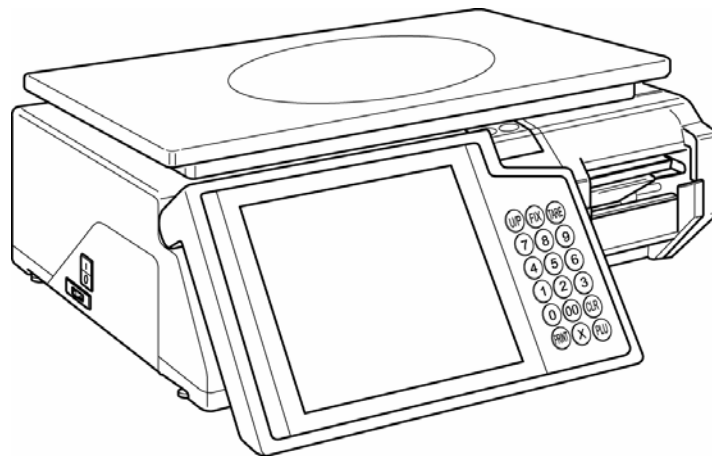




## Automatic Scale Register

# SR-2000 $\alpha$

## USER'S MANUAL



### CAUTION

#### READ AND UNDERSTAND THIS MANUAL

- Thoroughly read and understand this manual before installing, operating, inspecting, and servicing the machine.
- Keep this manual in a safe place where you can refer to it whenever necessary.
- Consult your ISHIDA representative if you have any questions or comments.

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This manual is protected by copyright and is intended solely for use in conjunction with the machine.

Please notify us before copying or reproducing this manual in any manner, for any other purpose.

# SAFETY PRECAUTIONS

## Important Notice

Those who handle the machine must be aware of the hazards involved. These dangers may not be obvious, so it is imperative to follow the instructions detailed in this manual when installing, operating, inspecting, or servicing the machine. Therefore, we recommend that you thoroughly read and understand this manual before installing, operating, inspecting, or servicing the machine. ISHIDA is not liable for any damage, loss or injury that results from incorrect operation, insufficient caution, unauthorized modifications to the machine, or failure to follow the instructions contained in this manual.

In the recent weighing industry, the latent hazards involved with handling the machine have increased due to new materials, new processing methods, and higher processing speeds, and it is impossible to predict all of the possible dangers.

Likewise, there are far too many operations which cannot or should not be performed to fully describe all of them in the manual. Please assume that any operation not specifically described in this manual should never be performed.

Safety countermeasures should be carefully considered and implemented before performing any installation, operation, inspection, or maintenance procedure not specifically described in this manual or indicated on the machine itself.

## Change in Specifications

Machine specifications and accessories may be changed at any time due to improvements or other reasons. Consult with your ISHIDA representative at any time to confirm the actual specifications of the purchased machine.

## Errors and Omissions

The information in this manual has been carefully checked and is believed to be accurate; however, no responsibility is assumed for clerical, typographical or proofreading errors, or omissions.

## Limitations of Liability

ISHIDA assumes no responsibility for special, indirect, or consequential damages, loss of profits or commercial loss in any way connected with the machine, whether such claim is based on contract, warranty, negligence, or strict liability.

ISHIDA shall assume responsibility for problems with the machine or the system based on an individual maintenance contract. However, ISHIDA shall not be responsible for secondary problems.

ISHIDA assumes no responsibility for the user's programming of this machine, or any consequence thereof.



In no event shall ISHIDA be responsible for warranty, repair, or other claims regarding the machine unless ISHIDA's analysis confirms that the machines were properly handled, stored, installed, and maintained and not subject to contamination, abuse, misuse, or inappropriate modification or repair.

- Tornado and Compact-VJE are used in this machine.
- Tornado is a trademark of Wind River Systems, Inc.
- Compact-VJE is a trademark of VACS Corporation.

## Meanings of Signal Words

This machine is manufactured for use according to proper procedures by a qualified person and only for the purposes described in this manual. The following conventions are used to indicate and classify precautions depending on the level of danger, or seriousness of potential injury. Always heed the information provided in this manual. Failure to heed precautions can result in personal injury or property damage.

The following signal words are used in this manual.

 <b>WARNING</b>	Indicates a potentially hazardous situation which, if not avoided, will result in minor or moderate injury, or may result in serious injury or death. Additionally, there may be significant property damage
 <b>CAUTION</b>	Indicates a potentially hazardous situation where, if not avoided, may result in minor or moderate injury or in property damage.

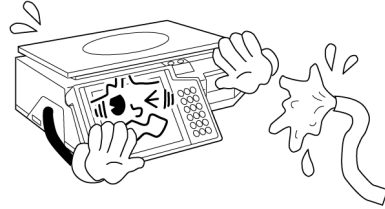


## Precautions for Safe Use

### WARNING

- **Do not allow the machine, terminals, etc. to come in contact with water.**

Doing so may result in fire or cause the machine to break down.



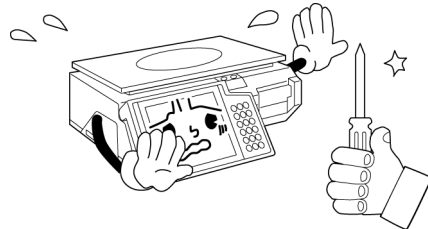
- **Do not give a strong shock to the machine as it is a precision machine.**

Doing so may cause the machine to break down.



