WELCOME...

to the Royal family of fine business machines.
We sincerely hope you will enjoy the many benefits
of being associated with a distinguished product
name that has represented both quality and
customer satisfaction since 1905.

This electronic cash register is designed to help your business function smoothly by providing efficient register operations and accurate management reports. Start-up is quick and easy, yet there are many options that can be added and revised so that you can customize your operations for optimum productivity. Here are just a few of the register's many valuable features:

- Heavy-duty 1-station alphanumeric thermal printers provide both journal and receipt printouts.
- 4-Line alpha display allows for quick and easy setup and operation. Software based screen Prompts walk you through many of the programming options.
- Alpha keyboard cuts programming time in half! Program your own store name and commercial message – 10 lines by 24 characters each.
- 200 departments allow you to categorize merchandise to be sold. Each department can be programmed with a 16 character description i.e., "Food", "Beverages", etc.
- 3000 Price Look-Up (PLU) settings allow for fast, accurate entry of an item and records the number of items sold.
- 10 clerk numbers monitor sales of individual employees.
- Automatic tax computation available for 4 different tax rates, including add-on(US), GST-PST(Canada) and VAT(Mexico).
- USB Port for connection with a PC, Barcode Scanner or USB-based flash drive.
- Periodic management reports provide up-to-date sales analysis, including mid-day, end-of-day, weekly or monthly totals.
- Memory protection(3xAA batteries) maintains financial records during power outage.

The ROYAL CONSUMER PRODUCT SUPPORT HOTLINE gives you the opportunity to call for start-up assistance and problem resolution or for ordering supplies.

Customer Service (in U.S.A.): 1-800-272-6229
Customer Service (in Canada): 1-888-266-9380
Customer Service (in Mexico): 01-800-849-4826
Ordering Supplies: 1-888-261-4555

Or visit our website for more information and troubleshooting at www.royal.com.

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Overview of Steps Required to Use This Cash Register

1. Understanding the Cash Register

Before using your cash register check the specifications and part names, and read the precautions for using it.

See Chapter 1

2. Installing the Cash Register

Place the cash register in a location near a wall outlet and plug the power cord into the outlet.

3. Initializing the Cash Register

Initialize the cash register's memory before programming.
See section 2.1

4. Installing the Batteries

Change the battery.
See section 2.4

5. Installing the Paper Rolls

Install paper roll for the receipt correctly.
See section 2.3

6. Programming the Cash Register

Program items into the memory.
See Chapter 3

7. Operating the Cash Register

Perform sales transactions.
See Chapter 4

8. Review and Reset the Sales Information

Review and reset the daily sales information. You can also check the information for a period of time.
See Chapter 6

NOTICE

The information and specifications in this manual are subject to change without prior notice.

While every precaution has been taken to make this manual accurate, the manufacturer shall not be liable for any errors or omissions, nor for any damages resulting from the use of the information herein.

1. Getting to Know the Cash Register

1.1 General Specifications

Name	Description
Power source	AC 117V±10%
Power consumption	Maximum 35 W
Operating environment temperature	0℃ to 40℃ (32°F to 104°F)
Storage method	C-MOS RAM
Type of printer	1 station thermal printer
Printing speed	Approx. 7 lines per sec
Paper roll size	Width 56.5-57.5mm (2.22-2.26 inches) Max. Diameter 70mm(2.76 inches)
Specified thermal paper	PD150r Normal thermal paper Oji Paper Co. Ltd PD160R-N Normal thermal paper Oji Paper Co. Ltd KT55F18 Normal thermal paper Papierfabrik August Koehler AG
External dimension	400mm (Width) x 330mm (Fathom) x 230mm (Height) 15.7”(W) x13”(F) x9.4”(H))
Eight (With NP33 cash drawer)	5.4kg (22 1b)

1.2 Precautions

Please note the following before using the cash register.

●Avoid using the cash register in the following conditions:

- Exposed to direct sunlight or water
- Hot or humid environments
- Near equipment that generates strong electromagnetic fields
- Anywhere there may be sudden changes in temperature

●Do not touch the cash register if your hands are wet.

●If the register malfunctions, do not attempt to repair the cash register.

●Plug your cash register into a standard wall outlet.
Other electrical devices on the same circuit may damage the cash register.

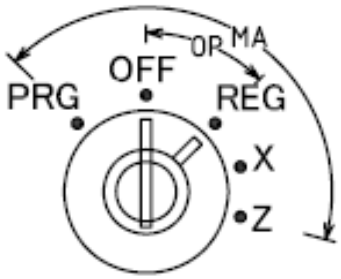
●The outlet must be located near the equipment and easily accessible.

1.3 Part Names and Functions

1. Printer cover	Protecting the printer
2. Receipt dispenser	This is where the receipt comes out
3. Customer display	Shows the customer the price, total, change due, department and PLU codes
4. Operator display	The LCD display shows the operator the price, total, change due, department and PLU codes
5. Control lock	Allows you to change the register mode
6. Cash drawer	Stores cash, checks etc.
7. Keyboard	Used to input sales information etc.

1.4 Control Lock and Functions

The control lock allows you to change the cash register mode. Your register is equipped with five modes.
The cash register is always in one of these five modes. To change the mode, use the manager's key (marked with “MA”) and the operator's key (marked with “OP”).
Insert the manager's key or the operator's key into the control lock and turn it to a required position. The manager’s key can select any mode. The operator’s key can select the “OFF” and ”REG” positions.



PRG	Program	Used for programming
OFF	Lock	Used to lock the register
REG	Register	Used to process sales
X	Read	Used to print reports
Z	Reset	Used to print and reset sales information

2. Setting up

2.1 System Reset (Ram Clear)

Before programming the cash register, you must initialize the cash register's memory.

Note

* **Do not perform the following steps during programming or sales operation.**

These steps will clear all of the settings you have programmed and erase all sales information in the register

1. Remove the power cord from the outlet.
2. Insert the [MA] key into the control lock and turn the key to "PRG" position.
3. Press and hold [clear] key, then, plug in the power cord.
   (French version: Press and hold the [1] key and then plug the power cord.)
   (Spanish version: Press and hold the [2] key and then plug the power cord)
4. Continue to hold [clear] key, until "FULL SYSTEM CLEAR" appears on the display.
5. The memory has been reset when the printer begins to operate.

2.2 Half System Reset (Half Reset)

Due to incorrect operation of the cash register or during programming it is possible at some point for the cash register to become stuck in a loop.
Use the following procedure to reset the machine.

Note

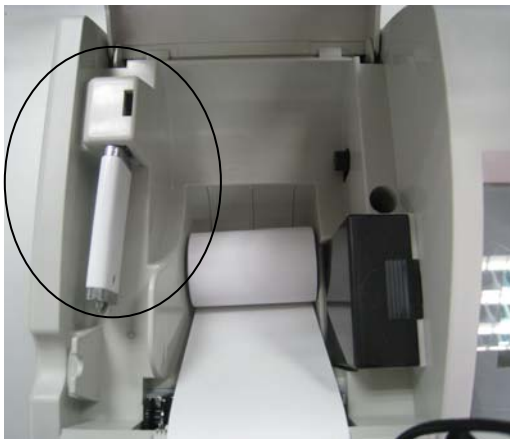
*** Current transaction data will be lost, but, you will not lose any of the program or sales data.**

The only data lost will be any sale not yet finalized by a method of payment.

1. Turn the manager's key to the "OFF" position.
2. Remove the power cord from the outlet.
3. Turn the manager's key to the "PRG" position.
4. Wait for at least 5 seconds and plug in the power cord.
5. Make sure "HALF SYSTEM CLEAR" appears on the display.

USB port

USB port is located at the left side of paper roll.



2.3 Installing the Paper Rolls

Fig.1

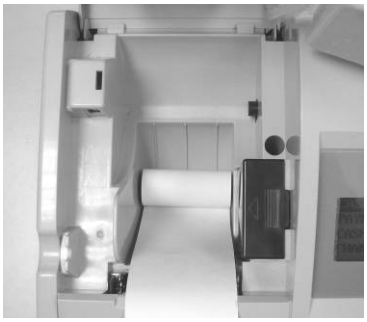


Fig.2

Fig.3

When the paper has finished, the front display will show “Printer paper end” error, the rear display will show “EP2” error, and it will also makes a sound.

1. Open the printer cover (Fig.1).
2. Place the thermal printing paper print side down into the paper slot and pull out a receipt through the exit about 3 cm（Fig.2）
3. Close the printer cover (Fig.3).

2.4 Installing the Batteries

Note

1. Please make sure not to change the polarity of the battery when changing the battery.
2. When the display shows "EB" or "BATLO", please change your battery.
3. Please make sure the external power is on when the batteries are changed, otherwise the sales data, setting data and electronic journal will be lost.

To change the batteries follow the procedure below.

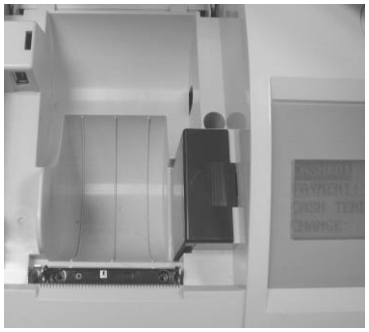


Fig.1

Fig.2

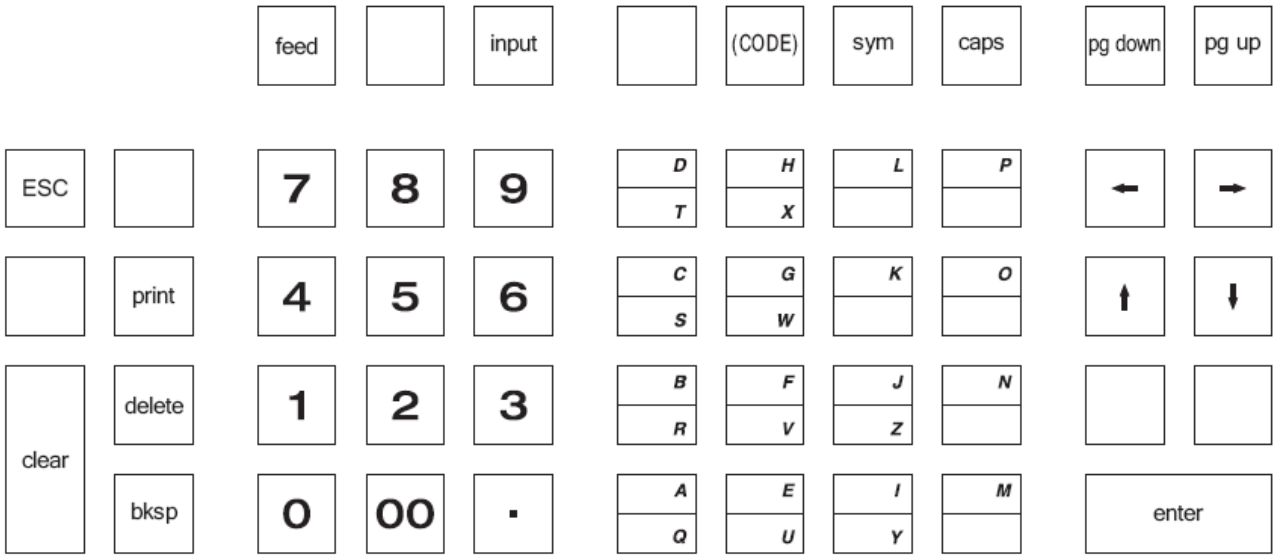
Fig.3

1. Open the printer cover and remove the paper. (See Fig.1)
2. Open the battery lid. (See Fig.2)
3. Change the batteries (See Fig.3) and close the lid firmly.
4. Installing the Paper Roll and close the printer cover.

3. Programming Layout (Turn the Control Lock to 'PRG' Position)

Note

* All the following settings should be performed in the "PRG" position.
* All of the amounts and prices shown in examples use two decimal formats if not noted.
* The below keyboard layout is for programming. For key names and functions, please refer to the layout.



The figures below show the standard keyboard functions for this cash register.

Name	Abbreviation	Functions
1. Specified input key	input	Used to jump to the specific line or flag.
2. Character shift key	(CODE)	Used to shift the table of character to second stage.
3. Page down key	pg down	Used to return one page
4. Page up key	pg up	Used to move forward one page.
5. Symbol table open key	sym	Used to open /close the symbols table.
6. Capital letter shift key	caps	Used to turn on/off capital letters.
7. Escape key	ESC	Used to return previous page or menu
8. Delete key	delete	Used to delete character.
9. Print key	print	Used to print list of the programming confirmation.
10. Back space key	bksp	Used to input backspace.
11. Numeric Keys	**0 to 9**	Used to input number
12. Double size key	00	Used to switch to double size mode

13. Alphabet key — A to Q / J to Z — Used to input alpha characters

14. Decimal point Key — • — Used to input decimal point.

15. Receipt Feed Key — feed — Used to feed the receipt paper.

16. Clear key — clear — Used to clear entry of a wrong number, and release an error.

17. Entry key — enter — Used to enter a selection

18. Cursor key — ← → ↑ ↓ — Used to move the cursor

* All the explanations of following programming start from the menu below.

Turn the control lock to " PRG " position

PRGM	1)System Options
	2) Dept. Settings
	3) PLU Settings
Input # (1-15) + [enter]	

Press [pg down] key to next items and [pg up] to go back.

3.1 Basic Data Programming

This chapter describes programming basic information such as date and time.

3.1.1 Programming the Date

Example: Program date to 2008-07-07

1) clear → 1 → enter

2) 2 0 0 8 → 0 7 → 0 7 → enter

(Year Month Date)

(Enter 4 digits for year, 2 digits for month & 2 for day)

System Options
Date: 0000-00-00
Input YYYYMMDD(8 digits)
Input # then [enter]

Note

* After programming the date by pressing [enter], the system will automatically move to the next programming item, if you need to confirm the previous step, please press the [↑] key to go back and check the display content. After confirmation, press the [↓] key to go to the next item
* If you need to print confirmation of the date, press the [print] key.

3.1.2 Programming the Time

Example: Program the time to 18:05

1) clear → 1 → enter → ↓

2) 1 8 → 0 5 → enter

(24-hour clock, enter 4 digits for hour & minutes)

System Options	
Time:	00:00
24 hour system (4 digits)	
Input # then [enter]	

Note

* To check the date and time, turn the key to the “REG” position and press the [qty/time] key.

3.1.3 Programming the Transaction Number

Example: Program the initial transaction number to 1000.

1) clear → 1 → enter → press ↓ twice

2) 1 0 0 0 → enter

(Transaction No.)

