

SAM4s

SAM4s SPS-500



Operator Manual



Precaution Statements

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

1-1 Safety Precautions

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

CAUTION

Danger of explosion if battery is incorrectly replaced.

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

Dispose used batteries according to the manufacturer's instructions.

ATTENTION

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

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

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

SAFETY NOTICE : "For pluggable equipment, the socket-outlet shall be installed near the equipement and shall be easily accessible."

1-2 Servicing Precautions

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

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

1. Servicing precautions are printed on the cabinet. Follow them.
2. Always unplug the units AC power cord from the AC power source before attempting to:
 - (a) Remove or reinstall any component or assembly
 - (b) Disconnect an electrical plug or connector
 - (c) Connect a test component in parallel with an electrolytic capacitor
3. Some components are raised above the printed circuit board for safety. An insulation tube or tape is sometimes used. The internal wiring is sometimes clamped to prevent contact with thermally hot components. Reinstall all such elements to their original position.
4. After servicing, always check that the screws, components and wiring have been correctly reinstalled. Make sure that the portion around the serviced part has not been damaged.
5. Check the insulation between the blades of the AC plug and accessible conductive parts (examples : metal panels and input terminals).
6. Insulation Checking Procedure:

Disconnect the power cord from the AC source and turn the power switch ON. Connect an insulation resistance meter (500V) to the blades of AC plug.

The insulation resistance between each blade of the AC plug and accessible conductive parts (see above) should be greater than 1 megohm.
7. Never defeat any of the B+ voltage interlocks. Do not apply AC power to the unit (or any of its assemblies) unless all solid-state heat sinks are correctly installed.
8. Always connect an instrument's ground lead to the instrument chassis ground before connecting the positive lead ; always remove the instrument's ground lead last.

1-3 Precautions for Electrostatically Sensitive Devices (ESDs)

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

ATTENTION

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

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

WARNING

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

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Introduction

SAM4s SPS-500 Overview

Power Requirements

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

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

SAM4s also recommends:

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

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

Safe Operation

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

Important Battery Backup Note

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

SAM4s SPS-500 Configurations

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

Standard Hardware

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

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

Standard Connectivity

Each SPS-500 ECR is configured with:

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

Optional Connectivity

- MSR (Magnetic Stripe Reader): Track 1&2 / 2&3
- 6MB Compact Flash Memory Expansion

Software

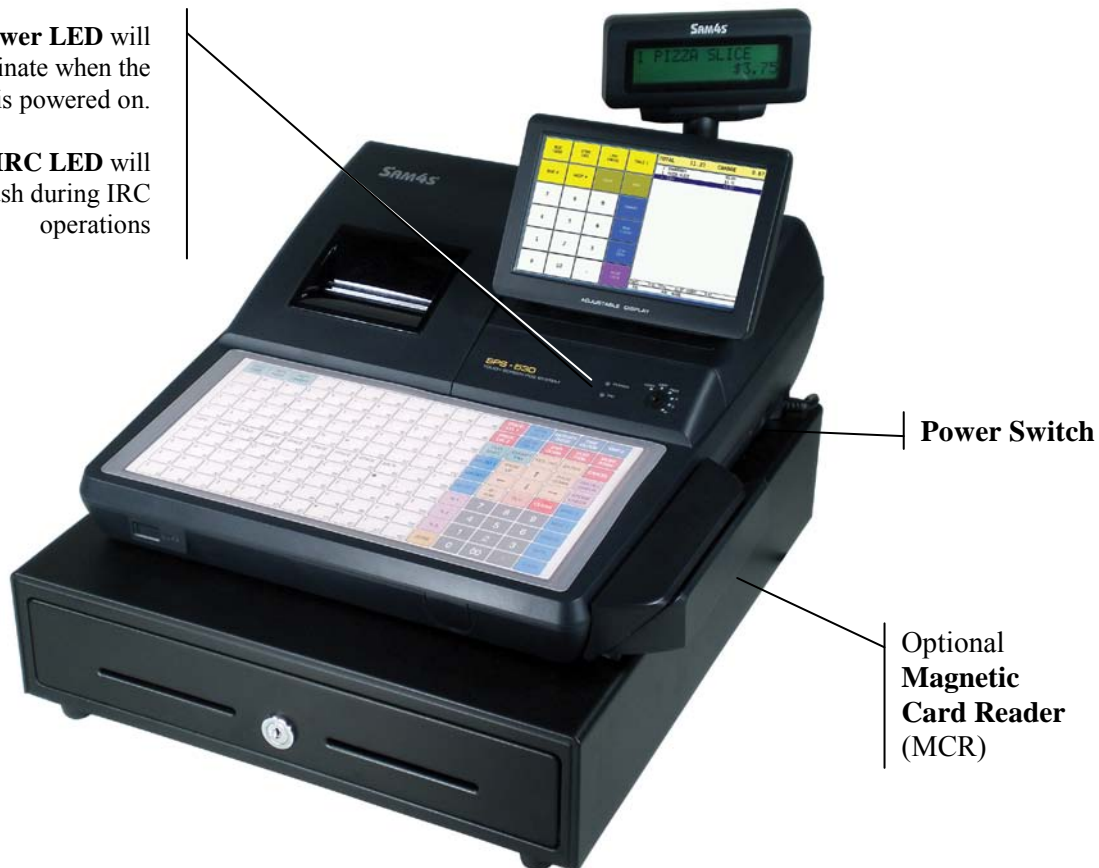
The built-in SPS-500 POS application has considerable flexibility and can be configured for both retail sales and food sales in quick and table service environments.

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

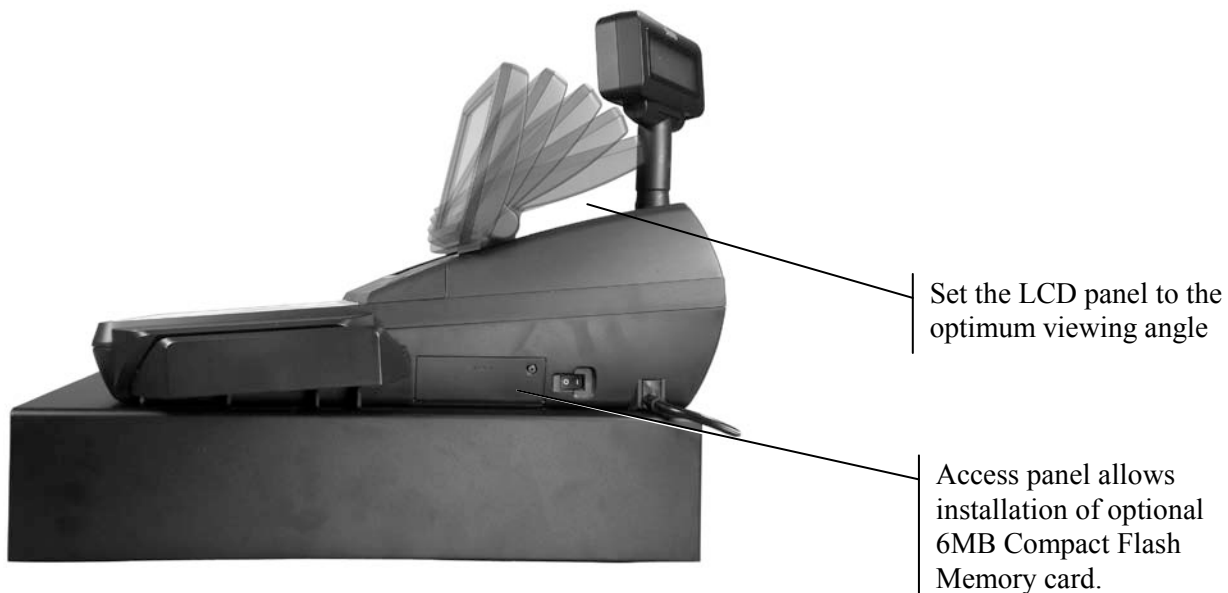
Controls & Connections

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

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



Front Panel Angle Adjustment



Rear Customer Display



Standard Rear Display-
Turn and/or lift for
optimum viewing

SD Memory Card Slot



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

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

Connection Panel

Standard ports include:

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

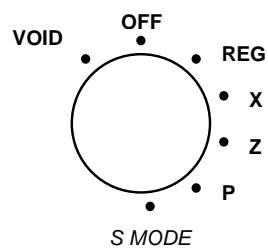


Serial Number/
Identification
Label

Front USB port
located behind access
door



Control Lock



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

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

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

Default Screen Layout

Main Screen

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

Numeric Keys

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

RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	SIGN ON REQUIRED
SEAT #	GUEST #	CLEAR	DONE	
7	8	9	PAYMENT	
4	5	6	MGR SCREEN	
1	2	3	VOID ITEM	
0	00	.	PRINT CHECK	

Function Keys

Twelve default function keys can be moved or reassigned.

Message Line:

Displays Error Messages, Clerk Identification & Transaction totals.

Transaction Detail

is displayed here. If over 12 items are registered, a scrollbar displays.

Transaction Summary Line.

Status Line:

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

Screen Saver

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

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

X/Z Mode Main Menu

Note: X and Z Mode Menu buttons are not active until a clerk is signed on in REG position. X and Z mode menus are identical.

FINANCIAL REPORT	PLU REPORTS	EMPLOYEE REPORTS
GROUP REPORTS	PERIODIC REPORTS	CHECK TRACKING REPORTS
PRODUCT REPORTS	STOCK REPORTS	STRING REPORTS
OTHER REPORTS	CASH DECLARATION	X MODE PGM
FTP TRANSMISSION	RECEIPT REPRINT	DATATRAN OPERATION

P Mode Main Menu

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

PLU	GROUP	FUNCTION KEY
SYSTEM OPTION	EMPLOYEE	REPORTS
TIME	PRODUCT & INGREDIENT	TAXES
MESSAGES	PRINTER & KV ROUTING	PROMOTION TABLE
FILE MANAGEMENT	P-MODE PGM SCAN	KEY RELOCATION

S Mode Main Menu

SELF TEST	MEMORY CLEAR	MEMORY ALLOCATION
KEY RELOCATION	SYSTEM OPTIONS	PRINTER DRIVER SELECTIONS
DEFINE PORT	S-MODE PROGRAM SCAN PRINTING	PASSWORD
LOAD DEFAULT MESSAGES	CHECK UNLOCK	CLERK UNLOCK
SRAM BACKUP	TABLE MANAGEMENT	

Default Keyboard Layouts

Default Keyboard – Flat Keyboard Style

RECT FEED	19	29	39	49	59	69	79	89	99	109	119	RCPT ON/OFF	RECEIPT ISSUE	#/NO SALE	DONE
9	18	28	38	48	58	68	78	88	98	108	118	EMP #1	EMP #2	EMP #3	EMP #4
8	17	27	37	47	57	67	77	87	97	107	117	RECALL CHK1	STORE CHK1	LIST CHK1	PRINT CHK1
7	16	26	36	46	56	66	76	86	96	106	116	RECALL CHK2	STORE CHK2	LIST CHK2	ADD CHK
6	15	25	35	45	55	65	75	85	95	105	115	VOID ITEM	CANCEL	FUNC. LIST	%1
5	14	24	34	44	54	64	74	84	94	104	114	CLEAR	PLU	@/FOR	%2
4	13	23	33	43	53	63	73	83	93	103	113	7	8	9	MISC 2
3	12	22	32	42	52	62	72	82	92	102	112	4	5	6	MISC 1
2	11	21	31	41	51	61	71	81	91	101	111	1	2	3	SBTL
1	10	20	30	40	50	60	70	80	90	100	110	0	00	.	CASH

Default Keyboard – Raised Keyboard Style – Default

RECT FEED	DETL FEED	RCPT ON/OFF	RCPT ISSUE	EMP#	MDSE RETURN	VOID ITEM	CANCEL	PROMO	WASTE	NFOUND PLU	PRICE CHG	ALPHA TEXT	%1	%2
CURSOR UP	CURSOR DOWN	XTIME	PLU	CLEAR		1		6		11			RECD ACCT1	PAID OUT1
CURSOR LEFT	CURSOR RIGHT	7	8	9		2		7		12			#NS	PAID RECAL
PAGE UP	ENTER	4	5	6		3		8		13			MISC TEND1	CHECK
PAGE DOWN	YES/NO	1	2	3		4		9		14			SBTL	
DONE	PRICE INQ	0	00	.		5		10		15			CASH	

Default Keyboard – Raised Keyboard Style - Expanded

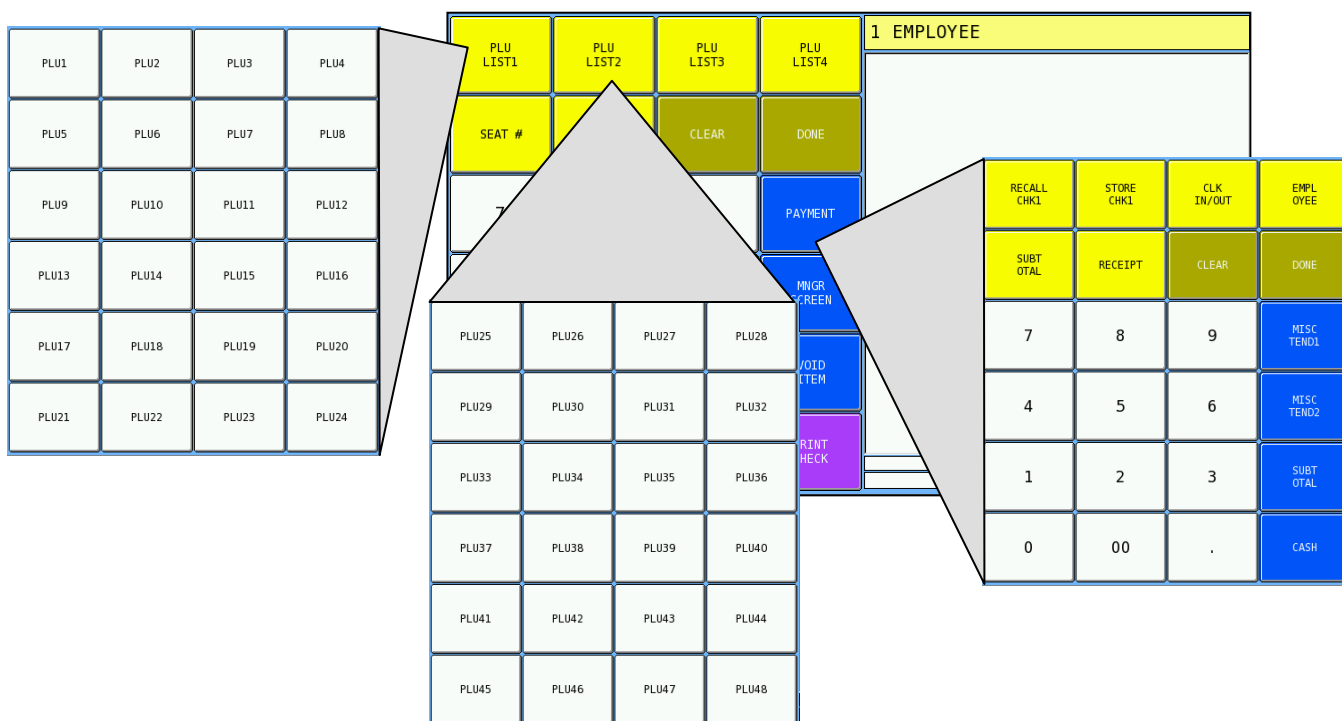
RECT FEED	DETL FEED	RCPT ON/OFF	RCPT ISSUE	EMP#	MDSE RETURN	VOID ITEM	CANCEL	PROMO	WASTE	NFOUND PLU	PRICE CHG	ALPHA TEXT	%1	%2
CURSOR UP	CURSOR DOWN	XTIME	PLU	CLEAR	1	6	11	16	21	26	31	36	RECD ACCT1	PAID OUT1
CURSOR LEFT	CURSOR RIGHT	7	8	9	2	7	12	17	22	27	32	37	#NS	PAID RECAL
PAGE UP	ENTER	4	5	6	3	8	13	18	23	28	33	38	MISC TEND1	CHECK
PAGE DOWN	YES/NO	1	2	3	4	9	14	19	24	29	34	39	SBTL	
DONE	PRICE INQ	0	00	.	5	10	15	20	25	30	35	40	CASH	

Getting Started

Default Screen Layout

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

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



More about Keylinks

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

Custom Screen Layouts

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

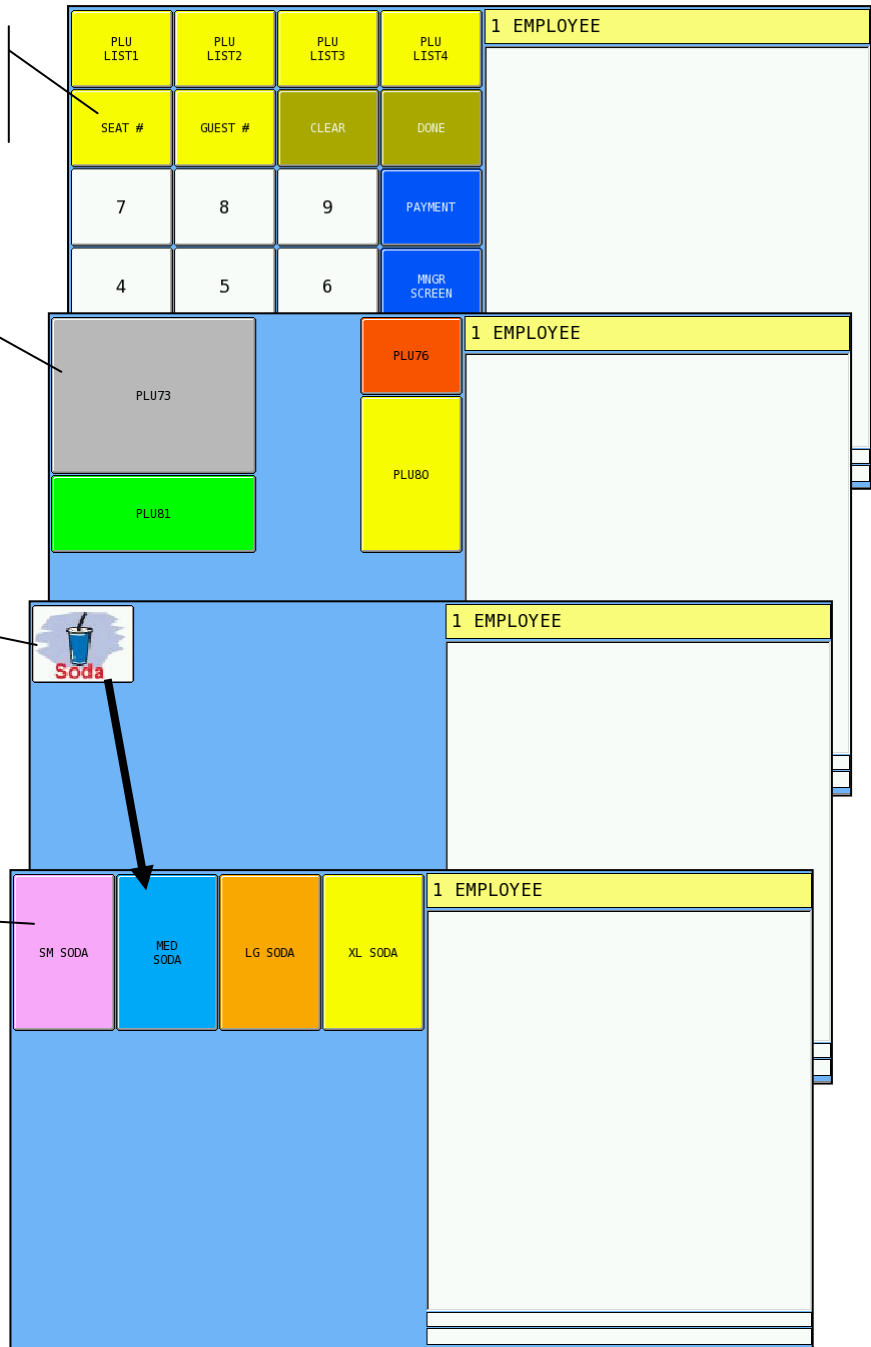
The Main Screen and each Keylink screen provide 24 single size key locations in a 4 x 6 matrix.

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

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

Images may be used instead of text for key identification.

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



Screen Saver

A screen saver can be implemented; your authorized dealer can install a custom graphic image to display. Depending upon the setting, the screen saver will display after 1 to 99 minutes of inactivity.

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

Initialize/Re-boot

The initialize function allows you to exit any register activity and return to a beginning or cleared state. Any transaction that is in progress will be exited and totals for that transaction will not be updated.

Here are some reasons you may want to initialize your ECR:

- The register is in an unknown state, and you wish to exit the current program or transaction without following normal procedures.
- You have performed a function that includes a compulsory activity, such as validating or printing, and you wish to bypass the compulsory activity.
- An initial clear may be necessary as part of servicing, or troubleshooting an SPS-500 register or system.

Perform this procedure only as necessary. Contact your authorized SAM4S dealer first if you have questions about operating or programming your SPS-500.

- ◆ To Initialize the SPS-500, turn the main power switch off, then on again. The SPS-500 will be ready for operation about 30 seconds after re-booting.

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

Function Key Definitions

Note that key descriptions are programmable. Key descriptions on your screen may be different than the function key name. For example, the “%1” function key may be programmed and labeled to operate as a store coupon key.

