# ELECTRONIC CASH REGISTER

# **User's Manual**

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Setting Up

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Set Date/time

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Canada

Eu

Di

U.K.

CI

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# Introduction

Congratulations on your selection of a CASIO TE-3000S series electronic cash register. This ECR is the product of the world's most advanced electronic technology, for outstanding versatility and reliability. Simplified operation is made possible by a specially designed keyboard layout and a wide selection of automated, programmable functions.

A specially designed keyboard layout and a bright, easy-to-read display help to take the fatigue out of long hours operation.

#### CE Casio Electronics Co., Ltd. Unit 6, 1000 North Circular Road London NW2 7JD, U.K.

**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.

Please keep all information for future reference.

# GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THE UNIT IN THE U.S.A. (Not applicable to other areas)

**WARNING:** This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

**FCC WARNING:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Apparaten skall anslutas till jordat nätuttag.

The main plug on this equipment must be used to disconnect mains power. Please ensure that the socket outlet is installed near the equipment and shall be easily accessible.

#### **Safety Precautions**

• To use this product safely and correctly, read this manual thoroughly and operate as instructed.

After reading this guide, keep it close at hand for easy reference.

Please keep all informations for future reference.

• Always observe the warnings and cautions indicated on the product.

#### About the icons

In this guide various icons are used to highlight safe operation of this product and to prevent injury to the operator and other personnel and also to prevent damage to property and this product. The icons and definitions are given below.



Indicates that there is a risk of severe injury or death if used incorrectly.

Indicates that injury or damage may result if used incorrectly.

#### **Icon examples**

To bring attention to risks and possible damage, the following types of icons are used.



The  $\triangle$  symbol indicates that it includes some symbol for attracting attention (including warning). In this triangle the actual type of precautions to be taken (electric shock, in this case) is indicated.



The  $\otimes$  symbol indicates a prohibited action. In this symbol the actual type of prohibited actions (disassembly, in this case) will be indicated.

The  $\bullet$  symbol indicates a restriction. In this symbol the type of actual restriction (removal of the power plug from an outlet, in this case) is indicated.



#### Handling the register



Should the register malfunction, start to emit smoke or a strange odor, or otherwise behave abnormally, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of fire and electric shock.

• Contact CASIO service representative.



Do not place containers of liquids near the register and do not allow any foreign matter to get into it. Should water or other foreign matter get into the register, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Contact CASIO service representative.



Should you drop the register and damage it, immediately shut down the power and unplug the AC plug from the power outlet. Continued use creates the danger of shorting, fire and electric shock.

• Attempting to repair the register yourself is extremely dangerous. Contact CASIO service representative.

# **A** Warning!



Never try to take the register apart or modify it in any way. High-voltage components inside the register create the danger of fire and electric shock.
Contact CASIO service representative for all repair and maintenance.

#### Power plug and AC outlet



Use only a proper AC electric outlet (100V~240V). Use of an outlet with a different voltage from the rating creates the danger of malfunction, fire, and electric shock. Overloading an electric outlet creates the danger of overheating and fire.



Make sure the power plug is inserted as far as it will go. Loose plugs create the danger of electric shock, overheating, and fire.

• Do not use the register if the plug is damaged. Never connect to a power outlet that is loose.

Use a dry cloth to periodically wipe off any dust built up on the prongs of the plug. Humidity can cause poor insulation and create the danger of electric shock and fire if dust stays on the prongs.



Do not allow the power cord or plug to become damaged, and never try to modify them in any way. Continued use of a damaged power cord can cause deterioration of the insulation, exposure of internal wiring, and shorting, which creates the danger of electric shock and fire.

• Contact CASIO service representative whenever the power cord or plug requires repair or maintenance.



# **A** Caution!

Do not place the register on an unstable or uneven surface. Doing so can cause the register — especially when the drawer is open — to fall, creating the danger of malfunction, fire, and electric shock.

#### Do not place the register in the following areas.

- Areas where the register will be subject to large amounts of humidity or dust, or directly exposed to hot or cold air.
  - Areas exposed to direct sunlight, in a close motor vehicle, or any other area subject to very high temperatures.

#### The above conditions can cause malfunction, which creates the danger of fire.

Do not overlay bend the power cord, do not allow it to be caught between desks or other furniture, and never place heavy objects on top of the power cord. Doing so can cause shorting or breaking of the power cord, creating the danger of fire and electric shock.



Be sure to grasp the plug when unplugging the power cord from the wall outlet. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.



Never touch the plug while your hands are wet. Doing so creates the danger of electric shock. Pulling on the cord can damage it, break the wiring, or cause short, creating the danger of fire and electric shock.

Never touch the printer head and the platen.

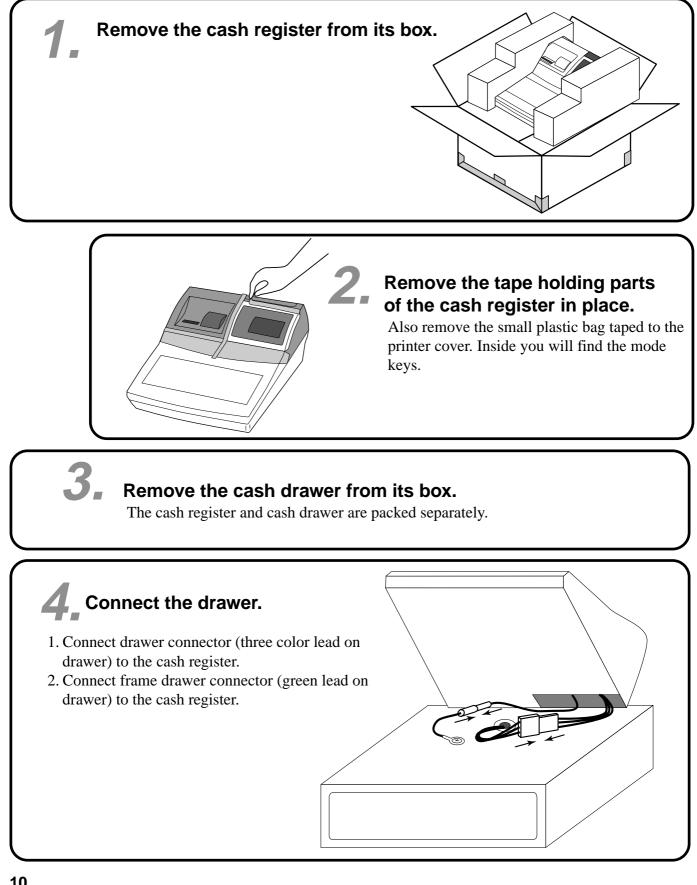
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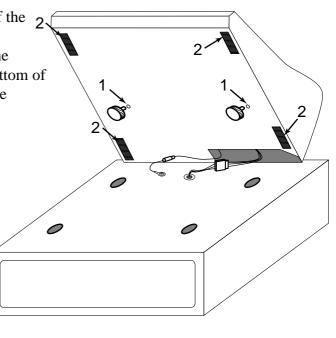
This section outlines how to unpack the cash register and get it ready to operate. You should read this part of the manual even if you have used a cash register before. The following is the basic set up procedure, along with page references where you should look for more details.

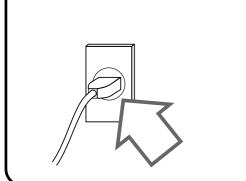


# 5

#### Mount the cash register.

- 1. Screw in 2 fixing screws bottom side of the register.
- 2. Stick rubber plate on the each corner of the 2 bottom side of the register.
- 3. Mount the cash register on the top of the drawer, ensuring that the feet on the bottom of the cash register go into the holes on the drawer.



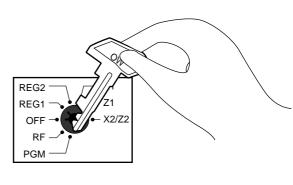


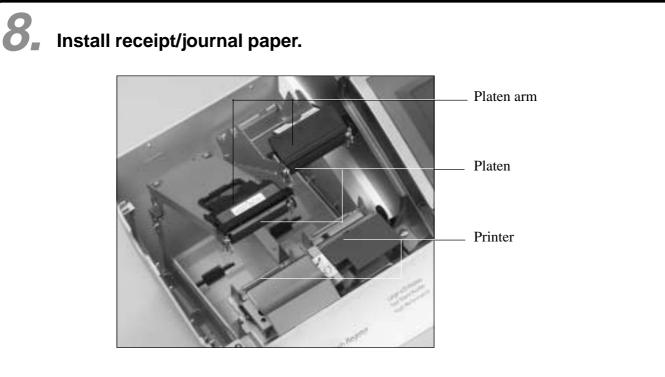


# Plug the cash register into a wall outlet.

Be sure to check the sticker on the side of the cash register to make sure that its voltage matches that of the power supply in your area. The printer will operate for a few seconds. Please do not pass the power cable under the drawer.

Insert the mode key marked "OW" into the mode switch.





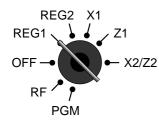
#### Important!

Take away the head protection sheet from the printer and close the platen arm.

#### Caution! (in handling the thermal paper)

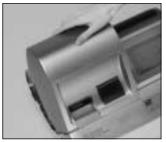
- Never touch the printer head and the platen.
- Unpack the thermal paper just before your use.
- Avoid heat/direct sunlight.
- Avoid dusty and humid places for storage.
- Do not scratch the paper.
- Do not keep the printed paper under the following circumstances: High humidity and temperature/direct sunlight/contact with glue, thinner or a rubber eraser.

# To install receipt paper



# Step 1

Turn the mode switch to REG1 position.



Step 2

Remove the printer cover. (If the cover is locked, unlock by using the printer cover key before this step.)



Step 5

Put the leading end of the paper over the printer.



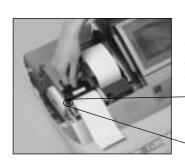
Step 3 Open the platen arm.

Step 4

Ensuring the paper is being

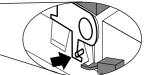
fed from the bottom of the roll, lower the roll into the

space behind the printer.



Step 6

Close the platen arm slowly until it locks steadily.



Locking platen

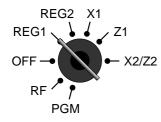
*Complete* 

Close the printer cover, passing the leading end of the paper through the cutter slot.

Getting Started

TE-3000S User's Manual

# To install journal paper



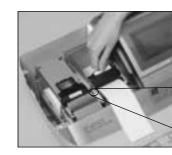
Step 1

Step 2

- X2/Z2 Turn the mode switch to REG1 position.

Remove the printer cover. (If the cover is locked, unlock

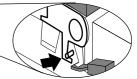
by using the printer cover key







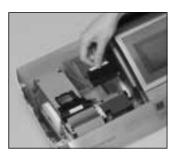
Close the platen arm slowly until it locks steadily.



Locking platen

# Step 7

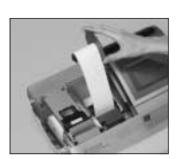
Slide the leading end of the paper into the groove on the spindle of the take-up reel and wind it onto the reel two or three turns.



Step 3

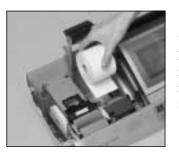
before this step.)

Open the platen arm.



Step 8

Place the take-up reel into place behind the printer, above the roll paper.



Step 4

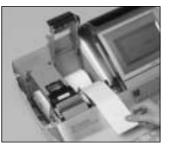
Ensuring the paper is being fed from the bottom of the roll, lower the roll into the space behind the printer.



Step 9

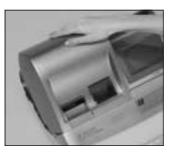
Press the  $\left[ \begin{array}{c} \hline \\ FEED \end{array} \right]$  key to take up any slack in the paper.

During machine installation, press the WURNAL key after power on.



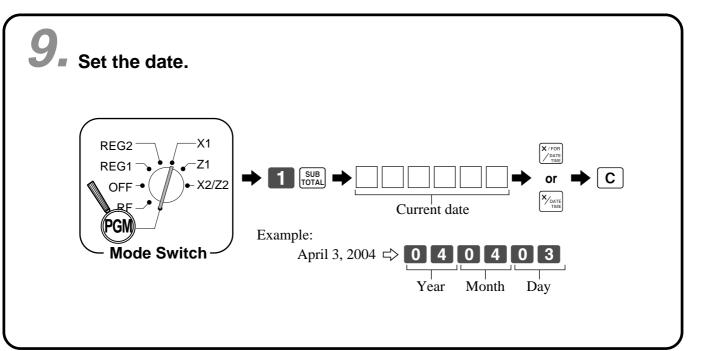
Step 5

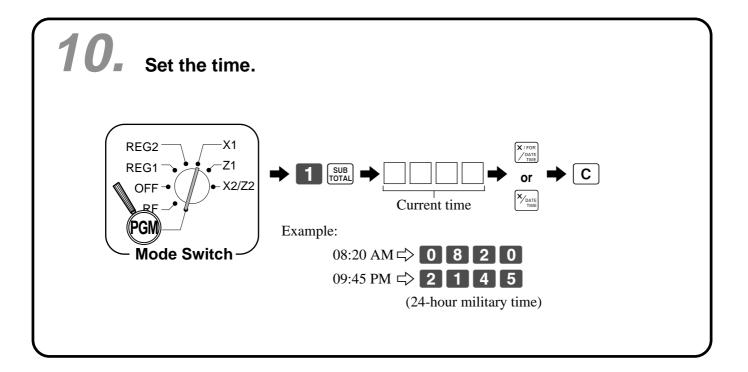
Put the leading end of the paper over the printer.





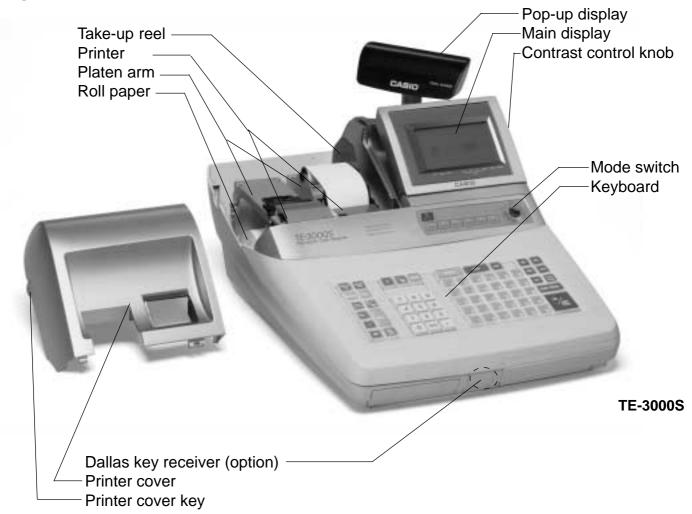
Close the printer cover.





#### **General guide**

This part of the manual introduces you to the cash register and provides a general explanation of its various parts.



#### **Roll paper**

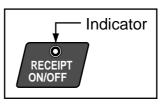
You can use the roll paper to print receipts and a journal (pages  $12 \sim 14$ ).

#### Receipt on/off switch / key

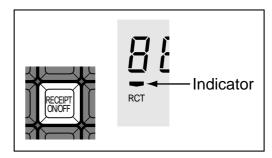
Use the receipt on/off switch/key in REG1, REG2 and RF modes to control issuance of receipts. In other modes, receipts or reports are printed regardless the receipt switch/key setting.

A post-finalization receipt can still be issued after finalization when the switch/key is set to off. The cash register can also be programmed to issue a post-finalization receipt even when the switch/key is set to on.

#### **Receipt on/off switch**



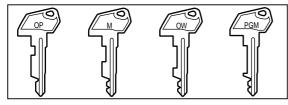
#### Receipt on/off key



When the register issues receipts, this indicator is lit.

#### Mode key (for U.K., U.S. and Canada)

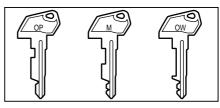
The following four types of mode keys are provided with the unit in the United Kingdom, the United States and Canada.



- a. OP (Operator) key Switches between OFF and REG1.
- b. M (Master) key Switches between OFF, REG1, REG2, X1 and RF.
- c. OW (Owner) key Switches between OFF, REG1, REG2, X1, Z1, X2/ Z2 and RF.
- d. PGM (Program) key Switches to any position.

#### Mode key (for other area)

The following three types of mode keys are provided with the unit in areas outside of the United Kingdom, the United States and Canada.

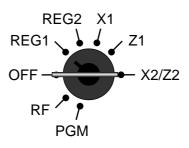


- a. OP (Operator) key Switches between OFF and REG1.
- b. M (Master) key Switches between OFF, REG1, REG2, X1 and RF.
- c. OW (Owner) key Switches to any position.

#### TE-3000S User's Manual

#### Mode switch

Use the mode keys to change the position of the mode switch and select the mode you want to use.



Mode switch	Mode name	Description
OFF	Stand-by	Any of the mode control keys can be inserted and removed from the mode switch in this position.
REG1	Register 1	Used for normal sales transactions. Any of the mode control keys can be inserted and removed from the mode switch in this position.
REG2	Register 2	Used for special operations. Since switching to REG2 requires a special key, such functions as discounts, credit sales, charge sales, check payments, and paid outs can be controlled by programming them as prohibited in REG1 and allowed in REG2.
RF	Refund Reg minus	Used for processing refunds. When the mode switch of the register is in RF position, you can access either the refund mode or the register minus mode.
X1	Daily sales read	Used to obtain daily reports without resetting (clearing) all total data.
Z1	Daily sales reset	Used to obtain daily reports while resetting (clearing) all total data.
X2/Z2	Periodic sale read/ reset	Used to obtain periodic sales reports without resetting total data or while resetting all total data.
PGM	Program	Used when programming functions and preset data such as unit prices and tax rates. Also used when reading program data.

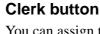
#### Clerk key/button/lock

On models available in the United States, Canada and Germany, clerk or cashier assignment can be performed using clerk secret numbers only (clerk buttons are not equipped).

In other areas, you can assign clerks or cashiers by using clerk button or by clerk secret number. The method you are assigning clerk depends on the programming of your cash register.

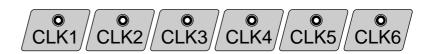
#### Clerk secret number key

When the cash register is programmed to use clerk secret numbers for clerk or cashier assignment, the clerk buttons are not functional.



You can assign the clerk or cashier using the six buttons located below the display panel.





#### Drawer

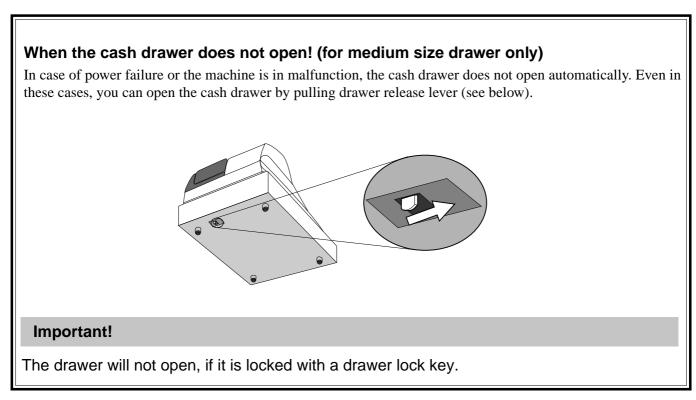
The drawer opens automatically whenever you finalize a registration and whenever you issue a read or reset report.

#### Drawer lock (for medium size drawer)

#### Drawer open key (for large size drawer)

Use the drawer key to lock and unlock the drawer.

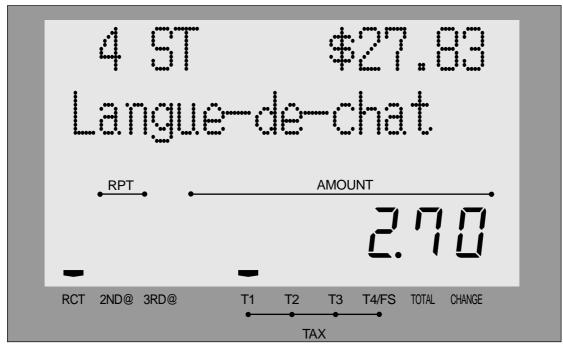
#### Use the drawer open key to open the drawer.



#### Display

#### **Display panel**

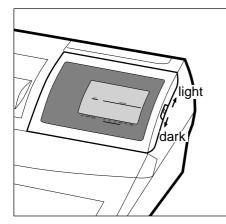
Main display



#### **Customer display**

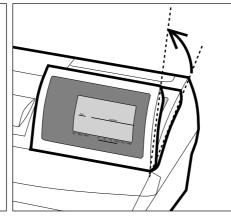


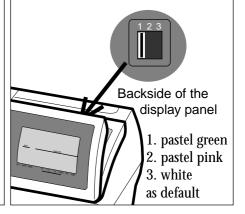
#### **Contrast control knob**





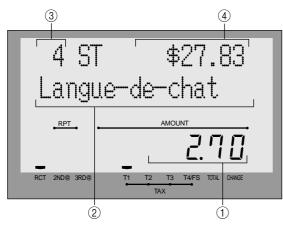
#### Backlight color control switch





#### **Display example**

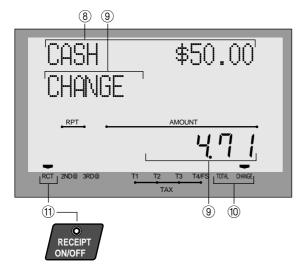
#### Item registration



#### **Repeat registration**



#### **Totalize operation**



#### 1 Amount/Quantity

This part of the display shows monetary amounts. It also can be used to show the current time.

#### 2 Item descriptor

When you register a department/PLU/scanning PLU, the item descriptor appears here.

#### ③ Item counter

Number of item sold is displayed.

#### (4) Subtotal amount

Current subtotal amount (add-on tax excluded) is displayed.

#### **(5)** Number of repeats

Anytime you perform a repeat registration (pages 30, 35), the number of repeats appears here. Note that only one digit is displayed for the number of repeats. This means that a "5" could mean 5, 15 or even 25 repeats.

#### 6 2nd, 3rd menu indicator

When you press (RECE) to designate the 2nd/3rd unit price, the corresponding number is displayed.

#### **7** Taxable sales status indicators

When you register a taxable item, the corresponding indicator is lit.

#### **(8)** Amount tendered key descriptor/amount

#### (9) Change descriptor/amount

#### 10 Total/Change indicators

When the TOTAL indicator is lit, the displayed value is monetary total or subtotal amount. When the CHANGE indicator is lit, the displayed value is the change due.

#### (1) RCT indicator

When the register issues receipts, this indicator is lit.

## Introducing TE-3000S

#### Keyboard

1 RECEPT FEED 2 8 CE 3 RECEPT CE 3 RECEPT CE 3 RECEPT CE 3 RECEPT CE 4 Ks 5 10 9 4 Ks 5 10 PLU	12 14 FOR C THE CLK# 13 7 8 9 4 5 6	8         20           19         7/51           5         10         15         20           4         9         14         19           3         8         13         18	25 30 CR1 CR2 27
- 7 11 RF CORR CARCE 1 RECEPT CORRU FEED 2 RECEPT CE	1 2 3 0 00 • 12 15 16 C Mars CLK#	2 7 12 17 1 6 11 16 18 22 PRICE CPN 19 5 10	21 26 23 17 24 25 VAT OPEN RC BR 26 PP
3 RECEPT WOOF 5 10 %- 6 PLU - 7 11 RF CORR CARE	13       7       8       9         4       5       6         1       2       3         0       00       •	3 8 3 8 2 7 1 6	14 19 CH CHK 14 19 CH CHK 29 13 18 SUBTOTAL 30 12 17 CA AMT TEND

for the U.S. and Canada

for German	ł
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#### • Register Mode

- (1) **Paper feed key** [FEED], [FEED], Hold this key down to feed paper from the printer.
- ② Post receipt key RECEIPT Use this key to produce a post-finalization receipt.
- 3 Receipt on/off key RECEIPT

Use this key twice to change the status "receipt issue" or "no receipt." This key is only effective when the "use printer for receipt printer" in the printer control program is selected. In case of "receipt issue", the "RCT" indicator is lit.