System Options	
Transaction #:	1
Enter # (4 digit max)	
Input # then [enter]	

3.1.4 Programming the Machine Number

Example: Program the machine number as 1010.

1) clear → 1 → enter →press ↓ key 3 times

2) 1 0 1 0 → enter

(Machine number)

System Options	
Machine #:	1
Enter # (4 digit max)	
Input # then [enter]	

3.1.5 Programming the X 1 Report Number

Example: Program the first X1 report number as 1000.

1) clear → 1 → enter →press ↓ key 4 times

2) 1 0 0 0 → enter

(X1 number)

System Options	
X1 Report #:	0
Enter # (4 digit max)	
Input # then [enter]	

Note

* You can set the first number used when printing reports, once it is set, the number is increased by one each time a report is issued. Please refer to Chapter 6 “Read and Reset Reports”.

3.1.6 Programming the X 2 Report Number

Example: Program the first X2 report number as 1000.

1) clear → 1 → enter →press ↓ key 5 times

2) 1 0 0 0 → enter

(X2 number)

System Options	
X2 Report #:	0
Enter # (4 digit max)	
Input # then [enter]	

3.1.7 Programming the Z 1 Report Number

Example: Program the first Z1 report number as 1000.

1) clear → 1 → enter →press ↓ key 6 times

2) 1 0 0 0 → enter
(Z1 number)

System Options	
Z1 Report #:	0
Enter # (4 digit max)	
Input # then [enter]	

3.1.8 Programming the Z 2 Report Number

Example: Program the first Z2 report number as 1000.

1) clear → 1 → enter →press ↓ key 7 times

2) 1 0 0 0 → enter
(Z2 number)

System Options	
Z2 Report #:	0
Enter # (4 digit max)	
Input # then [enter]	

3.1.9 Programming the Cash Lift Alarm Amount

Example: Program the cash lift alarm amount as 10000.00.

When the 'cash in drawer' amount exceeds the preset amount, "Cash Declaration Req" is displayed and an alarm is sounded.

1) clear → 1 → enter →press ↓ key 8 times

2) 1 0 0 0 0 0 0 → enter
(Cash lift alarm amount)

System Options	
CASH ALARM :	0. 00
Cash Alarm(10 digit max)	
Input # then [enter]	

3.2 Department Programming

This section explains how to program departments. A maximum of 200 departments can be programmed. You have 1 to 16 department keys as the default.

You must classify products by assigning them to a department. The sales amount and quantity are reported by department on reports. You can set a price and function flag to control features such as single-item sale, tax, HALO (High Amount Lock Out), etc. to each department.

3.2.1 Programming a Department Name

Example: Program the name of Department 2 as "DRINK".

1) clear → 2 → enter

2) input → 2 → input

3)

D		B	I	N	K
T	(CODE)	R	Y		

4) enter

Dept0002 (ABCD) NAME
DRINK
Enter alpha characters:
['A' top's']

Note

* You cannot move to another department programming page when you input symbols.
* Press [print] key to print names of all the departments, and press [feed] key to stop printing.

3.2.2 Programming a Department Unit Price

Example: Program the price of Department 2 to $100.00.

1) clear → 2 → enter

2) input → 2 → input → ↓

3) 1 0 0 0 0 (Price)

4) enter

Dept0002 UNIT PRICE
Price 0.00
Enter price (8 digit max)
Input # then [enter]

Note

* To program the decimal, please refer to System Flag 0101 in Chapter 3.7.

3.2.3 Programming Department Flags

Example: Program Department 2 to enable single-item cash sales.

1) clear → 2 → enter

2) input → 2 → input → Press ↓ key 2 times

3) Press → key 3 times

4) 1 → enter (Single Item)

Dept0002#5000000000 SETUP
Department entry type
0:Normal 1:Single Entry
Input # then [enter]

Department Flag

#8	0	Disable Zero price
	1	Enable Zero price
#7	0	Disable gallonage department
	1	Enable gallonage department
#6	0	Disable negative department
	1	Enable negative department
#5	0	Disable single item cash sale
	1	Enable single item cash sale
#4	0	Tax rate 4 unavailable
	1	Tax rate 4 available
#3	0	Tax rate 3 unavailable
	1	Tax rate 3 available
#2	0	Tax rate 2 unavailable
	1	Tax rate 2 available
#1	0	Tax rate 1 unavailable
	1	Tax rate 1 available

Gallonage Mode

Each department can be set for either Standard mode or Gallonage mode. Gallonage mode allows the entry of a price with 3 decimal places, representing the cost per gallon, i.e., 1.419 per gallon. Standard mode allows entering the price using the normal 2 decimal place setting.

3.2.4 Programming a HALO

Example: Program Department 2 maximum unit price to $400.00.

1) clear → 2 → enter

2) input → 2 → input → press ↓ key 3 times

3) 4 0 0 0 0 → enter

Dept0002	DEPT HALO
HALO Price	0.00
Enter price (7 digit max)	
Input # then [enter]	

3.2.5 Programming a Department Group

You can assign a department to a group from 0 to 10. Classified departments according to groups can help you to check and indicate the sales for each group.

For example, ballpoint pens belong to Department 2 and notebooks belong to Department 3, you can group them together and you can check sales information from the group “stationery”.

Example: Program Department 2 to Group No.5.

1) clear → 2 → enter

2) input → 2 → input →press ↓ key 4 times

3) 5 (Group No.)→ enter

Dept0002	DEPT GROUP
DEPT Group #	0
Group # (1-10)	
Input # then [enter]	

3.3 PLU Programming

This section explains how to program PLUs. A PLU is an item/product. A maximum of 3000 PLU codes can be programmed.

You must enter a unit price and assign a department to which the PLU belongs.

The PLU programming includes PLU code, PLU name, PLU unit price and PLU linked department.

3.3.1 Programming a PLU Barcode

Example: Program the PLU 14 to 6901939650707.

1) clear → 3 → enter

2) 1 4 → input → (CODE)

3) 6 9 0 1 9 3 9 6 5 0 7 0 7

4) enter (or you can scan barcode with your scanner)

PLU 0014	BARCODE #
PLU/Barcode	0
Enter # (13 digit max)	
	6901939650707

Example: Change the PLU 14 barcode 6901939650707 to 9787040091472

1) clear → 3 → enter

2) 1 4 → input → (CODE)

3) 9 7 8 7 0 4 0 0 9 1 4 7 2

4) enter

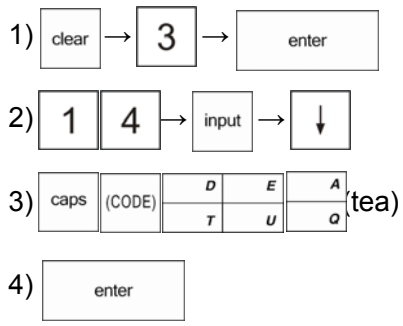
PLU 0014	BARCODE #
PLU/Barc	6901939650707
Enter # (13 digit max)	
	9787040091472

Note

*[CODE] key must be pressed before entering barcode otherwise the barcode is programmed at the first available PLU, not a specified PLU.

3.3.2 Programming a PLU Name

Example: Program the name of PLU No.14 as “tea”.



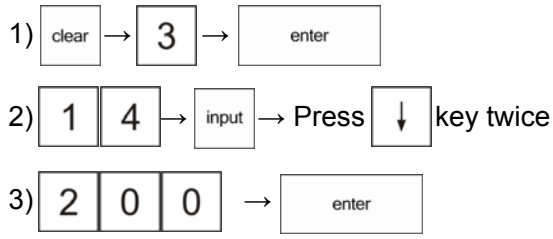
PLU 0014	(ABCD)NAME
PLU0014	
Enter alpha characters:	
[’A’ to ’P’]	

Note

* You cannot move to another PLU programming page when you input symbols.
* PLU names can be set as 1-16 characters.

3.3.3 Programming a PLU Unit Price

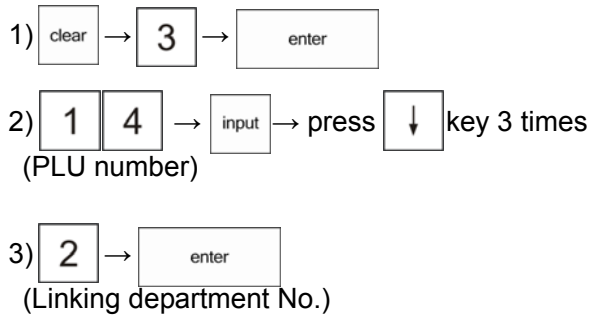
Example: Program the price of “tea” to $2.00.



PLU 0014	UNIT PRICE
Price	0.00
Enter price (8 digit max)	
Input # then [enter]	

3.3.4 Programming a PLU Linked Department

Example: Program “tea” to link to Department 2 (DRINK department)



PLU 0001	DEPT LINK
DEPT #	0
Dept # (1-200)	
Input # then [enter]	

Note

* A PLU must be linked to a department and its sales data will be included in its department report. If a PLU is not linked to a department, it is automatically linked to the last department. All of the programmed department flags will be applied to its linked PLU.

3.3.5 Barcode Learning

A barcode learning function is available by setting the System Flag 1004 to 1. In Registration Mode, a barcode is scanned without preset contents. The display will show a message to request the entry of unit price. Please enter a unit price and press a Department key for setting up a barcode.

3.3.6 Searching the Barcode of a PLU

In Registration Mode, to check the price of a programmed PLU, press the double zero [00] key and scan the barcode, the LCD screen will show the price. If the LCD shows “PLU # not found”, it means the PLU has not been programmed.

3.4 Tax Programming

You can program up to four tax rates. We call these four taxes TAX1, TAX2, TAX3 and TAX4. To program a tax rate, you must select a taxation system and enter the rate for that tax. For instructions on how to add these programmed taxes to an item, see section 3.2.3.
“Programming Department Flags”.

Add-on tax
This system calculates tax by using a tax rate you enter and automatically adds the tax to the unit price or the price entered.

VAT (Value Added Tax)
The Value Added Tax is a European tax system. It calculates tax by using the tax rate you enter and includes the calculated tax in the unit price or the price entered.

Tax Table
This system calculates the tax by using a tax table that you enter. The tax table depends on the location of the store. Use the tax tables provided by the local tax office to enter the numbers. For instructions on entering a tax table, see “Tax Table” in this section.

3.4.1 Programming a Tax Type

Example: Program the Tax 2 as VAT

1) clear → 4 → enter → 2 → enter
2) 1 (VAT)
3) enter

TAX 02	TYPE=0
Select Tax Type	
0=ADD-ON 1=VAT 2=TAX TB	
Input # then [enter]	

3.4.2 Programming a Tax Rate

Example: Program the Tax 2 rate of 4.0000%

1) clear → 4 → enter → 2 → enter
2) ↓ → 4 0 0 0 0 (Tax rate is 4%)
3) enter

TAX 02	RATE
Percentage	0.0000%
6 digits	t t l (4 decimals)
Input # then [enter]	

3.4.3 Programming a Tax-Free Amount

Example: Program the tax-free amount of tax 2 to $100.00

1) clear → 4 → enter → 2 → enter
2) Press ↓ key twice→ 1 0 0 0 0
(Non-taxable amount: less than 100.00)
3) enter

TAX 02	TAX LIMIT
Limit Amount	0.00
Enter price (8 digit max)	
Input # then [enter]	

Note

*When amount is set at “0”, it is always taxable.

*If you select the “tax table system”, you must enter a tax table. Enter the tax table provided by the local tax office.

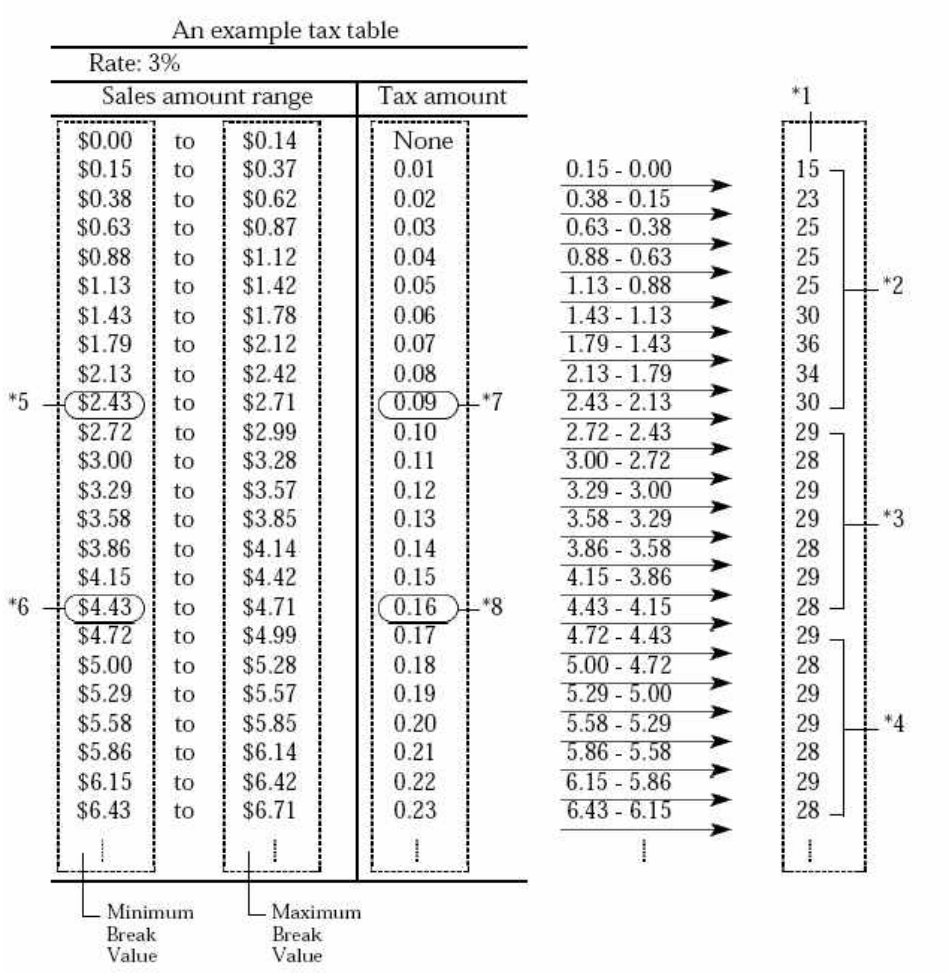
3.5 Tax Table Programming

The four tax tables: TABLE01, TABLE02, TABLE03, and TABLE04 correspond to Tax 1, Tax 2, Tax 3, and Tax 4 respectively.