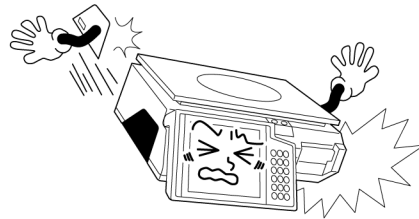
- **Do not disassemble, modify, or attempt to repair the machine.**

Doing so may damage the original safety functions.



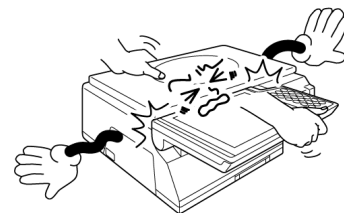
- **Do not hold the cover when carrying the machine.**

Dropping the machine may result in injury or cause the machine to break down.



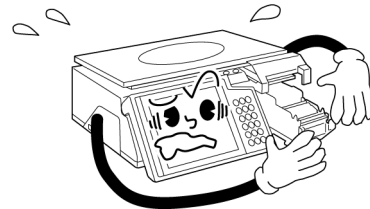
- **Do not hold the operation panel when carrying the machine.**

Doing so may cause the operation panel to break down.



- **Do not drop the cassette.**

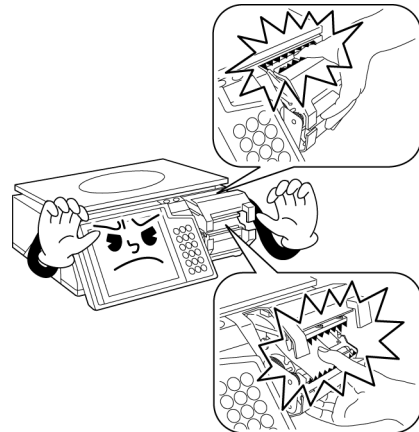
Dropping the cassette may result in injury or cause the cassette to break down.



 **WARNING**

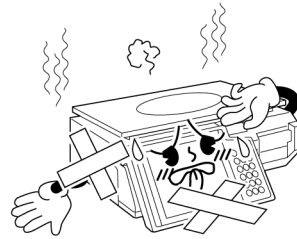
- **Handle with care when removing or inserting the cassette.**

Careless cassette handling may result in injury or cause the cassette to break down.



- **Do not block off the ventilation opening.**

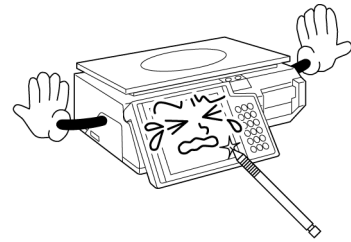
Doing so may result in fire or cause the machine to break down.



**CAUTION**

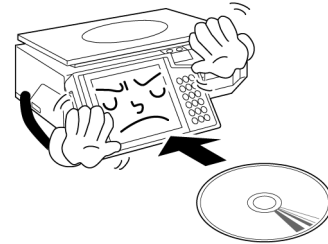
- **Do not press the touch panel with an edged thing.**

Doing so may scratch the panel and cause the machine to break down.



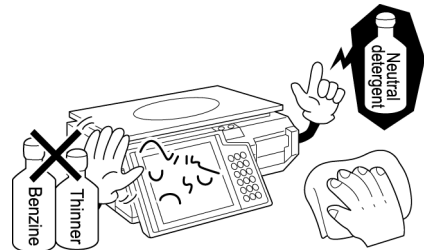
- **Do not install any other application.**

Doing so may cause the machine to break down.



- **Use a soft cloth or the neutral detergent when cleaning this machine. Do not use thinner, benzene, etc.**

Doing so may deform the machine or cause it to break down.



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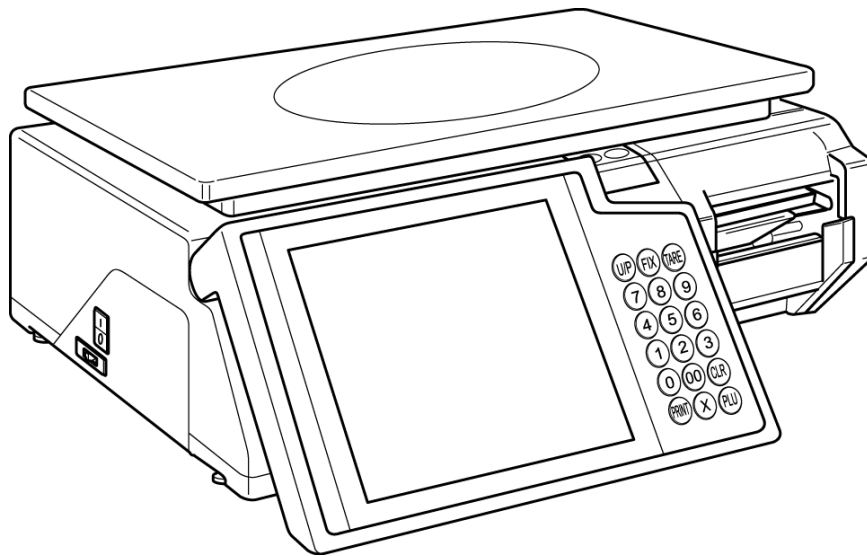
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# Chapter 1