(4) Media change key (MEDIA CHANGE

Use this key to change media in drawer amounts. Pressing this key enters media change operation.

(5) **Discount key** [%-]

Use this key to register discounts.

6 Minus key –

Use this key to input values for subtraction.

7 Refund key RF

Use this key to input refund amounts and void certain entries.

(8) Currency exchange key [CE]

Use this key to convert foreign currency to local currency or vice versa using the exchange rate preset for the key and displays the result. Use this key for conversions of a home currency subtotal or merchandise subtotal to equivalent of another country's currency.

Use this key for conversions of another country's currency to the equivalent of the home currency.

(9) Non-add/No sale key (#/NS

Non-add key: To print reference number (to identify a personal check, credit card, etc.) during a transaction, use this key after some numerical entries. No sale key: Use this key to open the drawer without registering anything.

1 PLU key PLU

Use this key to input PLU numbers.

- (1) Error correction/cancellation key [RANCE] Use this key to correct registration errors and to cancel registration of entire transactions.
- 12 Clear key C

Use this key to clear an entry that has not yet been registered.

- (3) Ten key pad 0, 1 ~ 9, 00, · Use these keys to input numbers.
- Multiplication/For/Date/Time key X and Y and Y

1 RECEIPT DURWU FEED 8 RECEIPT CE		18 PRICE 19 5	CPN	VAT	24 25 RC PD 26 CR1 CR2
4 9 CHANGE 5 10	13 7 8 9		9	14	2728 CH CHK/ TEND
%- 6 PLU	4 5 6	3	8	13	30
7 11 RF CORR CANCEL	0 00 •			11	CA AMT TEND
1 RECEPT DURNU FEED FEED	12 15 17 C MATE OPEN	18 PRICE	2 CPN	VAT	24 25 RC PD
PEED FEED 2					26 30 CR1 CR2
PFEED FEED 2 8 RECEPT CE 4 9 MEDA CHANGE #/NS		PRICE	CPN	VAT	26 30 CR1 CR2 27 28 29 CH CHV TEND
FEED 2 RECEPT CE 4 9 MEDA #/NS 5 10 %=		PRICE 19	CPN 15 20	VAT 25	26 30 CR1 CR2 27 28 29 CH CHK TEND 29 28 SUBTOTAL
PEED PEED RECEPT CE 4 OWNCE 5 10 FEED	C MATE OPEN 13 7 8 9	PRICE 19	CPN 15 20 14 19	VAT 25 24	26 30 CR1 CR2 27 28 CH CHK TEND

for the U.K.

for other area

15 Multiplication/Date/Time key

Use this key to input a quantity for a multiplication operation. Between transactions, this key displays the current time and date.

- (6) Clerk number key CLK#
   Use this key to sign clerk on and off the register.
- 17 Open key OPEN

Use this key to temporarily release a limitation on the number of digits that can be input for a unit price.

(18) Price key [PRICE]

Use this key to register an amount to an open PLU when a PLU is used as an open PLU.

- (1) **Department keys 1**, **2**, **3** ~ **3** Use these keys to register items to departments.
- ② Tax status shift 1 key T/S1 Use this key to change the Taxable 1 status of the next item.
- (21) Tax status shift 2 key

Use this key to change the Taxable 2 status of the next item.

22 Coupon key CPN

Use this key to register coupon. The registered coupon amount is deducted from the department, PLU, gross and net totalizers.

23 VAT key VAT

Use this key to print a VAT breakdown.

- Received on account key RC Use this key following a numeric entry to register money
  - received for non-sale transactions.
- 25 Paid out key PD Use this key following a numeric e

Use this key following a numeric entry to register money paid out from the drawer.

Except for the U.S. and Canada, use this key to convert the main currency to the sub currency (the euro/the local money), when registering a subtotal amount. This key is also used for specifying sub currency while entering an amount of payment or declaration in drawers.

- Credit key CR1, CR2 Use this key to register a credit sale.
- Charge key CH Use this key to register a charge sale.
- (28) Check key CHK/ Use this key to register a check tender.
- Subtotal key SUB TOTAL Use this key to display and print the current subtotal (includes add-on tax) amount.
- 3 **Cash/Amount tendered key Calaboration** Use this key to register a cash tender.

# Introducing TE-3000S

#### TE-3000S User's Manual

#### **Allocatable functions**

You can tailor a keyboard to suit your particular type of business.

#### Add check

Use this key in a check tracking system to combine the details of more than one check into a single check.

#### Arrangement

Use this key to activate an arrangement program programmed in the arrangement file. Any operation that can be performed from the keyboard, as well as mode, can be programmed in an arrangement program, and can be performed merely by pressing this key. In addition, one numeric entry can be included in an arrangement program. In this case, input the number and press this key.

The mode control function of this key can be programmed for all modes except for the OFF and PGM mode.

#### **Bill copy**

Use this key to issue bill copy.

#### **Bottle return**

Use this key to specify next item as bottle return.

#### Cancel

Invalidates all preceding data registered for departments, PLUs and set menus within a transaction. This key must be pressed before the transaction involving the data to be invalidated is finalized. It is also effective even after calculation of subtotal amount.

#### **Check endorsement**

Use this key to print a preset check endorsement message using the slip printer.

#### **Check print**

Use this key to print the check on the slip printer.

#### **Clerk transfer**

Use this key to transfer opened checks to another clerk.

#### Clock-in/-out

Use this key to register the time when the employees start/ finish their job.

#### Coupon 2

Use this key to declare the next item registration as coupon.

#### Cube

This key provides the same functions as the Square key. In addition, this key also has a cube multiplication function.

#### **Customer number**

Use this key to register the number of customers.

#### Declaration

Use this key to declare in drawer amount for money declaration.

#### Deposit

Use this key to register deposits.

#### Eat-in

Use this key to specify if the customer eats in the restaurant. Before closing a transaction press this key.

#### EBT (electronic benefit transfer)

Use this key to register an EBT amount with a tender amount input.

#### Flat PLU

Use this key to register items to flat PLU.

#### Food stamp shift

Use this key to change food stamp status.

#### Food stamp subtotal

Use this key to obtain the food stamp applicable amount.

#### Food stamp tender

Use this key to register a food stamp payment amount with a tender amount input.

#### Ketten Bon

Use this key to enter quantities for multiplication. Multiplication by this key issues singular order prints.

#### Loan

Use this key to input the amount of money provided for making change. This operation affects media totals, rather than sales totals. Loans are made for all types of money which can be specified by the finalize key.

#### Manual tax

Use this key to register a tax amount.

#### Menu shift

Use this key to shift key to the 1st ~ 6th menu.

#### Merchandise subtotal

Use this key to obtain subtotal excluding the add-on tax amount and the previous balance.

#### New balance

Use this key for adding the latest registered total amount to the previous balance to obtain a new balance.

#### New check

Use this key in a check tracking system to input a new check number in order to open a new check under that number.

#### New/Old check

Use this key in a check tracking system to input check numbers in order to open new checks and to reopen existing checks. When the clerk inputs a check number, the register checks to see if that number already exists in the check tracking memory. If there is no matching number in the memory, a new check is opened under the input number. If the check number input matches a number already stored in the memory, that check is reopened for further registration or finalization.

#### No sale

Use this key to open the drawer between transaction.

#### Non add

Use this key to print reference numbers (personal check number, card number, etc.)

#### Normal receipt

Use this key to change the order status from Bon to normal.

#### **OBR** (Optical barcode reader)

Use this key to input optical barcodes manually.

#### **Old check**

Use this key in a check tracking system to input the number of an existing check (previously created by the New check key) whose details are stored in the check tracking memory. Existing checks are reopened to perform further registration or to finalize them.

#### **One touch NLU**

Use this key to register scanning PLU directly from the keyboard. There is one One touch NLU key for one scanning PLU, and multiple one touch NLU keys can be set on the keyboard.

Use this key to suspend the compulsory specifications.

#### **Open check**

Use this key to issue an open check report of an assigned clerk.

#### **Operator number**

Use this key to enter a clerk number during clerk transfer.

#### **Operator X/Z**

Use this key to issue a clerk's individual X/Z report.

#### Pick up

When the amount in drawer exceeds the limit value (sentinel function), the manager performs a pick up operation. This key is used for this function. This operation affects media totals, rather than sales totals. Pick ups are made for all types of money which can be specified by the finalize key.

#### Plus

Use this key for registering surcharge.

#### Premium

Use this key to apply a preset % or manual input % to obtain the premium amount for the last registered item or subtotal.

#### **Previous balance**

Use this key to register the previous negative/positive balance at the beginning of or during a transaction.

#### **Previous balance subtotal**

Use this key to obtain subtotal excluding the add-on tax amount and current balance.

#### **Price change**

Use this key to change scanning PLU unit price temporarily.

#### **Price inquiry**

Use this key to confirm the price and descriptors of PLU without registering.

#### **Price shift**

Use this key to shift a PLU item/flat-PLU key to the 1st ~ 2nd unit price, a scanning PLU to the 1st ~ 3rd unit price.

#### Rate tax

Use this key to activate the preset tax rate or manually input rate to obtain the tax for the preceding taxable status 1 amount.

#### Recall

Use this key for recalling the transferred check number by the store key. When this key is pressed, the check number will appear in order of the oldest record.

#### **Red price**

Use this key to register a new (discounted) price of an item.

#### Review

Use this key to examine the current transaction by displaying item descriptor and registered amount. This key is also used for void operation or separate check operation.

#### Scale

Use this key to read the weight of the item and shows it on the display. This key is also used to input the weight manually.

#### Separate check

Use this key in a check tracking system to separate selected items from one check to another check.

#### Slip feed/release

Use this key to feed slips inserted into the slip printer. This is done by specifying the number of feed lines. This key is also used to release the slip paper holder if numbers are not entered.

#### Slip back feed/release

Use this key to back feed slips inserted into the slip printer. This is done by specifying the number of feed lines. This key is also used to release the slip paper holder if numbers are not entered.

#### **Slip print**

Use this key to execute a slip batch printing on the slip printer. Pressing this key prints the sales details. Actual printing is performed following receipt issuance.

#### Square

This key provides the same functions as the Multiplication key. In addition, this key also has a square multiplication function.

#### **Stock inquiry**

Use this key to check the current stock quantity for a PLU without registering.

#### Store

Use this key for storing the check number of the registered items. When this key is pressed, registered item data will be stored, and then these data will transfer to the youngest check number.

#### Table number

Use this key to input table numbers.

#### Table transfer

Use this key to transfer the contents of a check to another check.

#### Takeout

Use this key to specify if the customer takes out items. Before total a transaction. Press this key for the tax exemption.

#### Tare

Use this key to input tare weight.

#### Tax exempt

Use this key to change taxable amounts to nontaxable amounts.

#### Taxable amount subtotal

Use this key to obtain taxable amount subtotal.

#### **Text print**

Use this key to enter characters to print.

#### **Text recall**

Use this key to print preset characters.

#### Tip

Use this key to register tips.

#### **Tray total**

Use this key to display the total amount for all registrations from the last registration until this key is pressed or registrations between presses of this key.

#### Unit weight

Use this key to input the unit weight of a scalable item.

#### Validation

Use this key to validate transaction amounts on slip.

#### Void

Use this key to invalidate preceding item data registered.

# How to read the printouts

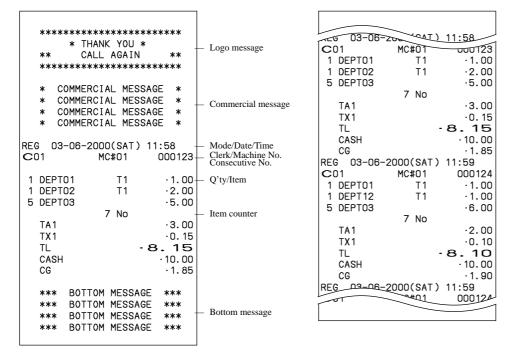
- The journal and receipts are records of all transactions and operations.
- The contents printed on receipts and journal are almost identical.
- You can choose the journal skip function. If the journal skip function is selected, the cash register will print the total amount of each transaction, and the details of premium, discount and reduction operations only, without printing department and PLU item registrations on the journal.
- The following items can be skipped on receipts and journal.
  - Consecutive number
  - Taxable status
  - Taxable amount

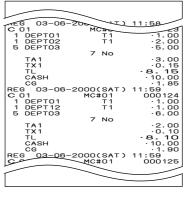
**Receipt Sample** 

• Item counter

#### Journal Sample (Item lines Included)

#### Journal Sample (Item lines Skipped)



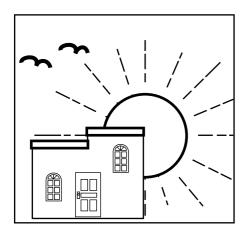


In the operation examples contained in this manual, the print samples are what would be produced if the roll paper is being used for receipts. They are not actual size. Actual receipts are 58 mm wide. Also, all sample receipts and journals are printout images.

# How to use your cash register

The following describes the general procedure you should use in order to get the most out of your cash register.

#### **BEFORE** business hours...

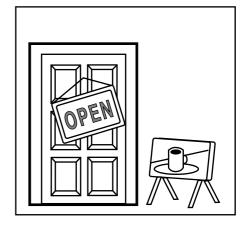


Check to make sure that the cash register is plugged in securely. Page 11
Check to make sure there is enough paper left on the roll. Pages 13, 14
Read the financial totals to confirm that they are all zero. Page 99
Check the date and time. Page 29

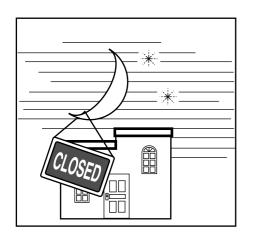
#### **DURING business hours...**

- Register transactions.
- Periodically read totals.

Page 30 Page 98



#### AFTER business hours...



- Reset the daily totals. Page 50
  - Remove the journal.

•

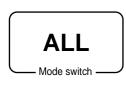
- Empty the cash drawer and leave it open.
- Take the cash and journal to the office.

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#### Assigning a clerk



On models available in the United States and Canada, clerk or cashier assignment can be performed using clerk secret numbers only (clerk buttons are not equipped). In Germany, you can assign clerks by using clerk key or by clerk secret number (clerk key is equipped).

In other areas, you can assign clerks by using clerk button or by clerk secret number. The method you of assigning clerk depends on the programming of your cash register.

#### **Clerk button**

You can assign the clerk or cashier using the six buttons located below the display panel.

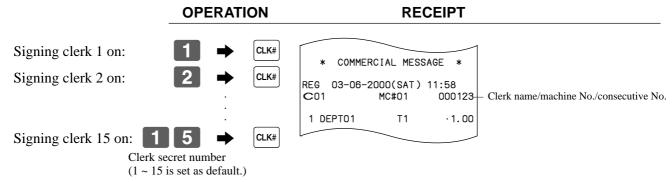
#### **Clerk lock/clerk key**

You can assign the clerk or cashier inserting a clerk key into the clerk lock .

#### **Clerk secret number key**

When the cash register is programmed to use clerk secret numbers for clerk or cashier assignment, the clerk buttons are not functional.

#### Clerk sign on



• If you do not want the clerk secret number to be shown on the display, press [CLK#] before entering the number.

#### Clerk sign off

Signing clerk off: (except PGM mode)



OPERATION

• The current clerk is also signed off whenever you set the mode switch to OFF position.

#### Important!

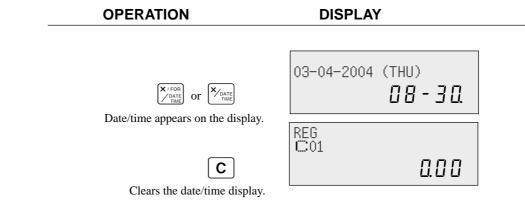
- The error code "E008" appears on the display whenever you try to perform a registration, a read/ reset operation without signing on.
- A clerk cannot sign on unless other clerk is signed off.
- The signed on clerk is also identified on the receipt/journal.

#### Displaying the time and date



You can show the time or date on the display of the cash register whenever there is no registration being made.

#### To display and clear the date/time



#### Preparing coins for change



You can use the following procedure to open the drawer without registering an item. This operation must be performed out of a sale.

(You can use the **RC** key instead of the  $\frac{\#}{NS}$  key. See page 45.)

#### Opening the drawer without a sale

	OPERATION		RE	CEIPT	
_		# <sub>NS</sub>	#/NS		

# Preparing and using department keys

#### **Registering department keys**



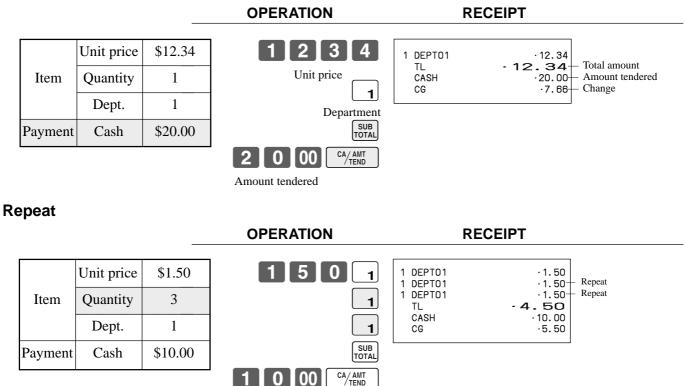
The following examples show how you can use the department keys in various types of registrations.

#### Single item sale

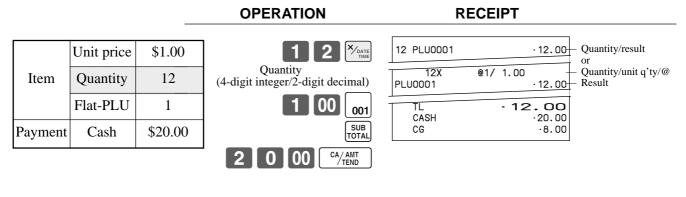
Example 1

			OPERATION	RECEIPT	
	Unit price	\$1.00	1 00	1 DEPT01 .1.00 - I	Department No./ init price
Item	Quantity	1	Unit price	TL         • 1.00         • 7           CASH         • 1.00         • 1.00	Fotal amount
	Dept.	1			
Payment	Cash	\$1.00	Department		
			CA/AMT /TEND		

#### Example 2 (Subtotal registration and change computation)

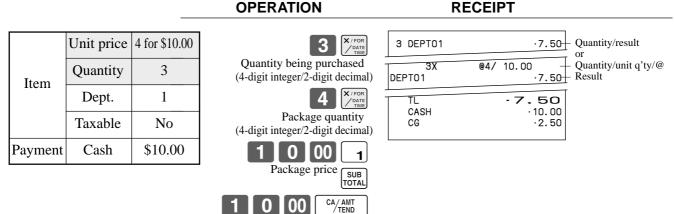


#### **Multiplication**



• The model for the U.S./Canada, use  $\left[\frac{X/FOR}{2}\right]$  instead of  $\left[\frac{X/TOR}{2}\right]$ 

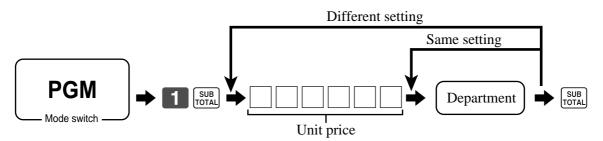
#### Split sales of packaged items



• If  $\int_{\Delta \text{TE}}^{X/\text{FOR}}$  is not allocated on the keyboard, key allocation is necessary.

#### Programming department keys

#### To program a unit price for each department



#### To program the tax calculation status for each department

#### Tax calculation status

This specification defines which tax table should be used for automatic tax calculation.

# PGMMode switch $A = 3 \text{ sub} \Rightarrow 0 3 6 6 \text{ sub} \Rightarrow D_2 D_1$ $A = 5 \text{ sub} \Rightarrow C = 5 \text{ sub}$

Description	Choice	Program code	
Description	Choice	1 logram coue	

for the U.S. / Singapore

**Programming procedure** 

Food stamp (for Singapore, always "0".)	Yes = 1 No = 0		
Taxable 1 status	a	Yes = 1 No = 0	
Taxable 2 status	b	Yes = 2 No = 0	a+b+c D <sub>1</sub>
Taxable 3 status	с	Yes = 4 No = 0	

for Canada

Donuts status			Yes = 1 No = 0	
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2	Taxable $3 = 3$ Taxable $4 = 4$ Taxable $1 \& 2 = 5$	Taxable 1 & 3 = 6 Taxable 1 & 4 = 7	Significant number	

for other area

Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable $8 = 8$ Taxable $9 = 9$ Taxable $10 = 10$	Significant numbers	
--	--	---	------------------------	--

#### To program high amount limit for each department





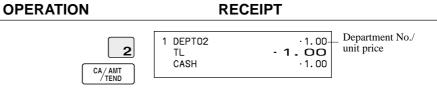
Description	Choice	Program code
High amount limit for entering unit price manually.	Significant numbers	$\Box \sim \Box D_6 \sim D_1$

#### Registering department keys by programming data



#### **Preset price**

	Unit price	(\$1.00) <sub>preset</sub>
Item	Quantity	1
	Dept.	2
Payment	Cash	\$1.00



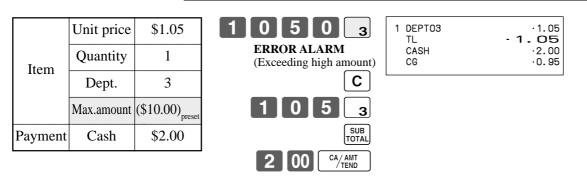
#### Preset tax status

			OPERATION	RECEIPT		
	Unit price	(\$2.00) <sub>preset</sub>	5 Mare	5 DEPT03 T1 · 10.00	— Tax status	
Item 1	Quantity	5	3		- Taxable Amount 1	
Itelli I	Dept.	3	4	TX1         -0.40-           TA2         -2.00-           TX2         -0.20-	– Taxable Amount 2	
	Taxable	(1) <sub>preset</sub>	SUB TOTAL	TL - 12.60 CASH ·20.00	1	
	Unit price	(\$2.00) <sub>preset</sub>	2 0 00 CA/AMT	CG ·7.40		
Item 2	Quantity	1				
Itelli 2	Dept.	4				
	Taxable	(2) <sub>preset</sub>				
Payment	Cash	\$20.00				
The model for the U.S./Canada, use $\begin{bmatrix} x'_{\text{form}} \\ y_{\text{maxe}} \end{bmatrix}$ instead of $\begin{bmatrix} x'_{\text{form}} \\ y_{\text{maxe}} \end{bmatrix}$ .						
ocking out high amount limitation						

#### Locking out high amount limitation

#### OPERATION





# Preparing and using PLUs

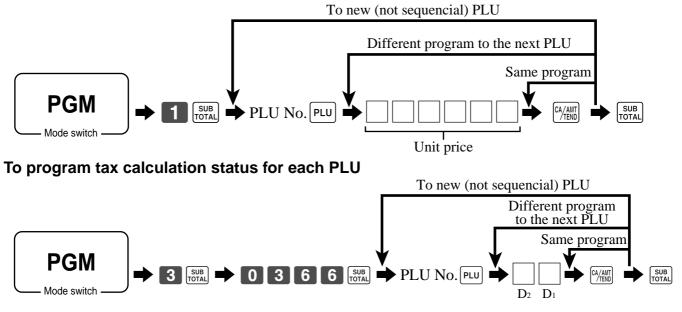
This section describes how to prepare and use PLUs.