About Tax Tables

A Tax table is a table that lists the applicable taxes for the amount of a sale. These tables are determined by your city, state and federal government. The table lists sales amount ranges, and the tax to be levied on each amount, as a range of sales prices. The cash register enables you to enter this table and then it will automatically calculate the tax.

The following table is an example of a state tax table.



Sales amount range			Tax amount		
$0.00	to	$0.14	None	0.15 - 0.00	15
$0.15	to	$0.37	0.01	0.38 - 0.15	23
$0.38	to	$0.62	0.02	0.63 - 0.38	25
$0.63	to	$0.87	0.03	0.88 - 0.63	25
$0.88	to	$1.12	0.04	1.13 - 0.88	25
$1.13	to	$1.42	0.05	1.43 - 1.13	30
$1.43	to	$1.78	0.06	1.79 - 1.43	36
$1.79	to	$2.12	0.07	2.13 - 1.79	34
$2.13	to	$2.42	0.08	2.43 - 2.13	30
*5 $2.43	to	$2.71	0.09 *7	2.72 - 2.43	29
$2.72	to	$2.99	0.10	3.00 - 2.72	28
$3.00	to	$3.28	0.11	3.29 - 3.00	29
$3.29	to	$3.57	0.12	3.58 - 3.29	29
$3.58	to	$3.85	0.13	3.86 - 3.58	28
$3.86	to	$4.14	0.14	4.15 - 3.86	29
$4.15	to	$4.42	0.15	4.43 - 4.15	28
*6 $4.43	to	$4.71	0.16 *8	4.72 - 4.43	29
$4.72	to	$4.99	0.17	5.00 - 4.72	28
$5.00	to	$5.28	0.18	5.29 - 5.00	29
$5.29	to	$5.57	0.19	5.58 - 5.29	29
$5.58	to	$5.85	0.20	5.86 - 5.58	28
$5.86	to	$6.14	0.21	6.15 - 5.86	29
$6.15	to	$6.42	0.22	6.43 - 6.15	28
$6.43	to	$6.71	0.23		

The tax table includes the following items:

Tax Rate

Sales Amount Range

This is the range of prices to which the tax amount to be levied must be added. The minimum amount of each range is called the minimum break value, and the maximum amount is called the maximum break value.

Tax Amount

This is the amount of tax that must be added to each sale within the corresponding range.

To enter the tax table, follow the steps below by using the items mentioned above.

1. Find the following items using the sample table:

a) Minimum break difference

This is the difference between the minimum break value of a range and the next minimum break value (marked with *1). Find the irregular cycles (marked with *2) and the regular cycles (marked with *3 and *4) for the minimum break values.

b) The first minimum break value in a regular cycle (marked with *5)

c) The difference between the first minimum break value (marked with *5) and the last one (marked with *6) in the first regular cycle

d) The difference between the first tax amount (marked with *7) and the last one (marked with *8) in the first regular cycle

e) The values of the irregular cycle (marked with *2)

f) The values of the first regular cycle (marked with *3)

Operation Example:
The following table tax sample is programmed on the tax table No.2 (tax 2).

Programming a Tax-table

1) clear → 5 → enter → 2
(Select tax table 2)

```
TAX TABLE SETTINGS
1)TAX TBL 1   2)TAX TBL 2
3)TAX TBL 3   4)TAX TBL 4
                        2
```

2) enter → 2 4 3
(item b 2.43)

```
TAX TABLE              #: 02
1ST MIN BRK(R)         0.00
Enter price (8 digit max)
                       243
```

3) enter → 2 0 0
(item c 2.00)

```
TAX TABLE              #: 02
REG BRK SUM            0.00
Enter price (8 digit max)
                       200
```

4) enter → 7
(Item d 0.07)

```
TAX TABLE              #: 02
REG TAX DIFF:          0.00
Enter # (2 digit max)
                         7
```

5) enter → 1 5
(Item e 0.15)

```
TAX TABLE              #: 02
IREG BREAK(01)         0.00
Enter price(8 digit max)
                        15
```

6) enter → 2 3 → enter
(Item e 0.23)

```
TAX TABLE              #: 02
IREG BREAK(02)         0.00
Enter price(8 digit max)
                        23
```

7) 2 5 → enter
(Item e 0.25)

8) 2 5 → enter
(Item e 0.25)

9) 2 5 → enter
(Item e 0.25)

10) 3 0 → enter
(Item e 0.30)

11) 3 6 → enter
(Item e 0.36)

12) 3 4 → enter
(Item e 0.34)

13) 3 0 → enter
(Item e 0.30)

14) 2 9 → enter
(Item f 0.29)

15) 2 8 → enter
(Item f 0.29)

16) 2 9 → enter
(Item f 0.29)

17) 2 9 → enter
(Item f 0.29)

18) 2 8 → enter
(Item f 0.28)

19) 2 9 → enter
(Item f 0.29)

20) 2 8 → enter
(Item f 0.28)

NOTE

The applicable tax rate and “tax table system” must be set for the tax number that is used in this sequence (marked with *1).

Canadian Taxation System

In Canada, there are two types of tax: GST and PST. GST is a tax collected by the country. PST is a tax collected by the province. How GST and PST are added to an item depends on the item. There are two methods as follows:

a) First, GST is calculated, based on the cost of the item. Then PST is calculated, based on the total cost of the item, including GST. For example, if a 10% PST is calculated on a Department 1 item (originally $10.00) to which 7% GST has already been added, first the 7% ($0.70) is added to reach $10.70. Then the 10% PST ($1.07) is added to the $10.70 to arrive at $11.77.

b) GST and PST are added to an item separately, based only on the original price of the item. For example, if 10% PST and 7% GST are added to a Department 1 item (originally $10.00), 10% ($1.00) and 7% ($0.70) are each added separately to the $10.00, making a total of $11.70.To select the taxation system used in Canada, and to choose method a) or b), set System Flag 1005. If you select the Canadian taxation system, TAX1 will be used for GST, and TAX2, TAX3 and TAX4 are used for PST, automatically. You can also set GST (TAX1) so that it is included in PST, by setting System Flag 1006 to 1008 about Canada tax system.

3.6 Programming the [coupon] Key, the [+%] Key, and the [-%] Key

This section explains how to set [-%], [+%], [-] keys.

Description of [-%] Key and [+%] Key

The [-%] and [+%] keys are used to subtract and add a certain percentage or service charge to the price of an item. For example, you can use [+%] key to add a premium and use [-%] key to give a discount. You can use these keys with preset percentage or you can manually enter the percentage at the time of the sale.

3.6.1 Programming the [+%] Key Rate

Example: Program a surcharge [+%] key rate of 10%.

1) clear → 6 → enter

2) 1 0 0 0

3) enter

+%	ADD-ON%
Percentage	0.00%
4 digits incl decimal	
Input # then [enter]	

3.6.2 Programming the [+%] Key Flags

1) clear → 6 → enter

2) ↓ → press → key 4 times → 0
(Tax4 unavailable)

3) enter

+%	#40000000TX SET
Tax4 selection	
0=Tax4 OFF 1=Tax4 ON	
Input # then [enter]	

3.6.3 Programming the [-%] Key Rate

Example: Program a discount [-%] key rate of 10%.

1) clear → 6 → enter

2) Press ↓ key twice → 1 0 0 0
(-% as [10] → - %)

3) enter

-%	DISCOUNT %
Percentage	0.00%
4 digits incl decimal	
Input # then [enter]	

3.6.4 Programming the [-%] Key Flags

1) clear → 6 → enter

2) Press ↓ key 3 times → press → key 4 times → 0
(Tax4 unavailable)

3) enter

-%	#40000000TX SET
Tax4 selection	
0=Tax4 OFF 1=Tax4 ON	
Input # then [enter]	

Functions of various flags of [+%] and [-%] are as follows:

#8 - #5	0	Not used
#4	0	Tax rate 4 unavailable
	1	Tax rate 4 available
#3	0	Tax rate 3 unavailable
	1	Tax rate 3 available
#2	0	Tax rate 2 unavailable
	1	Tax rate 2 available
#1	0	Tax rate 1 unavailable
	1	Tax rate 1 available

Note

* The discount and surcharge rate should be entered in two bits of decimal form.
For example, entering [1] [5] [0] means 1.50%.

3.6.5 Programming the [coupon] Key

Example: Program the [coupon] key to $5.00

1) clear → 6 → enter

2) Press pg down key twice → 5 0 0

3) enter

```
CPN                    AMOUNT
Preset Coupon $        0.00
Enter price(4 digit max)
Input # then [enter]
```

3.6.6 Programming the [coupon] Key Flags

1) clear → 6 → enter

2) Press pg down key twice

3) Press ↓ key → press → key 4 times→ [0]
(Tax4 unavailable)

4) enter

```
CPN   #40000000 TX SET
Tax4 selection
0=Tax4 OFF   1=Tax4 ON
Input # then [enter]
```

3.6.7 Programming the [coupon] Key Limit

Example: Program [coupon] key high amount lock out to $10.00.

1) clear → 6 → enter

2) Press pg down key twice→ press ↓ key twice

3) 1 0 0 0 → enter
([coupon] Key HALO $10.00)

```
CPN      COUPON   HALO
Coupon HALO           0.00
Enter price(7 digit max)
Input # then [enter]
```

Note

* You can use [coupon] key with a preset to subtract an amount or by manually entering an amount during the transaction.

3.7 System Flag Programming (Configuration Options)

This section explains how to set the system function flags to control the operation of the cash register.

Entering System Flag settings menu:

clear → 7 → enter

```
CONFIG OPTIONS     0101=2
Decimal Select: 0=NONE
1=0.0   2=0.00   3=0.000
Input # then [enter]
```

Note

* Press [pg down] to select next flag setting.
* Press [→] key or [↓] key to select next flag bit setting.
* Press number and [input] to select a flag.

Example: “Don’t print transaction number” (SF6#1)

1) clear → 7 → enter

2) 0 6 0 1 → input
(Flag 6 #1)

3) 1 (choose the item 1)→ enter

```
CONFIG OPTIONS     0601=0
Print receipt   #?
0= Yes   1= No
Input # then [enter]
```

Functions of System Flags are as follows:

Flag 1

Options	Select	Function
0101	0	0 decimal position
	1	0.0 decimal position
	2	0.00 decimal position
	3	0.000 decimal position
0102	0	YYYY-MM-DD
	1	MM-DD-YYYY
	2	DD-MM-YYYY

Flag 2

Options	Select	Function
0201	0	Rounding down (0.1 – 0.9 becomes 0.0
	5	Rounding (0.1 – 0.4 becomes 0.0 0.5 – 0.9 becomes 1.0)
	6	Rounding (0.1 – 0.5 becomes 0.0 0.6 – 0.9 becomes 1.0)
	9	Rounding up (0.1 – 0.9 becomes 1.0)
0202	0	Select the last digit in the decimal to be rounded in percentage calculation
	1	Select the first digit in the decimal to be rounded in percentage calculation

Flag 3

Options	Select	Function
0301	0	Do not allow clerk switch while in a transaction.
	1	Allow clerk switch while in a transaction.
0302	0	Do not allow exceeded amount for credit transactions
	1	Allow exceeded amount for credit transactions
0303	0	Discount and plus % totals included in department reports
	1	Discount and plus % totals not included in department reports
0304	0	Coupon totals included in department reports
	1	Coupon totals not included in department reports
0305	0	Hourly report counter is accumulated by number of transaction
	1	Hourly report counter is accumulated by item count
0306	0	Print void and return totals in net sales report
	1	Do not print void and return totals in net sales report
0307	0	Print void and return totals in clerk sales report
	1	Do not print void and return totals in clerk sales report

Flag 4

Options	Select	Function
0401	0	Print the commercial message on top of the receipt/report
	1	Print the commercial message at the bottom of the receipt/report
0402	0	Print the time, date and clerk at the end of the receipt
	1	Print the time, date and clerk at the top of the receipt
0403	0	Do not allow a duplicate Z report to be printed
	1	Allow a duplicate Z report to be printed
0404	0	Reset transaction number to 0 after printing the Z report
	1	Do not reset transaction number to 0 after printing the Z report
0405	0	Reset department shift key after each item
	1	Do not reset department shift key after each item
0406	0	Reset department shift after transaction
	1	Do not reset department shift after transaction
0407	0	Do not allow a second receipt to be printed
	1	Allow printing second receipt
0408	0	Disable free key layout
	1	Enable free key layout

Flag 5

Options	Select	Function
0501	0	Print item by item in registration
	1	Print after a finalization key is pressed in registration
0502	0	VAT taxable on receipt or reports which include VAT
	1	VAT taxable on receipt or reports which do not include VAT
0503	0	Print total tax amount
	1	Print individual tax amount
0504	0	Do not print taxable on the receipt
	1	Print taxable on the receipt

0505	0	Print tax symbol on receipt
	1	Do not print tax symbol on receipt
0506	0	Do not print tax rate on receipt
	1	Print tax rate on receipt
0507	0	Allow negative entry
	1	Do not allow negative entry – an error will appear
0508	0	Do not force Z report to be printed when total is full
	1	Force Z report to be printed when total is full

#8 “Er” Error message is displayed when electronic journal memory comes to full.

In case #8=0, electronic Journal will start to recycle (go back to the first line and overwrite) when the memory comes to full.