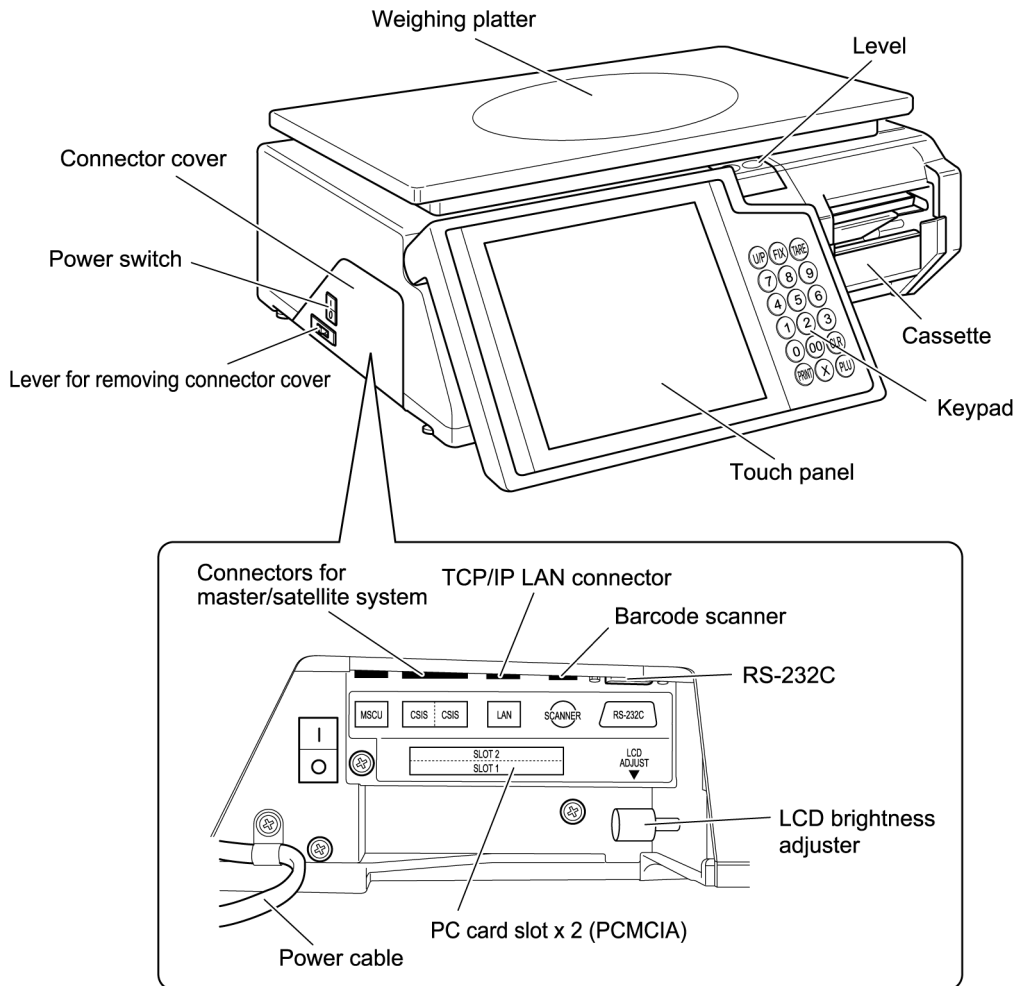
# BEFORE USING THE MACHINE



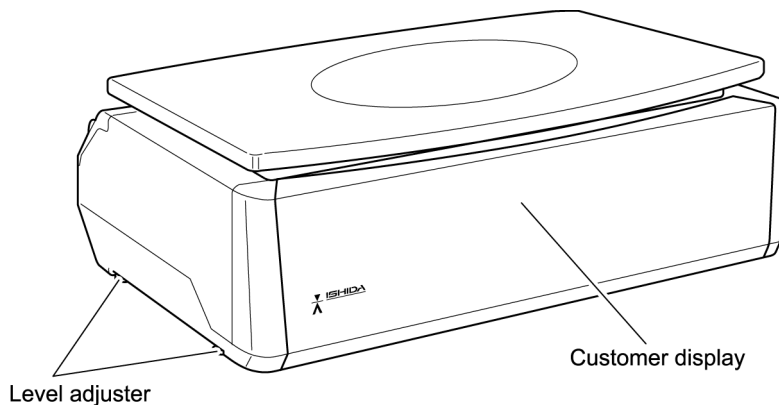
# 1.1 PART NAMES AND FUNCTIONS

This section explains the name of each part and the function of this machine. As this manual uses the following names to give further explanation, remember the part names described here, and read the following pages.

## Front View

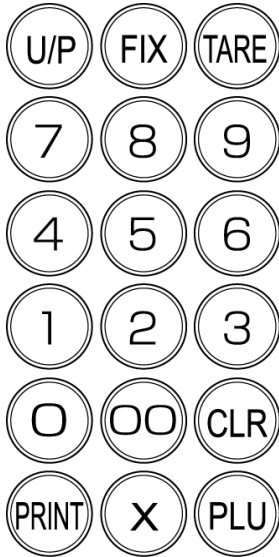


## Rear View





## Keypad




---

**U/P** Used to change a unit price. Also used to change a fixed price product to a unit price product.

---

**FIX** Used to change a fixed price. Also used to change a unit price product to a fixed price product.

---

**TARE** Used to subtract a tare weight.

---

**PRINT** Used to issue a label.

---

**×** Used to multiply a unit price of the fixed price product.

---

**PLU** Used to call a registered product data.

---

**CLR** Used to delete an entered numerical value. Also used to release an error condition.

---

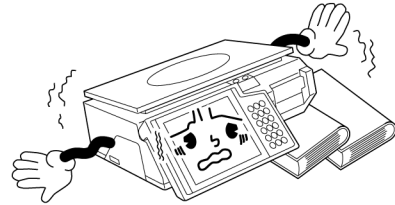
## 1.2 MACHINE INSTALLATION

### Precautions for Installation

#### **WARNING**

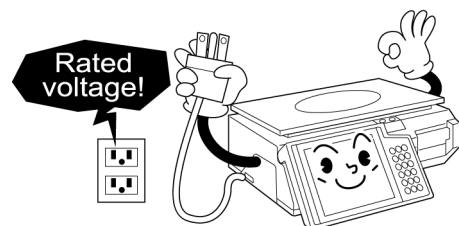
- **Install the machine horizontally to use.**

Accurate measurements cannot be performed if it is not installed horizontally.