#### **CAUTION:**

Before you use PLUs, you must first program the unit price and tax status.

#### **Programming PLUs**

#### To program a unit price for each PLU



Description Choice Program code
---------------------------------

for the U.S. / Singapore

Food stamp (for Singapore, always "0".)	Yes = 1 No = 0		
Taxable 1 status	a	Yes = 1 No = 0	
Taxable 2 status	b	Yes = 2 No = 0	a+b+c D <sub>1</sub>
Taxable 3 status	с	Yes = 4 No = 0	

for Canada

Donuts status			Yes = 1 No = 0	
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2	Taxable $3 = 3$ Taxable $4 = 4$ Taxable $1 \& 2 = 5$	Taxable 1 & $3 = 6$ Taxable 1 & $4 = 7$	Significant number	

for other area

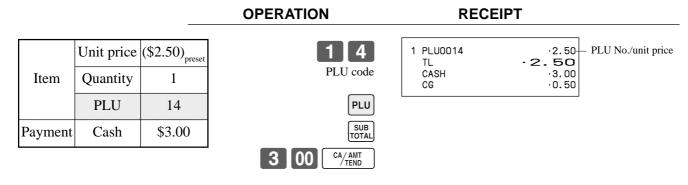
Non tax = 0 Taxable 1 = 1 Taxable 2 = 2 Taxable 3 = 3	Taxable $4 = 4$ Taxable $5 = 5$ Taxable $6 = 6$ Taxable $7 = 7$	Taxable 8 = 8 Taxable 9 = 9 Taxable 10 = 10	Significant numbers	
--	--	---	------------------------	--

#### **Registering PLUs**



The following examples show how you can use PLUs in various types of registrations.

#### PLU single item sale



#### **PLU** repeat

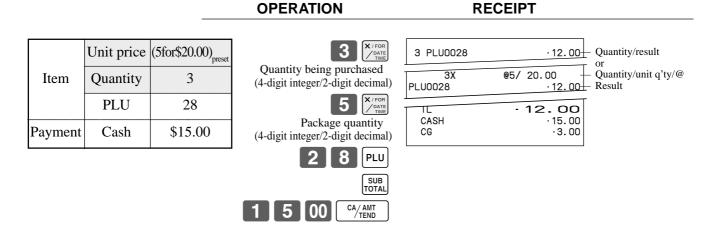
			OPERATION	RECEIPT	
		(\$2.50) <sub>preset</sub>		1 PLU0014 -2.50 1 PLU0014 -2.50 1 PLU0014 -2.50	
Item	Quantity	3	PLU	TL -7.50 CASH 10.00	
	PLU	14	PLU	CG ·2.50	
Payment	Cash	\$10.00	SUB TOTAL		

#### **PLU** multiplication

			OPERATION	RECE	IPT
	Unit price	(\$2.00) <sub>preset</sub>		10 PLU0007	Quantity/result
Item	Quantity	10	Quantity (4-digit integer/2-digit decimal)	10X @ PLU0007	$\begin{array}{r} 1/ 2.00 + \text{Quantity/unit q'ty/@} \\ \hline 20.00 + \text{Result} \end{array}$
	PLU	7	7 PLU	TL CASH	- 20.00 ·20.00
Payment	Cash	\$20.00	SUB	CG	·0.00
L					

• The model for the U.S./Canada, use  $\left[\frac{X/FOR}{7}\right]$  instead of  $\left[\frac{X/DR}{T}\right]$ .

#### Split sales of packaged item



• If  $\begin{bmatrix} X \\ f \end{bmatrix}$  is not allocated on the keyboard, key allocation is necessary.

#### **Open PLU**

			OPERATION	RECEIPT
Item 1	Unit price Quantity PLU	\$32.80 1 30	3 0 PLU 3 2 8 0 PRICE Unit price	1         PLU0030         ·32.80           1         PLU0031         ·13.00           1         PLU0031         ·13.00           TL         - 58.80           CASH         ·60.00           CG         ·1.20
	Unit price	\$13.00	3 1 PLU	
Item 2	Quantity	2	1 3 00 PRICE	
	PLU	31	Repeat PRICE	
Payment	Cash	\$60.00		
	1		SUB	
			6 0 00 CA/AMT	

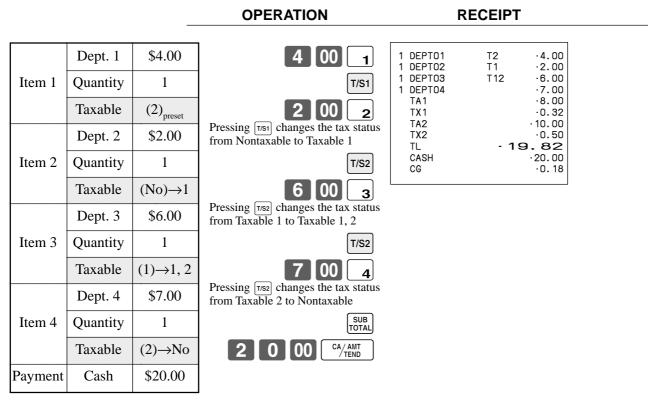
• Before registering an open PLU, it is necessary to preset it as an open PLU.

# Shifting the taxable status of an item

By pressing "Tax Shift" key, you can shift the taxable status of an item.



# Calculation merchandise subtotal



## Important!

To change the tax status of the next item to be registered, be sure to press [T/S1], [T/S2].
 If the last item registered is programmed as nontaxable, a discount (%- key) operation on this item is always nontaxable.

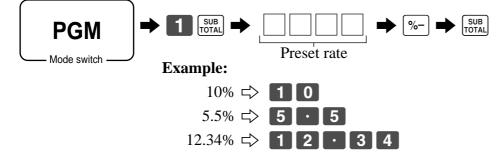
In this case, you cannot manually change the tax status to Taxable 1 or 2 by pressing the T/S1, T/S2 keys.

# Preparing and using discounts

This section describes how to prepare and register discounts.

# **Programming discounts**

To program a rate to the %- key



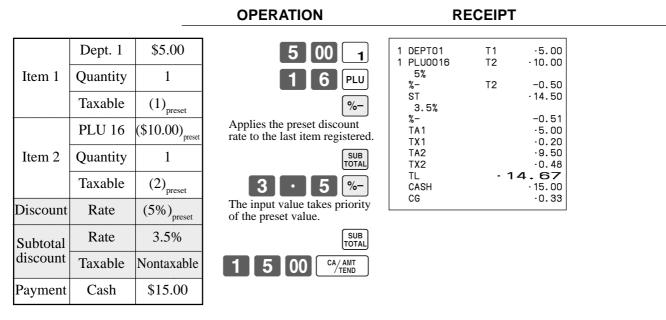
# **Registering discounts**

REG

Mode switch

The following example shows how you can use the <sup>%</sup>- key in various types of registration.

# Discount for items and subtotals



• You can manually input rates up to 4 digits long (0.01% to 99.99%).

# Taxable status of the %- key

- Whenever you perform a discount operation on the last item registered, the tax calculation for discount amount is performed in accordance with the tax status programmed for that item.
- Whenever you perform a discount operation on a subtotal amount, the tax calculation for the subtotal amount is performed in accordance with the tax status programmed for the <sup>%-</sup> key.

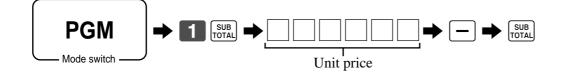
# Preparing and using reductions

This section describes how to prepare and register reductions.

# **Programming for reductions**

You can use the - key to reduce single item or subtotal amounts.

# To program preset reduction amount



# **Registering reductions**

The following examples show how you can use the — key in various types of registration.

RECEIPT

# **Reduction for items**

REG

Mode switch

	Dept. 1	\$5.00	5 00 1	1 DEPT01	T1 ·5.00 T1 -0.25
Item 1	Quantity	1	2 5 -	1 PLU0045 -	T1 ·6.00 T1 -0.50
	Taxable	(1) <sub>preset</sub>	Reduces the last amount registered by the value input.	TA1 TX1	· 10. 25 · 0. 41
Reduction	Amount	\$0.25	4 5 PLU	TL CASH CG	- <b>10.66</b> - 11.00 - 0.34
	PLU 45	(\$6.00) <sub>preset</sub>	-		
Item 2	Quantity	1	SUB		
	Taxable	(1) <sub>preset</sub>	1 1 00 CA/AMT		
Reduction	Amount	(\$0.50) <sub>preset</sub>			
Payment	Cash	\$11.00			

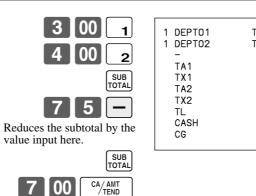
**OPERATION** 

- You can manually input reduction values up to 7 digits long.
- If you want to subtract the reduction amount from the department or PLU totalizer, program "Net totaling."

# **Reduction for subtotal**

	Dept. 1	\$3.00
Item 1	Quantity	1
	Taxable	(1) <sub>preset</sub>
	Dept. 2	\$4.00
Item 2	Quantity	1
	Taxable	(2) <sub>preset</sub>
Subtotal	Amount	\$0.75
Reduction	Taxable	(No) <sub>preset</sub>
Payment	Cash	\$7.00

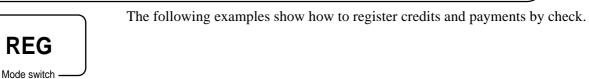
#### OPERATION



#### EPT01 T1 ·3.00 EPT02 T2 ·4.00 -0.75 A1 ·3.00 X1 ·0.12 A2 ·4.00 X2 ·0.20 L ·6.57 ASH ·7.00 G ·0.43

RECEIPT

# **Registering credit and check payments**



Check



# Credit

			OPERATION	RECEIPT	r
Item	Dept. 4	\$15.00	1 5 00 4	1 DEPT04 #/NS	• 15. 00 1234 – Reference No.
Item	Quantity	1	SUB		5.00 ·15.00
Reference	Number	1234	1 2 3 4 # <sub>NS</sub>		
Payment	Credit	\$15.00	CR1		

# Mixed tender (cash, credit and check)

Item	Dept. 4	\$55.00
Item	Quantity	1
	Check	\$30.00
Payment	Cash	\$5.00
	Credit	\$20.00

OPERATION

5 5 00

0

5 00

4 SUB TOTAL

CR1

# RECEIPT

1 DEPTO4	·55.00
TL	.55.00
CHECK	·30.00
CASH	·5.00
CREDIT1	·20.00

# Registering both the Euro and local currency



The following example shows the basic operation using the currency exchange function between the Euro and the local currency.

# Case A

Main currency	Local
Payment	Euro
Change	Local
Rate	1 Euro = 0.5 FFr

## OPERATION

OFERATION		DIOLEAT
6 0 0 <b>1</b>		
PD	Press the PD key, which converts the subtotal amount into the sub currency by applying the preset exchange	0.0 0 E
SUB	rate. After you press the sub key, the result is shown on the	12.00E
	display.	
PD	Press the PD key if you enter the payment in the sub currency.	0.008
1 5 00		15.008
	$\Box$ Press the $[M,M]$ key to finalize the transaction. The change amount is shown in the programmed	LS Q
	currency.	

#### RECEIPT

DISPLAY

1 DEPT01 TL	·6.00 - <b>6.00</b> (12.00)
EUR0 money	15.00
CASH	·1.50
CG	( 3.00)

# Case B

Main currency	Euro
Payment	Local
Change	Euro
Rate	1  Euro = 0.5  FFr

# OPERATION

OPERATION		DISPLAY
1 2 00 1 PD	Press the PD key, which converts the subtotal amount into the sub currency by applying the preset exchange	0.00L
SUB	rate. After you press the $\begin{bmatrix} SUB \\ TOTAL \end{bmatrix}$ key, the result is shown on the display.	<u>6.00</u> L
6 00	← Press the PD key if you enter the payment in the sub currency.	6.00L
CA/ANT TEND	Press the AME key to finalize the transaction. The change amount is shown in the programmed currency.	0.0 Q
		RECEIPT

RECEIPT	
1 DEPT01 TL LOCAL money CASH CG	12.00 12.00 (.6.00) .6.00 0.00 (.0.00)

#### TE-3000S User's Manual

# Registering returned goods in the REG mode

REG

Mode switch

The following example shows how to use the [RF] key in the REG mode to register goods returned by customers.

1

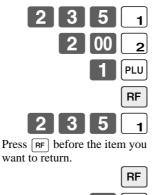
RF

RF

TI

Item 1	Dept. 1	\$2.35
	Quantity	1
Item 2	Dept. 2	\$2.00
	Quantity	1
Item 3	PLU 1	(\$1.20) <sub>preset</sub>
item 5	Quantity	1
Returned	Dept. 1	\$2.35
Item 1	Quantity	1
Returned	PLU 1	(\$1.20) <sub>preset</sub>
Item 3	Quantity	1
Payment	Cash	\$2.00

**OPERATION** 

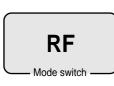




DEPT01 ·2.35 1 DEPT02 ·2.00 1 PLU0001  $\cdot 1.20$ 1 DEPT01 -2.35 . . . . . . 1 PLU0001 -1.20 -2.00 CASH  $\cdot 2.00$ 

RECEIPT

# Registering returned goods in the RF mode



The following examples show how to use the RF mode to register goods returned by customers.

# Normal refund transaction

Returned	Dept. 1	\$1.50
Item 1	Quantity	2
Returned Item 2	PLU 2	(\$1.20) <sub>prese</sub>
	Quantity	6
Payment	Cash	\$10.20

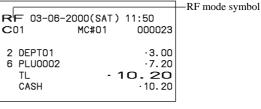


1

1

PLU





• The model for the U.S./Canada, use  $\begin{bmatrix} X/FOR \\ OTHE \end{bmatrix}$  instead of  $\begin{bmatrix} X/FOR \\ OTHE \end{bmatrix}$ 

# Reduction of amounts paid on refund

\$5.20

			OPERATION	R	ECEIP	Т
Returned	Dept. 3	\$4.00	4 00 <sub>3</sub>	1 DEPTO3	T1	· 4. 00
Item 1	Quantity	1	1 5 —	- 1 PLU0002 5%	T1 T2	-0.15 ·1.20
Reduction	Amount	\$0.15	2 PLU	%- TA1	Τ2	-0.06 ·3.85
Returned	PLU 2	(\$1.20) <sub>preset</sub>	%-	TX1 TA2		·0.15 ·1.14
Item 2	Quantity	1	SUB	TX2 TL CASH	-	·0.06 ·5.20 ·5.20
Discount	Rate	(5%) <sub>preset</sub>	CA/AMT /TEND			5.20
			1			

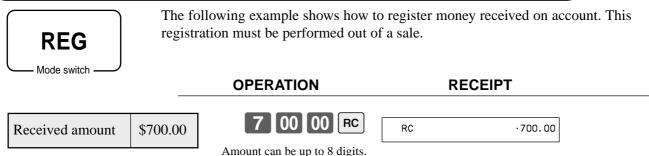
## Important!

Payment

Cash

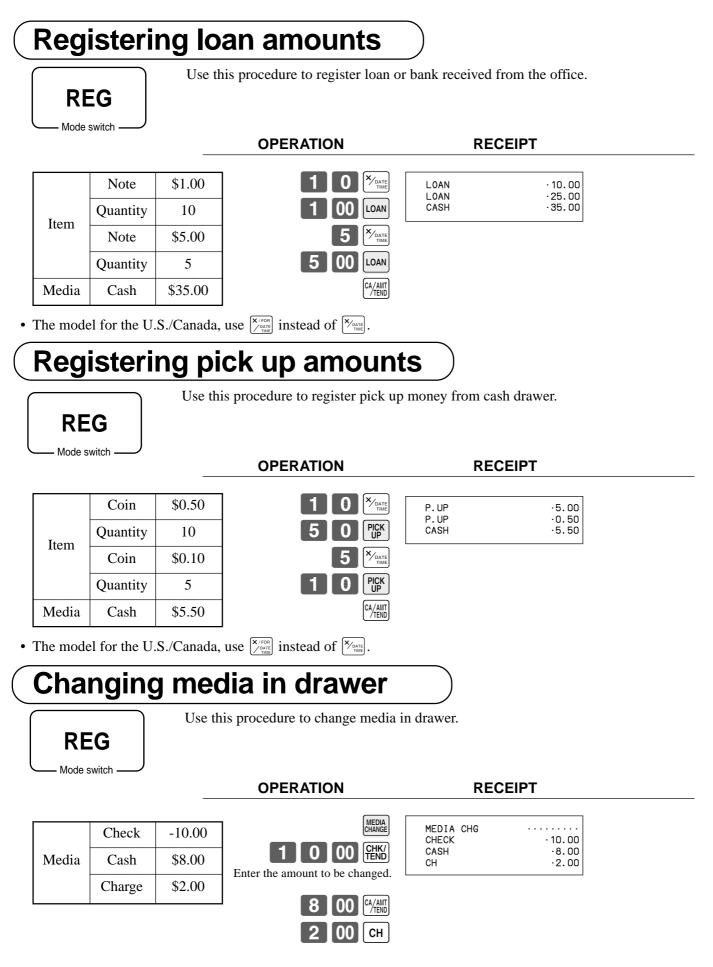
• To avoid miss registrations in the RF mode, return the mode switch to the former position immediately.

# Registering money received on account



# **Basic Operations and Setups**

# Registering money paid out



# Making corrections in a registration

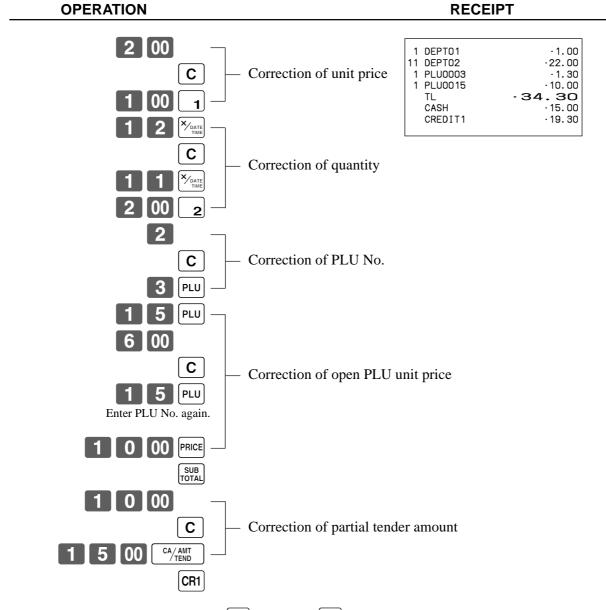
There are three techniques you can use to make corrections in a registration.

- To correct an item that you input but not yet registered.
- To correct the last item you input and registered.
- To cancel all items in a transaction.

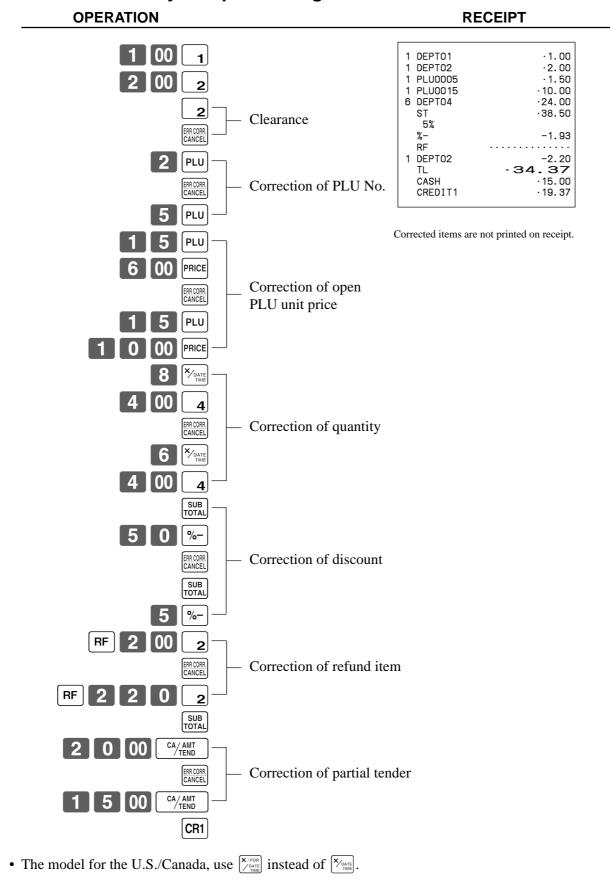
# To correct an item you input but not yet registered

REG

Mode switch

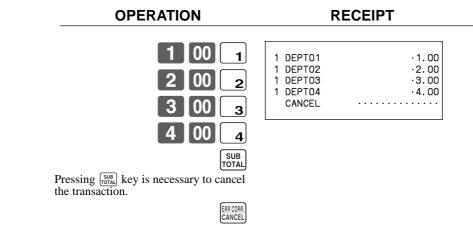


• The model for the U.S./Canada, use  $\begin{bmatrix} x & ron \\ care \\ mathbf{math} \end{bmatrix}$  instead of  $\begin{bmatrix} x \\ mathbf{math} \end{bmatrix}$ .



# To correct an item you input and registered

# To cancel all items in a transaction



# No sale registration

REG	
Mode switch	_

You can use the following procedure to open the drawer without registering a sale. This operation must be performed out of a sale.

#### OPERATION

# #\_NS #/NS

RECEIPT

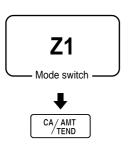
Basic Operations and Setups

# Printing the daily sales reset report

#### This report shows daily sales totals.

# OPERATION

#### REPORT



03-06-2000(SAT) 17:00 — Date/time 1 MC#01 000231 — Clerk name/mc No./consecu	tive No.
BATCH 01 Report title	
FIX 0001 Fixed total report title/reset	counter
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	
$ \begin{array}{c} \text{No} & 3 \\ & \cdot 10.22 \\ \text{T} & \text{CT} & 111 \\ \text{G} & & \cdot 63.57 \\ & \cdot 1.22 \\ \end{array}  \begin{array}{c} \text{Refund mode} \ ^{*2} \\ \text{Number of customer} \ ^{*2} \\ \text{Average sales per customer} \\ & \cdot 1.22 \\ \end{array} $	*2
AR No $85$ - Clear key vount *2 ND $\cdot 0.00$ Rounding total *2 CEL No $2$ $\cdot 12.97$ Cancellation *2	
• 2, 369. 69 Taxable 1 amount *2 • 128. 86 Tax 1 amount *2 • 2, 172. 96 Taxable 2 amount *2 • 217. 33 Tax 2 amount *2	
· 00000000125478.96 Grand total 1 *2 · 0000000346284.23 Grand total 2 *2 · 00000000123212.75 Grand total 3 *2	
TRANS         0001         Function key report title/rest           0001012         Report code           H         No         362           · 1, 638.04         Function key count/amount           RGE         No         56           · 1, 174.85         ·	

		-	
RC	No	4 ·810.00	
PD	No	5 ·520.00	
CORR	No	14 · 39.55	
VLD RCT NS	No No No	19 3 5	
Z DEPT		0001 0001015	<ul> <li>Department report title/reset counter</li> <li>Report code</li> </ul>
DEPT01		203.25 ·1,108.54	<ul> <li>Department count/amount *1</li> </ul>
DEPT02	_	183 •1,362.26	
108		5	
TL		421.25 ·2,872.28	- Department total count/total amount
Z CASHIER		0001- 0001- 0001017-	<ul> <li>Clerk report title/reset counter</li> <li>Report code</li> </ul>
<b>C</b> 01 .	•••••	1	<ul> <li>Clerk name/drawer No. *1</li> </ul>
GROSS		421.25 ·2,872.28	– Gross total *1
NET	No	111 ·1,845.35	– Net total <sup>*1</sup>
CAID CHID		·1,057.14 ·139.04	<ul> <li>Cash in drawer <sup>*1</sup></li> </ul>
RF	No	1 1.00	– Refund mode <sup>*1</sup>
CLEAR	No	5 ·4.43	- Clear key count *1
C02 .		1	- Clerk name/drawer No.
	$\sim$		

<sup>\*1</sup> Zero totalled departments/functions/clerks are not printed by programming.