Flag 6

Options	Select	Function
0601	0	Print transaction number on the receipt
	1	Do not print transaction number on the receipt
0602	0	Print the time on the receipt
	1	Do not print the time on the receipt
0603	0	Print the date on the receipt
	1	Do not print the date on the receipt
0604	0	Print logo on the receipt and reports
	1	Do not print logo on receipt and reports
0605	0	Print sales quantity on the receipt
	1	Do not print sales quantity on the receipt
0606	0	Print NRGT on the reports
	1	Do not print NRGT on the reports
0607	0	Do not reset clerk ID when lock position is changed
	1	Reset clerk ID when lock position is changed
0608	0	Do not reset clerk ID transaction after each transaction
	1	Reset clerk ID after each transaction

Flag 7

Options	Select	Function
0701	0	Round at finalization by the [total] key operation
	1	Do not round at finalization by the [total] key operation
0702	0	Round at finalization by the [check] key operation
	1	Do not round at finalization by the [check] key operation
0703	0	Round by the [charge] and [card] key operation
	1	Do not round by the [charge] and [card] key operation
0704	0	Round by the [#ST] key operation
	1	Do not round by the [#ST] key operation
0705	0	Disable split ticket
	1	Enable split ticket
0706	0	Enable PLU No
	1	Enable PLU barcode
0707		Not use

0708	0	Allow [ON/OFF] key for receipt on/off
	1	Do not allow [ON/OFF] key for receipt on/off

Flag 8

Options	Select	Function
0801	00	Rounding up (0.00 becomes 0.00; 0.01 – 0.09 becomes 0.10)
	04	Rounding (0.00 – 0.04 becomes 0.00 0.05 – 0.09 becomes 0.10)
	09	Rounding down (0.00 – 0.09 becomes 0.00)
	02	Swiss mode (0.00 – 0.02 becomes 0.00 ; 0.03 – 0.07 becomes 0.05 0.08 – 0.09 becomes 0.10)
	12	Danish mode (0.00-0.12 becomes0.00 0.13-0.37 becomes 0.25; 0.38-0.62 becomes0.50 0.63-0.87becomes 0.75. 0.88-0.99 becomes 1.00)

Flag 9

Options	Select	Function
0901	0	Do not round
	1	Select the last digit to round
	2	Swiss mode
	3	Danish mode

Flag 10

Options	Select	Function
1001	0	Do not allow the Swiss method of rounding
	1	Allow the Swiss method of rounding
1002	0	Hold CAPS during name input
	1	Do not hold CAPS during name input
1003	0	Setting confirmation list is individually printed
	1	Setting confirmation list is collectively printed
1004	0	Disable the automatic barcode learning function
	1	Enable the automatic barcode learning function
1005	0	Do not allow Canadian tax
	1	Allow Canadian tax
1006	0	Include Tax1 (GST) in Tax2 (PST)
	1	Do not include Tax1 (GST) in Tax2 (PST)
1007	0	Include Tax1 (GST) in Tax3 (PST)
	1	Do not include Tax1 (GST) in Tax3 (PST)
1008	0	Include Tax1 (GST) in Tax4 (PST)
	1	Do not include Tax1 (GST) in Tax4 (PST)

Flag 11

Options	Select	Function
1101	0	Do not use
	1	Use barcode with 4 digit item code and 5 digit price/weight code
1102	0	Do not use
	1	Use barcode with 4-digit item code and 6-digit price/weight code.
1103	0	Do not use
	1	Use barcode with 5-digit item code and 4-digit price/weight code.
1104	0	Do not use
	1	Use barcode with 6 digit code and 4 digit price/weight code
1105	0	Select type 02 barcodes as the price mode
	1	Select type 02 barcodes as the weight mode
1106	0	Select type 20,21 and 22 barcodes as the price mode
	1	Select type 20,21 and 22 barcodes as the weight mode
1107	0	Select type 23, 23 and 25 barcodes as the price mode
	1	Select type 23, 23 and 25 barcodes as the weight mode
1108	0	Do not use price or weight barcode function
	1	Use price or weight barcode function

Flag12

Options	Select	Function
1201	0	Disable cash lift alarm
	1	Enable cash lift alarm
1202		Not use
1203		Not use
1204	0	Word “TRAINING” is printed on the receipt during the training mode
	1	The symbol is printed on the receipt during the training mode.
1205	0	NRGT is calculated by NET
	1	NRGT is calculated by GROSS
1206		Not use
1207		Not use
1208	0	Disable print rounding amount on the receipt.
	1	Enable print rounding amount on the receipt.

Flag13

Options	Select	Function
1301	0	Store the transaction detail of E/J
	1	Do not store the transaction detail of E/J
1302	0	Print E/J when Z report issued
	1	Don’t print E/J when Z report issued

3.8 Function Key Programming

3.8.1 Basic Key Operation Sequence

Example: Change function key in the position of [-] to [**FC**] key (function key code is 29).

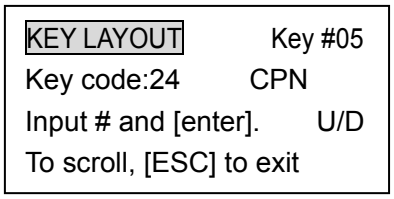
1) clear → 8 → enter

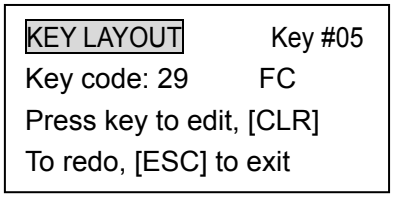
2) coupon (Select the key to be programmed)

3) 2 9 → enter

(Input [**FC**] function key code)

4) Press ESC key twice to exit programming





3.8.2 Function Code Table

No.	Function	No.	Function	No.	Function	No.	Function
01	0	19	RETURN	31	CHECK3	8E	DEPT14
02	1	1A	NO TAX	32	CHECK4	8F	DEPT15
03	2	1B	TAX1	33	CHARGE2	90	DEPT16
04	3	1C	TAX2	34	CHARGE3	91	DEPT17
05	4	1D	TAX3	35	CHARGE4	92	DEPT18
06	5	1E	TAX4	36	CREDIT2	93	DEPT19
07	6	1F	RA	37	CREDIT3	94	DEPT20
08	7	20	PO	38	CREDIT4	95	DEPT21
09	8	21	ID	39	TAX force	96	DEPT22
0A	9	22	-%			97	DEPT23
0B	00	23	+%	80	DEPT#	98	DEPT24
0C	000	24	CPN	81	DEPT01	99	DEPT25
0D	.	25	X/TIME	82	DEPT02	9A	DEPT26
0E	CLR	26	SHIFT	83	DEPT03	9B	DEPT27
0F	ENT/RLS	27	CANCEL	84	DEPT04	9C	DEPT28
10	PLU			85	DEPT05	9D	DEPT29
11	CASH	29	FC	86	DEPT06	9E	DEPT30
12	CHECK	2A	FC 1	87	DEPT07	9F	DEPT31
13	CHARGE	2B	FC 2	88	DEPT08	A0	DEPT32
14	CARD 1	2C	FC 3	89	DEPT09	…	….
15	TOTAL	2D	FC 4	8A	DEPT10	A8	DEPT40
16	SUB TOTL			8B	DEPT11		
17	E/C	2F	NS	8C	DEPT12		
18	VOID	30	CHECK2	8D	DEPT13		

3.9 Changing Transaction Name

3.9.1 Changing Transaction Words

Transaction words are descriptions applied to function keys and words on the reports. They have a maximum of 8 digits for single size and 4 digits for double size.

Example: Change transaction word "**CARD1**" to "**VISA**".

1) clear → 9 → enter

TRANWORD 0001(ABCD) WORD
DEPT TTL
Enter alpha characters:
['A' to 'O']

2) input → 3 3 → input
(Transaction word number)

TRANWORD 0033(ABCD)WORD
CARD1
Enter alpha characters:
['A' to 'O']

3) (CODE) F/V I/Y (CODE) C/S A/Q

TRANWORD 0033(ABCD) WORD
VISA
Enter alpha characters:
['A' to 'O']

4) enter

In 'R' position, when the customer pays by card, the receipt will show as below.

1) 1 0 0 0 → 1 A / 17 Q → card

CLERK01	0.00
PAYMENT:	10.00
CARD:	10.00
CHANGE:	0.00

The receipt shows:

DEPT0001	10.00
ITEM CT	1
VISA	**10.00**

Note

* For characters input method, please refer to Chapter 3.17.1 "Input Method".

3.9.2 Print Transaction Words Table

Control Lock: P

clear → 9 → enter → print

3.10 LOGO Message Programming

The cash register can be programmed with a maximum 5-line (120 characters) logo message.

3.10.1 Programming the Number of Lines for Logo Message

Example: Input number of lines (maximum 5)

1) clear → 1 0 → enter → 5 (5 lines)

2) enter

HEADER LINE
Length: 5
# of lines :(2-5)
Input # then [enter]

3.10.2 Programming Logo Message Content

Example: The receipt shows

```
**********************
YOUR  RECEIPT
Thank  You
Call  Again
**********************
```

1) clear → 1 0 → enter → 5 → enter

2) sym → ← key 3 times→ input

(The operation is input one *)

(Repeat the above operations 24 times)

3) enter

4) 00 (Wide) → (CODE) I Y O (CODE) E U (CODE) B R

→ · (Space key)→ (CODE) B R E U C S E U I Y

P (CODE) D T

5) enter

6) 00 (Wide) → · (Space key)

→ (CODE) D T caps H X A Q N K → · → ·

→ caps (CODE) I Y caps O (CODE) E U

7) enter

8) 00 (Wide) → · (Space key)

→ C S caps A Q L L → · (Space key)

→ caps A Q caps G W A Q I Y N

9) enter

10) sym → ← key 3 times→ input

(Repeat the above procedure 24 times)

11) enter

HEADER (ABCD) 01LN
*
Enter alpha characters:
['A' to 'P']

HEADER (ABCD) 02LN
YOUR RECEIPT
Enter alpha characters:
['A' to 'P'] WIDE

HEADER (abcd) 03LN
Thank You
Enter alpha characters:
['a' to 'p'] WIDE

HEADER (abcd)04LN
Call Again
Enter alpha characters:
['a' to'p'] WIDE

HEADER (ABCD) 05LN
*
Enter alpha characters:
['A' to'P']

Note

*You can use [↓] key to search for more characters during input mode.

3.11 Commercial Message Programming

The cash register can be programmed with a maximum of 5 lines (120 characters) for commercial message.

3.11.1 Programming the Number of Lines for Commercial Message

Example: Input 3 lines for commercial message (maximum 5)

1) clear → 1 1 → enter → 3 → enter

FOOTER	LINE
Length:	0
# of lines : (0-5)	
Input # then [enter]	

3.11.2 Programming Commercial Message Content

Example: Program the second line of commercial message as “ROYAL CONSUMER INFORMATION PRODUCTS,Inc”:

1) clear → 1 1 → enter → 2 → enter

2) (CODE) B/R O (CODE) I/Y A/Q L → .

3) C/S O N (CODE) C/S (CODE) E/U M E/U (CODE) B/R → enter

→ I/Y N F/V O (CODE) B/R M A/Q (CODE) D/T I/Y O N .

→ P (CODE) B/R O D/T (CODE) E/U C/S (CODE) D/T (CODE) C/S

4) sym → ← → input → I/Y → caps → N C/S

5) enter

FOOTER	(ABCD) 01LN
ROYAL CONSUMER	
Enter alpha characters:	
[‘A’ to ’P’]	

FOOTER	(ABCD) 02LN
INFORMATION PRODUCTS,Inc	
Enter alpha characters:	
[‘a’ to ’p’]	

3.12 Foreign Currency Programming

Your cash register allows you to convert your currency to a foreign currency with a currency exchange key ([FC] key).

To use the FC key, you must enter a currency exchange rate. You can program up to four exchange rates, FC 1 to FC 4.

3.12.1 Programming Foreign Currency Rate

Example: Program the exchange rate of FC 1 to 0.5: 1.

1) clear → 1 2 → enter

2) 5 0 0 0

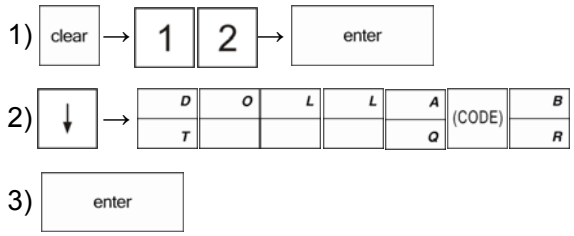
(0.5: 1)

3) enter

FC 01	CONVRATE
FC to $ s:	0.0000
8 digits incl decimal	
Input # then [enter]	

3.12.2 Programming Foreign Currency Name

Example: Program the FC 1 name as “DOLLAR”.

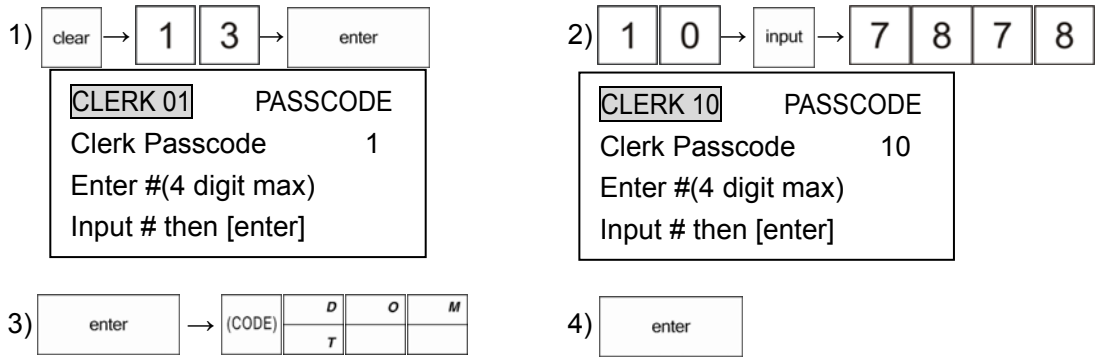



```
FC 01          (ABCD) NAME
DOLLAR
Enter alpha characters:
['A'  to  'P']
```

3.13 Clerk Programming

This section explains how to program clerk information. You can have a maximum of 10 clerks. Each clerk includes up to 12 characters for the name and a 4-digit ID number.

Example: Program the ID of Clerk 10 to “7878”, the name as “TOM”.




```
CLERK 01       PASSCODE
Clerk Passcode          1
Enter #(4 digit max)
Input # then [enter]
```

```
CLERK 10       PASSCODE
Clerk Passcode         10
Enter #(4 digit max)
Input # then [enter]
```

```
CLERK 10       (ABCD)NAME
TOM
Enter alpha characters:
['A' to 'O']
```

3.14 Password Programming

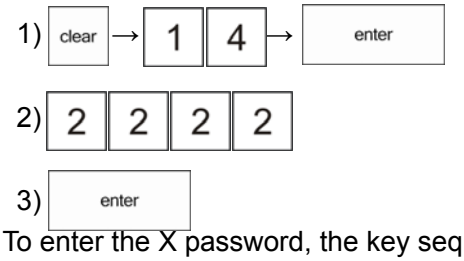
Note

Please remember or store your password in a secure place, as it will not be possible to use the respective operation without the password programmed as described below.

3.14.1 Programming the X Report Password

You can program a password to prevent a report being issued without the required password. The password can be a maximum 4-digit number.

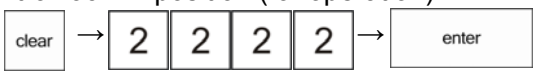
Example: Program the password of X-Report to “2222”




```
MANAGER PASSCODES
X-PASSCODE:            ****
Enter #(4 digit max)
Input # then [enter]
```

To enter the X password, the key sequence is:

Control lock: X position (for operation)



3.14.2 Programming the Z Report Password

You can program a password to prevent a report from being issued without the required password. The password can be a maximum of 4-digit number.