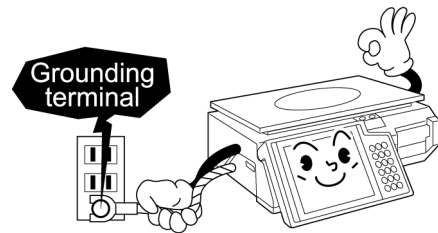
- **Do not connect the machine power input with an AC power supply exceeding the rated voltage.**

Doing so may cause the machine to break down and/or may result in danger such as electric shock.



- **Connect the grounding wire to protect against electric shock.**

Make sure to connect the attached grounding wire to the grounding terminal.



#### **CAUTION**

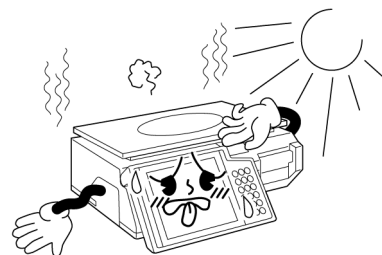
- **Do not install the machine near a TV set or radio.**

Doing so may cause static to the TV set and/or radio as this machine emits weak electric wave.



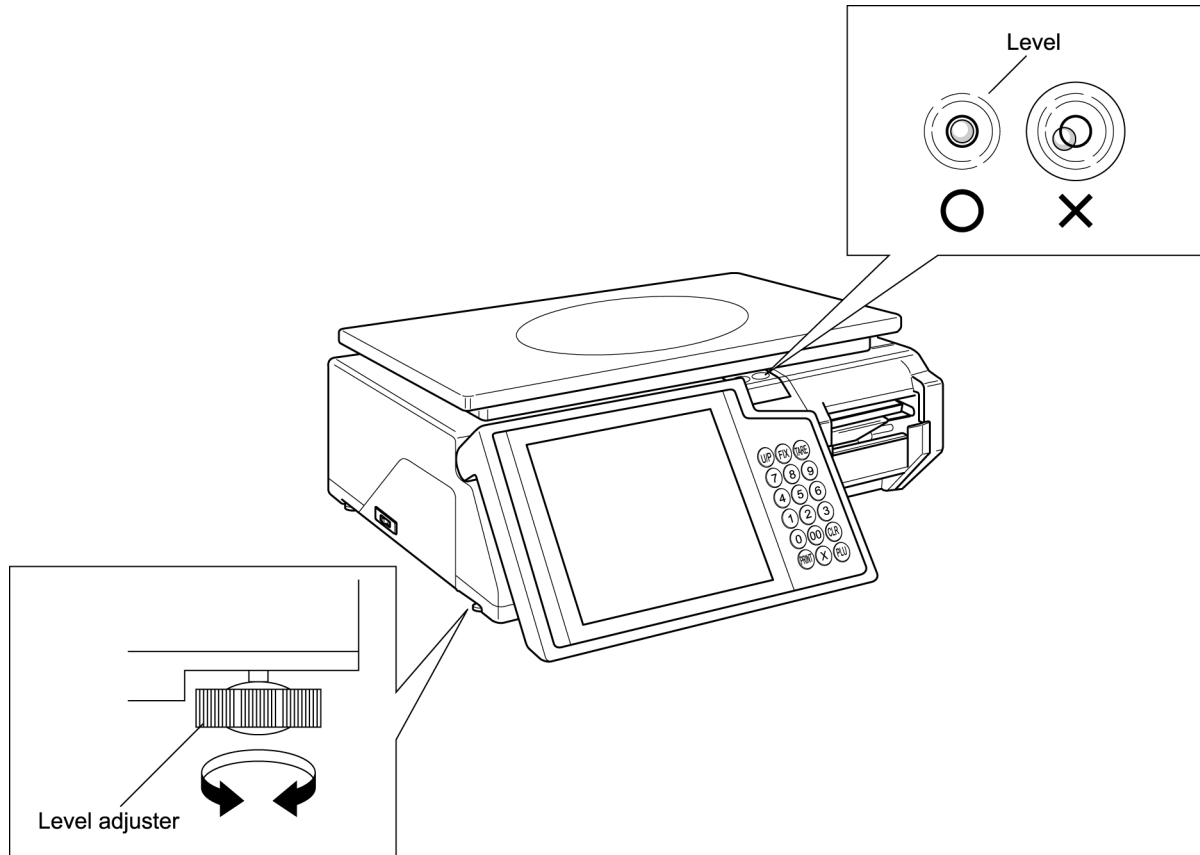
- **Do not use this machine in location that receives direct sunlight for a long time.**

Doing so may cause the machine to break down.