<sup>\*2</sup> These items can be skipped by programming.

This chapter describes more sophisticated operations that you can use to suit the needs of your retail environment.

# Stock check

Each PLU has an actual stock totalizer that you can program with a minimum stock quantity. Then the register checks actual stock quantities against the programmed minimum stock quantities. Stock operations are performed only for PLUs (except scanning PLUs) programmed with minimum stock quantities.

# Stock warnings

The cash register checks for negative values in actual stock quantities during the registration itself. After registration is complete, it checks actual stock quantities against minimum stock quantities. The following warning indicators are used to inform the operator of any problem.

• Negative stock:

This indicates that the actual stock quantity is negative. You can also program the cash register to treat this condition as an error. This warning does not appear when the actual stock quantity is zero.

• Under minimum stock:

This indicates that the actual stock quantity is less than or equal to the minimum stock quantity. The cash register can be programmed so that a buzzer sounds when the actual stock quantity is less than the minimum stock quantity.

Notes

• The stock check operation is also performed for PLUs programmed with minimum stock quantities that make up set menus.

• None of the warning indicators appear unless the cash register is specifically programmed for the stock check operation.

• Stock operations can be performed for registrations in the RF mode or those performed with <REFUND> (the refund key).

• An error correct, void, or cancel operation restores the original of items in stock value.

# **Clerk interrupt function**

There are two types of clerk interrupt function, illustrated by PROCEDURE 1 and PROCEDURE 2 below.

• In PROCEDURE 1, each clerk possesses a unique clerk interrupt buffer, and so the clerk interrupt function gives each individual clerk the ability to perform an independent registration operation. In this case, each clerk is individually linked to a unique clerk interrupt buffer.

• In PROCEDURE 2, multiple clerks use the same clerk interrupt buffer, and so a single clerk interrupt operation (clerk change during registration) can be performed any registration is in progress. In this case, multiple clerks are linked to a single clerk interrupt buffer.

Note the following important points concerning the clerk interrupt function.

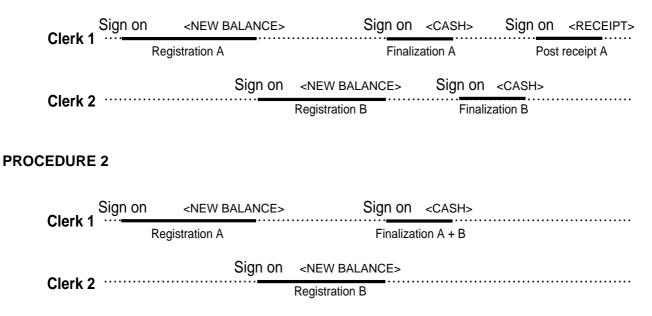
• The register must be programmed to allow use of the clerk interrupt function.

• To use the clerk interrupt function, a clerk interrupt buffer must first be allocated with the memory allocation operation. Next the manager control operation (X1 mode) should be used to perform clerk assignment for the clerk interrupt function. The clerk interrupt operation cannot be performed by clerks who are not linked to a clerk interrupt buffer.

• You cannot use the clerk interrupt function on a register set up to function as part of a check tracking system. In the REG1, REG2, and RF modes, clerks can be change while a transaction is in progress, making it possible for multiple clerks to simultaneously perform registrations using a single register.

For example, if clerk 1 is interrupted while registering a transaction, clerk 2 can use the same machine to register a different transaction. Then clerk 1 can continue the original registration from the point where it was interrupted.

#### **PROCEDURE 1**



# NOTES

- A guest receipt can be issued following clerk change, and receipts can be issued separately for each clerk.
- A cancel operation can be performed during registration by either of the clerks. When clerk 1 signs back on (after being interrupt by clerk 2), the cancel operation cancels only the items registered after signing back on (only this receipt) or from the top of the transaction. This is selectable by the key program.

# Single item cash sales

A department key or PLU programmed with single item sale status finalizes the transaction as soon as it is registered.

The single item sales function cannot work properly if the keyboard does not include <CASH> (the cash key). The single item sales function can only be used for cash sales.

## Example 1

	Dept. 1	\$1.00
Item	Quantity	1
	Status	S.I.S
Payment	Cash	\$1.00

## OPERATION



The transaction is immediately finalized.

# RECEIPT



1 DEPT01

CASH

TL

• 1.00 Departme • 00 unit price • 1.00 Cash total

Department No./ unit price Cash total amount

# Example 2

			OPERATION	RECEIPT	
Item	Dept. 1 Quantity	(\$1.00)	3 Monte True	3 DEPT01         ·3.00           TL         - 3.00           CASH         ·3.00	
	Status	S.I.S	The transaction is immedi- ately finalized.		
Payment	Cash	\$3.00	atory manzed.		
• The mode	el for the U.	.S./Canada,	use $\begin{bmatrix} \mathbf{x} & for \\ \mathbf{y} & are \\ \mathbf{x} & me \end{bmatrix}$ instead of $\begin{bmatrix} \mathbf{x} & for \\ \mathbf{x} & bre \\ \mathbf{x} & me \end{bmatrix}$ .		

Example 3

	Dept. 3	\$2.00
Item 1	Quantity	1
	Status	Normal
	Dept. 1	\$1.00
Item 2	Quantity	1
	Status	S.I.S
Payment	Cash	\$3.00

#### **OPERATION**

#### 2 00 3 1

1 DEPT03 1 DEPT01 з. оо CASH

ΤL

RECEIPT

·2.00

·1.00

·3.00

The transaction is not finalized. Because another item is registered before the single item sales department.





# Addition (plus)

Example

Dept. 1	\$1.00	1 00 1	1 DEPT01 +	· 1.00 · 0.10
Quantity	1	1 0 +	3 DEPT01 +	·6.00 ·0.60
Addition	\$0.10	3 XDATE	TL CASH	• <b>7.70</b> •7.70
Dept. 1	\$2.00	2 00 1		
Quantity	3	3 XDATE		
Addition	$3 \times (\$0.20)$	+		
Cash	\$7.70	CA/AMT /TEND		
	Quantity Addition Dept. 1 Quantity Addition	Quantity1Addition\$0.10Dept. 1\$2.00Quantity3Addition3 × (\$0.20)	Quantity       1       0       +         Addition $\$0.10$ 3 $\checkmark_{oare}$ Dept. 1 $\$2.00$ 2       00       1         Quantity       3 $\checkmark_{oare}$ 3 $\checkmark_{oare}$ Addition $3 \times (\$0.20)$ + $\blacksquare$ $\blacksquare$	Quantity       1       0       +       3       DEPT01         Addition       \$0.10       3       */me       3       EPT01         Dept. 1       \$2.00       1       3       */me       3       EPT01         Quantity       3       3       */me       4       5       CASH         Addition       3 × (\$0.20)       +       +       5       CASH

# Premium (%+)

# Example

			OPERATION	RECE	EIPT
	Dept. 1	\$1.00	1 00 1	1 DEPT01 10%	· 1.00
Item 1	Quantity	1	1 0 %+	%+ 3 DEPT01	·0.10 ·6.00
	Premium	10%	3 X	ST 15%	•7.10
1	Dept. 1	\$2.00	2 00 1	%+ TL CASH	·1.07 -8.17 ·8.17
Item 2	Quantity	3	SUB TOTAL		
Subtotal	Premium	(15%)	%+		
Payment	Cash	\$8.17	CA/AMT /TEND		

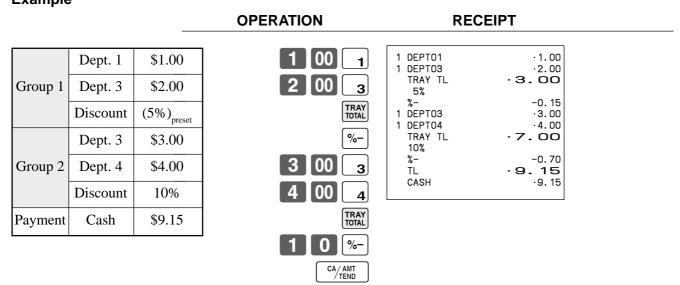
• The model for the U.S./Canada, use  $\sum_{j=1}^{N/FOR}$  instead of  $\overline{N_{met}}$ .

# Tray total

# Tray total premium/discount

The buffer memory stores all items that fall into the prescribed range, starting from the first item registered for a transaction up to the point that <TRAY TOTAL> (the tray total key) is pressed to perform a tray total premium/discount operation. Following a premium/discount operation, the buffer is cleared and storage of new data starts from registration of the next item following the first premium/discount operation. The following operations clear the buffer memory.

- Press <TRAY TOTAL> twice.
- Press <TRAY TOTAL> and then perform a premium/discount operation. The contents of the buffer memory are
  restored if an error correction operation is performed to delete the premium/discount operation.
   Example



# Multiple item totalling function

This function accumulates all items registered from the first item registered up to point that <TRAY TOTAL> is pressed, or all items between two presses of <TRAY TOTAL>. Pressing <TRAY TOTAL> displays the total amount with the tax included and prints it on the receipt and journal (printing on receipt and journal is programmable.)

RECEIPT

# Example

				1 DEPT01	· 1. 00
CustomerA	Dept. 1	\$1.00		1 DEPT03	·2.00
Customent	Dept. 3	\$2.00	2 00 <u>3</u>	TRAY TL 1 DEPT03	- 3.00 -3.00
CustomerB	Dept. 3	\$3.00	TRAY	1 DEPTO4 TRAY TL TL	4.00 -7.00 -10.00
Customerb	Dept. 4	\$4.00	<b>3</b> 00 <b>3</b>	CASH	· 10.00
Payment	Cash	\$10.00	4 00 4		
			TRAY TOTAL		
			CA/AMT /TEND		

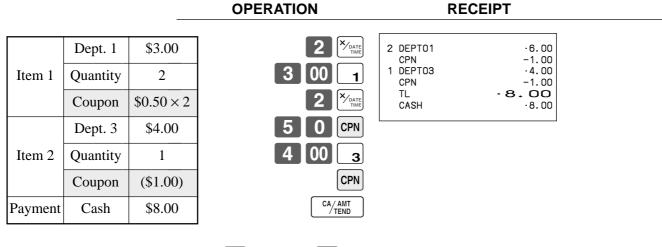
**OPERATION** 

# **Coupon transactions**

Note that errors result when the result of a calculation is negative if the cash register is programmed to prohibit credit balances.

# Coupon registration using <COUPON> (coupon key)

## Example



• The model for the U.S./Canada, use  $\sum_{\substack{v \in V \\ v \neq v}} \sum_{i=1}^{v + v + v}$  instead of  $\sum_{v \neq v} \sum_{i=1}^{v + v + v}$ .

# Coupon registration using <COUPON2> (coupon 2 key)

## Example

			OPERATION	RECEIPT
Item 1	Dept. 1 Quantity Coupon 2 Dept. 1	\$15.00 1 \$1.50	1 5 00 1 CPN2 1 5 0 1 1 0 PLU CPN2 5 0 PLU	1         DEPT01         .15.00           CPN2            1         DEPT01         -1.50           1         PLU0010         .5.00           CPN2            1         PLU0050         -0.50           TL         -18.00         CASH
	PLU 10	\$5.00		
Item 2	Quantity	1	CA/AMT TEND	
	Coupon 2 PLU 50	(\$0.50)	/ TEND	
Payment	Cash	\$18.00		

# Registering the second unit price

Second unit prices along with quantity modifiers can be programmed to PLUs. Pressing <PRICE SHIFT> (price shift key) calls up the second unit price, quantity modifier, and descriptor. Totalizers and inventory are adjusted by multiplying the number of items being registered by the quantity modifier programmed to the PLU being registered.

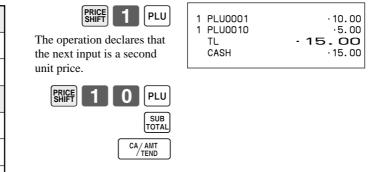
- <PRICE SHIFT> must be pressed before each registration of a PLU.
- Second unit price registration is no available with open PLUs when unit price is not preset.
- Second unit prices and quantity modifiers are assigned to PLUs using programming procedures described in the dealer's manual.
- Even if a PLU is programmed with a package quantity, the second unit price and quantity modifier are applied during registration following operation of <PRICE SHIFT>.

#### Example 1

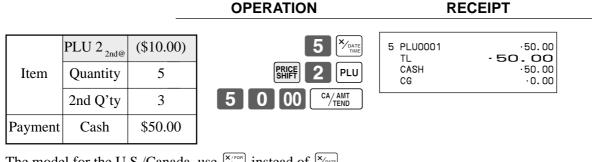
	PLU 1 2nd@	(\$10.00)
Item 1	Quantity	1
	Unit Q'ty	1
	PLU 10 <sub>2nd@</sub>	(\$5.00)
Item 2	Quantity	1
	Unit Q'ty	1
Payment	Cash	\$15.00

OPERATION

#### RECEIPT



## Example 2

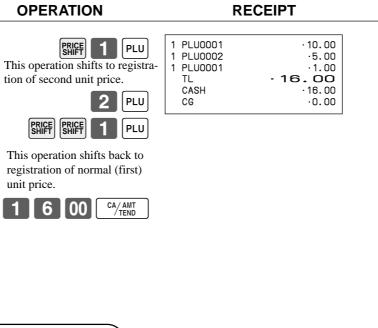


• The model for the U.S./Canada, use  $\begin{bmatrix} x & FOR \\ AB & THE \end{bmatrix}$  instead of  $\begin{bmatrix} x \\ BB & THE \end{bmatrix}$ .

## Example 3

The procedure shown above are for when the cash register is programmed not to maintain a second unit price shift. It is programmed is performed to maintain a second unit price shift, the following procedure applies.

	PLU 1 2nd@	(\$10.00)
Item 1	Quantity	1
	Unit Q'ty	1
	PLU 2 2nd@	(\$5.00)
Item 2	Quantity	1
	Unit Q'ty	1
	PLU 1	(\$1.00)
Item 3	Quantity	1
	Unit Q'ty	1
Payment	Cash	\$16.00



RECEIPT

·8.00

·10.00

 $\cdot 2.00$ 

8.00

# **Preset tender amount**

An amount up to six digits long can be programmed to <CASH> (cash/amount tendered key). Then, when <CASH> is pressed without inputting a value, the programmed value is automatically registered and the transaction is finalized. When an amount is programmed to <CASH>, attempting to manually input an amount results in an error.

## Example 1

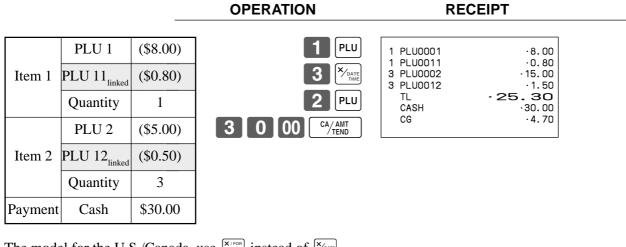
Dept. 1 \$8.00 <b>8 00 1</b>	
	1 DEPT01 TL
Item Quantity 1	CASH CG
PaymentCash(\$10.00)The preset amount is tendered	1.

# Example 2

			OPERATION	RECEIPT
Item	Dept. 1	\$15.00		1 DEPT01 ·15.00 TL · <b>15.00</b>
	Quantity	1		CHECK -5.00 CASH -10.00
Payment	Cash	(\$10.00)	An error occurs by manual input	CG • 0.00
1 ayment	Check	\$5.00	С	
	I	I	5 00 21	
			CA/AMT TEND	

# Bottle link operation

You can link PLU to a PLU. **Example** 



• The model for the U.S./Canada, use  $\begin{bmatrix} X & f \\ D & m \\ T & m$ 

# **Bottle returns**

# Bottle return key

You can use the linked bottle return key to register a bottle return. A PLU whose programmed unit price represents the contents of the bottle, can be linked with PLU whose programmed unit price represents the deposit on the bottle. In the following example, the bottle return key has been programmed to operate as a linked bottle return key.

The bottle return key must be pressed before input of each new linked bottle return.

# Example

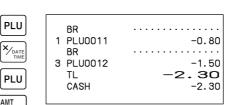
	PLU 1	(\$8.00)	
Return Item 1	PLU 11 <sub>linked</sub>	(\$0.80)	
	Quantity	1	
Return Item 2	PLU 2	(\$5.00)	
	PLU 12 <sub>linked</sub>	(\$0.50)	
	Quantity	3	
Payment	Cash	\$2.30	

OPERATION

BR

BR

RECEIPT



• The model for the U.S./Canada, use  $\sum_{\text{vare}}^{\text{X/FOR}}$  instead of  $\sum_{\text{vare}}^{\text{X/FOR}}$ .

# Arrangement key registrations

Key operations can be assigned to an <ARRANGE> (arrangement key). Then, simply pressing <ARRANGE> performs all of the key functions assigned to it.

Key operations can also be assigned to an address code. Then, when you input the address code using <ARRANGE>, all of the key functions assigned to the address code are performed.

#### Example 1

	Arrangemer	nt 1
Item 1	PLU 1	(\$8.00)
Itelli I	Quantity	1
Item 2	PLU 2	(\$5.00)
	Quantity	1
Payment	Cash	\$13.00

OPERATION	RECEIPT			
	ARR	1 PLU0001 1 PLU0002 TL CASH	·8.00 ·5.00 • <b>13.00</b> ·13.00	

## Example 2

	Arrangemer	nt 5
Item 1	Dept 1	\$1.00
nem i	Quantity	1
Item 2	Dept 2	\$2.00
	Quantity	1
Payment	Cash	\$3.00

OPERATION	RE	CEIPT
5 ARR	1 DEPT01 1 DEPT02 TL CASH	1.00 2.00 • <b>3. 00</b> • 3.00

# Set menu

When you register a set menu, its total amount is added to the PLU totalizer and counter. The price of each set menu item is also added to each respective PLU totalizer and counter.

OP

## Example

Set menu	PLU 35	\$5.00
Item 1	PLU 1	
Item 2	PLU 2	
Item 3	PLU 3	
Item 4	PLU 4	
Payment	Cash	\$5.00

ERATION	REC	CEIPT	
3 5 PLU CA/AMT TEND	1 PLU0035 PLU0001 PLU0002 PLU0003 PLU0004 TL CASH	·5.00 - <b>5.00</b> ·5.00	

# **Currency exchange function**

When <CE> (currency exchange key) is pressed, a current subtotal including tax is converted directly into foreign currency and the result is displayed, and the subsequent finalization is handled using the foreign currency. The currency exchange function is released by finalizing a transaction, partial tender operation, receipt issuance, or by pressing <SUBTOTAL>.

Before using the currency exchange function, it is necessary to program the conversion rate.

# **Registering foreign currency**

#### Full amount tender in foreign currency

\* Pre-programmed exchange rate: \$ 100 = \$0.9524

#### Important!

Tenders in a foreign currency can be registered using the  $[M_{HW}]$  and  $[M_{HW}]$  only. Other finalize keys cannot be used.

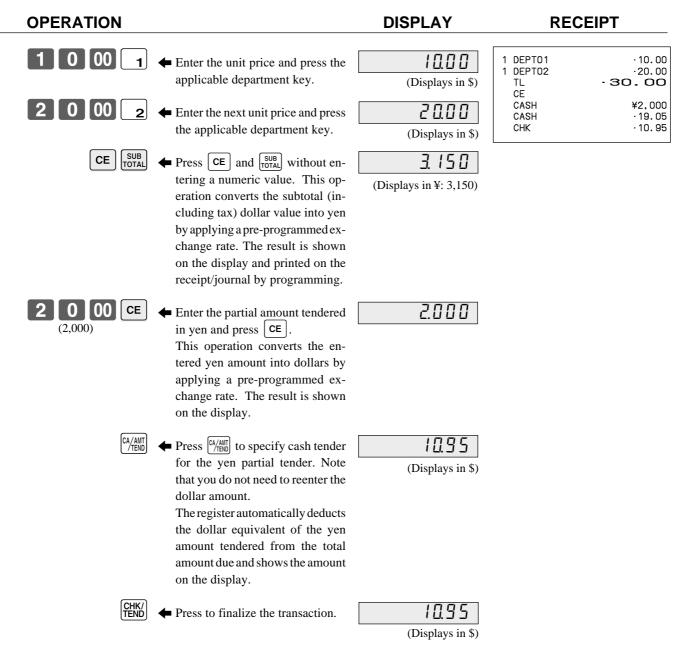
OPERATION	DISPLAY	RECEIPT
<ul> <li>1 0 00 1   Enter the unit price and press the applicable department key.</li> <li>2 0 00 2   Enter the next unit price and press the applicable department key.</li> </ul>	(Displays in \$) (Displays in \$)	1         DEPT01         .10.00           2         DEPT02         .20.00           TL         - 30.00           CE
<b>CE</b> SUB TOTAL <b>•</b> Press <b>CE</b> and <b>SUB</b> TOTAL without en- tering a numeric value. This op- eration converts the subtotal (in- cluding tax) dollar value into yen by applying a pre-programmed ex- change rate. The result is shown on the display and printed on the receipt/journal by programming.	<u>3</u> , 15 [] (Displays in ¥: 3,150)	
<b>5 0 00 CE •</b> Enter the amount tendered in yen and press <b>CE</b> . This operation converts the entered yen amount into dollars by applying a pre-programmed exchange rate. The result is shown on the display.	5.000	
<ul> <li>Press to finalize the transaction. Note that you do not need to reenter the dollar amount. The register automatically calculates the change amount due in dollars and shows it on the display, receipts and journal.</li> </ul>	(Displays in \$)	

## Partial tender in a foreign currency

\* Pre-programmed exchange rate: 100 = \$0.9524

#### Important!

Partial tender in a foreign currency can be registered using and [HK] only. Other finalization keys cannot be used, but the remaining tender can be finalized using any finalize key.



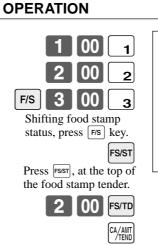
# Food stamp function

# Food stamp registration

## No change due



Item 1	Dept. 1	\$1.00
Item 1	Taxable	1, F/S
Item 2	Dept. 2	\$2.00
	Taxable	2
Item 3	Dept. 3	\$3.00
nem 5	Taxable	$No \rightarrow F/S$
Payment	Food stamp	\$2.00
Payment	Cash	\$4.14

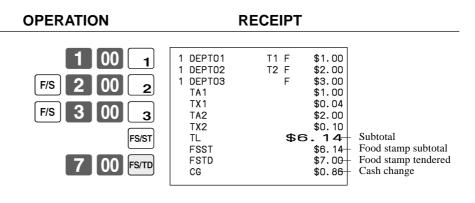


	RECEIPT		
1 DEPT01 1 DEPT02 1 DEPT03 TA1 TX1 TA2 TL FSST FSST FSST CASH	T1 F T2 F \$6	\$1.00 \$2.00 \$3.00 \$1.00 \$0.04 \$2.00 \$0.10 <b>. 1</b> <b>4</b> .04 \$4.04 \$4.14	- Subtotal - Food stamp subtotal - Food stamp tendered

# Mixed food stamp/cash change

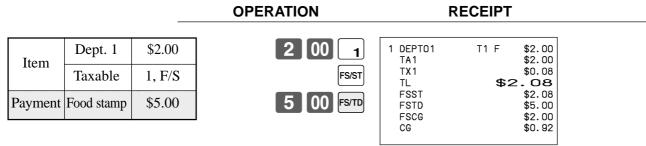
## Example 1

Item 1	Dept. 1	\$1.00
	Taxable	1, F/S
Item 2	Dept. 2	\$2.00
	Taxable	2, F/S
Item 3	Dept. 3	\$3.00
item 5	Taxable	F/S
Payment	Food stamp	\$7.00



The change in food stamp transactions is automatically calculated as cash for amounts of \$1.00 or less, and as food stamps for amounts greater than \$1.00.

#### Example 2



In the above example, the total amount of change due is \$2.92; \$2.00 in food stamps and \$0.92 in cash.

# Mixed food stamp/cash change (continued...)

## Example 3

			OPERATION	REC	EIPT
	Dept. 1	\$2.00	2 00 1	1 DEPTO1	1 F \$1.00 \$0.50
Item 1	Taxable	1, F/S	504	TA1 TX1	\$0.50 \$2.00 \$0.08
Item 2	Dept. 4	\$0.50	FS/ST	TL FSST FSTD	\$2.58 \$2.08 \$5.00
	Taxable	No	5 00 FS/TD	FSCG	\$3.00 \$2.00 \$0.42
Payment	Food stamp	\$5.00			

When food stamp items are included in a transaction, the amount of change due in cash is applied as a cash amount tendered for cash (nonfood stamp) items. In this example, the \$0.50 purchased (department 4) is automatically deducted from the \$0.92 cash due in change from the food stamp purchase (department 4).

			OPERATION	RECEIPT
Item 1	Dept. 1 Taxable	\$1.00	1 00 1 2 00 2	1         DEPT01         T1         F         \$1.00           1         DEPT02         T2         \$2.00           1         DEPT03         \$3.00           TA1         \$1.00
Item 2	Dept. 2	\$2.00	3 00 3 FS/ST	TX1     \$0.04       TA2     \$2.00       TX2     \$0.10       TL     \$6.14
Item 3	Taxable Dept. 3	2 \$3.00	5 00 FS/TD	FSST         \$1.04           FSTD         \$5.00           FSCG         \$3.00           CASH         \$4.14
Dovumont	Taxable Food stamp	No \$5.00	CA/AMT -	
Payment	Cash	\$4.14	]	

The following calculation is performed internally to apply the cash change due on the food stamp transaction to the balance due of the cash transaction.

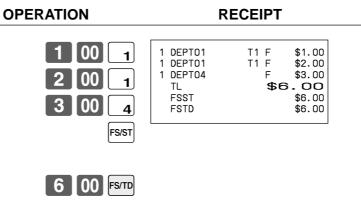
	Food stamp transaction	Cash transaction
Price items:	\$1.00	\$5.00
Tax:	\$0.04	\$0.10
Total due:	\$1.04	\$5.10
Amount tendered:	\$5.00 (food stamp)	\$4.14 (cash), \$0.96 (change from food stamp)
Amount due:	\$1.04	
Change amount due:	\$3.00 (food stamp), \$0.96 (cash)	
Total:		\$5.10

# Food stamp registration (Illinois rule)

# No change due

## Example 1

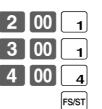
Item 1	Dept. 1	\$1.00
	Taxable	1, F/S
Item 2	Dept. 1	\$2.00
	Taxable	1, F/S
Item 3	Dept. 4	\$3.00
nem 5	Taxable	F/S
Payment	Food stamp	\$6.00



#### Example 2

Item 1	Dept. 1	\$2.00
	Taxable	1, F/S
Item 2	Dept. 1	\$3.00
	Taxable	1, F/S
Item 3	Dept. 4	\$4.00
nem 5	Taxable	1, F/S
Payment	Food stamp	\$5.00
	Cash	\$4.16

#### **OPERATION**



5	00	FS/TD
		CA/AMT TEND

1 DEPT01 1 DEPT01 1 DEPT04 FSST	T1 F T1 F T1 F	\$2.00 \$3.00 \$4.00 \$9.00
FSTD TA1 TX1 CASH		\$5.00 \$5.00 \$4.00 \$0.16 \$4.16

RECEIPT

# No change due (continued...)

## Example 3

			OPERATION	RECEIPT	•
Item 1	Dept. 1	\$2.00	2 00 1	1 DEPT01 T1 F 1 DEPT02 T2 F	\$2.00 \$3.00
	Taxable	1, F/S	3 00 2	FSST FSTD	\$5.00 \$1.00
Item 2	Dept. 2	\$3.00	FS/ST	TA1 TX1 TA2	\$1.00 \$0.04
	Taxable	2, F/S	1 00 FS/TD	TX2 CASH	\$3.00 \$0.15 \$4.19
Payment	Food stamp	\$1.00			
1 ayment	Cash	\$4.19			

If this case, the result of the taxable 1 amount is \$1.00 (2.00 - 1.00), the taxable 2 amount is \$3.00.

			OPERATION	RECEIPT	
Item 1	Dept. 1 Taxable	\$1.00 1, F/S	1 00 1 5 00 2	1 DEPT01 T1 F \$1.00 1 DEPT02 T2 F \$5.00 FSST \$6.00 FSTD \$4.00	
Item 2	Dept. 2	\$5.00	FS/ST	TA2 \$2.00 TX2 \$0.10 CASH \$2.10	
Item 2	Taxable	2, F/S	4 00 FS/TD	Q. 10	
Payment	Food stamp	\$4.00	CA/AMT TEND		
i ayincin	Cash	\$2.10			

In this case, the result of the taxable 1 amount is 0.00 (1.00 - 1.00), the taxable 2 amount is 2.00 (5.00 - (3.00 - 1.00)).

Example 4

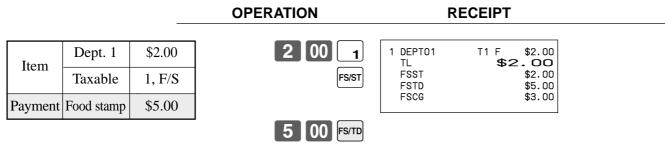
# Mixed food stamp/cash change

## Example 1

			OPERATION	RECEIPT
Item 1	Dept. 1 Taxable	\$1.50 1, F/S	1 5 0 1 2 00 1	1 DEPT01       T1 F       \$1.50         1 DEPT01       T1 F       \$2.00         1 DEPT04       F       \$3.00         TL       \$6.50
Item 2	Dept. 1 Taxable	\$2.00 1, F/S	3 00 4 FS/ST	FSST         \$6.50           FSTD         \$10.00           FSCG         \$3.00           CG         \$0.50
Item 3	Dept. 4 Taxable	\$3.00 F/S	1 0 00 FS/TD	
Payment	Food stamp	\$10.00		

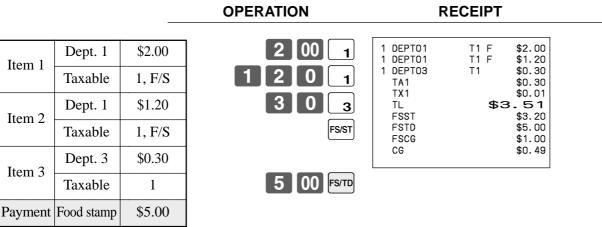
The change in food stamp transactions is automatically calculated as cash for amount of \$1.00 or less, and as food stamps for amounts greater than \$1.00. In the above example, the total amount of change due is \$3.50 (\$3.00 in food stamps and \$0.50 in cash).

#### Example 2



# Mixed food stamp/cash change (continued...)

## Example 3



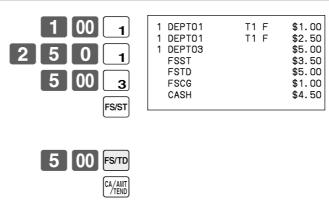
When food stamp items are included in a transaction, the amount of change due in cash is applied as a cash amount tendered for cash (nonfood stamp) items. In this example, the \$0.30 purchase is automatically deducted from the \$0.80 cash due in change from the food stamp purchase.

## Example 4

Dept. 1	\$1.00
Taxable	1, F/S
Dept. 1	\$2.50
Taxable	1, F/S
Dept. 3	\$5.00
Taxable	No
Food stamp	\$5.00
Cash	\$4.50
	Taxable Dept. 1 Taxable Dept. 3 Taxable Food stamp

OPERATION

RECEIPT



The following calculation is performed internally to apply the cash change due on the food stamp transaction to the balance due of the cash transaction.

	Food stamp transaction	Cash transaction
Price items:	\$3.50	\$5.00
Tax:	\$0.00	\$0.00
Total due:	\$3.50	\$5.00
Amount tendered:	\$5.00 (food stamp)	\$4.50 (cash), \$0.50 (change from food stamp)
Amount due:	\$3.50	
Change amount due:	\$1.00 (food stamp), \$0.50 (cash)	
Total:		\$5.00

# **Electronic benefits transfer**

In addition to standard food stamp tender finalizations, this model also allows finalization for tenders electronic benefits transfer (EBT) card.

EBT tenders can be accepted for New Jersey rule or Illinois rule food stamp tenders, as well as for food stamp tenders that do not follow these rules.

# About mixed EBT card tenders

When the register is programmed to prohibit an EBT amount tendered that exceeds the food stamp subtotal, nonfood stamp items cannot be paid for using an EBT card. In this case, the following applies:

- ST (EBT/TEND FS/ST) = Balance due (the remaining balance due must be finalized using another finalize key.) When the register is programmed to allow an EBT amount tendered that exceeds the food stamp subtotal, nonfood stamp items can be paid for using an EBT card. In this case, there are two possible situations:
- ST > EBT/TEND
- ST (EBT/TEND FS/ST) = Balance due (the remaining balance due must be finalized using another finalize key.)EBT/TEND > or = ST

EBT/TEND - ST = cash change

## No change due

# Example 1

Item 1	Dept. 1	\$1.00
	Taxable	1, F/S
Item 2	Dept. 2	\$2.00
	Taxable	2, F/S
Item 3	Dept. 3	\$3.00
	Taxable	F/S
Payment	EBT	\$6.00

0 1 (0 8 2 (0 0 3 (0 8

**OPERATION** 

RECEIPT

1 00 1 2 00 2 3 00 3	1 DEPT01 1 DEPT02 1 DEPT03 TL FSST EBTTD	T1 F \$1.00 T2 F \$2.00 F \$2.00 <b>\$6.00</b> \$6.00 \$6.00
FS/ST		



## Example 2

Dept. 1	\$1.00
Taxable	1, F/S
Dept. 2	\$2.00
Taxable	1, F/S
Dept. 3	\$3.00
Taxable	1
EBT	\$5.00
Cash	\$1.12
	Taxable Dept. 2 Taxable Dept. 3 Taxable EBT

**OPERATION** 

2

1 00

3 00

00

5 00 евт

CA/ AMT TEND

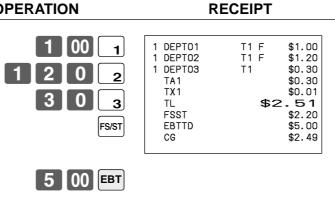
RECEIPT

1 2 3	1 DEPT01 1 DEPT02 1 DEPT03 FSST EBTTD TA1 TX1 CASH	T1 F T1 F T1	\$1.00 \$2.00 \$3.00 \$5.00 \$3.00 \$3.00 \$0.12 \$1.12
FS/ST	CASH		\$1.12

#### Change due

Item 1	Dept. 1	\$1.00
	Taxable	1, F/S
Item 2	Dept. 2	\$1.20
	Taxable	1, F/S
Item 3	Dept. 3	\$0.30
nem 5	Taxable	1
Payment	EBT	\$5.00

#### **OPERATION**

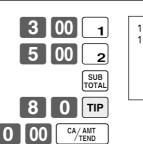




#### Example

Item 1	Unit price	\$3.00
	Dept.	1
Item 2	Unit price	\$5.00
	Dept.	2
Tip	Amount	\$0.80
Payment	Cash	\$10.00

#### **OPERATION**



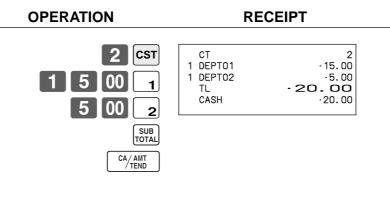
#### RECEIPT

DEPT01 DEPT02 TIP	-3.00 -5.00 -0.80
TL	\$8.80
CASH	\$10.00
CG	\$1.20

## Inputting the number of customers

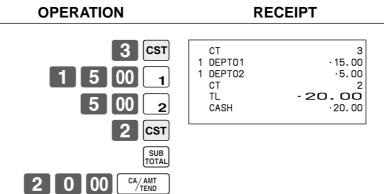
### Example 1

Item 1	Unit price	\$15.00
	Dept.	1
Item 2	Unit price	\$5.00
	Dept.	2
Customer	Number	2
Payment	Cash	\$20.00



## Example 2

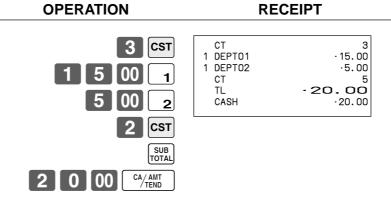
You can only use the following operation to re-input the number of customers when <CUSTOMER> (customer number key) is preset to allow re-input. When programming prohibits re-input of the number of customers, this operation causes an error.



You can re-input the number of customers either immediately after the initial input or during later registration.

## Example 3

You can use the following operation to add customers to an original number of customers input (when addition to the number of the customer is allowed).

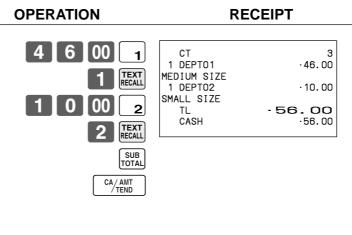


## Text recall

This procedure is used to recall text by inputting the address where the text is stored. The recalled text is printed on the receipt and journal.

### Example

Item 1	Unit price	\$46.00	
	Dept.	1	
Item 2	Unit price	\$10.00	
	Dept.	2	
Payment	Cash	\$56.00	
Text 1	MEDIU	M SIZE	
Text 2	SMALL SIZE		



## **Temporarily releasing compulsion**

<OPEN 2> (open 2 key) can be programmed to release specific compulsion. **Example 1** 

			OPERATION	RECEIPT
Item	Unit price	\$10.00	1 0 00 1 1 0 00 ∰∭	1 DEPT01 ·10.0 TL · <b>10.00</b> CHECK ·10.0
Payment	Dept. Check	1 \$10.00		
Vali	dation com	pulsory	2   00   2     Validation compulsory	
			OPEN 2	Validation compulsory is temporarily released.

## Example 2

OP	ER	AT	0	Ν

RECEIPT

Input customer No. compulsory		ompulsory	1 0 00 1	1 DEPT01 TL	· 10. 00 - <b>10. 00</b>
	Unit price	\$10.00	Input customer No. compulsory	CHECK	· 10.00
Item	Dept.	1	OPEN 2		
Payment	Check	\$10.00	Compulsory is temporarily released.		

0 00 船

# Printing slip

To perform batch printing on the slip printer, you must first use the memory allocation operation (see program 5 mode in the dealer's manual) to reserve slip buffer memory. The capacity of the slip buffer memory is determined by the number of units of slip buffer memory reserved by the memory allocation operation. The register can be programmed to check the status of the registration buffer memory whenever slip batch printing is performed, and sound an alarm when the buffer memory is almost full. The alarm sounds when there are 12 lines or less remaining, and once it starts to sound, the only operation you can perform is the cancel operation or operations using one of the following keys.

- <CA/AMT TEND> (cash/amount tendered key) operation
- <CH> (charge key) operation
- <CHK/TEND> (check tendered key) operation
- <DEPOSIT> (deposit key) operation
- <NEW BALANCE> (new balance key) operation
- <SUBTOTAL> (subtotal key) operation

You must perform one of above operations when the registration buffer alarm sounds. Any other operations results in an error.

## **Printing slips**

The cash register can be connected to the optional SP-1300 slip printer, which features an automatic feed function and automatic back feed function.

#### Automatic feed function

This function makes it possible to program the number of line feeds that should be inserted from the normal print start position before starting slip printing of a new slip. Even if line feeds are programmed for this function, they are not inserted for validation printing, check endorsement printing, and check printing performed using the slip printer. Note also that line feeds are not inserted automatically at the beginning of a second slip when the transaction requires printing that extends from one slip to another.

#### Automatic back feed function

This function performs automatic back feed following slip printing, validation printing, and endorsement printing on the slip printer. The slip paper is released once the back feed operation is complete.

#### Manual feed function

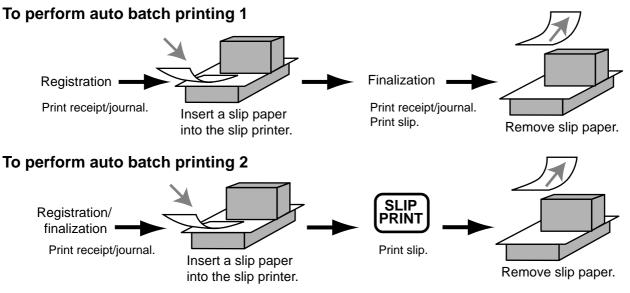
<SLIP FEED/RELEASE> (slip feed/release key: assigned to the register's keyboard using the program 4 mode) can be used for manual feed of the slip paper. You perform manual feed by inputting a value for the number of lines (up to two digits in the range of 1 to 99) and then press <SLIP FEED/RELEASE>.

#### Manual back feed function

<SLIP BACK FEED/RELEASE> (slip back feed/release key: assigned to the register's keyboard using the program 4 mode) can be used for manual back feed of the slip paper. Manual back feed can be performed by inputting a value for the number of lines (up to two digits in the range of 1 to 99) and then press <SLIP BACK FEED/RELEASE>.

You can print slips using automatic or manual batch printing. The slip print operation can be performed in REG1, REG2, and RF modes only.

Finalizing a registration without inserting a slip paper into the slip printer when the register is programmed as "slip paper insertion into slip printer compulsory before finalizing registration" produces an error.



## About the maximum number of slip lines

You can program the maximum number of lines that can be printed on a slip. Once you do, any attempt to exceed the preset maximum results in an error. When such an error occurs, press <C>, change slip paper and press <SLIP PRINT> to restart printing.

## Check tracking systems

## Check tracking system

With the check tracking system, the amount, check number, number of slip print lines, store number, date/time and registration detail data are stored in two files (check tracking index file and check tracking detail file).

- Check tracking detail file and index file are cleared by the following timing:
- 1. The check is cleared after printing finalized data on slip or guest check receipts, or the check is also cleared when the new or old check operation is made.
- 2. The check is cleared after printing finalized data on slip or guest check receipt, or check is also cleared when the same finalized check number is assigned in new check operation.
  - You can select one of these options by programming.
- Auto new balance function The register can be programmed so that whenever a clerk (by clerk key) signs off while a check is open, a <NEW BALANCE> operation is automatically performed to temporarily finalize the open check.
- You can specify a range of checks that can be opened by each clerk. Once you do, any attempt by a clerk to open a check using a number that is not within his specified range results in an error.
- Either of the following two operations can be used to correct input of a wrong check number. <NEW CHECK>

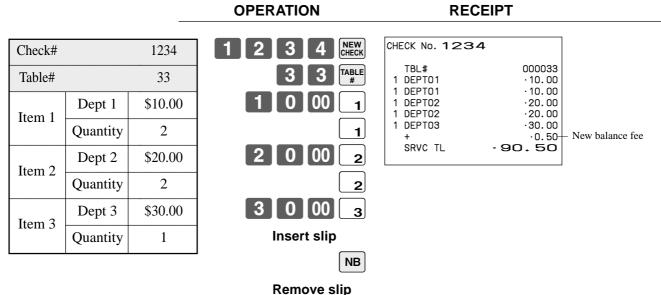
Re-input the correct check number, or cancel the original check number, issue a receipt, and then re-input the correct check number.

### <OLD CHECK>, <NEW/OLD>

Temporary finalize the original check number, issue a receipt, and then re-input the correct check number.

## **Opening a check**

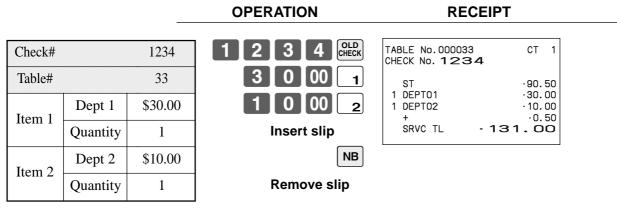
## Example



Press <NEW BALANCE> to temporarily close the transaction. If you want to finalize a check immediately, use <CASH>, <CHARGE>, <CREDIT> or <CHECK>.

## Adding to a check

## Example



- The table number is stored in the check tracking index memory so its input is not required in this operation even if table number input is preset as compulsory. Table number input after inputting the check number may be performed, however, without generating an error.
- Once a check is opened under a number in a certain mode (REG1 or REG2), the same mode must be used to make additions to the check.

## Issuing a guest receipt

The following operation can be used to print out the balance of a temporarily finalized check. **Example** 

# OPERATION

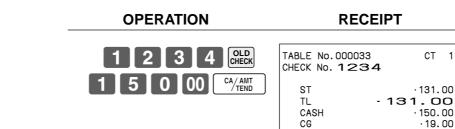
RECEIPT

Input the	number o	f check y	ou
want.			

	No.000033 No. 123		1
1 DEP 1 DEP 1 DEP 1 DEP 1 DEP + 1 DEP 1 DEP + SRV	T01 T02 T02 T03 T01	- 10 - 20 - 20 - 30 - 0 - 30 - 10 - 10	0.00 0.00 0.00 0.00 0.50 0.00 0.50 0.50

**Closing a check memory** 

Example

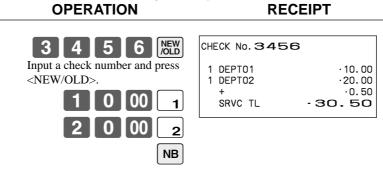


REG	03-0	4-2000	17:05
<b>C</b> 01		MC#01	000150
	No.000033 No. 1234		CT 1
	1 DEPTO1		·10.00
	1 DEPTO1		·10.00
	1 DEPTO2		·20.00
	1 DEPTO2		·20.00
	1 DEPTO3		·30.00
	ł		·0.50
#12	SRVC TL	- 91	0.50
	1 DEPTO1		·30.00
	1 DEPTO2		·10.00
	ł		·0.50
#16	SRVC TL	-13	1.00
	TL	-13	1.00
	Cash		•150.00
	CG		·19.00

### New/old check key operation

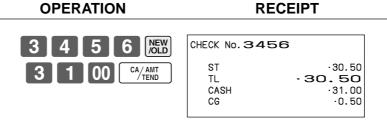
### Example 1

When a check number is input and <NEW/OLD> is pressed, the key works as a new check key function if there is no matching check number in the check tracking memory.



### Example 2

When a check number is input and <NEW/OLD> is pressed, the key works as an old check key if there is matching check number in the check tracking memory.

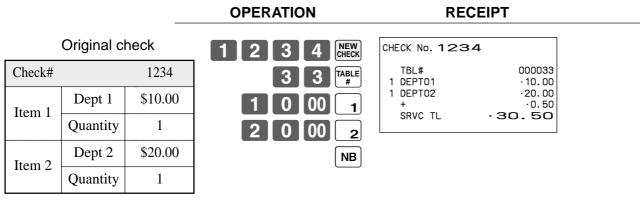


## Add check

This operation lets you combine the amounts of more than one check into a single check.