Key	Key #	Description
Numeric Keys 1-9, 0, 00, 000	1-12	Use for numeric entries, can be removed or relocated on the keyboard or touch screen.
ADD CHECK	013	Use to add multiple guest checks (tracking balances or soft checks) for payment together. See "TRAY SUBTL" on page 28 to add separate transactions when you are not tracking balances.
CANCEL	016	Touch CANCEL to abort a transaction in progress. All current items are removed (voided).
CASH	018	Use CASH to finalize or tender cash sales. Change is computed when the amount of cash tendered is greater than the amount of the sale.
TIP DECLARE	019	Use to declare employee tips if you are not using the employee time keeping feature. (If you are using employee time keeping, you are prompted to declare tips when clocking out.)
CHECK	021	Use CHECK to finalize or tender check sales. Change is computed when the amount of the check tendered is greater than the amount of the sale.
CHECK CASH	022	Use the CHECK CASH key to exchange a check for cash outside of a sale.
CHECK ENDORSE	023	If compulsory check endorsement is set with the CHECK key, use the CHECK ENDORSE key to print the endorsement message after a check is inserted into the appropriate printer.
CLEAR	024	Use the CLEAR function to clear numeric entries or error conditions.
CONTINUE	025	Use to override the pop-up employee function after a transaction. Allows the employee to post an additional transaction without signing on again.
CURR. CONV. 1-5	026-030	Use to convert and display the value of the transaction in foreign currency. Only cash tender is allowed after touching a CURR CONV key. Change is calculated and issued in home currency.
TABLE DSP	033	Use to display the table map.
NEXT DOLLAR	034	Touch the NEXT DOLLAR key to tender an amount the next whole dollar above the sale total. For example, if the sale total were \$2.52, then the NEXT DOLLAR key would automatically tender \$3.00.

REPORT	036	You can print out reports from the REG tab using the REPORT key. Reports are generated by first entering the report code, then touching the REPORT key, i.e.: [Report Code] [REPORT]. See “Report Function Key Report Code Structure” on page 129 in the appendix of this manual. Note:
DONE	037	Touch the DONE key to exit a keylink screen and return to the main screen.
EMPLOYEE	040	The EMPLOYEE # key is used to sign on a cashier, clerk, server or employee.
EMPLOYEE (1-10)	041-050	The EMPLOYEE (1-10) keys can be programmed to sign on a specific employee when touched directly, without entering a code.
ERR.CORR	052	Touch ERR CORR immediately after an item to void that item.
FD/S SHIFT	053	Touch FD STMP SHIFT to shift the pre-programmed food stamp status of an item prior to its registration.
FD/S SUBTL	054	Touch FD STMP SUBTTL to display the total of food stamp eligible items registered in the current transaction.
FD/S TEND	055	Touch the FD STMP TEND key to tender Food Stamps after the display of the food stamp eligible subtotal. Depending upon function key programming, change less than \$1 may be applied to any cash balance or issued as cash change.
GUEST #	056	Use to record the number of guests served by a transaction. The entry may be compulsory. The entry appears on receipts and the kitchen printer/KVS.
HOLD	057	Use to identify an individual item, or an entire transaction so that the designated items will not print/display at the kitchen printer/KVS at the current finalization. Items designated as "hold" items will display on the screen with an "H".
INACTIVE	058	Use to define an inactive key location.
LIST CHECK 1-4	064-067	Touch LIST CHECK (for the appropriate tracking file) to display a list of all open soft checks in the file.
DELIVERY	069	The Delivery function key is used to initiate a delivery transaction. When touched, the Delivery key opens the customer record screen. Here existing accounts can be opened, new accounts created, or existing accounts deleted.
PARK DELIVERY	070	The Park Delivery function key allows you to accept orders and hold them for preparation and delivery at a later time.
SERV DELIVERY	071	The Serv Delivery function key releases held parked orders for preparation.
DELIVERY LIST	072	Touch the Delivery List function key to display a list of open delivery check numbers, with name, time and status. From the list, you can release a parked order for preparation.

DATATRAN	077	Use to display the Datatran function menu in REG Mode, including Open Batch, Close Current Batch, Close Batch with Debit, Gratuity, and Get Gift Card Balance functions.
STRING REPORT	078	Use to execute string report from REG mode. Enter number of string report to execute. Manager password may be required.
NEXT DOLLAR	079	Touch the NEXT DOLLAR key to tender an amount the next whole dollar above the sale total. For example, if the sale total were \$2.52, then the NEXT DOLLAR key would automatically tender \$3.00.
SHIFT CHANGE	080	Use to manually change the shift. Enter the shift number and touch SHIFT CHANGE.
	080-089	Reserved
ENTER	090	
CURSOR DOWN	091	Use in REG Mode to cursor up to an item displayed in the transaction area of the screen.
CURSOR UP	092	Use in REG Mode to cursor up to an item displayed in the transaction area of the screen.
CURSOR LEFT	093	
CURSOR RIGHT	094	
PAGE DOWN	095	
PAGE UP	096	
NEXT RECORD	097	
PREV RECORD	098	
	099-100	Reserved
DESTINATION 1-10	101-110	DESTINATION functions are subtotal functions to be used for selling situations such as eat in, take out and drive thru. Touch the appropriate DESTINATION key to record the amount of the transaction in the destination key total on the financial report. Tax calculation can be changed to accommodate different tax rules for drive thru sales.
	111-114	Reserved
MACRO PAUSE	115	Press the MACRO PAUSE key during macro programming to indicate a pause in the macro. A macro will stop when it reaches the pause, and then accept an operator key entry before continuing the macro sequence.
MACRO SET	116	Press the MACRO SET key to create a macro at any time without going through the P-mode macro program.
MACRO #	117	Use to execute one of the forty possible macros by entering the macro number and touching the MACRO # key.

MDSE RETURN	118	Touch the MDSE RETURN key to adjust items inside or outside of a transaction.
MISC TEND 1-16	119-134	Touch a MISC TEND key to finalize or tender sales paid by various charges or other media. Tendering may or may not be allowed depending upon function key programming. (Charge is the default descriptor for MISC TEND #1)
MISC TEND #	135	Access any of the 16 possible miscellaneous tender functions by entering the tender number (1-16) and touching the MISC TEND # key.
MODIFIER 1-10	136-145	Preceding a PLU entry, a modifier key changes a digit of the PLU number, causing a different PLU to be registered. Modifier keys can be set to change any of the 14 PLU digit positions to any specified digit (0-9).
#/NO SALE	147	Use to enter a non-adding memo number during a transaction (# function) or use to open the cash drawer outside of a sale (no sale function).
P/BAL	148	Enter an amount, and then touch the Manual Previous Balance (P/BAL) key to use the simplest form of Charge Posting/Table Service. The P/BAL key may be used any time within a transaction. Transactions where the P/BAL key is used must be finalized with one of the STORE CHECK keys.
PAID OUT 1-5	151-155	Touch a PAID OUT key to remove cash, check or miscellaneous media from the drawer.
PAID RECALL	156	The PAID RECALL key is used to recall last x number of transactions, starting with the last transaction finalized. (X is determined in memory allocation.) Once recalled, a transaction could be reviewed (using the cursor keys or PAGE UP/PAGE DN). To exit the paid order view, touch CLEAR.
%1 - %10	157-166	Ten discount keys (%1 - %10) are available to handle various kinds of discounts, markdowns and adjustments to items or transactions.
PLU	167	Enter the PLU code number and touch PLU to register a PLU.
PRICE INQ	169	Touch the PRICE INQ to display the PLU price without actually registering the PLU.
PRICE LVL 1-20	170-189	Touch a LEVEL key prior to a PLU entry to shift the price of a PLU to a different price set in PLU programming.
PRINT	190	Touch the PRINT function to send items that require special preparation to the kitchen printer (or KVS) before the sale is finalized. An item can be programmed as an auto grill item, requiring the PRINT key to be touched every time the menu item is sold. This function does not affect normal kitchen printer/KVS routing. The PRINT function also sends items in group sequence using the “meal order feature”. Items are given a meal order priority through group programming. Each time the PRINT key is touched, the next priority of items will be release to the kitchen printer.

PRINT CHECK	191	Prints the soft guest check (tracking file) that is currently displayed. The PRINT CHECK key may be programmed to store (service) the check automatically.
PRINT HOLD	192	Use to remove the "hold" designation from an item or order, so that the items and their instructions are now sent to the kitchen printer/KVS at finalization.
PROMO	193	Touch the PROMO key to void the price (the item remains) of an item. Can be used for 2 for 1 promotions. A PROMO count is available for each menu item.
QUIT	195	Touch QUIT to automatically sign off the current cashier/clerk.
RECEIPT ON/OFF	196	Touch RECEIPT ON/OFF to toggle the receipt function from on to off (versions before V2.01r) or touch [1] [RECEIPT ON/OFF] to turn receipt on or [2] [RECEIPT ON/OFF] to turn receipt off. You must first have a receipt printer connected, identified to the register, and the print receipt automatically option (see General Printing Options) turned on. Key also controls report printing.
RECALL CHECK # 1-4	197-200	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example: restaurant checks, call-in orders, delivery orders, and/or table balances. Touch one of the four RECALL CHECK # keys directly to begin a tracking transaction, or enter the tracking number and touch the RECALL CHECK # key to access the existing tracking balance.
RECD ACCT 1-5	201-205	Touch a RECD ACCT key to add cash, check or miscellaneous media to the drawer.
RECEIPT	206	Touch the RECEIPT key to issue a transaction receipt at the designated receipt printer.
REPEAT	207	Touch the REPEAT key to quickly re-order a set of items. When a check is recalled, simply touch the REPEAT key to automatically register all of the items registered at the previous posting.
SCALE	208	Touch the SCALE key to automatically display the weight from a scale connected to the register, or to manually enter a weight for extension.
SEAT #	209	Use to identify a specific seat (or person) within a transaction. Facilitates separate payment by seat, and identifies to the food preparation staff (through the kitchen printer/KVS) how to assemble meals. Seat numbers may be assigned at the time of entry or, if necessary, later in the transaction.
SPLIT ITEM	211	When like items are consolidated in a transaction you can move the cursor to the item and touch the SPLIT ITEM key to display the items separately, instead of in consolidated form, used normally to assist the items to seat allocation.
SPLIT PAY	212	Touch the SPLIT PAY key to divide the amount of a guest check into equal segments for payment by more than one person.

STOCK INQ	213	Touch the STOCK INQ key, and then enter (or scan) an item to view the stock status of the item. (The item must be a stock item to use this function.)
STORE CHECK 1-4	214-217	The check tracking system can maintain only balances (hard check) or entire transactions (soft check) in the register memory. Four different tracking files can be separated to maintain, for example, restaurant checks, call-in orders, delivery orders, and/or table balances. Touch one of the four STORE CHECK # keys to finalize a tracking transaction. (This function is equivalent to a <i>SERVICE</i> function.)
SUBTOTAL	218	Touch SUBTOTAL to display the message "SUBTOTAL" on the display. Although a running total is always displayed on the bottom of the screen, the SUBTOTAL key may be required before some functions, such as subtotal discount.
TABLE # (1-4)	219-222	Use to enter the table number of the check. If a table number is entered, the TABLE # key can also be used to recall the check.
	223	Reserved
TAX EXEMPT	224	The TAX EXEMPT can be preprogrammed to exempt specific taxes from a sale.
TAX SHIFT 1-6	225-230	Use to shift the preprogrammed tax status of an item. Touch before an item entry to make taxable.
CLK IN/OUT	231	Touch the CLK IN/OUT key to record start and stop work times for the registered employee. Hours worked are maintained by the time clock system.
TIP (1-3)	232-234	Use to enter a tip amount on a check.
TRANSFER CHECK (1-4)	235-238	Use to transfer one or all open soft checks form one server to another server. A transfer check receipt will print.
TRAY SUBTL	239	Touch the TRAY SUBTL key to finalize a transaction that will be paid later with subsequent transactions. See "ADD CHECK" on page 23 to add multiple soft checks for payment.
VALID	240	Touch VALID to initiate a single line validation. (A printer with validation capability must be connected to the system and programmed appropriately.)
VOID ITEM	241	Touch the VOID ITEM key to remove an item from a transaction. Locate the cursor on the item you wish to remove and touch the VOID ITEM key.
WASTE	242	Used to start and end entries of items that are wasted. A waste count is maintained for each item and inventory is adjusted.
FUNC.LIST#	243	Use to manually advance to a specific Key Link. Enter the Key link # (1-200), touch the FUNC.LIST# key.
X/TIME	244	Use the X/TIME key to multiply, to register split price items, or display the time in the REG mode.
	245	Reserved

PARK ORDER	246	Used in conjunction with a kitchen video system and the SERVE ORDER function key. Enter a number and touch PARK ORDER to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the SERVE ORDER key.
SERVE ORDER	247	Used in conjunction with a kitchen video system and the PARK ORDER function key. Enter a number and touch SERVE ORDER to serve or bump the order from a video monitor. No video keypad is needed for this function.
KP ROUTING	248	The KP ROUTING key is used to override KP Time Period control. For example, a restaurant might normally operate two kitchens at one time and one kitchen at other times. In case the volume of business changes, the manager might want to control the KP routing manually. Also, a single item, or large order might be required to be sent to a different printer than normal. Select STAYDOWN or TRANS. POP UP. To operate, before the transaction, touch [1] [KP ROUTING] for period one or [2] [KP ROUTING] for period two.
SPLIT CHECK	249	<p>The Split Check function provides another method of breaking down checks for payment. Note that this method works best when check numbers are not automatically assigned. Many programmers/installers will use the table number as the check number, and in this situation the feature works quite well.</p> <p>Place a "Split Check" key on the screen. Recall a check (table). Select the item you wish to place on a new check by touching the item on the display, then touching [Split Check]. Note that an asterisk (*) now displays next to the item. Continue to mark additional items to be assigned to a different check as necessary. Touch [Store Check]. The prompt will ask you to enter the number of the check you wish the designated items to be assigned to. Enter the check (table) number and touch OK. The original check will be stored automatically and the new check with the split items is open for storing or payment.</p> <p>If you wish to use the split check feature in applications where checks are automatically assigned, you must first open and store a new check. Make note of the check number. Then open the check from which you wish to split items from. Identify the items using the [Split Check] key as described above. Then when prompted to enter the number of the check where the selected items are to be assigned, enter the number of the new check you previously created.</p>
ALPHA TEXT	250	Use to type a name or message that will be associated with a soft check. Touch the ALPHA TEXT key anytime after a check has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and touch OK . Multiple message lines can be entered. The message is saved and printed/displayed with the order. A system option controls whether the message is printed on the guest check.

NEW CHECK1-4	251-254	The standard recall check key allows a check to be opened if it does not already exist. This is excellent in hospitality tracking, however for account management credit may not so readily be given. Therefore when this button is programmed accounts are not opened automatically. A warning will indicate an account does not exist if an attempt is made to open using the recall check key. The new check button is used to open new accounts. The programmability for this key is automatically picked up from the status of the Recall check key.
PRICE CHANGE	256	This allows the pre-programmed price of an item to be changed though the sequence: [PRICE CHANGE] [PLU] [PRICE] [PRICE CHANGE]. The PLU flag "ALLOW PRICE CHANGE" controls this function.
PREV LIST	268	Moves the current screen (n) to the previous screen (n-1).
NEXT LIST	269	Moves the current screen (n) to the next screen (n+1).

Passwords

Manager controlled activities can be completed only after the correct password is entered.

Password Notes

- The default manager password is: **9999**. You can set your own 4-digit passwords by selecting Passwords in **S** mode.
- Separate passwords for report levels (X and Z1-Z5) can be set in S-Mode System Option #7. Here the default password is also **0000**, meaning all report levels can be accessed without password entry.
- If an employee card system is used, and the MANAGER REQUIRED message displays, employees with manager status can swipe their card to complete the transaction.

Error Messages

The SPS-500 displays messages on the top line of the screen, immediately to the right of the function tabs. Note that each of the standard messages described below can be customized. Your program may display slightly different text messages.

AMOUNT REQUIRED

This operation requires an amount entry.

BAD VALUE

The number entered is incorrect for the task being performed.

BUFFER FULL

The buffer for soft check, hard check, or buffered receipt has reached capacity. For hard checks, the operator must touch the SERVICE key to print the items and clear the buffer. The operator must then

pick up the previous balance again in order to continue with finalization. In a soft check environment, this message will appear when the check has reached capacity (maximum lines stored). The register will require the sale to be finalized with the option of printing a bill if required

BUSY

Destination register is busy (pre poll memory is in use). Requires a clear command from the P.C. or Register.

CASH DECLARATION REQUIRED

Cash declaration has been programmed as compulsory, and must first be performed before reports

CASH-IN-DRAWER LIMIT EXCEEDED

The programmed Cash-In-Drawer limit has been exceeded.

CHECK KEY POSITION

The key lock is in the wrong position.

CHECK# IS ASSIGNED AUTOMATICALLY

The operator has attempted to open a new guest check by assigning a check number. The register has been programmed to generate its own check numbers.

CHECK# REQUIRED!

This register has been programmed to force check number entry to begin a transaction. An existing guest check must be recalled, or a new one started.

CONDIMENT REQUIRED!

This PLU has been programmed to require a condiment entry.

CRC ERROR

An error has occurred in the block check sum while transferring data in IRC mode.

DUPLICATE!

This check already exists. May also apply to secret code programming.

ANALYSIS 1?/ANALYSIS 2?/ANALYSIS 3?

This operation is set for compulsory entry of one of the three analysis keys.

ENTER EMPLOYEE CODE

The employee is required to sign on before performing a task.

ENTER GUEST COUNT

The operator must enter the number of guests when opening a guest check, or beginning a sale.

ENTER SEAT#

Seat # entry required before operation can continue.

ENTER TABLE#

Table number entry is required to open a guest check, or begin sale.

ENTRY REQUIRED

The function selected from the WLU requires a numeric entry, i.e. a percentage for an open percent discount.

ERROR

General error message.

ERROR JAM

Receipt / journal printer jammed message.

GALLON AMOUNT REQUIRED

This entry involves a gallonage PLU, and requires an amount entry.

HALO OVER!

The amount entered exceeds the programmed HALO i.e. the task exceeds the maximum amount allowed.

ILLEGAL KEY SEQUENCE

The operator has used an illegal key sequence.

IN USE!

This guest check or clerk number is already open elsewhere in the system. This is also applicable when the floating clerk system is activated and the operator is in use on another terminal.

INACTIVE!

The key touched is inactive. This message also appears if VOID Mode has been disabled.

INPUT QTY

Quantity input is required for a condiment WLU

KITCHEN PRINTER FAILURE

The kitchen printer has failed to respond. Printing has been re-routed to the designated back-up printer is programmed.

MANAGER OVERRIDE REQUIRED

The manager password must be input in order to override a HALO amount, or other restriction.

MANAGER REQUIRED

The manager password must be input to complete this operation.

MEMORY FULL

Memory is full.

NEGATIVE

This sale has gone negative. Negative sales are programmed as not allowed.

NO CHECK #

This message appears when the system cannot find this guest check number.

NO DATA

PLU can not be found (does not appear in Register Mode). Usually associated with stock entry on an IRC system when the PLU exists in one terminal but not another. On the terminal where the PLU does not exist the message not found will appear.

NO DRAWER!

The employee currently signed on is not assigned to a drawer, and is not allowed to perform cash sales, or the drawer is no longer attached and is required in order to continue.

NO MANUAL ENTRY

Manual entry is not allowed (scale function).

NO PAPER

Slip printer is out of paper, appears when printing to a loose-leaf printer.

NO PLU!

The number entered is not a valid PLU. This message will also appear if a PLU number “built” using modifier keys recalls an invalid PLU number.

NONADD# REQUIRED

This operation requires the entry of a Non-Add number to fulfill the compulsory requirements.

NOT DISCOUNTABLE

The preceding entry is not discountable, product is not available for discounting.

NOT PROGRAMMED!

This key has not been programmed

NOT READY!

Remote printer is not ready for printing tasks.

NOT ZERO

Displayed when trying to delete a PLU that still has sales counts and stock amounts. The PLU must first be reset and cleared from all Z Mode reports.

OFF LINE!

IRC communications have gone off line.

OPEN DRAWER

The register has been programmed not to operate with the cash drawer open.

OVERRIDE NOT ALLOWED

X-Mode override is not allowed for this operation.

P/BAL REQUIRED!

This register has been programmed to require a previous balance entry.

PAPER END

The guest check printer has reached the end of the form, or the Receipt/Journal paper is at, or near, the end of its roll.

RANGE OVER

The number entered is out of range.

REMOVE PAPER

Validation is complete and the paper must now be removed.

SCALE FAIL!

The register is not able to find the scale.

SCALE REQUIRED!

This item requires a weight this may be entered either manually or automatically.

SEQUENCE ERROR!

The preceding key sequence is not allowed.

SINGLE ITEM!

This PLU has been programmed as a single item PLU and cannot be used within a sale.

SUBTOTAL REQUIRED

The SUBTOTAL key must be touched before continuing.

SYSTEM ERROR

Normal Operation error.

TARE# REQUIRED

This PLU/scale item requires a tare weight entry.

TRAY SUBTOTAL REQUIRED!

This prompt appears while in a TRAY SUBTOTAL transaction. The operator must first touch the TRAY SUBTOTAL key before touching any tender keys.

VALIDATION REQUIRED!

This operation requires validation to complete the compulsory settings.

WASTE REQUIRED!

The operator is in the middle of a waste operation, and must touch the WASTE key in order to complete the operation.

WRONG EMPLOYEE

The employee attempting to open this guest check is not the original person who started the guest check. Also appears when attempting to sign on a new employee without first signing the current employee off, if overlap employee is not programmed.

ZERO AMOUNT

The register has been programmed to not allow negative sales, and to consider a zero amount as a negative sale.

Basic Operations

Operation Notes

Functions may be located on the ECR keyboard or may display on the ECR touch screen. Press or touch the function as appropriate. Key labels may differ due to custom programming. Default key descriptions are used throughout the operation manual.