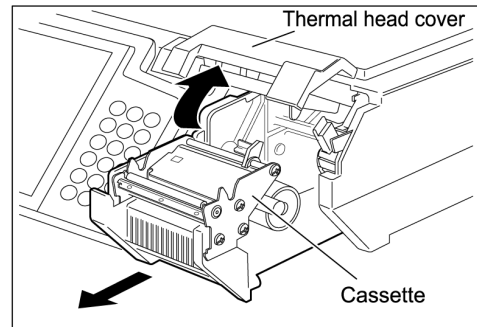
## Level Adjustment

Be sure to turn off the power switch before placing the machine on a stable platform, and adjust the machine inclination by turning the four level adjusters so that the level bubble is located at the center of the window.



## 1.3 LABEL ROLL INSTALLATION

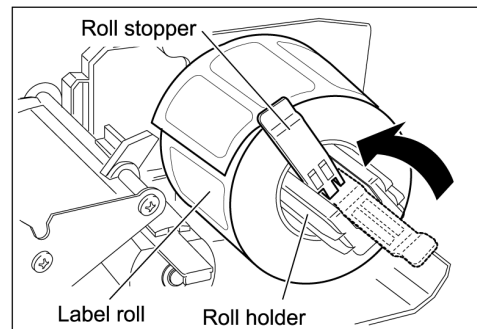
1. Raise the Thermal Head Cover, and pull the Cassette to draw out of the main body.



### WARNING

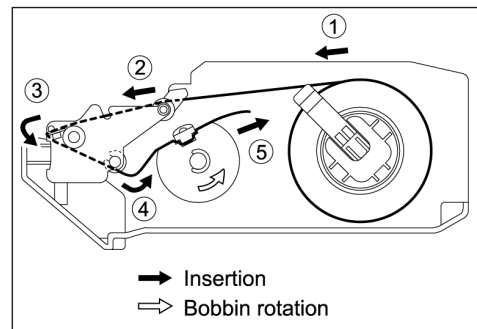
Confirm that the label roll can turn gently with the space from 0.5 to 2mm between the roll and the Roll Stopper.

2. Load a new label roll around the Roll Holder and raise the Roll Stopper to fix the roll position.

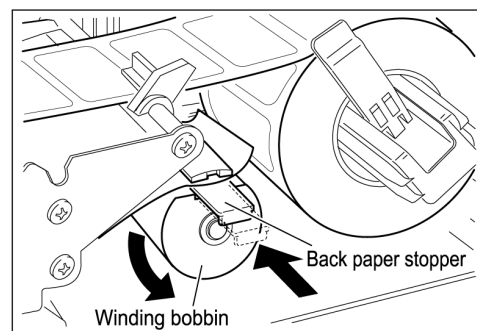


For smoother passing, fold the paper end a little.

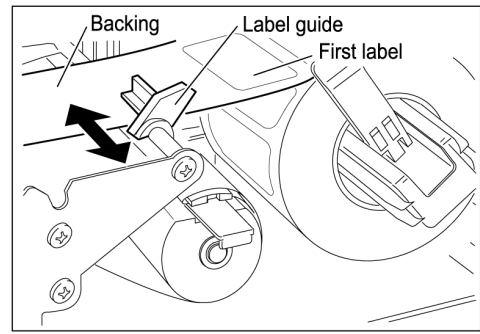
3. Pass the roll paper ① through ②, ③, ④, and ⑤ as shown in the figure.



4. Fix the paper end with the backing paper stopper, and gently turn the Winding Bobbin counterclockwise until the label becomes tight.



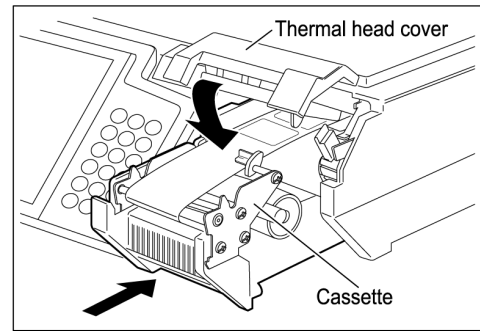
- 5.** Slide the Label Guide to fit the paper width.



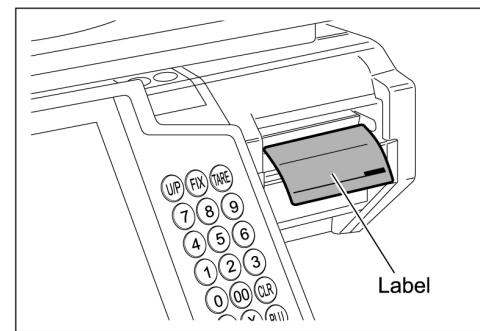
**CAUTION**

Push the Cassette slowly so as not to get your fingers caught between the Cassette and the main body.

- 6.** Push the Cassette straight into the main body to return to its original position, and lower the Thermal Head Cover.



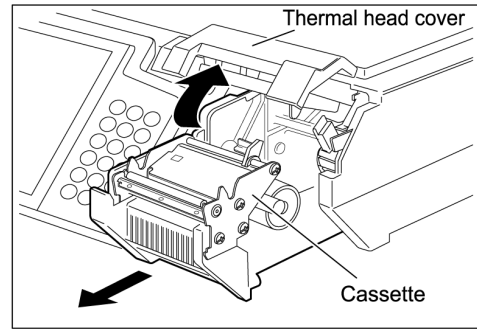
- 7.** Touch [FEED] on the screen to issue a label. At this time, confirm that the label is completely peeled off.