Example: Set the password of Z-Report as “4444”

1) clear → 1 4 → enter

2) ↓ → 4 4 4 4

3) enter

MANAGER PASSCODES
Z- PASSCODE: ****
Enter #(4 digit max)
Input # then [enter]

To enter the Z password, the key sequence is:

Control lock: Z position (for operation)

clear → 4 4 4 4 → enter

3.14.3 Programming the Training Password

This sets the password to access training mode.

The password can be a maximum of 4-digit number.

Example: Program the password of training mode to “3333”

1) clear → 1 4 → enter

2) Press ↓ key twice → 3 3 3 3

3) enter

MANAGER PASSCODES
TRAINING PASSCODES: ****
Enter #(4 digit max)
Input # then [enter]

Control lock: X position to go to the training mode:

1) 4 → enter 2) clear → 3 3 3 3 → enter

Control lock: X position to leave the training mode:

1) 4 → enter 2) clear → 3 3 3 3 → enter

Note

*If you want to use Training Mode, please refer to 5.7 “Training Mode”

3.14.4 Programming the Manager Password

This is the password for Programming mode.
The password can be a maximum of 4 digits.
Example: Program the password to “1111”

1) clear → 1 4 → enter

2) Press ↓ key 3 times→ 1 1 1 1

3) enter

MANAGER PASSCODES
PROG. PASSCODE: ****
Enter #(4 digit max)
Input # then [enter]

To enter the manager password, the key sequence is:
Control lock: PRG position (for operation)

clear → 1 1 1 1 → enter

3.15 Software Update

Software Update of machine

clear → 1 5 → enter → enter

3.16 Check and Print Programming Data

You can print out the programming data.
The steps are as follows:

1) Before printing the programming data, please turn the control lock to the ”PRG” position.

2) Select the programming item to be checked, then press [print] key.

Example:
1) Turn the control lock to the ”PRG” position.

2) clear → 1 → enter → print

As shown in the example on the right

****
YOUR RECEIPT
Thank You
Call Again
****
*** P01 ***

DATE	20080707
TIME	0836
CSCN	00001000
MCNO	1010
X1 CNT	1000
X2 CNT	1000
Z1 CNT	1000
Z2 CNT	1000
CASH ALM	10000.00

3.17 Character Input Method

3.17.1 Input Method

Input character and symbols. You can input capital and lowercase letters and symbols.

3.17.1.1 Capital Letters (ABCD) and Lower Case (abcd) Input

A. Turn the control lock to the “PRG” position and select a programming item.
B. Press the [enter] key to complete the entry.
Example: Program the name of DEPT 01 as “Beer”

1) [clear] → [2] → [enter]
→ [B/R] [caps] [E/U] [E/U] [(CODE)] [B/R]
(DEPT name)
2) [enter]

Dept0001 (abcd)NAME
Beer
Enter alpha characters:
[’a’ to ’p’]

Note

*The default is capitals. You can use [caps] key to change to lowercase. And use [CODE] key to shift the character table.

3.17.1.2 Symbols Input

A. Press [sym] key to choose symbol input method;
B. Press the [←] key or the [→] to choose the symbol.
C. Press the [input] key to confirm the symbol.
D. Press the [enter] key to finish the entry.
Example: Program the name of DEPT 01 as “+/”

1) [clear] → [2] → [enter]
2) [sym] →Press [←] key twice → [input] (“+”)
3) [sym] →Press [→] key twice → [input] (“/”)
4) [enter]

Dept0001 (ABCD)NAME
DEPT0001
!”#£%&’()*+,-. /:;<=>?@[\
[’A’ to ’P’]

Dept0001 (ABCD)NAME
+/
Enter alpha characters:
[’A’ to ’P’]

3.17.2 Character Input - Double Width

A. Turn the control lock to the “PRG” position and select a programming item;
B. Select input method
C. Press [00] key before inputting characters, then press [enter] key to complete.
Example: The following example shows how to print the name of the Clerk 2 as “TOM” in double width.

1) [clear] → [1] [3] → [enter] → [2] → [input] → [enter]
2) [00] (Input in double width) → [(CODE)] [D/T] [O] [M]
3) [enter] (Finish the double width input)

CLERK 02 (ABCD)NAME
TOM
Enter alpha characters:
[’A’ to ’P’]WIDE

3.17.3 Switch Cursor Position

A. Turn the control lock to the “PRG” position and select a programming item

B. Select symbol input method

C. Press [sym] key to switch cursor between names edit line and symbol line.

Example: The following example shows how to switch cursor position while in symbol input method.

1) clear → 1 3 → enter → 2 → input → enter

2) → (5 times)

3) sym → ← (10 times)

4) input

5) enter

```
CLERK 02     (ABCD)NAME
CLERK#02
Enter alpha characters:
['A'  to  'P']
```

3.18 Using Special Function Keys

3.18.1 How to Use the [→] Key and the [←] Key during Setting Flag

Example: Select department flag setting, the display shows;

```
Dept0001#800000000   SETUP
Enable Zero price
0:No          1:Yes
Input # then [enter]
```

1) Press → key 5 times.

```
Dept0001#300000000   SETUP
Tax3 selection:
0=Tax3 OFF      1=Tax3 ON
Input # then [enter]
```

2) Press ← key.

```
Dept0001#400000000   SETUP
Tax4 selection:
0=Tax4 OFF      1=Tax4 ON
Input # then [enter]
```

3.18.2 How to Use the [→] Key and the [←] Key while Inputting a Symbol

Example: Select the symbol input, the display shows:

```
Dept0001          (ABCD)NAME
DEPT0001
!"#£%&'()*+,-. /:;<=>?@[\
['A'  to  'O']
```

1) Press ← key 3 times

```
Dept0001     (ABCD)NAME
DEPT0001
!"#£%&'()*+,-. /:;<=>?@[\
['A'  to  'P']
```

2) Press → key 9 times

```
Dept0001     (ABCD)NAME
DEPT0001
!"#£%&'()*+,-.  /:;<=>?@[\
['A'  to  'P']
```

3.18.3 Using the [↑] Key and the [↓] Key

Example: When you program Department 1 flag04, display shows

```
Dept0001#30000000 SETUP
Tax4 selection:
0=Tax4 OFF      1=Tax4 ON
Input # then [enter]
```

If you want to program the department group:

1) Press [↓] key 2 times.

```
Dept0001      DEPT GROUP
DEPT Group #          0
Group # (1-10)
Input # then [enter]
```

(Programming the department group)

2) Press [↑] key

```
Dept0001      DEPT HALO
HALO Price        0. 00
Enter price(7 digit max)
Input # then [enter]
```

(Programming the department unit price)

3.18.4 Using [ESC] Key

Press [ESC] key to return to the previous menu

Example: When you program the tax, the display shows as follows:

```
TAX RATE SETTINGS
1:TAX1      3:TAX3
2:TAX2      4:TAX4
Input # then [enter]
```

Press the [ESC] key

```
PRGM   4)Tax Rate Settings
       5)TAX Table Setup
       6)Discount Settings
Input # (1-15)+ [enter]
```

3.18.5 Using [pg up] and [pg down] Key

Example: In the main screen in 'PRG' position

```
PRGM   1)System Options
       2) Dept. Settings
       3) PLU Settings
Input # (1-15)+ [enter]
```

Press [pg down] key 3 times.

```
PRGM   10)Receipt Header
       11)Receipt Footer
       12)FC Settings
Input # (1-15)+ [enter]
```

Press [pg up] twice

```
PRGM   4)Tax Rate Settings
       5)TAX Table Setup
       6)Discount Settings
Input # (1-15)+ [enter]
```

3.18.6 Using [bksp] Key

To delete the character preceding the cursor.

For example: to program a department name, the display shows:

```
Dept0001      (ABCD)NAME
DEPT0001
Enter alpha characters:
['A'  to  'P']
```

1) [→]

```
Dept0001      (ABCD)NAME
DEPT0001
Enter alpha characters:
['A'  to  'P']
```

2) [bksp]

```
Dept0001      (ABCD)NAME
EPT0001
Enter alpha characters:
['A'  to  'P']
```

3.18.7 Using [delete] Key

To delete the character which the cursor is on.

For example: to program a department name, the display shows:

Press delete key

Dept0001 (ABCD)NAME DEPT0001 Enter alpha characters: ['A' to 'P']

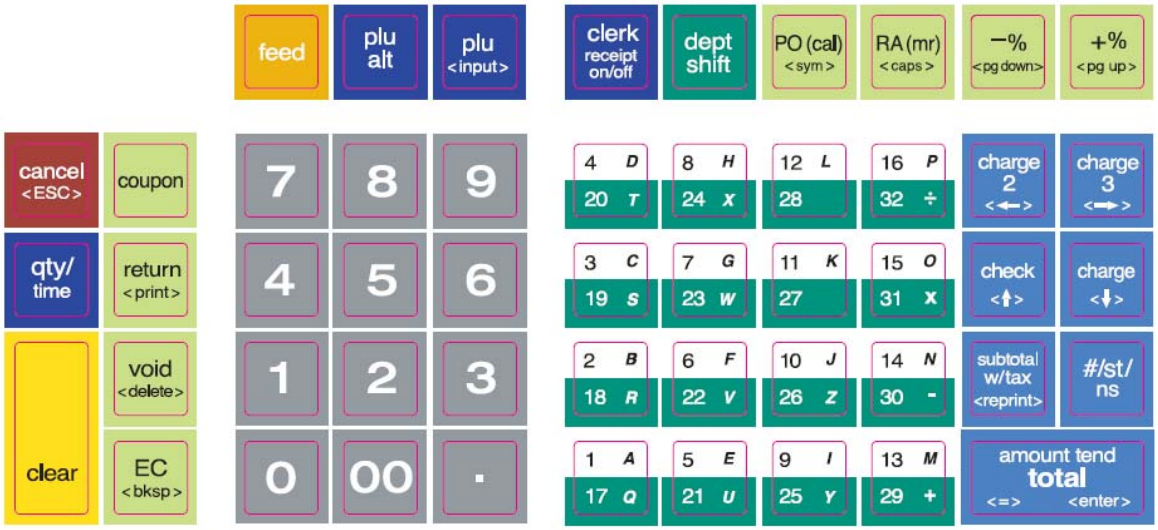
Dept0001 (ABCD)NAME DEP0001 Enter alpha characters: ['A' to 'P']

4.Cash Register Operation ("REG" mode)

Note

* All the following settings should be performed in the "REG" position.

* All of the amounts and prices shown in examples use two decimal format unless noted.



Below shows the standard keyboard functions:

Name	Abbreviation	Functions
1. Price Look Up Key	plu <input>	Used to register a PLU. A PLU is used as a code for pre-programming product prices, to maintain a tally of cost and quantity of the products sold. Max.3000 PLUs with periodical total.
2. Multiplication/Times Key	qty/ time	*Double function - Used to register multiple quantity of a PLU/Department -Used to display the current time or date.
3. Department Shift Key	dept shift	Used to shift between departments on the department keys
4. Received on Account Key	RA(mr) <caps>	Used to record money received on account.
5. Paid-Out Key	PO(cal) <sym>	Used to record cash amounts taken out of the cash drawer that is not part of a sale.

6. Minus Percentage Key

Used to give a discount as a percentage of an item.

7. Add Percentage Key

Used to add a percentage.

8. Charge Key

Used to finalize a transaction by a charge sale

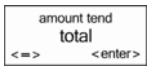
9. Total Key

Used to display a subtotal including tax. Also used for issuing a 2nd receipt.

10. Non-Add/Subtotal Key

Triple function – Used to open the drawer without a sale
Used to display sub-total
Used to enter up to 9-digit reference number, which prints, on the receipt.

11. Cash Key



Used to finalize a transaction by cash and calculates the amount of change due.

12. Cancel Key

Used to cancel the current transaction.

13. Entry Release Key
(PLU price entry and release key)

Used to temporarily override a preset PLU price

14. Return Key

Used to refund a product.

15. Void Key

Used to void an item you entered or transaction which was done.

16. Clear Key

Used to clear a numeric entry or an error

17. Clerk ID Key

Double function - Used for entering clerk ID.
Used to turn on/off the receipt printing

18. Error Correction Key

Used to clear the last product entered

19. Numeric Keys **1 to 00**

Used to enter numbers

20. Department Keys **1 to 16**

Used to enter a department sale.

21. Decimal point Key

Selects decimal point

22. Check Sales Key

Used to finalize a transaction by check

23. Receipt Feed Key

Used to feed the receipt paper.

Before using the cash register, please ensure the following has been completed:

A. Confirm all of the programming is completed;
(Refer to the related chapters/sections if necessary)
B. Make sure paper rolls are installed correctly;
C. Insert the manager's key (MA) or the operator's key (OP) into the control lock and turn the lock to the "REG" position (Refer to the "Control Lock and Functions")
D. If a clerk ID was set, enter the clerk ID, and then press the [ID] key to sign on.

Example: The following example shows how to sign on a clerk.

8 9 8 9 → clerk receipt ON/OFF (Clerk10 password)

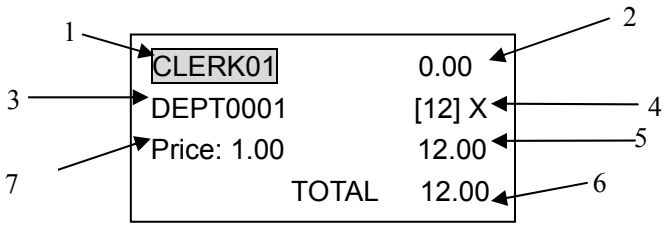
Note

* If an error code is shown on the display, press the [clear] key to clear the error code and input the clerk ID again.

* If the cash register does not respond during a transaction, please reset the cash register. (Refer to the "System Clear" for more details.)

Explanation of LCD display in 'REG' mode
Example:

1 2 → qty/time → 1 0 0 → 1 A / 17 @



1: Current clerk information
2: Input value
3: Sale item name
4: Item quantity
5: Current sales item amount
6: Transaction total amount
7: Unit price

4.1 Basic Operation

4.1.1 Single-item Cash Sale

Single item cash sale is a function that allows you to reduce number of key presses when registering a single item for a cash sale.

When you press a department key, which has the “single item cash”, function the transaction finalizes without pressing the [total] key.

The department flag must be programmed. (Set Flag1; #5 to “1”).

The following example shows how to sell Department 1 (unit price $100.00) with single-item sale.

Example:

1) [1 A] / [17 Q]

CLERK01	0.00
PAYMENT:	100.00
CASH TEND:	100.00
CHANGE:	0.00

The receipt shows

DEPT0001	100.00
ITEM CT	1
CASH	**100.00**

Note

* If you need to cancel the single-item cash sale, press the [plu alt] key before the registering the single-item cash sale.

*If a department is programmed as a single-item cash sale, a PLU linked to the department will work as a single-item cash sale.