Signing On/Off

Notes for Clerk Operation

- Choose between "Push Button", "Operating Code", or "Employee Number" for the employee sign on method. Clerks may also be signed on by MCR. (See "System Option Programming/General Function Options" in the *Program Manual*.)
- If you choose "Push Button" sign on, use any of the 10 direct employee keys to sign on by directly pressing or touching a key. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate functions.) You must also link a specific employee to each push button key. (To make these links, see "System Option Programming/General Function Options" in the *Program Manual*.)
- If you choose "Secret Code" sign on, use the EMPLOYEE key to sign on by code entry. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) You must also program an operating code for each employee. (See "Employee Programming" in the *Program Manual*.)
- If you choose "Employee Number" sign on, use the EMPLOYEE key to sign on by employee number entry. (See "Keyboard Key Location" in the *Program Manual* to locate the appropriate function.) The employee number is the sequential number (i.e. 1-10) for each employee in the employee file.
- Employee operation can be stay down or pop up. (See "System Option Programming/General Function Options" in the *Program Manual*.)

Sign On by the Employee Key

When the register is signed off, the message line displays: SIGN ON REQUIRED.

1. Enter the employee number (use the operating code number of the sequential employee number, depending upon the program).
2. Press or touch **EMPLOYEE**. The employee name displays in the message line.

Sign On by Push Button Key

If your system is using individual push button employee keys:

- ◆ Press or touch the appropriate **EMPLOYEE** key. The employee name displays in the message line.

Sign On by Employee Card

If your system is using employee cards:

- ◆ Swipe the employee card. The employee name displays in the message line.

Sign On by Continue Key

If a CONTINUE key is present on your keyboard, you can sign on the same employee for the next transaction.

- ◆ Press or touch **CONTINUE**.

Sign Off

1. Enter "0".
2. Press or touch **EMPLOYEE**. The message line displays: SIGN ON REQUIRED.

Or,

Press or touch **QUIT** (if a **QUIT** key is present on your keyboard.)

Clerk Interrupt

If allowed, a new employee can sign on while a transaction being processed by another employee is still in progress. Under the new employee, a new transaction can be entered and completed. When the employee processing the suspended transaction signs on again, the suspended transaction can be continued and finalized.

Clocking In/Out

Clock In

1. Enter the employee clock in code and press or touch the **CLK IN/OUT** function key to display the clock in/out window:

CLK IN/OUT #003 3 EMPLOYEE

DATE: TUE 02/21/2006 TIME 09:33

IN	--	OUT
--	--	--
--	--	--
--	--	--
--	--	--
--	--	--
--	--	--

JOB CODE

1 SERVER

2 MANAGER

3

4

5

6

OK CANCEL

Job codes that are available for the employee are displayed.

2. Press or touch the job code button for the job you are performing to clock in.
3. Press or touch **OK** to complete the clock in.

Note: Depending upon system programming, the employee may sign on with their employee number, or their employee clock in code. The employee clock in code may be different than the employee operating code.

Clock Out for Break

1. Enter the employee clock in code and press or touch the **CLK IN/OUT** function key to display the clock in/out window:

CLK IN/OUT #003 3 EMPLOYEE

DATE: TUE 02/21/2006 TIME 10:23

IN	--	OUT
10:11	--	--
--	--	--
--	--	--
--	--	--
--	--	--
--	--	--

CLOCK OUT

OUT FOR BRK

OUT

OK CANCEL

Clock in and out times for the day are displayed.

2. Press or touch the **OUT FOR BRK** key.

3. Press or touch **OK** to complete the clock in.

Clock In from Break

1. Enter the employee clock in code and press or touch the **CLK IN/OUT** function key to display the clock in/out window:
2. Press or touch the job code button for the job you are performing to clock in.
3. Press or touch **OK** to complete the clock in.

Clock Out for Day

1. Enter the employee clock in code and press or touch the **CLK IN/OUT** function key to display the clock in/out window:
2. Press or touch the **OUT** key.
3. Press or touch **OK** to complete the clock in.

Time Clock Edit

If an employee forgets to clock in or out, authorized persons can use the time clock edit function to correct or add time incorrect clock entries.

1. Turn the key lock to the **X** position.
2. Press or touch **X MODE PGM** and then **TIME CLOCK EDIT**.
3. Select the period to be edited, **X/Z (DAILY) EDIT**, or periodic edits, if they are used.
4. Enter the Employee #, press or touch **OK**. The Time Clock Edit screen displays:

TIME CLOCK EDIT X/Z1(DAILY)				
#1 1 EMPLOYEE			DATE : WED 05-20-2009	
TIPS :			00000000.00	
IN (MM/DD HH:MM)	OUT (MM/DD HH:MM)	BREAK	JOB#	JOB NAME
00/00 00:00	- 00/00 00:00	NO	00	
00/00 00:00	- 00/00 00:00	NO	00	
00/00 00:00	- 00/00 00:00	NO	00	
00/00 00:00	- 00/00 00:00	NO	00	
00/00 00:00	- 00/00 00:00	NO	00	
PAGE UP		PAGE DOWN		SAVE
				CLOSE

5. Press or touch the field to be corrected, and then enter the correct time and press or touch **OK**. Use the **PAGE UP** and/or **PAGE DOWN** keys as necessary to display all records.
6. When corrections are completed, press or touch **SAVE** to exit with changes saved.

Outside of Sale Functions

Time Display

- ◆ Press or touch the **X/TIME** key. The date, time, current operator, software version and PLU capacity display. Press or touch **Close** to exit.

A screenshot of a device's 'Time Display' screen. The screen is light gray with black text. It displays the following information: DATE: WED 05/20/2009, TIME: 11:30:01 AM, OPERATOR: 1 EMPLOYEE REG:01, SAM4S SPS500, v0.99g CRS (MAY. 04 2009), IP ADDRESS : 192.168.0.11, # PLU : 120/200, CURRENT SCREEN # : 0, and POWER FAIL COUNT : 0. At the bottom, there are two buttons: 'RESET' and 'CLOSE'.

DATE: WED 05/20/2009
TIME: 11:30:01 AM
OPERATOR: 1 EMPLOYEE REG:01
SAM4S SPS500
v0.99g CRS (MAY. 04 2009)
IP ADDRESS : 192.168.0.11
PLU : 120/200
CURRENT SCREEN # : 0
POWER FAIL COUNT : 0
RESET
CLOSE

Received on Account

1. Press or touch the **RECD ACCT** key.

Note: After pressing or touching RECD ACCT, you must go directly to media functions, any other key will cause an error.

2. Enter media received:

Enter cash received, press or touch **CASH**

Enter checks received, press or touch **CHECK**

Enter miscellaneous tenders received, press or touch the appropriate key

3. The transaction detail area of the screen keeps a running total of media received. Press or touch **DONE** to finalize.

Paid Out

1. Press or touch the **PAID OUT** key.

Note: After pressing or touching RECD ACCT, you must go directly to media functions, any other key will cause an error.

2. Enter media paid out:

Enter cash paid out, press or touch **CASH**

Enter checks paid out, press or touch **CHECK**

Enter miscellaneous tenders paid out, press or touch the appropriate key

3. The transaction detail area of the screen keeps a running total of media paid out. Press or touch **DONE** to finalize.

Registering PLUs/Items

Preset PLUs

- ◆ Press or touch a preset PLU to register an item.

Open PLUs

- ◆ Enter the price and press or touch an open PLU to register an open-priced PLU.

Code Entry Preset PLUs

- ◆ Enter the PLU code number and press or touch the **PLU** key to register then item.

Code Entry Open PLUs

1. Enter the PLU code number and press or touch the **PLU** key. The Amount Required window displays.
2. Enter the price and press or touch **OK**.

PLU Price/HALO Override

PLU override must be allowed. See individual PLU programming and also see **P** Mode System Options – General Function Options to set the global override option. Both options must be set to perform an override.

- ◆ Enter the override price and press or touch the PLU to override the preprogrammed price.

PLU Price Change

- ◆ In REG mode, the sequence: [PRICE CHANGE] [PLU] [PRICE] [PRICE CHANGE] will change the PLU price. The PLU flag “ALLOW PRICE CHANGE” controls this function.

Repeat

- ◆ After an item has been registered, press or touch the PLU again to repeat the item.

PLU Price Inquiry

Use the **PRICE INQ** key to check the price of an item without registering it.

1. Press or touch the **PRICE INQ** key.
2. Enter the PLU number and press or touch the PLU key. The item displays with the current price.
3. Press or touch the PLU key again if you wish to register the item.

Registering a Not Found PLU

Designed to be used in a scanning system, the **NOT FOUND PLU** key allows the operator to immediately enter basic PLU information for an item that is not in the PLU file. If the "Not Found PLU" message displays when a PLU is entered (or when an item is scanned) the operator can press or touch the **NOT FOUND PLU** key and will be prompted to enter PLU price, and if programmed, the descriptor and linking information. The item is registered immediately.

1. Scan or enter a PLU that is not in the PLU file. The NOT FOUND PLU message displays.
2. Press or touch the **NOT FOUND PLU** key. The PRICE/HALO entry box displays.
3. Enter the price for the item, press or touch **ENTER**. The LINK STATUS entry box displays.
4. Enter the status link for the PLU, press or touch **ENTER**. The LINK GROUP entry box displays.
5. Enter the primary group link for the PLU, press or touch **ENTER**. The DESCRIPTOR entry box displays.
6. Use the alpha keyboard overlay to type the descriptor for the item, press or touch **OK**. The item is registered.

Price Level Shift

The current price level can be set by price level key, or automatically by the time of day or day of week. Price levels can be locked into a specific level (stay down) or they can return to a default level after being shifted to another level for a single registration (pop up). When price level keys are used, press or touch the appropriate price shift key prior to entering the PLU.

Scale Items

The SPS-500 can be interfaced to an electronic scale, allowing direct entry of the item's weight by using the **SCALE** key.

Scale Program Notes

- See *P-Mode Programming, PLU, PLU Status Group*. The following options affect each PLU linked to a PLU status group.
 - ⇒ Option # 13: IS PLU SCALEABLE? If yes, the PLU may be registered only by multiplying a weight by the PLU.
 - ⇒ Option #14: AUTO SCALE ON THIS PLU? If yes, the weight on the scale will be automatically multiplied when the PLU is registered.
 - ⇒ Option #15: AUT O TARE# (0-20) If a tare is selected here, the preprogrammed tare weight will be subtracted from the scale weight when the PLU is registered.
- See *P-Mode Programming, Function Key* to set the **SCALE** Key attributes:
 - ⇒ MANAGER REQUIRED?
 - ⇒ ALLOW MANUAL ENTRY OF WEIGHT?
 - ⇒ INHIBIT TARE WEIGHT ENTRY?
 - ⇒ MANAGER REQUIRED FOR TARE ENTRY?
 - ⇒ TARE ENTRY IS COMPULSORY?
 - ⇒ WEIGHT SYMBOL : Y=kg/N=lb

Direct Sale Entry

1. Place the item on the scale.
2. Press or touch the **SCALE** key to display the weight.
3. Register the open or preset PLU.

Manual Weight Entry

1. Enter the weight using the decimal key.
2. Press or touch the **SCALE** key to display the weight.
3. Register the open or preset PLU.

Auto Tare Weight

1. Place the item on the scale.
2. Press or touch the **SCALE** key to display the weight.
3. Register the open or preset PLU.

Manual Tare Weight Entry

1. Place the item on the scale.
2. Enter the tare # and press or touch the **SCALE** key to display the weight less the tare.
3. Register the open or preset PLU.

Open Tare Weight Entry

1. Place the item on the scale.
2. Press or touch **20**. This will call for tare 20, which is an open tare.
3. Press or touch the **SCALE**
4. Press or touch the decimal [.] , then the numeric **3**. This will enter a tare weight of 0.3 lb.
5. Press or touch the **SCALE** key.
6. Register the open or preset PLU.

Print Key

The **PRINT** key allows the operator to send items to the kitchen printer. Use the **PRINT** key (or label the key GRILL) to send items wouldn't normally go to a kitchen printer or send items that require special attention. A ll printer output made using the key is in addition to regular output.

To use the **PRINT** key function, press or touch the **PRINT** key before the first item and immediately after the last item to want printed for special attention.

1. Press or touch **PRINT**.
2. Enter the item and condiments or instructions.
3. Press or touch the **PRINT** key again to send the item & instructions to the printer identified on the **PRINT** key.

Note: The PLU Status Group flag #28 “Print on KP?” must be set to Y (yes) for items that are to be sent to a printer via the **PRINT** key.

The **PRINT** key also sends items in group sequence using the “meal order feature” available at version 2.02n or later. Items are given a meal order priority through group programming. Each time the **PRINT** key is pressed/touched, the next priority of items will be release to the kitchen printer.

Auto Grill Item

Some items may be programmed as "AUTO GRILL" so they will always be sent to the designated grill printer. The advantage of using auto grill is the item is sent to the printer immediately when the next item is registered, or when the **PRINT** key is pressed/touched. This allows for speedy service in quick service environments.

1. Enter the auto grill item and condiments or instructions.
2. Enter the next item or press or touch the **PRINT** key to send the item and instructions to the kitchen printer group identified in the PLUs status group at "K-GRILL GROUP #".

Promo

The **PROMO** key allows the operator to account for promotional items (i.e. by two, get one free). This key will remove the cost of the item from the sale, but not the count. In the case of by two, get one free the count remains three items, but the customer is only charged for two.

1. Register the items to be sold.
2. Press or touch **PROMO**.
3. Register the items to be promo'd.

Void of Promo Items

The promo item must be voided before the charged item. For example, if a hot dog and a promo hot dog are registered, the promo hot dog must be voided before the paid hot dog is voided. If more than one paid hot dogs are registered, the promo hot dog must be voided before the last paid hot dog is voided.

Waste

The **WASTE** key allows control of inventory by accounting for items that must be removed from stock due to spoilage, breakage, or mistakes. The **WASTE** key may be under manager control, requiring the manager code entry. The **WASTE** key is not allowed within a sale.

1. Press or touch **WASTE**.
2. Register the wasted items.
3. Press or touch **WASTE** to finalize.

Price Inquiry

Use the **PRICE INQ** key to check the price of an item without registering it.

1. Press or touch **PRICE INQ**.
2. Press or touch the PLU item key on the screen or enter the PLU number and press or touch the **PLU** key.
3. Press or touch the PLU key again if you wish to register the item.

Food Stamp Shift

Note: Display (Yes or No) of food stamp eligible indicators is controlled by option #11 of System Option Programming – Tax Options.

- ◆ To sell a non-food stamp eligible item with food stamp eligibility, press or touch the **FD/S SHIFT** key before the item entry.
- ◆ To sell a food stamp eligible item as non-food stamp eligible, press or touch the **FD/S SHIFT** key before the item entry.

Tax Shift/Tax Exemption

Note: Display (Yes or No) of taxable item indicators is controlled by option #5 of System Option Programming – Tax Options.

Excepting Tax from a Taxable Item

To except tax 1, press or touch **TAX SHIFT1** before registering the item; to except tax 2, press or touch **TAX SHIFT2**; to except multiple taxes, press or touch each of the appropriate tax shift keys before registering the item.

Adding Tax to a Non-Taxable Item

To charge tax 1, press or touch **TAX SHIFT1** before registering the item; to charge tax 2, press or touch **TAX SHIFT2**; to charge multiple taxes, press or touch each of the appropriate tax shift keys before registering the item.

Adding Tax to a Non-Taxable Item

To charge tax 1, press or touch **TAX SHIFT1**; to charge tax 2, press or touch **TAX SHIFT2**; to charge multiple taxes, press or touch each of the appropriate tax shift keys,

Excepting Tax on an Entire Sale

Taxes can be removed from an entire sale by using a pre-programmed **TAX EXEMPT** key or by pressing the appropriate tax shift key before tendering the sale.

Corrections & Voids

Clear

Press or touch the **CLEAR** key to erase numeric entries or clear an error condition.

Error Correct

Press or touch the **ERR. CORR.** key to void the last item entered. Note that the **VOID ITEM** key may also be used to correct the last item entered.

Void Item

Use the **VOID ITEM** key to void an item previously entered in a transaction. To void a previous item:

- ◆ Press or touch **CLEAR**, then **VOID ITEM**, and then the item to be voided.
- Or,
- ◆ Touch the item or condiment where it is displayed – note that the item touched is now selected and highlighted. Touch **VOID ITEM** to remove the item or condiment.

Note: If an item is voided, condiments associated with the item are also removed.

Cancel

Use the cancel function to completely abort a transaction in progress. No totals or counters are updated for items registered prior to cancelling a transaction. Cancel cannot be used after tendering or finalization. Employee authority determines if the Cancel function is allowed. Cancel does not open the cash drawer.

- ◆ Press or touch **CANCEL** to abort a transaction in progress.

Transaction Void

A VOID MODE key (key code #31) must be placed on the keyboard. Entry of the current time may be required before a transaction void sequence. See P Mode System Options/General Function Option #36. If time entry is required, the subsequent void operation will adjust the time report for the correct period. If VOID MODE is under manager control, entry of the manager password is required.

1. Press or touch the **VOID MODE** key. If required enter the manager password.
2. If required, enter the time of the original transaction, press or touch **X/TIME**.
3. Enter Items to be voided. Finalize the void sale using the appropriate tender.
4. If necessary, void additional transactions.
5. Press or touch the **VOID MODE** key again to exit void mode.

Merchandise Return

Use this function to return (credit) merchandise inside or outside of a sale.

- ◆ Press or touch **MDSE RETURN**, and then enter the item to be returned.

Discounts/Coupons/Surcharges

The % (percentage) key is programmable and may be set up to handle a variety of discounts, surcharges or coupons. Up to 10 keys are available, each can:

- Apply to a Sale or an Item,
- Accept an amount entry or calculate a percentage,
- Be positive (surcharge) or negative (discount),
- Be open or preset (preset may be price or percentage, depending upon other setup),
- Calculate taxes before or after the discount is applied,
- Allow the discount to reduce the food stamp subtotal,
- Allow the “do it” subtotal discount function,
- Enforce validation after the % key function,
- If the % key is preset at a set percentage, allow override of the percentage, or to allow override of the percentage in ‘X’ mode only,
- If the % key is an item discount/surcharge function, net the item total or not,
- If the % key is a subtotal amount function (vendor coupon), allow multiple coupons without pressing subtotal or allow only one coupon.

Sale (Subtotal) Discounts

To deduct an open percentage discount from a sale (or override a preset percentage):

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Enter discount percentage. If the discount is fractional, use the decimal key. For example, enter **1 5 . 5** for a 15.5% discount.
4. Press or touch the % key.
5. Finalize the transaction.

To deduct a preset percentage discount from a sale:

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Press or touch the % key.
4. Finalize the transaction.

To deduct a coupon against a sale:

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Enter the amount of the coupon.
4. Press or touch the **%** key.
5. Finalize the transaction.

To apply a “Do It” discount:

Note: This function allows the operator to accept a short tender as full payment for the sale. The amount short is automatically tracked in the discount key total.

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Enter the amount of the tender, press or touch the **%** key.
4. Press or touch **CASH**.

Item Discounts

To deduct an open percentage discount from an item (or override a preset percentage):

1. Register item.
2. Enter discount percentage. If the discount is fractional, use the decimal key. For example, enter **15.5** for a 15.5% discount.
3. Press or touch the **%** key.

To deduct a preset percentage discount from an item:

1. Register the item.
2. Press or touch the **%** key.

To deduct a preset percentage discount from an item entered earlier in the sale:

1. Touch the item or condiment where it is displayed – note that the item touched is now selected and highlighted.
2. Press or touch the **%** key.

To deduct a store coupon against an item:

1. Enter the amount of the coupon, press or touch the **%** key.
2. Enter or touch the PLU the discount is to be applied to.

Surcharges

To add an open percentage surcharge to a sale:

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Enter surcharge percentage. If the surcharge is fractional, use the decimal key. For example, enter **1 5 . 5** for a 15.5% surcharge.
4. Press or touch the **%** key.
5. Finalize the transaction.

To add a preset percentage surcharge to a sale:

1. Register items.
2. Press or touch **SUBTOTAL**.
3. Press or touch the **%** key.
4. Finalize the transaction.

To add an open percentage surcharge to an item:

1. Register item.
2. Enter surcharge percentage. If the surcharge is fractional, use the decimal key. For example, enter **1 5 . 5** for a 15.5% surcharge.
3. Press or touch the **%** key.

To add a preset percentage surcharge to an item:

1. Register the item.
2. Press or touch the **%** key.

Totaling/Tendering

Cash

- ◆ Press or touch the **CASH** key, or enter the amount of the cash tendered and press or touch the **CASH** key. The register will display the change due.

Check

- ◆ Press or touch the **CHECK** key, or enter the amount of the cash tendered and press or touch the **CHECK** key. The register will display the change due.

Check Cashing

A separate function key is available for check cashing. Check cashing limits may apply and a manager code may be needed to complete the transaction.

- ◆ Enter the amount of the check to be cashed, press or touch the **CHECK CASH** key. The cash and check-in-drawer totals will be adjusted appropriately.

Miscellaneous (Charge) Tender

Up to sixteen miscellaneous tender keys are available for accepting various types of charges. Each key can be configured separately with maximum charge limits, tendering requirements/rules, tax exemption rules and validation requirements. Operation sequences will vary depending upon the situation. (See “Integrated Payment System Operations” below where an integrated electronic payment system is used.)

To accept a miscellaneous tender payment:

- ◆ Press or touch the **MISC TENDER** key, or (where allowed) enter the amount of the cash tendered and press or touch the **MISC TENDER** key. The register will display the change due.

Preset Tender

Macro keys can be programmed to execute preprogrammed amount tenders for common currencies such as \$5, \$10 or \$20 cash.

Split Tender

Multiple payments can be recorded for a single transaction. Cash, Check, and/or Misc. tenders can be recorded in any order, as many times as necessary to pay the entire transaction.