Confirm that the backing paper is wound up smoothly. If the backing paper is wound up diagonally, reconfirm on the label passing, label stop position with the Backing Paper Stopper, and the Label Guide width.

## 1.4 PAPER ROLL INSTALLATION

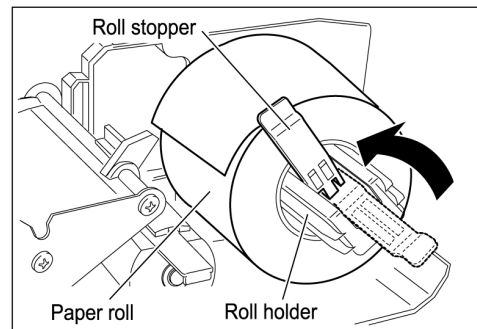
1. Raise the Thermal Head Cover, and pull the Cassette to draw out of the main body.



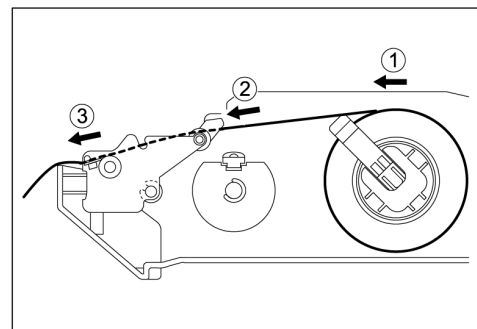
### **CAUTION**

Confirm that the paper roll can turn gently with the space from 0.5 to 2mm between the roll and the Roll Stopper.

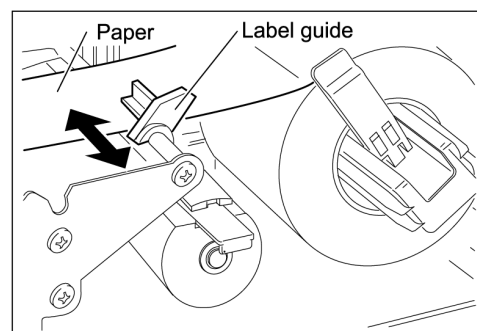
2. Load a new paper roll around the Roll Holder and raise the roll stopper to fix the roll position.



3. Pass the paper end ① through ② as shown in the figure.



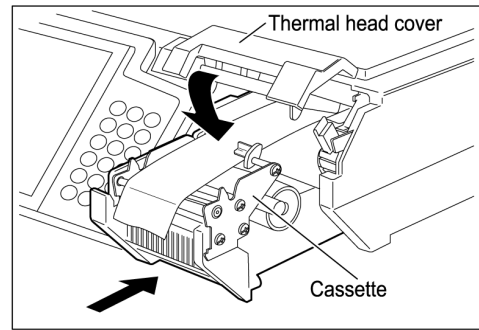
4. Slide the label guide to fit the paper width.



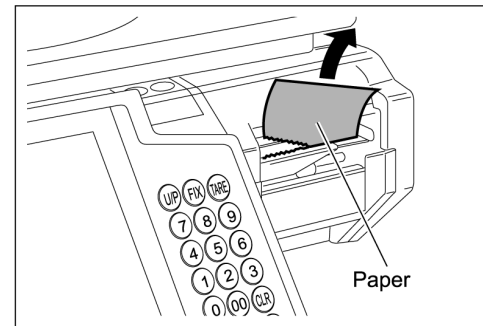
**CAUTION**

Push the Cassette slowly so as not to get your fingers caught between the Cassette and the main body.

5. Push the Cassette straight into the main body to return to its original position, and lower the Thermal Head Cover.



6. Cut the paper that comes out of the outlet.



## 1.5 CLEANING

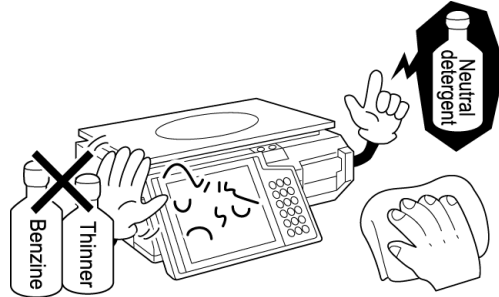
### Cautions for Using Cleaning Fluid

Use a soft cloth and a neutral detergent to clean the machine.

Do not use thinner, benzene, etc. Doing so may damage the original safety functions.

For some parts, use cleaning fluid (isopropyl alcohol).

Read the cautions below before using the cleaning fluid.



- Do not use cleaning fluid near fire as the fluid is flammable.
- Do not use cleaning fluid in a poorly ventilated area. Always provide adequate ventilation when cleaning.

Take the following actions in the event of an accident:

▼ **If the fluid gets in your eye**

- Immediately wash your eye(s) with water for at least 15 minutes, and consult your doctor.
- If you wear contact lenses, remove and wash them.

▼ **If the fluid comes into contact with your skin**

- Immediately rinse the area of contact with water, and then wash with soap.
- If you notice any skin abnormalities at the area of contact, or if any pain persists, consult your doctor.

▼ **If the fumes of the fluid are inhaled**

- Immediately move the victim to an area where fresh air is available, and have the victim lie down and keep warm.
- If breathing becomes difficult or stops, provide artificial respiration and seek medical attention immediately.