4.1.2 Multiple-item Entries

Example: The following shows you how to sell PLU 0014, PLU 0006 and PLU 0126. (Assuming PLU 0014 price is $1.00, PLU 0006 price is $3.00 and PLU 0126 price is $10.00)

1) [1] [4] → [plu <input>]

2) [6] → [plu <input>]

3) [1] [2] [6] → [plu <input>]

4) [amount tend total <=> <enter>]

CLERK01	0.00
PLU0126	[1] X
Price: 10.00	10.00
TOTAL	14.00

CLERK01	0.00
PAYMENT:	14.00
CASH TEND:	14.00
CHANGE:	0.00

4.1.3 Quantity Sales

The following example shows you how to sell 2 products (PLU 126).

Example:

1) [2] → [qty/time] → [1] [2] [6] → [plu <input>]

CLERK01	0.00
PLU 0126	[2] X
Price: 10.00	20.00
TOTAL	20.00

2) [amount tend total <=> <enter>]

CLERK01	0.00
PAYMENT:	20.00
CASH TEND:	20.00
CHANGE:	0.00

4.1.4 Duplicate Entries

The following example shows you how to repeat the sale of PLU 0006 3 times.

Example:

1) [6] → [plu <input>]

CLERK01	0.00
PLU0006	[1] X
Price: 3.00	3.00
TOTAL	3.00

2) [plu <input>] → [plu <input>]

CLERK01	0.00
PLU0006	[3] X
Price: 3.00	9.00
TOTAL	9.00

3) [amount tend total <=> <enter>]

4.1.5 Barcode Entries

It is possible to sell items by scanning a barcode or manually entering the PLU barcode. The following example shows how to use this function to sell an item with the barcode No. 6927073400541 (This barcode is programmed to PLU 0001, the unit price is $10.00, and the System Flag 0706 must be 1.

1) [6][9][2][7][0][7][3][4][0][0][5][4][1] → [plu <input>]

2) [amount tend total <=> <enter>]

CLERK01	0.00
PLU 0001	[1] X
Price: 10.00	10.00
TOTAL	10.00

CLERK01	0.00
PAYMENT:	10.00
CASH TEND:	10.00
CHANGE:	0.00

If it is necessary to manually enter the barcode instead of PLU No. during the PLU code input mode, press the [dept shift] key before entering barcode.

Example: The following shows how to use this function to sell an item with the barcode No.123456789 (This barcode is programmed to PLU 0002, the unit price is $12.00, and the System Flag 0706 must be 0).

1) [dept shift]

2) [1][2][3][4][5][6][7][8][9] → [plu <input>]

3) [amount tend total <=> <enter>]

Note

* To use the barcode function, set the System Flag 0706 to “1”, otherwise the number entered will be regarded as the PLU code.

4.1.6 Check, Credit and Charge Sales

This section explains how to operate the cash register when you receive a payment by Check, Credit or Charge.

4.1.6.1 Check Sale

The cash register can finalize a sale with the [check] key. The following example shows how to finalize when the customer pays $34.00 for PLU 1500 by check.

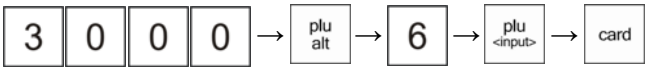
CLERK 01	0.00
PAYMENT:	34.00
CHECK:	34.00
CHANGE:	0.00

The receipt shows:

PLU1500	34.00
ITEM CT	1
CHECK	**34.00**

4.1.6.2 Credit Sale

The cash register can finalize a sale by the [card] key. The following example shows how to finalize when customer uses a credit card to pay $30.00 for PLU 6.



CLERK01	0.00
PAYMENT:	30.00
CARD :	30.00
CHANGE:	0.00

The receipt shows:

PLU0006	30.00
ITEM CT	1
CARD 1	**30.00**

4.1.6.3 Charge Sale

The cash register can finalize a sale with the [charge] key. The following example shows how to finalize if customer pays $20.00 for PLU1700 by charge.

CLERK01	0.00
PAYMENT:	20.00
CHARGE:	20.00
CHANGE:	0.00

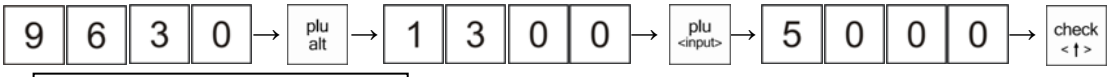
The receipt shows:

PLU1700	20.00
ITEM CT	1
CHARGE	**20.00**

4.1.7 Split Payment

You can finalize a transaction by several types of payment methods.
Enter each of the amounts paid by cash, credit, check, or charge in a single sales transaction.
The following example shows that the customer pays $50.00 by check and $46.30 by cash for a $96.30 total amount of PLU 1300.

1)



CLERK01	0.00
PAYMENT:	96.30
CHECK:	50.00
BALANCE:	46.30

2) 5 0 0 0 → amount tend / total / <=> <enter>

CLERK01	0.00
PAYMENT:	46.30
CASH TEND:	50.00
CHANGE:	3.70

The receipt shows:

PLU 1300	96.30
ITEM CT	1
TOTAL	**96.30**
CHECK TD	50.00
CASH TD	50.00
CHANGE	3.70

Note

* Payment by charge should be entered last, otherwise an error will occur.
* System Flag 0302 must be set.

4.1.8 Change Calculation

A. Change calculation when finalizing

The cash register calculates the change due when the amount received from a customer is more than the sales amount.

The following example shows how to enter an amount of $200.00 received from a customer when you are selling 11 x No.12 PLU for each $10.00.

Example: (If the preset price of PLU 0012 is $10.00).

1) 1 1 → qty/time → 1 2 → plu <input>

2) 2 0 0 0 0 → amount tend / total / <=> <enter>

The receipt shows:

	11X	@10.00
PLU0012		110. 00
ITEM CT		11
TOTAL		**110.00**
CASH TD		200.00
CHANGE		90.00

B. Change calculation after finalizing:

After finalizing and before the next transaction, the cash register can check the change calculation.

The receipt shows:

1) 1 1 → qty/time → 1 2 → plu <input>

2) amount tend / total / <=> <enter>

3) 2 0 0 0 0

4) amount tend / total / <=> <enter>

	11X	@10.00
PLU0012		110 00
ITEM CT		11
CASH		**110.00**

CLERK01	0.00
CASH TTL:	110.00
CASH TEND:	200.00
CHANGE:	90.00

Note

*The change calculation after finalizing is not printed.

4.1.9 Subtract with the [coupon] Key

This section explains how to operate the cash register when subtracting from the amount of an item. You can either use a preprogrammed [coupon] amount or you can enter the amount manually.

4.1.9.1 Single Item

Example: The following example shows how to give a discount amount of $78.00 for an item.

1) 1 0 0 0 0 → [1 A / 17 Q] → 3 0 0 0 0 → [2 B / 18 R]

2) 7 8 0 0 → coupon

CLERK01	0.00
COUPON N	-78.00
TOTAL	322.00

3) amount tend / total <=> <enter>

The receipt shows:

DEPT0001	100.00
DEPT0002	300.00
COUPON N	78.00
ITEM CT	2
CASH	**322.00**

4.1.9.2 Operation for the Total Sale

Example： The following example shows how to give a discount amount of $ 2.00 to the total sale.
(If the preset price of PLU 0014 is $ 20.00)

1) 4 → qty/time → 1 4 → plu <input> → 3 0 0 0 → [2 B / 18 R]

2) subtotal w/tax <reprint>

3) 2 0 0 → coupon

CLERK01	0.00
COUPON G	-2.00
TOTAL	108.00

4) amount tend / total <=> <enter>

The receipt shows:

4X	@20.00
PLU0014	80.00
DEPT0002	30.00
SUB-TTL	110.00
COUPON G	2.00
ITEM CT	5
CASH	**108.00**

4.1.10 Using the Discount [-%] Key and Surcharge [+%] Key

This section explains how to operate the cash register when giving a percentage discount or adding a percentage to the price of an item. You can use the programmed percentage or you can enter the percentage manually.

4.1.10.1 Operation for Single Item

Example: When you want to add a preset percentage to the price of an item:
(If the preset price of PLU 0014 is $20.00 and [+%] rate as 10%)

1) 1 4 → plu <input> → +% <pg up>

CLERK01	0.00
+%N	
Rate: 10.00%N	2.00
TOTAL	22.00

2) amount tend / total <=> <enter>

The receipt shows:

PLU 0014	20.00
+%N 10%	2.00
ITEM CT	1
CASH	**22.00**

Example: The following example shows how to give a discount of percentage 20% for the PLU 0014.

1) 1 4 → plu <input> → 2 0 → -% <pg down>

2) amount tend total <=> <enter>

The receipt shows:

CLERK01	0.00
-%N	
Rate: 20.00%N	-4.00
TOTAL	16.00

PLU 0014	20.00
-%N 20%	4.00
ITEM CT	1
CASH	**16.00**

4.1.10.2 Operation for the Total Sale

Example: Giving a discount from the total amount:

(If the preset price of PLU 0014 is $20.00, and the price of PLU 0126 is $10.00)

1) 1 0 → qty/ time → 1 4 → plu <input> 2) 2 → qty/ time → 1 2 6 → plu <input>

3) subtotal w/tax <reprint>

The receipt shows:

CLERK01	0.00
SUBTTL: 220.00	
TOTAL	220.00

	10X	@20.00
PLU 0014		200.00
	2X	@10.00
PLU 0126		20.00
SUB-TTL		220.00
-%G 10%		22.00
ITEM CT		12
CASH		**198.00**

4) 1 0 → -% <pg down>

CLERK01	0.00
-%G	
Rate：10.00%G	-22.00
TOTAL	198.00

5) amount tend total <=> <enter>

Note

*The discount will be subtracted from the total amount after pressing [subtotal] or [#/st/ns] key.

4.1.11 Void

You can void items registered prior to the last item by using [void] key.

Example: How to void the first registered item in a transaction.

(If the preset price of PLU 0014 is $20.00, the price of PLU 0126 is $10.00)

1) 1 4 → plu <input> → 1 2 6 → plu <input> → subtotal w/tax <reprint>

2) void <delete> → 1 4 → plu <input>

3) amount tend total <=> <enter>

The receipt shows:

CLERK01	0.00
PLU0014	[1] X
Price: 20.00	VD – 20.00
TOTAL	10.00

PLU0014	20.00
PLU0126	10.00
SUB-TTL	30.00
-VOID-	
PLU 0014	20.00
ITEM CT	1
CASH	**10.00**

4.1.12 Error Correction Operation

You can void an item immediately after you register it by pressing the [EC] key.
Example:

1) 1 2 6 → plu <input> (Operator realizes wrong PLU key was pressed)

2) EC <bksp>

CLERK01	0.00
PLU0126	[1] X
Price: 10.00 VD	- 10.00
TOTAL	0.00

3) 1 4 → plu <input>

4) amount tend total <=> <enter>

The receipt shows:

PLU0126	10.00
-VOID-	
PLU0126	10.00
PLU0014	20.00
ITEM CT	1
CASH	**20.00**

Note

*Once subtotal or total have been pressed you can no longer select the [EC] key.

4.1.13 Cancel

You can cancel all registered items in the current transaction by using the [cancel] key.

1) 1 2 3 → 2 B / 18 R

CLERK01	0.00
DEPT0002	[1] X
Price: 1.23	1.23
TOTAL	1.23

2) cancel <ESC>

CLERK01	0.00

TRANSACTION CANCELLED

4.1.14 Return Product

This section explains how to refund/return an item.

Example:

1) return <print> → 1 4 → plu <input>

2) 2 → qty/time → 1 2 6 → plu <input>

3) amount tend total <=> <enter>

CLERK01	0.00
PAYMENT:	-40.00
CASH TEND:	-40.00
CHANGE:	0.00

The receipt shows:

RETURN	
PLU0014	20.00
-2X	@10.00
PLU0126	20.00
ITEM CT	-3
CASH	**-40.00**

4.1.15 Received on Account and Paid Out

This section explains how to process an amount received on account [RA(mr)] and a non-sales amount taken away from the drawer [PO(cal)].

A. The following example shows you how to process $25.00 received on account by cash.

1) 2 5 0 0 → RA(MR) <caps>

CLERK01	0.00
R/A	
AMNT: 25.00	25.00
TOTAL	25.00

2) amount tend total <=> <enter>

The receipt shows:

R/A	25.00
R/A CA	**25.00**

B. The following example shows how to register $12.00 petty cash.

1) 1 2 0 0 → PO(CAL) <sym>

CLERK01	0.00
P/O	
AMNT: 12.00	12.00
TOTAL	12.00

2) amount tend total <=> <enter>

The receipt shows:

P/O	12.00
P/O CA	**12.00**

4.1.16 Opening Drawer Manually

The cash register allows you to open the drawer without entering a sale.

To open the drawer, press the [subtotal] key.

The receipt shows:

NOSALE	#0

4.1.17 Using [clear] Key

The cash register allows you to clear an entry and an error.

The following example shows how to use the [clear] key to correct a price.

1) 1 8 8 (Error number)

CLERK01	1.88

2) clear

CLERK01	0.00
PAYMENT:	0.00
CASH TEND:	
CHANGE:	

3) 1 8 (Correct number)

CLERK01	0.18
PAYMENT:	0.00
CASH TEND:	
CHANGE:	

4) 1 A / 17 Q → amount tend total <=> <enter>

The receipt shows:

DEPT0001	0.18
ITEM CT	1
CASH	**0.18**

When the display shows error, you can press the [clear] key to clear the message.

1) 1 4 → plu <input> → -% <page up> (error)

CLERK01	0.00
PLU 0014	[1]X
Price: 20.00	20.00
Oper error , press [clear]	

2) clear (clear the error)

CLERK01	0.00
PLU0014	[1]X
Price: 20.00	20.00
TOTAL	20.00

3) amount tend total <=> <enter>

4.1.18 Receipt ON/OFF

You can control receipts issued by the [ON/OFF] key. Each time you press the [ON/OFF] key the Receipt On/Off mode is toggled.

Receipt ON/Off indicator, the  will show on the top line when the cash register is in Receipt Off mode. When switched to print on mode, the indicator will disappear.

Note

*To use this function the System Flag 0708 should be set to “0”.

4.1.19 Printing a Duplicate Receipt

The cash register allows you to print a duplicate receipt. The duplicate can be printed immediately after finishing a transaction by pressing the [#/st/ns] key.