### Example

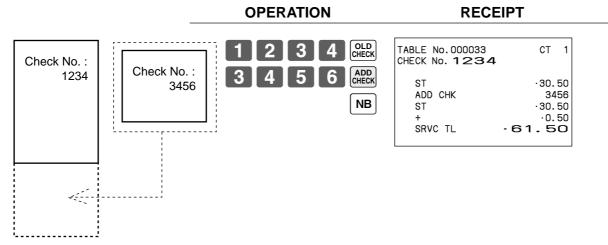
## Registration for check number 1234



### **Registration for check number 3456**

			OPERATION	RECEIPT	
_	Added ch	eck	3 4 5 6 NEW CHECK	CHECK No. 3456	
Check#		3456	3 0 00 1	1 DEPT01	·30.00 ·0.50
Item	Dept 1	\$30.00		SRVC TL	.30.50
nem	Quantity	1			

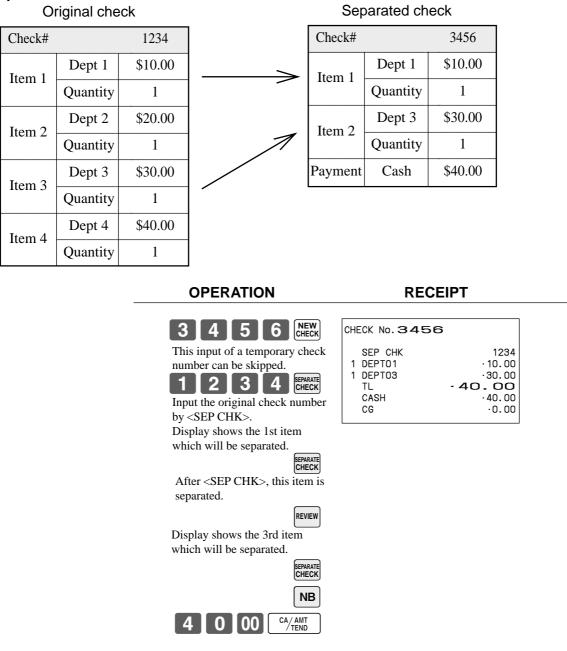
### **Registration for check number 1234**



## Separate check

This operation makes it possible to split a single check into separate checks.

#### Example

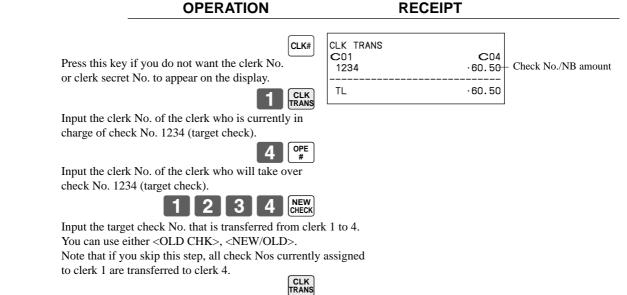


### **Clerk transfer**

This operation lets you change the clerk who is in charge of a specific open check number.

#### Example

To change the clerk for check number 1234 from clerk 1 to clerk number 4.

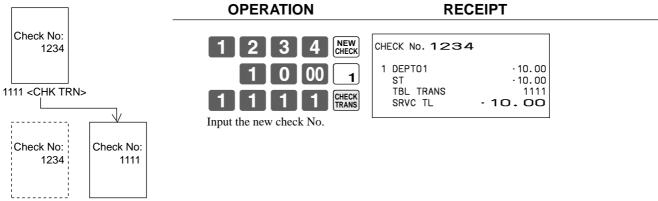


## **Table transfer**

With this operation, you can change the number of a check.

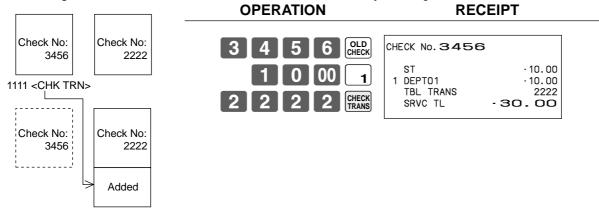
### Example 1

To change the check number 1234 to 1111 (which is newly opened).



## Example 2

To change the check number 3456 to 2222 (which has already been opened).



## Price reductions (red price)

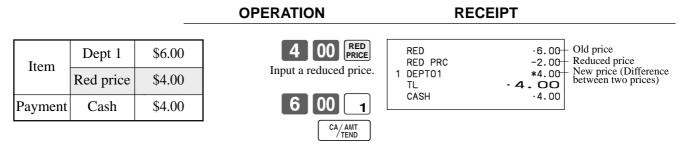
You can use the reduced price function to change a price; generally to an amount that is less than the normal price. You can program the register so that it prints the normal price, and the difference between the two prices on the receipt, while on journal, these items are always printed.

The following functions are able to work with red price.

- Department and PLU
- Quantity extension (Preset price is required for both department and PLU.)
- Amount limitation of item program (It effects to new price.)

Note that you cannot use red price with the following types of item.

- Department and PLUs programmed with negative unit prices
- Set menus and link PLUs
- Second unit prices
- Multiplication operations that use the format: Amount × Quantity



RECEIPT

## Example 2

ItemPLU 1\$4.00Red price\$2.00PaymentCash\$6.0012.00RED PRICERED Input a reduced price.RED RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED PRICE $\cdot$ 12.00 RED PRICERED RED RED PRICE $\cdot$ 12.00 RED RED PRICERED RED RED RED PRICE $\cdot$ 12.00 RED RED PRICERED RED RED RED PRICE $\cdot$ 12.00 RED 				•••=••••••		
Red price\$2.00200RED3PLU0001*6.00PaymentCash\$6.00Input a reduced price.CASH•6.00	Itom	PLU 1	\$4.00	3 XOATE THE		
Payment Cash \$6.00		<u> </u>			3 PLU0001 TL	*6.00 • <b>6.00</b>
	Payment	Cash	\$6.00		САЗП	-8.00

**OPERATION** 

• The model for the U.S./Canada, use  $\begin{bmatrix} \mathbf{x} & \mathbf{r} \\ \mathbf{y} & \mathbf{r} \\ \mathbf{x} \\ \mathbf{y} \\ \mathbf{x} \\ \mathbf{x$ 

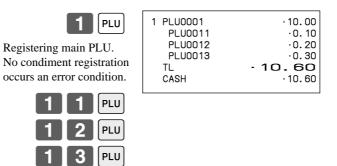
## **Condiment/preparation PLUs**

You can force entering condiment or preparation PLU after the main PLU registration by programming. **Example (condiment PLU)** 

Main item	PLU 1	\$10.00
	PLU 11	\$0.10
Condiment	PLU 12	\$0.20
	PLU 13	\$0.30
Payment	Cash	\$10.60

### OPERATION

### RECEIPT



### **Example (preparation PLU)**

Main item	PLU 20	\$20.00
	PLU 21	\$0.00
Preparation	PLU 22	\$0.00
	PLU 23	\$0.00
Payment	Cash	\$20.00

### **OPERATION**

2 0 PLU Registering main PLU. 2 1 PLU 2 2 PLU 2 3 PLU CA/AMT TEND

PLU0020	·20.00
PLU0021	
PLU0022	
PLU0023	
ΓL	·20.00
CASH	·20.00

RECEIPT

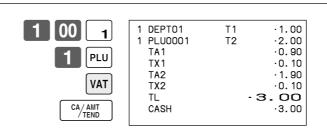
## VAT breakdown printing

You can force printing of the VAT breakdown at the finalize stage, regardless of whether the cash register is programmed to print or skip printing of the VAT breakdown. Every time you want to have VAT breakdown, press <VAT>.

**OPERATION** 

### Example

Item 1	Dept 1	\$1.00
	Taxable	1
Item 2	PLU 1	(\$2.00)
Item 2	Taxable	2
Payment	Cash	\$3.00



RECEIPT

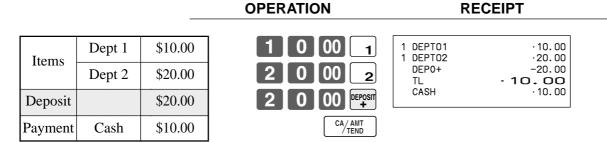
## **Deposit registrations**

Use the following procedures to register deposits.

### Deposit from customer



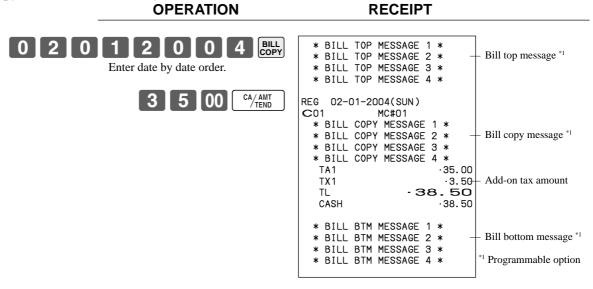
## Deposit from customer during sales transaction



# Bill copy

### Example 1

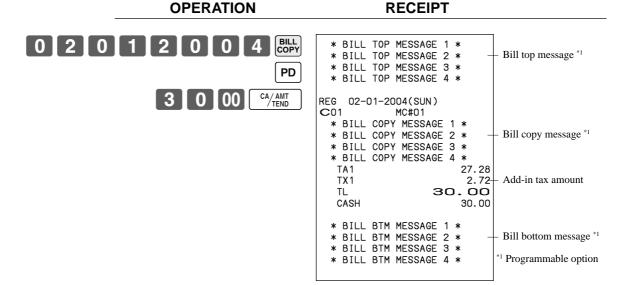
To issue a copy of a bill dated February 1, 2004 in the amount of \$35.00 cash.



Note that you can finalize this operation using the cash amount tendered key.

## Example 2

To issue a copy of a bill dated February 1, 2004 in the amount of Euro 30.00 cash (sub-currency).

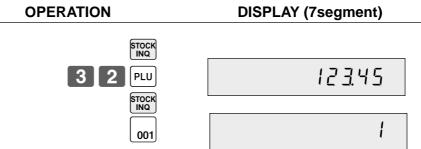


## Actual stock quantity inquiry

With this operation, you can recall the actual stock quantity for PLUs and show it on the display of the cash register.

### Example

To check the actual stock quantity of PLU 32 and flat-PLU 001.



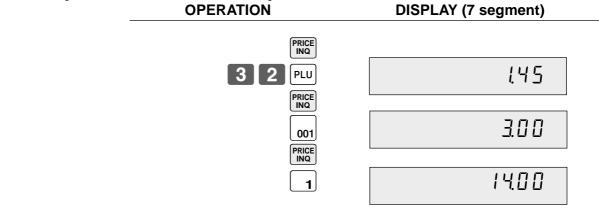
Actual stock quantity are appeared.

## Unit price inquiry

Use this operation to recall the unit prices of departments, PLUs, second unit price of PLUs, or scanning PLUs. The unit prices appear on the display of the cash register when recalled.

### Example

To check the unit price of PLU 32, flat-PLU 001, department 1.

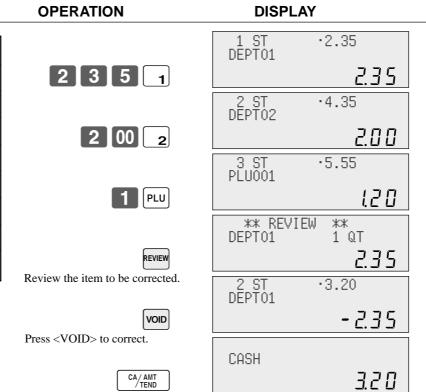


TE-3000S User's Manual

## Previous item void using <REVIEW>

You can correct the previously registered item(s) in the same transaction by using <REVIEW> (review key). **Example** 

		-
Item 1	Dept. 1	\$2.35
	Quantity	1
Item 2	Dept. 2	\$2.00
	Quantity	1
Item 3	PLU 1	(\$1.20) <sub>preset</sub>
	Quantity	1
Corrected	Dept. 1	\$2.35
Item 1	Quantity	1
Payment	Cash	\$3.20



#### RECEIPT

1	DEPT01	·2.35-	*1
1	DEPT02	·2.00	
1	PLU0001	· 1.20	
	VOID		*1
1	DEPT01	-2.35-	*1
	TL	-3.20	
	CASH	·3.20	

\*1 These items can be skipped by program.

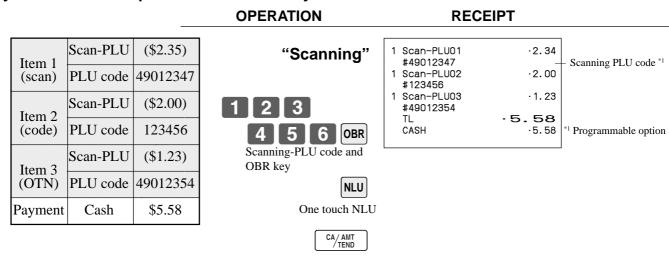
# Scanning PLU

Product barcodes are read by scanning with hand-held scanner, and are filed in the scanning PLU file together with the unit price, item descriptor, programming status, link department, totalizer and counter.

When a barcode is entered by scanning, or from the keyboard by using <OBR> (OBR key) or <One touch NLU> (One touch NLU key) and it has been filed in the scanning PLU file, the preset unit price is accumulated to its own totalizer and other appropriate totalizers.

Scanning PLUs include UPC-A/UPC-E/EAN-13/EAN-8, source marking, in-store marking code.

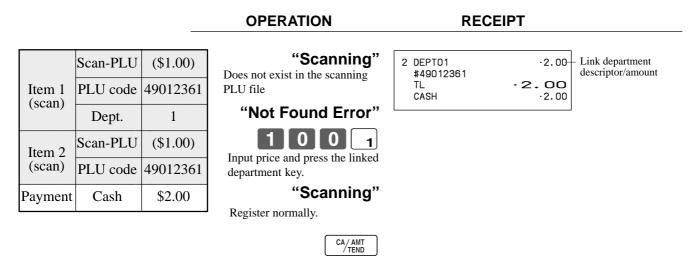
## **Item registration**



## By scanner/code input/one touch NLU key

## Not found PLU

When a scanning PLU item which does not exist in the scanning PLU file is registered, an error occurs (Item not found error). In this case, you can input this item to the ECR and register it at the same time. After this operation, "Item not found error" does not occur during the next registration.

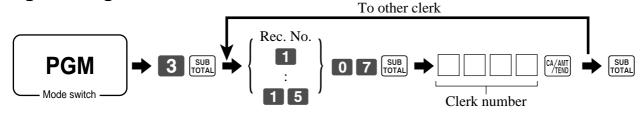


After daily operation, a "Not found PLU maintenance" is necessary to merge not found PLU(s) into the scanning PLU file. Please consult with your dealer in detail.

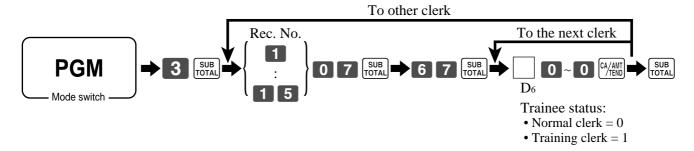
## Programming to clerk

You can program up to 4-digit assigning number (clerk number), trainee status of clerk (i.e. training cashier) and commission rate for each clerk.

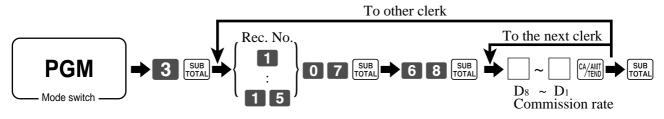
## Programming clerk number



## **Programming trainee status**



## Programming commission rate



							Commission rate								
Record No.	Clerk number				Trainee status		Co	ommiss	ion rate	e 1	Con	Commission rate 2			
Recold No.							Integer		Decimal		Integer		Decimal		
	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>6</sub>	00000	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	
1						00000									
2						00000									
3						00000									
4						00000									
5						00000									
6						00000									
7						00000									
8						00000									
9						00000									
10						00000									
11						00000									
12						00000									
13						00000									
14						00000									
15						00000									

Character programming can be performed in two ways:

- Character keyboard programming (see page 95),

or

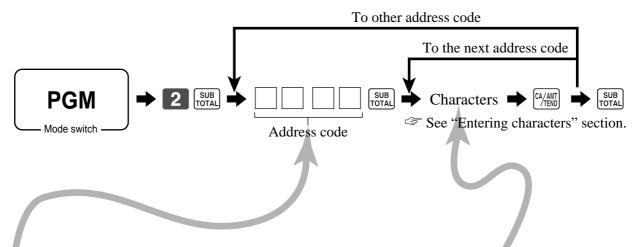
• Entering characters by code (see page 96).

## Programming descriptors and messages

The following descriptors and messages can be programmed;

- Messages (Logo, commercial and bottom message)
- Clerk name
- PLU item descriptor
- Department key descriptor
- Machine number

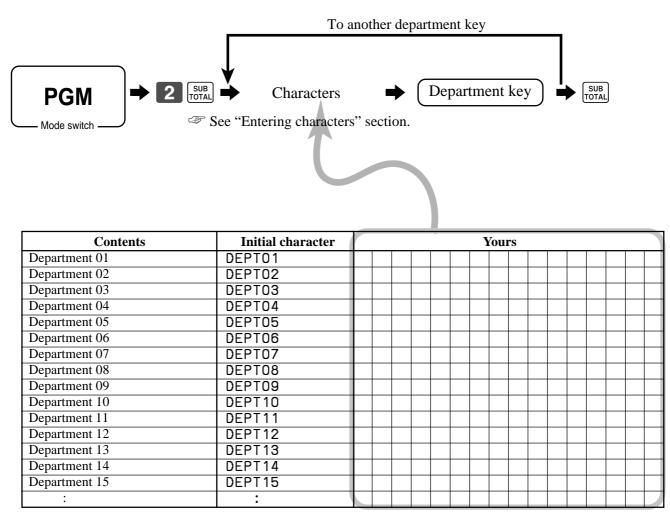
## Programming receipt message, machine No. and clerk name



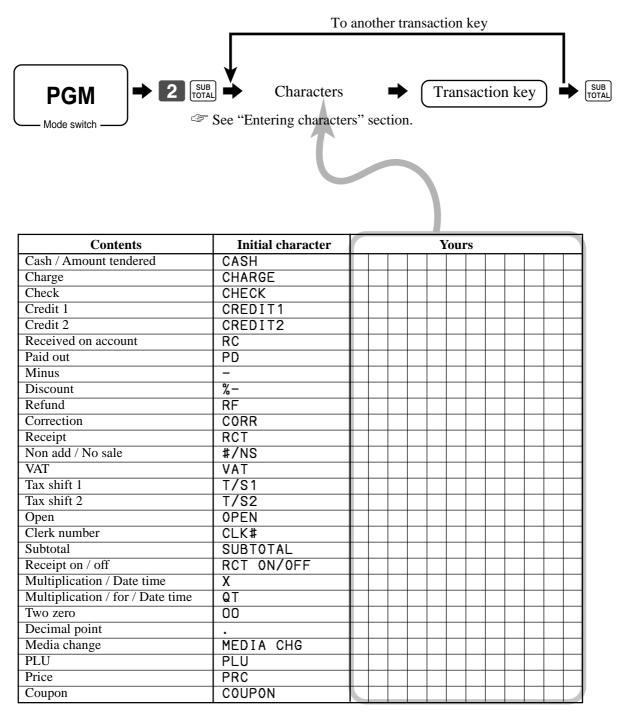
Address code	Contents	Initial character	Yours			
0107	Clerk 01	C01				
0207	Clerk 02	C02				
0307	Clerk 03	C03				
0407	Clerk 04	C04				
0507	Clerk 05	C05				
0607	Clerk 06	C06				
0707	Clerk 07	C07				
0807	Clerk 08	C08				
0907	Clerk 09	C09				
1007	Clerk 10	C10				
1107	Clerk 11	C11				
1207	Clerk 12	C12				
1307	Clerk 13	C13				
1407	Clerk 14	C14				
1507	Clerk 15	C15				
0191	Machine number	MC#01				

Address code	Contents	Initial character	Yours					
0132	1st line of logo message	YOUR RECEIPT						
0232	2nd line of logo message	THANK YOU						
0332	3rd line of logo message	CALL AGAIN						
0432	4th line of logo message							
0532	1st line of commercial message							
0632	2nd line of commercial message							
0732	3rd line of commercial message							
0832	4th line of commercial message							
0932	1st line of bottom message							
1032	2nd line of bottom message							
1132	3rd line of bottom message							
1232	4th line of bottom message							
1332	1st line of bill top message							
1432	2nd line of bill top message							
1532	3rd line of bill top message							
1632	4th line of bill top message							
1732	1st line of bill copy message							
1832	2nd line of bill copy message							
1932	3rd line of bill copy message							
2032	4th line of bill copy message							
2132	1st line of bill bottom message							
2232	2nd line of bill bottom message							
2332	3rd line of bill bottom message							
2432	4th line of bill bottom message							
2532	Post receipt message	DUPLICATE RECEIPT						
2632	1st line of guest intermediate msg.							
2732	2nd line of guest intermediate msg.							
2832	3rd line of guest intermediate msg.							
2932	4th line of guest intermediate msg.							
3032	1st line of guest bottom msg.							
3132	2nd line of guest bottom msg.							
3232	3rd line of guest bottom msg.							
3332	4th line of guest bottom msg.							
3432	5th line of guest bottom msg.							
3532	6th line of guest bottom msg.							
3632	7th line of guest bottom msg.							
3732	8th line of guest bottom msg.							
3832	9th line of guest bottom msg.							
3932	10th line of guest bottom msg.							

## Programming department key descriptor



## Programming transaction key descriptor



## **Entering characters**

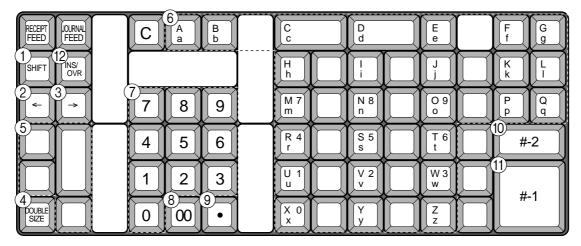
In this section, the method to enter descriptors or messages (characters) to the cash register during programming is described.

Characters are specified by character keyboard or by codes. In the first half of this section, the usage of character keyboard is described. In the latter half, inputting method by character code is described.

## Using character keyboard

### Example:

Input	" A	р	р	Ι	е		J	u	i	с	е	•	",
enter	"DBL""A"	"SHIFT""p"	"p"	"1"	"e"	"SPACE"	"CAP""J"	"SHIFT""u"	"i"	"c"	"e"	00	•



### 1 Shift key

Press this key to shift the following characters from the uppercase letter to lowercase letter and returns to the uppercase letter in sequence.

### 2 Left cursor key

Press this key to shift the character setting position to the left one by one. This key is used to correct already entered characters.

### **③ Right cursor key**

Press this key to shift the character setting position to the right one by one. This key is used to correct already entered characters.

### 4 Double size letter key

Press this key to specify that the next character you input to a double size character.

### **5** Space key

Press this key to set a space.

## **6** Alphabet keys

Press these keys to input characters.

### ⑦ Numeric keys

Press these keys to enter program codes, memory number and character codes.

### (8) Character fixed key

Press this key to enter when the alphabetic entry for a descriptor, name or message has been completed.

### (9) Backspace/Character code fixed key

Press this key to register one character with code (2 or 3 digit). It clears the last input character, much like a back space key. (Does not clear the double size letter key entry.)

### 1 Program end key

Press this key to terminate the character programming.

## (1) Character enter key

Press this key to register the programmed characters.

### 12 Insert/Override key

Press this key to change the status "Insert" between the original characters or "Override" the original characters.

## Entering characters by code

Every time you enter a character, choose character codes by the character code list (below) and press the key to settle it. After you complete entering characters, press the **00** key to fix them.

### Example:

Input "	A	р	р	Ι	е		J	u	i	с	е		",
enter "	255 · 65 ·	112 ·	112 •	108 •	101	32 •	74 ·	117 ·	105 ·	99 ·	101	00	"

## **Character code list**

Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code	Chara	Code
Space	32	0	48	@	64	Р	80	1	96	р	112	Ç	128
!	33	1	49	A	65	Q	81	а	97	q	113	ü	129
"	34	2	50	В	66	R	82	b	98	r	114	é	130
#	35	3	51	С	67	S	83	с	99	s	115	â	131
\$	36	4	52	D	68	Т	84	d	100	t	116	ä	132
%	37	5	53	E	69	U	85	е	101	u	117	à	133
&	38	6	54	F	70	V	86	f	102	v	118	å	134
1	39	7	55	G	71	W	87	g	103	w	119	Ç	135
(	40	8	56	н	72	Х	88	h	104	х	120	ê	136
)	41	9	57	I	73	Y	89	i	105	у	121	ë	137
*	42	:	58	J	74	Z	90	j	106	z	122	è	138
+	43	;	59	К	75	[	91	k	107	{	123	ï	139
,	44	<	60	L	76	١	92	I	108		124	î	140
-	45	=	61	М	77	]	93	m	109	}	125	ì	141
	46	>	62	N	78	^	94	n	110	~	126	Ä	142
/	47	?	63	0	79		95	0	111		127	Å	143
L	-				.,	_		-					
Chara	Code	Chara	Code	Chara	Code	 Chara	Code	Chara	Code	Chara	Code	Chara	Code
Chara É	1	Chara á		1		Chara L		1	1	Chara Ó			
	Code		Code	1	Code		Code	Chara	Code		Code	Chara	Code
É	Code 144	á	Code 160	Chara	Code 176	L	Code 192	Chara ð Đ Ê	Code 208	Ó	Code 224	Chara -	Code 240
Éæ	Code 144 145	á í	Code 160 161	Chara	Code 176 177	L	Code 192 193	Chara ð Đ Ê Ë	Code 208 209	Ó ß	Code 224 225	Chara -	Code 240 241
É æ Æ	Code 144 145 146	á í ó	Code 160 161 162	Chara	Code 176 177 178		Code 192 193 194	Chara ð Đ Ê	Code 208 209 210	Ó ß Ô	Code 224 225 226	Chara - ± _	Code 240 241 242
É æ Æ ô	Code 144 145 146 147	á í ó ú	Code 160 161 162 163	Chara	Code 176 177 178 179		Code 192 193 194 195	Chara ð Đ Ê Ë	Code           208           209           210           211	Ó ß Ô Ò	Code           224           225           226           227	Chara - ± - 3/4	Code           240           241           242           243
É æ Æ ô ö	Code 144 145 146 147 148	á í ó ú ñ	Code 160 161 162 163 164	Chara	Code 176 177 178 179 180		Code 192 193 194 195 196	Chara ð Đ Ê Ë È Í	Code           208           209           210           211           212	Ó ß Ô Ò õ	Code           224           225           226           227           228	Chara - ± - 3/4 ¶	Code           240           241           242           243           244
É æ Æ ô ö ò	Code 144 145 146 147 148 149	á í ó ú ñ Ñ	Code 160 161 162 163 164 165	Chara Chara	Code 176 177 178 179 180 181		Code 192 193 194 195 196 197	Chara ð Đ Ê Ë È Í Í	Code           208           209           210           211           212           213	Ó ß Ô Ò Õ Õ	Code           224           225           226           227           228           229	Chara - ± 3/4 ¶ §	Code           240           241           242           243           244           245
É æ Æ ô ö ù ÿ	Code 144 145 146 147 148 149 150	á í ó ú Ñ a	Code 160 161 162 163 164 165 166	Chara ■ ■         Å Â	Code 176 177 178 179 180 181 182	L - - - - ã	Code 192 193 194 195 196 197 198	Chara ð Đ Ê Ë È Í	Code           208           209           210           211           212           213           214	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Õ</li> <li>Φ</li> <li>Φ</li> <li>Φ</li> </ul>	Code           224           225           226           227           228           229           230	Chara - ± - 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246
É æ Æ ô ö ù ù	Code           144           145           146           147           148           149           150           151	á í ó ú Ñ a o	Code 160 161 162 163 164 165 166 167	Chara Chara I A Â À	Code 176 177 178 179 180 181 182 183	∟ ⊥ ⊢ + Ã Ã	Code 192 193 194 195 196 197 198 199	Chara ð Đ Ê Ë È Í Í	Code           208           209           210           211           212           213           214           215	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Φ</li> <li>μ</li> <li>φ</li> </ul>	Code           224           225           226           227           228           229           230           231	Chara - - 3/4 ¶ § ÷ ,	Code           240           241           242           243           244           245           246           247
É æ Æ ô ö ù ù ÿ	Code 144 145 146 147 148 149 150 151 152	á í ó ú ñ Ñ a o ¿	Code 160 161 162 163 164 165 166 167 168	Chara ■ I A Â À ©	Code 176 177 178 179 180 181 182 183 184	∟ ⊥ ⊢ + Ã ⊾	Code 192 193 194 195 196 197 198 199 200	Chara ð Đ Ê Ë È Í Î Ï	Code           208           209           210           211           212           213           214           215           216	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Õ</li> <li>µ</li> <li>µ</li> <li>P</li> <li>Ú</li> <li>Ú</li> </ul>	Code           224           225           226           227           228           229           230           231           232	Chara - ± 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248
É æ Æ ô ö ù ù ÿ	Code           144           145           146           147           148           149           150           151           152           153	á í ó ú ñ a o č (R)	Code 160 161 162 163 164 165 166 167 168 169	Chara ■ I A Â À ©	Code           176           177           178           179           180           181           182           183           184           185	L - - - - - - - - - - - - -	Code 192 193 194 195 196 197 198 199 200 201	Chara ð Đ Ê E È Í Î J	Code           208           209           210           211           212           213           214           215           216           217	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Õ</li> <li>μ</li> <li>φ</li> <li>ψ</li> <li>Ú</li> </ul>	Code           224           225           226           227           228           229           230           231           232           233	Chara - ± 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248           249
É æ Æ ô ö ù ù ù ÿ Ö Ü	Code           144           145           146           147           148           149           150           151           152           153           154	á í ó ú ñ а о ¿ ® ¬	Code 160 161 162 163 164 165 166 167 168 169 170	Chara Chara	Code         176         177         178         179         180         181         182         183         184         185         186	L ⊥ + - Ã L <b>Γ</b> ⊥	Code           192           193           194           195           196           197           198           199           200           201           202	Chara ð Đ Ê E Chara D Chara D Chara	Code           208           209           210           211           212           213           214           215           216           217           218	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Ó</li> <li>Ø</li> <li>Ø</li></ul>	Code           224           225           226           227           228           229           230           231           232           233           234	Chara - ± - 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248           249           250
É æ Æ ô ö ù ù ù Ü Ø	Code           144           145           146           147           148           149           150           151           152           153           154           155	á í ó ú ñ ñ a o ¿ ® - 1/2	Code 160 161 162 163 164 165 166 167 168 169 170 171	Chara Chara	Code           176           177           178           179           180           181           182           183           184           185           186           187	L - - - - - - - - - - - - -	Code 192 193 194 195 196 197 198 199 200 201 201 202 203	Chara ð Đ Ê E Ì Î J Γ	Code           208           209           210           211           212           213           214           215           216           217           218           219	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Ô</li> <li>Õ</li> <li>Õ</li> <li>Φ</li> <li>Φ</li> <li>Φ</li> <li>↓</li> <li>Ú</li> <li>Ú</li> <li>Ú</li> </ul>	Code           224           225           226           227           228           229           230           231           232           233           234           235	Chara - ± 3/4 ¶ § ÷	Code           240           241           242           243           244           245           246           247           248           249           250           251
É æ Æ ô ö ù ù ÿ Ö Ü Ø £	Code           144           145           146           147           148           149           150           151           152           153           154           155           156	á í ó ú ñ Ñ a o ¿ ® - 1/2 1/4	Code           160           161           162           163           164           165           166           167           168           169           170           171           172	Chara Chara	Code 176 177 178 179 180 181 182 183 184 185 186 187 188	L ⊥ + - - - - - - - - - - - - -	Code           192           193           194           195           196           197           198           199           200           201           202           203           204	Chara ð Đ Ê E Ì Î J Γ	Code           208           209           210           211           212           213           214           215           216           217           218           219           220	<ul> <li>Ó</li> <li>β</li> <li>Ô</li> <li>Ô</li> <li>Ó</li> <li>Ø</li> <li>Ø</li></ul>	Code           224           225           226           227           228           229           230           231           232           233           234           235           236	Chara - ± - 3/4 ¶ § ÷ · · · 1 3	Code           240           241           242           243           244           245           246           247           248           249           250           251           252

## **Editing characters**

## Correcting a character just entered

	OPERATION	DISPLAY (dot)
"L" "E" "N" "O" "N"	<⊐Enter LENON, instead of LEMON.	A LENON
<b>+++</b>	<⊐ Press left arrow key three times.	LENON A
INS/ OVR	<⊐ Override mode	×A LENON ♠
"M"	<⊐Enter "M".	LEM <b>Q</b> N
		"*" means "OVR" mode.

## Correcting and adding a PLU descriptor already set

	OPERATION	DISPLAY (dot)			
00	<⊐ Enter "00".				
	<⊐ Enter PLU No.	A Memon			
"S" "o" "d" "a" " "	⇐ Enter "Soda" and "space".	a Soda <b>l</b> emon			
INS/ OVR	<⊐ Override mode	* a Soda <b>l</b> emon			
"L"	<⊐ Enter "L".	* A Soda L <mark>e</mark> mon			

## Correcting a key descriptor already set

	OPERATION	DISPLAY (dot)
00	<⊐Enter "00".	
1		
$\rightarrow$	⟨ ¬ Press right arrow key two times.	
"M"	<⊐ Enter "M".	
•	<⊐Delete "N".	LEMON

## Correcting a message descriptor already set

	OPERATION	DISPLAY (dot)			
0 1 0 1 SUB TOTAL	<⊐ Enter record and file number.	A BRASS			
$( \rightarrow ) ( \rightarrow )$	<⇒ Press right arrow key two times.	GR <b>E</b> SS			
"O"	<⊐ Enter "O".	GRO <b>M</b> SS			
·	<⊐Delete "A".	GRO <b>S</b> S			

Advanced Operations

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## Printing read/reset reports

## • Daily sales read report ("X1" mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

## • Daily sales reset report ("Z1" mode)

You should print reset reports at the end of the business day.

### Important!

- The reset operation issues a report and also clears all sales data from the cash register's memory.
- Be sure to perform the reset operations at the end of each business day. Otherwise, you will not be able to distinguish between the sales data for different dates.

## To print the individual department, PLU/flat-PLU read report

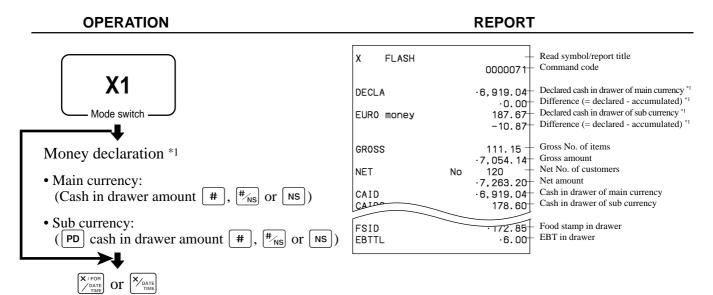
This report shows sales for specific departments or PLUs/flat-PLUs.

**OPERATION** REPORT 03-06-2000(SAT) 19:00 Mode/date/time × Clerk/Mc No./consecutive No. C01 000532 X1 MC#01 Read symbol/report title х INDIVIDUAL Mode switch Department Name/No. of items DEPT01 38 ≁т 257.53 Sales ratio/amount 8.13% Old price amount OLD PRC ·2.21-• Specifying a department Red price amount RED PRC ·4.18 •5.80+ Discount amount DISCOUNT 1, 2, 3~ PLU Name/No. of items PLU0001 17 Sales ratio/PLU amount 0.53% ·17.00 • Specifying a PLU Old price amount OLD PRC ·0.00 RED PRC ·2.18 Red price amount ·2.50 Discount amount 1 PLU ~ DISCOUNT PLU random code #000123 • Specifying a flat-PLU Total No. of items ΤL 88.61 001 002 ·516.10+ Total amount RED PRC - Red amount total ·12.18 Discount amount total DISCOUNT ·9.50-SUB TOTAI

After you finish to select items, press **SUB** to terminate.

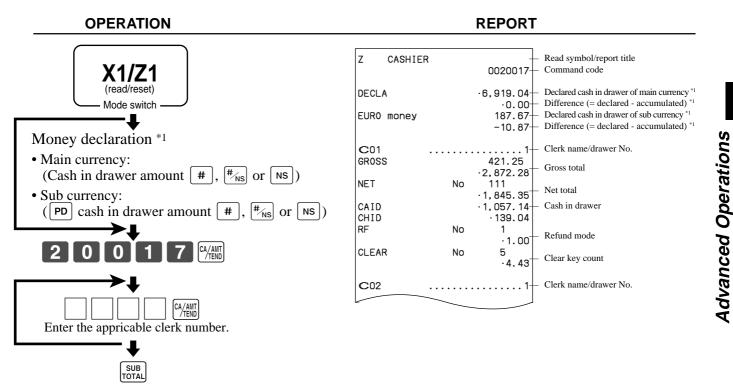
## To print the financial read report

This report shows gross sales, net sales, cash in drawer and check in drawer.



## To print the individual clerk read/reset report

This report shows individual clerk totals.



After you finish to select clerks, press [SUB] to terminate.

\*1 Money declaration:

Count how much cash is in the drawer and input this amount (up to 10 digits).

The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.

Note that if money declaration is required by programming, you cannot skip this procedure.

## TE-3000S User's Manual

## To print the daily sales read/reset report

This report shows sales except for PLUs.

OPERATION				REPORT
X1/Z1 (read/reset) Mode switch				
Money declaration *1				
• Main currency:				
(Cash in drawer amount $\texttt{#}$ , $\texttt{#}_{NS}$	or NS)			
• Sub currency: (PD cash in drawer amount #,	# <sub>NS</sub> or NS)	)		
	Z BATCH	01		<ul> <li>Report title</li> </ul>
	Z FIX		0001- 0001011-	<ul> <li>Fixed total report title/reset counter *4</li> <li>Report code</li> </ul>
	DECLA		·6,919.04	<ul> <li>Declared cash in drawer of main currency <sup>*1</sup></li> <li>Difference (= declared - accumulated) <sup>*1</sup></li> </ul>
	EUR0 money		187.67	<ul> <li>Declared cash in drawer of sub currency *1</li> <li>Difference (= declared - accumulated) *1</li> </ul>
	GROSS		981.25 ·6,574.40	– Gross total *3
	NET	No	111 ·7,057.14	– Net total * <sup>3</sup>
	CAID		·6,919.04	- Cash in drawer *3
	CHID CKID		·139.04 ·859.85	<ul> <li>Charge in drawer *3</li> <li>Check in drawer *3</li> </ul>
	CRID(1)		·709.85	- Credit in drawer *3
	RF	No	3	– Refund mode *3
	CUST	СТ	· 10. 22 111 -	– Customer number *3
	AVRG DC			<ul> <li>Average sales per customer *3</li> <li>Discount total *3</li> </ul>
	REF		·2.42	<ul> <li>Refund key *3</li> </ul>
	CLEAR ROUND	No	85 - ·0.00-	<ul> <li>Clear key count *3</li> <li>Rounding total *3</li> </ul>
	CANCEL	No	2 · 12. 97	- Cancellation *3
	TA1			- Taxable 1 amount *3
	TX1 TA2			<ul> <li>Tax 1 amount *3</li> <li>Taxable 2 amount *3</li> </ul>
	TX2			- Tax 2 amount *3
	GT1		0125478.96	- Grand total $1^{*3}$
	GT2 GT3			<ul> <li>Grand total 2 *3</li> <li>Grand total 3 *3</li> </ul>

Z TRANS		0001 0001012	
CASH	No	362 ·1,638.04	- Function key count/amount *2
CHARGE	No	56 • 1. 174. 85	
RC	No	4 •810.00	
PD	No	5 •520.00	
CORR	No	14	
VLD	No	·39.55 19	
RCT NS	No No	3 5	
Z DEPT		0001- 0001- 0001015	<ul> <li>Department report title/reset counter</li> <li>Report code</li> </ul>
DEPT01 8.13% OLD PRC		·257.53	<ul> <li>Department name/No. of items *2</li> <li>Sales ratio/amount *2</li> <li>Old price amount *2</li> </ul>
RED PRC DISCOUNT DEPT02		· 4. 18- · 5. 80- 183	<ul> <li>Red price amount *2</li> <li>Discount amount *2</li> </ul>
		·1,362.20	
RED PRC DISCOUNT		· 17. 22	
TL		88.61-  -1.916.10	– Total No. of items – Total amount
RED PRC DISCOUNT		· 12. 18 · 12. 18 · 9. 50	<ul><li>Red amount total</li><li>Discount amount total</li></ul>
Z CASHIER		0001+ 0001017+	<ul> <li>Clerk report title/reset counter</li> <li>Report code</li> </ul>
C01 GR0SS			- Clerk name/drawer No.
NET	No	·2,872.28 111	- Gross total
CAID		·1,845.35 ·1,057.14	<ul><li>Net total</li><li>Cash in drawer</li></ul>
CHID RF	No	· 139. 04 1	- Refund mode
CLEAR	No	·1.00 5	- Clear key count
		· 4. 43	- Clerk name/drawer No.
C02		1	- Clork Halle/Urawel INU.

\*1 Money declaration:

Count how much cash is in the drawer and input this amount (up to 10 digits). The cash register will automatically compare the input with the cash in drawer in the memory and print the difference between these two amounts.

Note that if money declaration is required by programming, you cannot skip this procedure.

- <sup>\*2</sup> Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.
- <sup>\*3</sup> These items can be skipped by programming.
- <sup>\*4</sup> The "**\***" symbol is printed on the reset report, memory overflow occurred in the counter/totalizer.

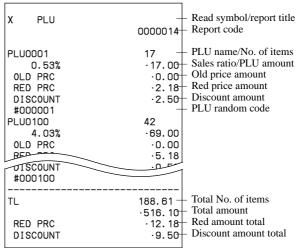
### TE-3000S User's Manual

## To print the PLU/flat-PLU read/reset report

This report shows sales for PLUs.

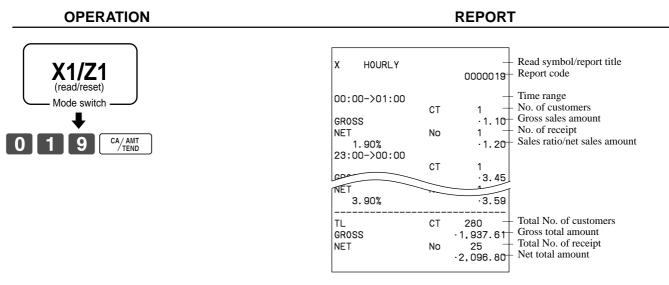
#### **OPERATION** х PLU X1/Z1 (read/reset) PLU0001 Mode switch 0.53% OLD PRC RED PRC DISCOUNT #000001 PLU0100 4.03% OLD PRC BED DISCOUNT

### REPORT



## To print the hourly sales read/reset report

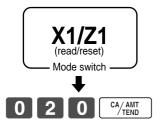
This report shows hourly breakdowns of sales.



## To print the monthly sales read/reset report

This report shows monthly breakdowns of sales.

#### **OPERATION**



X MONTHLY	- Read symbol
	0000020 Report code
1	— Date of a m
GROSS	1236. 76 + Gross symb
	· 12, 202. 57+ Gross sales
NET	No 214 $+$ Net symbol
	• 12, 202. 57 Net sales ar
GROSS	2132
011000	14, 187, 57
NET	No 205
	·13,398.76
	Total symbol
TL GROSS	9746. 63 - Gross symb
66035	· 161, 022, 49 Gross sales
	$\cdot$ 16.52 Average date
NET	No $2351$ + Net symbol
	· 161, 022. 49 Net sales ar
	·68.49 Average da

REPORT

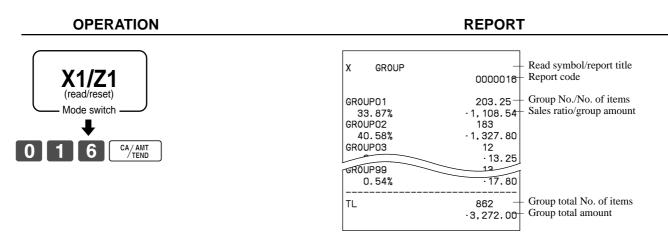
ol/report title

onth ol/No. of items amount No. of customers nount

ol/No. of items amount ly gross sales No. of customers nount ly net sales

## To print the group read/reset report

This report shows PLU/subdepartment/department group totals.



## • Periodic sales read report ("X2" mode)

You can print read reports at any time during the business day without affecting the data stored in the cash register's memory.

## • Periodic sales reset report ("Z2" mode)

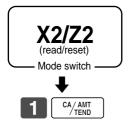
You should print reset reports at the end of the business day.

## To print the periodic 1/2 sales read/reset reports

These reports show sales breakdowns of sales by any two kinds of period you want.

#### OPERATION

#### REPORT



ZZ1 BATCH 02			- Report title
ZZ1 FIX		0001 0001111	<ul><li>Fixed total report title/reset counter</li><li>Report code</li></ul>
GROSS		981.25 ·6,574.40	- Gross total *2
NET	No	111 ·7,057.14	- Net total <sup>*2</sup> - Cash in drawer <sup>*2</sup> - Charge in drawer <sup>*2</sup> - Check in drawer <sup>*2</sup> Credit in drawer <sup>*2</sup>
CAID		·6,919.04	- Cash in drawer *2
CHID		·139.04	<ul> <li>Charge in drawer <sup>*2</sup></li> </ul>
CKID		·859.85	- Check in drawer *2
CRID(1)		·709.85	- Credit in drawer *2
RF	No	3	- Refund mode *2
CUST	СТ	111 -	- Customer number *2 - Average sales per customer *2 - Discount total *2 - Refund key *2
AVRG	• •	·63.57	<ul> <li>Average sales per customer *2</li> </ul>
DC		· 1. 22	- Discount total *2
REF		·2.42	<ul> <li>Refund key <sup>*2</sup></li> </ul>
CLEAR	No	85 —	<ul> <li>Clear key count *2</li> <li>Rounding total *2</li> </ul>
ROUND			
CANCEL	No	2	- Cancellation *2
		• 12.97	
TA1		·2,369.69	- Taxable 1 amount *2
TX1		·128.86	- Tax 1 amount <sup>*2</sup> - Taxable 2 amount <sup>*2</sup>
TA2		·2, 172.96	- Taxable 2 amount <sup>*2</sup> - Tax 2 amount <sup>*2</sup>
TX2		·217.33	- Tax 2 amount <sup>2</sup>
ZZ1 TRANS		0001	- Function key report title/reset counter
0.4.011	NI -		- Report code
CASH	No	362 ·1,638.04	<ul> <li>Function key count/amount *1</li> </ul>
CHARGE	No	56	-
UNANUL	NO	·1,174.85	
RC	No	4	
		-810.00	
PD	No	5	
100	_	•5.00	
CORR		·39.55	
VLD	No	19	
RCT	No	3	
NS	No	5	

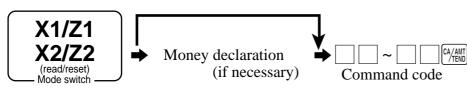
ZZ1 DEPT	0001+ Department report title/reset counter 0001115- Report code
DEPT01	$38 \rightarrow Department Name/No. of items^{*1}$
8.13%	$\cdot$ 257.53 Sales ratio/amount *1
OLD PRC	2.21 Old price amount *1
RED PRC	•4. 18 Red price amount *1
DISCOUNT	3.00
DEPT02	183
	· 1, 362.26
CU PRC	· 123.21
DISCOUNT	
TL	88.61 + Total No. of items
	$\cdot$ 1.916.10 $+$ Total amount
RED PRC	$\cdot$ 12. 18 Red amount total
DISCOUNT	9.50 Discount amount total
ZZ1 CASHIER	000 1 Clerk report title/reset counter
	0001117+ Report code
C01	1+ Clerk name/drawer No.
GROSS	421.25 Gross total
	·2, 872. 28
NET	No $111$ Net total
	•1,845.35
CAID	• 1, 057. 14 Cash in drawer
CHID	• 139.04
RF	No 1 Refund mode
	-1.00
CLEAR	No $5$ Clear key count
	·4. 43
C02	Clerk name/drawer No.
002	
-	

- <sup>\*1</sup> Zero totalled departments/functions (the amount and item numbers are both zero) are not printed.
- <sup>\*2</sup> These items can be skipped by programming.

## To print other sales read/reset reports

The following reports can be issued.

### Procedure



## Report/command code list

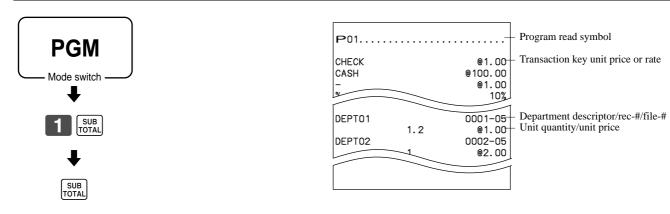
Report name	# :	<b>mmand c</b> = 0	= 1	Report name	# =	<b>nmand c</b> = 0	= 1
	Daily	Periodic 1	Periodic 2		Daily	Periodic 1	Periodic 2
Fix totalizer	11	#111	#211	Department	15	#115	#215
Transaction key	12	#112	#212	best 50 (amount order)	60015	60115	60215
Subdepartment	13	#113	#213	best 50 (quantity order)	70015	70115	70215
PLU by record number (all) *	14	#114	#214	Group	16	#116	#216
all PLU by random code *	14	#114	#214	Clerk	17	#117	#217
by group	1000014	100#114	100#214	individual	20017	2#117	2#217
by department	2000014	200#114	200#214	Hourly sales	19	#119	#219
by subdepartment	3000014	300#114	300#214	Monthly sales	20	#120	#220
individual by group	1020014	102#114	102#214	Open check	25		
individual by department	2020014	202#114	202#214	total	40025		
individual by subdepartment	3020014	302#114	302#214	Scanning PLU by range department (all)	26		
range by record number *	10014	1#114	1#214	by range group	1000026		
range by random code *	10014	1#114	1#214	by range department	2000026		
best 50 (amount order)	60014	60114	60214	by range subdepartment	3000026		
best 50 (quantity order)	70014	70114	70214	best 50 by range department	80026		
menu (1st)	81	#181	#281	inactive item by range department	90026		
menu (2nd)	82	#182	#282	Not found PLU by range department (all)	27		
menu (3rd)	83	#183	#283	Table analysis	28	#128	#228
menu (4th)	84	#184	#284	Hourly item	31	#131	#231
menu (5th)	85	#185	#285	Mix & match	61	#161	#261
menu (6th)	86	#186	#286	Financial	71		
PLU stock all PLU by record number *	64			Individual (item / transaction key)	No code		
all by random PLU code *	64			PLU reset (no report)	50014	51114	51214
by group	1000064			Scanning PLU reset (no report)	50026		
by department	2000064			Not found PLU reset (no report)	50027		
by subdepartment	3000064			Not found PLU file reset (incl. program)	80027		
individual by group	1020064			Not found PLU maintenance file reset	80082		
individual by department	2020064			* You can choose by record number / randor	n code by	program.	<b>I</b>
individual by subdepartment	3020064						
range by record number *	10064						
range by random code *	10064						

## Reading the cash register's program

## To print unit price/rate program (except PLU/scanning PLU)

## OPERATION

## REPORT

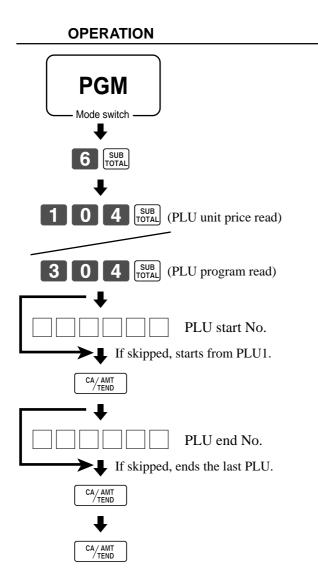


Advanced Operations

## To print key descriptor, name, message program (except PLU)

OPERATION		REPOR	Т
PGM Mode switch			
		FIX 0001-24 TRANS 0002-24 PL 0003-24	<ul> <li>Report header character</li> </ul>
SUB TOTAL		BATCH 01 0001-29 BATCH 02 0002-29 BATCH 02 0003-29 0004-20	– Batch X/Z character
P02	– Program read symbol	0001-32 YOUR RECEIPT 0002-32 YOU	– Receipt message
NET         0002-01           CAID         0003-01           CATI         0004-01           0005-01         0005-01	– Fix total character	0001-33 ***ENDORSE MESSAGE**********************************	<ul> <li>Check endorsement message</li> </ul>
CHECK         UUUT-02           CREDIT2         0002-02-           PD         0003-02           OD04         0001-03           SUBDEPT01         0001-03	<ul> <li>Transaction key character</li> <li>Subdepartment character</li> </ul>	0001-34 ***SLIP MESSAGE**********************************	– Slip/external printer message
SUBDEPT02         0002-03           SUBDEPT02         0003-03           DEPT01         0001-05           DEPT02         0002-05	<ul> <li>Department character</li> </ul>	0001-39 CHARACTER RECALL***********************************	– Recall character
DEPT         0003-05           GR0UP01         UUU1-06           GR0UP02         0002-06           GB0um         0003-06	– Group character	0RDER01 0001-65 0RDER02 0002-65 0003-65	– Order character
C01 UUU1-07 C02 0002-07 C02 0003-07 0004	Clerk character	MC#01 0001-91 MC#02 0002-91 Mo# 0003-91	— Terminal connection table character
TBL01         UUUT-18           TBL02         0002-18           TBL02         0003-18           0004-100		0001-96 AT COMMAND***********************************	- AT command
GT1 0001-20 GT2 0002-20 GT3 0003-20 · @No/ ** 0001-23		ATA ATI4	– Online password
NoCT @LB *QT 0002-23 X BUSY 0003-23	– Special character		1

# To print the PLU/flat-PLU program



P01Program read symbol	
#000001 - #999999 + Read range	
PLU0001 0001–04 Item character/rec-#/file-#	ŧ
#000001+ Random code 1.2 @1.00+ Unit quantity/unit price	
PLU0002 0002-04	
#000002	
1 @2.00	
P03 Program read symbol	
#000001 - #999999 - Read range	
PLU0001 0001-04 Item character/rec-#/file-#	ŧ
00000000000000 Batch program 01 ~ 1066	, 18 ~ 1966
11–66 000000 Batch program 1166	
12-66 #000001+ Batch program 1266	
13-66         <-         0001-28+         Batch program 1366           14-66         0+         Batch program 1466	
15–66 @1234.56+ Batch program 1566	
16-66 000000 Batch program 1666	
17–66 00– Batch program 1766	
PLU0002 0002-04	
000000000000000000000000000000000000000	
11-66 000000	

REPORT

Advanced Operations

This section describes what to do when you have problems with operation.

# When an error occurs

Errors are indicated by an error codes. When this happens, you can usually find out what the problem is as illustrated below.

Press **C** and check the appropriate section of this manual for the operation you want to perform.

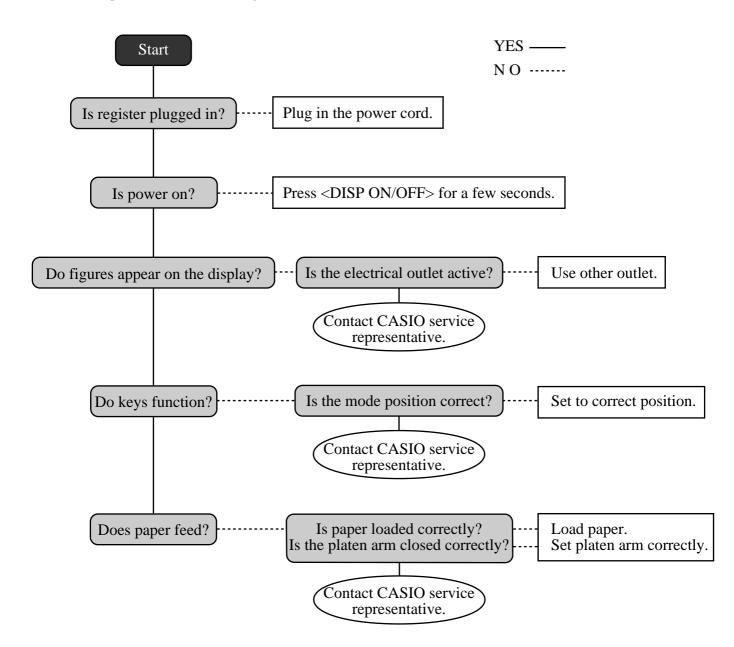
Error code	Message	Meaning	Action		
E001	Wrong mode	Mode switch position changed before finalization.	Return the mode switch to its original setting and finalize the operation.		
E003	Wrong operator	Clerk button pressed before finalization of a registration being	Press the original clerk button and finalize the transaction		
		performed under another clerk button.	before pressing another clerk button.		
		The signed on clerk differs from the clerk performed the	Input correct check number or assign the proper clerk		
		tracking check registration.	number.		
	Error INIT/FC	Initialization or unit lock clear operation in progress.	Complete operation.		
E005	Insufficient memory	Memory allocation exceeds total memory capacity.	Reallocate memory or expand memory (if possible).		
E008	Please sign on	Registration without entering a clerk number.	Enter a clerk number.		
	Enter password	Operation without entering the password.	Enter password.		
	Close the drawer	The drawer is left open longer than the program time (drawer open alarm).	Close the drawer.		
	Close the drawer	Attempt to register while the cash drawer is open.	Shut the cash drawer.		
E015	Check R/J printer	Printer error			
E016	Change back to	Two consecutive transactions attempted in the refund mode.	Switch to another mode and then back to the RF mode for the		
	REG mode		next transaction.		
E017	Enter CHK/TBL number	Attempt made to register an item without inputting a check number.	Input a check number.		
E018	Enter Table number	Attempt made to register an item without inputting a table number.	Input a table number.		
E019	Enter number of customers	Finalize operation attempted without entering the number of customer.	Enter the number of customer.		
E021	No Dept Link	No department linked PLU is registered.	Correct the program.		
	Stock shortage	Actual stock quantity becomes less than the minimum stock	Perform stock maintenance.		
	acock anor tage	quantity.	i chomi stock mantenalec.		
E024	No stock	Actual stock quantity becomes/is negative.	Perform stock maintenance.		
E025	Illegal scale	Scale read error/perform non-scale registration to scalable	Retry registration/register to a proper department or PLU.		
	read or entry	item.			
E026	Enter condiment/	No condiment/preparation PLU is registered.	Register condiment/preparation PLU.		
5000	preparation PLU	<b>x</b>			
	In the tender operation	Item registration is prohibited, while partial tender.	Finalize the transaction.		
	Press RATE TAX key	Finalization of a transaction attempted without registering rate-tax.	Register <rate tax="">.</rate>		
E031	Press ST key	Finalization of a transaction attempted without confirming the subtotal.	Press <subtotal>.</subtotal>		
E032	Press FSST key	Finalization of a transaction attempted without confirming of the food stamp subtotal.	Press <fs st="">.</fs>		
E033	Enter tendered	Finalize operation attempted without entering amount tender.	Enter the amount tendered.		
E025	amount Change amount	Change amount exceeds preset limit.	Input amount tendered again		
	exceeds limit		Input amount tendered again.		
E036	Remove money from the drawer	Contents of the drawer exceed programmed limit.	Perform pick up operation.		
E037	Digit or amount limitation over	High amount lock out/low digit lock out error	Enter correct amount.		
E038	Perform money	Read/reset operation without declaring cash in drawer.	Perform money declaration.		
	declaration	This error appears only when this function is activated.	-		
E040	Issue guest receipt	Attempt to register a new transaction without issuing a guest receipt.	Issue a guest receipt.		
E041		Attempt to register a new transaction without validation.	Perform validation operation.		
		Validation paper (slip printer) has run out.	Insert new validation paper.		
	and retry		* *		
E044	Print cheque	Attempt to register a new transaction without printing check.	Perform check print.		
E045	Print Check	Attempt to register a new transaction without printing check	Perform check endorsement.		
	Endorsement	endorsement.			

Error code	Message	Meaning	Action		
E046	REG buffer full	Registration buffer full.	Finalize the transaction.		
		Separate check buffer full.	Allocate sufficient separate check buffer.		
E047	Print bill	Attempt to register a new transaction without printing slip.	Perform slip printing operation.		
	Insert slip	No paper is inserted or paper is out in the slip printer.	Insert new slip paper.		
	paper and retry				
E049	CHECK memory full	Check tracking index memory full.	Finalize and close the check number currently used.		
E050	DETAIL memory full	Check tracking detail memory full.	Finalize and close the check number currently used.		
E051			Finalize and close the check that is currently under the		
	occupied	using a number that is already used for an existing check in	number that you want to use or use a different check number.		
		check tracking memory.			
	CHK/TBL No. is	Attempt made to use <old check=""> reopen a new check using</old>	Use the correct check number (if you want to reopen a check		
	not opened	a number that is not used for an existing check in check	that already exists in check tracking memory) or use <new< td=""></new<>		
		tracking memory.	Check> to open a new check.		
	Out of CHK/TBL	Check number range over.	Enter correct number.		
	No. range In the SEP CHK	Normal registration is prohibited during separate check	Transinate consulta charle consultion		
	operation	operation.	Terminate separate check operation.		
	Press EAT-IN or	Attempt to finalize a transaction without specifying <eat-< td=""><td>Press <eat-in> or <take-out>.</take-out></eat-in></td></eat-<>	Press <eat-in> or <take-out>.</take-out></eat-in>		
	TAKE-OUT key	IN> or <take-out>.</take-out>	TIESS CEAT-IN/ OI CIARE-OUT/.		
	Printer offline	External printer offline			
	Printer error	External printer went down.			
	Printer paper	External printer paper end	Replace new paper.		
	end				
E063	Printer busy	External printer is now printing.			
E064	Print buffer	Printing buffer full			
_	full				
	Print from the beginning of the	Attempt to print the last separated transaction on slip.	Print from the beginning of the transaction		
	transaction				
	Negative balance	Attempt to finalize a transaction when balance is less than or	Register item(s) until the balance becomes positive amount.		
	cannot be	equal to zero.	register rem(s) until the bulance becomes positive unbulk.		
	finalized	1			
E085	Data exist in	Data exists in the consolidation file.	Clear the data.		
	consolidation				
	file				
	Check NFP items	Disable to read/reset or consolidate the not found PLU item.			
	Operate at the	Prohibit master operation.	Perform it at master terminal.		
	master terminal				
E101	PLU maintenance	Scanning PLU direct maintenance/batch maintenance file becomes full.	Terminate the maintenance.		
	file full. Press	becomes run.			
E105	<#2> to exit PLU file full	Scanning PLU/not found PLU file full			
E105	Item exists in	The designated item has already existed in the scanning PLU	Modify the designated item.		
	the PLU FILE	file.			
E121	Inline startup	Network startup error.			
E120	error Negative balance	Attempt to register <-> or <cpn> when the balance becomes</cpn>	Enter proper minus/coupon amount.		
E139	is not allowed	negative.	Enter proper minus/coupon amount.		
E140	Wrong menu	This sheet holder is prohibited by PGM.	Set correct sheet holder.		
	Arrangement file	Arrangement file is full.	Set the arrangement properly.		
L 140	full	·	set the unungement property.		
F200	Insert CF card	No CF card is set.	Set CF card.		
E203	Insufficient	Insufficient memory in the CF card.	Use a vacant (formatted) CF card.		
	memory	*			
	File already	Can not write, because designated file has already been in the	Check the operation and retry.		
E205	THE direday				

### TE-3000S User's Manual

# When the register does not operate at all

Perform the following check whenever the cash register enter an error condition as soon as you switch it on. The results of this check are required by service personnel, so be sure to perform this check before you contact a CASIO representative for servicing.



# Clearing a machine lock up

If you make a mistake in operation, the cash register may lock up to avoid damage to programs and preset data. Should it happens, you can use the following procedure to clear the lock up without losing any data.

- 1 Power off the register.
- 2 Insert the PGM key in the mode switch.
- 3 Press down [REEP], and turn the mode switch to PGM mode.
- 4 The display shows ten Fs, then release  $\mathbb{F}_{\text{FEED}}^{\text{ECEPT}}$ .
- 5 Press  $\begin{bmatrix} SUB \\ TOTAL \end{bmatrix}$ . The display shows ten Fs and issue a receipt.

### Important!

• If the register does not show ten Fs, never press [30] and call service representative.

# In case of power failure

If the power supply to the cash register is cut by a power failure or any other reason, simply wait for power to be restored. The details of any on-going transaction as well as all sales data in memory are protected by the memory backup batteries.

- Power failure during a registration The subtotal for items registered up to the power failure is retained in memory. You will be able to continue with the registration when power is restored.
- Power failure during printing a read/reset report The data already printed before the power failure is retained in memory. You will be able to issue a report when power is restored.
- Power failure during printing of a receipt and the journal Printing will resume after power is restored. A line that was being printed when the power failure occurred is printed in full.
- Other

The power failure symbol is printed and any item that was being printed when the power failure occurred is reprinted in full.

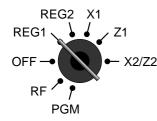
The memory protection battery is constantly charging and discharging as you switch the cash register on and off during normal operations. This causes the capacity of the battery to decrease after approximately five years of use.

### Important !

- Remember a weak battery has the potential of losing valuable transaction data.
- A label on the back of the cash register shows the normal service period of the battery installed in your cash register.
- Have the battery replaced by your dealer within the period noted on this label.

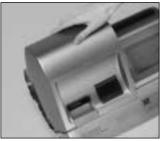
Troubleshooting

# To replace journal paper



Step 1

X2/Z2 Turn the mode switch to REG1 position.



# Step 2

Remove the printer cover. (If the cover is locked, unlock by using the printer cover key before this step.)



Step 6

Slide the printed journal from the take-up reel.



Step 3 Press FEED to feed about 20 cm of paper.

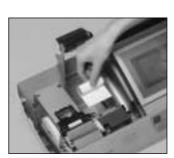


Step 7

Open the platen arm.



**Step 4** Cut the journal paper at the point where nothing is



Step 8

Remove the old paper roll from the cash register.

Step 9

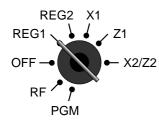
Load new paper. Go to the step 3 described on page 14 of this manual.



Step 5

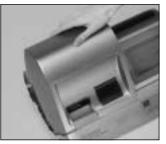
Remove the journal take-up reel from its holder.

# To replace receipt paper



# Step 1

Turn the mode switch to REG1 position.



# Step 2

Remove the printer cover. (If the cover is locked, unlock by using the printer cover key before this step.)



Step 3

Open the platen arm.



Step 4

Remove the old paper roll from the cash register.

Step 5

Load new paper. Go to the step 3 described on page 13 of this manual.



Wetproof cover: Memory chip: Hand held scanner: Inline board :

WT-77 RK-3 r: HHS-15 I/O-PB17 (Except for the U.S. and Canada) Slip printer: Cable: Power Supply: External printer: Cable: Power supply: SP-1300 PRT-CB-8C 31AD-U or 31AD-E UP-350, UP-250 PRT-CB-8A or PRT-CB-8B PS-180 and AC-170

Consult with your CASIO dealer for details.

#### TE-3000S User's Manual

User Maintenance and Options

# **Specifications**

Input method					
Entry:	10-key system, buffer memory 8 keys (2-key roll over)				
Department:	Full key system				
Display					
Main:	Amount 10 digits (zero suppression); No. of repeats, total, change, receipt on/off, transaction indicator Descriptor 16 digits × 2 lines; item descriptor, No. of items, mode, clerk name				
Customer:	Amount 10 digits (zero suppression): total, change indicator				
Printer					
Receipt:	Thermal alpha-numeric system 29 digits, receipt on/off switch (key) Store name or slogan is printed automatically				
Graphic logo:	$20 (H) \times 53 (W) mm$				
Journal:	Thermal alpha-numeric system 29 digits				
	Automatic take up roll winding				
Paper roll:	$58 (W) \times 83 (D) mm$				
Paper feed:	Separate for receipt and journal				
Print speed:	About 20 l/s				
Listing capacity					
Amount:	99999999				
Quantity:	9999.999				
Tendered amount:	999999999				
Percent:	99.99				
Tax rate:	9999.9999				
Numbers:	9999999999999999				
Chronological data					
Date print:	Automatic date printout on receipt or journal, automatic calendar				
Time print:	Automatic time printout on receipt or journal, 24-hour system/12-hour system				
Alarm					
	Key catch tone, error alarm, sentinel alarm				
Memory protection batte	ery				
	48-hour full charge protects memories for approximately 90 days.				
	Battery should be replaced every five years.				
Power supply/power con	sumption				
	See the rating plate.				
<b>Operation temperature</b>					
	$0^{\circ}C \sim 40^{\circ}C (32^{\circ}F \sim 104^{\circ}F)$				
Humidity					
-	10 ~ 90%				
Dimensions and weight					
C C	215mm (H) × 410mm (W) × 491mm (D) / 8kgwithout drawer (8 15/32" (H) × 16 5/32" (W) × 19 11/32" (D) / 17lbs. 10oz.)without drawer				

Totalizers	Contents					
Category	No. of totalizers	Amount (10 digits)	No. of items (6 integer/3 decimal)	Count (4 digits)	No. of customers (6 digits)	Periodic totalizers
Department	Up to 30	~	~			~
PLU	Up to 200	~	<ul> <li>✓</li> </ul>			
Clerk	15	~	~	<b>v</b>	<ul> <li>✓</li> </ul>	~
Hourly sales	24	~			<ul> <li>✓</li> </ul>	
Monthly sales	31	~	<ul> <li>✓</li> </ul>		<ul> <li>✓</li> </ul>	
Transaction	Variable with program			~		
Non ressettable grand total	3	✔ (16 digits)				
Reset counter	12/15			<b>v</b>		
Consecutive No.	1			🖌 (6 digits)		

\* Specifications and design are subject to change without notice.

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