Integrated Payment System Operations

Credit Transaction

1. Enter items.
2. Press or touch or tender into the appropriate **MISC TEND** key. The message “SLIDE CARD” displays.
3. Swipe card. The message “WAITING RESP.” displays until the card verification is complete.
4. When verification is complete, the draft is printed.

Debit Transaction

1. Enter items.
2. Press/touch or tender into the appropriate **MISC TEND** key (with debit function). The message “SLIDE CARD” displays.
3. Swipe card. The message “GETTING PIN.” displays. (At the PIN pad, the ENTER PIN message displays.)
4. At the PIN pad, enter the PIN and press the **OK** key. The terminal now displays “WAITING RESP.” until the card verification is complete.
5. When verification is complete, the draft is printed.

Gift Card – Sale of Gift Card

1. Register the gift card amount into a PLU linked to a unique PLU Status Group with the gift card activate function.
2. Press/touch or tender into the appropriate tendering key. The message “SLIDE GIFT” displays.
3. Swipe the gift card. The terminal displays “WAITING RESP.” until the card verification is complete.
4. When verification is complete, the receipt and the draft are printed.

Gift Card – Add to Existing Card

1. Register the gift card amount to be added into a PLU linked to a unique PLU Status Group with the gift card addition function.
2. Press/touch or tender into the appropriate tendering key. The message “SLIDE GIFT” displays.
3. Swipe the gift card. The terminal displays “WAITING RESP.” until the card verification is complete.
4. When verification is complete, the receipt and the draft are printed.

Gift Card – Payment with Gift Card

1. Register a normal transaction. Press or touch the Gift Card Tender key (a miscellaneous tender key programmed with the gift card function.)
2. Swipe the gift card. The terminal displays “WAITING RESP.” until the card verification is complete.
3. When verification is complete, the receipt and the draft are printed.

Manual Card Entry

1. Enter items.
2. Press/touch or tender into the appropriate **MISC TEND** key. The message “SLIDE CARD” displays.
3. If card will not read, press or touch **CLEAR** once, the message “Enter Acct No” Displays.
4. Enter the account number and press or touch **OK** (or press or touch **CLEAR** again to abort the transaction.)

5. The “WAITING RESP.” message displays and the transaction completes normally.

Electronic Payment – Merchandise Return

1. Complete the merchandise return transaction as you would a normal transaction. Press or touch **MDSE RTRN** prior to entering each returned item.
2. Press or touch the appropriate **MISC TEND** key. The message “SLIDE CARD” displays.
3. Swipe card. The message “WAITING RESP.” displays until the card verification is complete.
4. When verification is complete, the draft is printed.

Electronic Payment – Void Transaction

Transaction Void allows a transaction to be voided from the batch and not reported to the cardholder statement.

1. Press or touch the **VOID MODE** key.
2. Enter items.
3. Press/touch or tender into the appropriate **MISC TEND** key. The message “SLIDE CARD” displays.
4. Swipe card. The message “ENTER AUTH CODE.” displays.
5. Enter the authorization code printed for the transaction to be voided, press or touch **OK**.
6. The message “ENTER REF CODE” displays. Enter the Reference number from the transaction to be voided. Press or touch **OK**.
7. The message “WAITING RESP.” displays until the transaction is found and the original record voided.

Foreign Currency Subtotal & Tender

1. Enter items
2. Press or touch the appropriate conversion key, which is pre-programmed with the exchange rate (for example, a Canadian Dollar may be worth \$0.75 US.)
3. Enter amount tendered in foreign currency and press or touch **CASH**. Note that change is computed in home currency.

Food Stamp Subtotal & Tender

Food Stamp options include:

- The **FD/S TEND** key can be programmed to forgive tax on items paid for with food stamps.
- Food Stamp change of less than \$1 can be applied toward the sale or given as change.

Consult with your installing dealer to verify that food stamp programming is set to correspond with food stamp merchant rules in your area.

To complete a food stamp transaction:

1. Enter items. (Food stamp eligibility is pre-set for each item.)

2. Press or touch **FD/S SUBTL**. The total of items eligible for food stamp payment displays:
3. Enter food stamp tender amount, press or touch **FD/S TEND**.
4. Pay remainder due (if any) with **CASH**, **CHECK** or by one of the miscellaneous tender functions (charge).

Post-Finalization Procedures

Paid Order Recall

Press or touch the **PAID RECALL** key to view the previous transaction. Press or touch the **PAID RECALL** key again to view the next previous transaction. Up to 10 preceding transactions (depending upon memory allocation) may be viewed by repeatedly pressing the **PAID RECALL** key.

- Use the scroll bar, if necessary, to view the entire transaction.
- Press or touch **RECEIPT** if necessary to print a recalled transaction.
- Press or touch **CLEAR** to exit.

Receipt Issue

Press or touch **RECEIPT** to print a transaction receipt. If the issue of multiple receipts is allowed, press or touch **RECEIPT** a second time to print a receipt copy.

Validate

When a printer supporting single line validation is attached, insert paper into the printer and press or touch the **VALID** key to initiate the single line validation.

Advanced Application Operations

Overview

A large array of functions can be deployed to power the SAM4s SPS-500 in many common food service and retail environments. The application design for the SPS-500 is provided as a value-added service by your SAM4s dealer. Names of functions and operations for your specific application may differ slightly. Consult with your dealer for detailed operation information.

Notes

Functions may be physical key locations on the SPS-500 keyboard, or they may be displayed on the SPS-500 touch screen. Press the key location on the keyboard, or press or touch the location on the screen to perform the desired operation.

Quick Service Operations

Modifiers

Typically, keys labeled as sizes, such as SM, MED, LG and X-LG are modifier keys. When items are sold in different sizes, press or touch a modifier before the desired item.

Selecting Options from Keylinks

When items are sold in different flavors, or with different options, registration of the item may trigger a new (keylink) screen. In this example, many options and condiments are available for each sandwich. Touch the desired condiment(s) for the sandwich.

TAXES 0.00 TOTAL 5.00		ADD bbq	ADD mar inara	ADD hor sera dish	ADD tarter
1 CHEESEBURGER \$5.00		ADD salsa	ADD hot sauce	ADD blue cheese	ADD ranch
		ADD french	ADD italian	ADD 1000 island	ADD ame rican
		ADD swiss	ADD cheddar	ADD pepp jack	ADD tomato
		ADD mayo	ADD lattuce	ADD pickles	ADD raw onion
		ADD fried onion	ADD mus hroom	DONE	
TAXES 0.00 TOTAL 5.00					
P01 ROn REG01					

After all condiments are selected, touch **DONE** to exit the keylink. The register is ready for another entry or finalization.

TAXES 0.00 TOTAL 6.50		ADD bbq	ADD mar inara	ADD hor sera dish	ADD tarter
1 CHEESEBURGER \$5.00		ADD salsa	ADD hot sauce	ADD blue cheese	ADD ranch
ADD mushroom \$0.75		ADD french	ADD italian	ADD 1000 island	ADD ame rican
ADD pickles \$0.75		ADD swiss	ADD cheddar	ADD pepp jack	ADD tomato
		ADD mayo	ADD lattuce	ADD pickles	ADD raw onion
		ADD fried onion	ADD mus hroom	DONE	
TAXES 0.00 TOTAL 6.50					
P01 ROn REG01					

Sample Transaction Receipt

A SAM4s SPS-530 provides a 3" receipt (actual size).

Programmable preamble message (up to 6 lines)

Customer logo – stored in the non-volatile printer memory

DATE 03/27/2006 MON

LG SUNDAE T1 \$2.58

hot fudge T1

MD CONE T1 \$1.64

chocolate T1

TAXABLE 1 \$4.22

TAX TOTAL \$0.27

TOTAL \$4.49

CASH \$10.00

CHANGE \$5.51

*** ORDER# 0120 ***

NO.000020 REG 01 EMPL 1 TIME 11:30

Transaction information: consecutive number, register number, employee, time.

Programmable preamble message (up to 6 lines)

ANNIE'S
HOME-MADE FLAVOR
651-234-5678
THANK YOU!
COME AGAIN!

Drive Thru Operations

When drive thru operations are implemented, **Drive Thru Store**, **Drive Thru Recall** keys, will appear on the screen. (The **Drive Thru Store** key is one of the Store Check function keys with the “auto check management” feature enabled. The Drive Thru Recall key is one of the Recall Check function keys with the “Drive Thru” feature enabled.)

Park Order and **Serve Order** keys may also be used in conjunction with a kitchen video system option.

Drive Thru Store

1. Enter items.
2. Press the **DRIVE THRU STORE** key.

Drive Thru Recall

1. Press the **DRIVE THRU RECALL** key
2. Add or void items as necessary.
3. Finalize the transaction with **CASH**, **CHECK** or one of the miscellaneous tender (charge) functions.

Drive Thru Park

Enter a number and press **PARK ORDER** to park or "suspend" an order on the video monitor until the order is completely filled. In the case of a drive through order that cannot be completed when the customer arrives at the pick-up window, the operator would park the order until it was completely filled. The order would then be served or bumped by using the **SERVE ORDER** key.

Drive Thru Serve

Enter a number and press **SERVE ORDER** to serve or bump the order from a video monitor. No video keypad is needed for this function.

Alpha Text

The Alpha Text key can be used to type a name or message that will be associated with a stored order (soft check). Press the **ALPHA TEXT** key anytime after an order has been opened, then type a message (up to 15 characters) using the alpha keyboard overlay and press **ENTER**. The message is saved and printed/displayed with the order.

Training Mode

An employee file can be created and designated for training purposed. Sign on the designated training employee. The message “*****TRAINING*****” display on the screen and print on the receipt (if a receipt printer is attached and programmed).

Note that if you are performing training in tracking file operations, training activity will be added to tracking files. Be sure to designated specific files for training purposes, and/or clear tracking files after training activity.

Training Mode Program Notes

1. Designate an employee file to be used for training. Set the P Mode Employee Option for that employee to “Training Mode” = YES.
2. Refer to P Mode System Options/Training Mode Options select printing, drawer and other training related options.

SPS-500 Delivery System

Delivery System Features

- Customer records (called “Delivery Tables”) are stored in the SPS-500 memory. The number of Delivery Tables is defined in memory allocation (each requiring 664 bytes), with a maximum of 9999 records.
- Eleven customer information fields are stored for each delivery table.
- Orders are tracked by assigning one of the four available tracking files to hold delivery orders
- The Delivery function key is used to initiate a delivery transaction. When touched, the Delivery key opens the customer record screen. Here existing accounts can be opened, new accounts created, or existing accounts deleted.
- The Last Purchase function is available from the delivery customer record screen. Touch the Last Purchase key to view a record of the last 48 items purchased by the delivery customer. The items are viewed under three tabs, each listing up to 16 items. Items viewed here can be quickly selected and reordered.
- The Park Delivery function key allows you to accept orders and hold them for preparation and delivery at a later time.
- The Serv Delivery function key releases held parked orders for preparation.

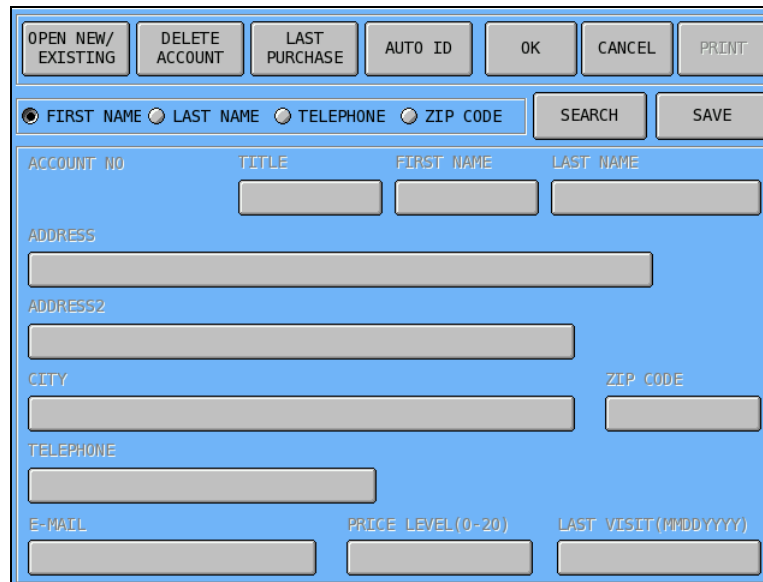
Delivery Related Programs

- Set the number of delivery tables: S/Memory Allocation/Option #33.
- Use tracking file #1 for delivery tracking: S/System Options/Option #21.
- Set Tracking files as you would any in other tracking system:
 - Set the register number that holds check tracking data and the register that hold back-up data (S/System Options/Option #10 & 11 -- for single register systems, just set the register number.)
 - Set Memory Allocation for number of lines per check and maximum number of checks (S/Memory Allocation/Options # 11 & 12). Be certain that the number of tracking files available exceeds the number of delivery tables Allocated
- Use the Key Relocation program to assign function keys as necessary: **Delivery** (function key code #069); **Park Delivery** (function key code #070); **Serv Delivery** (function key code #071).
- Use the Key Relocation program to assign **Store Check 1**, **Recall Check 1**, and **List Check 1** function keys. Use the default options for the **Recall Check 1** key, do not enable drive thru, set “assigned by register” to No, and set the length of Check# in Digits” to 00.

Delivery Operations

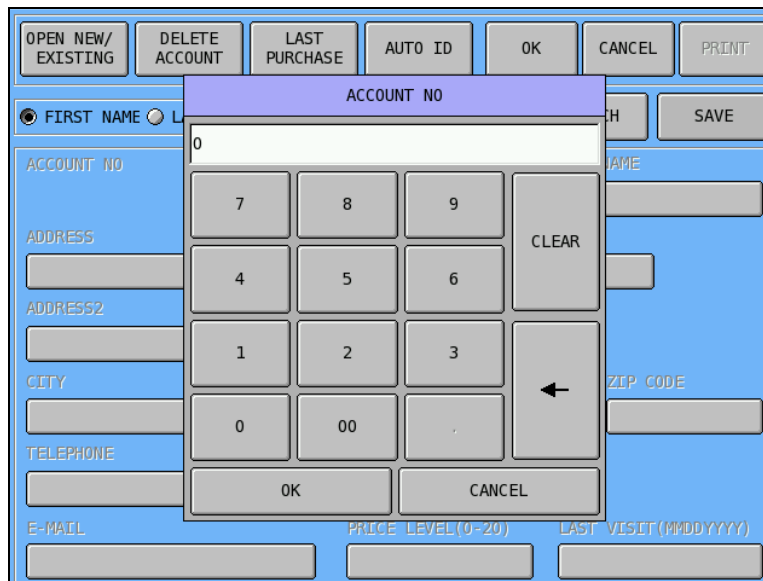
Entering a Delivery Transaction

1. Touch the **Delivery** key to initiate a delivery order. A blank customer record screen displays:



A screenshot of a customer record screen. At the top is a header bar with buttons: OPEN NEW/ EXISTING, DELETE ACCOUNT, LAST PURCHASE, AUTO ID, OK, CANCEL, and PRINT. Below this is a search bar with radio buttons for FIRST NAME, LAST NAME, TELEPHONE, and ZIP CODE, and buttons for SEARCH and SAVE. The main form area has fields for ACCOUNT NO, TITLE, FIRST NAME, LAST NAME, ADDRESS, ADDRESS2, CITY, ZIP CODE, TELEPHONE, E-MAIL, PRICE LEVEL(0-20), and LAST VISIT(MMDDYYYY).

2. Touch the **Open New/Existing** key.



A screenshot of the same customer record screen, but with a numeric keypad overlay. The keypad is titled 'ACCOUNT NO' and contains digits 0-9, a '00' key, a decimal key, a 'CLEAR' key, and a back arrow key. The 'OK' and 'CANCEL' buttons from the keypad are at the bottom. The background form fields are partially visible behind the keypad.

3. Enter the customer account number (up to 10 digits – in most cases the customer telephone number with area code will be used) and then touch **OK**.

4. If the number entered is a new account, a blank record screen will display with fields open for entry.

OPEN NEW/ EXISTING	DELETE ACCOUNT	LAST PURCHASE	AUTO ID	OK	CANCEL	PRINT
<input checked="" type="radio"/> FIRST NAME <input type="radio"/> LAST NAME <input type="radio"/> TELEPHONE <input type="radio"/> ZIP CODE				SEARCH	SAVE	
ACCOUNT NO	TITLE	FIRST NAME	LAST NAME			
1234567890						
ADDRESS						
ADDRESS2						
CITY			ZIP CODE			
TELEPHONE						
E-MAIL		PRICE LEVEL(0-20)		LAST VISIT(MMDDYYYY)		
		0		00/00/0000		

Each field will store information as shown below:

Field	# Characters
Account No	9
Title	12
First Name	12
Last Name	20
Address	40
Address 2	30
City	30
Telephone	15
E-mail	30
Zip Code	12
Birth Date	8 (mmddyyyy)
Loyalty Points	Not currently used
Last Visit	Displays last date of activity for this account

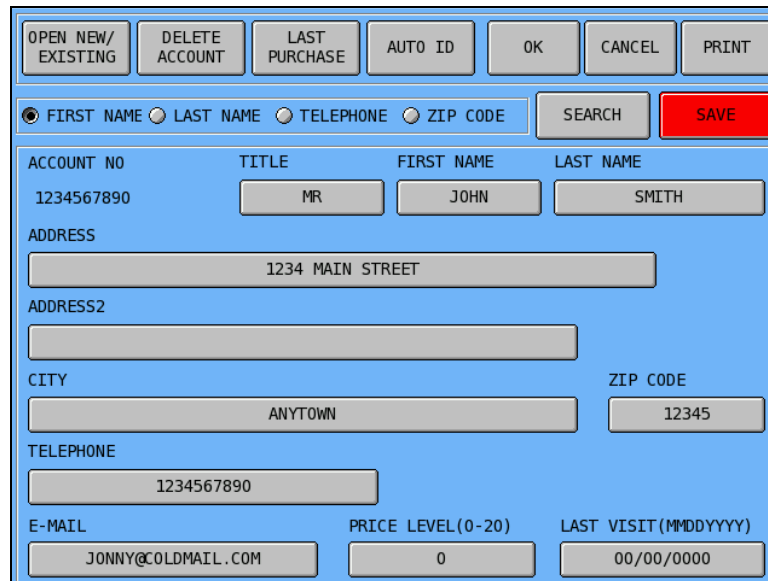
Touch the field you wish to update.



The image shows a keypad interface titled "ADDRESS". At the top, there are four buttons: "BASIC", "ETC", "CAPS LOCK", and "DOUBLE". Below these is a long horizontal text entry field. Under the field is a numeric keypad with digits 1-0. Below the numeric keypad is a QWERTY keyboard layout with letters and symbols. At the bottom of the keypad are several function buttons: "SHIFT", "SPACE", a left arrow button, "CLEAR", "OK", and "CANCEL".

Enter alphanumeric field data (see field size information) and touch **OK**. Information entered for the new customer will be stored under the account number.

5. If the customer account number is an existing account number, information for the customer will display, if the customer is new, touch **SAVE** to save the account information:



The image shows a customer information form. At the top, there are buttons: "OPEN NEW/EXISTING", "DELETE ACCOUNT", "LAST PURCHASE", "AUTO ID", "OK", "CANCEL", and "PRINT". Below these are radio buttons for "FIRST NAME", "LAST NAME", "TELEPHONE", and "ZIP CODE", followed by a "SEARCH" button and a red "SAVE" button. The form contains several input fields: "ACCOUNT NO" (1234567890), "TITLE" (MR), "FIRST NAME" (JOHN), "LAST NAME" (SMITH), "ADDRESS" (1234 MAIN STREET), "ADDRESS2" (empty), "CITY" (ANYTOWN), "ZIP CODE" (12345), "TELEPHONE" (1234567890), "E-MAIL" (JONNY@COLDMAIL.COM), "PRICE LEVEL(0-20)" (0), and "LAST VISIT(MMDDYYYY)" (00/00/0000).

6. After customer information is recalled or entered, touch **OK** to begin an order. (A check will open a check with the customer account number as the check number.)
7. Register the items for the customer.
8. Touch **Store Check 1**.

- Requisitions will be directed to the kitchen printer (if used). Deliver the order when complete. When the delivery person returns with payment, pay the check by using the **Recall Check 1** key and entering the appropriate payment.

Parking an Order for Delivery at a Later Time

- Enter a delivery transaction as described in 1-7 of “Entering a Delivery Transaction” on page 61. Do not touch the **Store Check 1** key at this time, instead touch **Park Delivery**. You will be prompted to enter the order park time.

RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	TAXES 0.00 TOTAL 0.00
ORDER PARK TIME(HHMM)				CHK#1234567890/TBL# 0/GST# 0/1 EMPLOYE
0				0.00
SEAT #	GUEST #			0.00
7	8	7 8 9	CLEAR	
4	5	4 5 6		
1	2	1 2 3	←	
0	00	0 00		
		OK	CANCEL	
		PRINT CHECK		TAXES 0.00 TOTAL 0.00
				0.00

- Enter the time *preparation for the order should begin* in 24-hour (HHMM) format and then touch **OK**.
- Touch the **Store Check** function key. Items will automatically be held (S) and not routed to kitchen printers. Touch to **CLOSE** to close the check.

RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	TAXES 0.00 TOTAL 0.00
				CHK#1234567890/TBL# 0/GST# 0/1 EMPLOYE
				S 1 PLU5 0.00
				E 1 PLU6 0.00
SEAT #	GUEST #	CLEAR	DONE	
7				TABLE#(1) CHECK# GUEST# TIME #HELD ITEM
4				0 1234567890 0 13:41 2
1	2	3	VOID ITEM	PREV
0	00		PRINT CHECK	NEXT
				OPEN
				CLOSE
				TAXES 0.00 TOTAL 0.00
				P01 Ron REG01

“Hold” Status

- When the time set for the parked order is reached, the message: “Order in Park, Press List Check” message will display. The error tone will sound every 15 seconds, providing a prompt for the operator to release the order for preparation.

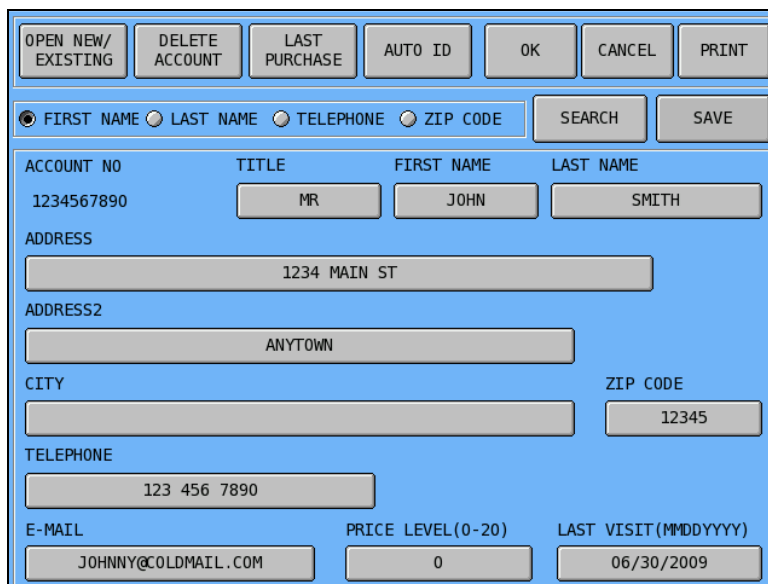
Press the **List Check** key to display a list of open checks (there may be more than one) with the check status indicated:

RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	ORDER IN PARK, PRESS LIST CHECK									
SEAT #	GUEST #	CLEAR	DONE										
7		<table border="1"> <thead> <tr> <th>ACCOUNT#</th> <th>TITLE</th> <th>NAME</th> <th>STATUS</th> </tr> </thead> <tbody> <tr> <td>1234567890</td> <td>MR</td> <td>SMITH</td> <td>OPENED</td> </tr> </tbody> </table>			ACCOUNT#	TITLE	NAME	STATUS	1234567890	MR	SMITH	OPENED	<div>PREV</div> <div>NEXT</div> <div>OPEN</div> <div>CLOSE</div>
ACCOUNT#	TITLE	NAME	STATUS										
1234567890	MR	SMITH	OPENED										
4		<input checked="" type="radio"/> BOTH <input type="radio"/> OPEN ONLY <input type="radio"/> CLOSED ONLY											
1	2	3	VOID ITEM										
0	00	.	PRINT CHECK										
				P01 R0n REG01									

- Touch the “parked” order you wish to release for preparation, touch **OPEN**.
- The customer record screen will display, allowing the operator to verify the customer. Touch **OK**.
- The stored customer order will display (note hold status (H) for each item is still displayed.) Touch **Serv Delivery**.
- Touch **Store Check 1**.
- Requisitions will be directed to the kitchen printer(s) (if used). Deliver the order when complete. When the delivery person returns with payment, pay the check by using the **Recall Check 1** key and entering the appropriate payment.

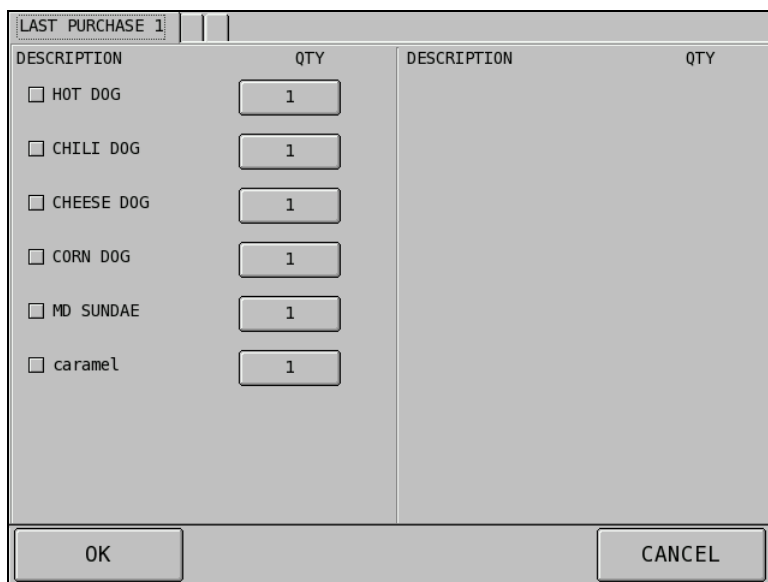
Viewing/Re-Ordering from the Last Purchase Screen

1. Begin or recall a customer account (see “Entering a Delivery Transaction” on page 61 and follow steps 1-5).



A screenshot of a customer account information screen. At the top, there are buttons: OPEN NEW/EXISTING, DELETE ACCOUNT, LAST PURCHASE, AUTO ID, OK, CANCEL, and PRINT. Below these are radio buttons for FIRST NAME, LAST NAME, TELEPHONE, and ZIP CODE, followed by SEARCH and SAVE buttons. The main section contains fields for ACCOUNT NO (1234567890), TITLE (MR), FIRST NAME (JOHN), and LAST NAME (SMITH). Below these are ADDRESS (1234 MAIN ST), ADDRESS2 (ANYTOWN), CITY, and ZIP CODE (12345). There is also a TELEPHONE field (123 456 7890) and an E-MAIL field (JOHNNY@COLDMAIL.COM). At the bottom, there are fields for PRICE LEVEL (0-20) with value 0, and LAST VISIT (MMDDYYYY) with value 06/30/2009.

2. Touch the **Last Purchase** key.



A screenshot of the 'LAST PURCHASE 1' screen. It shows a list of items with checkboxes and quantity fields. The items are: HOT DOG, CHILI DOG, CHEESE DOG, CORN DOG, MD SUNDAE, and caramel. Each item has a quantity field set to 1. At the bottom, there are OK and CANCEL buttons.

DESCRIPTION	QTY
<input type="checkbox"/> HOT DOG	1
<input type="checkbox"/> CHILI DOG	1
<input type="checkbox"/> CHEESE DOG	1
<input type="checkbox"/> CORN DOG	1
<input type="checkbox"/> MD SUNDAE	1
<input type="checkbox"/> caramel	1

3. The last 48 items ordered by this customer will display. If more than 16 items are in the record, items can be viewed by pressing the Last Purchase 2 or Last Purchase 3 tabs. If you wish to re-order an item(s) viewed on the Last Purchase screen, select the item(s) (a check mark will display for the item) and touch **OK**. The item(s) will automatically register on a new order for the customer.

Running Tabs or Guest Checks

Overview

The *SPS-500* can employ a manual previous balance, hard check, or soft check system. If manual previous balance is selected, the check balance is not saved in memory and is input manually by the operator (use the manual previous balance key). If a hard check system is selected, only the previous balance is maintained in memory. If a soft check system is selected, the check detail is kept in memory until the check is paid. (After a check is paid, check detail is available only through the **PAID RECALL** function, if it is implemented, or the closed check file, if it is implemented.)

For hard or soft check operations, the following tracking options are available:

1. Tracking by manually entering the check number. (The number of digits in the check number may be set from 0-10, with zero meaning no fixed length.) Table number entry may be required.
2. Tracking by automatically assigning a check number. Starting check numbers can be set for each register in the system.
3. Tracking by Table Number, where a check number is also assigned. Multiple checks may be assigned at the same table.

In cases 1 & 3 above both a check # and a table # are connected to a balance. The balance can be recalled either by the check number, or by the table number. (If there are multiple checks at the same table, an attempt to recall by table number will result in a screen listing the open checks at the table. The operator may then select one of the checks to open.)

Multiple Tracking Files

The *SPS-500* allows up to four separate tracking files. This allows you to set up different files for guest check/table tracking, phone order tracking, drive-thru tracking for multiple windows, delivery order tracking or whatever your application requires. The number of tracking files and the number of checks for each file are defined in memory allocation. The method of tracking you select (hard/soft) applies to all tracking files.

Because there are four possible tracking files, there are separate sets of keys for each of the following functions:

- RECALL CHECK (1-4)
- STORE CHECK (1-4)
- TABLE (1-4)
- LIST CHECK (1-4)
- TRANSFER CHECK (1-4)

Note that the tracking file number (1-4) is displayed on the screen in situations when checks are listed (i.e. checks with held items, multiple checks on the same table, the List Check screen and the Transfer Check screen.)

Of Guests

Entry is optional and is controlled by an option on the Recall Check key program. The number of guests may be required on all transactions or only on tracking transactions.

Alpha Check Number

Traditionally, check numbers are numeric, either manually entered or assigned by the register. However, the SPS-500 has the capability of using an alphanumeric name for a check. (Alpha check numbers are set with P Mode System Option/Tracking File Option #17.)

Alpha check numbers are especially useful for ordering systems where the customer is called by name when the order is ready. When alpha check numbers are used, the alpha name is limited to nine characters.

Manual Previous Balance

NOTES: Neither the new balance or transaction items are stored in memory and neither can be recalled when using manual previous balance posting. You must set memory allocation to “Hard” check to post manual balances.

Although not commonly used, the *SPS-500* has the capability of manual previous balance operations. Manual previous balance means that the balance amount is entered through the numeric keypad. New items entered are added to the previous balance and the new balance is computed when the transaction is finalized. Any of the four STORE 1-4 keys may be used to service the transaction.

Function Key Notes:

- Use the P/BAL key (function key code #148) to enter the previous balance amount.

Opening a Check

1. Enter zero, touch **P/BAL**.
2. Enter items.
3. Touch any one of the four store check functions, i.e. **STORE #1**.

Adding to a Check

1. Enter amount, touch **P/BAL**.
2. Enter items.
3. Touch **STORE #1**.

Paying a Check

1. Enter amount, touch **P/BAL**.
2. Touch **CASH**, or enter the amount tendered and touch **CASH**, or
Touch **CHECK**, or enter the amount tendered and touch **CHECK**, or
Touch one of the miscellaneous tender keys, or enter the amount tendered and touch of the
miscellaneous tender keys.

Note: If tender is less than balance, touch **STORE #1** to finalize.

Hard Check Posting

With "hard check" posting, only current balances are stored in memory.

Procedures and options relating to *beginning*, *adding to* and *paying* a check are the same on "hard" and "soft" check posting, except it is necessary to print an update to the check at each posting. Note that when a hard check is recalled, the previous balance is displayed. (In soft check posting the previously registered items are recalled.)

Opening a Hard Check

Depending on the method used:

Enter check number, touch CHECK #, or

Enter table number, touch TABLE #.

Note that the previous balance is displayed.

Soft Check Posting

It is not necessary to print the check at each posting. The **PRINT CHECK** key will print the check at the designated printer. The **PRINT CHECK** key can be programmed to automatically service the transaction.

Soft Check Tracking Program Notes:

Discuss these options with your authorized SPS-500 dealer or refer to the *SPS-500 Program Reference Manual*.

- You must set the check tracking method to "Soft". See S Mode Memory Allocation option #8.
- You must set the maximum number of lines per check. See S Mode Memory Allocation option #11.
- You must set the maximum number of check for each tracking file. See S Mode Memory Allocation option #12.
- You must set the register number that holds the check tracking file and backup file. See S Mode System options #10 and #11.
- You must set the options for the Recall Check key. See P Mode Function Keys #197-200. Options set here include:
 - Enforce Seat Number
 - Table Entry Required
 - Multiple Checks Allowed for each Table
 - Guest Count Entry Required
 - Compulsory for all Sales
 - (Check #) Assigned by Register
 - Opening Employee has Exclusive Access
 - Print Receipt after Store Check

- ## ***Beginning a Check***

- The check #
table #, guest count
and employee
associated with the
check are displayed.**

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Adding to a Check

- If a table and check are both assigned you may either:
 - Enter the check number, touch the appropriate recall check function, i.e. **RECALL #1**
 - Enter the table number, touch the appropriate Table # function, i.e. **TABLE 1**.
- If you open a table where more than one check is open, the screen will list the open checks for the table:
- Touch a check to select it and then touch **OPEN**.

A dotted line displays to separate items posted previously from items posted at this time.

TAXES 0.95 TOTAL 13.20			CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	1/TBL#44/GST#	0/1 EMPLOYE				
1	CHEESEBURGER T1	\$5.00				
	fried onions T1					
1	JUICY LUICY T1	\$7.25				
	raw onions T1					
-----			SEAT #	GUEST #	CLEAR	DONE
			7	8	9	PAYM ENT
			4	5	6	MNGR SCREEN
			1	2	3	VOID ITEM
			0	00	.	PRINT CHECK
TAXES 0.95 TOTAL 13.20						
P01 R0n REG01						

- Enter the new items ordered.
- Touch the appropriate Store Check function, i.e. **STORE #1**. The message “SERVED” displays momentarily.

TAXES 1.53 TOTAL 19.20			CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	1/TBL#44/GST#	0/1 EMPLOYE				
1	CHEESEBURGER T1	\$5.00				
	fried onions T1					
1	JUICY LUICY T1	\$7.25				
	raw onions T1					
-----			SEAT #	GUEST #	CLEAR	DONE
1	BTL BUD T2	\$3.00	7	8	9	PAYM ENT
1	BTL ROLLING ROCK T2	\$3.00	4	5	6	MNGR SCREEN
			1	2	3	VOID ITEM
			0	00	.	PRINT CHECK
TAXES 1.53 TOTAL 19.20						
P01 R0n REG01						

Paying a Check

- If a table and check are both assigned you may either:
 - Enter the check number, touch the appropriate recall check function, i.e. **RECALL#1**
 - Enter the table number and touch the appropriate Table # function, i.e. **TABLE 1**.
- If you open a table where more than one check is open, the screen will list the open checks for the table. Touch a check to select it and then touch **OPEN**.

TAXES		1.53	TOTAL	19.20	CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	1/TBL#44/GST#	0/1	EMPLOYE		SEAT #	GUEST #	CLEAR	DONE
1	CHEESEBURGER T1		\$5.00		7	8	9	PAYM ENT
	fried onions T1				4	5	6	MNGR SCREEN
1	JUICY LUICY T1		\$7.25		1	2	3	VOID ITEM
	raw onions T1				0	00	.	PRINT CHECK
1	BTL BUD T2		\$3.00					
1	BTL ROLLING ROCK T2		\$3.00					

TAXES 1.53 TOTAL 19.20								
P01 R0n REG01								

- If necessary, additional items can be registered at the time of payment.
- If necessary, enter a tip amount and touch one of the TIP function keys, i.e. **TIP1**.
- Touch **CASH**, or enter the amount tendered and touch **CASH**, or
Touch **CHECK**, or enter the amount tendered and touch **CHECK**, or
Touch one of the miscellaneous tender keys, or enter the amount tendered and touch of the miscellaneous tender keys.

Note: If tender is less than balance, touch **STORE #1** to finalize.

Sample Print of Soft Check

Guest Check before Settlement

```

Adrian's Tavern

DATE          07/13/2009      MON
CHECK#        1
TABLE #      44
CHEESEBURGER T1      $5.00
fried onions T1
JUICY LUICY T1       $7.25
raw onions T1
BTL BUD T2           $3.00
BTL ROLLING ROCK T2  $3.00
-----
TAX1 AMT           $0.95
TOTAL             $19.20
STORE CHK          0.00
* ORDER# 0103 *
NO.000007 REG 01 1 EMPLOYEE   TIME 16:29

THANK YOU!
* RIB FEAST * AUGUST 8TH 2009 *

```

Guest Check after Settlement

```

Adrian's Tavern

DATE          07/13/2009      MON
CHECK #      # 1
TABLE #      #44
1 CHEESEBURGER T1      $5.00
fried onions T1
1 JUICY LUICY T1       $7.25
raw onions T1
1 BTL BUD T2           $3.00
1 BTL ROLLING ROCK T2  $3.00
-----
TAX1 AMT           $0.95
TOTAL             $19.20
CASH              $20.00
CHANGE            $0.80
* ORDER# 0103 *
NO.000008 REG 01 1 EMPLOYEE   TIME 16:30
THANK YOU!
* RIB FEAST * AUGUST 8TH 2009 *

```

Seat # Assignment

The seat # system may be employed in a soft check system. Its' purposes are:

- To separate orders by individuals so that orders are identified by individual on kitchen requisitions.
- To facilitate separate payments.

Seat # entry can be enforced, or if optional, seat #'s can be applied to items previously entered.

Enforced Seat # Entry

Notes:

- When seat # is enforced, it is enforced for each main item. Seat # is not required for condiments.
- Items are displayed as they are entered.
- The seat number is displayed to the right of each main item.

Procedure:

1. Open a check.
2. If you attempt to enter an item without a seat number entry, the "ENTER SEAT#" prompt displays.
3. Enter seat # (up to 2 digits).
4. Enter main item and condiments.
5. Enter the seat number for the next item, touch the **SEAT #** key.
6. Enter the next item and its condiments.

The seat number "S1" displays after the item to indicate seat #1.

TAXES 1.51 TOTAL 19.67		CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	3/TBL# 7/GST# 0/1 EMPLOYE	SEAT #	GUEST #	CLEAR	DONE
1	CALIFORNIA BURGER S2T1 \$5.75	7	8	9	PAYM ENT
	fried onions S2T1	4	5	6	MNGR SCREEN
1	1/2 CHICKEN BASKET S1T1 \$8.50	1	2	3	VOID ITEM
	ADD marinara S1T1 \$0.75	0	00	.	PRINT CHECK
1	BTL CORONA T2 \$3.50				
TAXES 1.51 TOTAL 19.67					
P01 R0n REG01					

Changing the Seat # on a Previously Entered Item

1. Touch the item you wish to change.
2. Touch **SEAT #**.
3. Enter a new number and touch **SEAT #**.

TAXES		1.51	TOTAL	19.67	CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	3/TBL# 7/GST# 0/1 EMPLOYE							
1	CALIFORNIA BURGER S2T1			\$5.75				
	fried onions S2T1							
1	1/2 CHICKEN BASKET S3T1			\$8.50	SEAT #	GUEST #	CLEAR	DONE
	ADD marinara S3T1			\$0.75				
1	BTL CORONA T2			\$3.50				
					7	8	9	PAYM ENT
					4	5	6	MNGR SCREEN
					1	2	3	VOID ITEM
					0	00	.	PRINT CHECK
TAXES		1.51	TOTAL	19.67				
P01		R0n		REG01				

Optional Seat # Entry

- When seat # is not compulsory, touch the item to which you wish to assign a seat number. Touch **SEAT #** and then enter a seat number and touch **SEAT #**.

TAXES		1.17	TOTAL	16.17	ADD bbq	ADD blue cheese	ADD buffalo sauce	ADD cheese sauce
CHK#	5/TBL#11/GST# 0/1 EMPLOYE							
1	CALIFORNIA BURGER T1			\$5.75				
	fried onions T1							
1	1/2 CHICKEN BASKET S2T1			\$8.50	ADD coc ktail sauce	ADD french	ADD hot sauce	ADD hor sera dish
	ADD marinara S2T1			\$0.75				
					ADD italian	ADD mar inara	ADD mayo	ADD ranch
					ADD salsa	ADD sour cream	ADD sweet & sour	ADD tarter
					ADD 1000 island	ADD butter		
					MORE ADDS...		DONE	
TAXES		1.17	TOTAL	16.17				
P01		R0n		REG01				

Splitting Consolidated Items

When like items are consolidated, touch the **SPLIT ITEM** key to separate items for separate seat assignment or split checks.

1. Touch the consolidated item you wish to split.

TAXES		1.47	TOTAL	18.39	CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	6/TBL#12/GST#		0/1 EMPLOYE		SEAT #	GUEST #	CLEAR	DONE
1	CALIFORNIA BURGER T1		\$5.75					
1	MUSHROOM SWISS T1		\$5.75					
2	BTL SCHLITZ T2		\$6.00					
					7	8	9	PAYM ENT
					4	5	6	MNGR SCREEN
					1	2	3	VOID ITEM
					0	00	.	PRINT CHECK
					TAXES 1.47 TOTAL 18.39			
P01 R0n REG01								

2. Touch **SPLIT ITEM** to split the items.

[illegible]

Payment by Seat Number

1. Open a check. Identify items by seat number.
2. Touch **Subtotal** and then touch **Seat #**. Each seat is displayed with the seat total and tax. If there are items without seat assignments, they will be displayed with the identification: "NO SEAT".

SUBTOTAL \$18.47		SEAT#01 \$0.45 \$9.20		STORE CHK	LIST CHECKS
SEAT#02 \$0.44 \$9.19					
CHK# 6/TBL#12/				CLEAR	DONE
1 CALIFORNIA BURGER					
1 MUSHROOM SWISS S				9	PAYM ENT
1 BTL SCHLITZ S1T2					
1 BTL SCHLITZ S2T2				6	MNGR SCREEN
				3	VOID ITEM
				.	PRINT CHECK
TAXES 1.47 TOTAL 1		<div> <div>7 8 9 CHARGE G.C. REDEEM</div> <div>4 5 6 MISC TEND2 MISC TEND#</div> <div>1 2 3 MISC TEND3 STORE CHECK</div> <div>0 00 CLR CASH CHECK</div> </div>			

3. Touch the seat you wish to pay and enter the appropriate payment, **CASH**, **CHECK** or **MISC TENDER**.
4. Continue to settle each seat until the check is completely paid, or touch **STORE CHECK** to store the unpaid seats.

Split Check

This feature is available for systems using check tracking (Not table tracking—if table tracking is required use check number representing the table number) and manually input check numbers (see “Checks Assigned by Register Notes” on page 81.)

Use the Split Check function key (Key #249) to select item or items on a soft check for assignment to another check. To split items from one check to another:

- 1. Open a new check and add items, or open an existing guest check.
- 2. Touch **Split Check**. The **Split Check Edit** screen displays with the current check items listed. Note that if you are consolidating like items (for example “2 BUD”) and you wish to split one of the items, you must first use the split item key to separate the items (“1 BUD” and “1 BUD”).

Note: Optionally, you can touch the number of new checks you wish to split, and then touch the **Split Check** function key, you will be immediately prompted to enter the new check numbers and then the Split Check Edit screen will open with the next checks available to move items.

SPLIT CHECK EDIT

CHK# 1

1	CHEESEBURGER T1	\$5.00
	fried onions T1	
1	CALIFORNIA CHZBURGER T1	\$6.00
	raw onions T1	
1	BTL LEINIE SUMMER T2	\$3.00
1	BTL BUD LIGHT T2	\$3.00

←

→

ADD

REMOVE

CANCEL

FINISH

Left Arrow and Right Arrow keys are active only when you are separating into more than three checks. When four or more checks are open, use these keys to view the check where you wish to move items.

- To create a new check, touch **Add**.

The screenshot shows the 'CHECK#' screen. At the top, there's a header 'CHECK#'. Below it, on the left, is 'CHK# 1'. To the right of this are buttons for 'BASIC', 'ETC', 'CAPS LOCK', and 'DOUBLE'. Below these is a large numeric keypad with digits 1-0, letters QWERTYUIOP, ASDFGHJKL;, ZXCVBNM, comma, period, slash, exclamation mark, at, hash, dollar, percent, caret, ampersand, asterisk, left parenthesis, and right parenthesis. At the bottom of the keypad are 'SHIFT', 'SPACE', a left arrow, 'CLEAR', 'OK', and 'CANCEL' buttons.

- Enter a check number and touch **OK**. The new check displays on the Split Check Edit screen. Add additional check(s) as needed. The original check and two additional checks can be viewed simultaneously. If more than two checks are added, use the arrow left (←) and arrow right (→) keys to select the check you wish to view.

The screenshot shows the 'SPLIT CHECK EDIT' screen. At the top, there's a header 'SPLIT CHECK EDIT'. Below it, on the left, is 'CHK# 1'. To the right of this are buttons for 'ADD', 'REMOVE', 'CANCEL', and 'FINISH'. Below these are two vertical arrow buttons (left and right). The main area on the left is a list of items and their prices:

1	CHEESEBURGER T1	\$5.00
	fried onions T1	
1	CALIFORNIA CHZBURGER T1	\$6.00
	raw onions T1	
1	BTL LEINIE SUMMER T2	\$3.00
1	BTL BUD LIGHT T2	\$3.00

Below this list is 'CHK# 23' and a large empty box for additional items.

5. Touch an item that you wish to transfer to a new check. Note the item is highlighted.

The screenshot shows the 'SPLIT CHECK EDIT' screen. On the left, under 'CHK# 1', there is a list of items: '1 CHEESEBURGER T1 \$5.00', 'fried onions T1', '1 CALIFORNIA CHZBURGER T1 \$6.00' (highlighted in blue), 'raw onions T1', '1 BTL LEINIE SUMMER T2 \$3.00', and '1 BTL BUD LIGHT T2 \$3.00'. In the center, there are two vertical arrows, one pointing left and one pointing right. On the right, there are four buttons: 'ADD', 'REMOVE', 'CANCEL', and 'FINISH'. Below the first list, under 'CHK# 23', there is an empty list box.

6. Touch the check you wish where you wish the item to be added. Note that the item is moved. Continue to move items as necessary by touching to select the item you wish to move and then touching the check where you wish the item to be assigned. You can move items back-and-forth to correct mistakes.

The screenshot shows the 'SPLIT CHECK EDIT' screen after moving items. Under 'CHK# 1', the list now contains: '1 CHEESEBURGER T1 \$5.00', 'fried onions T1', '1 BTL LEINIE SUMMER T2 \$3.00', and '1 BTL BUD LIGHT T2 \$3.00'. The 'CALIFORNIA CHZBURGER T1' and 'raw onions T1' items have been moved to the list under 'CHK# 23'. The rest of the interface, including the arrows and buttons, remains the same.

7. Touch **Cancel** to exit without making changes,

Touch **Remove** to remove a check (you cannot remove when items are assigned to the check).

Touch **Finish** to exit to the Split Check Edit screen saving all changes. Newly created checks will be serviced. The original check will remain open.

Checks Assigned by Register Notes

When the Split Check function is used and the Recall Check key is set with the “ASSIGNED BY REGISTER” option set to YES, simply touch the ADD key from the Split Check Edit screen and the next available check will be assigned.

If you touch the number of new checks you wish to split, and then touch the SPLIT CHECK function key, the Split Check Edit screen will open with the next checks available to move items. For example, touch [2] and SPLIT CHECK; the Split Check Edit screen will open with the next two available check numbers available.

Hold/Print Hold

This feature is used in a table service restaurant. It prevents kitchen printer /KVS instructions from being sent immediately after items are registered and stored. For example, an employee registers a customer order consisting of appetizers and main course entrees. Without this feature, both the appetizer and main course items are sent to the kitchen at the same time. With this feature, the employee can "hold" main course items, which prevents them from being sent to the kitchen printer (even though they are programmed to be sent to a printer). Then, later, the employee can recall the check and print the main course items, so they can be prepared and served when the customer is ready to eat them.

A held item is indicated on the display with an 'H' to the left of the item.

See P Mode System Options/Tracking File Options to set the following related options:

- Option #4: Automatically select held items when a check is recalled, Yes or No. (This flag is to facilitate printing of held items.)
- Option #5: Display warning to operator that check(s) have held items when employee finalizes any check, Yes or No.

See PLU/PLU STATUS GROUP option #46 "Hold Automatically" to automatically hold items by group. (For example, you may wish to automatically hold dessert items when they are first entered.)

Hold an Item

1. Touch the item you wish to hold.
2. Touch the **HOLD** key. Note that when a main item is held, its condiments or instructions are also held. Note that an 'H' displays next to the held items.

TAXES 1.98 TOTAL 27.48		CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	6/TBL# 0/GST# 0/1 EMPLOYE				
1	BUFFALO WINGS T1 \$5.75				
1	PEPPER POPPERS T1 \$5.25				
H 1	1/2 CHICKEN BASKET T1 \$8.50				
H 1	GRILLED CHICKEN BRST T1 \$6.00				
		SEAT #	GUEST #	CLEAR	DONE
		7	8	9	PAYM ENT
		4	5	6	MNGR SCREEN
		1	2	3	VOID ITEM
		0	00	.	PRINT CHECK
TAXES 1.98 TOTAL 27.48					
P01 R0n REG01					

3. Store the check by touching the appropriate store check key, i.e. **STORE CHK1**.

- If the system is programmed to warn the operator if items are held when the check is stored, (See P mode System Options/Tracking File Options #5) the held item message displays. The message will list all checks with held items, so that the server is reminded of other checks/tables where held items may need to be released.

TAXES 1.98 TOTAL 27.48		CHECK #	TABLE #	STORE CHK	LIST CHECKS												
CHK#	6/TBL# 0/GST# 0/1 EMPLOYE																
1	BUFFALO WINGS T1 \$5.75																
1	PEPPER POPPERS T1 \$5.25																
H 1	1/2 CHICKEN BASKET T1 \$8.50																
H 1	GRILLED CHICKEN BRST T1 \$6.00																
<table border="1"> <tr> <th>TABLE#(1)</th> <th>CHECK#</th> <th>GUEST#</th> <th>TIME</th> <th>#HELD</th> <th>ITEM</th> </tr> <tr> <td>0</td> <td>6</td> <td>0</td> <td>14:55</td> <td>2</td> <td></td> </tr> </table>		TABLE#(1)	CHECK#	GUEST#	TIME	#HELD	ITEM	0	6	0	14:55	2		SEAT #	GUEST #	CLEAR	DONE
TABLE#(1)	CHECK#	GUEST#	TIME	#HELD	ITEM												
0	6	0	14:55	2													
		1	2	3	VOID ITEM												
		0	00	.	PRINT CHECK												
TAXES 1.98 TOTAL 27.48																	
P01 R0n REG01																	

- Touch **CLOSE** to store the check.

Print All Held Items

- Recall an order with held items. Items previously held will be marked with an "S".

TAXES 1.98 TOTAL 27.48		CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	6/TBL# 0/GST# 0/1 EMPLOYE				
1	BUFFALO WINGS T1 \$5.75				
1	PEPPER POPPERS T1 \$5.25				
S 1	1/2 CHICKEN BASKET T1 \$8.50				
S 1	GRILLED CHICKEN BRST T1 \$6.00				
		SEAT #	GUEST #	CLEAR	DONE
		7	8	9	PAYM ENT
		4	5	6	MNGR SCREEN
		1	2	3	VOID ITEM
		0	00	.	PRINT CHECK
TAXES 1.98 TOTAL 27.48					
P01 R0n REG01					

- Touch **PRINT HOLD**. Hold status is removed and the items will be sent to appropriate output when the check is serviced. To continue to hold items, select the item and press the **ENTER** function key to change the "S" to an "H". (You can press **ENTER** repeatedly to toggle the marking from "S" to "H".) Items marked "H" when the check is stored will continue to be held.

List Check

1. Sign on an employee.
2. Touch **LIST CHECK** to display the employee's open checks. If more than eight checks are open, use the **PREV** and/or **NEXT** keys to scroll through the list.

TAXES		1.98		TOTAL		27.48		CHECK #	TABLE #	STORE CHK	LIST CHECKS																						
								SEAT #	GUEST #	CLEAR	DONE																						
								<table border="1"> <thead> <tr> <th>TABLE#(1)</th> <th>CHECK#</th> <th>GUEST#</th> <th>EMPL.</th> <th>TIME</th> <th>BALANCE</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> <td>0</td> <td>1</td> <td>EMPLOYEE 14:32</td> <td>11.39</td> </tr> <tr> <td>0</td> <td>23</td> <td>0</td> <td>1</td> <td>EMPLOYEE 14:32</td> <td>6.47</td> </tr> <tr> <td>0</td> <td>6</td> <td>0</td> <td>1</td> <td>EMPLOYEE 14:55</td> <td>27.48</td> </tr> </tbody> </table>				TABLE#(1)	CHECK#	GUEST#	EMPL.	TIME	BALANCE	0	1	0	1	EMPLOYEE 14:32	11.39	0	23	0	1	EMPLOYEE 14:32	6.47	0	6	0	1
TABLE#(1)	CHECK#	GUEST#	EMPL.	TIME	BALANCE																												
0	1	0	1	EMPLOYEE 14:32	11.39																												
0	23	0	1	EMPLOYEE 14:32	6.47																												
0	6	0	1	EMPLOYEE 14:55	27.48																												
PAYMENT																																	
MNGR SCREEN																																	
VOID ITEM																																	
PRINT CHECK																																	
								NEXT																									
								OPEN																									
								CLOSE																									
								1	2	3																							
								0	00	.																							
P01 R0n REG01																																	

3. Touch a check to select it. Touch **OPEN** to open the selected check, or touch **CLOSE** to close the list check window.

Repeat

You can repeat the last items posted by using the **REPEAT** key. This simplifies registration of another round of drinks.

1. Open a check. Enter Items.
2. Touch the appropriate store check key, i.e. **STORE CHECK 1**.
3. Recall the Check.
4. Touch **REPEAT**. Note that the items posted previously are repeated.

TAXES 1.26 TOTAL 13.00		CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	15/TBL# 0/GST# 0/1 EMPLOYE				
1	BTL ROLLING ROCK T2 \$3.00				
1	BTL SAM ADAMS T2 \$3.50				
-----		SEAT #	GUEST #	CLEAR	DONE
1	BTL ROLLING ROCK T2 \$3.00				
1	BTL SAM ADAMS T2 \$3.50				
		7	8	9	PAYM ENT
		4	5	6	MNGR SCREEN
		1	2	3	VOID ITEM
		0	00	.	PRINT CHECK
TAXES 1.26 TOTAL 13.00					
P01 R0n REG01					

Transfer Table

If permitted by authority level programming, an employee is allowed to move a check to a different table by re-entering a different table number. This can be done multiple times, if necessary.

1. Recall a check by entering a table or check number.
2. Enter a new table number by entering the number and touching the **TABLE #** key.
3. Continue with the transaction by adding items, accepting payment or servicing

Current Table number is displayed.

TAXES		0.91	TOTAL	12.66	CHECK #	TABLE #	STORE CHK	LIST CHECKS
CHK#	3/TBL#	9/GST#	0/1	EMPLOYE	SEAT #	GUEST #	CLEAR	DONE
1	CHEESE PIZZA	T1		\$6.00	7	8	9	PAYM ENT
1	BUFFALO WINGS	T1		\$5.75	4	5	6	MNGR SCREEN
					1	2	3	VOID ITEM
					0	00	.	PRINT CHECK
TAXES		0.91	TOTAL	12.66				
P01			R0n	REG01				

Combine Checks for Payment

1. Sign on an employee.
2. Touch the **ADD CHECK** key.
3. Enter the table # or check # of the first check to be paid. Touch the appropriate **Recall Check** or **Table #** key.
4. Enter the table # or check # of the next check to be paid. Touch the appropriate **Recall Check** or **Table #** key.
5. Pay the checks together using **CASH**, **CHECK**, and/or **MISC TEND**.

Checks listed for payment together

TAXES		1.73	TOTAL		19.47	CHECK #	TABLE #	STORE CHK	LIST CHECKS
ADD CHECK						SEAT #	GUEST #	CLEAR	DONE
TBL	CHECK#	GST	EMPL	TIME	BALANCE	7	8	9	PAYM ENT
0	23	01	EMPL14:	32	\$6.47	4	5	6	MNGR SCREEN
0	15	01	EMPL15:	17	\$13.00	1	2	3	VOID ITEM
						0	00	.	PRINT CHECK
TAXES		1.73	TOTAL		19.47				
P01		R0n		REG01					

Alpha Guest Check Notes

When using alpha check numbers, the procedure is slightly different:

1. Touch **Add Check**
2. Touch **Recall Check**, the entry keyboard displays.
3. Enter Name, touch **OK**.
4. Touch **Recall Check** and continue to enter check names until all the checks you wish to combine are entered.
5. Pay checks or service (if serviced checks are stored in the last check entered.)

Transfer Check

Checks can be transferred in two ways:

- Individually, by signing on a new employee and opening the check. The "Automatic transfer check" system flag must be set to "Yes" to allow this option and Authority level programming must be set to allow the employee to access checks that were not opened by them.
- Individually or in groups, using one of the transfer check function keys (TRANS CHECK 1-4).
- Note that a system flag determines whether totals are transferred with the check to the new employee.

To transfer check through a transfer check key:

1. Sign on an employee.
2. Touch the **TRANS CHECK** key.
3. Select the *FROM* employee from the list.

The screenshot displays the 'TRANS CHK' screen. At the top left, a yellow header bar contains the text 'TRANS CHK'. To the right of this header are four yellow buttons: 'CHECK #', 'TABLE #', 'STORE CHK', and 'LIST CHECKS'. Below these are four olive-green buttons: 'SEAT #', 'GUEST #', 'CLEAR', and 'DONE'. The main area of the screen is divided into several sections. On the left, there is a 'FROM' section with a dropdown menu showing a list of employees: '1 EMPLOYEE', '2 EMPLOYEE', '3 EMPLOYEE', '4 EMPLOYEE', '5 EMPLOYEE', '6 EMPLOYEE', '7 EMPLOYEE', '8 EMPLOYEE', '9 EMPLOYEE', and '10 EMPLOYEE'. The first item, '1 EMPLOYEE', is highlighted. To the right of the 'FROM' section is a 'TO' section with a dropdown menu showing '2 EMPLOYEE'. Further right is a 'CHECKS' section with a dropdown menu showing 'ALL CHECKS'. Below these three sections is a 'CANCEL' button. To the right of the 'CANCEL' button are two blue buttons: 'PAYM ENT' and 'MNGR SCREEN'. Below the 'FROM' and 'TO' sections is a numeric keypad with buttons for '1', '2', '3', '0', '00', and a decimal point '.'. To the right of the numeric keypad are two buttons: a red 'VOID ITEM' button and a purple 'PRINT CHECK' button. At the bottom of the screen, there is a status bar with the text 'P01', 'R0n', and 'REG01'.

4. Select the *TO* employee from the list.

- Select "All Checks" or "One Check".

The screenshot shows the 'TRANS CHK' screen. At the top, there are four yellow buttons: 'CHECK #', 'TABLE #', 'STORE CHK', and 'LIST CHECKS'. Below these are four more buttons: 'SEAT #', 'GUEST #', 'CLEAR', and 'DONE'. In the center, there are two dropdown menus labeled 'FROM' and 'TO', both set to '1 EMPLOYEE' and '2 EMPLOYEE' respectively. Below these is an 'OK' button. To the right of the 'OK' button is a dropdown menu labeled 'CHECKS' with a list showing 'ALL CHECKS', 'ALL CHECKS' (highlighted), and 'ONE CHECK'. To the right of the 'CHECKS' dropdown are two blue buttons: 'PAYM ENT' and 'MNGR SCREEN'. Below the 'CHECKS' dropdown are three buttons: '1', '2', and '3'. At the bottom, there are three buttons: '0', '00', and '.'. On the far right, there are two buttons: 'VOID ITEM' (red) and 'PRINT CHECK' (purple). At the bottom left, there is a status bar with 'P01', 'R0n', and 'REG01'.

- If "One Check" is selected, a list will display from which you can select the check to transfer. Touch the check you wish to transfer and touch **OPEN**. If "All Checks" is selected, the "Check Transferred" message will display.

The screenshot shows the 'TRANS CHK' screen with a list of checks displayed. The list has columns: 'TABLE#(1)', 'CHECK#', 'GUEST#', 'EMPL.', 'TIME', and 'BALANCE'. The data rows are:

TABLE#(1)	CHECK#	GUEST#	EMPL.	TIME	BALANCE
0	1	0	2 EMPLOYEE	14:32	11.39
0	6	0	2 EMPLOYEE	14:55	27.48
0	15	0	2 EMPLOYEE	15:17	19.47
9	3	0	2 EMPLOYEE	15:23	12.66

 To the right of the list are four buttons: 'PREV', 'NEXT', 'OPEN' (highlighted), and 'CLOSE'. The rest of the screen layout is the same as the previous screenshot.

- The "Check Transferred" message displays.

Printed Chit for Transferred Check

The screenshot shows a printed check chit from 'Adrian's Tavern'. The text on the chit is:

DATE 07/15/2009 WED

TRANS CHK

FROM EMPLOYEE#2 (2 EMPLOYEE)

TO EMPLOYEE#1 (1 EMPLOYEE)

CHECK# 6 : \$27.48

NO.000033 REG 01 1 EMPLOYEE TIME 15:45

THANK YOU!

* RIB FEAST * AUGUST 8TH 2009 *

Tip Declare

If the employee time keeping feature is used, the operator may be prompted to enter cash tips when clocking out. (Set the employee authority level option #33, “Compulsory Tip Entry” to Yes.) Sign on the employee.

1. Clock out the employee, the Declare Cash Tips window displays.
2. Enter the declared amount and touch **OK**

The **TIP DECLARE** key can be used to enter cash tips when the time keeping feature is not used.

1. Touch the **TIP DECLARE** key. Enter the Employee number
2. Enter the declared amount and touch **OK**

**Printed Chit for
Tip Declaration**

Adrian's Tavern		
DATE	07/15/2009	WED
TRANS CHK		
FROM EMPLOYEE#2 (2 EMPLOYEE)		
TO EMPLOYEE#1 (1 EMPLOYEE)		
CHECK# 6 : \$27.48		
NO.000033 REG 01 1 EMPLOYEE TIME 15:45		
THANK YOU!		
* RIB FEAST * AUGUST 8TH 2009 *		

Reports

Report Menu

- ◆ Turn the key lock to **X** position to view the report menu. (Note: An employee must be signed on to view the menu.)

FINANCIAL REPORT	PLU REPORTS	EMPLOYEE REPORTS
GROUP REPORTS	PERIODIC REPORTS	CHECK TRACKING REPORTS
PRODUCT REPORTS	STOCK REPORTS	STRING REPORTS
OTHER REPORTS	CASH DECLARATION	X MODE PGM
FTP TRANSMISSION	RECEIPT REPRINT	DATATRAN OPERATION

Report Table

The following table summarizes all of the *SPS-500* reports, the mode in which they are available and whether the report is available from an individual register or from a group of registers through IRC.

Report Button	Report Name	Mode Available	Individual/IRC
FINANCIAL REPORT	Financial ¹	X1/Z1 - X5/Z5	Individual/IRC
PLU REPORTS	All PLUs ¹	X1/Z1 - X5/Z5	Individual/IRC
	From/To PLUs	X1/Z1 - X5/Z5	Individual/IRC
	PLUs By Group	X1/Z1 - X5/Z5	Individual/IRC
	PLUs By Selected Group	X1/Z1 - X5/Z5	Individual/IRC
	Top 20 PLUs	X1/Z1 - X5/Z5	Individual/IRC
	PLU Zero Sales	X1/Z1 - X5/Z5	Individual/IRC
	PLU Zero Sales By Group	X1/Z1 - X5/Z5	Individual/IRC
	PLU Sales By Price Level	X1/Z1 - X5/Z5	Individual/IRC
	Not Found PLU	X1/Z1	Individual/IRC
EMPLOYEE REPORTS	Employees ¹	X1/Z1 - X5/Z5	Individual/IRC
	Individual Employee	X1/Z1 - X5/Z5	Individual/IRC
	Employee Currently Signed On	X1/Z1 - X5/Z5	Individual/ (IRC with 2.00x or later)
	Active Employees	X	Individual/IRC
	Clocked In Employees		
	Outstanding Interrupt Balance	X/Z	Individual/IRC
GROUP REPORTS	Groups by Employee ¹	X1/Z1 - X5/Z5	Individual/IRC
	Groups ¹	X1/Z1 - X5/Z5	Individual/IRC
	From/To Groups	X1/Z1 - X5/Z5	Individual/IRC
	Selective Group	X1/Z1 - X5/Z5	Individual/IRC

Report Button	Report Name	Mode Available	Individual/IRC
PERIODIC REPORTS	Sales By Time Period ¹	X1/Z1 - X5/Z5	Individual/IRC
	Groups By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Eat-In By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Take Out By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Drive Thru By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Track 1 By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Track 2 By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Track 3 By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
	Track 4 By Time Periods ¹	X1/Z1 - X5/Z5	Individual/IRC
CHECK TRACKING REPORTS	Open Check For Track 1 ¹	X/Z	IRC
	Open Check For Track 2 ¹	X/Z	IRC
	Open Check For Track 3 ¹	X/Z	IRC
	Open Check For Track 4 ¹	X/Z	IRC
	Open Check For Selected Employee	X/Z	IRC
	Open Check For Current Employee	X/Z	IRC
	Open Check For Track 1,2,3,&4	X/Z	IRC
PRODUCT REPORTS	Product Mix ¹	X1/Z1 - X2/Z2	Individual/IRC
	Product Projections	X	Individual/IRC
STOCK REPORTS	PLU Stock ¹	X/Z	Individual/IRC
	Stock by PLU Range	X/Z	Individual/IRC
	Stock by Group	X/Z	Individual/IRC
	Stock by Individual Group	X/Z	Individual/IRC
	Inventory ¹	X/Z	IRC
	PLU Minimum Stock	X/Z	IRC

Report Button	Report Name	Mode Available	Individual/IRC
STRING REPORTS	String Report #1	X1/Z1 - X5/Z5	Individual/IRC
	String Report #2	X1/Z1 - X5/Z5	Individual/IRC
	String Report #3	X1/Z1 - X5/Z5	Individual/IRC
	String Report #4	X1/Z1 - X5/Z5	Individual/IRC
	Labor Groups	X1/Z1-X2/Z2	IRC
	Sales and Labor %	X1 - X5	IRC
	Drawer Totals	X1 - X5	Individual/IRC
	Drawer 1/2/3	X1 - X5	Individual/IRC
OTHER REPORTS	Daily Sales ¹	X2/Z2 Only	Individual/IRC
	Station Totals	X/Z	IRC
	Time Keeping (Individual or all employee ¹)	X1/Z1 - X5/Z5	IRC ²
	Day Shift	X/Z	Individual/IRC
	Food Cost	X/Z	IRC
	Electronic Journal ¹	X/Z	Individual
	Custom	X1 - X5	Individual/IRC
	Prepoll	X1/Z1 - X5/Z5	Individual/IRC
	Mix and Match ¹	X/Z	

¹ Indicated reports are pollable by SPS-500.

² Although Time Keeping reports reside in a designated register, and they are not consolidated, Time Keeping reports should be available at any from any register though IRC communication.

Printing & Saving Reports

After a report is selected and displayed, **PRINT** and **SAVE** option buttons are displayed. Touch **PRINT** to print the report at the designated receipt printer. Touch **SAVE** to save the report in .txt (text) format on an SD card. The report will be saved on the SD card in the path:

sps500/backup/xxxxxx/REP_mmddyyyy

where “xxxxxx” is the six digit store number and mmddyyyy is the date of the report.

Cash Declaration

- ◆ Turn the key lock to the **X** position and touch **CASH DECLARATION** to display the Cash Declaration Screen

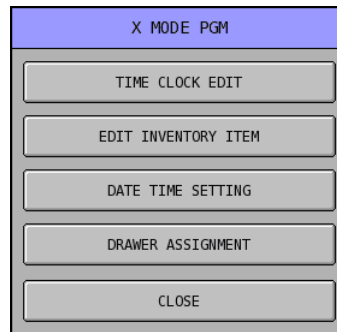
The screenshot displays the 'CASH DECLARATION' screen. At the top, a purple header bar contains the title 'CASH DECLARATION'. Below this, a light green rectangular area contains four labels: 'CASH', 'CHECK', 'MISC TEND#', and 'TOTAL'. To the right of these labels is a vertical stack of four grey rectangular input fields. Below the green area is a blue rectangular keypad. The keypad contains the following buttons: 'CASH', 'CHECK', 'MISC TEND1', 'MISC TEND2', 'MISC TEND3', 'MISC TEND4', 'MISC TEND5', 'MISC TEND6', 'MISC TEND7', 'MISC TEND8', 'MISC TEND9', 'MISC TEND10', 'MISC TEND11', 'MISC TEND12', 'MISC TEND13', 'MISC TEND14', 'MISC TEND15', 'CLR', and a numeric keypad with digits 7, 8, 9, 4, 5, 6, 1, 2, 3, 0, 00, and a decimal point. At the bottom of the screen are two wide grey buttons labeled 'OK' and 'CANCEL'. The entire screen is framed by a grey border with several grey rectangular buttons on the left and right sides.

Enter an amount and press the appropriate tender key. Repeat to enter additional amounts.

After completing all entries, press **OK** to accept entries and exit the screen.

X Mode Program

The following functions are found on the X MODE PGM menu:

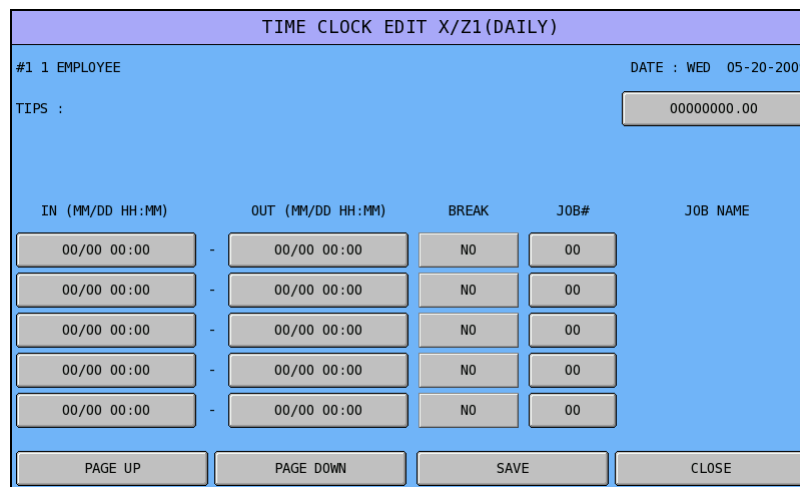


A screenshot of the 'X MODE PGM' menu. It features a purple header bar with the text 'X MODE PGM'. Below the header, there are five rectangular buttons stacked vertically: 'TIME CLOCK EDIT', 'EDIT INVENTORY ITEM', 'DATE TIME SETTING', 'DRAWER ASSIGNMENT', and 'CLOSE'.

Time Clock Edit

If an employee forgets to clock in or out, authorized persons can use the time clock edit function to correct or add time incorrect clock entries.

1. Turn the key lock to the **X** position.
2. Touch **X MODE PGM** and then **TIME CLOCK EDIT**.
3. Select the period to be edited, **X/Z (DAILY) EDIT**, or periodic edits, if they are used.
4. Enter the Employee #, touch **OK**. The Time Clock Edit screen displays:



A screenshot of the 'TIME CLOCK EDIT X/Z1(DAILY)' screen. The header is purple with the text 'TIME CLOCK EDIT X/Z1(DAILY)'. Below the header, the screen is divided into several sections. On the left, it says '#1 1 EMPLOYEE'. On the right, it says 'DATE : WED 05-20-2009'. Below the date, there is a 'TIPS :' label and a text box containing '00000000.00'. The main area contains a table with five columns: 'IN (MM/DD HH:MM)', 'OUT (MM/DD HH:MM)', 'BREAK', 'JOB#', and 'JOB NAME'. There are five rows of data, each with buttons for 'IN', 'OUT', 'BREAK', and 'JOB#'. The 'JOB NAME' column is empty. At the bottom, there are four buttons: 'PAGE UP', 'PAGE DOWN', 'SAVE', and 'CLOSE'.

IN (MM/DD HH:MM)	OUT (MM/DD HH:MM)	BREAK	JOB#	JOB NAME
00/00 00:00	00/00 00:00	NO	00	
00/00 00:00	00/00 00:00	NO	00	
00/00 00:00	00/00 00:00	NO	00	
00/00 00:00	00/00 00:00	NO	00	
00/00 00:00	00/00 00:00	NO	00	

5. Touch the field to be corrected, and then enter the correct time and touch **OK**. Use the **PAGE UP** and/or **PAGE DOWN** keys as necessary to display all records.
6. When corrections are completed, touch **SAVE** to exit with changes saved.

Edit Inventory Item

- 1. Turn the key lock to the **X** position.
- 2. Touch **X MODE PGM** and then **EDIT INVENTORY ITEM**.

EDIT INVENTORY ITEM

ITEM #

01

\$ 000.000

ACTUAL INVENTORY

00000.000

RECEIPT

00000.000

TRANSFER IN

00000.000

TRANSFER OUT

00000.000

RAW WASTE

00000.000

PAGE UP

PAGE DOWN

CLOSE

Date Time Setting

- 1. Turn the key lock to the **X** position.
- 2. Touch **X MODE PGM** and then touch **DATE TIME SETTING**. The **RTC SETTING** (real time clock) screen displays.

RTC SETTING

13:23:35

5-20-2009 WED

INPUT DATE/TIME(MMDDYYYYHHMMSS)

7

8

9

4

5

6

1

2

3

0

00

←

OK

CANCEL

- 3. Input the Date/Time in MMDDYYYYHHMMSS format. Touch **OK**.

Drawer Assignment

With enhanced drawer assignment, cashiers can now be assigned to specific drawers at specific registers. If REG#0 is selected the drawer assignment will be valid at all terminals.

1. Turn the key lock to the **X** position.
2. Touch **X MODE PGM** and then touch **DRAWER ASSIGNMENT**. The **RTC SETTING** (real time clock) screen displays.

EMPLOYEE REG# & DRAWER# PROGRAMMING			
EMP#	EMPLOYEE NAME	REG#	OPEN DRAWER#
# 1	1 EMPLOYEE	REG# [0]	DRAWER PORT 1
# 2	2 EMPLOYEE	REG# [0]	DRAWER PORT 1
# 3	3 EMPLOYEE	REG# [0]	DRAWER PORT 1
# 4	4 EMPLOYEE	REG# [0]	DRAWER PORT 1
# 5	5 EMPLOYEE	REG# [0]	DRAWER PORT 1

PREV. RECORD NEXT RECORD CLOSE

3. Set the drawer assignment for each employee (the number is determined by memory allocation – use the PREV. RECORD/NEXT RECORD key to view additional employees.) After making settings, touch **CLOSE**.

FTP Transmission

Reserved for future use.

Receipt Reprint

Receipt copies can be printed after the sale provided that the transaction data is resident in the electronic journal. (You must allocate for electronic journal and set the appropriate electronic journal system options.)

- ◆ From the REP menu, touch Receipt Reprint. At the prompt enter the consecutive number of the transaction you wish to reprint; touch **OK**. The transaction will be retrieved from the electronic journal and printed at the designated receipt printer.

Report Samples

Financial Report

FINANCIAL REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00

NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

EAT IN SALES	00.00	000.00
TAKE OUT SALES	00.00	000.00
DRIVE THRU SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

Note: Audation is the total of all sales ending in a negative balance.

FOOD STMP CREDIT	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
F/S-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
.....		
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	

AVERAGE	000.00	
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Sales By Time Period

SALES BY TIME PERIOD REPORT			
X1 REPORT			0003
TIME PERIOD	# / CUSTOMERS	TOTAL	
08:00 - 09:00	3	11.54	
09:00 - 10:00	15	186.82	
11:00 - 12:00	6	7.99	
12:00 - 13:00	1	2.40	
14:00 - 15:00	13	146.82	
TOTAL	38	355.07	
EMPLOYEE:	JIN	#01	
TIME 09:03		NO.000000	

PLU Reports

All Plus

From/To PLUs

PLUs By Group

PLUs By Group For Selected Group

Top 20 PLUs

PLU Zero Sales

PLU Zero Sales By Group

PLU Sales By Price Level

Notes:

1. Whole unit reporting if there is no decimal activity.
2. Total/Counter capacity varies by memory allocation.
Counters: 6-8 digits
Totals: 8-10 digits

PLU REPORT				
X1 REPORT				0003
ITEM	PROMO	WASTE	USAGE	PLU %
PLU#	GROUP	COUNT		TOTAL

HAMBURGER	1	2	6	50.00%
000000000000001	01	3		3.00
CHEESE BURGER	1	4	8	50.00%
000000000000001	01	3		3.00

TOTAL	2	6	14	
		6		6.00
EMPLOYEE:	JIN	#01		
TIME 09:03		NO.000000		

Employee Reports

Individual Employee

Employee Currently Signed On

Active Employee

EMPLOYEE REPORT		
X1 REPORT		0003
EMPLOYEE #0001 JIN		
DESCRIPTOR	COUNT	TOTAL
NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

Note: Audation is the total
of all sales ending in a
negative balance.

FOOD STMP CREDIT	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
F/S-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS	00	

AVERAGE	000.00	
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Group

GROUP REPORT				
X1 REPORT		X1 0003	X2 0001	
#	GROUP	COUNT	TOTAL	%
01	DESCRIPTOR	000000	00000000.00	0.00
02	DESCRIPTOR	000000	00000000.00	0.00
GROUP TOTAL		000000	00000000.00	
EMPLOYEE:		JIN		#01
TIME 09:03				NO.000000

Drawer Totals

DRAWER TOTALS REPORT			
X1 REPORT		X1 0003	X2 0001
CASH-IN-DRAWER		00.00	000.00
CHECK-IN-DRAWER		00.00	000.00
F/S-IN-DRAWER		00.00	000.00
MISC TEND 1		00.00	000.00
MISC TEND 2		00.00	000.00
MISC TEND 3		00.00	000.00
MISC TEND 4		00.00	000.00
MISC TEND 5		00.00	000.00
MISC TEND 6		00.00	000.00
MISC TEND 16		00.00	000.00
DRAWER TOTAL		00.00	000.00
EMPLOYEE:		JIN	#01
TIME 09:03			NO.000000

Labor Groups

LABOUR GROUPS REPORT		
X1 REPORT	X1 0003	X2 0001
DESCRIPTOR		HOURS
COUNTER HELP		0.00
KITCHEN STAFF		0.00
MANAGER		0.00
TOTAL TIME WORKED		0.00
AVG. DAILY LABOR COST		00.00
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Sales and Labor %

SALES AND LABOUR % REPORT		
X1 REPORT	X1 0003	X2 0001
00:00 - 01:00		
01:00 - 02:00		
CUST:	0 NET SALES	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR/CUST:		00.00
SALES/MANHOURL		000.00

TOTAL		
CUST:	0 NET SALES:	0000.00
	AVG/CUST:	00.00
HRS LABOR:	0 LABOR COST:	0000.00
	%/NET SALES:	00.00
LABOR/CUST:		00.00
SALES/MANHOURL		000.00
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Notes: The Sales and Labor Report uses data from the Sales by Time Period Report and the Time Keeping Report. *You must clear both reports daily to get meaningful Sales & Labor % Report data.* There are eight items per every time unit in Sales and Labor Report. 'CUST' and 'NET SALES' values are from Sales by Time Period Report where 'AVG/CUST' is division of these two values. You can calculate 'HRS LBR' and 'LABOR COST' from Time Keeping Report and Pay Rate Program. 'HRS LBR' is sum of working hours for all employees who had worked in this time period. 'LABOR COST' is the sum of the product of working hours and pay rate for every employee. '%/NET SALES' is ratio of NET SALES to LABOR COST. 'LABOR\$/CUST' is labor cost for one customer which can be calculated dividing the LABOR COST by number of customers. Divide NET SALES by 'HRS LBR' to yield 'SALES/MANHOURL'.

Daily Sales

DAILY SALES REPORT			
X1 REPORT		X1 0003	X2 0001
<u>DAY</u>	<u>COUNT</u>	<u>TOTAL</u>	
1	3	11.54	
2	15	186.82	
3	6	7.99	
13	1	2.40	
17	13	146.82	
TOTAL	38	355.07	
EMPLOYEE:	JIN	#01	
TIME 09:03		NO.000000	

Groups By Time Period

Reporting for each time period and each group. (Selected groups and periods shown here.)

GROUPS BY TIME PERIOD REPORT			
X1 REPORT		X1 0003	X2 0001
TIME PERIOD	CUST	TOTAL	AVG/TRANS
00:00 - 01:00	9999	99999999.99	99.99
		<u>COUNT</u>	<u>TOTAL</u>
GROUP 1		999999.99	99999999.99
GROUP 2		999999.99	99999999.99
GROUP 3		999999.99	99999999.99
GROUP 4		999999.99	99999999.99
GROUP 5		999999.99	99999999.99
GROUP 6		999999.99	99999999.99
GROUP 7		999999.99	99999999.99
GROUP 8		999999.99	99999999.99
TIME PERIOD	CUST	TOTAL	AVG/TRANS
01:00 - 02:00	9999	99999999.99	99.99
		<u>COUNT</u>	<u>TOTAL</u>
GROUP 1		999999.99	99999999.99
GROUP 2		999999.99	99999999.99
GROUP 3		999999.99	99999999.99
GROUP 4		999999.99	99999999.99
GROUP 5		999999.99	99999999.99
GROUP 6		999999.99	99999999.99
GROUP 7		999999.99	99999999.99
GROUP 8		999999.99	99999999.99
EMPLOYEE:	JIN	#01	
TIME 09:03		NO.000000	

Analysis 1 By Time Periods

EAT-IN BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Analysis 2 By Time Periods

ANALYSIS 2 BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Analysis 3 By Time Periods

ANALYSIS 3 BY TIME PERIOD REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Track By Time Periods

Track 1 By Time Periods

Track 2 By Time Periods

Track 3 By Time Periods

Track 4 By Time Periods

TRACK 1 BY TIME PERIODS REPORT		
X1 REPORT	X1 0003	X2 0001
TIME PERIOD	COUNT	TOTAL
00:00 - 01:00	999999.99	99999999.99
01:00 - 02:00	999999.99	99999999.99
03:00 - 04:00	999999.99	99999999.99
04:00 - 05:00	999999.99	99999999.99
05:00 - 06:00	999999.99	99999999.99
TOTAL	999999.99	99999999.99
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Open Check

Open Check For Track 1

Open Check For Track 2

Open Check For Track 3

Open Check For Track 4

Open Check For Selected Employee

Open Check For Current Employee

Open Check For Track 1, 2, 3, & 4

Note:

The indicator [T] is used to identify training mode checks. Be sure to clear training mode checks after training activity.

DATE	06/17/2009				WED
OPEN CHECK FOR TRACK 1 REPORT					
X1 REPORT					0001
TBL#	CHECK#	G#	EMPLOYEE	TIME	TOTAL

				IRC	REG#01
0001		0		10:17	[T]
	2	1	EMPLOYEE		\$0.00
0002		0		11:02	
	1	1	EMPLOYEE		\$0.00
TRACK#1 TOTAL					\$0.00
NO.000004 REG 01 1 EMPLOYEE TIME 12:23					

Product Mix

PRODUCT MIX REPORT			
X1 REPORT			
		X1 0003	X2 0001
PRODUCT/TIME	UNIT#PC	COUNT	TOTAL
BOTTLE BECKS (CASE)			
00:00-05:59	0001#084	204	222.36
00:00-15:59	0001#084	204	222.36
00:00-23:59	0001#084	204	222.36
TOTAL	0005#012	612	667.08
EMPLOYEE:	JIN		#01
TIME 09:03			NO.000000

Product Projections

PRODUCT PROJECTIONS REPORT						
X1 REPORT		X1 0003 X2 0001				
PRODUCT PROJECTIONS WED						
BOTTLE BECKS (CASE)						
TIME	WEEK1	WEEK2	WEEK3	WEEK4	AVG	
06:00-07:59	5	5	5	5	5	
08:00-08:29	10	20	30	40	25	
08:30-08:59	0	0	0	700	175	
09:30-09:59	0	0	68	1	17	
TOTAL	15	25	103	746	222	
EMPLOYEE:	JIN					#01
TIME 09:03						NO.000000

Station Totals

Prints for each register in an IRC configuration.

STATION REPORT		
X1 REPORT		X1 0003 X2 0001
REG# 01:	COUNT	TOTAL
NET SALES	999999.99	99999999.99
GROSS SALES	999999.99	99999999.99
DRAWER 1	999999.99	99999999.99
DRAWER 2	999999.99	99999999.99
DRAWER 3	999999.99	99999999.99
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Daily Time Keeping

DAILY TIME KEEPING REPORT									
X1 REPORT					X1 0003		X2 0001		
EMP#	SSN		NAME				TIPS		
0001	123456789	ANNIE				00.00			
	12:00 - 13:00		MANAGER						
	13:00 - 14:00		SERVER						
MANAGER	1.00		REG				0.00 OT		
SERVER	1.00		REG				0.00 OT		
TOTAL REG	2.00		HR				14.00CST		
TOTAL LBR	2.00		HR				14.00CST		

MANAGER									
REG	1.00		HR				8.00CST		
TOTAL LBR	1.00		HR				8.00CST		
SERVER									
REG	1.00		HR				6.00CST		
TOTAL LBR	1.00		HR				6.00CST		

TOTAL									
REG	2.00		HR				14.00CST		
OT	0.00		HR				0.00CST		
TOTAL LABOR	2.00		HR				14.00CST		
TOTAL TIPS	0.00								
EMPLOYEE:	JIN						#01		
TIME 09:03							0.000000		

Shift Report

Complete Financial Reporting is available for each of 4 possible shifts. Shifts can be changed automatically at a set time or manually.

SHIFT REPORT		
X1 REPORT		0003
DESCRIPTOR	COUNT	TOTAL
+PLU TTL	00.00	000.00
-PLU TTL	00.00	000.00
ADJUSTED TTL	00.00	000.00

NON-TAX	00.00	000.00
TAX1 SALES	00.00	000.00
TAX2 SALES	00.00	000.00
TAX3 SALES	00.00	000.00
TAX4 SALES	00.00	000.00
TAX5 SALES	00.00	000.00
TAX6 SALES	00.00	000.00
TAX1	00.00	000.00
TAX2	00.00	000.00
TAX3	00.00	000.00
TAX4	00.00	000.00
TAX5	00.00	000.00
TAX6	00.00	000.00
EXEMPT TAX1	00.00	000.00
EXEMPT TAX2	00.00	000.00
EXEMPT TAX3	00.00	000.00
EXEMPT TAX4	00.00	000.00
EXEMPT TAX5	00.00	000.00
EXEMPT TAX6	00.00	000.00

ANALYSIS 1 SALES	00.00	000.00
ANALYSIS 2 SALES	00.00	000.00
ANALYSIS 3 SALES	00.00	000.00

%1	00.00	000.00
%2	00.00	000.00
%3	00.00	000.00
%4	00.00	000.00
%5	00.00	000.00
%6	00.00	000.00
%7	00.00	000.00
%8	00.00	000.00
%9	00.00	000.00
%10	00.00	000.00
NET SALES	00.00	000.00

CREDIT TAX1	00.00	000.00
CREDIT TAX2	00.00	000.00
CREDIT TAX3	00.00	000.00
CREDIT TAX4	00.00	000.00
CREDIT TAX5	00.00	000.00
CREDIT TAX6	00.00	000.00

FOOD STMP CREDIT	00.00	000.00
MDSE RETURN	00.00	000.00
ERROR CORRECT	00.00	000.00
PREVIOUS VOID	00.00	000.00
TRANS VOID	00.00	000.00
CANCEL	00.00	000.00
GROSS SALES	00.00	000.00

CASH SALES	00.00	000.00
R/A 1	00.00	000.00
R/A 2	00.00	000.00
R/A 3	00.00	000.00
R/A 4	00.00	000.00
R/A 5	00.00	000.00
P/O 1	00.00	000.00
P/O 2	00.00	000.00
P/O 3	00.00	000.00
P/O 4	00.00	000.00
P/O 5	00.00	000.00
AUDACTION	00.00	000.00
#/NO SALES	00	000.00

CASH-IN-DRAWER	00.00	000.00
CHECK-IN-DRAWER	00.00	000.00
F/S-IN-DRAWER	00.00	000.00
MISC TEND 1	00.00	000.00
MISC TEND 2	00.00	000.00
MISC TEND 3	00.00	000.00
MISC TEND 4	00.00	000.00
MISC TEND 5	00.00	000.00
MISC TEND 16	00.00	000.00
DRAWER TOTAL	00.00	000.00

PROMO	00	000.00
WASTE	00	000.00
TRAINING TOTAL	00.00	000.00
PREVIOUS BALANCE	00.00	000.00
TIP 1	00.00	000.00
TIP 2	00.00	000.00
TIP 3	00.00	000.00
GUESTS		00

AVERAGE		000.00
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Note: Audation is the total of all sales ending in a negative balance.

Inventory

An example of the inventory report follows:

INVENTORY REPORT		
X1 REPORT	X1 0003	X2 0001
CONSOLIDATED 01-02		
INV #002 BURGER		
BEGINING INVENTORY		1000.00
RECEIPTS		100.00
TRANSFER INS		25.00
TRANSFER OUTS		10.00
RAW WASTE		-5.00
THEORETICAL USAGE		110.00
SHELF COUNT		1000.00
ACTUAL USEAGE		112.00
ENDING INVENTORY		998.00
VALUE OF INVENTORY		2245.50
VARIANCE +/-		-2.00
VARIANCE COST		-4.50

NET SALE		1376.15
FOOD COST		312.00
VALUE OF INVENTORY		2245.50
VARIANCE COST		-4.50
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Inventory Definitions

Beginning Inventory

The Beginning Quantity as entered in (inventory - register begin quantity), for the first report. Additional reports will get the begin quantity from the END value from the last "Z" reset

Receipts

Receipt Quantity as entered in X-mode (inventory - edit inventory item-daily edit/period edit).

Transfer In

The Transfer In Quantity as entered in X-mode (inventory - edit inventory item-daily edit/period)

Transfer Out

Transfer Out Quantity as entered in X-mode (inventory - edit inventory item -daily edit/period)

Raw Waste

Raw Waste Quantity as entered in X-mode (inventory - edit inventory item -daily edit/period).

Theoretical Usage

The Theoretical Use Quantity. $=[(\text{PROMO}+\text{WASTE}+\text{SOLD (ITEM/PLU Report)}) * [\text{COUNT (RECIPE TABLE)}]]$

Shelf Count

The Shelf is the Actual Inventory Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

Actual Usage

The Actual Use Quantity. $=[(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{SHELF})]$

Ending Inventory

The Ending Quantity. If no actual inventory quantity is entered in X-mode. $\text{END} = [(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{T.USE})]$. If an actual inventory quantity entered. $\text{END}=[(\text{BEGIN})+(\text{RECPT})+(\text{TR/IN})-(\text{TR/OUT})-(\text{RAW WASTE})-(\text{A.USE})]$

Value Of Inventory

The Value of inventory items on hand. $\text{VALUE}=[(\text{END}) * (\text{COST})]$

Variance +/-

The Variance +/-. $\text{VR}+/-=[(\text{T.USE})-(\text{A.USE})]$

Variance Cost

The Variance Cost. $\text{V.CST}=[(\text{VR}+/-) * (\text{COST})]$

Food Cost

The Food Cost. $\text{F DCST}=[(\text{A.USE}) * (\text{COST})]$

PLU Stock

PLUs designated as stock PLUs (see PLU Status Group Programming) will appear

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

PLU Stock by Group

Further stock reporting formats are available

FINANCIAL REPORT		
X1 REPORT		0003
<u>DESCRIPTOR</u>		<u>COUNT</u>
BOTTLE BECKS		1234
BOTTLE BEERS		
TOTAL		1234
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Electronic Journal

All information can be selected by individual transaction type to be stored and reported extracted as required
i.e. all Cash Transactions, VOIDS etc

CASH TRANSACTIONS

All cash sales made during normal operation

CHECK TRANSACTIONS

All check sales made during normal operation

MISC TEND TRANSACTIONS

All Miscellaneous tender operations made during normal operation

TRANSACTIONS WITH %

All sales containing a discount or premium operation

RECD ACCT & PAID OUT

All received on account or Paid out sales transactions

RETURN TRANSACTIONS

All Merchandise Return sales transactions

WITH ERROR CORRS & VOIDS

All Transactions containing an error correct or voids.

NO SALES

All Transactions containing no sale operations.

CANCEL TRANSACTIONS

All Register Mode cancelled transactions

TRANSACTIONS NEGATIVE

All Transactions with negative product sales.

REPORTS

All Read & Reset reports which are printed

PROGRAM SCANS

All Program scans which are printed.

CHECK TRACKING

All sales registered for open checks.

Food Cost

FOOD COST REPORT		
X1 REPORT		0003
BURGER	PRICE	1.95
PLU# 01234567890123456		
USAGE COUNT		28
ITEM COST		1.200
USAGE COST		33.60
SALES COUNT		28
NET SALES		54.60

STEAK	PRICE	11.95
PLU#01234567890123456		
USAGE COUNT		105
ITEM FOOD COST		2.250
USAGE COST		236.25
SALES COUNT		105
NET SALES		1254.75

TOTAL FOOD COST		269.85
TOTAL SALES COUNT		133
NET SALES TOTAL		1309.35
EMPLOYEE:	JIN	#01
TIME 09:03		NO.000000

Definitions

Usage Count

(SALES COUNT + PROMO COUNT + WASTE COUNT)

Item Food Cost

COMBINED COST OF ALL INGREDIENTS\RECIPIES ASSOCIATED WITH THE ITEM.

Usage Cost

(USAGE * ITEM FOOD COST)

Sales Count

(SALES COUNT)

Net Sales

(SALES COUNT * PRICE)

Shelf Count

The Shelf is the Actual Inventory Quantity as entered in X-mode (inventory - edit inventory item - daily edit/period edit).

Balancing Formulas

+/-	NET SALES
=	PLU Sales Total
+	Tax 1 Amount
+	Tax 2 Amount
+	Tax 3 Amount
+	Tax 4 Amount
+	Tax 5 Amount
+	Tax 6 Amount
+	Item Coupon Total (when NET=N)
+	Item Percentage Discount (when NET=N)
+	Sale Coupon Amounts
+	Sale Percentage Discounts
+	Sale Surcharge Amounts
=	Net Sales

+/-	GROSS SALES
=	Net Sales
+	Negative PLU Total
+	Item Coupon Total (when NET=Y)
+	Item Percentage Discount (when NET=Y)
+	Sale Coupon Amounts
+	Sale Percentage Discounts
+	Credit Tax 1
+	Credit Tax 2
+	Credit Tax 3
+	Credit Tax 4
+	Credit Tax 5
+	Credit Tax 6
+	Merchandise Return
+	VOID Position Total
=	Gross Sales

Program Maintenance

PLU Maintenance

Changing Item Prices

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

RECALL CHK1	STORE CHK1	LIST CHECK1	TABLE 1	SELECT PLU		
				MAIN SCREEN		
				PAGE UP	PAGE DOWN	
				0		
SEAT #	GUEST #	CLEAR	DONE	7	8	9
7	8	9	PAYMENT	4	5	6
4	5	6	MIGR SCREEN	1	2	3
1	2	3	CLK IN/OUT	0	00	←
0	00	.	PRINT CHECK	OK		
				CLOSE		

3. Select a PLU to edit in one of two ways:

Touch a PLU key located on the keyboard. (If the PLU you wish to edit is not displayed on the MAIN SCREEN, touch the key that displays the keylink where the PLU is located, or touch **PAGE UP/PAGE DOWN** until the appropriate Key Link where you wish to edit a PLU displays.)

or

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

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

PLU#000000000000000001 PROGRAMMING			
PLU#	000000000000000001	DESCRIPTOR	PLU1
PAGE #1	PAGE #2	PRICES	
STOCK LINK PLU #	000000000000000000		
MODIFIER QTY	00.00		
GROUP LINK #1	[01] GROUP1		
PLU STATUS GROUP LINK#	[01] PLU STS 1		
PIECE COUNT	000		
PRODUCT MIX #1	00		
RECIPE#	00		
MIX&MATCH TABLE#	0		
PREV. RECORD		NEXT RECORD	
		CLOSE	

5. Touch the **PRICES** tab.

PLU#000000000000000001 PROGRAMMING			
PLU#	000000000000000001	DESCRIPTOR	PLU1
PAGE #1	PAGE #2	PRICES	
PRC/HALO	000000.00	PRC L1	01
PREV. RECORD		NEXT RECORD	
		CLOSE	

6. Depending upon memory allocation, prices or HALOs (high amount lock outs that apply to open price entry PLUs) will display for one to five price levels. Touch the current price to make a price change.

The screenshot displays the 'PROGRAMMING' screen for PLU#000000000000000001. The interface includes a top header bar with the PLU number and title. Below this, there are tabs for 'PAGE #1', 'PAGE #2', and 'PRICES'. The 'PRICES' tab is active, showing a 'PRC/HALO' field with the value '1.95'. To the right of this field is a 'PLU1' button. Below the 'PRC/HALO' field is a numeric keypad with buttons for digits 0-9, a decimal point, and a left arrow. There are also 'OK' and 'CANCEL' buttons at the bottom of the keypad. To the right of the keypad is a '01' button. At the very bottom of the screen are three buttons: 'PREV. RECORD', 'NEXT RECORD', and 'CLOSE'.

7. Enter a new price and touch **OK**.
8. If you wish to change prices on another PLU, touch the **PREV. RECORD** or **NEXT RECORD** keys to display the price screen for the previous or next sequential PLU, or touch **CLOSE** to return to the PLU Select screen.

Employee File Maintenance

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

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

The total number of employees (up to 999) is set in memory allocation.

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

EMPLOYEE# 1 PROGRAMMING						
EMPLOYEE #		1		NAME		SAM
PAGE #1	PAGE #2	PAGE #3				
SOCIAL SEC #				4445556666		
CLOCK IN CODE				0000002347		
OPERATING CODE				0000000019		
LINK TO AUTHORITY LEVEL				1		
	JOB1	JOB2	JOB3	JOB4	JOB5	JOB6
JOB CODE#	01	00	00	00	00	00
PAY RATE#	01	00	00	00	00	00
OPEN DRAWER# DIRECT(0-2) VIA(3-9)				REG# [1]	DRAWER PORT 1	
PREV. RECORD		NEXT RECORD		CLOSE		

- 2. Select an employee to program or edit by employee number (touch the current number and enter a new one) or by touching the **NEXT RECORD** or **PREV. RECORD** keys until the appropriate employee is in view. If you are adding a new employee, touch the **NEXT RECORD** key until the next unused employee file displays.

3. Touch fields as necessary to set the options on page #1.

EMPLOYEE# 2 PROGRAMMING						
EMPLOYEE #		2		NAME		
		2 EMPLOYEE				
PAGE #1	PAGE #2	PAGE #3				
SOCIAL SEC #						
CLOCK IN CODE				0000000002		
OPERATING CODE				0000000002		
LINK TO AUTHORITY LEVEL				1		
JOB1		JOB2		JOB3		JOB4
JOB5		JOB6				
JOB CODE#	00	00	00	00	00	00
PAY RATE#	00	00	00	00	00	00
OPEN DRAWER# DIRECT(0-2) VIA(3-9)				REG# [0]		DRAWER PORT 1
PREV. RECORD		NEXT RECORD		CLOSE		

NAME

Set the employee name here.

SOCIAL SEC

Enter the employee social security number.

CLOCK IN CODE

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

OPERATING CODE

Enter the secret code number (up to 10 digits in length) that can be used to sign in/out.

LINK TO AUTHORITY LEVEL

Operations and programs that can be accessed by this employee are determined by selecting a authority level here.

JOB CODE#/PAY RATE#

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

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

Note that the job code you assign for JOB1 is the default job code for clocking in/out.

OPEN DRAWER# DRAWER PORT (NO, 1-2) SERIAL (1-6) or PARALLEL

4. Touch the page #2 tab to set additional employee file options.

EMPLOYEE# 2 PROGRAMMING	
EMPLOYEE #	2
NAME	2 EMPLOYEE
PAGE #1 PAGE #2 PAGE #3	
TRAINING MODE	NO
DEFAULT PRICE LEVEL	00
DEFAULT SCREEN LEVEL (0-200)	000
MANAGER	NO
EDIT JOB CODES	EDIT JOB CODES
EDIT PAY RATES	EDIT PAY RATES
DALLAS KEY LINK	00000000000000
PREV. RECORD	NEXT RECORD
CLOSE	

TRAINING MODE?

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

DEFAULT PRICE LEVEL

If multiple price levels are used, set the default level for this employee.

DEFAULT SCREEN LEVEL (0-200)

You can set a default screen level (keylink) to display when this employee is signed on to operate.

MANAGER

You can assign this employee "manager" status to perform manager controlled functions without password entry.

EDIT JOB CODES

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

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

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

EDIT PAY RATES

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

The pay rates set here can be used by all employees. There are up to 50 pay rates.

DALLAS KEY LINK

This option is not available.

5. Touch the page #3 tab to set the last employee file option.

EMPLOYEE# 2 PROGRAMMING

EMPLOYEE # 2 NAME 2 EMPLOYEE

PAGE #1 PAGE #2 PAGE #3

LEFT HAND NO

PREV. RECORD NEXT RECORD CLOSE

LEFT HAND

This option determines whether the transaction information portion of the operator screen is left justified or right justified. Choose YES to left justify.

Employee Field Definitions

SOCIAL SEC

CLOCK IN CODE

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

OPERATING CODE

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

LINK TO AUTHORITY LEVEL

Operations and programs that can be accessed by this employee are determined by selecting a authority level here.

OPEN DRAWER# DRAWER PORT (NO DRAWER, 1-2) SERIAL (1-6) or PARALLEL

If drawer no drawer is assigned, the employee can only perform check track postings (not payments).

JOB CODE#/PAY RATE#

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

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

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

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

TRAINING MODE?

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

DEFAULT PRICE LEVEL

DEFAULT SCREEN LEVEL (0-200)

MANAGER

EDIT JOB CODES

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

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

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

EDIT PAY RATES

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

The pay rates set here can be used by all employees. There are up to 50 pay rates.

DALLAS KEY LINK

This option is not available.

Appendix

Report Function Key Report Code Structure

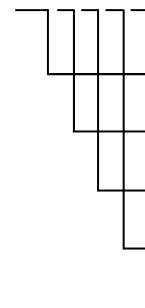
You can print out reports from the **REG** position using the REPORT function key. Reports are generated by first entering the report code, then touching the REPORT key, i.e:

[Report Code] [REPORT]

The REPORT key code is #36 and is available on software versions 2.00j or later.

Report Code Structure

010100



1. Enter the 2-digit report number.
2. Enter "0" for X reports; enter "1" for Z reports
3. Enter the report level: "1" through "5"
4. Enter "0" for standalone reports; enter "1" for IRC reports, (or "2" to view IRC for all registers without entering the IRC range with v.2.02b or later).
5. Enter the option code, 1-4 digits. See the "Report Option Table" below. If no option is selected, enter "0".

The report code example above "010100" generates an X1 Standalone Financial Report.

Report # Table

NO.	REPORT NAME	X/Z & REPORT LEVEL	IRC
01	Financial	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
02	Sales by Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
03	All PLU's	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
04	Not use this by REPORT key function.		
05	PLU's by Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC

06	PLU's by Group for Selected Group	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
07	Top 20 PLU's	X1 to X5 read only	INDIVIDUAL & IRC
08	PLU Zero Sales	X1 to X5 read only	INDIVIDUAL & IRC
09	PLU Zero Sales by Group	X1 to X5 read only	INDIVIDUAL & IRC
10	PLU Sales by Price Level	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
11	Mix and Match report	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
12	Not Found	X1 & Z1 only	INDIVIDUAL
13	Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
14	Individual Employees	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
15	Employee Currently Signed on	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
16	Groups by Employee	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
17	Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
18	From/To Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
19	Selective Groups	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
20	Drawer Totals	X1 to X5 read only	INDIVIDUAL & IRC
21	Drawer 1/2/3	X1 to X5 read only	INDIVIDUAL & IRC
22	Labour Groups	X1 & Z1 also X5 to Z5	IRC
23	Sales & Labour %	X1 & Z1 also X2 & Z2	IRC
24	Daily Sales	X1 & Z1	INDIVIDUAL & IRC
25	Groups By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
26	Analysis 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
27	Analysis 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
28	Analysis 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
29	Track 1 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
30	Track 2 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
31	Track 3 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
32	Track 4 By Time Period	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
33	Checks for Track 1	X1 & Z1	IRC from REG holding data
34	Checks for Track 2	X1 & Z1	IRC from REG holding data
35	Checks for Track 3	X1 & Z1	IRC from REG holding data
36	Checks for Track 4	X1 & Z1	IRC from REG holding data
37	Checks for Selected Employee	X1 & Z1	IRC from REG holding data
38	Checks for Current Employee	X1 & Z1	IRC from REG holding data
39	Checks for Track 1,2,3,4	X1 & Z1	IRC from REG holding data
40	Product Mix	X1 & Z1 also X2 & Z2	INDIVIDUAL & IRC
41	Product Projections	X1 read only	INDIVIDUAL & IRC

42	Station Totals	X1	IRC
43	Active Employees – time keeping	X1 read only	IRC
44	Daily Time Keeping	X1 & Z1 also X5 to Z5	IRC
45	Shift Reporting	X1 & Z1	INDIVIDUAL & IRC
46	Inventory	X1 & Z1	IRC
47	PLU Stock	X1 & Z1	INDIVIDUAL & IRC
48	Not use this by REPORT key function.		
49	Stock by Group	X1 & Z1	INDIVIDUAL & IRC
50	Stock by Individual Group	X1 & Z1	INDIVIDUAL & IRC
51	Food Cost	X1 & Z1	IRC
52	PLU Minimum Stock	X1 & Z1	INDIVIDUAL & IRC
53	Not use this by REPORT key function.		
54	String Report 1 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
55	String Report 2 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
56	String Report 3 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
57	String Report 4 – as defined by program	X1 & Z1 also X5 to Z5	INDIVIDUAL & IRC
58	Custom Report	X1 & Z1	INDIVIDUAL
59	Pre-Poll Report – Hard Copy Print Out	X1 & Z1	INDIVIDUAL & IRC
60	Not use this by REPORT key function.		
61	Clocked in employees	X1 read only	INDIVIDUAL & IRC

Report Option Table

NO.	REPORT NAME	OPTION
06	PLU's by Group for Selected Group	Group number (1~2 digit)
14	Individual Employees	Employee number (1~3 digit)
18	From/To Groups	From/To Group number (4 digits) If from group number is 1 and to group number is 2, option data is 0102.
19	Selective Groups	Group number (1~2 digit)
41	Product Projections	Week data (1 digit)
45	Shift Reporting	Shift number (1 digit)
50	Stock by Individual Group	Group number (1~2 digit)

Manual Revision Record

Edition	Date published	Revision contents