1) 4 5 6 → 1 A / 17 Q → 7 8 9 → 2 B / 18 R → amount tend total <=> <enter>

2) #/st/ ns

Original receipt:

DEPT0001	4.56
DEPT0002	7.89
ITEM CT	2
CASH	**12.45**

A Second Receipt:

*** 2nd RECEIPT***	
DEPT0001	4.56
DEPT0002	7.89
ITEM CT	2
CASH	**12.45**

Note

* To enable this function System Flag 0407 should be set to “1”, if System Flag 0407 is “0” it will be disabled. If the receipt is off (see the previous section ‘Receipt ON/OFF’) you can issue a receipt by pressing [#/st/ns].

4.1.20 Using [NTX] Key

If you want to sell a taxed Department or PLU with no tax (for this transaction only) you can use the [NTX] key.

For example: TAX1 to Add-On 5% tax rate and the Department 1 FLAG01 #1 is 1, you can sell Department 1 for the price of 100.00, the receipt will show as in example A.

If you want to sell Department 1 with no tax temporarily, you can operate as below

The receipt will show as example B:

A. 1 0 0 0 0 → 1 A / 17 Q → amount tend / total / <=> <enter>

B. NTX → 1 0 0 0 0 → 1 A / 17 Q → amount tend / total / <=> <enter>

The receipt shows:

A.

DEPT0001 T1	100.00
ITEM CT	1
TAX-1	5.00
TAX	5.00
CASH	**105.00**

The receipt shows:

B.

DEPT0001	100.00
ITEM CT	1
CASH	**100.00**

Note

*If you want to sell several taxed Departments or PLUs with no tax temporarily, you should press the [NTX] key each time before selling the Department or PLU.

* If the [NTX] key is not on your default keyboard, program this key on keyboard first. Please refer to Chapter 3.8 “Function Key Programming”

4.1.21 Using [TAX1] Key

While selling a Department or PLU you can add the tax rate manually by selecting the preprogrammed tax button.

For example: You can set TAX1 for ADD ON type 5% tax rate. The receipt will show as below example A when you sell Department 2 with the price as 200.00. If you want to add 5% ADD ON tax to Department 2 during a transaction, operate as in example B with the [TAX1] key.

A. 2 0 0 0 0 → 2 B / 18 R → amount tend / total / <=> <enter>

B. TAX1 → 2 0 0 0 0 → 2 B / 18 R → amount tend / total / <=> <enter>

The receipt shows:

A.

DEPT0002	200.00
ITEM CT	1
CASH	**200.00**

The receipt shows:

B.

DEPT0002	200.00
ITEM CT	1
TAX-1	10.00
TAX	10.00
CASH	**210.00**

Note

*Before selling an item you can apply a tax rate (1-4)
*By default [TAX1] [TAX2] [TAX3] [TAX4] keys are not on the keyboard.
Please refer to chapter 3.8 “Function Key Programming” for instructions.

4.1.22 Using [TAX force] Key

[TAX force] key can be used to enter a tax that is not located on keyboard.

1 → TAX → 2 0 0 0 0 → 2 B / 18 R → amount tend / total / <=> <enter>

The receipt shows

DEPT0002 I	200.00
ITEM CT	1
TAX-1	10.00
TAX	10.00
CASH	**210.00**

4.1.23 Changing the Unit Price at the “REG” Position

The cash register allows you to change the department or PLU price temporarily during a transaction. The following examples show how to change the department or PLU price.

A. Temporary change of the department price

The example shows how to change DEPT01 price from preset ($10.00) to temporary ($12.00).

1) 1 2 0 0 → 1 A / 17 Q

CLERK01	0.00
DEPT0001	[1] X
Price:12. 00	12.00
TOTAL	12.00

2) amount tend / total / <=> / <enter>

The receipt shows:

DEPT0001	12.00
ITEM CT	1
CASH	**12.00**

B. Temporary change of the PLU price

This example shows how to change the preset price of PLU 12 ($10.00) to $40.00.

1) 4 0 0 0 → plu alt → 1 2 → plu <input>

CLERK01	0.00
PLU0012	[1] X
Price:40.00	40.00
TOTAL	40.00

2) amount tend / total / <=> / <enter>

The receipt shows:

PLU0012	40.00
ITEM CT	1
CASH	**40.00**

4.1.24 PLU Price Check at the “REG” Position

The cash register allows you to check the price of the PLU during the sale.

00 → Scan the bar code of PLU.

CLERK01	0.00
PLU 0012	#0012
Price	40.00

4.1.25 Item Tickets Function

This section describes how to print item tickets.

A. Turn the control lock to the “PRG” position.

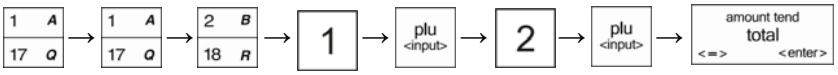
B. Set the System Flag 0705 to “1” and set the Department and PLU.

C. Turn the control lock to the “REG” position.

Using the item tickets function

Link PLU1 ($100.00) to Department 1 ($110.00)

Link PLU2 ($200.00) to Department 2 ($150.00)



Normal receipt

DEPT0001	110.00
DEPT0001	110.00
DEPT0002	150.00
PLU0001	100.00
PLU0002	200.00
ITEM CT	5
CASH	670.00

Sample of item ticket

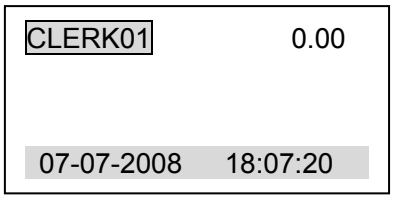
DEPT0001	2X
DEPT0002	1X
PLU0001	1X
PLU0002	1X

5. Other Operations

5.1 Time or Date Display

The cash register can display current time or date at the “REG” position in the non-sales state.

[qty/time]



5.2 Clerk Login and Change Clerk during a Transaction

This section explains how to change the clerk during a sale.

Turn the control lock to the “REG” position

For example: Clerk 4 ID No. 4444 starts a transaction and Clerk 5 ID No. 3030 takes over Clerk 4’s transaction

A. Login Clerk 4

[4][4][4][4] → [clerk receipt ON/OFF]

(Input first clerk ID number)

B. Change Clerk 5 during transaction

(transaction)→ [3][0][3][0] → [clerk receipt ON/OFF]

(Enter the other clerked number)

Note

*To activate the above function System Flag 0301 should be set to “1”.

5.3 Clerk Log Out

After a clerk logs out, the cash register cannot be operated unless a valid clerk logs in.

To log out a clerk: [plu alt] → [clerk receipt ON/OFF]

Note

*You cannot log out the clerk until the current transaction is completed.

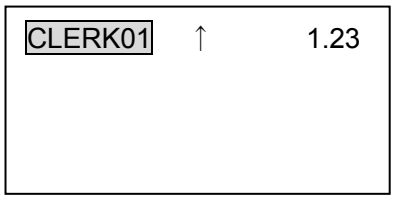
5.4 Department Shift

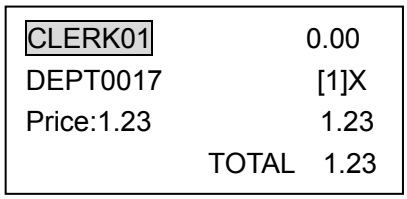
One department key can be shifted with the [dept shift] key to another department.

The following example shows how to register an item of Department 17.

1) [dept shift] → [1][2][3]

2) [1 A / 17 Q]





3) [amount tend / total / <=> <enter>]

Note

* Please refer to System Flag 0405 and 0406.

5.5 Using [DPT#] Key

[DPT#] key can be used to enter a unit price of a department that is not located on the keyboard.

1) 5 1 3 → plu alt → 2 0 0 → DPT# 2) amount tend total <=> <enter>

The receipt shows:

CLERK01	0.00
DEPT0200	[1]X
Price:5.13	5.13
TOTAL	5.13

DEPT0200	5.13
ITEM CT	1
CASH	**5.13**

5.6 Calculator Mode

'REG' position

Press [PO (cal)] key to enter calculator mode. In this mode, [DEPT13] is '＋' key, [DEPT14] is '－' key, [DEPT15] is '×' key, [DEPT16] is '÷' key and [total] is '=' key. Press [PO (cal)] key again to exit calculator mode. Calculator mode will allow addition, subtraction, multiplication and division. Pressing the [total] key gives the result.

Before pressing [total] key, number keys and calculation keys can be inputted repeatedly.

1) PO(CAL) <sym>

2) 1 0 0 0 → 13 M / 29 + → 2 0 0 0

14 N / 30 − → 3 0 0 → amount tend total <=> <enter>

CalcMd

CalcMd

	3000
[-]	300
	2700

Note

*[RA (mr)] key can recall the last sale total amount in the calculator mode.

1) PO(cal) <sym> (enter calculator mode)

2) 6 5 0 0 → 13 M / 29 + → amount tend total <=> <enter>

3) PO(cal) <sym> → RA(mr) <caps>

CalcMd

	6500
[+]	
	6500

CLERK01 6,500.00

5.7 Training Mode

Training mode allows you to train a new operator to use the cash register.

Enter training mode and then use the ECR as normal.

When the training is finished make sure the cash register is reset to normal operation mode.

1) Turn the control lock to the "X" position.

XPRT

1:Daily 2:Periodic

3:On-Screen 4:Training

Input # then [enter]

2) 4 → amount tend total <=> <enter>

3) 3 3 3 3 → amount tend / total / <=> <enter> (Enter the training password)

```
XPRT[TrainMd-Start]
Training PASSCODE:
Please enter 4 digit
Code and press [enter]
```

(See chapter3.14.3 training password)

Turn the control lock to the “REG” position.

1 0 0 0 → 1 A / 17 Q → amount tend / total / <=> <enter>

The receipt shows

```
TrainMd                  0.00
PAYMENT:                10.00
CASH TEND:              10.00
CHANGE:                  0.00
```

```
          TRAINING
DEPT0001                10.00
 ITEM CT                    1
CASH                    10.00
```

To exit training mode

1) Turn the control lock to the “X” position.

2) 4 → amount tend / total / <=> <enter>

3) 3 3 3 3 → amount tend / total / <=> <enter> (exit the training passowrd)

4) Turn the control lock to the “REG” position.

5.8 Foreign Currency

1. Payment by FC1. Enter tendered amount 10.00 (local currency).

1) 1 0 0 0 → 1 A / 17 Q → FC1

The receipt shows

```
CLERK01                  0.00
SUBTTL:10.00          FC:5.00
QTY:1
                TOTAL    10.00
```

```
DEPT0001                10.00
 ITEM CT                    1
TOTAL                   10.00
 (TTL   CNVRATE1         5.00)
 CNVRATE1                5.00
 (CASH TD               10.00)
```

2) amount tend / total / <=> <enter>

2. Payment by FC1 and tendering change in Local Currency.

1) 1 0 0 0 → 1 A / 17 Q → FC1 → 5 0 0 0

The receipt shows

```
CLERK01                  0. 00
PAYMENT:                10.00
CASH TEND:              100.00
CHANGE:                  90.00
```

```
DEPT0001                10.00
 ITEM CT                    1
TOTAL                   10.00
 (TTL CNVRATE1           5.00)
 CNVRATE1               50.00
 (CASH TD              100.00)
 CHANGE                 90.00
```

2) amount tend / total / <=> <enter>

3. Payment by FC1 and tendering change in FC.

1) 1 0 0 0 → 1 A / 17 Q → FC1 → plu alt → 5 0 0 0 → amount tend total <=> <enter>

CLERK01	0.00
PAYMENT:	10.00
CASH TEND:	50.00
CHANGE:	90.00

The receipt shows

DEPT0001	10.00
ITEM CT	1
TOTAL	**10.00**
(TTL CNVRATE1	5.00)
CNVRATE1	50.00
(CASH TD	100.00)
FC_CG	45.00

4. Payment by FC1 and local currency

1 0 0 0 → 1 A / 17 Q → 1 → FC
→ 4 0 0 → amount tend total <=> <enter>
→ 1 0 0 0 → amount tend total <=> <enter>

(Paid 4.00 in FC1 and paid 10.00 in local currency by cash, the cash of change is 8.00 in local currency.)

The receipt shows

DEPT0001	10.00
ITEM CT	1
TOTAL	**10.00**
(TTL CNVRATE1	5.00)
CNVRATE1	4.00
(CASH TD	8.00)
CASH TD	10.00
CHANGE	8.00

Note

* Max 4 Foreign Currencies can be programmed.

*See section 3.12. “Foreign Currency Programming”.

6. Read and Reset Reports

(Turn the control lock to the “X” or “Z” position)

You can check daily sales information by two methods and print 13 different types of reports.
Turn the control lock to the “X” position and choose the corresponding report item to print the Read Report.
Turn the control lock to the “Z” position and choose the corresponding report item to print the Reset Report.
The cash register provides two types of reports: daily reports and periodical reports.
The daily report can be divided into daily read (X1) and daily reset (Z1) report.
The periodical report can be divided into periodical read (X2) and periodical reset (Z2).
You can use the read report to check the current sales information or data.
You can print daily or periodical report in “X” or “Z” mode.
After printing a Z report the sales data is reset.

6.1 Read Report (“X” position)

Turn the control lock to the “X” position

6.1.1 Printing Daily Reports

Select daily mode

1) [1] → [enter]

Print daily full sales report

2) [1] → [enter]

XRPT (D-Full Sales) **Attention** Please wait, printing Please don’t pull paper!

3) [ESC]

XRPT 1) Daily 2) Periodic 3) On-Screen 4) Training Input # then [enter]

XRPT (Daily) 1) Full Sales Rpt 2) DEPT Sales Rpt # then [enter] or PG DN

XRPT (D-Full Sales) Press [ESC] to go back

6.1.2 Printing Periodical Reports

Select periodical mode

1) [ESC] → [2] → [enter]

Print periodical full sales report

1) [1] → [enter]

XRPT (P-Full Sales) **Attention** Please wait, printing Please don’t pull paper!

3) [ESC]

After printing, the display shows as follows

XRPT (P-Full Sales) Press [ESC] to go back

6.1.3 Search the Particular Report (Display-only)

Certain data can be displayed when necessary.

1) Turn the control lock to the “X” location

2) 3 → enter

XRPT (On-Screen) 1:Daily Display 2:Periodic Display Input # then [enter]

3) 1 → enter

XRPT (Daily OS) 1:Net Sales 2: Cash In-Drawer **# then [enter] or PG DN**

4) 1 → enter
(Net sales)

XRPT (Daily OS) Net Sales 150.00 Press [PGUP] go back or Press [Esc] to exit

6.2 Reset Report ("Z" position)

6.2.1 Reset periodical full sales report

Turn the control lock to the "Z" position

ZRPT
1)Daily 2) Periodic
3) Clear Rpt 4)USB COM
Input # then [enter]

1) 2 → enter

ZRPT (Periodic)
1: Full Sales Rpt
2: PLU Sales Report
then [enter] or PG DN

2) 1 → enter

ZRPT (P-Full Sales)
Attention
Please wait, printing
Please don't pull paper!