▼ **If the fluid is swallowed**

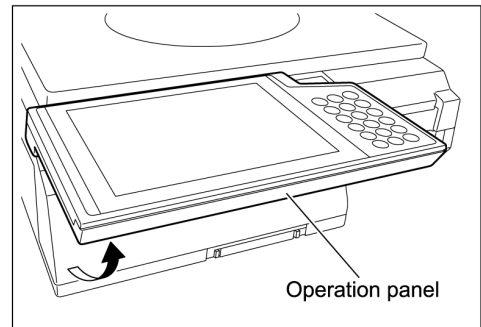
- Do not try to induce vomiting.
- Do not give the victim anything to drink, and do not rinse the mouth.
- If vomiting occurs naturally, have the victim lean forward to reduce risk of aspiration.
- Keep the victim warm and seek medical attention.



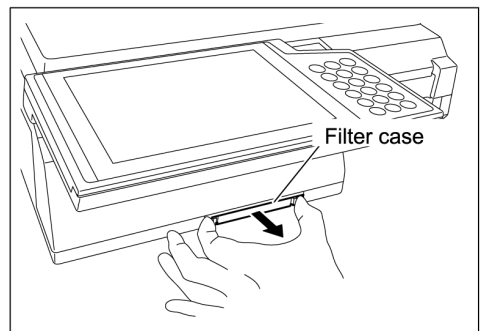
## Air Intake Filter Cleaning

Clean the air intake filter at least once a month in order to be able to use the machine in good conditions.

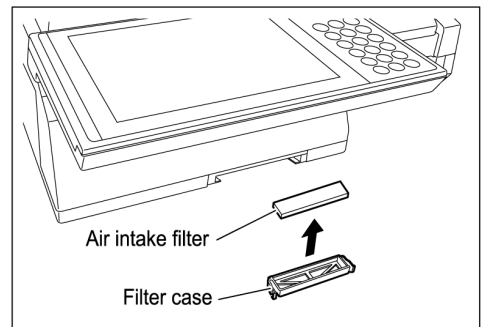
1. Raise the operation panel as shown in the figure.



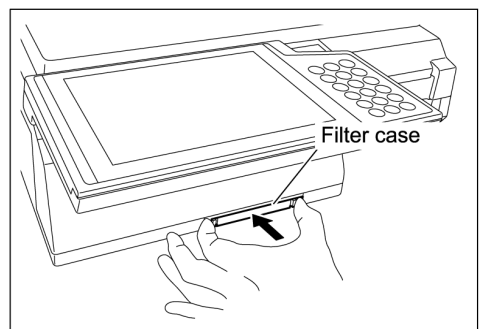
2. Hold the both end of the filter case, and pull it out.



3. Remove the air intake filter from the filter case and wash the filter.



4. Dry the filter, and return it into the filter case. Then, set it to the main body.



## Operation Panel and Main Body Cleaning

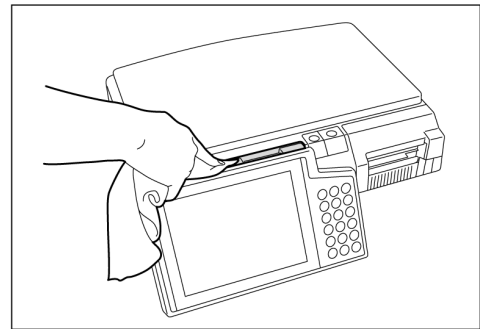
This section explains about cleaning the operation panel and narrow spaces of the main body.

Use a cloth or cotton swab for cleaning narrow spaces.

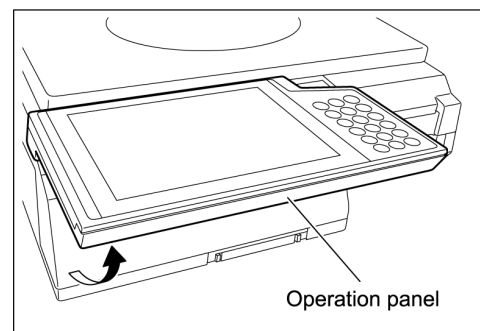
### **CAUTION**

Use a soft cloth or the neutral detergent when cleaning this machine. Do not use thinner, benzene, etc.

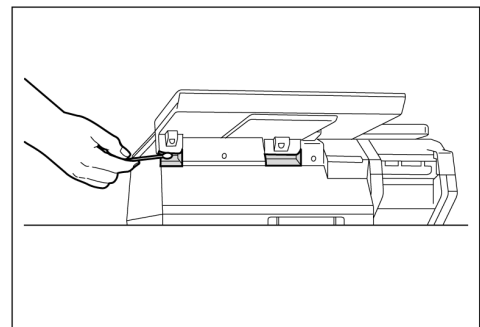
- 1.** Remove stains at the top of operation panel as shown in the figure.



- 2.** Raise the operation panel as shown in the figure.



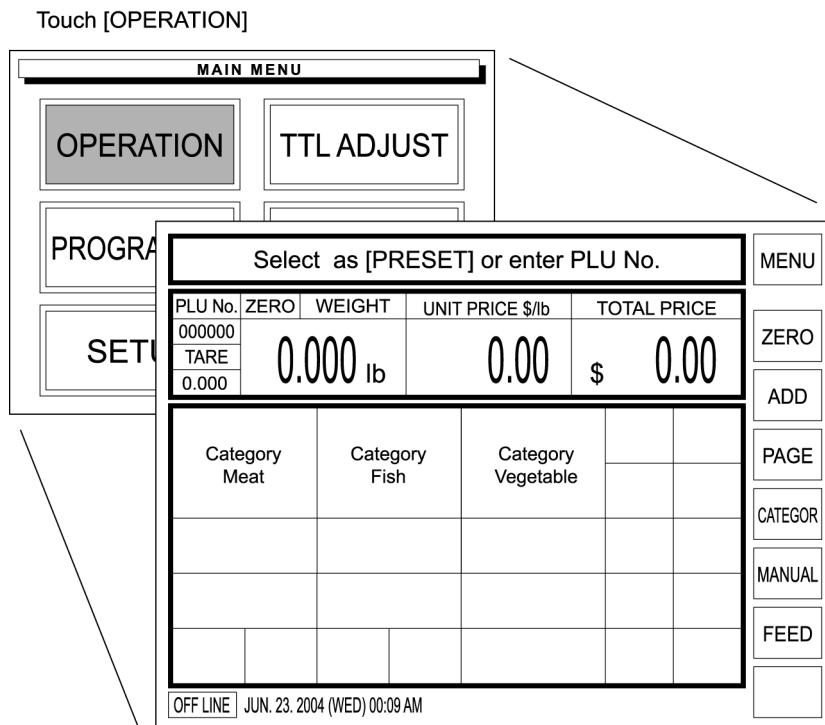
- 3.** Remove stains at the space between the operation panel and the main body as shown in the figure.



## Chapter 2

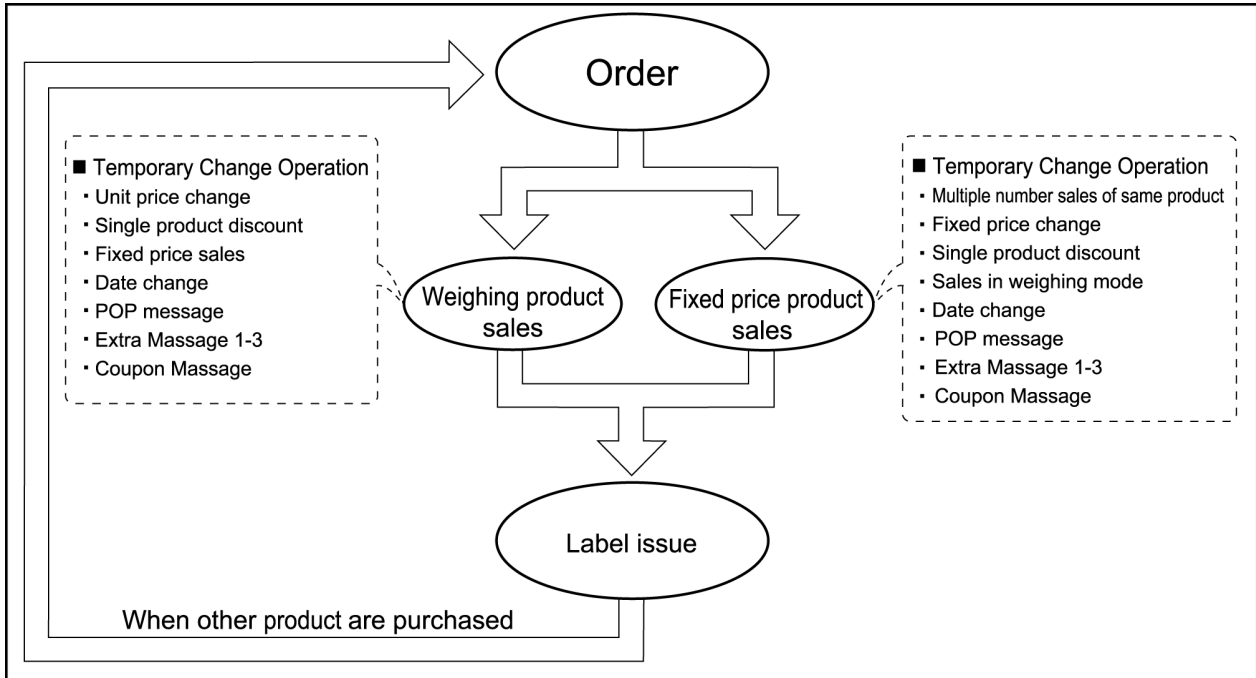
# OPERATION MODE

Operation Mode is used to perform various sales operations. The initial screen appears on the display when the machine is turned on. To access to the initial screen from the Main Menu screen, touch [OPERATION] on the Main Menu screen.



## 2.1 OPERATION FLOW

Operating procedure in the Operation Mode is shown as per below.



## 2.2 BASIC SCREENS

### Initial Screen

The diagram shows the initial screen interface with the following components and callouts:

- Text field:** A field at the top for entering a PLU number, with a callout: "Zero" is displayed when the weight display field becomes stable at 0.000 lb.
- Weight:** Displays "0.000 lb".
- Unit price per "lb":** Displays "0.00".
- Price:** Displays "\$ 0.00".
- Buttons:**
  - MENU:** To return the display to Main Menu.
  - ZERO:** To adjust the scale zero point.
  - ADD:** To select one of the following functions: [ADD]: Data is added to total. [NON PRN]: Label is not issued. [NON-ADD]: Data is not added to total. [REWRAP]: Rewrapped product.
  - PAGE:** To return the display to Main Menu.
  - CATEGORY:** To display a preset function page.
  - MANUAL:** To select automatic or manual labeling method. [MANUAL]: A label is issued by pressing/touching [PRINT] or [OPERATOR].
  - FEED:** [PREPACK]: Multiple labels are issued for pre-packed products. To feed a label to the proper printing position.
- Product category:** A grid with columns for "Meat", "Fish", and "Vegetable".
- Status bar:** