travel to all key positions.\*

\*The C key also travels to the S-Mode, or service position, at 6 o'clock on the keylock. S-Mode is reserved for dealer access. See the SER-6500II/6540II service manual for more information.

KEYS \ KEYLOCK POSITIONS							
	VOID	OFF	REG	X	Z	P	S
REG							
VOID							
Z							
P							
C							

# Keyboards

The 90 position SER-6540II keyboard is shown below with standard fifteen Item Entry (NLU) keys. By pressing the NLU key, the operator registers the assigned PLU number. By default, PLU #1 is assigned to NLU 1, PLU #2 to NLU 2, and so on.

RCPT FEED	DETL FEED	VALID	#/NS	TAX	F/S SHIFT	SCALE	PRINT	CUR 1 CONV	CUR 2 CONV	MACRO 1	MACRO 2	MACRO 3	TIME IN/OUT	CASHIER
VOID	MDSE RETN	CLEAR	PLU	X/TIME		PLU 1	PLU 6	PLU 11					MACRO 4	EXEMPT TAX
CANCEL	ADD CHECK	7	8	9		PLU 2	PLU 7	PLU 12					F / S SUB	CHRG
R/A	P/O	4	5	6		PLU 3	PLU 8	PLU 13					F / S TEND	CHECK
% 1	% 3	1	2	3		PLU 4	PLU 9	PLU 14					SBTL	
% 2	% 4	0	00	.		PLU 5	PLU 10	PLU 15					CASH	

The SER-6540II keyboard shown below has been expanded, using the optional keyboard expansion kit.

RCPT FEED	DETL FEED	VALID	#/NS	TAX	F/S SHIFT	SCALE	PRINT	CUR 1 CONV	CUR 2 CONV	MACRO 1	MACRO 2	MACRO 3	TIME IN/OUT	CASHIER
VOID	MDSE RETN	CLEAR	PLU	X/TIME	PLU 1	PLU 6	PLU 11	PLU 16	PLU 21	PLU 26	PLU 31	PLU 36	MACRO 4	EXEMPT TAX
CANCEL	ADD CHECK	7	8	9	PLU 2	PLU 7	PLU 12	PLU 17	PLU 22	PLU 27	PLU 32	PLU 37	F / S SUB	CHRG
R/A	P/O	4	5	6	PLU 3	PLU 8	PLU 13	PLU 18	PLU 23	PLU 28	PLU 33	PLU 38	F / S TEND	CHECK
% 1	% 3	1	2	3	PLU 4	PLU 9	PLU 14	PLU 19	PLU 24	PLU 29	PLU 34	PLU 39	SBTL	
% 2	% 4	0	00	.	PLU 5	PLU 10	PLU 15	PLU 20	PLU 25	PLU 30	PLU 35	PLU 40	CASH	

Default keyboard programming for the SER-6540II follows the layout of the fifteen NLU keyboard configuration. NLU 1 calls PLU #1, NLU 2 calls PLU #2, and so on. NLU keys 1 - 15 must be reassigned and 16 - 40 added to the keyboard in S-Mode when using the optional keyboard expansion kit.



The 160 position SER-6500II keyboard is shown below with the default keyboard function key positions.

RCPT FEED	DETL FEED	VALID	PLU 28	PLU 38	PLU 48	PLU 58	PLU 68	PLU 78	PLU 88	MOD 1	SIZE 1	PRINT	SCALE	TIME IN/OUT	CASHIER
PLU 1	PLU 10	PLU 19	PLU 29	PLU 39	PLU 49	PLU 59	PLU 69	PLU 79	PLU 89	MOD 2	SIZE 2	CUR. 1 CONV.	CUR. 2 CONV.	EXEMPT TAX	F/STMP SUB
PLU 2	PLU 11	PLU 20	PLU 30	PLU 40	PLU 50	PLU 60	PLU 70	PLU 80	PLU 90	MOD 3	SIZE 3	R/A	P/O	MDSE RETN	F/STMP TEND
PLU 3	PLU 12	PLU 21	PLU 31	PLU 41	PLU 51	PLU 61	PLU 71	PLU 81	PLU 91	MOD 4	SIZE 4	F/STMP SHIFT	CANCEL	VOID	EAT IN
PLU 4	PLU 13	PLU 22	PLU 32	PLU 42	PLU 52	PLU 62	PLU 72	PLU 82	PLU 92	MOD 5	SIZE 5	TAX	# N/S	ADD CHECK	TAKE OUT
PLU 5	PLU 14	PLU 23	PLU 33	PLU 43	PLU 53	PLU 63	PLU 73	PLU 83	PLU 93	MACRO 1	% 1	CLEAR	PLU	X/TIME	DRIVE THRU
PLU 6	PLU 15	PLU 24	PLU 34	PLU 44	PLU 54	PLU 64	PLU 74	PLU 84	PLU 94	MACRO 2	% 2	<b>7</b>	<b>8</b>	<b>9</b>	CHRG
PLU 7	PLU 16	PLU 25	PLU 35	PLU 45	PLU 55	PLU 65	PLU 75	PLU 85	PLU 95	MACRO 3	% 3	<b>4</b>	<b>5</b>	<b>6</b>	CHECK
PLU 8	PLU 17	PLU 26	PLU 36	PLU 46	PLU 56	PLU 66	PLU 76	PLU 86	PLU 96	MACRO 4	% 4	<b>1</b>	<b>2</b>	<b>3</b>	SBTL
PLU 9	PLU 18	PLU 27	PLU 37	PLU 47	PLU 57	PLU 67	PLU 77	PLU 87	PLU 97	MACRO 5	% 5	<b>0</b>	<b>00</b>	<b>.</b>	CASH

With the alpha keyboard overlay in place, the flat keyboard on the SER-6500II also serves as an entry device for programming descriptors. Alpha characters are shown below:

RCPT FEED	DETL FEED	VALID													
!	@	#	\$	%	^	&	*	(	)	-	+	"			
Q	W	E	R	T	Y	U	I	O	P	<	>				
A	S	D	F	G	H	J	K	L	;	'	?	CLEAR	PLU	X/TIME	
Z	X	C	V	B	N	M	,	.	/	:	=	7	8	9	
CAPS		SPACE	SPACE	SPACE	SPACE	SPACE	CAPS	DOUBLE	BACK SPACE			4	5	6	
												1	2	3	SBTL
												0	00		CASH

## Keyboard Key Location Codes

Current keyboard assignments may be listed by requesting a code 5 program scan (15 SUBTOTAL in P-Mode). Key position codes for the SER-6500II are shown below, followed by those for the SER-6540II.

### SER-6500II Key Locations

		19	29	39	49	59	69	79	89	99	109	119	129	139	149
1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
2	11	21	31	41	51	61	71	81	91	101	111	121	131	141	151
3	12	22	32	42	52	62	72	82	92	102	112	122	132	142	152
4	13	23	33	43	53	63	73	83	93	103	113	123	133	143	153
5	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154
6	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155
7	16	26	36	46	56	66	76	86	96	106	116	126	136	146	156
8	17	27	37	47	57	67	77	87	97	107	117	127	137	147	157
9	18	28	38	48	58	68	78	88	98	108	118	128	138	148	158

### SER-6540II Key Locations

RECEIPT FEED	DETAIL FEED	11	17	23	29	35	41	47	53	59	65	71	77	83
1	6	12	18	24	30	36	42	48	54	60	66	72	78	84
2	7	13	19	25	31	37	43	49	55	61	67	73	79	85
3	8	14	20	26	32	38	44	50	56	62	68	74	80	86
4	9	15	21	27	33	39	45	51	57	63	69	75	81/87	
5	10	16	22	28	34	40	46	52	58	64	70	76	82/88	

---

## Optional Peripherals for the SER-6500II/6540II

### Scale

Approved scales interface with the SER-6500II/6540II via the RS-232C port. PLUs may be programmed to require a SCALE interface, thereby automatically multiplying the weight by the unit price.

Call your Samsung sales representative for a list of scales approved for use with the SER-6500II/6540II.

### Scanner

The SER-6500II/6540II can accommodate over 19,000 randomly numbered 14-digit PLU numbers. Approved scanners interface with the SER-6500II/6540II through an available RS-232C port.

Call your Samsung sales representative for a list of scanners approved for use with the SER-6500II/6540II.

### Pole Display

Transactions appearing on the operator's display will appear simultaneously on the remote pole display by dedicating an RS-232C port to a pole display.

Call your Samsung sales representative for a list of pole displays approved for use with the SER-6500II/6540II.

### Coin Changer

Call your Samsung sales representative for a list of coin changers approved for use with the SER-6500II/6540II.

### Printers

- Kitchen, or receipt printers will print items (PLUs) which have been programmed to route to a kitchen printer
- Soft check printers will print guest checks.

Call your Samsung sales representative for a list of remote printers approved for use with the SER-6500II/6540II.

### Flatbed/Guest Check

Call your Samsung sales representative for a list of guest check (hard check) printers approved for use with the SER-6500II/6540II.

## Kitchen Video

Call your Samsung sales representative for a list of video systems approved for use with the SER-6500II/6540II.

## Polling

CRS offers *SAM65 for Windows*, a PC utility that controls the connection between a Samsung SER-6500 series register (or register system) and a personal computer. Contact your CRS sales representative for more information.

### **Samsung SER-6500II/6540II Hardware Requirements (Polling)**

One SER-6500II/6540II in an IRC configuration must be dedicated for PC communications and/or polling. Any of the available RS-232C ports may be used.

### **Cable Requirements (Polling)**

The cable pin-outs for connecting the SER-6500II to a PC or a Modem are found in the *SAM65 for Windows* documentation.

### **Optional Modem Requirements**

Off site polling may take place using modems connected to both the SER-6500II/6540II and the PC. Both modems must be Hayes compatible (using the AT command set), with an auto answer modem at the Samsung system terminal. Dedicated telephone lines are recommended.

Mini modems which rely on power supplied by the RS-232C port are acceptable on ports 1 & 2, where power is supplied to pin 9.

The modem attached to the register must be programmed with the auto-answer feature "on". The modem attached to the computer must be programmed for "auto dial". See the manuals provided with your modems for information on how to achieve these settings.

### **PC Requirements (for SAM65 for Windows)**

- Pentium 100 or faster CPU.
- 32 MB RAM.
- 150 MB minimum hard disk space available.
- Dedicated serial port (RS-232C).
- CD ROM Drive.
- 3.5" floppy disk drive.
- VGA or SVGA display.

### **PC Operating System Software**

- Window 95, Windows 98, or Windows 2000

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## Installation Guide

Follow these guidelines carefully. Failure to comply with these guidelines may result in data loss, system

lock-ups, and premature hardware failure. These problems will be most apparent in communications networks but can occur in stand-alone systems.

### Power Requirements

Samsung electronic cash registers rely on complex circuitry. Fluctuation in power, or "noise" generated by other electronic equipment can interfere with the proper operation of the cash register. Thus, it is important to meet the following requirements.

- Voltage: 115 vac +/- 10%
- Frequency 60 hz +/- 1%
- All circuits must be dedicated only to the cash register equipment.
- It is recommended, though not required, that registers be provided with hubbel@ simplex outlets.
- The circuit should be isolated at the main electrical junction box.
- The neutral and ground wires must remain isolated. Do not use conduit, ducts, or water pipe for the ground. Ideally, an isolated ground bus should be set up in the panel, with a ground from the service entrance.
- The circuit should have a 20 amp breaker (10 amp breakers are not sufficient).
- There must be no other electrical equipment on the circuit dedicated to the cash register equipment.

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**Always consult local governing agencies for specific code requirements.**

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### Environmental Requirements

Samsung Electronic Cash Registers are designed to operate within a temperature range of 32° - 104° F (0° - 40° C) and 10 - 90% relative humidity.

Electronics components can be damaged by excess humidity. If the humidity in an area is high enough to cause actual condensation on or within the cash register, steps must be taken to lower humidity levels. Use caution when bringing a cold cash register into a warm, damp environment. The differences in temperature may cause condensation on the cash register. In this case, wait until the cash register has reached room temperature before powering up.

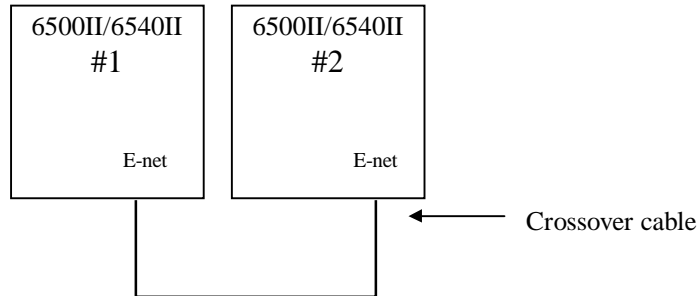
Avoid extremes of environment which may cause difficulties.

## IRC

Each SER-6500II/6540II includes a standard Ethernet communications port. This port is used for all register-to-register communications. Except for 2-registers configurations, registers are linked by connecting each register to an Ethernet hub.

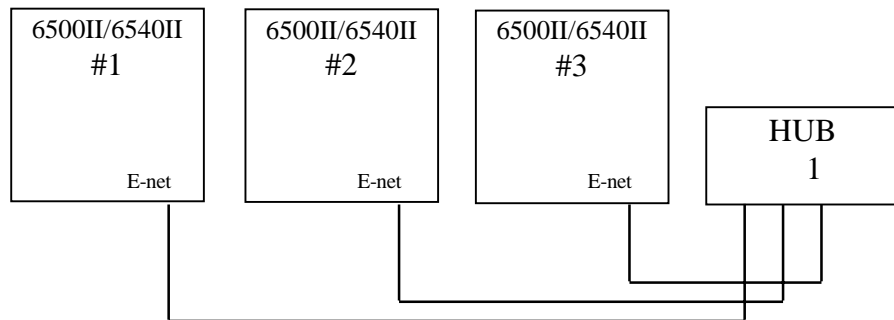
### 2-Register Configuration

Two registers can be connected without a hub by a special cable. See "Crossover Cable" below for cable construction.



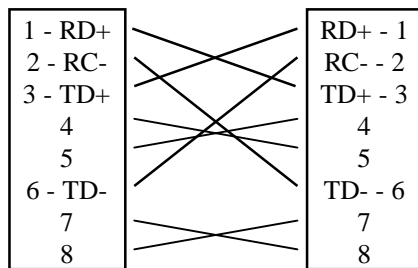
### 3 or More Register Configurations

For example, a 3-register installation might look like this:

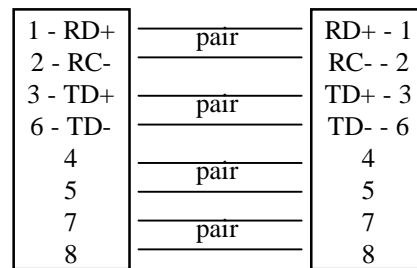


Contact your Samsung sales representative to order the appropriate Ethernet hubs.

### Crossover Cable



### Straight Through Cable



### Ethernet Specifications

Hub Speed 10 Mbps (10 million bits per second)

## ***Troubleshooting Unsuccessful IRC***

1. All communicating registers must be powered on (the keylock may be in any position on satellite registers).
2. Double check the IRC register number program, (see “Memory Allocation Programming Procedure” on page 37, or if you need to change a register number after memory allocation, see “Changing the Register Number” on page 33 .)
3. Many IRC problems are caused by cable and connector problems:
  - Meter all cables and connectors for open or shorted connections. A shorted IRC wire can cause all registers to fail communication checks.
  - Use caution when installing cable, staples can penetrate IRC cable and disrupt communication.
  - Make sure Ethernet patch cables are properly connected to the Hub. When “stacking” Hubs be sure to follow directions on your specific Hub.
  - Do not use cross-over cables in place of straight through cables, and visa versa.
  - Use shielded CAT 5 cable or better.
  - One run of cable can not be more than 250 feet in length without using a Ethernet repeater. Ther is no Limit to the total length of cable in one IRC system.

# S-Mode Programming

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## Introduction

Each Samsung SER-6500II/6540II arrives with a built-in, or default program ready to be activated after the machine has been set up and initialized. This program includes a minimum feature set and is the basis for all custom programming. With few exceptions, most all of the programmable options have a default setting of zero, with zero encompassing the most popular choices. For example, PLUs are programmed open, and non-taxable, and will print on both the receipt and detail tapes by default. All of the "special" options (scale, food stamp, condiment, hash, validation, etc.) are not usually applied to a majority of the PLUs in an average installation.

RAM All Clear and memory allocation are the first things done as part of the initial set-up for each and every register. With the exception of the initial clear, which is done in the P-Mode position, all of these operations take place with the register key lock in the S-Mode position.

The default program consists of:

- Function and item entry keys located in the positions shown in the Overview section, pages 20 & 21.
- Standard, or default alpha-numeric descriptors for function keys, the operator display, printed receipts and reports. For a complete listing of standard descriptor programming, please refer to the address 1000 series of options of the P-Mode section in this manual.

S, or "Service"-Mode programming is meant to be a one-time event, since the most basic register and system options are fixed at this time. Changes to the S-Mode programming may influence the way the machine operates, and it is recommended that they are not done by the end user. S-Mode option programming deals with report content, numbers and counters, and tax computation methods, to name a few. The S-Mode keylock position is only accessible with the "C" key. This key should be released to the end user ONLY when they fully understand S-Mode programming procedures. All S-Mode programming is best done at the dealer level. Existing totals may be reset to zero accidentally, and the existing program may also be destroyed as well.



S-Mode programming is divided into six groups:

- Service Code Procedures
  - Install default key board and/or clearing of totals and counters, and/or clearing of Grand Totals only, and/or clearing of PLU file.
  - Run printer test, printer dot alignment test, display test, and RAM test.
  - Request printout of E-PROM Checksum, memory allocation, and S-Mode programming printout.
- Communications Testing
  - Test integrity of serial ports\*
  - Test integrity of IRC ports

(\*This test requires a special loop-back connector)

- Memory Allocation Programming

Memory allocation programming takes place after total memory RAM clear. This S-Mode programming step starts the built-in clock/calendar and allocates available memory for Z3 report totals, Group by Clerk reporting, number of clerk/cashiers, the number of check tracking totals, and the number of PLUs available.

The Samsung SER-6500II and SER-6540II come standard with one 512 Kbyte RAM chips installed on the main board. Using the memory allocation worksheet provided, compute the amount of RAM memory needed to meet the requirements of your application. **Plan this step carefully, allocating enough cashiers and check tracking totals, since changing these numbers at a later date will require total reprogramming.**

The maximum number of RAM chips available on the main board are 4 (1 is standard), and another 3 RAM chips can be installed on the main PCB. If desired, the Samsung SER-6500II/6540II will allocate all remaining available RAM memory to PLUs, once cashiers and check tracking totals have been entered.

- S-Mode Keyboard Key Relocation Programming

With the exception of three fixed key positions (Receipt Feed, Detail Feed, and Validate), the remaining key spaces on each model may be assigned to perform any function. This allows for 157 programmable positions on the SER-6500II and 87 on the SER-6540II.

A complete list of available functions can be found on page 16 in this section. Function keys listed that maintain totals and counters should be assigned only one keyboard location. Some functions are listed more than once, % (1-10) is an example. Each of these keys carry its own totals and counters and is assigned to one key position.

Memory reliant functions can be assigned to multiple keyboard locations, but share one set of totals and counters, and one common descriptor.

Non-memory function keys (X/TIME, SCALE, SHIFT, etc.) may be assigned to multiple locations if desired.

It is to the dealers advantage to stay as close as possible to the default keyboard positions. Unless the customer requires that the numeric keys be moved to alternate positions, design keyboards around their present locations.

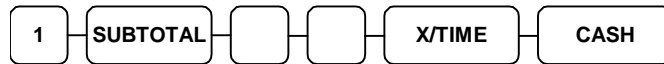
- S-Mode system option programming.

S-Mode system options define system balancing of reports, the reset of Z counters and grand totals, as well as selecting print format for receipts and third station printers.

---

## Changing the Register Number

If the register number needs to be changed after initial memory allocation, follow these steps:



REG #1-16

---

## S-Mode Program 10 - Service Procedures

Immediately after unboxing the machine, install ribbon and paper, perform a total memory RAM clear, and enter memory allocation.

### Memory Allocation

Memory allocation is meant to be done only once, and is performed after the RAM memory clear to insure that any residual programming done at the factory has been cleared away.

This programming step integrates several S-Mode programming steps:

- It writes the assigned register number (1 - 16) to permanent memory, identifying this machine in an IRC environment. The register number is semi-permanent, and should only be changed in the event that this register is moved to a new IRC system.
- It sets the correct time and date.
- It allows you to choose to activate Z3 report totals. Z3 report totals require more RAM memory, as shown in the table above.
- It prompts activation of Groups By Cashier reporting.
- It defines the Check Tracking method (Hard or Soft Check).
- It also allocates memory to Cashiers, Tracking Files, and PLUs.

## Calculate Memory Requirements

### MEMORY ALLOCATION - SER6600/40 without Group by Cashier

Z3 not used

One PLU requires 90 bytes	PLU pgm(39)
	PLU Z1(15), PLU Z2(18), PLU Col(18)
One cashier requires 2211 bytes	Cashier pgm(40)
	Cashier Z1(560), Cashier Z2(700), Cashier Col(840)
	Clerk IO Z1(55), Clerk IO Z2(8), Clerk IO Col(8)

Number of PLUs	<input type="text"/>	X	90	=	<input type="text"/>		(A)	
Number of Cashiers	<input type="text"/>	X	2211	=	<input type="text"/>		(B)	
Number of Check Lines	<input type="text"/>	X	25	+	176	=	<input type="text"/>	(C)
Number of Check	<input type="text"/>	X	(C)	=	<input type="text"/>		(D)	
System requirement					355748		(E)	
Add (A), (B), (D) and (E)					<input type="text"/>		(F)	
Divide (F) by 524288					<input type="text"/>		(G)	
Round up to the next whole number					<input type="text"/>		(H)	

(H) is the total number of RAM chips required by 6500/40.  
6600/40 has one RAMs default.

Z3 used

One PLU requires 116 bytes	PLU pgm(39)
	PLU Z1(15), PLU Z2(18), PLU Z3(22), PLU Col(22)
One cashier requires 3199 bytes	Cashier pgm(40)
	Cashier Z1(560), Cashier Z2(700), Cashier Z3(840), Cashier Col(980)
	Clerk IO Z1(55), Clerk IO Z2(8), Clerk IO Z3(8), Clerk IO Col(8)

Number of PLUs	<input type="text"/>	X	116	=	<input type="text"/>		(A)	
Number of Cashiers	<input type="text"/>	X	3199	=	<input type="text"/>		(B)	
Number of Check Lines	<input type="text"/>	X	25	+	176	=	<input type="text"/>	(C)
Number of Check	<input type="text"/>	X	(C)	=	<input type="text"/>		(D)	
System requirement					359376		(E)	
Add (A), (B), (D) and (E)					<input type="text"/>		(F)	
Divide (F) by 524288					<input type="text"/>		(G)	
Round up to the next whole number					<input type="text"/>		(H)	

(H) is the total number of RAM chips required by 6500/40.  
6600/40 has one RAMs default.

## MEMORY ALLOCATION - SER6600/40 with Group by Cashier

Z3 not used

One PLU requires 90 bytes

PLU pgm(39)

PLU Z1(15), PLU Z2(18), PLU Col(18)

One cashier requires 2831 bytes

Cashier pgm(40)

Cashier Z1(740), Cashier Z2(900), Cashier Col(1080)

Clerk IO Z1(55), Clerk IO Z2(8), Clerk IO Col(8)

Number of PLUs	<input type="text"/>	X	90	=	<input type="text"/>		(A)	
Number of Cashiers	<input type="text"/>	X	2831	=	<input type="text"/>		(B)	
Number of Check Lines	<input type="text"/>	X	25	+	176	=	<input type="text"/>	(C)
Number of Check	<input type="text"/>	X	(C)	=	<input type="text"/>		(D)	
System requirement					355748		(E)	
Add (A), (B), (D) and (E)					<input type="text"/>		(F)	
Divide (F) by 524288					<input type="text"/>		(G)	
Round up to the next whole number					<input type="text"/>		(H)	

(H) is the total number of RAM chips required by 6500/40.  
6600/40 has one RAMs default.

Z3 used

One PLU requires 116 bytes

PLU pgm(39)

PLU Z1(15), PLU Z2(18), PLU Z3(22), PLU Col(22)

One cashier requires 4099 bytes

Cashier pgm(40)

Cashier Z1(740), Cashier Z2(900), Cashier Z3(1080), Cashier Col(1260)

Clerk IO Z1(55), Clerk IO Z2(8), Clerk IO Z3(8), Clerk IO Col(8)

Number of PLUs	<input type="text"/>	X	116	=	<input type="text"/>		(A)	
Number of Cashiers	<input type="text"/>	X	4099	=	<input type="text"/>		(B)	
Number of Check Lines	<input type="text"/>	X	25	+	176	=	<input type="text"/>	(C)
Number of Check	<input type="text"/>	X	(C)	=	<input type="text"/>		(D)	
System requirement					359376		(E)	
Add (A), (B), (D) and (E)					<input type="text"/>		(F)	
Divide (F) by 524288					<input type="text"/>		(G)	
Round up to the next whole number					<input type="text"/>		(H)	

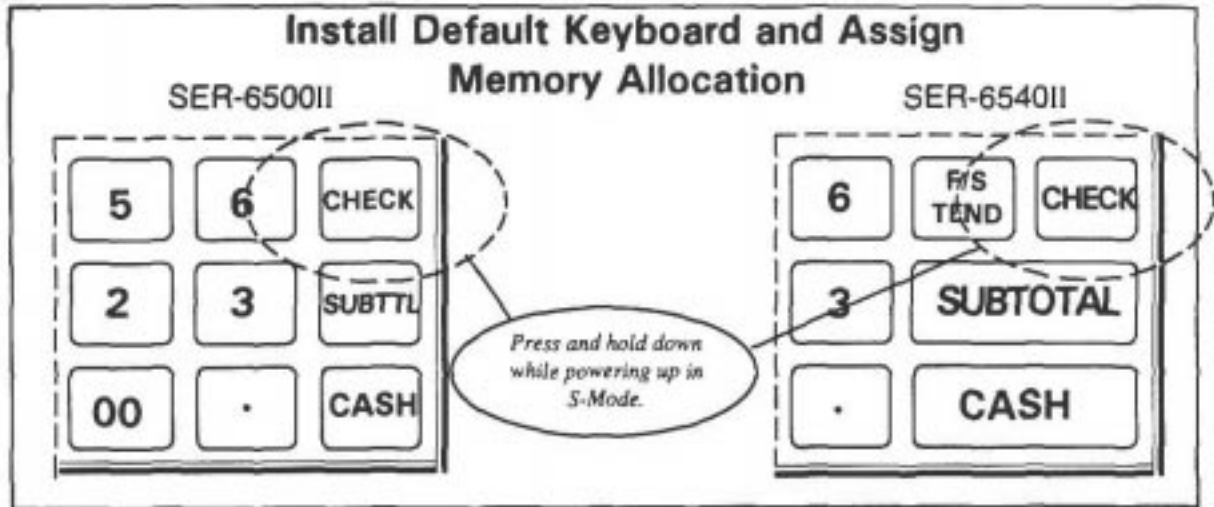
(H) is the total number of RAM chips required by 6500/40.  
6600/40 has one RAMs default.

## Memory Allocation Programming Procedure

1. With the keylock in the S-Mode position, power the machine off by removing the plug from the wall outlet. Press down and hold the key shown in the diagram above, regardless of its present label. Return power to the machine by plugging its cord back into the outlet (still holding the key down).
2. The display will show "H/W CHK" while the register checks its internal configuration (hardware check). The register will issue a receipt once this check is completed. This receipt shows the version and date of the installed E-PROM, as well as ROM Check Sums, and total RAM available.
3. The SER-6500II/6540II then prompts you for each of the following, which should be entered from your memory allocation work sheet:
  - a. The register number (which should be followed by the X/TIME key).
  - b. The month, day, year, hour and minute (also followed by the X/Time key).
  - c. The next prompt is for activation of the Z3 report totals. Enter a 1 for yes, or a 0 for no, and press X/TIME.
  - d. The next prompt is for activation of Groups By Cashier reporting. Enter a 1 for yes, or a 0 for no, and press X/TIME.
  - e. Enter the number of Clerks/Cashiers desired, and press X/TIME.
  - f. The next prompt defines the Check Tracking method (Hard = 0, Soft Check = 1).
  - g. If method is Soft Check, enter the maximum number of lines allowed.
  - h. Enter the number of Check Tracking files desired, and press X/TIME (simply press X/TIME for an entry of 0).
  - i. Press X/TIME to assign all remaining memory to plus.

The SER-6500II/6540II will issue a receipt listing the new memory allocation:

```
DATE 05/01/2000 MON
BN SET DATE & TIME ##
00-05-01 13:00
#####
REG# : 01
Z3 STATUS : OK
GRP BY CLK : OK
Max. CLERK : 30
CHECK TYPE : SOFT
Max. CHECK : 200
CHECK LINE : 150
Max. FILE : 2632
#####
CLERK00 #01
TIME 13:00 NO.000002
```



**Note:** This procedure clears all memory - totals, counters and programming.

1. Enter register number (1-16).

X/TIME

2. Enter date and time.

X/TIME

3. Allow Z3 totals? (1=Yes)

X/TIME

4. Activate Groups by cashier reports?  
(1=Yes)

X/TIME

5. Number of clerks/cashiers (1-99).

X/TIME

6. Check track is hard/soft check? (1=soft)

X/TIME

7. Maximum number of lines for soft check?  
(1-99)

X/TIME

8. Number of checks (1-8,000).

X/TIME

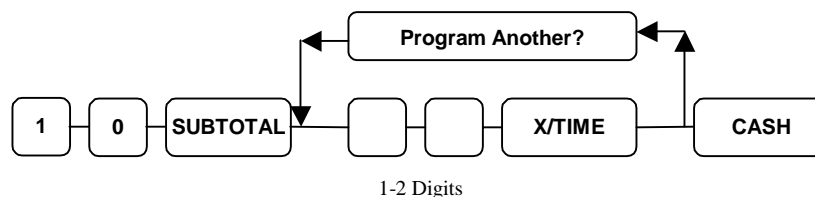
9. Remaining memory to PLUs.

X/TIME

## Clearing Totals and Diagonistics

The Samsung SER-6500II offers several diagnostic routines which are performed in the S- or Service Mode. Each of these tests should be done as part of the initial setup of each register.

To perform any one of the listed S-Mode tasks:



1. Insert the "C" key into the keylock and turn to the S-Mode position.
2. Enter "1 0 " and press the SBTL key.
3. Enter the one or two digit code from the table provided.
4. Press the X/TIME key. S-Mode service functions which are destructive, or clear memory, will prompt you to confirm the requested action. If this is the case, press 1 to continue, or 0 to abort, and press the X/TIME key.
5. Repeat steps 3 and 4 above for each of the operations that you wish to perform.
6. Press CASH to exit S-Mode programming. Sample receipts issued for each test or procedure are shown.

<b>S-Mode Service Programming</b>	
<b>CODE</b>	<b>FUNCTION</b>
1*	Clear All Totals and Counters
2*	Clear Totals and Counters (Except Grand Totals)
3*	Clear Grand Totals Only
4	Printer Test
5	Printer Dot Allignment Test
6	Display Test
7	RAM Test
8	E-PROM Check Sum & Memory Allocation Print-out
9	S-Mode Programming Print-out
10*	Clear PLU File
11	Unlock Guest Check/Tracking File
12	Test Pole Display

\* Register will prompt the operator to continue





## 6 - Display Test

Shows the available dots and lines in both the numeric and alpha displays by running through the available character set. All available indicators are illuminated at least once during this test.

## 7 - RAM Test

An entry of 7 X/TIME begins a test of all installed RAM. This test prints the status of each RAM chip: good, bad, or not present.

```

DATE 02/06/2000  FRI
BASE RAM : 384KB
EXT. RAM : 768KB
CLERK000          #01
TIME 16:55       NO.000008
    
```

## 8 - E-PROM Checksum And Memory Allocation Printout

The EPROM type and version will print on the receipt when option 8 is selected.

## 9 - S-Mode Programming Printout

An entry of 9 will print all S-Mode programming on the receipt printer.

## 10 - Clear PLU File

1 0 X/TIME clears all programming, totals and counters related to PLUs and PLU programming.

## 11 - Unlock Guest Check/Check Tracking File

1 1 X/TIME releases the check file from a lockup situation.

## 12 - Test Pole Display

Performs a display check on the attached pole display.

```

DATE 06/26/2000  FRI
#####
# SER-6540 II #
# V2.13 06.13.2000 #
# BOOT VERSION V1.05 #
# SAMSUNG ELECTRONICS #
#####
# CHIPSET : 09B3E22 #
# TOTAL RAM : 1536 KB #
#####
RESID# : 01
ZI STATUS : OK
OP BY CLK : OK
Max. CLERK : 20
CHECK TYPE : SOFT
Max. CHECK : 100
CHECK LINE : 50
Max. PLU : 6510
#####
CLERK1          #01
TIME 09:43     NO.000036
    
```

#8 EPROM &  
Memory  
Allocation

```

DATE 06/27/2000  TUE
-----
S-MODE OPTION
-----
S-MODE OPN 1      0
S-MODE OPN 2      0
S-MODE OPN 3      0
S-MODE OPN 4      2
S-MODE OPN 5      0
S-MODE OPN 6      0
S-MODE OPN 7      0
S-MODE OPN 8      0
S-MODE OPN 9      0
S-MODE OPN 10     0
S-MODE OPN 11     0
S-MODE OPN 12     0
S-MODE OPN 13     0
S-MODE OPN 14     0
S-MODE OPN 15     0
S-MODE OPN 16     0
S-MODE OPN 17     0
S-MODE OPN 18     0
S-MODE OPN 19     0
CLERK1          #01
TIME 09:43     NO.000037
    
```

```

DATE 02/06/2000  FRI
PLU FILE CLEAR !!
CLERK000          #01
TIME 16:56       NO.000011
    
```

#10 Clear PLU

```

DATE 02/06/2000  FRI
-----
## UNLOCKED CHECKS ##
-----
CHECK# : 1
CALL TODAY

CLERK000          #01
TIME 10:32       NO.000012
    
```

#11 Unlock  
Guest Check

← #9 S-Mode

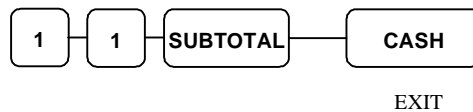
---

## S-Mode Program 11 – Communication Testing

The following procedure is used to TEST THE COMMUNICATION PORTS. This test does not check the integrity of the cabling from register to register. Both the serial ports and IRC tests require that you insert a loop-back connector into the connection being tested.

Separate loop back connectors must be constructed for each type of serial or IRC port. This requires one RJ-45 Ethernet loop-back connector, and DB-9 or RJ-45 loop-back connectors for each port being tested. A single loop-back connector can be used to test multiple port by moving it to different ports and running the test again.

Directions for building loop-back connectors may be found in the SER-6500I/6540II Service Manual.



---

## S-Mode Program 20 - Keyboard Key Re-Location

To begin relocating keys on the keyboard, first enter the name and programming code in the correct space on a copy of the keyboard key relocation worksheet provided in the back of this manual.

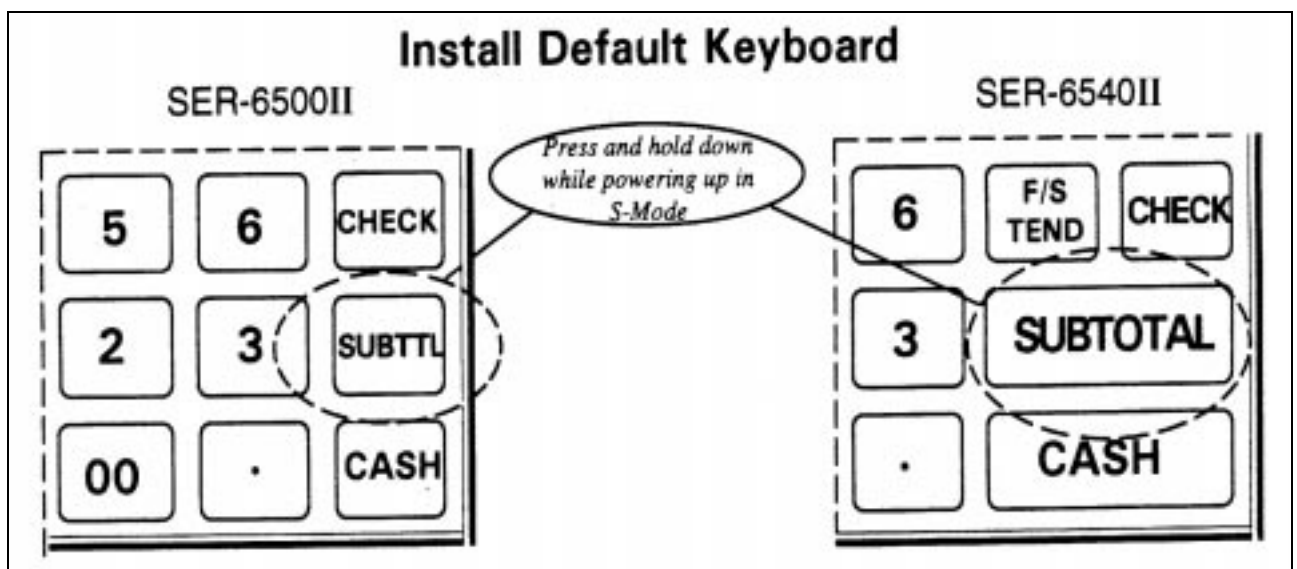
Once the new keyboard has been mapped out, insert the "C" key into the keylock and turn to the S-Mode position. Enter 2 0 and press SBTTL. Enter the function code for the key being assigned (1 to 3 digits), and press it's new location. You may now press the same location again to exit program mode, or enter another function code and press a key location in order to assign another key.

If a function key already occupies space on the keyboard, entering its function code and pressing an alternate location DOES NOT remove the original keyboard location. A new function key code or a function code of zero must be assigned to the keys old position in order to insure that the function does not occupy two key spaces.

### Install Default Keyboard

In the event that you would like to re-install the default keyboard, please follow these steps:

1. Insert the "C" key into the keylock and turn to the S-Mode position.
2. UNPLUG the register from the power source.
3. HOLD DOWN the key just above the key in the lower right-hand corner of the keyboard (marked SUBTOTAL on the default keyboard) and PLUG IN the register. USE THE DESCRIBED KEY REGARDLESS OF ITS PRESENT LABEL AND PROGRAMMING.
4. A tone will sound and a receipt will be issued.



## S-Mode Function Key Codes

CODE	FUNCTION	CODE	FUNCTION	CODE	FUNCTION
01	CASH	41	MODIFIER 4	81	NUMERIC 2*
02	CHECK	42	MODIFIER 5	82	NUMERIC 3*
03	CHARGE 1	43	SIZE 1	83	NUMERIC 4*
04	CHARGE 2	44	SIZE 2	84	NUMERIC 5*
05	CHARGE 3	45	SIZE 3	85	NUMERIC 6*
06	CHARGE 4	46	SIZE 4	86	NUMERIC 7*
07	CHARGE 5	47	SIZE 5	87	NUMERIC 8*
08	CHARGE 6	48	PROMO	88	NUMERIC 9*
09	CHARGE 7	49	WASTE	89	NUMERIC 00
10	CHARGE 8	50	CHECK CASHING	90	NUMERIC 000
11	FD STMP TEND	51	TIME IN/OUT	91	DECIMAL (.)
12	CURR. CONV. 1	52	CASHIER	92	MACRO 11
13	CURR. CONV. 2	53	TAX SHIFT	93	MACRO 12
14	%1	54	ADD CHECK	94	MACRO 13
15	%2	55	SUBTOTAL*	95	MACRO 14
16	%3	56	X/TIME	96	MACRO 15
17	%4	57	SCALE	97	INACTIVE
18	%5	58	N/A	98	INACTIVE
19	%6	59	P/BAL KEY	99	INACTIVE
20	%7	60	CHECK TRACK #	100	NLU KEY 1
21	%8	61	TABLE #	101	NLU KEY 2
22	%9	62	GUEST COUNT	102	NLU KEY 3
23	%10	63	SERVICE/STORE CHK	...	.....
24	N/A	64	PRINT CHECK	229	NLU KEY 130
25	ERR.CORR/VOID	65	CHARGE TIP	230	MACRO 16
26	CANCEL	66	PLU PRICE	231	MACRO 17
27	PAID OUT	67	MACRO 1	232	MACRO 18
28	RECD ACCT	68	MACRO 2	233	MACRO 19
29	MDSE RETURN	69	MACRO 3	234	MACRO 20
30	EXEMPT TAX	70	MACRO 4	235	MACRO 21
31	EAT-IN	71	MACRO 5	236	MACRO 22
32	TAKE-OUT	72	MACRO 6	237	MACRO 23
33	DRIVE THRU	73	MACRO 7	238	MACRO 24
34	PRINT	74	MACRO 8	239	MACRO 25
35	FD STMP SUBTTL	75	MACRO 9	240	MACRO 26
36	FD STMP SHIFT	76	MACRO 10	241	MACRO 27
37	#/NO SALE	77	CLEAR	242	MACRO 28
38	MODIFIER 1	78	PLU#	...	
39	MODIFIER 2	79	NUMERIC 0*	253	MACRO 39
40	MODIFIER 3	80	NUMERIC 1*	254	MACRO 40

\* All numeric keys, as well as the SUBTOTAL key and CLEAR, must be assigned a new position before their current position is given to another function. These keys are required to be on the keyboard at all times.

---

# S-Mode Program 30 - System Option Programming

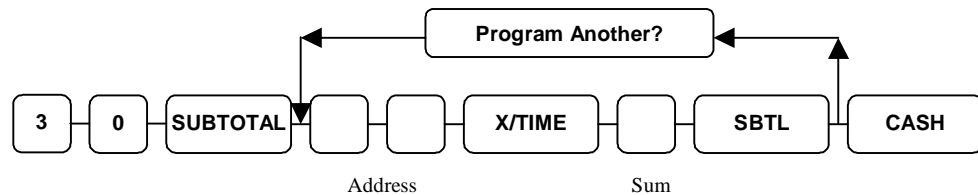
S-Mode option programming deals with the configuration of totals and counters for X and Z reports. This section of programming designates which totals are carried into the net and gross sales totals, which totals are then added to the grand totals, and finally, which totals print on reports.

S-Mode option programming also sets other options regarding basic printing on receipts, kitchen printers and video screens, and deactivation of certain functions, as well as tax and placement of the decimal point.

## ***Program Key Sequences***

After placing the keylock in the S-Mode position:

1. Enter 3 0 and press the SBTL key.
2. Enter the address that you wish to program, and press X/TIME.
3. Enter the sum of the desired options and press the SBTL key.
4. Press the CASH key to terminate S-Mode programming.



---

**Note: The sum may determine programming for up to three options, each option having a value of 1, 2, or 4 for a YES (on), or 0 for NO (off). Add the numeric values of each of the YES options to get the sum for that address.**

---

## S-Mode 30 - SUBTOTAL PROGRAMMING

ADDRESS	S-MODE PROGRAM OPTIONS	VALUE	=	SUM
1	Reset Gross Sales Grand Total after Z Financial Report?	YES = 1	(A)	
		NO = 0		
	Print Gross Sales Grand Total on Financial Report?	YES = 2	(B)	(A+B)
		NO = 0		
2	Reset Net Sales Grand Total After Z Financial Report?	YES = 1	(A)	
		NO = 0		
	Print Net Sales Grand Total on Financial Report?	YES = 2	(B)	
		NO = 0		
	Omit Tax Totals from Net Sales Grand Total?	YES = 4	(C)	(A+B+C)
		NO = 0		
3	Reset Negative Sales Grand Total After Z Financial Report?	YES = 1	(A)	
		NO = 0		
	Print Negative Sales Grand Total on Financial Reports?	YES = 2	(B)	
		NO = 0		
	Print kitchen printer items when the SBTL key is pressed:	Print all items = 4	(C)	(A+B+C)
		Print new items = 0		
4	If Grand Totals Print on Z-Reports, Print on X-Reports Also?	YES = 1	(A)	
		NO = 0		
	Send Clerk, Group, and PLU Descriptors When Polled?	(default)YES = 2	(B)	
		NO = 0		
	Abort Polling When IRC Fails?	YES = 4	(C)	(A+B+C)
		NO = 0		
5	Z Counter Resets After Z Financial Report?	YES = 1	(A)	
		NO = 0		
	Consecutive Number Resets After Z Financial Report?	YES = 2	(B)	
		NO = 0		
	Disable line find on the slip printer during a hard check transaction?	YES = 4	(C)	(A+B+C)
		NO = 0		
6	VAT Tax is Subtracted From Individual PLU Totals?	YES = 1	(A)	
		NO = 0		
	Allow Open (Unit) Price Entry for Scale PLUs?	YES = 2	(B)	
		NO = 0		
	Allow scanner to open/recall a check when a bar code with the check number is scanned?	YES = 4	(C)	(A+B+C)
		NO = 0		

ADDRESS	S-MODE PROGRAM OPTIONS	VALUE	=	SUM
7	Add-Check Advances the Consecutive Number at Final Tender Only?	YES = 1	(A)	
		NO = 0		
	Day is Divided into 48 Time Periods (Default is 24).	YES = 2	(B)	(A+B)
		NO = 0		
8	Deactivate Void Mode (Transaction Void)?	YES = 1	(A)	
		NO = 0		
	Void Mode Totals do not add to Grand Totals?	YES = 2	(B)	
		NO = 0		
	Allow only one consecutive Void mode transaction?	YES = 4	(C)	(A+B+C)
		NO = 0		
9	Time Printed on Receipt is:	AM/PM = 1	(A)	
		MILITARY = 0		
	Disable Time and Date Programming?	YES = 2	(B)	
		NO = 0		
	Send detailed Clerk Time in/Time out data to PC when polled?	YES = 4	(C)	(A+B+C)
		NO = 0		
10	Set Decimal Position:	X.XX = 0		
		XX.X = 1		
		XXX. (no decimal) = 2		
		.XXX = 3		
11	Total Sale Amount to Print on Kitchen Printer?	YES = 1	(A)	
		NO = 0		
	Kitchen Printer Format is:	REAL TIME = 2	(B)	
		BATCH = 0		
	Send Order to K/P on Subtotal?	YES = 4	(C)	(A+B+C)
		NO = 0		
12	Total Sale Amount to Display on Kitchen Video?	YES = 1	(A)	
		NO = 0		
	Kitchen Video Format is:	REAL TIME = 2	(B)	
		BATCH = 0		
	Send Order to KVS on Subtotal?	YES = 4	(C)	(A+B+C)
		NO = 0		
13	Suppress Print of Voided Orders at KP/KVS?	YES = 1	(A)	
		NO = 0		
	"Suppress Print of ""TRAINING MODE"" on Receipts during Training Mode?	YES = 2	(B)	
		NO = 0		
	Suppress Print of Training Total on Financial Report?	YES = 4	(C)	(A+B+C)
		NO = 0		



ADDRESS	S-MODE PROGRAM OPTIONS	VALUE	=	SUM
14	Allow PLU Programming by Range? Type 3 Barcode Embedding Format	YES = 1	(A)	
		NO = 0		
	Type 1 Barcode Embedding Format? (Ignores Price for Checksum)	YES = 2	(B)	
		NO = 0		
	Type 7 Barcode Embedding Format	YES = 4	(C)	(A+B+C)
		NO = 0		
15	Allow Z-Report (Reset) of Open Check Reports? (If yes, reset is allowed with open checks.)	YES = 1	(A)	
		NO = 0		
	Checks Paid Slip is Stub (Soft Check Only)	YES = 2	(B)	
		NO = 0		
	Inhibit Checks Paid Slip Print (Soft check only)	YES = 4	(C)	(A+B+C)
		NO = 0		
16	Enter Four-Digit Password for Z2 Reports. 0000 = No Password	0000-9999*		
17	Enter Four-Digit Password for Z3 Reports. 0000 = No Password	0000-9999*		
18	Enter Four-Digit Password For Z1 Reports. 0000 = No Password	0000-9999*		
19	Enter Four-Digit Password for X1 Reports. 0000 = No Password	0000-9999*		

\* must use 4 digits

## **S-Mode Programming Notes**

### ***Option 6 - VAT tax is netted from PLU totals.***

By setting this option to YES, PLUs programmed as taxable in a Value Added Tax environment will print the net sales amount on reports. A \$1.00 VAT item (including tax) will report as \$.91 when the VAT tax is 10%.

### ***Option 6 - Allow Open (Unit) Price Entry for Scale PLUs.***

By setting this option to YES, PLUs programmed to require scale key depression may also accept an open amount for the unit price. In other words, open amount PLUs may be programmed to require the depression of the SCALE key, which will then multiply the weight by the price (per lb/kg) entered.

### ***Option 7 - Day is divided into 48 time periods.***

By setting this option to YES, Time Period Reports will be based on 48 half-hour periods, rather than 24 one-hour periods.

### ***Option 9 - Time print format / suppress time print.***

Time and date programming can be disabled to prevent mid-shift changes. You are also able to choose between a 12 and 24 hour rotation for the displayed and printed time. When time is kept in military fashion, 2:30 P.M. is printed as 14:30.

### ***Options 11 & 12 - Kitchen printer / video format.***

Option 11 deals with timing of orders when programming a system that includes items routed to a kitchen printer or video. The register will send an order to the kitchen printer upon finalization, unless programmed to do otherwise.

A Real-time system buffers only one item (sends one item as soon as you finish entering the next). This is the fastest way to get items to the prep. area.

A Batch system buffers the entire order, and sends it only after payment has been made. A slightly faster version of batch mode sends the order when the SBTL key is pressed prior to payment.

### ***Option 13 - Suppress training mode print.***

TRAINING will print at the top of each receipt created while the register is in training mode unless Option 13 is programmed as "1" to disable the message.

### ***Option 14 - Barcode types 3, 1, and 7.***

Set Option 14 to match your method of printing barcode labels with embedded prices and/or weights. Format 1 utilizes a price check sum digit, while format 3 does not. Format 7 allows the use of labels with the item weight embedded in the barcode.

### ***Options 16, 17, 18, and 19 - Password protection for reports.***

A four digit password may be required in order to print Z2 & Z3 reports. The password is disabled when these options are set to zero.

## Price/Weight Type Barcode Format Definitions



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

**D1, D2 = Department Number (always 02)**

**I1, I2, I3, I4, I5, I6 = Item Code**

**S = Check Sum Digit for Price**

**P1, P2, P3, P4, P5, P6, P7 = Price**

**W1, W2, W3, W4, W5 = Weight**

**C = Check Sum Digit for All Characters**

---

# SER-6500II / SER-6540II Eprom Upgrade Instructions

LOADER1.EXE/LOADER2.EXE are the programs to download EPROM application from your PC to a single register.

1. Copy the Loader.exe files and EPROM binary files to the same directory.
2. Unplug the register.
3. Connect **Comm port #1only** on the register to Comm port #1 or Comm port #2 on your PC using a standard 65xx polling cable.
4. Turn the key on the register to S-Mode, and unplug from power.
5. Plug in the Register while holding down the Lower right Key position. This is the Cash Tender key location by default. Release the key. The Register should now display PC DOWNLOAD.
6. Excute LOADER1.EXE or LOADER2.EXE according to the PC serial port you have connected the register to on your PC. Loader1 for Comm port #1 and Loader2 for Comm port #2.
7. Enter the EPROM file name [Ex: 209.bin] that you want to download and press [ENTER]
8. Wait till the program is downloaded to the register. This will take about 10 minutes.
9. After program is finished downloading, the register will print a small receipt.
10. Perform a total RAM clear on the register, and install memory allocation.

## Procedure to transfer EPROM application from register to other registers.

1. Connect sending registers and receiving registers together with Lan Cables. This is the same connection used for normal IRC operation with the 65xxII registers.
2. Decide which registers are to receive the new EPROM data from the sending register.
3. Turn the key on the receiving registers to S-Mode, and unplug them from power.
4. Plug in the receiving register(s) while holding down the Lower right Key position. This is the Cash Tender key location by default. Release the key. The receiving register(s) should now display PC DOWNLOAD.
5. Enter **88** Subt in S-Mode on the sending register. This will erase the old EPROM and load the new EPROM in the receiving register(s).
6. Wait till the program is downloaded to the register(s), about 4 minutes.
7. Push the Cash or Clear key to finalize this program on the sending register.
8. After program is finished downloading, the receiving register(s) will print a small receipt.
9. Perform a total RAM clear on the receiving register(s), and install memory allocation.

# P-Mode Programming

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## Introduction

A summary of programming performed in the 'P' position is listed here:

### ***System Options***

System options include:

- Cash drawer compulsions
- Cash declaration programming
- Clerk sign-on methods
- Rounding procedures for percentage (%) calculations and split pricing
- Global digit entry restrictions
- Pop-Up & Stay-Down for sizes and modifiers
- Validation Sensor activation
- Training mode configuration
- Standard Labor Rate programming

### ***Print Options***

- Receipt print format
- Abbreviated reporting
- Report Zero Skip
- Report print format
- Journal Skip programming
- Check Validation format
- Multiple receipt/validation controls
- Logo format (Printed/stamp)
- Time Keeping concerns

### ***Communications Programming***

- IRC System parameters (number of machines, first, last, etc.)
- Store Number
- Identify registers with check tracking data (Primary and back-up)
- IRC Report printing format (master and satellite)
- RS-232C configuration for ports 1 - 4

## ***Tax Rate Programming***

Each of the four available tax rates is identified as either an add-on, or Value Added (VAT) tax, and if add-on, whether it is calculated based on a straight percentage, or tax table. Additional programming is provided for Canadian GST programming, whereby the initial GST tax rate may be also taxable by one or more of the remaining tax rates.

## ***Individual Function Key Programming***

Each function key is programmable for one or more of the following:

- Function Key Options - In-active, active in X-Mode only, compulsory validation, compulsory Non-Add # entry, Cash Drawer will open/not open, amount will be exempt from selected tax rate (1-4).
- Function Key Descriptor - a programmable twelve character descriptor will appear on receipts and reports.
- Function Key HALO/Amount - Entering the High Amount Lock Out (maximum amount allowed), or preset amount for this function key.

## ***Macro Key Programming***

Up to 50 keystrokes may be recorded and played back as a macro. Macros are valid in any keylock position, and may be useful during programming for repeatedly entering long strings of keystrokes.

## ***PLU Programming***

- Status options
  - Tax Status/Food Stamp Eligibility
  - Designate whether PLU is a Condiment, Negative, a Single Item, HASH or a Gallonage PLU.
  - Set Discount status (yes or no)
  - Make PLU compulsory for Scale and Non-Add # entry, validation and condiment entry.
  - Set print options for this PLU (red on K/P, prohibit print on receipt or detail)
  - Set Promo (promotional) eligibility
  - Prevent sales amounts from adding to report averages for dollar per customer and dollar per item.
  - Define PLU as open or preset amount entry
  - Designate reporting groups
- Preset Price/HALO
- PLU Descriptor Programming (up to twelve characters)
- Linked PLU Programming - linking two PLUs will cause the second PLU to register automatically, once the first is entered. This link is permanent, requiring you to delete the PLU from memory in order to terminate the link.
- PLU Keyboard Placement - PLU entries may be made by either entering the PLU's code and pressing the PLU function key, or by pressing the keyboard location assigned to that PLU.
- Delete PLU from Memory - Once a PLU has been programmed, it remains in memory until deleted. Deleting unused or obsolete PLUs will make room in memory to create and maintain new ones.

### ***Clerk/Cashier Programming***

- Sign-on Code Programming - Each Clerk may be assigned a secret sign-in code of up to ten digits.
- Descriptor Programming - A custom twelve character descriptor may be programmed for each clerk/cashier.
- Status Options - Status options assign clerks to a labor group, and a specific cash drawer.
- Labor Group Descriptor Programming - Each of the thirty labor groups may have a custom twelve-character descriptor.

### ***Report Group Programming***

- Group Descriptor - Each PLU reporting group may be assigned a twelve character descriptor, which will appear on all group reports.
- Group Status - Each group may be programmed to not add to Group totals, and to print or display at either The kitchen printer or video display.
- Group Output (print/display) Programming - Items belonging to this group may be routed to one or more kitchen printers or video displays, up to seven each. Outputs 1 - 7 are designated printer outputs, while 8 - 14 are designated video outputs. Each output is in turn routed to a specific register and port number, as part of the programming sequence.
- Backup Group Output Programming - Backup programming mirrors Group Output programming, except that it gives an alternate site for the group to be printed or displayed, should the primary site become disabled. (If both main and back-up printers fail, the order will be printed on the receipt printer of the register that the order was entered on.)

### ***Report/Receipt Descriptor Programming***

#### ***Display Descriptor Programming***

#### ***Error Message Programming***

Displayed messages, error codes, and programming prompts may also be customized. See the 1000 SUBTOTAL series programming section for a listing of default messages and prompts.

#### ***Clerk/Cashier Report Descriptors***

The descriptors for totals that appear on the clerk report are programmable in the same manner as the financial report.

#### ***Logo Message Descriptors***

The Samsung SER-6500II/6540II may be configured with a programmable logo message of four line (the pre-amble) and a trailer message of two lines (post-amble). Each line may contain up to 24 single size characters. One double sized character counts as two single sized.

#### ***String Report Programming***

Two string reports may be programmed for the SER-6500II/6540II. Each report may be made up of stand-alone or IRC reports (mix & match). Keylock positions are also programmable for each report within a string (actual, X-, or Z-Mode).

### ***Scheduling String Reports/Time Activated Macros***

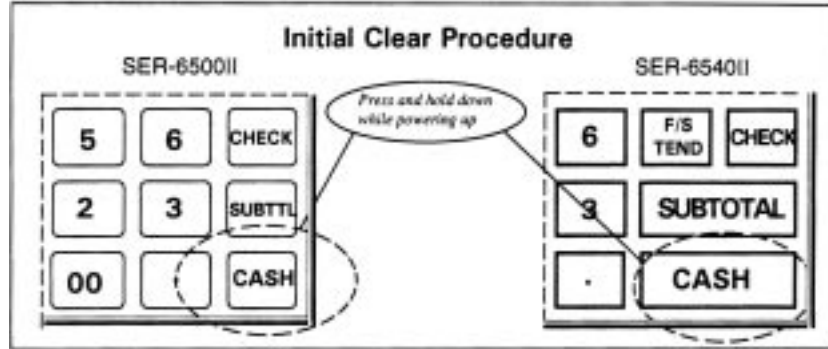
String reports can be programmed to run automatically at a pre-designated time each day. The same can be done with up to ten macro keys.



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## Initial Clear Procedure

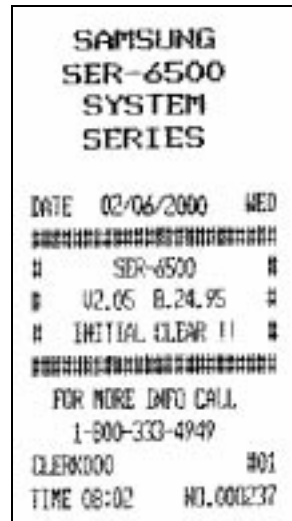
1. Insert the "C" or "P" key into the keylock and turn to the P-Mode position.
2. UNPLUG the register from the power source.
3. HOLD DOWN the key in the lower right-hand corner of the keyboard (marked CASH on the default keyboard) and PLUG IN the register. USE THIS LOWER RIGHT-HAND KEY REGARDLESS OF ITS PRESENT LABEL AND PROGRAMMING.



4. A tone will sound and an initial clear receipt will be issued.

The initial clear procedure may be used to release a register from a locked-up condition. An initial clear may be performed at any time, but performing an initial clear in the middle of a sale will cause balancing problems. An initial clear does not affect the register's program.

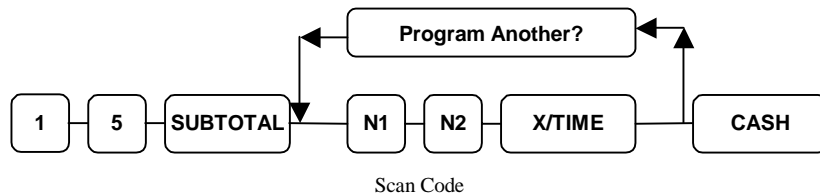
### ***Initial Clear Receipt***



## P-Mode Program Scans - 15 SBTL

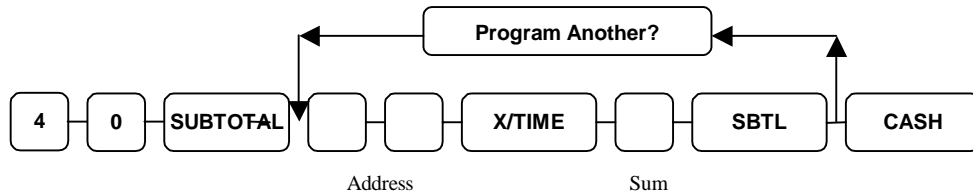
In order to read the current programming of any of the P-Mode options, ask for the program scan of that option. Scans are identified by code, and print all programmed information for each individual code when it is entered.

Scan codes are given in the chart below.



PROGRAMMING SCANS		
CODE	FUNCTION	ADDRESS
1	P-Mode Options	40 SUBTOTAL
2	Printing Options	50 SUBTOTAL
3	Communications Options	60 SUBTOTAL
4	Function Keys	70/80/90 SUBTOTAL
5	Keyboard Key Assignments	S-Mode 20 SUBTOTAL
6	PLUs by Range	100/200/300 SUBTOTAL
7	Clerks	800 Series
8	Tax Programming	
9	Tare Weight Programming	
10	Macro Programming	95 SUBTOTAL
11	PLU Report Group Programming	900 Series
12	Labor Group Programming	
13	Display Messages	1010 SUBTOTAL
14	Financial Report Descriptors	1000 SUBTOTAL
15	Logo Message	1100 SUBTOTAL
16	Error Message	1020 SUBTOTAL
17	Clerk Report Message	103 SUBTOTAL
18	String Report Programming	1200/1300 Series
19	Time Schedule for String Reports	
20	Time Schedule for Macros	
21	KP/KVS Routing Information	900 Series
22	NLU (Number Look Up) assignments	500 SUBTOTAL

# P-Mode System Options - 40 SBTL



ADDRESS	SYSTEM OPTION	VALUE	=	SUM
1	Prevent Cash Drawer from Opening During Reports?	YES = 1	(A)	
		NO = 0		
	Cash Declaration is Compulsory Before X/Z Reports.	YES = 2	(B)	
		NO = 0		
	Enforce Cashier Sign Off Before Reports?	YES = 4	(C)	(A+B+C)
		NO = 0		
2	Allow Post Tendering?	YES = 1	(A)	
		NO = 0		
	Negative Tender Allowed in X-Mode Only? (Negative = zero or less)	YES = 2	(B)	
		NO = 0		
	Open Cash Drawer When Cashier Signs On / Off?	YES = 4	(C)	(A+B+C)
		NO = 0		
3	Activate Open Drawer Alarm?	YES = 1	(A)	
		NO = 0		
	Disable Compulsory Drawer?	YES = 2	(B)	
		NO = 0		
	Activate Auto Clear Feature?	YES = 4	(C)	(A+B+C)
		NO = 0		
4	Number of Seconds Before Open Drawer Alarm Sounds:	1 – 99 Default = 30		
5	Clerk Sign-on Method is:	Secret Code = 1	(A)	
		Direct Code = 2		
		Push-button = 0		
	Clerks Are:	Pop-up = 4	(B)	(A+B)
		Stay-down = 0		
6	If Clerk Sign-on is Push-button, Which Clerk is Assigned to button?	1 – 99 Default = 1		
7	% and Tax Calculations will:	Round up at .50 = 0		
		Always Round Up = 1		
		Always Round Down = 2		

ADDRESS	SYSTEM OPTION	VALUE	=	SUM
8	Round Factor for Split Pricing and Decimal Multiplication:	Round up at .50 = 0		
		Always Round Up = 1		
		Always Round Down = 2		
9	HASH Feature is:	Normal = 0	(A)	
		Non-Add = 1		
	Hash PLUs do not add to the receipt (sale)?	YES = 2	(B)	
		NO = 0		
	Enable Swedish rounding, where pennies are rounded (0 to 2=0; 3 to 7=5; 8 to 9=10).	YES = 4	(C)	(A+B+C)
		NO = 0		
10	Global Entry Limit (Maximum Number of Digits for Single Entry) in Reg. Mode.	0 = No limit 0 - 14		
11	Allow Direct Multiplication?	YES = 1	(A)	
		NO = 0		
	Deactivate Split Pricing	YES = 2	(B)	
		NO = 0		
	Accept Direct Multiplication Entries of More Than 1 Digit?	YES = 4	(C)	(A+B+C)
		NO = 0		
12	PLU Size Keys Are:	Stay-Down = 1	(A)	
		Pop-Up = 0		
	PLU Modifier Keys Are:	Stay-Down = 2	(B)	
		Pop-Up = 0		
	Modify Stay-Down by Popping Up after Tender:	YES = 4	(C)	(A+B+C)
		NO = 0		
13	Disable PLU Preset/HALO Override?	YES = 1	(A)	
		NO = 0		
	Apply Size or Modifier to Code Entry PLUs?	YES = 2	(B)	
		NO = 0		
	Allow Expanded Size / Modifier Entries on PLU/NLUs?	YES = 4	(C)	(A+B+C)
		NO = 0		
14	Send Orders to Kitchen Printer While in Training Mode?	YES = 1	(A)	
		NO = 0		
	Open Cash Drawer in Training Mode?	YES = 2	(B)	
		NO = 0		
	Enable Auto Sale function?	YES = 4	(C)	(A+B+C)
		NO = 0		

ADDRESS	SYSTEM OPTION	VALUE	=	SUM
15	Activate Validation Sensor?	YES = 1	(A)	
		NO = 0		
	Activate R/J Exhaust Sensor?	YES = 2	(B)	(A+B)
		NO = 0		
16	Cash in Drawer Limit:	Up To 7 Digits 1 - 9999999		
17	Enter Average Labor Rate in Whole Dollars:	Up To 4 Digits 1 - 9999		
18	Training Mode Sign-in Code (Password) (0000 Entry disables training mode)	4 Digits 0000 - 9999		
19	Silence Beep for Key Depressions	YES = 1	(A)	
		NO = 0		
	Allow Alpha Code Entry on SER-6500II (Disables Alphanumeric overlay)	YES = 2	(B)	
		NO = 0		
Charge Keys Are: (Code Entry Charges Use Charge 1 Only)	Individual Keys = 4	(C)	(A+B+C)	
	Code Entry = 0			
20	Require EAT-IN, TAKE-OUT, or DRIVE-THRU Before Tender?	YES = 1		
		NO = 0		

## **P-Mode System Options - 40 SBTL Programming Notes**

### ***Option 1 - Prevent cash drawer from opening during reports?***

The cash drawer opens for financial and cashier reports by default. Activating this option requires the operator to sign on and perform a No-Sale in order to open the cash drawer.

### ***Option 2 - Allow post tendering?***

The post tendering function allows cashiers to re-calculate amounts tendered and change due. As an example, if a sale totals \$16.25 and the customer first offers a \$20.00 bill for payment, the cashier would enter

2 0 0 0 and press CASH (showing \$3.75 due in change). If the customer now finds extra change and offers the cashier \$21.25, the cashier may re-enter the \$21.25 to show change due of \$5.00.

### ***Option 5 - Clerk sign-on methods***

Clerks may use one of three methods to sign-on: Secret Code, Direct Code, and Push-button.

**Secret code** requires that the cashier first press the CASHIER button, then enter their sign-on code (this code does not appear on the display), and then press the CASHIER key again.

**Direct code** allows the cashier to enter their sign-on code (which DOES appear on the display) and simply press CASHIER.

**Push button** sign-on is achieved by just pressing the CASHIER key. Whichever cashier has been assigned the cashier button (in Option 6) will then be signed on.

### ***Option 9 - HASH feature is: Normal/Non-Add***

When set to “Non-Add”, hash PLU entries will not add to sales, daily sales, net sales, or gross sales.

### ***Option 12 - Pop-up/Stay-Down for PLU Size & Modifier keys***

Selecting Stay-Down for either of these options effectively allows locking the keyboard into a selected “level”. See “Building a PLU”, in the PLU programming section of this manual.

The standard Pop-Up operation of these keys returns the operator to the default, or surface value of the PLU key after it is pressed. A special setting is offered to allow the level or size to remain stay-down for only the duration of the sale. Once tendering is completed, the level/size returns to the default setting.

### ***Option 13 - Apply Size or Modifier to Code Entry PLUs?***

When set to “Yes”, Size and Modifier settings will be applied to code entry PLUs as well as keyboard PLUs.

### ***Option 13 - Allow Expanded Size / Modifier Entries on PLU/NLUs?***

When set to "YES", up to 6 (each) Sizes and Modifiers may precede a PLU/NLU entry. "NO" (default) allows only two Size and Modifier keys to precede an PLU/NLU. (See Size and Modifier Programming for more information.)

### ***Option 15 - Activate validation sensor?***

Depending on the customer's validation requirements, the validation sensors may be turned on and off. If sensors are activated, they will not allow validation until the sensor detects the inserted form.

### ***Option 15- Activate R/J paper sensors?***

When this option is activated, the register will issue an error tone and require that the journal and/or receipt paper rolls are replaced before operations will resume. If the "Journal Low" sensor kit has been installed, the condition will occur when paper becomes low. Otherwise the register will wait until the paper supply is completely exhausted before entering the paper-out error condition.

### ***Option 17 - Enter standard labor rate in dollars.***

The standard labor rate equals the average of all the hourly wages paid at the customer site. This figure is used in calculating labor costs as part of reporting.

If the standard staff at any given time consists of three counter servers, each making \$5.00 per hour, two cooks, each making \$5.50, an expeditor making \$6.00 an hour, and one Manager making \$10.95 per hour, then the standard (average) labor rate for this store is \$6.14, rounded down to 006.

### ***Option 18 - Training mode password.***

A four digit password is required when signing into training mode. This password is programmed as part of

### ***Option 19 - Suppress beep for key depressions.***

The beep resulting from key depressions can be silenced using this option.

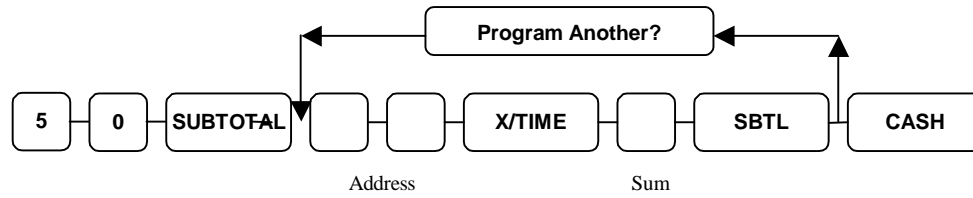
### ***Option 19 - Allow coded entry alpha programming on SER-6500II.***

All descriptor programming for the SER-6500II is entered using the alpha-keyboard overlay unless this option is set to "YES". Once set to yes, codes are accepted just as they are when programming alpha characters on the SER-6540II.

### ***Option 20 - Require EAT-IN, TAKE-OUT, or DRIVE-THRU before tender?***

This option requires the operator to press one of the listed keys before ending the sale. Each of the listed keys may be programmed to adjust taxes to conform with local laws concerning taxes on prepared foods. The keys descriptor also appears on the K/P printout to help in packaging the order (in a bag, on a tray, to the drive-thru window).

# P-Mode Print Options - 50 SBTL



ADDRESS	PRINT OPTION	VALUE	=	SUM	
1	Skip Print of Tax Amounts Charged at Tender?	YES = 1	(A)	[Shaded]	
		NO = 0			
	Print Net Subtotal (Before Taxes) on Receipt?	YES = 2	(B)		
		NO = 0			
	Tax Print Format on Guest Check Is:	Subtotal = 4	(C)		(A+B+C)
		Accumulative = 0			
2	Print VAT Tax Amount on separate Line?	YES = 1	(A)	[Shaded]	
		NO = 0			
	Print Taxable Totals on Receipt?	YES = 2	(B)		
		NO = 0			
	Inhibit Print of Item Tax	YES = 4			
	3	Tax Amount Printed on Receipt at Tender is:	Combined = 1		
Itemized = 0					
4	Label Abbreviated Reports As Such on Top of Reports?	YES = 1	(A)	[Shaded]	
		NO = 0			
	Print Abbreviated Financial Report?	YES = 2	(B)		(A+B)
		NO = 0			
5	Print Total Labor Cost on Financial Report?	YES = 1	(A)	[Shaded]	
		NO = 0			
	Print Media Totals With Zero Activity on Financial Report?	YES = 2	(B)		
		NO = 0			
	Suppress Print of Audaction Total on Financial Reports?	YES = 4	(C)		(A+B+C)
		NO = 0			
6	Print Cashier Report at End of Financial Report?	YES = 1	(A)	[Shaded]	
		NO = 0			
	Print PLU Report at Beginning of Financial Report?	YES = 2	(B)		
		NO = 0			
	Print Item Group Report as Part of Financial Report?	YES = 4	(C)		(A+B+C)
		NO = 0			



ADDRESS	PRINT OPTION	VALUE	=	SUM
7	Print Average Items Per Customer on Financial Report?	YES = 1	(A)	
		NO = 0		
	Print Average Dollar Per Customer on Financial Report?	YES = 2	(B)	
		NO = 0		
	Print Average Revenue Per Item on Financial Report?	YES = 4	(C)	(A+B+C)
		NO = 0		
8	Skip all Positive Entries On Detail? (Journal Skip)	YES = 1	(A)	
		NO = 0		
	Inhibit Print of Date on Receipt?	YES = 2	(B)	
		NO = 0		
	Inhibit Print of Time on Receipt?	YES = 4	(C)	(A+B+C)
		NO = 0		
9	Print Subtotal When Subtotal Key is Pressed.	YES = 1	(A)	
		NO = 0		
	Turn Detail Print Off. (Except Reports)	YES = 2	(B)	
		NO = 0		
	Inhibit Print of Transaction # on Receipt and Detail?	YES = 4	(C)	(A+B+C)
		NO = 0		
10	Final Validation Amount is:	Total Amount = 1	(A)	
		Tender Amount = 0		
	Check Validation Amount is:	Total Amount = 2	(B)	(A+B)
		Tender Amount = 0		
11	Date Print Format is:	DD/MM/YY = 1		
		MM/DD/YY = 0		
12	Print Sales % on PLU Reports?	YES = 1	(A)	
		NO = 0		
	Print Media Totals on Cashier Reports?	YES = 2	(B)	
		NO = 0		
	Inhibit Print of Audaction Total on Cashier Reports?	YES = 4	(C)	(A+B+C)
		NO = 0		
13	Allow Multiple Validations?	YES = 1	(A)	
		NO = 0		
	Allow Multiple Receipts?	YES = 2	(B)	(A+B)
NO = 0				
14	Buffered Receipt is:	Stub = 1		
		Full = 0		

ADDRESS	PRINT OPTION	VALUE	=	SUM
15	Select Logos to Print on Receipt: (Enter Sum of Desired Logos)	Preamble = 1	(A)	
		Postamble = 0		
		Stamp = 2	(B)	(A+B)
		None = 0		
16	Print Zero Totals on All Reports Other Than Financial?	YES = 1	(A)	
		NO = 0		
	PLU Code Prints Along With Item Descriptor?	YES = 2	(B)	(A+B)
		NO = 0		
17	Chit With Time Worked Will Print When Clerk Clocks Out?	YES = 1	(A)	
		NO = 0		
	Hours for Timekeeping are Broken into:	60 Minutes = 2	(B)	
		100 units = 0		
	Allow Secret Clerk Code Programming in X-Mode?	YES = 4	(C)	(A+B+C)
		NO = 0		
18	Number of Receipt Feed Lines to	1 - 10		
19	Print Individual Linked Groups on PLU Report.	YES = 1	(A)	
		NO = 0		
	Print Individual Promo and Waste Totals on PLU Report	YES = 2	(B)	
		NO = 0		
	Print Individual Item Usage Quantity on PLU Report.	YES = 4	(C)	(A+B+C)
		NO = 0		
20	Modifier Descriptor Prints on Seperate Line Before Main Item.	YES = 1	(A)	
		NO = 0		
	Size Descriptor Prints on Seperate Line Before Main Item.	YES = 2	(B)	(A+B)
		NO = 0		
21	Print Total Number of Items Included in Sale at Bottom of Receipt.	YES = 1	(A)	
		NO = 0		
	Print Total Number of Items Included in Sale on Detail.	YES = 2	(B)	(A+B)
		NO = 0		
22	Override Reciept Issue When Signing Clerk On/Off.	YES = 1	(A)	
		NO = 0		
	Override Reciept Issue When Clocking Clerk In/Out.	YES = 2	(B)	(A+B)
		NO = 0		
23	Print Tax Exempt Descriptor and Totals on Receipt?	YES = 1		
		NO = 0		

ADDRESS	PRINT OPTION	VALUE	=	SUM
24	Print Order # on Receipt?	YES = 1	(A)	
		NO = 0		
	Suppress Print of Order # on Remote Printers?	YES = 2	(B)	
		NO = 0		
	Condense Add Check Receipts? (Suppresses Logo Messages)	YES = 4	(C)	(A+B+C)
		NO = 0		
25	Transaction # is Random Number?	YES = 1		
		NO = 0		
26	Home Currency Symbol:	Enter 3-digit Character Code From Alpha Chart		
27	Converted Currency One Symbol:	Enter 3-digit Character Code From Alpha Chart		
28	Converted Currency Two Symbol:	Enter 3-digit Character Code From Alpha Chart		
29	Priority Printing by Group Activated?	YES = 1	(A)	
		NO = 0		
	Disable Combination of Like Items on K/P KVS?	YES = 2	(B)	
		NO = 0		
	Print EAT-IN, TAKE-OUT and DRIVE-THRU in red on the kitchen printer (provided that the printer is capable of red/black print.)	YES = 4	(C)	(A+B+C)
		NO = 0		
30	Skip Print of Total for Checks Paid Split Tender Operation?	YES = 1	(A)	
		NO = 0		
	Print non-add number on KP? (print up to 8 digits)	YES = 2	(B)	(A+B)
		NO = 0		
31	Optional Report Output to Port: (0 = R/J Printer)	0 - 4		
32	Optional Validation Output to Port: (0 = R/J Printer)	0 - 4		

## Print Option Programming Notes

### ***Option 1***

#### ***Skip print of tax amounts charged a tender?***

Tax amount due will not print on receipt or detail when this option is set to YES.

#### ***Print net subtotal on receipt?***

Activating this option will automatically print the merchandise subtotal before taxes on the receipt.

### ***Option 2***

#### ***Print VAT tax on separate line?***

Setting this option to YES will print the VAT tax amount collected for the entire sale on the receipt. This is a reference total for the customer and will not effect the total of the sale.

#### ***Print taxable totals on receipt?***

When this option is set to YES, subtotals will print upon finalization for amounts taxable by each tax rate. This is also a reference total, since some items may be taxable at multiple rates.

#### ***Inhibit print of item tax descriptors on receipt/journal?***

When this option is set to YES, the register no longer prints the tax symbols usually found to the right of taxable items on the receipt and journal.

### ***Option 3***

#### ***Tax amount printed on receipt is: Combined/Itemized***

A line for each tax rate will print on receipts unless this option is set to 1.

## Examples of Report Print Customization

The report shown is an X Financial report, non-abbreviated, with "print zero totals" turned on. The same report is shown on the opposite page after programming has been changed to skip zero totals (this is default).

DATE 02/06/2000	WED
X1 REPORT	0003
FINANCIAL	
+PLU TTL	39
	\$62.79
-PLU TTL	0
	\$0.00
ADJUST TTL	39
	\$62.79
NONTAX	
TAX1 SALES	\$32.35
TAX2 SALES	\$18.18
TAX3 SALES	\$12.48
TAX4 SALES	\$3.45
TAX1	\$0.90
TAX2	\$0.75
TAX3	\$0.24
TAX4	\$0.00
XNPT1 SALES	\$11.74
XNPT2 SALES	\$11.74
XNPT3 SALES	\$3.50
XNPT4 SALES	\$0.00
EATIN TTL	1
	\$5.50
TAKEDUT TTL	0
	\$0.00
DRTHRU TTL	0
	\$0.00

Z 1	1
	-0.52
Z 2	0
	\$0.00
Z 3	0
	\$0.00
Z 4	0
	\$0.00
Z 5	0
	\$0.00
Z 6	0
	\$0.00
Z 7	0
	\$0.00
Z 8	0
	\$0.00
Z 9	0
	\$0.00
Z 10	0
	\$0.00
NET SALE	10
	\$64.16
CREDIT TAX1	0
	\$0.00
CREDIT TAX2	0
	\$0.00
CREDIT TAX3	0
	\$0.00
CREDIT TAX4	0
	\$0.00
FD/S CREDIT	0
	\$0.14
RETURN	0
	\$0.00

ERROR CORR	3
	-6.24
PREVIOUS UD	1
	-1.00
VOID MODE	0
	\$0.00
CANCEL	1
	\$7.23
GROSS SALES	\$64.68
CASH SALES	7
	\$35.98
CHECK SALES	2
	\$12.05
R/A	1
	\$50.00
P/O	1
	-29.95
HASH TOTAL	0
	\$0.00
AUDACTION	0
	\$0.00
NO SALE	3
NON-ADD #	0
CASH-IN-D	-1.92
CHK-IN-D	3
	\$70.00
FD/S-IN-D	1
	\$5.00
CHG1 SALES	1
	\$11.13
CHG2 SALES	0
	\$0.00

CHG3 SALES	0
	\$0.00
CHG4 SALES	0
	\$0.00
CHG5 SALES	0
	\$0.00
CHG6 SALES	0
	\$0.00
CHG7 SALES	0
	\$0.00
CHG8 SALES	0
	\$0.00
FOREIGN 1	\$0.00
FOREIGN 2	\$0.00
DRWR TTL	\$84.21
PROMO	0
WASTE	0
TRAIN TTL	0
	\$0.00
BAL FORWARD	0
	\$0.00
GUESTS	0
P/BAL	0
	\$0.00
CHECKS PAID	0
	\$0.00
SERVICE	0
	\$0.00
CHARGE TIP	0
	\$0.00
CLERK1	#01
TIME 12:46	NO.000090

## Default Financial Report

DATE	01/03/2000	WED
X1 REPORT		0003
-----		
FINANCIAL		
+PLJ TTL	39	
	\$62.79	
-PLJ TTL	0	
	\$0.00	
ADJST TTL	39	
	\$62.79	
-----		
NONTAX	\$32.35	
TAX1 SALES	\$18.18	
TAX2 SALES	\$12.48	
TAX3 SALES	\$3.45	
TAX1	\$0.90	
TAX2	\$0.75	
TAX3	\$0.24	
XNPT1 SALES	\$11.74	
XNPT2 SALES	\$11.74	
XNPT3 SALES	\$3.50	
EATIN TTL	1	
	\$5.50	
Z 1	1	
	-0.52	

NET SALE	10	
FD/S CREDIT	\$64.16	
ERROR CORR	\$0.14	
	3	
	-6.24	
PREVIOUS VD	1	
	-1.00	
CANCEL	1	
	\$7.23	
GROSS SALES	\$64.68	
CASH SALES	7	
	\$35.98	
CHECK SALES	2	
	\$12.05	
R/A	1	
	\$50.00	
P/O	1	
	-29.95	
NOSALE	3	
CASH-IN-D	-1.92	
CHK-IN-D	3	
	\$70.00	
FD/S-IN-D	1	
	\$5.00	
CHG1 SALES	1	
	\$11.13	
DRWR TTL	\$84.21	
CLERK1	#01	
TIME 12:50	NO.000096	

## Abbreviated Financial Report

DATE	01/03/2000	WED
X1 REPORT		0003
-----		
FINANCIAL ABBREVIATED		
ADJST TTL	39	
	\$62.79	
-----		
NONTAX	\$32.35	
TAX1 SALES	\$18.18	
TAX2 SALES	\$12.48	
TAX3 SALES	\$3.45	
TAX1	\$0.90	
TAX2	\$0.75	
TAX3	\$0.24	
EATIN TTL	1	
	\$5.50	
Z 1	1	
	-0.52	
NET SALE	10	
	\$64.16	
R/A	1	
	\$50.00	
P/O	1	
	-29.95	
NOSALE	3	
CASH-IN-D	-1.92	
CHK-IN-D	3	
	\$70.00	
FD/S-IN-D	1	
	\$5.00	
CHG1 SALES	1	
	\$11.13	
DRWR TTL	\$84.21	
CLERK1	#01	
TIME 12:49	NO.000094	

#### ***Option 4 - Print Abbreviated Financial Report?***

An abbreviated financial report is available simply by programming this option to YES. The abbreviated report does not list any information that has been turned off through programming.

Reports may be further customized during S-Mode programming, and in the P-Mode options that follow. Examples of both standard and abbreviated report types are shown at the end of this section.

#### ***Option 5***

##### ***Print total labor cost on financial report?***

This option will add labor cost figures to the financial report

##### ***Print media totals with zero activity on financial report?***

Media totals with zero activity are not printed on the financial report unless this option is programmed to YES. Zero activity is defined as having absolutely no activity since the last Z-reset of the financial report. Media totals which have been used and then voided or corrected will appear with zero totals on this report. See the example at the end of this section.

##### ***Option 8 - Skip all positive entries on detail?***

High volume retail store applications may require that positive entries be omitted from the detail tape, in order to conserve paper. All items are still printed on the customer receipt, and all negative operations (coupons, voids, payment information) are printed on both the detail and receipt.

##### ***Option 9 - Turn detail print off?***

This option simply turns off all detail printing.

#### ***Option 10***

##### ***Final validation amount is: Total amount/Tender amount.***

This option clarifies validation of forms when more than one method of payment is used. Tender keys may be programmed to require validation, and, at the same time, validation of a form may be required for the entire sale. After all required validations have been made during the payment process, a final validation will print the sale total if it is so programmed. Otherwise, if multiple validations are allowed, the last tender amount will be repeated.

##### ***Check Validation amount is: Amount due/Amount tendered.***

If the amount due is \$15.00, and the amount tendered is \$20.00 (followed by the CHECK key), which of the above amounts should print on the back of the check if validation is required?

## Option 12

### **Print PLU sales % on reports?**

Setting this option to "YES" print the % of total sales accounted for by this PLU. Sales % figures add one more line for each PLU listed on the PLU report.

### **Print media totals on clerk/cashier reports?**

Media totals for each individual clerk/cashier are printed as part of the clerk/cashier report when this option is set to "YES". This allows for full accountability when each clerk is assigned their own drawer, or clerks are "banked", and must turn in individual deposits at the end of their shifts.

## Option 13 - Allow multiple receipts?

The SER-6500II will issue a second full receipt of up to 50 items upon the depression of the CASH key after the sale has been finalized. If this option is set to "YES", the register will issue another full receipt for each addition depression of the key.

## Option 14 - Buffered receipt is: Full/Stub.

If this option is set to produce a stub receipt only the total amount due prints with the amount tendered and change returned. The logo stamp, and/or preamble and postamble will print as well, but individual items will not.

If stub receipt is selected, then only the total of the sale is printed, followed by the tendering and change information. If RECEIPT ON/OFF is off, only the stub will be printed on request. If RECEIPT ON/OFF is on, a full receipt will print during the sale, and a stub receipt on request.

## Option 16

### **Print zero totals on all reports other than financial?**

This option allows the user to trim back financial reporting (using zero skip) while still printing zero activity items on other reports.

### **PLU code prints along with item descriptor on printers?**

This option prints both the descriptor and PLU code number for reference when registered in a transaction, during reports, and on kitchen printer output.

## Stub/Full Receipt Examples:

```
THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000 THU
TOTAL $4.84
CASH $4.84
CALL TODAY
1-800-333-4949
CLERK1 NO1
TIME 09:05 NO.000100
```

```
THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000 THU
PLU87 53123 $1.95
PLU77 5312 $2.25
TAX AMT 1 $0.21
TAX AMT 2 $0.25
TAX AMT 3 $0.14
TOTAL $4.84
CASH $4.84
CALL TODAY
1-800-333-4949
CLERK1 NO
TIME 09:05 NO.00010
```



### Option 17

#### **Print chit when clerk clocks out?**

This option will cause the register to print a chit (receipt) for the clerk, showing time worked, when the clerk clocks out.

#### **Hours for time keeping are broken into: 60 minutes/100 units.**

For the end users convenience, the work hour may be divided into either the traditional 60 minutes, or 1/100 of an hour. This saves time by doing the minutes to decimal conversion automatically.

#### **Option 18 - Number of receipt lines to feed between total/change line and post-amble.**

In the example, shown on the right, Option 18 = 3.

### Option 19

#### **Print individual linked groups on PLU report**

Choosing this option will list the three groups that this PLU has been programmed to report to on the PLU report.

#### **Print individual Promo and Waste Totals on PLU report**

Setting this option to YES will print PROMO and WASTE figures as part of the standard PLU report.

#### **Print Individual item usage quantity on PLU report**

Choosing this option will list the number "used" on the PLU report. The number used includes any items accounted for using the WASTE and PROMO keys. This is the total taken out of inventory through sales, spoilage, or given away.

### Option 20

#### **Modifier descriptor prints on separate line before main item.**

Used to customize Kitchen Printer output.

#### **Size descriptor prints on separate line before main item.**

Used to customize Kitchen Printer output.

```
THE NEW SAMSUNG
SER&S SERVICES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000
IMP BEER 71 $2.25
TAX AMT 1 $0.15
TOTAL $2.40
CASH $2.40

CALL TODAY
1-800-333-4949
HL #01
TIME 14:35 NO.000035
```

```
DOUBLE DEX 71
QTY 1 @ $2.39 $2.39
LINKED GROUPS 06 00 00
PROMO = 0 WASTE = 0
ITEM USAGE QTY = 1
RINGS 71
QTY 1 @ $1.29 $1.29
LINKED GROUPS 07 00 00
PROMO = 0 WASTE = 0
ITEM USAGE QTY = 1
CK FAJITA 71
QTY 3 @ $1.29 $3.87
LINKED GROUPS 09 00 00
PROMO = 1 WASTE = 1
ITEM USAGE QTY = 5
BF FAJITA 71
QTY 2 @ $1.29 $2.58
LINKED GROUPS 09 00 00
PROMO = 0 WASTE = 2
ITEM USAGE QTY = 4
TEA 71
QTY 5 @ $0.69 $7.35
LINKED GROUPS 11 00 00
PROMO = 0 WASTE = 1
ITEM USAGE QTY = 6
IMP BEER 71
QTY 8 @ $2.25 $18.00
LINKED GROUPS 11 00 00
PROMO = 0 WASTE = 0
ITEM USAGE QTY = 8
```

***Option 22 - Override receipt issue when: Signing clerk on/off -Clocking clerk in/out***

The register will issue a receipt regardless of receipt on/off setting.

***Option 23 - Print tax exempt descriptor and totals on receipt?***

Reference totals for tax exempt amounts may be programmed to print on receipts.

***Option 24 - Condense Add Check Receipts?***

When this option is selected the register will suppress print of the logo and trailer messages any time the AddCheck key is used. Each complete order is shown on the receipt, separated by a single blank line. Once the entire Add Check operation is completed, the trailer message is printed and the receipt printer resumes normal operation.

***Option 25 - Transaction # is random number?***

Registers may be programmed to issue random transaction numbers, verses consecutive.

### Option 29 - Group Priority Printing Activated?

When Priority printing has been activated, items sent to kitchen printers in batch mode will be sorted and grouped according to their Group numbers. Items with the lowest group numbers will appear higher on the tape than those with lower numbers. This makes building a tray easier by showing all sandwiches, then all drinks, and then all sides.

See example:

```

DATE 02/06/2000 THU
PLU3 31 $0.00
PLU2 31 $0.00
PLU1 31 $0.00
TOTAL $0.00
CASH $0.00
CLERK1 #01
TIME 16:16 NO.000027
    
```

*Receipt*

```

*** KITCHEN (P) 1 ***
ORDER# 012
001 PLU3
001 PLU2
001 PLU1
CLERK1 JAN.25.2000 16:16
    
```

*Normal K/P Output*

```

*** KITCHEN (P) 1 ***
ORDER# 012
001 PLU1
001 PLU2
001 PLU3
CLERK1 JAN.25.2000 16:17
    
```

*Prioritized K/P Output*

```

DATE 02/06/2000 THU
-----
PLU SCAN
-----
FROM MENU#1 TO MENU#3
-----
PLU # 1
PLU1 31
LINKED GROUPS 01 00 00
STATUS 10000001
PRESET AMT $0.00
PLU # 2
PLU2 31
LINKED GROUPS 02 00 00
STATUS 10000001
PRESET AMT $0.00
PLU # 3
PLU3 31
LINKED GROUPS 03 00 00
STATUS 10000001
PRESET AMT $0.00
CLERK1 #01
TIME 16:17 NO.000030
    
```

*Program Scan*

### **Option 30 - Skip Print of Total for Checks Paid Split Tender Operation?**

The "Print Total" feature can be disabled so that separate checks paid totals are not printed during multiple tender payment entries while closing a guest check.

See example:

```
DATE 02/06/2000 THU
CHECK# #5
P/BAL $0.00
PLJN $10.00
TOTAL $10.00
CASH $5.00
CHECK $4.00
CHARGE1 $1.00
CLERK1 #01
TIME 14:03 NO.000016
```

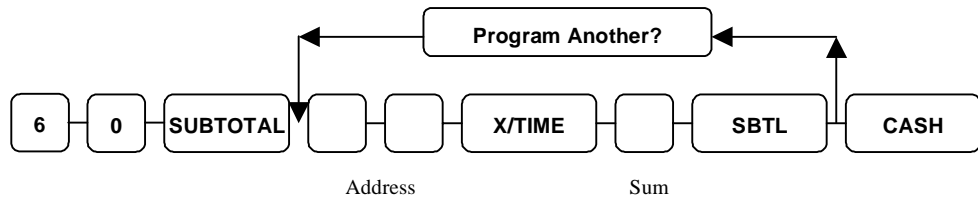
*Option 30 = 1*

```
DATE 02/06/2000 THU
CHECK# #3
P/BAL $0.00
PLJN $10.00
TOTAL $10.00
CKPD $5.00
CASH $5.00
TOTAL $5.00
CKPD $4.00
CHECK $4.00
TOTAL $1.00
CKPD $1.00
CHARGE1 $1.00
CLERK1 #01
TIME 14:27 NO.000012
```

*Option 30 = 0 (Default)*

*Option 30 = 0  
(Default)*

# P-Mode Communications Programming - 60 SBTL



ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
1	Register Number Holding Time-In/Time-Out Data:	0-16		
2	IRC Number of First Register in IRC System:	0-16		
3	IRC Number of Last Register in IRC System:	0-16		
4	Number of IRC Retries Before Fail:	00-99 Default = 10		
5	Store Polling I.D. Number:	1-9999		
6	Register Number Holding Check Tracking Data:	0-16		
7	Register Number Holding Back-up Check Tracking Data:	0-16		
8	Reserved			
9	Reserved			
10	Reserved			
11	Individual Financial Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
12	Individual Sales Time Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
13	Individual PLU Report(s) Prints at Master During Consolidation?	YES = 1		
		NO = 0		
14	Individual Clerk Report(s) Prints at Master During Consolidation?	YES = 1		
		NO = 0		

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
15	Individual Cash In Drawer Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
16	Individual Check In Drawer Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
17	Individual Fd Stmp In Drawer Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
18	Individual Group Report(s) Prints at Master During Consolidation?	YES = 1		
		NO = 0		
19	Individual Daily Sales Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
20	Individual Item By Group Report Prints at Master During Consolidation?	YES = 1		
		NO = 0		
21	Lan Tran interface, multiplier for ENQ timeout. For example, if you program this value as 20, this increases the timeout by 2.0 times the original.	00-99 Default = 10		
22	Lan Tran interface, multiplier for RESPONSE timeout. For example, if you program this value as 20, this increases the timeout by 2.0 times the original.	00-99 Default = 10		
23	Reserved			
24	Reserved			
25	Reserved			
26	Reserved			
27	Reserved			
28	Reserved			

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
31	Print Individual Financial Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
32	Print Individual Sales Time Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
33	Print Individual PLU Report(s) at Satellite During Consolidation?	YES = 1		
		NO = 0		
34	Print Individual Clerk Report(s) at Satellite During Consolidation?	YES = 1		
		NO = 0		
35	Print Individual Cash In Drawer Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
36	Print Individual Check In Drawer Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
37	Print Individual Food Stamp In Drawer Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
38	Print Individual Group Report(s) at Satellite During Consolidation?	YES = 1		
		NO = 0		
39	Print Individual Daily Sales Report at Satellite During Consolidation?	YES = 1		
		NO = 0		
40	Print Individual Item By Group Report at Satellite During Consolidation?	YES = 1		
		NO = 0		

***Options 41-49 are not used.***

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
50	Baud Rate for Serial Port #1 is:	19,200 = 3		
		9,600 = 2		
		4,800 = 1		
		2,400 = 0		
51	Port #1 Bits per Character:	7 = 1	(A)	
		8 = 0		
	Port #1 Number of Stop Bits:	2 = 2	(B)	(A + B)
1 = 0				
52	Port #1 Parity is:	Even = 2		
		Odd = 1		
		None = 0		
53	Port #1 is Dedicated to: (0 = Disabled)	Liquor System = 9		
		Journal Echo = 8		
		Pole Display = 7		
		Coin Changer = 6		
		Scanner = 5		
		Scale = 4		
		Kitchen Video = 3		
		Remote Printer = 2		
54	Port #1 Number of Retries (Each Retry = 0.5 Seconds)	1 – 999 Default = 0		
55	Port #1 Device is:  * CAS PD-1 Scales currently use the same interface as NCI scales	Lan Tran Interface =		
		ISD Pole Display		
		Epson Pole Display		
		NCI Scale		
		Enhanced Slip Printer interface with no slip out paper checking		
		= 6		
		Star SP-200		
		= 5		
		Dedicated slip printer output for TM-295, 810, 820, and 298		
		= 4		
SRP-350, 300 TM-T80 , 85, 88, 88II CBM-230, 3210, 1000				
SRP100, , 200 Epson TM-U200				
Citizen 3550/51 or Citizen 3540/41				
No Device				
= 0				



<b>ADDRESS</b>	<b>COMMUNICATION OPTION</b>	<b>VALUE</b>	<b>=</b>	<b>SUM</b>
<b>56</b>	Number of Line Feeds Before Print Jobs for Port #1 Remote Printer:	0 - 49		
<b>57</b>	Number of Line Feeds After Print Jobs for Port #1 Remote Printer:	0 - 49		
<b>58</b>	Maximum Number of Lines Printed on a ""Hard"" Check"	0 - 99		
<b>59</b>	Reserved			

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
60	Baud Rate for Serial Port #2 is:	19,200 = 3		
		9,600 = 2		
		4,800 = 1		
		2,400 = 0		
61	Port #2 Bits per Character:	7 = 1	(A)	
		8 = 0		
	Port #2 Number of Stop Bits:	2 = 2	(B)	(A + B)
	1 = 0			
62	Port #2 Parity is:	Even = 2		
		Odd = 1		
		None = 0		
63	Port #2 is Dedicated to: (0 = Disabled)	Liquor System = 9		
		Journal Echo = 8		
		Pole Display = 7		
		Coin Changer = 6		
		Scanner = 5		
		Scale = 4		
		Kitchen Video = 3		
		Remote Printer = 2		
	Polling = 1			
64	Port #2 Number of Retries (Each Retry = 0.5 Seconds)	1 – 999 Default = 0		
65	Port #2 Device is:  * CAS PD-1 Scales currently use the same interface as NCI scales	Lan Tran Interface =		
		ISD Pole Display		
		Epson Pole Display		
		NCI Scale		
		Enhanced Slip Printer interface with no slip out paper checking		
		= 6		
		Star SP-200		
		= 5		
		Dedicated slip printer output for TM-295, 810, 820, and 298		
		= 4		
SRP-350, 300 TM-T80 , 85, 88, 88II CBM-230, 3210, 1000				
SRP100, , 200 Epson TM-U200				
Citizen 3550/51 or Citizen 3540/41				
No Device				
	= 0			

<b>ADDRESS</b>	<b>COMMUNICATION OPTION</b>	<b>VALUE</b>	<b>=</b>	<b>SUM</b>
<b>66</b>	Number of Line Feeds Before Print Jobs for Port #2 Remote Printer:	0 - 49		
<b>67</b>	Number of Line Feeds After Print Jobs for Port #2 Remote Printer:	0 - 49		
<b>68</b>	Maximum Number of Lines Printed on a ""Hard"" Check"	0 - 99		
<b>69</b>	Reserved			

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
70	Baud Rate for Serial Port #3 is:	19,200 = 3		
		9,600 = 2		
		4,800 = 1		
		2,400 = 0		
71	Port #3 Bits per Character:	7 = 1	(A)	
		8 = 0		
	Port #3 Number of Stop Bits:	2 = 2	(B)	(A + B)
1 = 0				
72	Port #3 Parity is:	Even = 2		
		Odd = 1		
		None = 0		
73	Port #3 is Dedicated to: (0 = Disabled)	Liquor System = 9		
		Journal Echo = 8		
		Pole Display = 7		
		Coin Changer = 6		
		Scanner = 5		
		Scale = 4		
		Kitchen Video = 3		
		Remote Printer = 2		
74	Port #3 Number of Retries (Each Retry = 0.5 Seconds)	1 – 999 Default = 0		
75	Port #3 Device is:  * CAS PD-1 Scales currently use the same interface as NCI scales	Lan Tran Interface =		
		ISD Pole Display		
		Epson Pole Display		
		NCI Scale		
		Enhanced Slip Printer interface with no slip out paper checking		
		= 6		
		Star SP-200		
		= 5		
		Dedicated slip printer output for TM-295, 810, 820, and 298		
		= 4		
SRP-350, 300 TM-T80 , 85, 88, 88II CBM-230, 3210, 1000				
SRP100, , 200 Epson TM-U200				
Citizen 3550/51 or Citizen 3540/41				
No Device				
= 0				

<b>ADDRESS</b>	<b>COMMUNICATION OPTION</b>	<b>VALUE</b>	<b>=</b>	<b>SUM</b>
<b>76</b>	Number of Line Feeds Before Print Jobs for Port #3 Remote Printer:	0 - 49		
<b>77</b>	Number of Line Feeds After Print Jobs for Port #3 Remote Printer:	0 - 49		
<b>78</b>	Maximum Number of Lines Printed on a ""Hard"" Check"	0 - 99		
<b>79</b>	Reserved			

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
80	Baud Rate for Serial Port #4 is:	19,200 = 3		
		9,600 = 2		
		4,800 = 1		
		2,400 = 0		
81	Port #4 Bits per Character:	7 = 1	(A)	
		8 = 0		
	Port #4 Number of Stop Bits:	2 = 2	(B)	(A + B)
1 = 0				
82	Port #4 Parity is:	Even = 2		
		Odd = 1		
		None = 0		
83	Port #4 is Dedicated to: (0 = Disabled)	Liquor System = 9		
		Journal Echo = 8		
		Pole Display = 7		
		Coin Changer = 6		
		Scanner = 5		
		Scale = 4		
		Kitchen Video = 3		
		Remote Printer = 2		
84	Port #4 Number of Retries (Each Retry = 0.5 Seconds)	1 – 999 Default = 0		
85	Port #4 Device is:  * CAS PD-1 Scales currently use the same interface as NCI scales	Lan Tran Interface =		
		ISD Pole Display		
		Epson Pole Display		
		NCI Scale		
		Enhanced Slip Printer interface with no slip out paper checking		
		= 6		
		Star SP-200		
		= 5		
		Dedicated slip printer output for TM-295, 810, 820, and 298		
		= 4		
SRP-350, 300 TM-T80 , 85, 88, 88II CBM-230, 3210, 1000				
SRP100, , 200 Epson TM-U200				
Citizen 3550/51 or Citizen 3540/41				
No Device				
= 0				

ADDRESS	COMMUNICATION OPTION	VALUE	=	SUM
86	Number of Line Feeds Before Print Jobs for Port #4 Remote Printer:	0 - 49		
87	Number of Line Feeds After Print Jobs for Port #4 Remote Printer:	0 - 49		
88	Maximum Number of Lines Printed on a ""Hard"" Check"	0 - 99		
89	Reserved			

### Typical System Option Settings for Printer Installations

Address	Settings for Optional Printers
50/60/70/80	2 (9600 Baud)
51/61/71/81	0 (8 data bits, 1 stop bit)
52/62/72/82	0 (no parity)
53/63/73/83	2 (remote printer)
54/64/74/84	30 (# of retries)
55/65/75/85	Choose the appropriate setting for the printer type you are using.

---

## P-Mode Tax Rate Programming

The first programming step defines the calculation method and assigns tax rates.

The Samsung SER-6500II/6540II has the capability to support four separate tax rates.

These rates may be calculated as either a straight percentage of between .001% and 99.999%, or a 60 break-point table. Each tax may be either an add-on tax (added to the cost of a taxable item), or a Value Added Tax (VAT) that is included in the price of the item.

Tax rate 4 may be set to function as the Canadian Goods & Services Tax (GST). If Tax 4 is designated as GST, table programming for that rate is not allowed.

Definitions for tax rates 1, 2, 3, & 4 are made as part of tax programming.

Tax rate 1 options:	Straight percent Tax table Add-on tax VAT tax
Tax rate 2 options:	Straight percent Tax table Add-on tax VAT tax
Tax rate 3 options:	Straight percent Tax table Add-on tax VAT tax
Tax rate 4 options:	Straight percent Tax table Add-on tax VAT tax Tax amount taxable by rate 1 (GST)

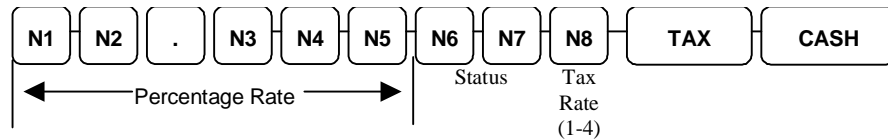


## Straight Percentage Programming

When tax requirements may be met using a straight percentage, use the following method to program a tax as a straight percentage:

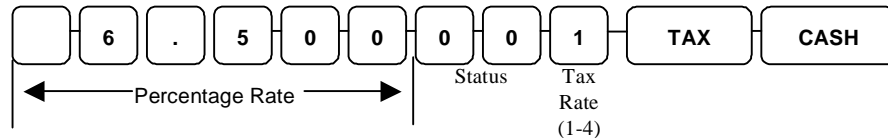
Straight percentage tax programming requires a eight-digit entry (labeled N1 - N8 below). This assigns the rate as well as a two-digit status defining the tax as add-on, inclusive (VAT), and/or Canadian GST type tax. Remember to press the decimal key as shown. The rate is designated as 1, 2, 3, or 4 using the appropriate code for N8.

### Straight Percentage Programming



An example of percentage and status programming follows:

Enter the rate (digits N1 through N5), using the decimal key, leading zeros are not required (6.500 = 6.5%, 10.000 = 10%, etc.). This is followed by the status (two digits), and the indicator for the proper tax (1 - 4). Then press TAX key.



Percentage tax programming for rate 1 is complete. To arrive at a status value for N6 & N7 use the chart below. N7 applies to GST (rate 4) only, and must be "0" for rates 1, 2 & 3.

ADDRESS	% TAX OPTIONS	VALUE	=	SUM
N6	Tax is:	VAT Tax = 1		
		% Add-on = 0		
N7	GST (Tax 4) is Taxable by Rate 1	YES = 1	(A)	
		NO = 0		
	GST (Tax 4) is Taxable by Rate 2	YES = 2	(B)	
		NO = 0		
	GST (Tax 4) is Taxable by Rate 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N8	Tax Rate Being Programmed:	Tax Rate 1 = 1		
		Tax Rate 2 = 2		
		Tax Rate 2 = 3		
		Tax Rate 2 = 4		

## Tax Table Programming

If taxes in your area are not calculated on a straight percentage, tax tables may be programmed according to meet local requirements. Tax tables follow these guidelines:

- Maximum 60 tax breaks.
- Tax breaks determine at what dollar amount an additional .01 will be added to the tax total of the sale.
- Determine break points by subtracting the high side of a dollar range from the high side of the next dollar range.
- The pattern of break points is the repeat breaks pattern.
- The beginning break points that do not fit into the repeat breaks pattern are the non-repeat breaks.
- The following example uses a 6% Illinois tax.

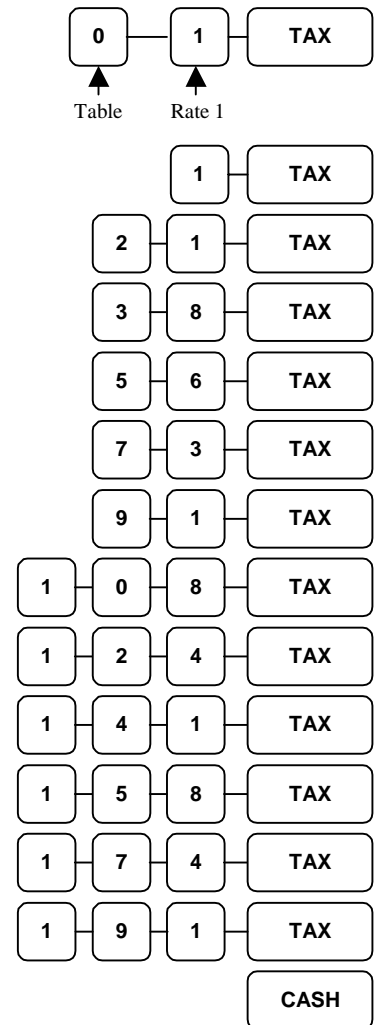
TAX CHARGED	SALE DOLLAR RANGE	BREAK POINTS
\$0.00	\$0.00 - \$0.10	
\$0.01	\$0.11 - \$0.21	11
\$0.02	\$0.22 - \$0.38	17
\$0.03	\$0.39 - \$0.56	18
\$0.04	\$0.57 - \$0.73	17
\$0.05	\$0.74 - \$0.91	18
\$0.06	\$0.92 - \$1.08	17
\$0.07	\$1.09 - \$1.24	16
\$0.08	\$1.25 - \$1.41	17
\$0.09	\$1.42 - \$1.58	17
\$0.10	\$1.59 - \$1.74	16
\$0.11	\$1.75 - \$1.91	17
\$0.12	\$1.92 - \$2.08	17
\$0.13	\$2.09 - \$2.24	16
\$0.14	\$2.25 - \$2.41	17

Table programming is not allowed for Tax rate 4 if it is designated as GST. Likewise, tax tables are not allowed for Value Added Tax (VAT) programming.

### Tax Table Programming Procedure:

The following example shows the procedure for programming tax rate 1 from the 6% table shown.

1. Enter the two-digit status code for the tax rate being programmed. This code consists of 1 (for Tax Table), followed by the number corresponding with the rate being programmed.
2. Enter the maximum non-taxable amount (10). Press the TAX key.
3. Enter the first tax amount charged (1). Press the TAX key.
4. Enter the high side of the dollar range for the first non-repeat break which charges tax (21). Press the TAX key.
5. Repeat the previous step for each non-repeat break (38), (56), (73)
6. Enter the final non-repeat break (91) and press the X/TIME key.
7. Enter the high side of the dollar range for the first repeat break in the repeat breaks pattern (108). Press the TAX key.
8. Enter the high side of the dollar range for the next repe
9. at break in the repeat break pattern and for each following repeat break in the repeat break pattern (124), (141). Press the TAX key after each entry.
10. Enter the repeat break pattern for the following repeat break pattern (158), (174), (191). Press the TAX key after each entry. Breaks should be entered for two complete repeat break patterns.
11. Press the CASH TEND key to finalize Tax Table Programming.



# Individual Function Key Programming

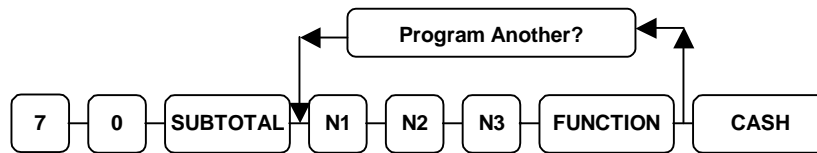
Unless there is a specific program number for a multiple function key (such as the Error Correct/VOID key), function keys may be programmed one after another without having to exit. Simply enter the program number, press SBTL, enter the status for the key being programmed and press the key's location. To program the status for next function key, enter the status and press its location. Press the CASH key once you have finished programming, or wish to begin a different programming step.

Each function key is programmable for one or more of the following:

## Program 70 – Function Key Options

Function Key Options - Inactive, active in X-Mode only, compulsory validation, compulsory Non-Add # entry, Cash Drawer will open/not open, amount will be exempt from selected tax rate (1-4).

### Program 70 Key Sequence

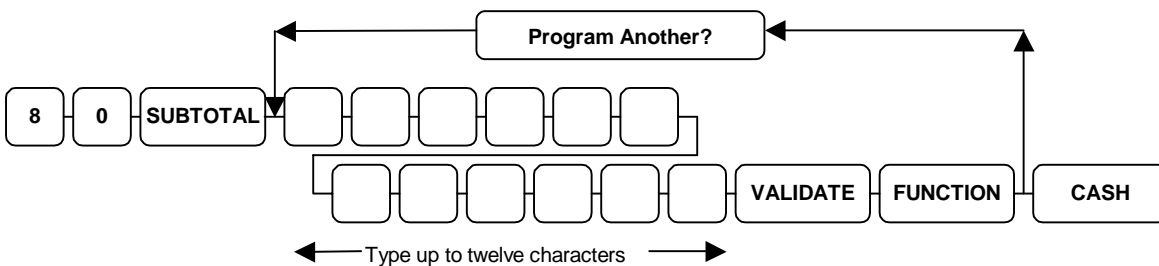


## Program 80 – Function Key Descriptor

You can program function key descriptors, i.e. programmable twelve-character descriptors that will appear on receipts and reports.

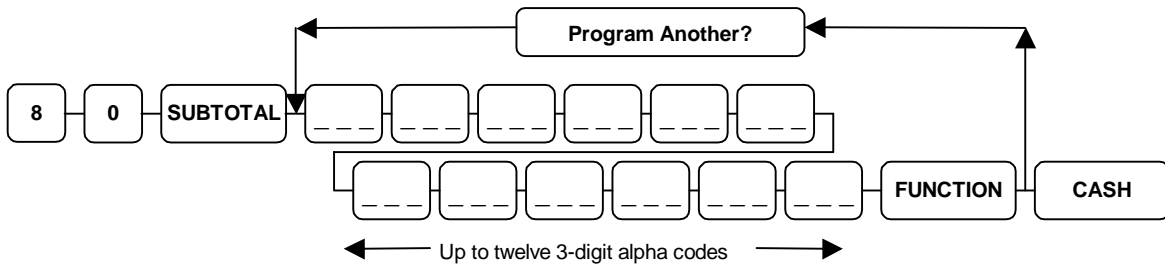
### Program 80 Key Sequence with Alpha Overlay (SER-6500II)

The *SER-6500II* features an alpha keyboard overlay. Use the flow chart below to program function key descriptors using the alpha keyboard overlay.



## Program 80 Key Sequence with Alpha Codes (SER-6540II)

Use the flow chart below to program the *SER-6540II*, (or use this method to program the *SER-6500II* if you add a value of 2 to System Option #19, thus disabling the alpha overlay.) Use the descriptor code chart below to find the code for each character you wish to program.



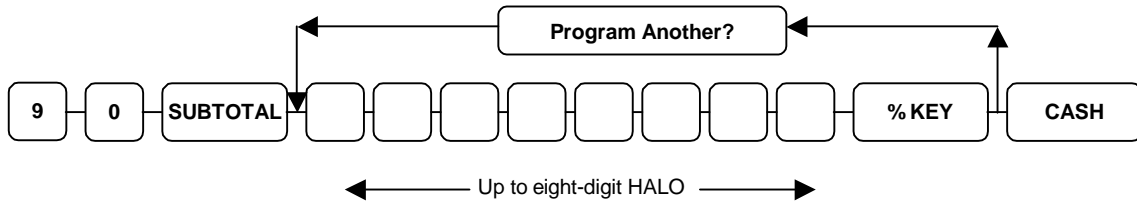
## Descriptor Code Chart

DESCRIPTOR CODES										
CHAR	À	É	Ì	Ó	Ô	Ù	Ú	Û	Ñ	¥
CODE	020	021	022	023	024	025	026	027	028	029
CHAR	Tx	Fs	SPACE	!	"	#	\$	%	&	'
CODE	030	031	032	033	034	035	036	037	038	039
CHAR	(	)	*	+	,	-	.	/	0	1
CODE	040	041	042	043	044	045	046	047	048	049
CHAR	2	3	4	5	6	7	8	9	:	;
CODE	050	051	052	053	054	055	056	057	058	059
CHAR	<	=	>	?	@	A	B	C	D	E
CODE	060	061	062	063	064	065	066	067	068	069
CHAR	F	G	H	I	J	K	L	M	N	O
CODE	070	071	072	073	074	075	076	077	078	079
CHAR	P	Q	R	S	T	U	V	W	X	Y
CODE	080	081	082	083	084	085	086	087	088	089
CHAR	Z	[	\	]	^	-	`	a	b	c
CODE	090	091	092	093	094	095	096	097	098	099
CHAR	d	e	f	g	h	i	j	k	l	m
CODE	100	101	102	103	104	105	106	107	108	109
CHAR	n	o	p	q	r	s	t	u	v	w
CODE	110	111	112	113	114	115	116	117	118	119
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF			Double wide characters must be preceded w/ "003", and count as two characters			
CODE	120	121	122	003						

## Program 90 – Function Key HALO/Amount

Function Key HALO - Entering the High Amount Lock Out, or maximum amount allowed, for this function key.

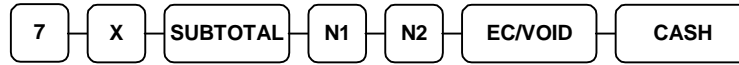
### *Program 90 Key Sequence*



## ERROR CORRECT/VOID

Error Correct and previous item Void (Clear Void) share the same key position. The sequence in which the keys are pressed in register mode determines the function. Each function has its own programming for status, descriptor, and HALO.

### 70 SBTL - Function Key Status Programming

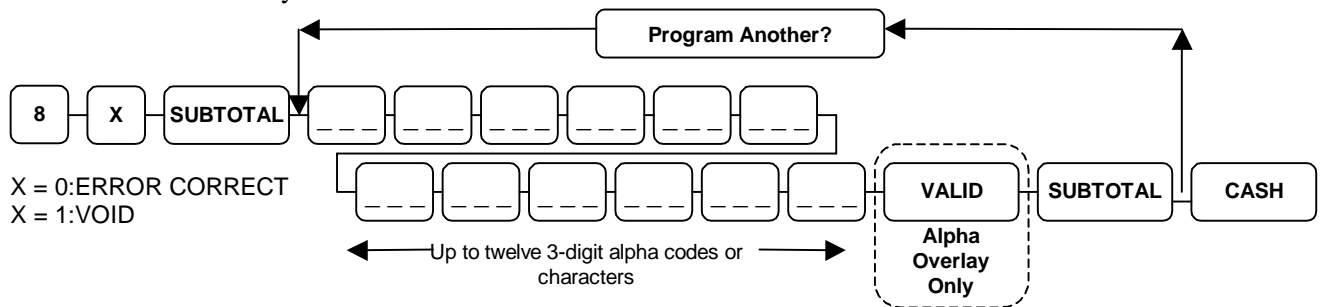


X = 0:ERROR CORRECT  
X = 1:VOID

ADDRESS	ERROR CORRECT/VOID OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key is Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
Validation is Compulsory	YES = 4	(C)	(A+B+C)	
	NO = 0			
N2	Inhibit Print on Reports	YES = 1		
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

A programmable twelve-character descriptor is available for the Error Correct/Void key. Find the two-digit code (from the chart below) for each letter. Enter 80 (for Error Correct) or 81 (for VOID), press SBTL, enter the alpha code (up to thirty-six digits), and press the VALID key. This is followed by pressing the function key, and the operation is terminated by pressing the CASH key.



### 90 SBTL - Function Key HALO Programming

Up to eight-digit HALO

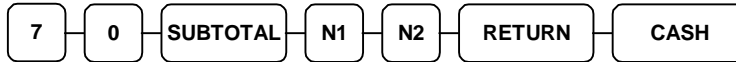


X = 0:ERROR CORRECT  
X = 1:VOID

## RETURN MDSE

Merchandise Returns items to inventory, while correcting the appropriate totals and counters.

### 70 SBTL – Function Key Option Programming



ADDRESS	RETURN MDSE OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Return Adds to Net Grand Total	YES = 1	(A)	
		NO = 0		
	Inhibit Printing on Reports	YES = 2	(B)	
		NO = 0		
	Skip Adjustment of PLU Totals (Adjust Payment/Function Keys Only)	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

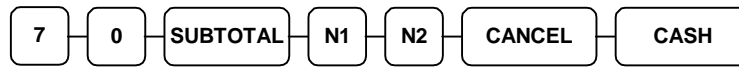
See “Program 90 – Function Key HALO/Amount” on page 94.



## CANCEL

The CANCEL key allows the operator to cancel an entire order any time before payment with a single keystroke. Doing so removes all items from memory, preventing totals (other than the CANCEL total) from updating.

### 70 SBTL – Function Key Option Programming



ADDRESS	CANCEL OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Inhibit Printing on Reports	YES = 1		
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## PAID OUT

The PAID OUT function helps to account for money leaving the cash drawer. Paid out may only be used out side of a sale, and nets the Cash-In-Drawer amount.

### 70 SBTL – Function Key Option Programming



ADDRESS	PAID OUT OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

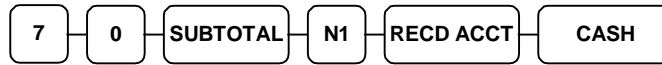
### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## RECEIVED ON ACCOUNT

The Received On Account function allows the operator to account for cash, checks, and charges brought into the cash drawer. The Received On Account function only operates outside of a sale, and adds to the Cash-In-Drawer amount.

### 70 SBTL – Function Key Option Programming



ADDRESS	RECEIVED ON ACCOUNT OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

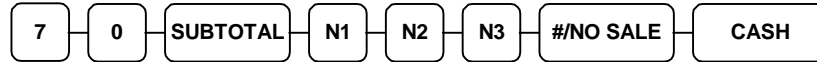
### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## #/No Sale

The # / NO SALE key serves two functions: As the NO SALE key, pressing the key will cause the cash drawer assigned to the current Clerk/Cashier to open. As the #, or Non-Add entry key, the number entered prior to pressing this key will be printed on both the receipt (if programmed "on") and detail printer.

### 70 SBTL – Function Key Option Programming



ADDRESS	#/NO SALE OPTIONS	VALUE	=	SUM
N1	No Sale Inactive (Non-Add # feature still Active)	YES = 1	(A)	
		NO = 0		
	No Sale Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation Compulsory on No Sale	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	No Sale Inactive After Non-Add # Entry	YES = 1	(A)	
		NO = 0		
	Enforce Non-Add # Entry at Start of Sale	YES = 2	(B)	
		NO = 0		
	Non-Add # Entries are Prohibited	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Compulsory Non-Add Entry Must Match Number of Digits Set in HALO Programming.	YES = 1	(A)	
		NO = 0		
	Allow Scanner to Input # entry (requires version 2.08 or later)	YES = 2	(B)	(A+B)
		NO = 0		

#### Programming Notes:

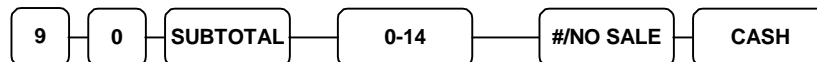
**N1 - No Sale inactive:** If the No Sale key has been programmed as inactive, it will still operate in the capacity of Non-Add # key. The key may not, however, be used to open the cash drawer.

**N3 - Compulsory digit entry must = number of digits set in HALO programming.** Any other entry will result in error message.

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Digit Entry Programming



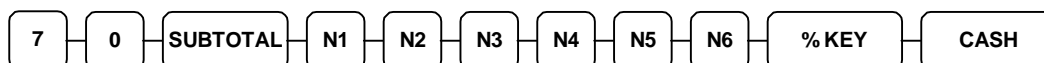
Number of Digits Allowed

## % Keys

Up to ten % keys may be assigned to the keyboard. % keys may be programmed to perform percentage discounts, add percentage surcharges, or add or subtract amounts to a sale. % keys may also be programmed for preset amounts or percentages, or to accept open entries.

Tax programming of % keys tells the register whether to charge tax based on the original amount, or the new amount (after applying the discount/surcharge). The % amount refers to the difference between the original amount, and the new amount. To tax based on the net (new) amount, program these options "NO".

### 70 SBTL – Function Key Option Programming



ADDRESS	% KEY OPTIONS	VALUE	=	SUM
N1	Allow % Key Preset Override	YES = 1	(A)	
		NO = 0		
	Preset Override in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Key is Active in X-Mode Only	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	% Key is:	Sale = 1	(A)	
		Item = 0		
	% Key is:	Amount = 2	(B)	
		Percent = 0		
	% Key is Inactive:	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	% Amount Taxable by Rate 1?	YES = 1	(A)	
		NO = 0		
	% Amount Taxable by Rate 2?	YES = 2	(B)	
		NO = 0		
	% Amount Taxable by Rate 3?	YES = 4	(C)	(A+B+C)
		NO = 0		
N4	% Amount Taxable by Rate 4?	YES = 1	(A)	
		NO = 0		
	% Key is:	Positive = 2	(B)	
		Negative = 0		
	% Key is:	Open = 4	(C)	(A+B+C)
		Preset = 0		

Continued on the next page . . .

<b>N5</b>	% Key Nets Item Total?	YES = 1	(A)	
		NO = 0		
	% Key Validation Compulsory?	YES = 2	(B)	
		NO = 0		
	Is % Amount FoodStamp Eligible?	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>N6</b>	Allow Multiple Vendor (Sale) Coupons Without Pushing Subtotal?	YES = 1	(A)	
		NO = 0		
	Allow One Subtotal Entry Only? (Either positive or negative)	YES = 2	(B)	(A+B)
		NO = 0		

### **80 SBTL - Function Key Descriptor Programming**

See “Program 80 – Function Key Descriptor” on page 92.

### **90 SBTL - % Key Preset Amount/HALO Programming**

Enter a five-digit amount (decimal is automatic at three places).



## CASH

### 70 SBTL – Function Key Option Programming



ADDRESS	CASH OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Cash Drawer Does Not Open	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Amount Tender is Compulsory	YES = 1	(A)	
		NO = 0		
	Disable Undertendering	YES = 2	(B)	
		NO = 0		
	Allow Overtendering Only in X-Mode	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## CHECK

Check Key amount programming includes HALOs for both the amount of the check, and the change given back in cash. The manager may override either of these HALOs in X-Mode. This allows management to be in control of checks over a certain amount, and also limits the amount of change returned to the customer by the clerk/cashier.

### 70 SBTL – Function Key Option Programming

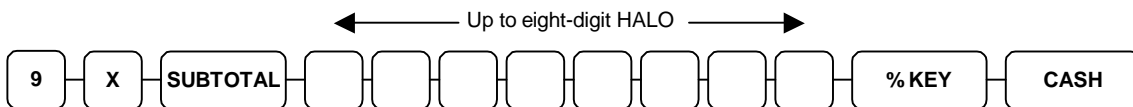


ADDRESS	CHECK OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Cash Drawer Does Not Open	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Amount Tender is Compulsory	YES = 1	(A)	
		NO = 0		
	Disable Undertendering	YES = 2	(B)	
		NO = 0		
	Allow Overtendering Only in X-Mode	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming



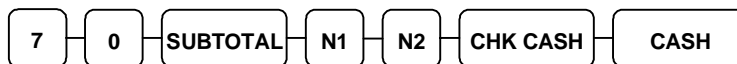
X = 0: Tender HALO  
X = 1: Change HALO



## CHECK CASHING

The Check Cashing Key sets aside a separate key dedicated to cashing checks. This function key nets the Cash-In-Drawer total while adding to the Check-In-Drawer total.

### 70 SBTL – Function Key Option Programming



ADDRESS	CHECK CASHING OPTIONS	VALUE	=	SUM
N1	Check Cashing Key Inactive?	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
HALO Override Allowed in X-Mode?	YES = 4	(C)	(A+B+C)	
	NO = 0			
N2	Is Validation Compulsory?	YES = 1		
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## CHARGE (1-8)

### 70 SBTL – Function Key Option Programming

#### Code Entry Charge



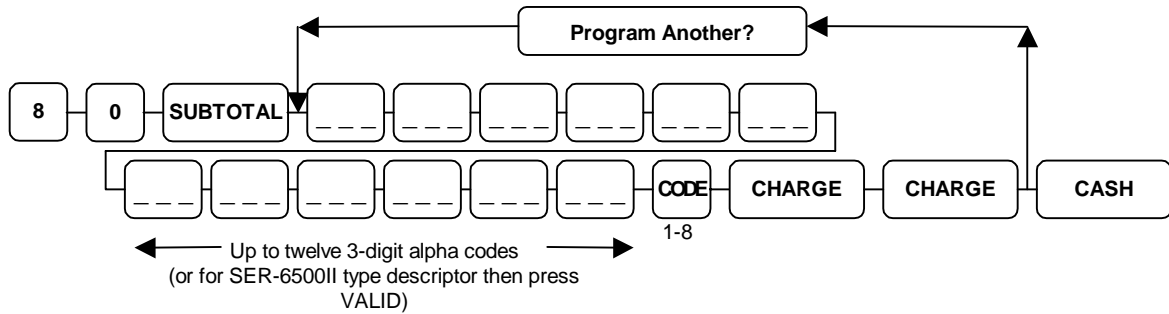
#### Individual Charge Keys



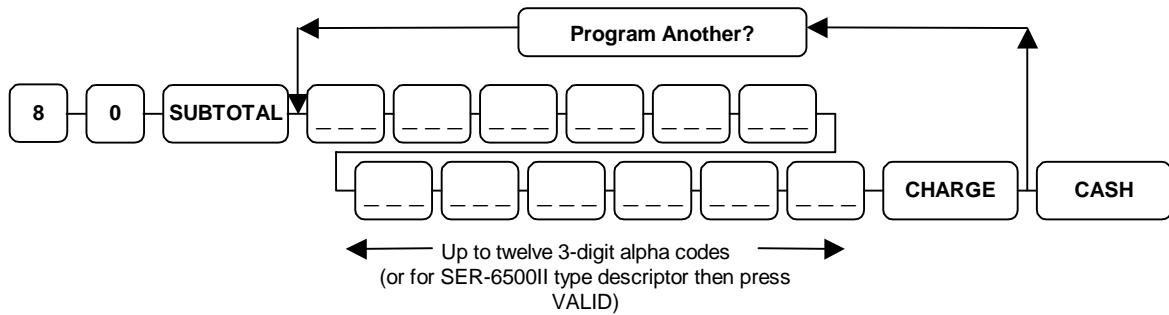
ADDRESS	CHARGE OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Cash Drawer Does Not Open	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Amount Tender is Compulsory	YES = 1	(A)	
		NO = 0		
	Disable Undertendering	YES = 2	(B)	
		NO = 0		
	Allow Overtendering Only in X-Mode	YES = 4	(C)	(A+B+C)
		NO = 0		
N4	Non-Add # Entry Compulsory	YES = 1	(A)	
		NO = 0		
	Allow Over Tender	YES = 2	(B)	
		NO = 0		
	Lan Tran Interface?	YES = 4	(C)	(A+B+C)
		NO = 0		
N5	Action Code (If using Lan Tran Interface)	No Action Code = 0 Credit Sale = 1 Credit Return = 2 Debit Sale = 3 Debit Return = 4 Post Auth = 5 Check = 6 Credit Force = 7 Debit Force = 8		

## 80 SBTL – Function Key Descriptor Programming

### Code Entry Charge

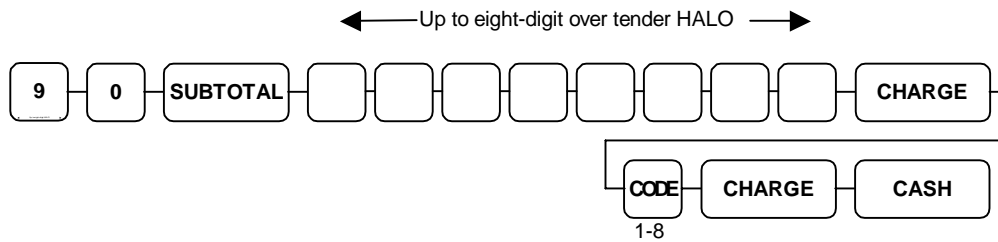


### Individual Charge Keys

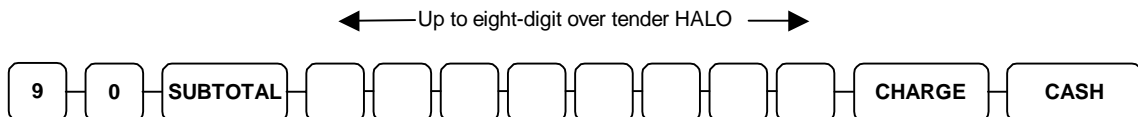


## 90 SBTL – Function Key Option Programming

### Code Entry Charge



### Individual Charge Keys



**EAT-IN  
TAKE OUT  
DRIVE THRU**

All of the above keys share common programming options, and are combined here for your convenience. Each should be programmed separately.

**70 SBTL – Function Key Option Programming**



ADDRESS	EAT-IN TAKE OUT DRIVE THRU OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Validation is Compulsory	YES = 2	(B)	(A+B)
		NO = 0		

**80 SBTL - Function Key Descriptor Programming**

See “Program 80 – Function Key Descriptor” on page 92.

## ADD CHECK

The Add Check function key allows several transactions in a row to be combined and paid all at once. The advantage of showing several individual subtotals lies in the ability to apply different discounts to each subtotal within the sale. If one person was to pay for three meals, were one was discountable, the ADD CHECK key would be used. After entering each persons items, the ADD CHECK key is pressed, giving a subtotal for that order. After the discountable meal has been entered, the proper discount will be applied to that order only. Once all meals have been entered into the ADD CHECK key, a final depression of the key gives the total amount due for all meals entered. Tendering then takes place as usual.

90 SBTL programming does not apply to the Add Check function.

### 70 SBTL – Function Key Option Programming



ADDRESS	ADD CHECK OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Compulsory Before Tender	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## FOOD STAMP TEND

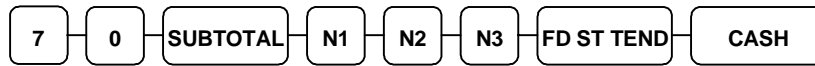
The FOOD STAMP TENDER key may be programmed to forgive any or all of the four tax rates. It can also be programmed to accept decimal entry, for locations that use electronic, or magnetic card type food stamp assistance. Areas which use traditional paper/coupon type food stamps should not use the decimal entry method. In this case, any change more than a dollar is given back in food stamps. Change of less than one dollar is either applied to the remaining balance of the sale (as scrip) or, if no balance remains, returned to the customer in coin.

---

**NOTE: FOOD STAMP SBTL must be assigned to the keyboard in addition to the FOOD STAMP TENDER key. FOOD STAMP SBTL requires no additional programming.**

---

### 70 SBTL – Function Key Option Programming



ADDRESS	FOOD STAMP TEND OPTIONS	VALUE	=	SUM
N1	Exempt Tax 1	YES = 1	(A)	
		NO = 0		
	Exempt Tax 2	YES = 2	(B)	
		NO = 0		
	Exempt Tax 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Tax 4	YES = 1	(A)	
		NO = 0		
	Allow Decimal Entry	YES = 2	(B)	
		NO = 0		
	Food Stamp Change is Issued in:	CASH = 4	(C)	(A+B+C)
		Food Stamps = 0		
N3	Cash Drawer Remains Closed?	YES = 1		
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## TAX EXEMPT

Tax Exempt will remove the programmed tax rates from an entire sale. This key may also be programmed to require the validation of a form each time it is used. It may also be programmed to require the entry of a Non-Add # to note a customer's tax exempt permit number.

There is no HALO (90 SBTL) programming for Tax Exempt.

### 70 SBTL – Function Key Option Programming



ADDRESS	TAX EXEMPT OPTIONS	VALUE	=	SUM
N1	Exempt Sale From Tax Rate 1	YES = 1	(A)	
		NO = 0		
	Exempt Sale From Tax Rate 2	YES = 2	(B)	
		NO = 0		
	Exempt Sale From Tax Rate 3	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Exempt Sale From Tax Rate 4	YES = 1	(A)	
		NO = 0		
	Non-Add # Entry is Compulsory	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## CURRENCY CONVERSION

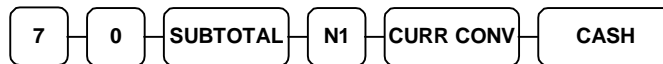
Two separate Currency Conversion keys are available. Each may be programmed with its own rate and descriptor. It is also possible to maintain a separate cash drawer for just foreign currency, which allows the operator to not only accept the proper amount in foreign money, but to give change back in the same type of currency. Without the separate drawer, change is given in "home" currency.

A depression of the Currency Conversion key after SBTL at the end of a sale will re-display the amount due converted into foreign currency. This is a reference total only, and may be cleared by pressing the CLEAR key.

If status programming is set to "0", an amount is entered, and the CURRENCY CONVERSION key pressed, the SER-6500II/6540II will convert the amount entered into "home" currency. The balance of the transaction continues in "home" currency (Change, etc.).

If status programming is set to 1 - 3, and an amount is entered, the SER-6500II/6540II compares the amount entered to the converted amount displayed, and finalizes the transaction, issuing change from the specified drawer, also in foreign currency.

### 70 SBTL – Function Key Option Programming



ADDRESS	CURRENCY CONVERSION OPTIONS	VALUE	=	SUM
N1	Foreign Currency Drawer Number: (0 = Change issued in "Home" currency)	0-3		

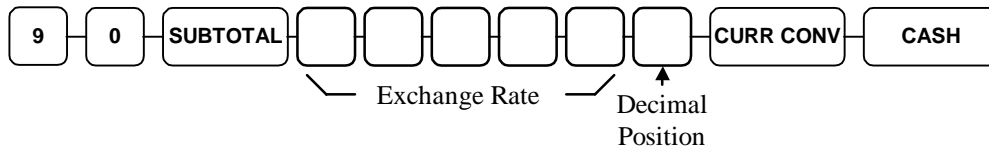
### 80 SBTL - Function Key Descriptor Programming

See "Program 80 – Function Key Descriptor" on page 92.



## 90 SBTL - Currency Conversion Rate Programming

The foreign currency exchange rate is set by entering a six digit code as part of 90 SBTL programming. The first five digits account for the numeric value, while the sixth digit sets the decimal point. The number entered will be multiplied by the home currency amount due to compute the amount due in foreign currency.



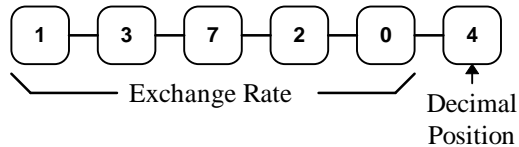
### Currency Exchange Rate Programming Examples

---

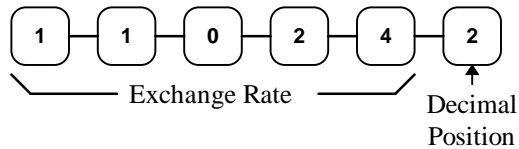
**Note:** Foreign currency exchange rates may be stated as “foreign currency in dollars”, or “dollars in foreign currency”. Use the rate stated in “dollars in foreign currency” when you are programming this section.

---

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

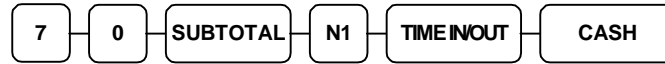


The US dollar (home currency) is worth 110.24 Japanese Yen (foreign currency).



## TIME IN/TIME OUT

### 70 SBTL – Function Key Option Programming



ADDRESS	TIME IN/TIME OUT OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## SCALE

### 70 SBTL – Function Key Option Programming



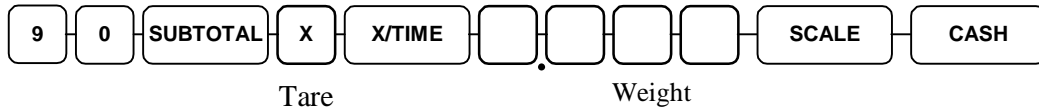
ADDRESS	SCALE OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Allow Manual Entry of Weight	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Inhibit Tare Weight Entry	YES = 1	(A)	
		NO = 0		
	Tare Entry in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Tare Entry is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Weight Symbol for Manual Entry is:	YES = 1		
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - SCALE Key Tare Weight Programming

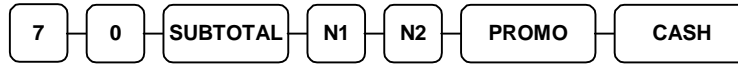
Tare weights (up to 19) may be preset by entering the desired weight as a four digit number during 90 SBTL programming. This allows preset tare weights of up to 9.999 pounds.



Tare #20 is reserved for manual tare entry, and should be programmed as an amount entry HALO.

## PROMO

### 70 SBTL – Function Key Option Programming



ADDRESS	PROMO OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	PROMO Amt Taxable by Rate 1?	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	PROMO Amt Taxable by Rate 2?	YES = 1	(A)	
		NO = 0		
	PROMO Amt Taxable by Rate 3?	YES = 2	(B)	
		NO = 0		
	PROMO Amt Taxable by Rate 4?	YES = 4	(C)	(A+B+C)
		NO = 0		

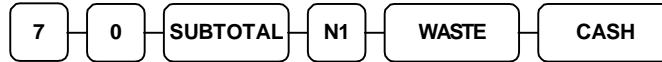
### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## WASTE

The Waste function key allows the user to account for items lost to breakage, spoilage, or otherwise wasted. Waste operations are performed outside of a regular transaction: the WASTE key is pressed and the items are registered. Then, instead of finalizing the sale to a tender key, the WASTE key is pressed again.

### 70 SBTL – Function Key Option Programming



ADDRESS	WASTE OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Validation is Compulsory	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

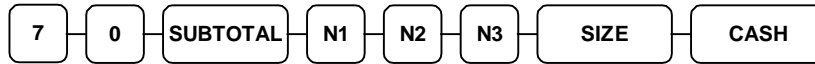
See “Program 80 – Function Key Descriptor” on page 92.

## SIZE Keys (1-5)

The SIZE keys, along with the MODIFIER keys, allow access to up to 25 different PLUs through a single NLU key position. The SIZE key alters the code number of the PLU assigned to the next keyboard NLU pressed. Size keys affect one of the first six digits of a NLU/PLU's code. Which one of these digits is affected depends on the Size key's status programming (N3). There are 5 size keys available. SIZE key #1 replaces the programmed digit with a 1, Size key #2 with a 2, and so on. If N1, SIZE KEY DOES NOT AFFECT NLU/PLU# is programmed YES, then the size merely prints beside the item that follows, and does not alter the NLUs assigned PLU code number.

For more on Size and Modifier keys, see PLU programming.

### 70 SBTL – Function Key Option Programming



ADDRESS	SIZE OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Size is for Descriptor only (4 = No affect on NLU/PLU number)	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Disable Print of Size Descriptor on Guest Check	YES = 1		
		NO = 0		
N3	Size Key Affects this Digit of NLU/PLU# (Default = 2)	1-6		

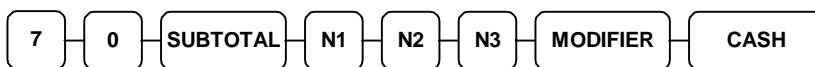
### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## MODIFIER Keys (1-5)

The Modifier key serves basically the same function as the Size key. Five are available, and share the same program options as Size keys. The default digit affected by a modifier is digit # 1 (far right).

### 70 SBTL – Function Key Option Programming



ADDRESS	MODIFIER OPTIONS	VALUE	=	SUM
<b>N1</b>	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Modifier is for Descriptor only (4 = No affect on NLU/PLU number)	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>N2</b>	Disable Print of Modifier Descriptor on Guest Check	YES = 1		
		NO = 0		
<b>N3</b>	Modifier Key Affects this Digit of NLU/PLU# (Default = 1)	1-6		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## PRINT Key

The PRINT key is used to print items that normally wouldn't print, or need special attention. The PRINT key may be programmed to generate up to 5 outputs each time it is pressed. This output is sent to a printer designated as part of PRINT key option programming. Output destinations are given by designating the IRC# and RS-232C port of the register attached to the target printer. Designating the same destination for two outputs will print the item twice at that location. Designating port "0" will print the output on the Receipt/Detail printer of the chosen register. A back-up printer output designation is also programmed.

This feature was designed primarily for "special order" items, and is sometimes referred to as the "grill" key. If all hamburgers come standard (pre-wrapped from the grill) with pickles, a "hold-the-pickle" special order would be sent to the grill printer to notify the cook that one burger needed special attention.

Repeat output at a single printer allows one copy of the order to go to the cook, while another is available to the expeditor to build the order on a tray.

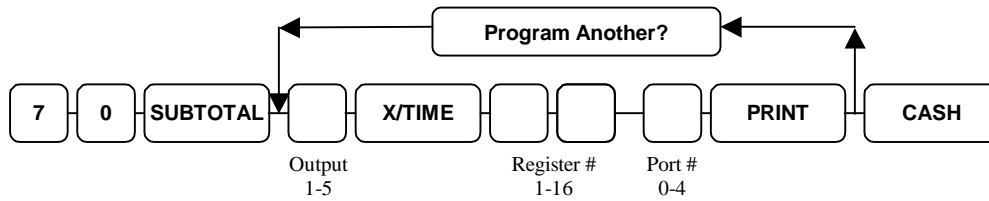
Back-up output programming redirects the print job should the original destination become busy or disabled.

```
ORDER#           0228
=== PRINT (V1) ===
001  *SINGLE DLX
      *MED WELL
001  *MUSHROOMS
DIANE           FEB.01.2000 17:33
```

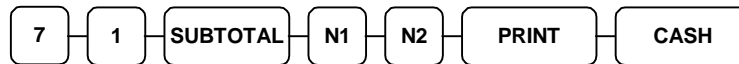
The PRINT key may also be programmed to route receipt printing to a remote printer attached to the register in either batch (after tender) or real time (echo R/J output).



### 70 SBTL – Print Key Output Programming



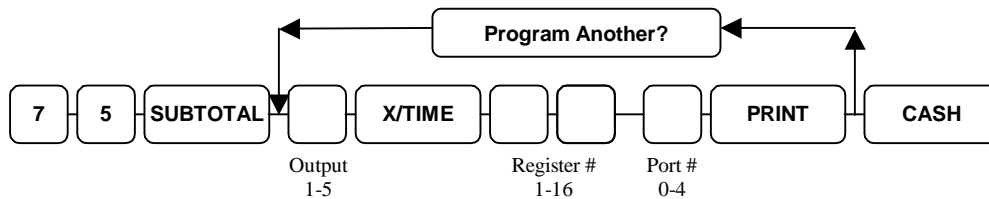
### 71 SBTL – Print Key Status Programming



ADDRESS	PRINT OPTIONS	VALUE	=	SUM
N1	Format Print For:	Receipt* = 1	(A)	[Grey]
		Kitchen Printer = 0		
	Allow Multiple Printings?	YES = 2	(B)	
		NO = 0		
Include Postamble?	YES = 4	(C)	(A+B+C)	
	NO = 0			
N2	Include Preamble?	YES = 1	(A)	[Grey]
		NO = 0		
	Print is in Real Time (Echo receipt output to serial printer)	YES = 2	(B)	[Grey]
		NO = 0		
	Print is in Batch Mode (Print is sent upon tender completion)	YES = 4	(C)	(A+B+C)
		NO = 0		

\* Receipt printings can only print on the printer directly attached to the sending register. This is not an IRC function.

### 75 SBTL – Print Key Backup Output Programming



### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## MACRO Key

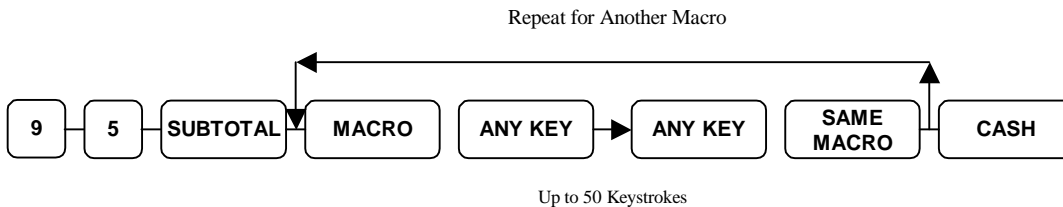
Macro key programming records up to 50 separate keystrokes. Pressing the Macro after programming will execute all 50 keystrokes automatically, provided they are in a legal key sequence, and allowed in the present keylock position.

You may find it helpful to assign several Macro keys to the keyboard temporarily to aid in programming. If you find that the items being programmed as PLUs share common descriptor codes, program a Macro key to enter the codes for you. If a special report sequence is required, other than the regular string report, program a Macro key to enter the keystrokes. Program Macros as preset amount cash tender keys.

Remember, Macro keys will execute their programmed keystrokes in any keylock position, or Mode. A single Macro will not, however, change modes during execution. All keystrokes take place in the current keylock position.

Also worth noting: after programming a macro, the function keys used to provide the key sequence executed by the macro may be removed from the keyboard. Once the function keys are included within a macro they are no longer necessary on the keyboard in order for the macro to run.

### 95 SBTL – MACRO Key Programming



## PLU PRICE Key

The PLU PRICE key requires no programming and is used to "preview" prices in a scanning environment. The operator simply presses the PLU PRICE key and scans the item. The item descriptor and price will then appear on the operator's display. This feature also works by entering a PLU number manually, and pressing PLU PRICE.

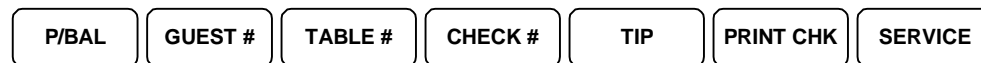
This is a pop-up function, and the next item is registered as usual.

---

# File Tracking, Charge Posting, Previous Balance & Table Service

## Function Key Overview

The following function keys are all related in that they are all involved in opening tracking totals, or accounts, carrying balances forward, adding to existing balances, and reopening balances in order to pay the amount due. These keys may be used to perform guest check operations in a restaurant environment, running a tab in a liquor service environment, or keeping ongoing accounts or house charges in a retail environment. They may also be used in a take-out window, drive-thru setting.



The examples that follow are based in a restaurant environment, since that is one of the most common uses for tracking files. Any of the keys above may be renamed to fit the application of your choice, but they serve the same basic purpose.

### **Manual P/BAL**

A Manual Previous Balance (P/Bal) system is the simplest form of Charge Posting/Table Service. It is also the most prone to entry errors. A manual Previous Balance (zero or otherwise) needs to be entered, using the P/BAL key, in order to print items on a guest check.

The Service key total must equal the Checks Paid key total in order for the system to balance. Checks outstanding (unpaid) are apparent when the Service total is greater than Checks Paid.

### **Check Tracking**

There are several different styles of check tracking, but all share key operations: Starting a guest check, servicing, or storing an amount, picking up or recalling an existing balance, and paying, or closing, a guest check. Extras include requiring a guest count, a table number, and adding a tip before payment. Guest checks can also be either soft (stored in memory) or hard (a running total is kept on a printed form).

#### **Hard Checks**

The hard check is the more common, or traditional practice. Each server is assigned a fixed number of guest checks, and must account for all of them at the end of a shift. Preparation of food or drink happens only after a guest check is presented and posting of the items verified. Each time items are added to an order, they are printed on the hard check. The guest is then presented the hard copy, showing previous balances, balances carried forward, and all the items registered.

This method requires a flatbed guest check printer. Serial printers approved for this purpose include the Epson TM-295. Contact your Samsung sales representative for other compatible slip printers.

#### **Soft Checks**

Soft checks are stored in system memory, and printed on command. When printed, a soft check will list all the items for the entire transaction, skipping service and previous balance totals, as though the sale was entered all at once. Soft checks may print on either a third station serial printer, or the register's receipt printer.

These are general descriptions for both methods and may be customized via option programming for the individual function keys as well as system print options.

## Overview of Operations

### ***Starting a Guest Check***

**Manual Previous Balance:**



**Optional Entries\***



**Check Tracking:  
|(Input Check Number)**



**Check Tracking:  
|(Register Assigns Check Number)**



**Optional Entries\***



\*Optional entries may be programmed as compulsory.

### ***Servicing, or Storing a Balance***

After an account, or guest check, has been opened, items are entered just as they would be during a cash sale. After all the desired items have been registered, the SERVICE key is pressed. This temporarily exits the transaction, storing the balance for later payment (as in a drive-thru), or to be added to when necessary.

The transaction so far:

**Check Tracking:  
|(Register Assigns Check Number)**



### ***Picking Up or Recalling an Existing Balance***

Recalling an existing balance is as simple as entering the check number (in this example, 123) and pressing the CHECK # key.

An alternative method of recalling an outstanding balance involves the TABLE # key. If the TABLE # key has been programmed for compulsory table number entry, entering the assigned table number and pressing the TABLE # key will call up the guest check assigned to that table. If multiple checks have been assigned the same table number, the guest check with the lowest # will be recalled.

If the Drive-Thru feature has been activated for the CHECK # key, simply press the CHECK # key to automatically recall the lowest (oldest) check number in the system.

If additional items are to be posted, feel free to do so now, pressing the SERVICE key once again to store the balance, or SBTL to begin the payment sequence.

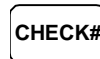
**Check Tracking, Check #  
Method**



**Check Tracking, TABLE #  
Method**



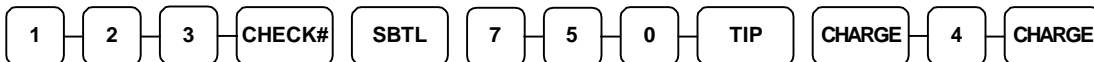
**Drive Thru Method**



### ***Paying or Closing a Guest Check***

In order to pay an outstanding guest check, the balance must first be recalled, using one of the methods discussed previously. Once the balance is displayed, press the SBTL key. If a charge tip is to be added to the amount due, enter the amount of the tip now and press the TIP key.

The new amount due is now displayed. Now enter the amount and press the desired payment key, just as you would at the end of a regular transaction.



## P/BAL Key

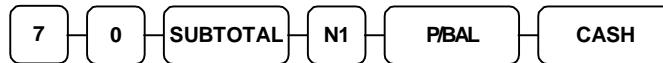
The P/BAL, or previous balance, key is used to manually pick up a balance carried forward (access an existing balance) in a non-check tracking system. Through P/BAL option programming, a P/BAL entry may be made compulsory at the beginning of every sale. This limits the machine being programmed to prechecking orders, and does not allow cash sales other than those printed on a guest check.

P/BAL entry is also allowed anywhere during a sale, if so programmed. This allows a server to ring the items ordered, press SBTL, and still post the balance to an existing balance, or begin a new guest check by pressing P/BAL and then servicing the balance. If a server forgets to enter the previous balance at the beginning of a sale, they have another chance to do so before having to tender the amount due.

If the Drive-Thru feature is activated in status option programming, the register will automatically recall the lowest tracking number in the system for payment. The P/BAL key is then used to begin all drive-thru sales. Since cars in line for the drive thru window rarely, if ever, show up at the window out of sequence, this feature eliminates several keystrokes for the operator.

P/BAL transactions end either by tendering an amount, or by pressing the SERVICE key.

### 70 SBTL - Function Key Option Programming



ADDRESS	P/BAL OPTIONS	VALUE	=	SUM
N1	P/BAL Must be Entered at Start of Sale	YES = 1	(A)	
		NO = 0		
	P/BAL May be Entered at Any Time	YES = 2	(B)	
		NO = 0		
	Drive-Thru Feature is Enabled	YES = 4	(C)	(A+B+C)
		NO = 0		

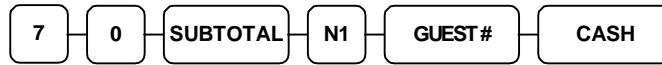
### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## GUEST # Key

Guest # entry provides useful information about the number of patrons served. This information appears in Financial and Clerk reports. Guest # entry may be enforced by making its entry compulsory before the P/BAL-CHECK # key may be used, or for all sales.

### 70 SBTL - Function Key Option Programming



ADDRESS	GUEST # OPTIONS	VALUE	=	SUM
N1	GUEST # Compulsory After Beginning Guest Check	YES = 1	(A)	
		NO = 0		
	GUEST # Compulsory for All Sales	YES = 2	(B)	
		NO = 0		
	GUEST # Prints on Remote Printer	YES = 4	(C)	(A+B+C)
		NO = 0		

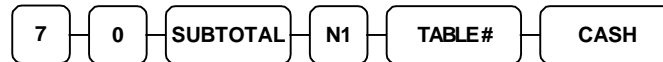
### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## TABLE # Key

The Table # key serves several functions. First, it identifies which table any given guest check belongs, identifying orders sent to Kitchen Printers and allowing servers to deliver orders for each other. Secondly, the Table # key may be used as an alternative to the Check # key when calling up an existing balance. If the guest check itself should disappear, the balance due may be retrieved by entering the table #.

### 70 SBTL - Function Key Option Programming



ADDRESS	TABLE # OPTIONS	VALUE	=	SUM
N1	TABLE # Compulsory After Beginning Guest Check	YES = 1	(A)	
		NO = 0		
	TABLE # Compulsory for All Sales	YES = 2	(B)	
		NO = 0		
	TABLE # Prints on Remote Printer	YES = 4	(C)	(A+B+C)
		NO = 0		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.



## **CHECK # Key**

The Samsung SER-6500II/6540II keeps track of individual outstanding balances by assigning a one-to-nine digit ID number to each account as it is created (Check Tracking). This ID number is created either by the operator (manual entry) or generated automatically by the register.

Guest Check numbers may be set at a fixed length of one to nine digits. The CHECK # key is also assigned a starting (range) number of up to nine digits. This allows a register system of two or more machines to assign check numbers automatically without conflicts between registers. If two machines should begin a check at the same time, the difference in assigned starting numbers will insure that no two numbers are alike.

Existing balances in a check tracking system are accessed by entering the guest check #, and pressing CHECK #. In a Drive-Thru system, simply pressing CHECK # will recall the oldest open balance (lowest check #).

Check numbers return to the programmed starting point after the Open Check Report has been reset (see reporting section).

## 70 SBTL - Function Key Option Programming



ADDRESS	CHECK # OPTIONS	VALUE	=	SUM
<b>N1</b>	Check # Entry is Compulsory Before All Sales	YES = 1	(A)	■
		NO = 0		
	Check # is Assigned by Register	YES = 2	(B)	■
		NO = 0		
	Opening Clerk has Exclusive Access to Check	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>N2</b>	Suppress Check # Imprint on Receipt	YES = 1	(A)	■
		NO = 0		
	Suppress Check # Imprint on Detail	YES = 2	(B)	■
		NO = 0		
	Print Check # on Remote Printer	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>N3</b>	Drive-Thru Feature Enabled?	YES = 1	(A)	■
		NO = 0		
	Print Postamble on Check?	YES = 2	(B)	■
		NO = 0		
	Print Preamble on Check?	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>N4</b>	Allow Only One Check Per Table?	YES = 1	(A)	■
		NO = 0		
	Allow Scanner to Input Check # (requires version 2.08 or later)	YES = 2	(B)	(A+B)
		NO = 0		
<b>N5</b>	Length of Check # is: (0 = No fixed length)	0 - 7		

## 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## 90 SBTL - Function Key HALO Programming

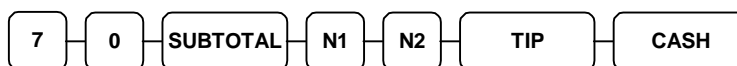
See “Program 90 – Function Key HALO/Amount” on page 94.

## TIP Key

The Tip key allows a gratuity to be added to a guest check before payment. The tip amount is deducted from the Cash-In-Drawer amount for the Clerk/Cashier closing the guest check.

The Tip key may be programmed as either a percentage or amount. If programmed as a percentage, tax programming defines whether the percentage is calculated on the net (taxable = no) amount, or the amount after taxes.

### 70 SBTL - Function Key Option Programming



ADDRESS	TIP OPTIONS	VALUE	=	SUM
N1	Tip Key Type is:	% = 1	(A)	
		Amount = 0		
	Tip Added to Tax Rate 1*	YES = 2	(B)	
		NO = 0		
	Tip Added to Tax Rate 2*	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Tip Added to Tax Rate 3*	YES = 1	(A)	
		NO = 0		
	Tip Added to Tax Rate 4*	YES = 2	(B)	
		NO = 0		
	Tip Amount Adds to Net & Gross Totals?	YES = 4	(C)	(A+B+C)
		NO = 0		

\*% Tip Only

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

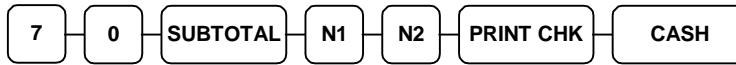
### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

## PRINT CHECK Key

The Print Check Key signals the register to send the printer output to the programmed communications port. The Print Check key may be programmed to automatically service the guest check and print in one operation.

### 70 SBTL - Function Key Option Programming



ADDRESS	PRINT CHECK OPTIONS	VALUE	=	SUM
N1	Check Print on Com Port #	0 - 4		
N2	PRINT CHECK Automatically Services Check Out	YES = 1	(A)	
		NO = 0		
	Print Check on Receipt	YES = 2	(B)	
		NO = 0		
	Skip Print of Consecutive # on Guest Check	YES = 4	(C)	(A+B+C)
		NO = 0		

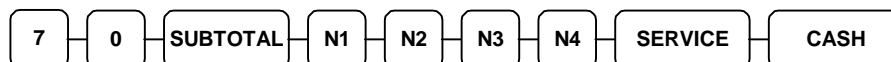
### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

## SERVICE Key

The Service key may be programmed with a HALO, overridable in X-Mode, to better monitor Guest Check amounts.

### 70 SBTL - Function Key Option Programming



ADDRESS	SERVICE OPTIONS	VALUE	=	SUM
N1	Validation Is Compulsory	YES = 1	(A)	
		NO = 0		
	Non-Add Number is Compulsory	YES = 2	(B)	
		NO = 0		
	Does Not Print on Receipt	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Does Not Print on Detail	YES = 1	(A)	
		NO = 0		
	Service Negative Balance in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Does Not Calculate Tax 1	YES = 4	(C)	(A+B+C)
		NO = 0		
N3	Does Not Calculate Tax 2	YES = 1	(A)	
		NO = 0		
	Does Not Calculate Tax 3	YES = 2	(B)	
		NO = 0		
	Does Not Calculate Tax 4	YES = 4	(C)	(A+B+C)
		NO = 0		
N4	Hard Check Printer Port	0 - 4		

### 80 SBTL - Function Key Descriptor Programming

See “Program 80 – Function Key Descriptor” on page 92.

### 90 SBTL - Function Key HALO Programming

See “Program 90 – Function Key HALO/Amount” on page 94.

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## PLU Programming

Even though RAM memory has been allocated for PLUs during S-Mode Programming, the actual PLUs do not exist in memory until they have been programmed with a number and status. PLUs may be assigned a number of up to 14 digits, in order to accommodate scanning of UPC codes.

To register a sale, PLU entries may be made by entering the PLU number and pressing the PLU key, scanning an item, which enters the UPC number as the PLU number, or pressing a key on the keyboard (an NLU, or Number Look Up) which has been assigned a PLU number.

Regardless of the entry method during a sale, all PLUs are initially programmed in three steps:

1. Program 100 - PLU Status
2. Program 200 - PLU HALO/Preset Price
3. Program 300 - PLU Descriptors

Additional PLU programming is also available. This programming includes:

4. Program 400 - Linking PLUs (so that one follows another automatically)
5. Program 500 - Keyboard Placement of PLUs, assigning a PLU to an NLU (direct entry)
6. Program 600 - Delete PLU from Memory (free memory for another PLU to be added)

Other function keys that directly effect PLUs are the Size and Modifier keys. These keys manipulate the PLU code number assigned to NLU keys on the keyboard, calling up a different PLU number. More on "building" PLU numbers later in this section.

Status, preset prices (or HALOs), and even descriptors may be assigned to multiple PLUs during programming, either by range (from-to) or by pressing multiple NLU locations. Range programming must first be activated in Program 30, S-Mode System options, option 14. See PLU/NLU Programming key sequences for examples of programming by range.

### ***IRC Program Transfer of PLUs***

Once an IRC system has been established, any changes made to the PLU file (additions, deletions, price or descriptor changes) at any register will be automatically broadcast to all other registers in the system. To add a register to the system, and transfer programming to the new register, see IRC Program Transfer, at the end of this section.

### ***Preparation***

All PLUs require a PLU number, or code, by which they are identified. PLU codes may be from one to fourteen digits long, and do not have to be programmed in any particular order. PLUs do not actually exist, however, until they are accessed in P-Mode programming.

Some thought must be given to PLU code numbers before you begin programming. If you are planning to use the Size and Modifier keys, please review "**Building a PLU number using SIZE and MODIFIER keys**" on the following page.

## Building a PLU Number Using SIZE and MODIFIER Keys

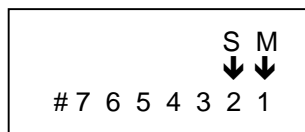
NLUs, or Number Look Ups, are keys assigned to positions on the register's keyboard. Pressing an NLU calls up a PLU code assigned to that NLU key position.

Preceding an NLU with Size and Modifier keys manipulates the PLU code assigned to the NLU key, calling up a slightly different PLU when the NLU key is pressed. In the following examples, the default values are used for N3 on both the Modifier and Size keys.

ADDRESS	SIZE OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Size is for Descriptor only (4 = No affect on NLU/PLU number)	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Disable Print of Size Descriptor on Guest Check	YES = 1		
		NO = 0		
N3	Size Key Affects this Digit of NLU/PLU# (Default = 2)	1-6		

ADDRESS	MODIFIER OPTIONS	VALUE	=	SUM
N1	Key is Inactive	YES = 1	(A)	
		NO = 0		
	Key Active in X-Mode Only	YES = 2	(B)	
		NO = 0		
	Modifier is for Descriptor only (4 = No affect on NLU/PLU number)	YES = 4	(C)	(A+B+C)
		NO = 0		
N2	Disable Print of Modifier Descriptor on Guest Check	YES = 1		
		NO = 0		
N3	Modifier Key Affects this Digit of NLU/PLU# (Default = 1)	1-6		

Since the length (number of digits) in any given PLU code will vary (up to 14 digits), digits referred to in option N3 are count backwards, from the right. As an example, in the following seven digit PLU number the "M" points to the digit affected by the modifier key. The "S" points to the digit affected by the size key.



When a Size key precedes an NLU key, the second digit (from the right) of the PLU number assigned to that key assumes the number of that size key. If PLU #1200 is assigned to the NLU key in question, a depression of the SIZE 1 key before the NLU key registers PLU # 1210, instead of PLU #1200.

PLU # 1200 (assigned to the NLU key) is the "SUNDAE" key. Size keys 1, 2, 3, & 4 are labeled SMALL, MEDIUM, LARGE, & JUMBO. Modifier keys 1, 2, 3, & 4 are labeled CHOCOLATE, BUTTERSCOTCH, STRAWBERRY, & CHERRY. PLU numbers need to be programmed for each possible combination of size and flavor available. PLU # 1200 (SUNDAE) will be programmed for compulsory condiment entry, forcing a flavor and size entry. A direct depression of the SUNDAE NLU key will sound the error tone and prompt the operator to press a modifier/size key.

PLU numbers necessary to accomplish the above are:

ITEM	SIZE	MIDIFIER	PLU #
SUNDAE (BASE PLU)	N/A	N/A	1200
SUNDAE (1200)	SMALL (1)	PLAIN (0)	1210
SUNDAE (1200)	SMALL (1)	CHOCOLATE (1)	1211
SUNDAE (1200)	SMALL (1)	BUTTERSCOTCH (2)	1212
SUNDAE (1200)	SMALL (1)	STRAWBERRY (3)	1213
SUNDAE (1200)	SMALL (1)	CHERRY (4)	1214
SUNDAE (1200)	MEDIUM (2)	PLAIN (0)	1220
SUNDAE (1200)	MEDIUM (2)	CHOCOLATE (1)	1221
SUNDAE (1200)	MEDIUM (2)	BUTTERSCOTCH (2)	1222
SUNDAE (1200)	MEDIUM (2)	STRAWBERRY (3)	1223
SUNDAE (1200)	MEDIUM (2)	CHERRY (4)	1224
SUNDAE (1200)	LARGE (3)	PLAIN (0)	1230
SUNDAE (1200)	LARGE (3)	CHOCOLATE (1)	1231
SUNDAE (1200)	LARGE (3)	BUTTERSCOTCH (2)	1232
SUNDAE (1200)	LARGE (3)	STRAWBERRY (3)	1233
SUNDAE (1200)	LARGE (3)	CHERRY (4)	1234
SUNDAE (1200)	JUMBO (4)	PLAIN (0)	1240
SUNDAE (1200)	JUMBO (4)	CHOCOLATE (1)	1241
SUNDAE (1200)	JUMBO (4)	BUTTERSCOTCH (2)	1242
SUNDAE (1200)	JUMBO (4)	STRAWBERRY (3)	1423
SUNDAE (1200)	JUMBO (4)	CHERRY (4)	1244

LARGE CHERRY SUNDAE Registers PLU # 1234, as would CHERRY LARGE SUNDAE

The SMALL, MEDIUM, and LARGE keys may be used with other keys as well. SMALL, MEDIUM, and LARGE can apply to FRENCH FRIES, but the CHOCOLATE modifier key would not, as long as the PLU # created does not exist.



## Report Groups / Kitchen Printing

Each PLU may report to any three of up to 99 groups. These groups serve two purposes:

1. Group totals appear on reports, tracking sales of different types of items.
2. Groups themselves may be programmed so that the item's descriptor and quantity will print on a kitchen printer or display on a video monitor within the system.

### ***Groups for Reports***

If a customer with a pet store would like to track sales in categories consisting of Animal, Mineral, or Vegetable, they would need only three groups. They could be more specific in the animal section and further divide animals into fins, fur, or feathers. They could also subdivide fins into fresh water/salt water. Each of these would be another possible group. Guppies in this pet store could belong to Animal / Fins / Fresh water. Guppy sales will appear in all three groups.

### ***Groups for Printing/Display***

In a restaurant environment using printers or videos, it may help to sketch out a diagram of the facility, showing the locations where items will be printed or displayed. Each of these locations will need their own group number. Some items may need to print or display at more than one location. These items may either belong to two groups, or their own separate group, which may be programmed to print at more than one location.

Printer programming for groups takes place in the address 900 series of P-Mode programming, and is covered in more detail there.

### ***Other Status Programming Notes:***

**N2 PLU is a condiment** - A Condiment PLU is one which is intended to help show how a particular item should be prepared. The addition of condiments on the keyboard allows the operator to better describe menu items to the kitchen staff. Condiments "attach" themselves to non-condiment items and follow them to kitchen printers or kitchen videos, where they print indented below the menu item. Program condiments as non taxable zero value presets (unless it is an extra charge item).

If ONIONS are an optional condiment for both hot and cold items (burgers and subs, for example) in an establishment that has kitchen printers installed at both hot and cold prep stations, then only a single ONIONS condiment key is needed.

**N3 PLU is a Single Item PLU** - During a sale, PLUs programmed as single-item PLUs will register their sale, and close out immediately to CASH. An example of a "single item" sale would be newspapers, or a cup of coffee "to go", when many single sales of .25 or .50 cents are made. These PLUs are purely for the convenience of the clerk (saving keystrokes), and may not be included in any other sale.

**N4 PLU is a Gallonage PLU** - Gallonage PLUs must be programmed as open PLUs, and the price/HALO as the price per gallon. This price is also carried out three places, verses two (\$1.239). Gallonage PLUs will divide the amount entered by the operator by the programmed price per gallon in order to calculate the number of gallons pumped.

**N4 PLU Discount Disabled** - Discount eligibility is programmable for each and every PLU. The Subtotal Discount key will only apply the programmed discount to those PLUs programmed as eligible.

**N4 Compulsory Scale Entry** - PLUs may be programmed to register only when the quantity is entered via the SCALE key. PLUs programmed with compulsory scale entry will error without the scale entry. This entry may be made either manually, or by way of the scale interface.

**N5 Compulsory Condiment Entry** - PLUs requiring preparatory instructions may be programmed to require a condiment entry.

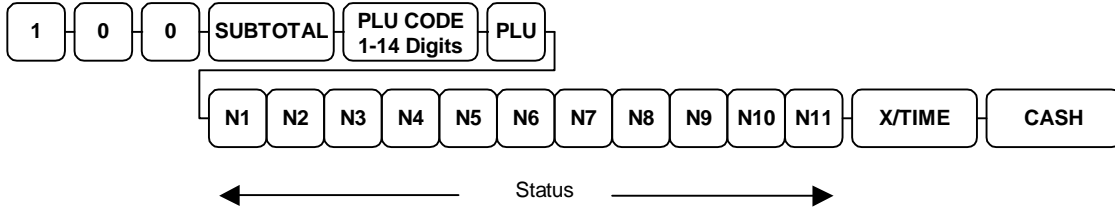
**N6/N7 Disable PLU Print on Receipt/Detail/Guest Check** - PLUs may be programmed to appear/not appear on any combination of remote printers and video displays.

**N7 PLU is not affected by Size or Modifier** – PLUs may be set to register the same number, regardless of previous size/modifier key depressions.

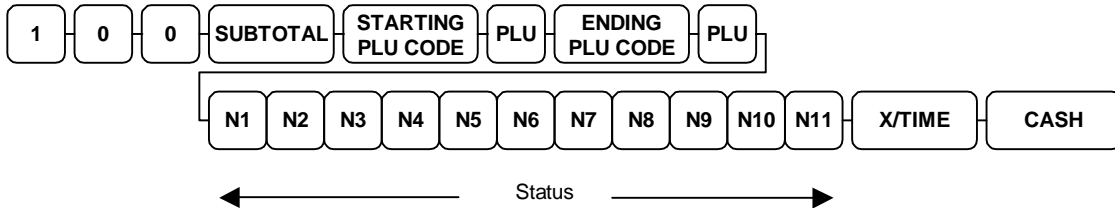
**N8 Disable PROMO for this PLU** - PROMO eligibility is programmable for each and every PLU. The PROMO key will only apply to those PLUs programmed as eligible.

## 100 SBTL - PLU Status Programming

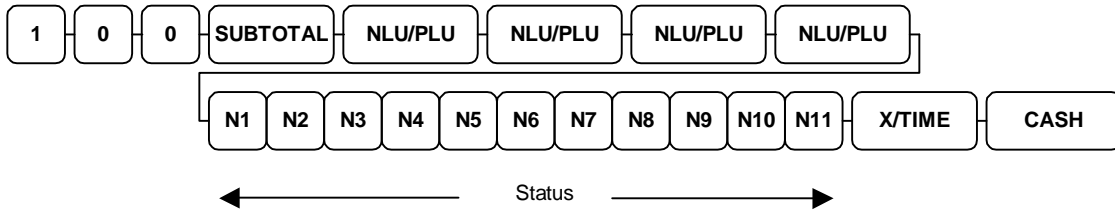
Each PLU is assigned an 11 digit status. Programming the status for a single PLU is as follows:



Optionally\*, PLUs may be assigned status by range, allowing you to assign the same status to hundreds of PLUs at once. Keep in mind that these PLUs are in numeric sequence, with no gaps. If, in the attempt to program PLUs 1 - 100, you accidentally enter 1000, you will get 1 - 1000. Once the status has been programmed on the extra 900 PLUs, they must each be deleted in order to free the 80, -100,000 bytes of memory that they occupy.



Multiple PLUs assigned to NLU keys may given the same status programming in a similar way:



Pressing the NLU key will program the PLU assigned to that key.

**PLU Status Options**

ADDRESS	PLU PROGRAM OPTIONS	VALUE	=	SUM
1	PLU is Taxable by Rate 1	YES = 1	(A)	
		NO = 0		
	PLU is Taxable by Rate 2	YES = 2	(B)	
		NO = 0		
	PLU is Taxable by Rate 3	YES = 4	(C)	(A+B+C)
		NO = 0		
2	PLU is Taxable by Rate 4	YES = 1	(A)	
		NO = 0		
	PLU is Food Stamp Eligible	YES = 2	(B)	
		NO = 0		
	PLU is a Condiment	YES = 4	(C)	(A+B+C)
		NO = 0		
3	PLU is Negative	YES = 1	(A)	
		NO = 0		
	PLU is a Single Item PLU	YES = 2	(B)	
		NO = 0		
	PLU is a Hash PLU	YES = 4	(C)	(A+B+C)
		NO = 0		
4	PLU is a Gallonage PLU	YES = 1	(A)	
		NO = 0		
	PLU Discount/Surcharge Disabled	YES = 2	(B)	
		NO = 0		
	Compulsory Scale Entry	YES = 4	(C)	(A+B+C)
		NO = 0		
5	Compulsory Non-Add Entry	YES = 1	(A)	
		NO = 0		
	Compulsory Validation	YES = 2	(B)	
		NO = 0		
	Compulsory Condiment Entry	YES = 4	(C)	(A+B+C)
		NO = 0		
6	PLU Prints Red on Kitchen Printer	YES = 1	(A)	
		NO = 0		
	PLU Does NOT Print on Receipt	YES = 2	(B)	
		NO = 0		
	PLU Does NOT Print on Detail	YES = 4	(C)	(A+B+C)
		NO = 0		

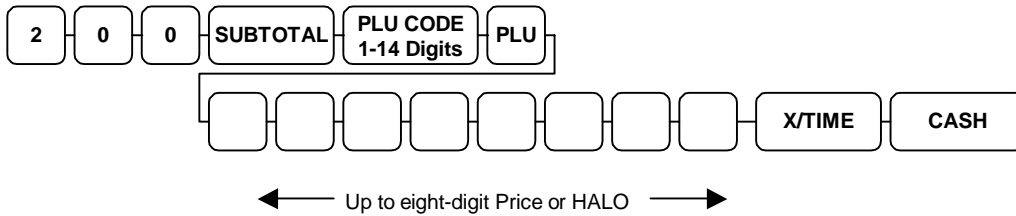
ADDRESS	PLU PROGRAM OPTIONS	VALUE	=	SUM
<b>7</b>	Suppress Print of PLU on Guest Check	YES = 1	(A)	
		NO = 0		
	Suppress Printing of PLU Price	YES = 2	(B)	
		NO = 0		
	PLU is not affected by the size or modifier keys.	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>8</b>	PLU Is:	Preset = 1	(A)	
		Open = 0		
	PLU is Disabled	YES = 2	(B)	
		NO = 0		
	Disable Promo for this PLU	YES = 4	(C)	(A+B+C)
		NO = 0		
<b>9</b>	Report Group # 1	00 – 99*		
<b>10</b>	Report Group # 2	00 – 99*		
<b>11</b>	Report Group # 3	00 – 99*		

\* A two digit entry is required.

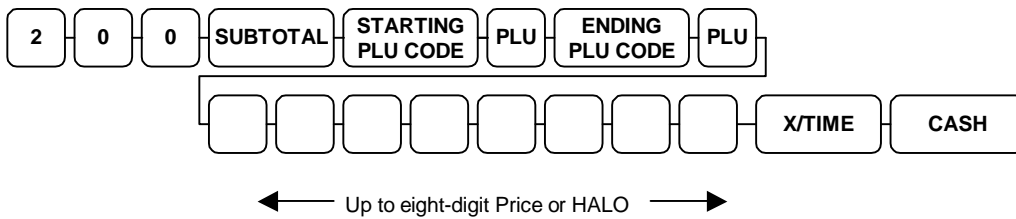
## 200 SBTL - PLU Price / HALO Programming

PLUs may be programmed to register either a pre-set price, or to accept an open amount. PLUs programmed to accept an open amount may be programmed for an entry limit, or High Amount Lock Out. The SER-6500II/6540II will accept HALOs and preset prices of up to 8 digits, but not higher than \$500,000.00. Prices and HALOs may also be assigned by range, in the same way as the program status. The register will not assign a price or HALO to a PLU that has not yet been programmed for status.

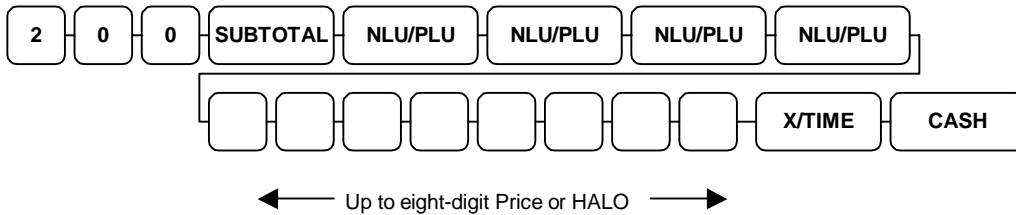
Price and HALO programming for a single PLU is as follows:



A range of PLU code numbers may be given the same price or HALO:



Multiple PLUs assigned to NLU keys may be given the same price/HALO this way:



Pressing the NLU key will program the PLU assigned to that key.

- **8 digit prices and HALOs may not exceed \$500,000.00**

## 300 SBTL - PLU Descriptor Programming

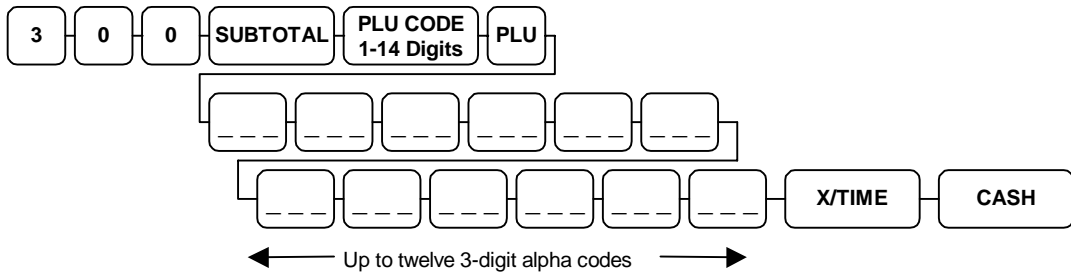
Like status and price programming, descriptors may be programmed for one or a thousand PLUs. PLUs may have a descriptor of up to 12 characters. These descriptors may be entered by their two digit alpha-codes on either model machine, or by using the alpha keyboard overlay on the SER-6500II.

RCPT FEED	DETL FEED	VALID															
!	@	#	\$	%	^	&	*	(	)	-	+	•					
Q	W	E	R	T	Y	U	I	O	P	<	>						
A	S	D	F	G	H	J	K	L	;	'	?	CLEAR	PLU	X/TIME			
Z	X	C	V	B	N	M	,	.	/	:	=	7	8	9			
CAPS		SPACE	SPACE	SPACE	SPACE	SPACE	CAPS	DOUBLE				4	5	6			
												1	2	3	SBTL		
												0	00		CASH		

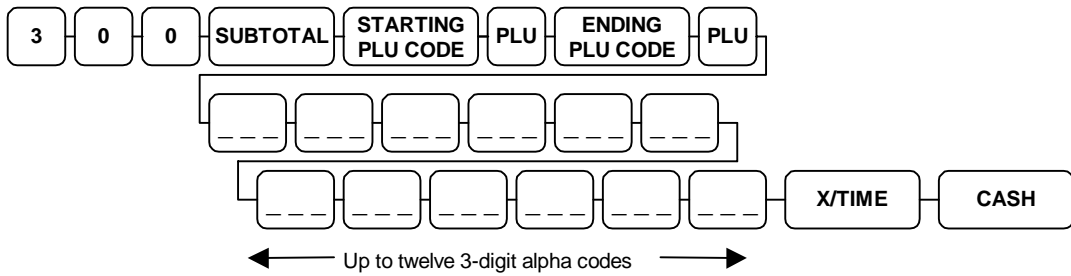
It is possible to transfer programming from machine to machine using IRC program downloading. It is also possible to mix SER-6500II and SER-6540II machines within a system. So, if you wish, you may program alpha descriptors on an SER-6500II, using the alpha-overlay feature, and then download the PLU's to one or more SER-6540s.

DESCRIPTOR CODES										
CHAR	À	É	Ì	Ó	Ü	Ù	Ú	Û	Ñ	Ÿ
CODE	020	021	022	023	024	025	026	027	028	029
CHAR	Tx	Fs	SPACE	!	"	#	\$	%	&	*
CODE	030	031	032	033	034	035	036	037	038	039
CHAR	(	)	*	+	-	.	/	0	1	
CODE	040	041	042	043	044	045	046	047	048	049
CHAR	2	3	4	5	6	7	8	9	:	;
CODE	050	051	052	053	054	055	056	057	058	059
CHAR	<	=	>	?	@	A	B	C	D	E
CODE	060	061	062	063	064	065	066	067	068	069
CHAR	F	G	H	I	J	K	L	M	N	O
CODE	070	071	072	073	074	075	076	077	078	079
CHAR	P	Q	R	S	T	U	V	W	X	Y
CODE	080	081	082	083	084	085	086	087	088	089
CHAR	Z	[	]	^	_	`	a	b	c	
CODE	090	091	092	093	094	095	096	097	098	099
CHAR	d	e	f	g	h	i	j	k	l	m
CODE	100	101	102	103	104	105	106	107	108	109
CHAR	n	o	p	q	r	s	t	u	v	w
CODE	110	111	112	113	114	115	116	117	118	119
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF			Double wide characters must be preceded w/ "003", and count as two characters			
CODE	120	121	122	003						

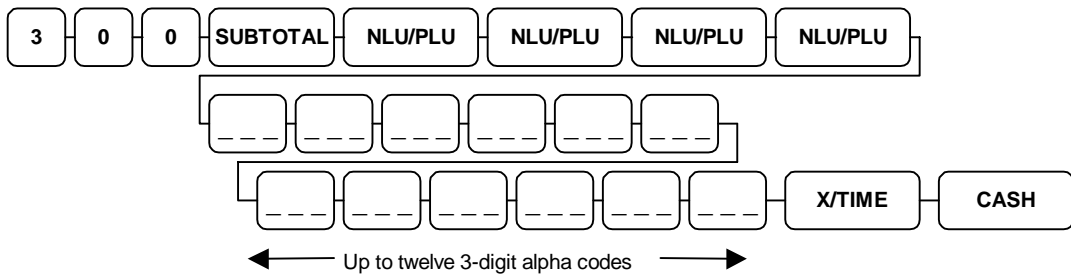
Programming the Descriptor for a single PLU:



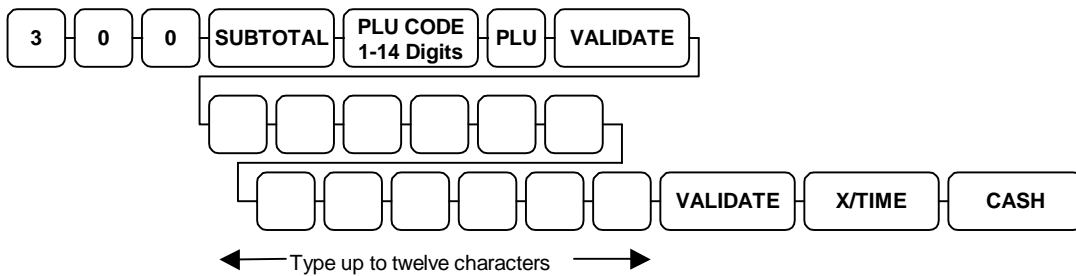
Programming the Descriptor for a range of PLUs:



Programming the Descriptor for multiple PLUs using NLU keys:



Programming the Descriptor using the alpha-numeric keyboard overlay (SER-6500II only):



The VALID key signals both the beginning and the end of keyboard alpha programming of PLUs/NLUs. The descriptor programming sequence begins and ends with the same keystrokes (300 SUBTOTAL to begin, CASH to exit), no matter which method you use. Programming by range follows these same guidelines.



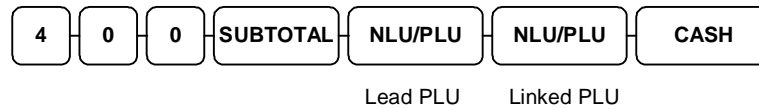
## 400 SBTL - Programming Linked PLUs

Through programming, PLUs may be linked to each other, so that one will follow the other automatically (in sequence). Registering the lead PLU causes the PLU linked to it (in this programming step) to also register. A single PLU may be linked to only one other PLU. A chain may be created by linking the linked PLU to another in a separate programming operation. This chain (PLU 10 is linked to PLU 20, which in turn is linked to PLU 30, which is linked to PLU 40...) may contain no more than 20 links. Each link must be programmed separately.

Programming key sequence:



Or, if programming NLU (keyboard) PLUs:




---

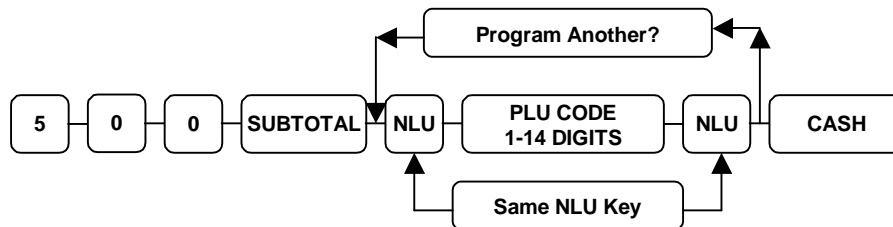
**Note:** To remove a PLU link, reprogram using “0” as the linked PLU number.

---

## 500 SBTL - Number Look Up (NLU) PLU Assignment

NLU keys reside on the keyboard in order to allow direct entry of PLUs by way of a single key depression. Default programming for NLU keys 1 - 110 is PLUs 1 - 110. If no other programming takes place, PLU # 1 is accessed through NLU # 1, and so on. 500 SBTL programming allows you to re-arrange PLU code numbers assigned to NLU keys.

Programming key sequence:

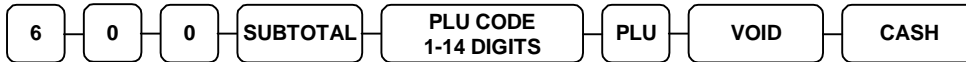


## 600 SBTL - Deleting PLUs from Memory

Over the course of time, RAM memory may become cluttered with unused PLUs. In order to reclaim this wasted memory, these PLUs must be deleted from memory. To delete a PLU, use the same leading key sequences as used in programming, deleting them singly, by range, or using an NLU key.

Reset PLU totals and counters (Z, Z2, & Z3) associated with any PLU being deleted. The register will not allow deletion of a PLU that has not been reset to zero.

Delete PLUs in program mode as follows:



Delete PLUs from memory by range:



Delete PLUs from memory using NLU keys:



Do not be alarmed if the register does not respond immediately when deleting PLUs. It can take as long as three seconds to search the PLU file and delete a single PLU.

---

## Clerk/Cashier Programming

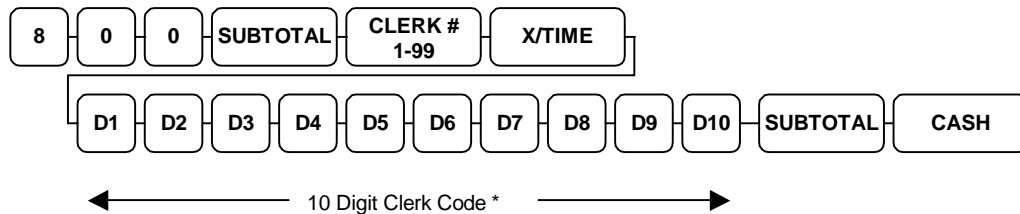
1 to 99 clerks were allocated as part of S-Mode memory allocation programming. P-Mode Clerk/Cashier programming is divided into four areas:

1. Sign-on Code Programming - Each Clerk may be assigned a secret sign-in code of up to ten digits.
2. Descriptor Programming - A custom twelve character descriptor may be programmed for each clerk/cashier.
3. Status Options - Status options assign clerks to a labor group, and a specific cash drawer.
4. Labor Group Descriptor Programming - Each of the thirty labor groups may have a custom twelve character descriptor. These descriptors appear on labor reports.

### 800 SBTL - Secret Sign-on Code Programming

Clerk/Cashiers take on a permanent clerk # as part of initial programming. If 50 clerks were allocated as part of S-Mode memory allocation, then the clerks created are given numbers 1 - 50. This is the number referred to as Clerk #. Each clerk may be assigned a secret sign-in code, used to log in and out of the register. All sales entered into a register while a clerk is signed into that register are credited to that clerk. In addition, the cash register maintains separate financial totals for each clerk.

Sign-on code programming key sequence:

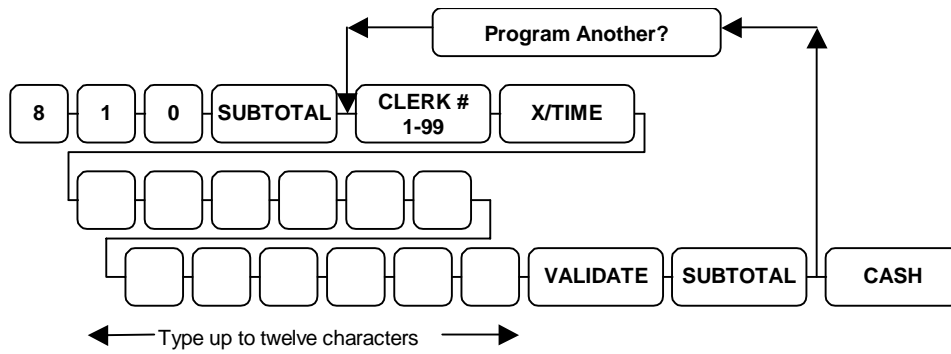


\* A ten digit entry is required. Enter leading zeros when sign-on code is less than ten digits.

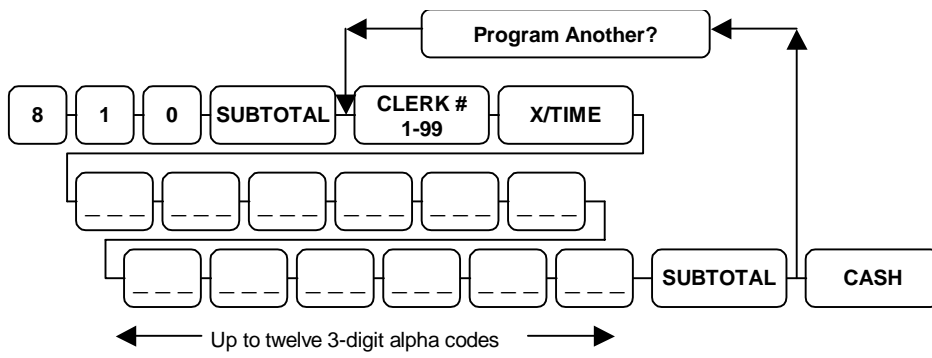
### 810 SBTL - Clerk Descriptor Programming

Each clerk may be assigned a twelve character descriptor, which will print on guest checks, receipts, and reports.

## Clerk Descriptor Programming Key Sequence Using Alpha Overlay



## Clerk Descriptor Programming Key Sequence Using Codes



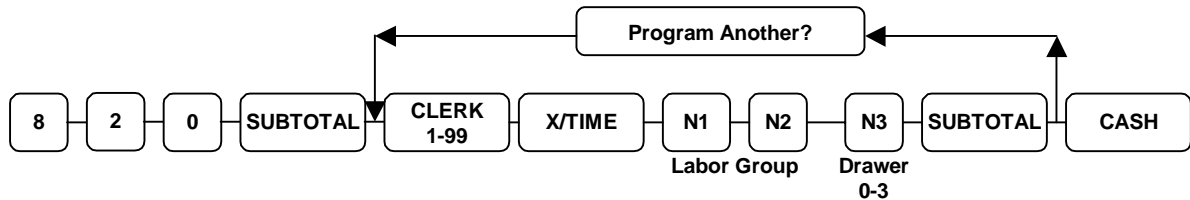
DESCRIPTOR CODES										
CHAR	A	E	I	O	U	U	U	N	N	V
CODE	020	021	022	023	024	025	026	027	028	029
CHAR	Tx	Fs	SPACE	!	*	#	\$	%	&	'
CODE	030	031	032	033	034	035	036	037	038	039
CHAR	{	}	*	+	.	-	.	/	0	1
CODE	040	041	042	043	044	045	046	047	048	049
CHAR	2	3	4	5	6	7	8	9	:	:
CODE	050	051	052	053	054	055	056	057	058	059
CHAR	<	=	>	?	@	A	B	C	D	E
CODE	060	061	062	063	064	065	066	067	068	069
CHAR	F	G	H	I	J	K	L	M	N	O
CODE	070	071	072	073	074	075	076	077	078	079
CHAR	P	Q	R	S	T	U	V	W	X	Y
CODE	080	081	082	083	084	085	086	087	088	089
CHAR	Z	[	\	]	^	-	'	a	b	c
CODE	090	091	092	093	094	095	096	097	098	099
CHAR	d	e	f	g	h	i	j	k	l	m
CODE	100	101	102	103	104	105	106	107	108	109
CHAR	n	o	p	q	r	s	t	u	v	w
CODE	110	111	112	113	114	115	116	117	118	119
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF			Double wide characters must be preceded w/ "003", and count as two characters.			
CODE	120	121	122	003						

## 820 SBTL - Clerk Status Programming

Clerk status programming determines which labor group each clerk belongs to. Each labor group has its own report total.

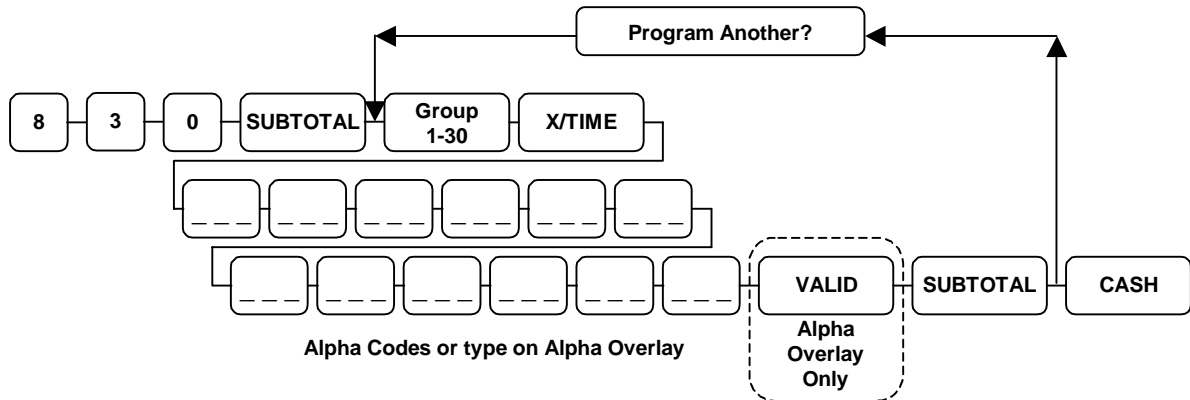
Clerk drawer assignments are also made as part of status programming. Clerks may be signed exclusively to drawers 1 - 3, or barred from cash sales by programming 0 as the drawer number. Drawer 0 will allow only P/Bal sales that end with the Service key.

Default programming for clerk status is "001"



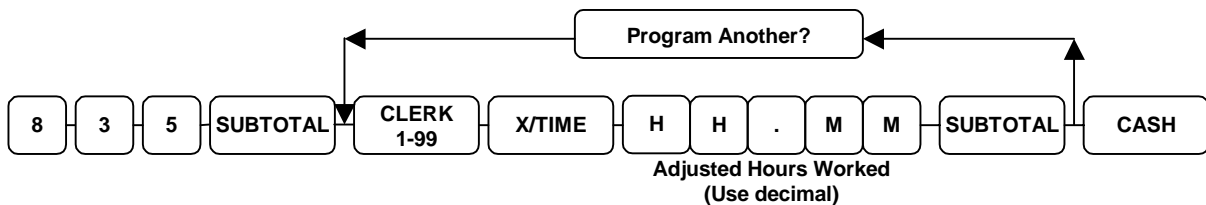
## 830 SBTL - Labor Group Descriptor Programming

Each Labor Group (1 - 30) may be given a 12 character descriptor which will appear on reports.



## 835 SBTL - Time Keeping Adjustments

From time to time employees will either forget to clock in or out when using the time keeping feature of the register. In order to reflect accurate "hours worked" for labor cost reporting, an adjusted "hours worked" may be entered in P-Mode. The figure entered in P-Mode does not add to, or subtract from, but replaces the existing figure.

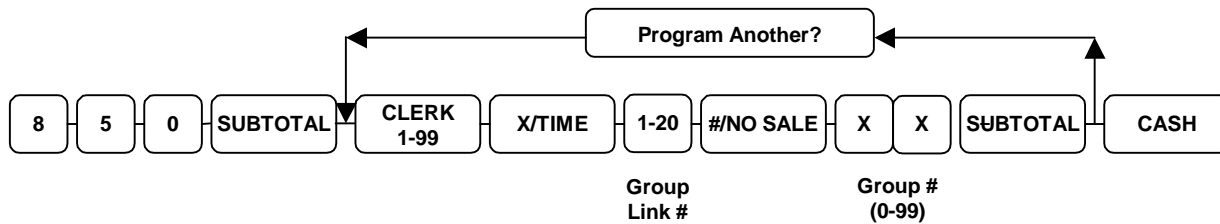


## 850 SBTL - Tracking Groups By Cashier

A useful management tool provided by the SER-6500II/6540II is the ability of the to track the sales of specific groups of items by clerk. In this programming step, up to twenty different groups are linked (tagged for tracking) for each clerk/cashier. A Groups By Cashier report is then available in X, and Z ( 1, 2 and/or 3 ).

Tracking Groups by Cashier reporting utilizes PLU group programming already in place and can be useful in sales contests and to track promotions.

It is not necessary to program the same groups for each clerk/cashier.

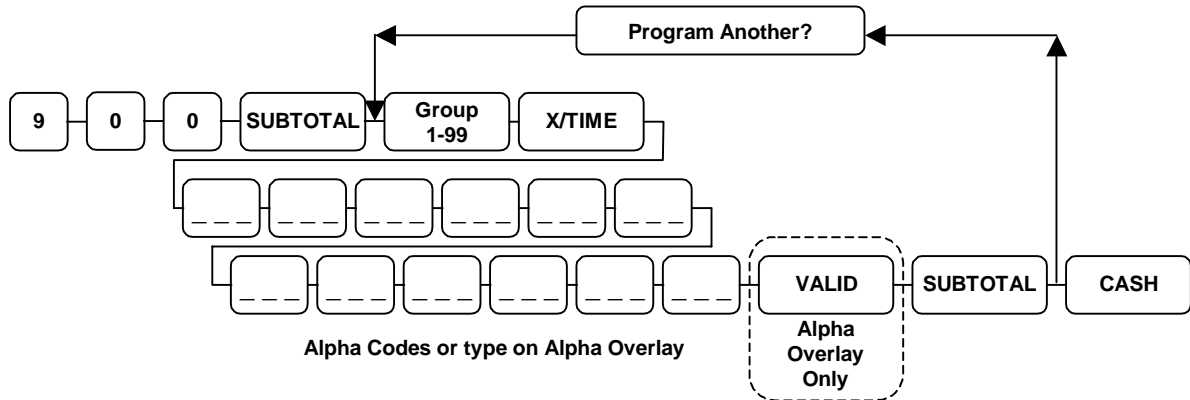


# Kitchen Printer/Video Output

PLU's may report to any three of 99 available groups. Each of these groups is programmable for descriptor, status, and printer output (both primary and back-up).

## 900 SBTL - Item Group Descriptor Programming

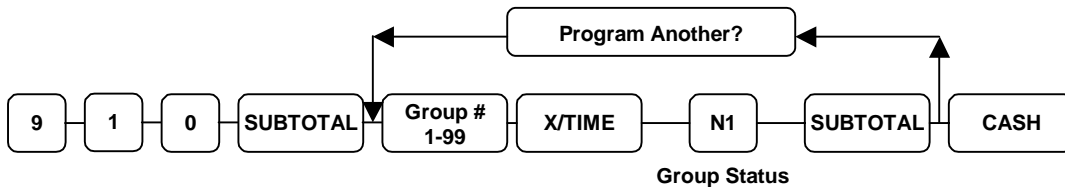
Item Group Descriptors appear on reports.



## 910 SBTL - Item Group Status Programming

Group status determines whether or not this group adds to the bottom line of the group report. This allows creative programming whereby any single item can have its total included in the group report up to three times, but only add to the bottom once.

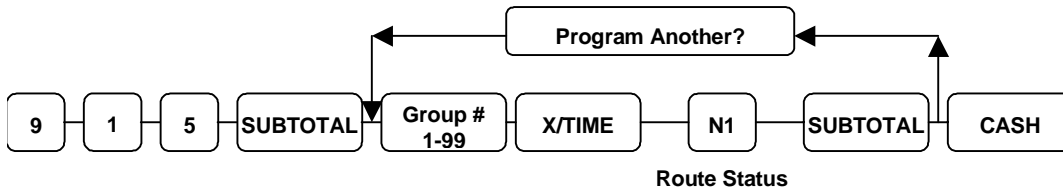
Group status also identifies groups to be routed to remote devices as kitchen printer items, video screen items, or both.



ADDRESS	GROUP PROGRAM OPTIONS	VALUE	=	SUM
N1	Group Does NOT Add to Group Total	YES = 1	(A)	
		NO = 0		
	Group is for Kitchen PRINTER items	YES = 2	(B)	
		NO = 0		
	Group is for Kitchen VIDEO items	YES = 4	(C)	(A+B+C)
		NO = 0		

## 915 SBTL – Video Group Programming

Select groups for output to specific video screens using this program. For the value of N1, add the value for each monitor where you wish the group items to display. For example, and N1 value of “11” would result in display on monitors 1, 2, & 4. Enter a maximum value of “31” for N1.



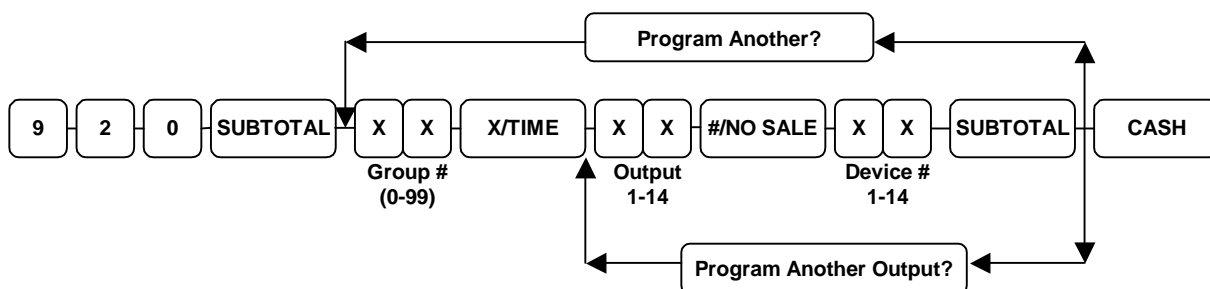
Route Status

ADDRESS	GROUP PROGRAM OPTIONS	VALUE	+	SUM
N1	Output to Monitor #	No output = 0		
		Display on Monitor #1 = 1		
		Display on Monitor #2 = 2		
		Display on Monitor #3 = 4		
		Display on Monitor #4 = 8		
		Display on Monitor #5 = 16		



## 920 SBTL - Item Group Output Programming

Item Group Output programming resembles that of the PRINT, or grill key. Each Item Group may be programmed to generate up to 14 separate outputs, seven to printers and another seven to kitchen videos.



Output destinations are given by designating a device number. The devices themselves are further defined as part of 930 SBTL programming.

This programming step can be made easier by sketching a quick diagram of the installation, and numbering each of the output devices. Number printers 1 - 7, and video displays 8 - 14. These numbers should remain fixed for the life of the installation.

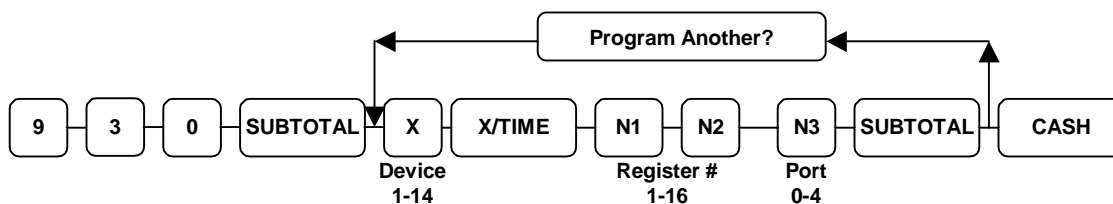
Output numbers do not need to remain constant between groups. Each group may be programmed with its own outputs. Outputs 1 through 7 should be used to route groups to printing devices, while outputs 8 through 14 should be used for video devices.

Designating the same printing device for two outputs will print the item on two separate slips at that location.

Repeat output at a single printer allows one copy of the order to go to the cook, while another is available to the expeditor to build the order on a tray. On the other hand, designating the same video device more than once will more than likely lead to confusion.

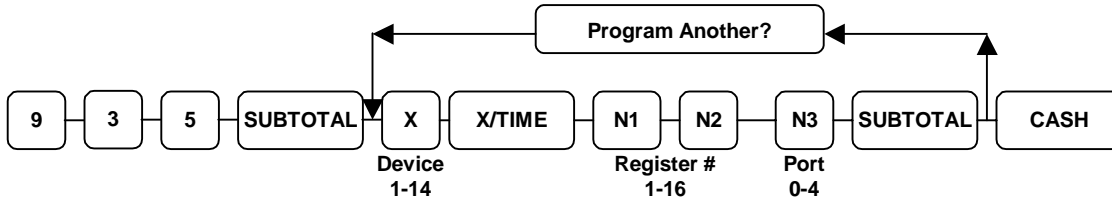
## 930 SBTL - Define Output Devices

Output devices are designated by numbers 1 through 7 for printers, and 8 through 14 for video displays. In this section of programming, these devices are defined, giving the register and RS-232C port numbers for each device in the system. If port number "0" is designated on any register, the internal (R/J) printer for that register prints the items.



## 935 SBTL - Define Back-up Output Devices

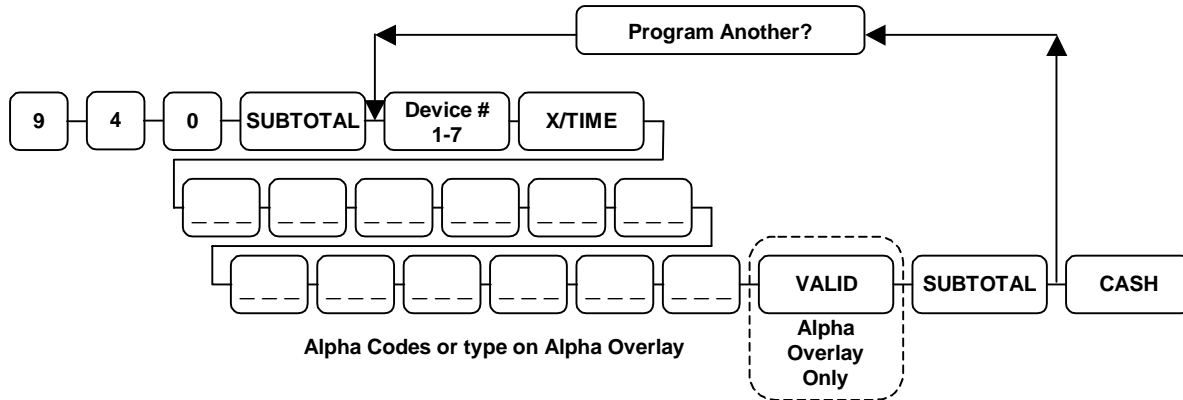
Back-up output programming redirects the print job should the original destination become busy or disabled.



## 940 SBTL - Output Device Banner Descriptor

Banner descriptors may be programmed for output devices 1 - 7 (printers only). The banner consists of twelve alpha characters and appears at the top of each chit printed at that device. Programming the name of the printing device, or station, allows identification of remote printer output. HOT FOOD, COLD FOOD, and BEVERAGE are examples.

Output device banner descriptor programming sequence:



Banner example

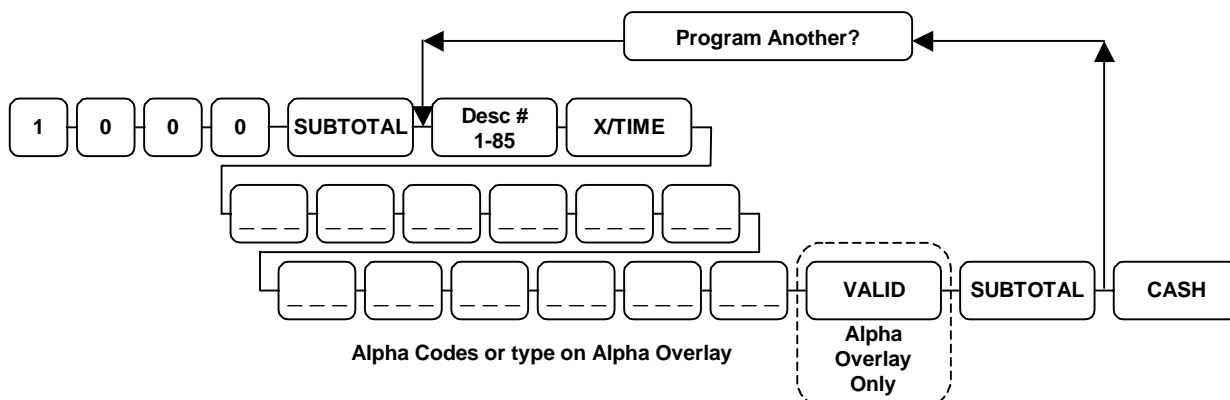
```

*** HOT FOOD PRT ***
ORDER#           0138
CHECK#:          5
001  6 NUGGET
001  9 NUGGET
001 20 NUGGET
CLERK1   JAN.17.2000 15:45
    
```

# Report / Display / Receipt Descriptor Programming

The Samsung SER-6500II/6540II features highly customizable descriptors which appear on reports, receipts, and also on the operator display as prompts and error messages.. Default descriptors are shown for each section.

## 1000 SBTL - Financial Report Descriptors



```

DATE 02/06/2000 FRI
-----
FINANCIAL MESSAGE SCAN
-----
FIN.MSG1 : +PLU TTL
FIN.MSG2 : -PLU TTL
FIN.MSG3 : ADJST TTL
FIN.MSG4 : NONTAX
FIN.MSG5 : TAX1 SALES
FIN.MSG6 : TAX2 SALES
FIN.MSG7 : TAX3 SALES
FIN.MSG8 : TAX4 SALES
FIN.MSG9 : TAX1
FIN.MSG10 : TAX2
FIN.MSG11 : TAX3
FIN.MSG12 : TAX4
FIN.MSG13 : XMPT1 SALES
FIN.MSG14 : XMPT2 SALES
FIN.MSG15 : XMPT3 SALES
FIN.MSG16 : XMPT4 SALES
FIN.MSG17 : EATIN TTL
FIN.MSG18 : TAKEOUT TTL
FIN.MSG19 : DRTHRU TTL
FIN.MSG20 : Z 1
FIN.MSG21 : Z 2
FIN.MSG22 : Z 3
FIN.MSG23 : Z 4
FIN.MSG24 : Z 5
FIN.MSG25 : Z 6
FIN.MSG26 : Z 7
FIN.MSG27 : Z 8
    
```

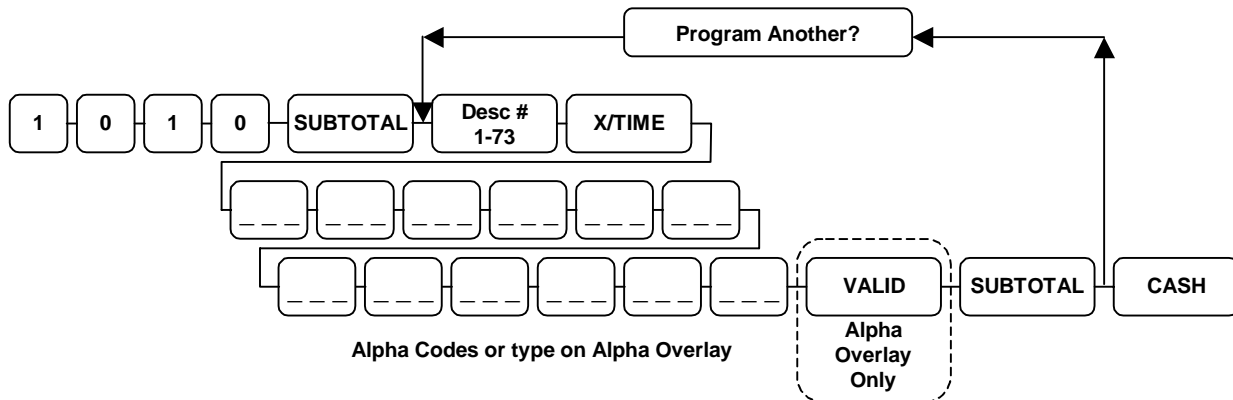
```

FIN.MSG28 : Z 9
FIN.MSG29 : Z 10
FIN.MSG30 : NET SALE
FIN.MSG31 : CREDIT TAX1
FIN.MSG32 : CREDIT TAX2
FIN.MSG33 : CREDIT TAX3
FIN.MSG34 : CREDIT TAX4
FIN.MSG35 : FD/S CREDIT
FIN.MSG36 : RETURN
FIN.MSG37 : ERROR CORR
FIN.MSG38 : PREVIOUS VD
FIN.MSG39 : VOID MODE
FIN.MSG40 : CANCEL
FIN.MSG41 : GROSS SALES
FIN.MSG42 : CASH SALES
FIN.MSG43 : CHECK SALES
FIN.MSG44 : R/A
FIN.MSG45 : P/O
FIN.MSG46 : HASH TOTAL
FIN.MSG47 : AUCTION
FIN.MSG48 : NOSALE
FIN.MSG49 : NON-ADD #
FIN.MSG50 : CASH-IN-D
FIN.MSG51 : CSH DEC AMT
FIN.MSG52 : OVER/SHORT
FIN.MSG53 : CHK-IN-D
FIN.MSG54 : CHK DEC AMT
FIN.MSG55 : OVER/SHORT
FIN.MSG56 : FD/S-IN-D
    
```

```

FIN.MSG57 : P/S DEC AMT
FIN.MSG58 : OVER/SHORT
FIN.MSG59 : CHG1 SALES
FIN.MSG60 : CHG2 SALES
FIN.MSG61 : CHG3 SALES
FIN.MSG62 : CHG4 SALES
FIN.MSG63 : CHG5 SALES
FIN.MSG64 : CHG6 SALES
FIN.MSG65 : CHG7 SALES
FIN.MSG66 : CHG8 SALES
FIN.MSG67 : FOREIGN 1
FIN.MSG68 : FOREIGN 2
FIN.MSG69 : DRWR TTL
FIN.MSG70 : PROMU
FIN.MSG71 : WASTE
FIN.MSG72 : TRAIN TTL
FIN.MSG73 : BAL FORWARD
FIN.MSG74 : GUESTS
FIN.MSG75 : P/BAL
FIN.MSG76 : CHECKS PAID
FIN.MSG77 : SERVICE
FIN.MSG78 : CHARGE TIP
FIN.MSG79 : AVG. #/ITEM
FIN.MSG80 : AVG. #/CUST
FIN.MSG81 : A. ITEM/CUST
FIN.MSG82 : LABOR COST
FIN.MSG83 : GROSS GT.
FIN.MSG84 : NET GT.
FIN.MSG85 : NEG GT.
CLERK1 #01
TIME 19:35 MD.000038
    
```

## 1010 SBTL - Display / Receipt Descriptor Programming



### Display/Receipt Descriptor Definitions

- (1) **TIME** - This descriptor appears on receipts/reports.
- (2) **DATE** - This descriptor appears on receipts/reports.
- (3) **CHANGE** - Prints opposite amount due to the customer in change.
- (4) **TOTAL** - Printed on the receipt to show total amount.
- (5) **NON-ADD NO.** - Printed on the receipt to show Non-Add number after number is indexed and No Sale/# is pressed.
- (6) **R/A TOTAL** - Printed on receipt upon completion of a Received on Account operation.
- (7) **P/O TOTAL** - Printed on receipt upon completion of a Paid Out operation.
- (8) **DISCOUNT** - Not used
- (9) **SALE DISC** - Not used
- (10) **SURCHARGE** - Not used
- (11) **SALE SURC** - Not used
- (12) **AMOUNT** - Printed on receipt to show amount of discount.
- (13) **CLK LOGIN :** - Printed on receipt to show the name of the clerk logging into the system (timekeeping function).
- (14) **CLK LOGOUT:** - Printed on receipt to show the name of the clerk logging out of the system (timekeeping function).
- (15) **TIME CLKIN:** - printed on receipt to show the clock-in time. (Timekeeping function)
- (16) **TIM CLKOUT:** - Printed on the receipt to show clock-out time. (Timekeeping function)
- (17) **TIME IN :** - Printed on time keeping report (timekeeping function)
- (18) **TIME OUT :** - Printed on time keeping report (timekeeping function)
- (19) **TAXABLE 1** - Printed on receipts showing the amount taxable at rate 1.
- (20) **TAXABLE 2** - Printed on receipts showing the amount taxable at rate 2.
- (21) **TAXABLE 3** - Printed on receipts showing the amount taxable at rate 3.

```

DATE 02/06/2000  FRI
-----
DISPLAY/RECEIPT SCAN
-----
DIS.MSG1 : TIME
DIS.MSG2 : DATE
DIS.MSG3 : CHANGE
DIS.MSG4 : TOTAL
DIS.MSG5 : NON-ADD NO.
DIS.MSG6 : R/A TOTAL
DIS.MSG7 : P/O TOTAL
DIS.MSG8 : DISCOUNT
DIS.MSG9 : SALE DISC
DIS.MSG10 : SURCHARGE
DIS.MSG11 : SALE SURC
DIS.MSG12 : AMOUNT
DIS.MSG13 : CLK LOGIN :
DIS.MSG14 : CLK LOGOUT:
DIS.MSG15 : TIME CLKIN:
DIS.MSG16 : TIM CLKOUT:
DIS.MSG17 : TIME IN :
DIS.MSG18 : TIME OUT :
DIS.MSG19 : TAXABLE 1
DIS.MSG20 : TAXABLE 2
DIS.MSG21 : TAXABLE 3
    
```

- (22) **TAXABLE 4** - Printed on receipts showing the amount taxable at rate 4.
- (23) **TAX AMT 1** - Printed on receipts showing the tax 1 amount added.
- (24) **TAX AMT 2** - Printed on receipts showing the tax 2 amount added.
- (25) **TAX AMT 3** - Printed on receipts showing the tax 3 amount added.
- (26) **TAX AMT 4** - Printed on receipts showing the tax 4 amount added.
- (27) **NET 1 AMT** - Printed on receipts showing the net amount taxable at VAT rate 1.
- (28) **NET 2 AMT** - Printed on receipts showing the net amount taxable at VAT rate 2.
- (29) **NET 3 AMT** - Printed on receipts showing the net amount taxable at VAT rate 3.
- (30) **NET 4 AMT** - Printed on receipts showing the net amount taxable at VAT rate 4.
- (31) **FOREIGN AMT** - Printed on receipt to denote the amount due in foreign currency.
- (32) **HOME AMT** - Printed on receipt to denote the amount due in home currency.
- (33) **CHANGE RATE** - Printed on receipt to show the currency rate.
- (34) **F/S TOTAL** - Printed to show the amount eligible for payment in food stamps.
- (35) **F/S TND AMT** - Printed to show the amount tended in food stamps.
- (36) **F/S CRT AMT** - printed to show the amount of food stamp credit (difference of a dollar) applied towards the outstanding balance as cash.
- (37) **F/S E-TAX1** - Printed on receipts denoting the amount of merchandise which became exempt from tax rate 1 once food stamps were tendered.
- (38) **F/S E-TAX2** - Printed on receipts denoting the amount of merchandise which became exempt from tax rate 2 once food stamps were tendered.
- (39) **F/S E-TAX3** - Printed on receipts denoting the amount of merchandise which became exempt from tax rate 3 once food stamps were tendered.
- (40) **F/S E-TAX4** - Printed on receipts denoting the amount of merchandise which became exempt from tax rate 4 once food stamps were tendered.
- (41) **FD/S CHANGE** - Printed on receipt to show the amount of change issued as food stamps.
- (42) **GALLONS** - Number of gallons pumped (gallage PLUs) printed on receipts.
- (43) **GAS AMT** - Price per gallon (gallage PLUs) printed on receipts.
- (44) **SCPN AMT** - Store Coupon amount printed on receipts.
- (45) **TAX TOTAL** - Total combined taxes charged for this sale (when single tax line is printed).
- (46) **BFWD** - (Balance Forward) printed on guest check and displayed above amounts carried forward in a check tracking environment.

```

DIS.MSG22 : TAXABLE 4
DIS.MSG23 : TAX AMT 1
DIS.MSG24 : TAX AMT 2
DIS.MSG25 : TAX AMT 3
DIS.MSG26 : TAX AMT 4
DIS.MSG27 : NET 1 AMT
DIS.MSG28 : NET 2 AMT
DIS.MSG29 : NET 3 AMT
DIS.MSG30 : NET 4 AMT
DIS.MSG31 : FOREIGN AMT
DIS.MSG32 : HOME AMT
DIS.MSG33 : CHANGE RATE
DIS.MSG34 : F/S TOTAL
DIS.MSG35 : F/S TND AMT
DIS.MSG36 : F/S CRT AMT
DIS.MSG37 : F/S E-TAX1
DIS.MSG38 : F/S E-TAX2
DIS.MSG39 : F/S E-TAX3
DIS.MSG40 : F/S E-TAX4
DIS.MSG41 : FD/S CHANGE
DIS.MSG42 : GALLONS
DIS.MSG43 : GAS AMT
DIS.MSG44 : SCPN AMT
DIS.MSG45 : TAX TOTAL
DIS.MSG46 : BFWD

```

- (47) **CKPD** - (Checks Paid) printed on guest check and displayed above amounts carried being paid in a check tracking environment.
- (48) **CLERK CODE** - Displayed when Clerk presses TIME IN/TIME OUT key to clock in. Prompts clerk # entry.
- (49) **CHANGE** - Displayed above change amount.
- (50) **TIME IN** - Displays when a clerk clocks in.
- (51) **SUBTOTAL** - Displayed when SUBTOTAL key is pressed.
- (52) **COUPON** - Displayed when coupon key is pressed.
- (53) **NON-ADD #** - Prompt displayed for compulsory non-add entry.
- (54) **SCALE CANCL**- Displayed when scale feature is canceled.
- (55) **SCALE OK!** - Not used
- (56) **ENTER AMOUNT** - Prompts an amount entry.
- (57) **POST TENDER**- Displayed while performing post tender operations.
- (58) **INS PAPER** - Prompt displayed when validation is required.
- (59) **VALIDATION!** - Prompt displayed if you try and ignore the one above.
- (60) **CNG/MLT PAY**- Displayed when transferring guest checks to another clerk, or when paying multiple checks.
- (61) **CLOSED** - Displayed when the keylock is in the "ON" position, and a clerk is signed off.
- (62) **VD MODE** - Displayed when the keylock is in the "VOID" position.
- (63) **OFF MODE** - Displayed when the keylock is in the "OFF" position.
- (64) **REG MODE** - Displayed when the keylock is in the "REG" position and a clerk is signed on.
- (65) **X** - Displayed when the keylock is in the "X" position.
- (66) **Z** - Displayed when the keylock is in the "Z" position.
- (67) **PGM** - Displayed when the keylock is in the "P" position.
- (68) **S MODE** - Displayed when the keylock is in the "S" position.
- (69) **X REG MODE** -
- (70) **CRR1 CHANGE**- Printed to denote currency conversion change at rate 1
- (71) **CRR2 CHANGE**- Printed to denote currency conversion change at rate 2
- (72) **VOID MODE** - Printed at the top of receipts created while in void mode.
- (73) **TRAIN MODE** - Printed at the top of receipts created while in training mode.

```

DIS-MSG47 : CKPD
DIS-MSG48 : CLERK CODE
DIS-MSG49 : CHANGE
DIS-MSG50 : TIME IN
DIS-MSG51 : SUBTOTAL
DIS-MSG52 : COUPON
DIS-MSG53 : NON-ADD #
DIS-MSG54 : SCALE CANCL
DIS-MSG55 : SCALE OK!
DIS-MSG56 : ENTER AMOUNT
DIS-MSG57 : POST TENDER
DIS-MSG58 : INS PAPER
DIS-MSG59 : VALIDATION!
DIS-MSG60 : CNG/MLT PAY
DIS-MSG61 : CLOSED
DIS-MSG62 : VD MODE
DIS-MSG63 : OFF MODE
DIS-MSG64 : REG MODE
DIS-MSG65 : X
DIS-MSG66 : Z
DIS-MSG67 : PGM
DIS-MSG68 : S MODE
DIS-MSG69 : X REG MODE
DIS-MSG70 : CRR1 CHANGE
DIS-MSG71 : CRR2 CHANGE
DIS-MSG72 : VOID MODE
DIS-MSG73 : TRAIN MODE

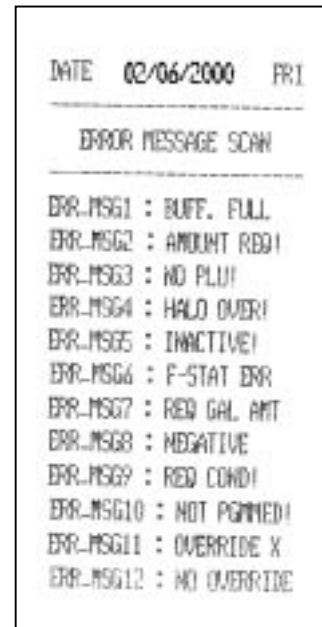
```

- (74) **SUN** - First day of the week: Sunday
- (75) **MON** - Second day of the week: Monday
- (76) **TUE** - Third day of the week: Tuesday
- (77) **WED** - Fourth day of the week: Wednesday
- (78) **THU** - Fifth day of the week: Thursday
- (79) **FRI** - Sixth day of the week: Friday
- (80) **SAT** - Seventh day of the week: Saturday
- (81) **GROUP** - Group Report Heading
- (82) **TIME** - Time Report Heading
- (83) **ALL CLERK** - All Clerk Report Heading
- (84) **CLERK** - Individual Clerk Report Heading
- (85) **ALL PLU** - All PLU Report Heading
- (86) **FROM/TO PLU** - From/To PLU Report Heading
- (87) **PLUS / GROUP** - PLU by Group Report Heading
- (88) **FINANCIAL** - Financial Report Heading
- (89) **DAILY SALES** - Daily Sales Report Heading
- (90) **CASH IN DRWR** -Cash-In-Drawer Report Heading
- (91) **CHCK IN DRWR** -Check-In-Drawer Report Heading
- (92) **FD/S IN DRWR** -Food Stamp-In-Drawer Report Heading
- (93) **LABOR GROUPS** - Labor Group Report Heading
- (94) **CLERKS TIME** - All Clerk Time Report Heading
- (95) **CLERK TIME** - Individual Clerk Time Report Heading

## 1020 SBTL - Error Message Descriptor Programming

Error messages may serve as prompts to help guide the user towards correct operation of the machine.

- (01) BUFF. FULL** - The buffer for soft check, hard check, or buffered receipt has reached capacity. For hard checks, the operator must press the SERVICE key to print the items and clear the buffer. They may then pick up the balance and resume entering items.
- (02) AMOUNT REQ!** - This operation requires an amount entry.
- (03) NO PLU!** - The number entered is not a valid PLU. This message will also appear if an NLU number "built" using size and modifier keys recalls an invalid PLU number.
- (04) HALO OVER!** - The amount entered exceeds the programmed HALO.
- (05) INACTIVE!** - The key space pressed is inactive. This message also appears if VOID Mode has been disabled.
- (06) F-STAT ERR** - Function key status being entered is illegal (P-Mode).
- (07) REQ GAL AMT** - This entry involves a gallonage PLU, and requires an amount entry.
- (08) NEGATIVE** - This sale has gone negative. Negative sales are not allowed.
- (09) REQ COND!** - This PLU has been programmed to require a condiment entry.
- (10) NOT PGMED!** - This key has not been programmed
- (11) OVERRIDE X** - The key lock has to be moved to the X-Mode position in order to override a HALO amount, or other restriction.
- (12) NO OVERRIDE** - X-Mode override is not allowed.





- (13) **NO MANUAL** - Manual entry is not allowed (scale function).
- (14) **SYS-OPN ERR** - Appears when attempting to enter an illegal system option value.
- (15) **OPEN DRAWER** - The register has been programmed not to operate with the cash drawer open.
- (16) **BAD LINK** - Linked PLU is not found, or number of linked PLUs is over 20 (maximum).
- (17) **SINGLE ITEM!** - This PLU has been programmed as a single item PLU and can not be used within a sale.
- (18) **SCALE FAIL!** - The register is not able to find the scale.
- (19) **REQ NONADD#** - This operation requires the entry of a Non-Add number.
- (20) **ZERO AMT** - The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.
- (21) **ADDCHK REQ!** - This prompt appears while in an ADD CHECK transaction. The operator must first press the ADD CHECK key before pressing any tender keys.
- (22) **R/A REQ!** - The operator is in the middle of a received on account operation, which requires a final depression of the R/A key to finalize the operation.
- (23) **P/O REQ!** - The operator is in the middle of a paid out operation, which requires a final depression of the P/O key to finalize the operation.
- (24) **VALID REQ!** - This operation requires validation.
- (25) **REQ EAT-IN!** - This operation requires a depression of either the EAT-IN, TAKE-OUT, or DRIVE-THRU keys.
- (26) **REQ SCL PLU** - Not Used
- (27) **SCALE REQ!** - This item requires a quantity entry (weight) via the SCALE key. Weight may be entered either manually or automatically.

```

ERR.MSG13 : NO MANUAL
ERR.MSG14 : SYS-OPN ERR
ERR.MSG15 : OPEN DRAWER
ERR.MSG16 : BAD LINK
ERR.MSG17 : SINGLE ITEM!
ERR.MSG18 : SCALE FAIL!
ERR.MSG19 : REQ NONADD#
ERR.MSG20 : ZERO AMT
ERR.MSG21 : ADDCHK REQ!
ERR.MSG22 : R/A REQ!
ERR.MSG23 : P/O REQ!
ERR.MSG24 : VALID REQ!
ERR.MSG25 : REQ EAT-IN!
ERR.MSG26 : REQ SCL PLU
ERR.MSG27 : SCALE REQ!

```

- (28) **K-PRN FAIL** - The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer.
- (29) **SEQ.ERROR!** - The preceding key sequence is not allowed.
- (30) **REQ TARE#** - This PLU/scale item requires a tare weight entry.
- (31) **C-I-D OVER** - The programmed Cash-In-Drawer limit has been exceeded.
- (32) **SUBTOTAL REQ** - The SUBTOTAL key must be pressed before continuing.
- (33) **CHECK# AUTO** - The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.
- (34) **ENTER TABLE#** - Table number entry is required to open a guest check.
- (35) **ENTER GUEST#** - The operator must enter the number of guests when opening a guest check.
- (36) **NOT DISCNT** - The preceding entry is not discountable.
- (37) **WRONG CLERK** - The clerk attempting to open this guest check is not the original clerk who started the guest check.
- (38) **NO DATA** - PLU can not be found. Does not appear in Register Mode.
- (39) **NO CHECK #** - Can not find this guest check number.
- (40) **MGR MODE!** - This operation requires the keylock to be turned to the X position.
- (41) **CHANGE BACK** - R/A tender entry error. Enter an amount and press a tender key to end the R/A operation.
- (42) **IN USE!** - This guest check number is already in use.
- (43) **OFF LINE!** - IRC communications have gone off line.
- (44) **NOT READY!** - Remote printer is not ready.
- (45) **NOW REAL!** - Not used

```

ERR-MSG28 : K-PRN FAIL
ERR-MSG29 : SEQ.ERROR!
ERR-MSG30 : REQ TARE#
ERR-MSG31 : C-I-D OVER
ERR-MSG32 : SUBTOTAL REQ
ERR-MSG33 : CHECK# AUTO
ERR-MSG34 : ENTER TABLE#
ERR-MSG35 : ENTER GUEST#
ERR-MSG36 : NOT DISCNT
ERR-MSG37 : WRONG CLERK
ERR-MSG38 : NO DATA
ERR-MSG39 : NO CHECK #
ERR-MSG40 : MGR MODE!
ERR-MSG41 : CHANGE BACK
ERR-MSG42 : IN USE!
ERR-MSG43 : OFF LINE!
ERR-MSG44 : NOT READY!
ERR-MSG45 : NOW REAL!

```

- (46) SYSTEM ERR** - Normal error.
- (47) RANGE OVER** - The number entered is out of range.
- (48) E MODE** - The keylock is in the wrong position.
- (49) BAD FLOW** - The operator has used an illegal key sequence.
- (50) BAD VALUE** - The number entered is wrong.
- (51) DUP CHECK#** - This check already exists.
- (52) SIGN ON REQ!** - Clerk is required to sign-on.
- (53) PAPER END** - The guest check printer has reached the end of the form.
- (54) MEMORY FULL** - Memory is full.
- (55) BAD FUNC** - Memory file number is wrong.
- (56) BUSY** - Destination register is busy (polling memory is in use).
- (57) NOT ZERO** - Displayed when trying to delete a PLU which still has sales counts and amounts. PLU must first be reset in Z-Mode.
- (58) NO DRAWER!** - The drawer is no longer attached and is required in order to continue.
- (59) NO PAPER** - Slip printer is out of paper.
- (60) WASTE REQ!** - The operator is in the middle of a waste operation, and must press the WASTE key in order to complete the operation.
- (61) P/BAL REQ!** - This register has been programmed to operate as a pre-check machine, and requires a previous balance entry.
- (62) CHECK# REQ** - This register has been programmed to allow manual check number entry to begin a guest check transaction.
- (63) REMOV PAPER** - Validation is complete and the form must now be removed.
- (64) CASH DEC REQ** - Cash declaration has been programmed as compulsory, and must first be performed before reports may be generated.
- (65) CRC ERR** - An error has occurred in the block check sum while transferring data in IRC mode.
- (66) SIGN OFF REQ** - All Clerks/Cashiers must be signed off prior to the attempted procedure.
- (67) MOTION ERROR** - The scale was in motion when the SCALE key was pressed.
- (68) NOT ZERO** - The Scale did not read/return to zero.
- (69) WEIGHT OVER** - Scale input exceeds maximum programmed.
- (70) ERROR** - General error message.

```

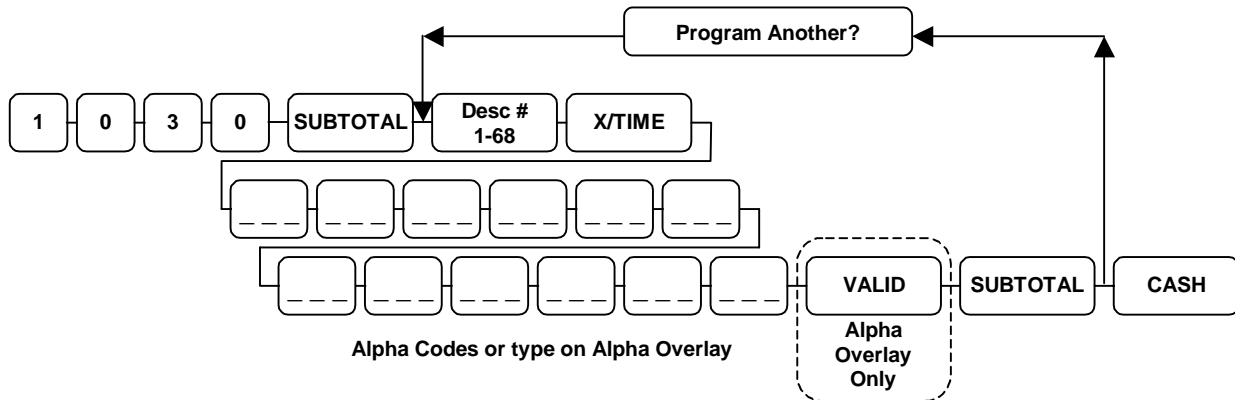
ERR.MSG46 : SYSTEM ERR
ERR.MSG47 : RANGE OVER
ERR.MSG48 : E MODE
ERR.MSG49 : BAD FLOW
ERR.MSG50 : BAD VALUE
ERR.MSG51 : DUP CHECK#
ERR.MSG52 : SIGN ON REQ!
ERR.MSG53 : PAPER END
ERR.MSG54 : MEMORY FULL
ERR.MSG55 : BAD FUNC
ERR.MSG56 : BUSY
ERR.MSG57 : NOT ZERO
ERR.MSG58 : NO DRAWER!
ERR.MSG59 : NO PAPER
ERR.MSG60 : WASTE REQ!
ERR.MSG61 : P/BAL REQ!
ERR.MSG62 : CHECK# REQ!
ERR.MSG63 : REMOV PAPER
ERR.MSG64 : CASH DEC REQ
ERR.MSG65 : CRC ERR
ERR.MSG66 : ERROR
CLERK1 #01
TIME 19:36 HL 000039

```

# 1030 SBTL - Clerk Report Message Descriptor Programming

The descriptors found on Clerk Reports may be customized in this programming step.

Default descriptors and programming keystrokes are listed below:



```

DATE 02/06/2000 WED
-----
CLERK REPORT MSG SCAN
-----
CLK.MSG1 : NET SALE
CLK.MSG2 : MONTAX
CLK.MSG3 : TAX1 SALES
CLK.MSG4 : TAX2 SALES
CLK.MSG5 : TAX3 SALES
CLK.MSG6 : TAX4 SALES
CLK.MSG7 : TAX1
CLK.MSG8 : TAX2
CLK.MSG9 : TAX3
CLK.MSG10 : TAX4
CLK.MSG11 : XNPT1 SALES
CLK.MSG12 : XNPT2 SALES
CLK.MSG13 : XNPT3 SALES
CLK.MSG14 : XNPT4 SALES
CLK.MSG15 : CREDIT TAX1
CLK.MSG16 : CREDIT TAX2
CLK.MSG17 : CREDIT TAX3
CLK.MSG18 : CREDIT TAX4
CLK.MSG19 : BATH TTL
CLK.MSG20 : TAKEOUT TTL
CLK.MSG21 : BIRTHDAY TTL
    
```

```

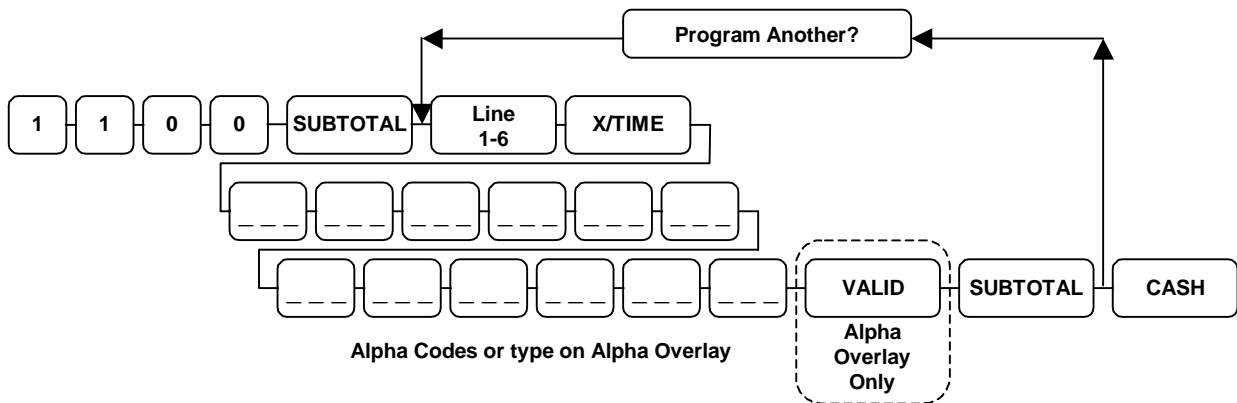
CLK.MSG22 : 2 1
CLK.MSG23 : 2 2
CLK.MSG24 : 2 3
CLK.MSG25 : 2 4
CLK.MSG26 : 2 5
CLK.MSG27 : 2 6
CLK.MSG28 : 2 7
CLK.MSG29 : 2 8
CLK.MSG30 : 2 9
CLK.MSG31 : 2 10
CLK.MSG32 : GROSS SALES
CLK.MSG33 : CASH SALES
CLK.MSG34 : CHECK SALES
CLK.MSG35 : CASH-IN-D
CLK.MSG36 : CHECK-IN-D
CLK.MSG37 : FDV5-IN-D
CLK.MSG38 : CHG1 SALES
CLK.MSG39 : CHG2 SALES
CLK.MSG40 : CHG3 SALES
CLK.MSG41 : CHG4 SALES
CLK.MSG42 : CHG5 SALES
CLK.MSG43 : CHG6 SALES
CLK.MSG44 : CHG7 SALES
CLK.MSG45 : CHG8 SALES
    
```

```

CLK.MSG46 : FOREIGN 1
CLK.MSG47 : FOREIGN 2
CLK.MSG48 : BMR TTL
CLK.MSG49 : RETURN
CLK.MSG50 : ERROR CORR
CLK.MSG51 : PREVIOUS VD
CLK.MSG52 : VOID MADE
CLK.MSG53 : CANCEL
CLK.MSG54 : R/A
CLK.MSG55 : P/O
CLK.MSG56 : AUBACTION
CLK.MSG57 : WASH TOTAL
CLK.MSG58 : NON-ADD #
CLK.MSG59 : NOSALE
CLK.MSG60 : PROMO
CLK.MSG61 : WASTE
CLK.MSG62 : TRAIN TTL
CLK.MSG63 : BAL FORWARD
CLK.MSG64 : GUESTS
CLK.MSG65 : P/BAL
CLK.MSG66 : CHECKS PAID
CLK.MSG67 : SERVICE
CLK.MSG68 : CHARGE TIP
CALL TODAY
1-800-330-4949
DATE #01
TIME 18:28 NO.000045
    
```

## 1100 SBTL - Logo Message Descriptor Programming

Both a four line preamble (header) and a two line postamble (trailer) may be programmed to print on each receipt issue at the register. Signify which line you wish to program, and enter up to 21 characters. Lines 1 - 4 appear at the top of the receipt, and lines 5 & 6 at the bottom. The number of line feeds between the main body of the receipt and the trailer logo area is programmable in P-Mode, 50 SBTL, address 18.



DESCRIPTOR CODES											
CHAR	À	É	Ì	Ó	Ü	Ù	Ú	Ë	Ñ	¥	
CODE	020	021	022	023	024	025	026	027	028	029	
CHAR	Tx	Fs	SPACE	!	"	#	\$	%	&	'	
CODE	030	031	032	033	034	035	036	037	038	039	
CHAR	(	)	*	+	,	-	.	/	0	1	
CODE	040	041	042	043	044	045	046	047	048	049	
CHAR	2	3	4	5	6	7	8	9	:	;	
CODE	050	051	052	053	054	055	056	057	058	059	
CHAR	<	=	>	?	@	A	B	C	D	E	
CODE	060	061	062	063	064	065	066	067	068	069	
CHAR	F	G	H	I	J	K	L	M	N	O	
CODE	070	071	072	073	074	075	076	077	078	079	
CHAR	P	Q	R	S	T	U	V	W	X	Y	
CODE	080	081	082	083	084	085	086	087	088	089	
CHAR	Z	[	\	]	^	-	`	a	b	c	
CODE	090	091	092	093	094	095	096	097	098	099	
CHAR	d	e	f	g	h	i	j	k	l	m	
CODE	100	101	102	103	104	105	106	107	108	109	
CHAR	n	o	p	q	r	s	t	u	v	w	
CODE	110	111	112	113	114	115	116	117	118	119	
CHAR	x	y	z	TOGGLE DOUBLE WIDE ON/OFF				Double wide characters must be preceded w/ "003", and count as two characters			
CODE	120	121	122	003							

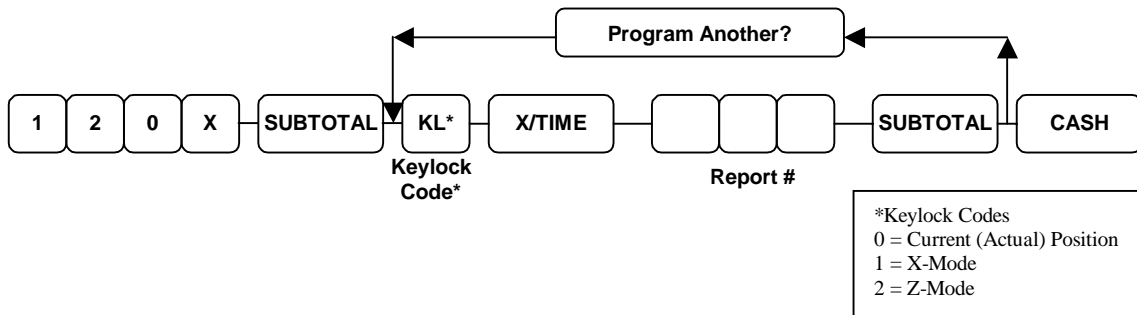
# String Report Programming

Two string reports may be programmed during this step, each may be either for stand-alone (single register) operation or IRC reporting. Up to 24 reports may be programmed to print automatically with a single command by utilizing String Reports. Keylock position is part of the programming sequence, avoiding accidental resets by designating X-Mode as the keylock position.

String reports may also be scheduled to execute automatically, at predetermined times. You may program this same report to execute up to 48 times between Midnight and 11:59.59 P.M..

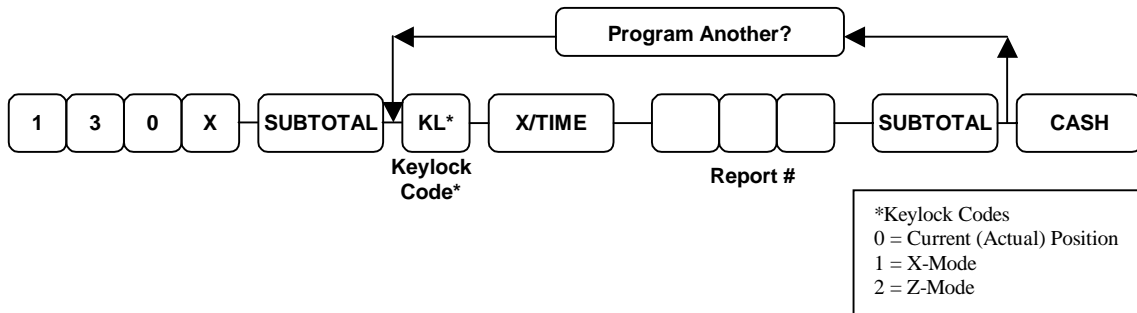
## 1200/1201 SBTL - String 1 Report Sequence Programming

1200 = Stand-alone / 1201 = IRC (Program one only)



## 1300/1301 SBTL - String 2 Report Sequence Programming

1300 = Stand-alone / 1301 = IRC (Program one only)

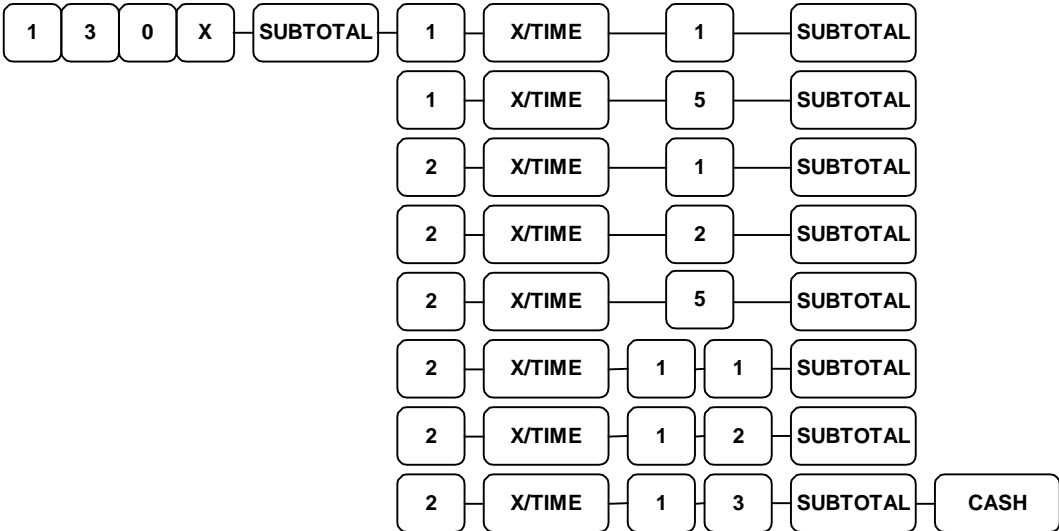


\* Keylock code can only be used for time activated string reports.

# String Report Programming Example

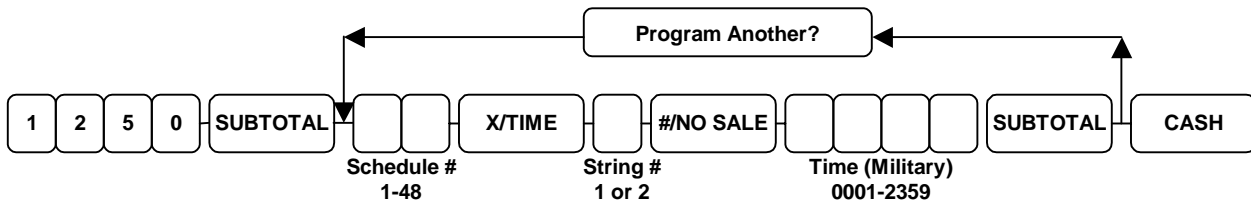
This key sequence will program an IRC (1201) string report consisting of:

1. X Financial
2. X Clerk
3. Z Financial
4. Z Sales by Time
5. Z Clerk
6. Z Labor Group
7. Z Daily Sales
8. Z Clerk by Time



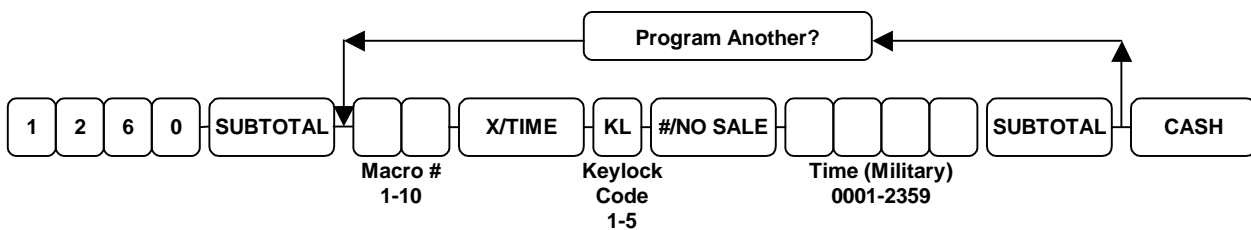
## 1250 SBTL - Scheduling String Reports

String reports may be programmed to execute automatically up to 48 times per day. Entering "9999" in the TIME field will skip that scheduled report. 48 reports are scheduled for each day, you just tell the machine when it should take place.



## 1260 SBTL - Scheduling Time Activated Macros

Macros may be programmed to execute automatically once a day. Entering "9999" in the TIME field will skip that Macro. 10 Macros are scheduled for each day, you just tell the machine when each should take place.



**\*Keylock Codes**

- 1 = Reg-Mode
- 2 = X-Mode
- 3 = Z-Mode
- 4 = P-Mode
- 5 = S-Mode

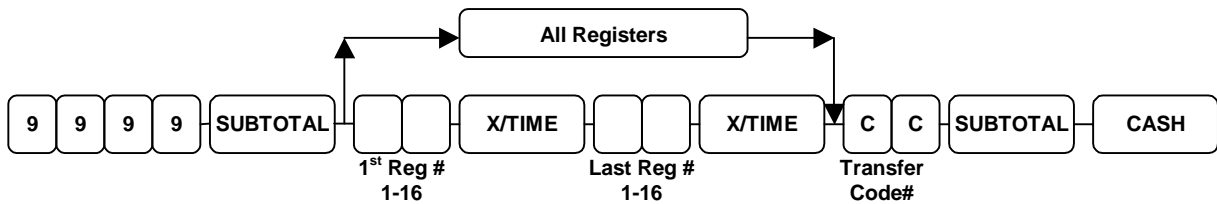


# 9999 SBTL - IRC Program Transfer

You may transfer program data to up to 15 other registers after programming a single register. Programming may be transferred one section at a time, or all transferable programming may be sent with one command. You may also pick and choose which registers in a system should receive transferred programming by selecting a single register, or a range of registers. All program transfer takes place with the keylock in the P-Mode position.

All register programming is not 100% transferrable. Memory allocation must be done on each individual machine as part of initial setup. Also, the register's IRC number is set as part of memory allocation. Registers within a system may not share the same IRC (register) number. Other programming which must take place before program transfer involves P-Mode communications options (60 SUBTOTAL) 1, 2, and 3. These options define the IRC system, identifying the first and last machines in the system.

## IRC Program Transfer Key Sequences:



Program Transfer Codes			
1	Group Programming (900 Series)	12	Financial Report Descriptors (Program 1000)
2	Function Keys (70, 80, 90 Series)	13	Clerk Report Descriptors (Program 1030)
3	P-Mode Options (Program 40)	14	Logo Message (Program 1100)
4	Print Options (Program 50)	15	Macro Key Programming (Program 95)
5	S-Mode Options (Program 30)	16	String Report Sequence Programming (Program 1200/1300)
6	Communication Options (Program 60)	17	Tax Programming
7	Keyboard Function Assignments (Program 20)	18	Labor Groups (Program 830)
8	NLU Programmng (Program 500)	34	Clerk Programming (Program 800 Series)
9	Time Schedule for String Reports (Program 1250)	44	PLU Programming (Program 100-400)
10	Display Descriptors (Program 1010)	99	All Programming*
11	Error Messages (Program 1020)	100	Date and Time

\*See note above regarding non-transferable programming.

---

## 1400 SBTL - Date and Time Programming

Date and time are maintained automatically, with the date advancing each night at midnight. When the register is removed from its power source, the time and date are maintained by the NiCad battery found on the main board.

You may find, however, that the time needs adjustment (during daylight savings time for example). Both date and time are set in one operation.

### Setting the Date and Time:



The Month/Day/Year order is set in P-Mode, Program 50, address 11.

# X-Mode Programming

---

## Introduction

X-Mode programming for the Samsung SER-6500II/6540II may also be considered Manager programming, since many of the functions may fall under the responsibility of the store manager.

X-Mode programming involves setting the default size and modifier levels (for pop-up mode), signing in and out of training mode, turning the receipt print on and off, and cash declaration procedures.

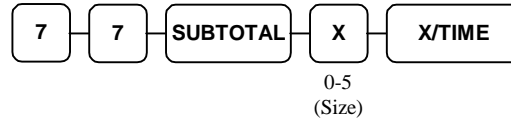
---

## 77 SBTL - Set Default Size

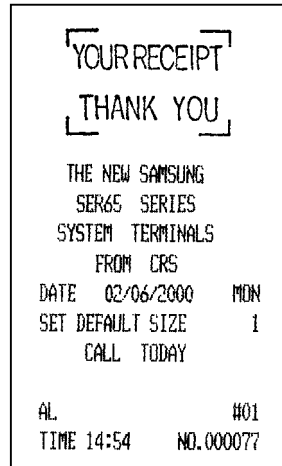
The default size is programmable. All considerations listed for default Modifier also apply to default Size programming.

See the programming section of this manual for more information regarding building PLU numbers using the Size and Modifier keys.

### Programming the Default Size:



A receipt is issued, showing the new default size.



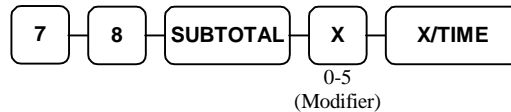
---

## 78 SUBTOTAL - Set Default Modifier

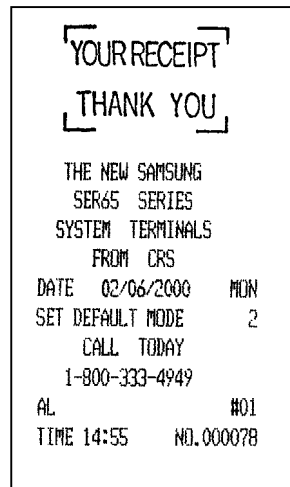
The default modifier is programmable. All considerations listed for default Size also apply to default Modifier programming.

See the programming section of this manual for more information regarding building PLU numbers using the Size and Modifier keys.

### Programming the Default Modifier:



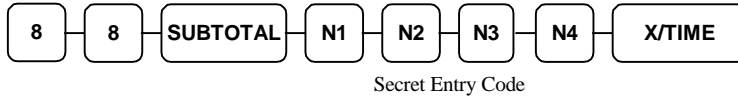
A receipt is issued, showing the new default modifier.



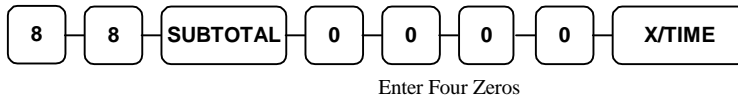
# 88 SBTL - Enter/Exit Training Mode

The keylock is required to be in the X-Mode position in order to sign in and out of training mode. This offers a level of security to prevent mis-use of training mode operation. "TRAINING" is printed on the top of all training transactions (both receipt and detail) as well as any kitchen printer output.

## Enter Training Mode Key Sequence:



## Exit Training Mode Key Sequence:



A receipt is issued each time you enter or exit training mode.



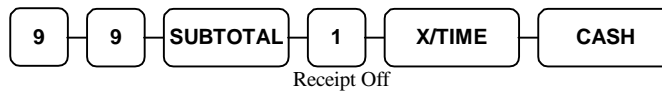
---

## 99 SBTL - Receipt On / Off

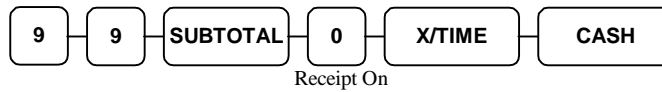
The receipt printer may be turned on and off in X-Mode. If the register has been programmed for buffered receipt, the receipt printer itself should be programmed off in X-Mode. An additional keystroke at the end of a sale (the depression of the CASH key) will issue a receipt.

Additional programming for buffered receipts is done in P-Mode (50 SUBTOTAL), where multiple receipt and stub receipt are available.

### Programming the Receipt Off:



### Programming the Receipt On:



A receipt is issued to confirm that the receipt has been programmed on or off.



## X-Mode Cash Declaration

Cash declaration is not a part of programming, but a management function which takes place with the keylock in the X position.

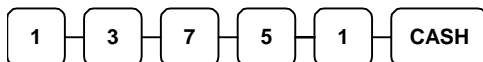
Please note that the cash declaration process begins and ends with pressing the CASH key. If, while taking reports, the manager should inadvertently press the CASH key, they will begin the cash declaration process. Once started, the process must be completed\* before the register is released for other operations. Please teach end users to check the receipt for the **\*CASH DECLARATION\*** line, printed at the beginning of the operation, if they experience problems or apparent lock-ups while taking reports.

### Cash Declaration Procedure

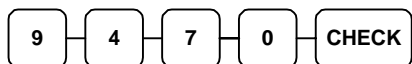
1. Press the **CASH** key.



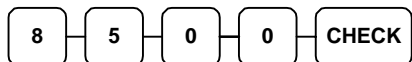
2. Enter the total of cash.



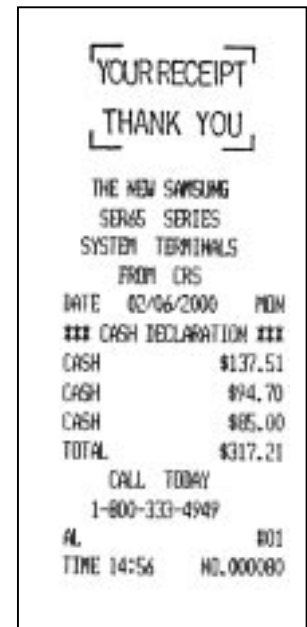
3. Enter the total of checks.



4. Enter the total of food stamps.



5. Press the **CASH** key to total the declaration.



\* It is possible to declare only 1 cent and press the CASH key twice to satisfy cash declaration requirements. The register will allow multiple cash declarations, but bases cash-in-drawer over/short figures on the last declaration done.



An alternative method of tender entry when performing cash declaration allows you to use the register as you would use an adding machine. For example, the manager may enter an amount for each type of cash tender instead of one total amount. They may also enter one check at a time if desired.

An example follows:

1. Press the **CASH** key.

**CASH**

2. Enter the total of coins:

3 7 5 1 **CASH**

3. Enter the total of ones:

2 8 0 0 **CASH**

4. If you wish you can multiply the count times the denomination. Enter, for example:

1 3 **X/TIME** 5 0 0 **CASH**

7 **X/TIME** 1 0 0 0 **CASH**

1 1 **X/TIME** 2 0 0 0 **CASH**

3 **X/TIME** 5 0 0 0 **CASH**

5. Enter the remaining cash separately by denomination.

6. Enter each check:

9 4 7 0 **CHECK**

7. Enter food stamps:

9 5 0 0 **FSTEND**

8. Press the **CASH** key to total the declaration.

**CASH**

```

YOUR RECEIPT
THANK YOU

THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS
DATE 02/06/2000 MON
*** CASH DECLARATION ***
CASH          $37.51
CASH          $28.00
13X           @5.00
CASH          $65.00
7X            @10.00
CASH          $70.00
11X           @20.00
CASH          $220.00
3X            @50.00
CASH          $150.00
CHECK         $94.70
FD/S         $85.00
TOTAL        $750.21

CALL TODAY
1-800-333-4949
AL.          #01
TIME 14:57   NO.000081
    
```



# SER-6500II/6540II Reports

---

## Overview

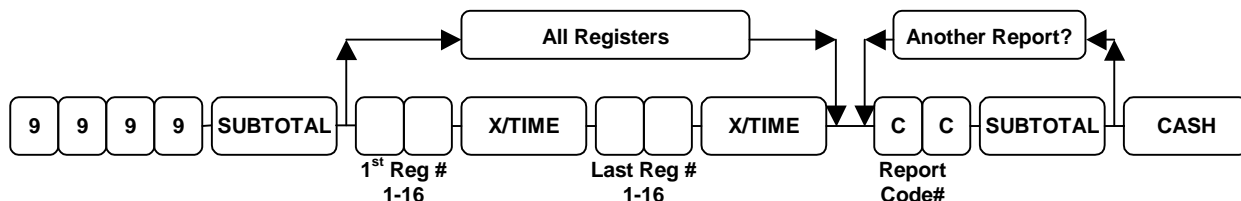
System reports are divided into two basic categories; "X", or read-only, and "Z", or read & reset to zero. Most reports are available in both categories. Some reports, such as "In-Drawer" reports and the From-To Department report are only available in X-Mode.

Some reports also provide identical but separate "Period to Date" reports. These reports maintain a separate set of totals which may be allowed to accumulate over a period of days, weeks, months, or even years. These fall into the "X2" & "Z2" category. They may be read in "X2" as often as needed, and then reset to zero with the "Z2" command. Z2 totals are updated each time a Z1 report is completed. If Z3 totals have been selected as part of memory allocation programming, Z3 totals also maintained. Z3 totals are updated every time Z2 reports are completed.

A complete list of possible reports is presented in the charts on the following pages.

### ***IRC Reporting***

You may consolidate reports by first entering IRC mode, and then entering the report number. The key sequence for IRC reports is shown below:



### ***Single Register Reports***

Managers may take reports for any single register at that register, with the following exceptions:

### ***Labor Groups and Open Checks***

Primary Data for the above reports are kept in only one machine in the system, and reports must be taken at that machine.

### ***String Reports***

Two programmable String Reports are also available. A String Report will automatically execute each of the predetermined reports one after the other. By using pre-programmed String Reports, store closing and end-of-shift reports may all be taken by entering a single command.

## Report Table

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
<b>Financial</b>	1	X	X	<b>1 – SBTL</b>
		Z	Z	
		X2	X	<b>21 – SBTL</b>
		Z2	Z	
		X3	X	<b>31 – SBTL</b>
		Z3	Z	
<b>Time</b>	2	X	X	<b>2 – SBTL</b>
		Z	Z	
		X2	X	<b>22 – SBTL</b>
		Z2	Z	
		X3	X	<b>32 – SBTL</b>
		Z3	Z	
<b>All PLU</b>	3	X	X	<b>3 – SBTL</b>
		Z	Z	
		X2	X	<b>23 – SBTL</b>
		Z2	Z	
		X3	X	<b>33 – SBTL</b>
		Z3	Z	
<b>From/To PLU</b>	4	X	X	<b>XX – SBTL</b> Starting PLU#, PLU key Ending PLU#, PLU key
		Z	Z	
		X2	X	
		Z2	Z	<b>4 – SBTL = X/Z</b>
		X3	X	<b>24 – SBTL = X2/Z2</b>
		Z3	Z	<b>34 – SBTL = X3/Z3</b>
<b>All Clerk</b>	5	X	X	<b>3 – SBTL</b>
		Z	Z	
		X2	X	<b>23 – SBTL</b>
		Z2	Z	
		X3	X	<b>33 – SBTL</b>
		Z3	Z	
<b>Individual Clerk</b>	6	X	X	<b>6 – SBTL,</b> Clerk#, CLERK key
		Z	Z	
		X2	X	<b>26 – SBTL,</b> Clerk#, CLERK key
		Z2	Z	
		X3	X	<b>36 – SBTL,</b> Clerk#, CLERK key
		Z3	Z	

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
<b>Cash-in-Drawer</b>	7	X	X	7 – SBTL
		X2	X	27 – SBTL
		X3	X	37 – SBTL
<b>Check-in-Drawer</b>	8	X	X	8 – SBTL
		X2	X	28 – SBTL
		X3	X	38 – SBTL
<b>Food Stamp-in-Drawer</b>	9	X	X	9 – SBTL
		X2	X	29 – SBTL
		X3	X	39 – SBTL
<b>Financial Group Totals</b>	10	X	X	10 – SBTL
		Z	Z	
		X2	X	210 – SBTL
		Z2	Z	
		X3	X	310 – SBTL
		Z3	Z	
<b>Labor Groups (Not Available in IRC)</b>	11	X	X	11 – SBTL
		Z	Z	
		X2	X	211 – SBTL
		Z2	Z	
		X3	X	311 – SBTL
<b>Daily Sales</b>	12	X	X	212 - SBTL
		Z	Z	
		X2	X	312 - SBTL
		Z2	Z	
<b>Time Report – All Clerks</b>	13	X	X	13 – SBTL
		Z	Z	
		X2	X	213 – SBTL
		Z2	Z	
		X3	X	313 – SBTL
		Z3	Z	

Report Type	Report Number	Report Mode	Control Lock Position	Key Sequence
<b>Individual Clerk Time Report</b>	14	X	X	<b>14 – SBTL, #, CLERK</b>
		Z	Z	
		X2	X	<b>214 – SBTL, #, CLERK</b>
		Z2	Z	
		X3	X	<b>314 – SBTL, #, CLERK</b>
		Z3	Z	
<b>Items By Group Report</b>	15	X	X	<b>15 – SBTL</b>
		Z	Z	<b>215 – SBTL</b>
		X2	X	
		Z2	Z	
		X3	X	<b>315 – SBTL</b>
		Z3	Z	
<b>Open Check Report (All)</b>	16	X	X	<b>16 - SBTL</b>
		Z	Z	
<b>Open Check Report (By Server)</b>	17	X	X	<b>17 - SBTL</b>
		Z	Z	
<b>Clear Pre-Polling Memory</b>	18	X	X	<b>18 - SBTL</b>
		Z	Z	
<b>String Report 1</b>	100	X	X	<b>100 - SBTL</b>
		Z	Z	
<b>String Report 2</b>	101	X	X	<b>101 - SBTL</b>
		Z	Z	





## Financial Report Notes

- ① This sales total is for PLUs which have been programmed as "no tax" PLUs. PLUs which have had their programmed taxes shifted are not included in these sales.
- ② PLU items which are taxable by more than one rate report to totals for each rate they are taxable. A \$10.00 item which is taxed at both rates 1 & 2 will add \$10.00 to the taxable 1 sales as well as \$10.00 to taxable 2 sales.
- ③ These are reference totals (both counts and amounts) for Eat-in and Take-out orders.
- ④ Discounts, Coupons, and Surcharges are individually programmable, and may or may not affect gross and net sales. Ask your Store Manager or Samsung dealer to point out which of these keys affect totals for balancing.
- ⑤ Reference total and count for cash transactions. This amount is not the drawer total. Cash in Drawer amounts are affected by check cashing, cash paid outs, tips, and change issued from check transactions.
- ⑥ Reference total and count for sales which were paid by check. Again, this is not the check in drawer total, as it does not include received on account payments made by check, and it accounts only for the price of the merchandise purchased and not the amount of the check written.
- ⑦ These are the tender amounts used to balance to settlements. If cash declaration is enforced, amounts declared will appear here, with over/short amounts.
- ⑧ In a check tracking environment, the Checks Paid and Service amounts should balance (equal). This may not be the case at each register in a system, but should be reflected in the all register IRC report.
- ⑨ The register treats each sales transaction as another customer. No-sales and reports (among other functions) advance the transaction counter, but do not advance the customer count.
- ⑩ This as a function of the Time Keeping feature found on the Samsung SER-6500II/6540II. Today's labor cost is based on a store average wage multiplied by the number of hours clocked by each employee for the day.

## IRC Reports

The Financial report shown is data consolidated from both register 1 & 2. IRC Reports are identical in content to individual (stand-alone) register reports. Z-Mode IRC reports will consolidate data and reset totals to zero on each register included in the report.

*Consolidated report* →

*Registers reporting* →

*Report type & title* →

DATE 04/08/2000 THU	
*****	
CONSOLIDATION REPORT	
*****	
REG 1 - REG 2	
PCI REPORT	0003
-----	
FINANCIAL	
+PLU TTL	241.80
	\$56.45
-PLU TTL	0
	\$0.00
ADJST TTL	241.80
	\$56.45
-----	
MONTH	\$174.05
T001 SALES	\$124.59
T002 SALES	\$94.49
T001	\$0.00
T002	\$2.91
XPT1 SALES	\$59.25
XPT2 SALES	\$0.55
ENTN TTL	1
	\$4.84
TAKBOUT TTL	1
	\$6.79
Z 1	1
	-0.30
Z 2	1
	-0.40
Z 3	5
	-31.00
Z 4	1
	-0.50
NET SALE	44
	\$405.96
CREDIT TAX1	1
	-0.80
FD/S CREDIT	\$0.51
RETURN	2
	-14.54

ERRR CORR	5
	-8.65
PREVIOUS VB	5
	-10.75
CANCEL	1
	\$7.48
GROSS SALES	\$483.38
CASH SALES	29
	\$179.16
CHEQ SALES	8
	\$35.87
P/A	2
	\$60.00
P/D	1
	-55.00
AIRACTION	1
	-15.34
NO SALE	5
CASH-IN-B	\$104.79
CHEK-IN-B	10
	\$163.93
FD/S-IN-B	1
	\$73.00
CHEQ SALES	3
	\$99.24
TRMR TTL	\$440.96
PROMO	4
WASTE	46
TRDR TTL	2
	\$23.73
BAL FORWARD	3
	\$11.54
P/BAL	3
	\$0.00
CHEQNS PAID	2
	\$11.54
SERVICE	3
	\$11.54
*****	
Avg. #/ITEM	\$1.85
Avg. #/CUST	\$13.37
A. ITEM/CUST	5.50
CALL TODAY	
555-4969	
BLANK	001
TIME 09:04	ML000379

*Tracking totals should balance system wide if all serviced orders have been paid.*

## Sales Time Report

The Sales Time report breaks the days business into 24 one hour sections, each listing the number of customers (sales transactions) and the total sales for that time period.

THE NEW SAMSUNG SERV5 SERIES SYSTEM TERMINALS FROM CRS		
	DATE	04/18/2000 THU
<i>Report type</i>	XCL REPORT	0003
<i>Report title</i>	TIME	
<i>Hour reported</i>	8:00 - 9:00	
<i>Number of customers</i>	QTY	3
	SALES AMT	\$11.54
<i>Sales for the hour</i>	9:00 - 10:00	
	QTY	15
	SALES AMT	\$186.82
	11:00 - 12:00	
	QTY	6
	SALES AMT	\$7.99
	12:00 - 13:00	
	QTY	1
	SALES AMT	\$2.40
	14:00 - 15:00	
	QTY	13
	SALES AMT	\$146.32
	TOTAL QTY	38
	TOTAL AMT	\$355.07
	CALL TODAY	
	DIANE	#01
	TIME 12:37	MO.000381

## PLU Reports

PLU reports (All PLUs / From -To PLU / Items By Group) all list the PLU descriptor, quantity sold, preset price (if applicable) and total sales dollar amount. Print programming options allow the addition of PLU #, along with PROMO, WASTE, and ITEM USAGE counts.

One set of PLU totals are maintained in the register for each of the active Z counters (Z1, Z2, & Z3). These totals may be reset by any of the following reports: 3/23/33 - All PLUs, 4/24/34 - From-To PLUs, 15/215/315 - Items by Group. PLU reporting may also be a part of the Financial report (though programming), or a string report sequence.

### All PLUs Report

	DATE	04/18/2000	THU	
	X1 REPORT		0003	
Report type	ALL PLU			
Report title	GROC 9			
	QTY 15 @ \$0.00	\$100.59		
	PROMO = 0	WASTE = 0		
	ITEM USAGE QTY =	15		
	TX GROC 9E1			
PLU descriptor	QTY 12 @ \$0.00	\$23.24		
	PROMO = 0	WASTE = 0		
	ITEM USAGE QTY =	12		
Quantity sold	HOT DOG E1			
	QTY 9 @ \$1.25	\$10.75		Dollar value
Preset price	PROMO = 1	WASTE = 5		PROMO & WASTE Counts
	ITEM USAGE QTY =	15		Number of items used
	FRENCH FRIES E1			
	QTY 13 @ \$1.25	\$15.00		
	PROMO = 1	WASTE = 0		
	ITEM USAGE QTY =	14		
	OPEN WINE E1			
	QTY 1 @ \$0.00	\$2.00		
	PROMO = 0	WASTE = 0		
	ITEM USAGE QTY =	1		
	TOTAL CNT	208.00		
	TOTAL AMT	\$417.90		
	TOTAL PROMO	4		
	TOTAL WASTE	70		
	TOTAL ITEM USAGE =	202.00		
	CALL TODAY			
	DIANE	#01		
	TIME 12:39	NO.000382		

# All Clerks/Cashiers Report

## Individual Clerk/Cashier Report

Clerk reports list the number of customers (sales transactions), net sales, and counts for No Sales, PROMO, and WASTE operations. If the register has been programmed to track "items by cashier", they are listed after the above information.

THE NEW SAMSUNG SERV'S SERIES SYSTEM TERMINALS FROM CRS	
<i>Report type</i>	DATE 04/18/2000 THU
<i>Report title</i>	X1 REPORT 0002
<i>Clerk/Cashier descriptor</i>	ALL CLERK
<i>Number of customers</i>	DIANE 38
<i>This clerk/cashier's sales</i>	NET SALE \$355.07
<i>Number of No Sales</i>	NO SALE 5
<i>PROMO &amp; WASTE counts</i>	PROMO 4
	WASTE 46
<i>Special Items tracked</i>	ICE CREAM
	QTY 6
	SALES AMT \$5.25
	GRILL
	QTY 3
	SALES AMT \$4.68
	GROUP CNT 9
	GROUP TOTAL \$9.93
	*****
	CALL TODAY
	DIANE #01
	TIME 12:40 NO. 000383

## Drawer Reports

Individual reports are available for Cash, Check, and Food Stamp drawer amounts. Samples are shown for each.

### *Cash-In-Drawer Report*

```
THE NEW SAMSUNG  
SER65 SERIES  
SYSTEM TERMINALS  
FROM CRS  
  
DATE 02/06/2000 THU  
  
X1 REPORT 0003  
-----  
CASH-IN-DRAWER  
  
SALES AMT $64.57  
CALL TODAY  
  
DIANE #01  
TIME 12:41 NO.000384
```

### *Check-In-Drawer Report*

```
DATE 02/06/2000 THU  
  
X1 REPORT 0003  
-----  
CHECK-IN-DRAWER  
  
QTY 8  
SALES AMT $118.93  
CALL TODAY  
  
DIANE #01  
TIME 12:41 NO.000385
```

### *Food Stamp-In-Drawer Report*

```
DATE 02/06/2000 THU  
  
X1 REPORT 0003  
-----  
FDS-IN-DRAWER  
  
QTY 1  
SALES AMT $73.00  
CALL TODAY  
  
DIANE #01  
TIME 12:41 NO.000386
```

## Financial Group Report

Your register has the ability to sort items sold into as many as 99 groups. Each of these groups has its own descriptor, which appears on this report. Counts and dollar amounts are given for each group.

THE NEW SAMSUNG SERV'S SERIES SYSTEM TERMINALS FROM CRS	
Report type	DATE 04/18/2000 THU
Report title	X1 REPORT 0002
Clerk/Cashier descriptor	ALL CLERK
Number of customers	DIANE 38
This clerk/cashier's sales	NET SALE \$355.07
Number of No Sales	NO SALE 5
PROMO & WASTE counts	PROMO 4
	WASTE 46
Special items tracked	ICE CREAM
	QTY 6
	SALES AMT \$5.25
	GRILL
	QTY 3
	SALES AMT \$4.68
	GROUP CNT 9
	GROUP TOTAL \$9.93
	*****
	CALL TODAY
	DIANE 001
	TIME 12:40 NO.000383

## Labor Groups Report

This report is available as a stand-alone report only, and will issue an error if attempted in IRC mode.

```
THE NEW SAMSUNG
SER65 SERIES
SYSTEM TERMINALS
FROM CRS

DATE 04/24/2000 WED

X1 REPORT 0001
-----
LABOR GROUPS

LABOR GROUP HOURS
-----
COUNTER HELP 3.05

TOTAL TIME WORKED 3.05
AUG. DAILY LABOR COST
                $21.35
CALL TODAY

DIANE #01
TIME 14:29 NO.000032
```



# Daily Sales Report

The Daily Sales report resembles the time report in that it lists totals and counts for each day of the month since the last Z report.

DATE	04/18/2000	THU
X2 REPORT		0002
-----		
DAILY SALES		
DAY :	12	
QTY		10
SALES AMT		\$151.50
DAY :	15	
QTY		15
SALES AMT		\$156.14
DAY :	16	
QTY		7
SALES AMT		\$10.39
DAY :	17	
QTY		4
SALES AMT		\$11.54
DAY :	18	
QTY		2
SALES AMT		\$25.50
TOTAL CNT		38
TOTAL AMT		\$355.07
CALL	TODAY	
DIANE		#01
TIME	12:44	NO.000389

## Time Keeping Reports

Time keeping reports list Employees who have been active since the last Z report, times clocked in and out, and total hours worked.

```
THE NEW SAMSUNG
SERVCS SERIES
SYSTEM TERMINALS
FROM CRS

DATE 04/23/2000 TUE

X1 REPORT 0001
-----
ALL CLERKS TIME

DIANE
TIME CLOCK IN: 13:26
TIME CLOCK OUT: 14:57
TIME WORKED 1.51
KRISTEN
TIME CLOCK IN: 13:26
TIME CLOCK OUT: 14:58
TIME WORKED 1.53

TOTAL TIME WORKED 3.05
CALL TODAY

DIANE #01
TIME 14:58 NO.000022
```

## Items by Group Report

This feature must first be activated in S-Mode and may not be available on your machine. The Items By Group report lists the group name followed by sales information for each item reporting to that group. This sales data is shared with all other PLU reports. If PLU totals were reset using an earlier report, they will not appear in this report.

	THE NEW SAMSUNG	
	SER65 SERIES	
	SYSTEM TERMINALS	
	FROM CRS	
	DATE 04/18/2000	THU
	<b>X1</b> REPORT	0003
	-----	
	ITEMS BY GROUP	
<i>Group Descriptor</i>	<b>MDSE</b>	
	OIL X1	
<i>Item (PLU) Descriptor</i>	QTY 2 @\$0.00	\$3.80
	AUTO X1	
<i>Quantity Sold</i>	QTY 4 @\$0.00	\$16.15
	TOTAL CNT	6
<i>Amount</i>	TOTAL AMT	\$19.95
	TOTAL PROMO	0
<i>Totals for this group</i>	TOTAL WASTE	0
	*****	
	TOTAL CNT	208.80
	TOTAL AMT	\$417.90
	TOTAL PROMO	4
	TOTAL WASTE	70
	CALL TODAY	
	DIANE	#01
	TIME 12:47	NO.000391

## Open Check Reports

Systems using tracking totals (Check Tracking or Drive-Thru) keep a list of open (unpaid) tracking totals in memory. This information may be seen by taking an Open Check report (for either one or all servers) at any register.

```
THE NEW SAMSUNG
SERV'S SERIES
SYSTEM TERMINALS
FROM CRS

DATE 04/18/2000 THU

-----
## OPEN CHECKS: X ##
-----
CHECK# : 3
TABLE# : 0
GUEST# : 0
CLERK  : KRISTEN
COUNT : 5
TOTAL  : $9.92
-----
CALL TODAY

DNAME      #01
TIME 12:49  NO.000393
```

*Report title* → **## OPEN CHECKS: X ##**

*Open Check Number* → CHECK# : 3

*Table number* → TABLE# : 0

*Number of guests* → GUEST# : 0

*Clerk Name* → CLERK : KRISTEN

*Number of items on this check* → COUNT : 5

*Amount due* → TOTAL : \$9.92

## **Clear Pre-polling memory**

This report only becomes necessary when reports are unsuccessfully polled by a PC.

## **String Reports**

String reports execute two or more of the reports listed in the previous pages with a single command. The key position (X- or Z-Mode) has been pre-programmed for each section of the report.

Once the string report has been initiated, each report within the string runs just as it would if the operator was to enter each of the report codes separately.

## Balancing Formulas

<b>+/-</b>	<b>Net Sales</b>	<b>\$ Example</b>
=	PLU Sales Total	\$
+	Tax 1	\$
+	Tax 2	\$
+	Tax 3	\$
+	Tax 4	\$
+	Sale Coupon Amounts	\$
+	Sale Percent Discounts	\$
+	Sale Surcharge Amounts	\$
=	Net Sales	\$

<b>+/-</b>	<b>Gross Sales</b>	<b>\$ Example</b>
=	Net Sales	\$
+	Negative PLU Total	\$
+	Item Coupon Total	\$
+	Item Percent Discount	\$
+	Sale Coupon Amounts	\$
+	Sale Percent Discounts	\$
+	Credit Tax 1	\$
+	Credit Tax 2	\$
+	Credit Tax 3	\$
+	Credit Tax 4	\$
+	Merchandise Return	\$
+	Void Position Total	\$
=	Gross Sales	\$