3) ESC

Table of available reports

Report name	"X" position (Read report)		"Z" position (Reset report)	
	X1 (Daily)	X2 (Periodical)	Z1 (Daily)	Z2 (Periodical)
FULL GROUP DEPT SALES	√	√		
FULL DEPARTMENT SALES	√	√		
INDIVIDUAL PLU SALES	√	√		
FULL PLU SALES	√	√	√	√
IND. PLU LINK to DEPT	√	√		
FULL PLU LINK to DEPT	√	√		
INDIVIDUAL CLERK	√	√	√	√
ALL CLERK SALES	√	√	√	√
FULL REPORT	√	√	√	√
DRAWER REPORT	√	√	√	√
HOURLY REPORT	√		√	
CASH DECLARATION			√	
TRAINING REPORT	√	√	√	√

1) The report number counter will increase by 1 when each report is printed.
2) It is advised that a Z report is taken on a daily basis.

Note

To set a warning for a compulsory Z report when EJ full System Flag 0508 is set to 1.
Training report can be printed while the ECR is in Training mode and not in normal transaction mode.
See Appendix 3 “Sample report” for details.

6.2.2 Electronic Journal report

This Cash Register has memory to store electronic journal for about 3,500 lines. A warning message saying "Electronic Journal Near Full" will start to print after each receipt when the memory approaches full (over 3,000 lines) capacity, as you do registration until the memory comes to full. When the warning is printed, please take the journal report to make the memory area vacant. At the time the memory reaches full, the display shows Er sign.
Please see the section 3.7 System flag 0508 and 1302 for details how to program for the electronic journal report or set for electronic journal recycle mode.

6.2.3 Saving/Loading programming data using a USB drive

In addition to saving and loading your cash register programming data from a PC(using the RegisterLink software that is included), you can also do this directly using a USB drive(sold separately). This is convenient if you have multiple locations, or if your cash register is not located close to your PC. A compatible USB drive can be purchased directly from any electronics retailer. The following information can be saved to or loaded from a USB drive:

- **Programming Data(Basic)** – This is the main setup information for your 8100ML cash register. This data includes department, clerk, config. Options, keyboard layout, taxes, transaction words, discount settings, system options, FC settings, and the header / footer messages.
- **PLU Data(Programming)** – This data includes the PLU names, prices, linking departments and any barcodes programmed.

NOTE: Uploading / Downloading data from a USB drive can ONLY be accomplished in Z mode.

Z → 4) USB COM → 1) Upload from USB or 2) Download to USB → desired data

ZRPT(USB COM)
1:Upload from USB
2:Download to USB
Input # then [enter]

1. **Turn the key to the "Z" position.**
2. If an Z passcode has been programmed, **TYPE** the **(PASSCODE #)**, then **PRESS [enter]** , or if you did not program a Z passcode, go to Step 3.
3. Use the number keys to select **4) USB COM** and press **[enter]** .
4. After entering the main USB communication menu, **TYPE** either 1 or 2 and then **[enter]** to go to the respective option.
5. **TYPE** the number of the data you want to save or load and press **[enter]** . For example, if you would like to save the PLU data, press 2 and then **[enter]** . You can scroll through the available report options by using the page up and page down keys.
6. After pressing [enter] the information will begin to save or load. Please wait while it saves and DO NOT remove power from the machine or remove the USB device until the download is finished. It may take a few minutes to upload / download the data, so please be patient.
7. Once the download is complete, press [esc] to go to the last menu level. Press [esc] twice to go back to the Z reports main menu.

6.2.4 Saving/Loading data from a PC

Your cash register can communicate with your PC via the USB port and the enclosed USB cable. Using the enclosed CD containing RegisterLink® PC-based software allows the register to communicate with your PC. It also contains software filter to download your end-of-day totals into QuickBook® accounting software packages.

If you have any questions regarding the software, please see the RegisterLink® manual included on the CD. For further assistance, call the Royal support line at 1-800-272-6229(US customers).

NOTE: You must have RegisterLink version 1.0R or later to connect with your 8100ML cash register.

Connecting to a PC

Connecting your cash register to a PC is easy. Please follow the following steps to do so:

1. Unpack and install the RegisterLink software CD
2. Connect your cash register to your PC using the included cable
3. Switch the control lock key to the “OFF” position
4. Open and run the RegisterLink software and use it to download / upload any data to/from the cash register

7. Troubleshooting

The following chapter helps you resolve any errors you may experience while operating your 8100ML cash register. Most errors are described on the clerk screen and you are prompted with the corrective action to take. This section generally describes other possible issues and what to do. Select and follow the procedure which best describes what is happening.

General error message

If you are operating the cash register and you hear an error tone and see a message highlighted in bold, you may have uncovered an error. Most errors are simple function errors(wrong key was pressed), and can be resolved by pressing the [clear] key. If you experience one of these errors, read the message and act accordingly.

Paper end or printer errors

Both errors mean there is a problem with the printer.

CAUTION: Do not manually pull the receipt paper. Always use the [feed] keys to advance the paper.

1. Open the printer cover and check if you are out of paper. If so, install a new roll.
2. Check for a paper jam. If so, carefully remove any paper obstructing the printers.
3. Check and make sure the paper was aligned pproperly in the print and that the printer arm is snapped into place.
4. After the paper jam is successfully removed, press the [clear] key. If an error message still appears, unplug the cash register, wait 10 seconds, and plug it back in.
5. As a last resort, follow the directions for a Full System Clear.

No receipt printing

If no receipt is printing for a sales transaction, look for the  symbol on the clerk display. If the symbol is displayed, press the [receipt on/off] key to turn it on. If the symbol does not display and the receipt doesn't print, check for a paper jam.

Nothing is printing on the receipt

If the cash register is not printing on the receipt, make sure you are using **thermal paper**. Bond paper will not work in this cash register. If needed, contact the Royal Customer Support hotline at 1-800-272-6229 for additional help.

The cash register display goes dark

This is normal. To save power, the 8100ML clerk display will turn dark. Press any key to revive it.

If the cash register does not work

If the cash register does not respond except with an error, make sure you are not in the middle of a transaction. Enter a price using the numeric keys, press a department key and then [amount tend total].
Afterwards continue what you were trying to do.

If the cash register does not work at all

Be sure the cash register is plugged into a working electrical outlet and no other electrical device is using the same power source. Another electrical motor on the same circuit can keep the cash register from working properly.

- If the error still persists, perform a Half System Clear procedure. See that section in this chapter for more information.
- If the Half System Clear does not work, perform a Full System Clear procedure. See that section in this chapter for more information.
- If needed, contact the Royal Customer Support hotline at 1-800-272-6229 for additional help.

Opening the cash drawer manually or when there is no power

If there is no power, and you need to open the drawer, you can do so.

1. With your hands on the cash drawer, carefaully tip the front of the register up. Underneath the cash register, toward the back of the unit, you will see a small lever.
2. Push the lever in the only direction it will move. The cash drawer will open.

Half system clear

If you cannot get the cash register to respond, try a half system clear. When performing a half system clear, you will lose any current transaction memory, however your programming data will not be lost.

1. Turn the control lock to the “OFF” position
2. Unplug the cash register from its power source.
3. Turn the control lock to the “PRG” position.
4. Wait 10-30 seconds and then plug the cash register back in.
5. The cash register should activate, and print **HALF SYSTEM CLEAR** to confirm.
6. Resume normal operations.

Full system clear

If nothing else works, you can perform a Full System Clear. **CAUTION:** This procedure will reset the cash register back to the factory settings. You will lose all transaction and programming data.

1. Unplug the cash register from its power source.
2. Turn the control lock to the “PRG” position.
3. Press and hold the [clear] key and then plug the cash register back in.
4. The cash register should activate, and print **FULL SYSTEM CLEAR** to confirm.
   • Press and hold the [1] key and then plug the cash register back in. (France version)
   • Press and hold the [2] key and then plug the cash register back in. (Spanish version)
5. Resume normal operations.

If nothing helps

If a problem still persists, call our Customer Service Support Line toll-free at 1-800-272-6229.

Safety and Legal Notices

• The power outlet for this cash register must be located near the unit and be easily accessible.
• Do not use this cash register outdoors in the rain or near any source of liquid, such as a pool.

FEDERAL COMMUNICATIONS COMMISSION (FCC) RADIO FREQUENCY INTERFERENCE STATEMENT INFORMATION TO THE USER

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a ClassB digital device, pursuant to Part15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. If applicable, connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio / TV technician for assistance.

Connection of peripherals to this unit requires the use of grounded, shielded cables to ensure compliance with the ClassB FCC limits.

IN CANADA:

This digital apparatus does not exceed the Class limits for radio noise emissions from digital apparatusses set forth in the Radio Interference Regulations of the Canadian Department of Communications.

CAUTION: RISK OF EXPLOSION IF BATTERY IS REPLACED BY AN INCORRECT TYPE

- **Replace only with the same type of batteries recommended by the manufacturer.**
- **When replacing batteries pay attention to the polarity (the positive + and negative - ends of the battery); be sure to install the batteries in the correction position and proper direction.**
- **Properly dispose of used batteries according to the battery manufacturer's instructions or according to your local environmental regulations and disposal guidelines.**
- **Never dispose of any batteries in fire! The batteries may leak or explode.**
- **The back-up power system: When you are not using your cash register, keep it plugged in with the cash register turned OFF from the main menu. If the unit is unplugged, back-up power for the memory is provided through the batteries, but this should not be used for long periods of time.**

Proposition 65 Notice

The following is given in accordance with California Proposition 65.

WARNING: This product contains chemicals known to the State of California to cause cancer, birthdefects, or other reproductive harm.

Wash hands after handling.

Trademark Notice

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GOVERNING LAW. This license is governed by the laws of the State of New Jersey.

Manufacturer's Limited Warranty

ROYAL ELECTRONIC CASH REGISTER AND TIME CLOCK LIMITED WARRANTY

Royal Consumer Information Products, Inc. ("Royal") at 2 Riverview Drive in Somerset, NJ 08875 USA warrants that your NEW Royal Electronic Cash Register or Time Clock ("Product") is free of defects of workmanship and materials. If there is a defect or malfunction of this Product, Royal will repair the Product free of charge as follows:

PARTS:New or comparable rebuilt parts in exchange for defective parts for ONE YEAR from the date of purchase.

LABOR:All labor charges incurred from a Royal Authorized Service Center or the Royal Corporate Service Center are covered for 90 DAYS from the date of purchase. After 90 days there will be a labor charge for repair of the Product and/or assemblies such as the keyboard, display(s), logic board, power supply and printer(s) at the Royal Corporate Service Center's or the Royal Authorized Service Center's then prevailing rates. The Product must be brought to a Royal Authorized Service Center nearest to your location; or the Product must be shipped postage prepaid, insured and via a traceable shipping method to a Royal Authorized Service Center or to the Royal Corporate Service Center. Royal will pay return postage from the Royal Corporate Service Center during the labor warranty period only.

This warranty does not apply to persons who purchased this Product second hand or used.

This warranty does not include the replacement of ink rolls, ribbons, time cards, paper rolls or any other consumable or supplies used in the cash register or time clock and consumed through the normal use of the Product.

This warranty does not include cleaning, adjustments, parts, or repairs required by circumstances beyond the control of Royal, including, but not limited to, fire or other casualty, accident, neglect, abuse, abnormal use, misuse or battery leakage damages. THERE ARE NO OTHER EXPRESSED WARRANTIES EXCEPT AS STATED HEREIN. AFTER THE PERIOD OF EXPRESSED WARRANTY SET FORTH HEREIN, THERE ARE NO EXPRESSED OR IMPLIED WARRANTIES AND THOSE EXCLUDED INCLUDE THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. Royal shall NOT be liable for CONSEQUENTIAL DAMAGES resulting from any failure, defect, or malfunction of this Product. Some states do not allow limitations on how long an implied warranty lasts and some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

TO OBTAIN SERVICE UNDER THE TERMS OF THIS WARRANTY:

- Pack your Product in the original carton or equivalent.
- Enclose a copy of the bill of sale or other documentation showing original purchase date.
- Enclose a card or note describing the difficulty you have had with the Product.
- Be sure to include your complete name, address and day-time telephone number.
- Bring or ship, prepaid and insured, via a traceable shipping method the above Product to the nearest Royal Authorized Service Center location or to the Royal Corporate Service Center. Royal and/or the Service Center cannot be held responsible for any loss or damage that occurs while in transit.

For Authorized Service Centers within your local area, call 1-888-261-3888 or 1-800-272-6229. In Canada call 1-888-266-9380. Or you can call the Royal Corporate Service Center directly at 1-630-315-2603 for shipping instructions and additional information.

Please retain the original proof of purchase for your records to establish date of original purchase. Your warranty starts with the date of original purchase. This warranty gives you specific legal rights, and you may also have other rights which vary from State to State.

This warranty is valid only on cash registers and time clocks purchased, delivered and used in the United States and/or Canada.

APPENDIX

Appendix 1: PC communication mode

The Cash Register can communicate by USB to your PC directly. Please place the key in the “OFF” position communicating with a PC, as other positions cannot communicate with a PC.
The Cash Register can connect with USB scanner (Position PRG and Position REG)

Appendix 2: Error codes and Messages

Error code	Reason/Solution
E 1	Wrong key press. Press [clear] key to cancel
E 2	The amount entered is too large. Press the [clear] key to cancel and re-enter the amount.
E 3	The transaction is not finished. Press [total] to finalize.
E 4	Password is required. Press the [clear] key and enter password.
E 5	Clerk ID has not been entered. Press the [clear] key to cancel and enter a clerk ID.
E 6	System error. Please press the [clear] key to clear the error.
E 7	The tender amount has not been entered. Press the [clear] key and then enter the tendered amount.
E 8	[ON/OFF] key is pressed and the Receipt [ON/OFF] is inactive. See the information for Config Options 0708.
E 9	Shown when you turn the control key to other position than P while you are programming a tax table. Turn back to P and finish the programming.
E c	The maximum number of items for the transaction has been reached. Please finalize the sale.
E r	The report memory is full; please print the “Z” report (including daily report and periodical report).
EP2	The printer is short of paper. Replace the paper roll.
E	General error. Please press the [clear] key to correct.
E B	Battery low, change your batteries
BAT LO	Battery low change your batteries immediately

Appendix 3: Sample reports

Full report: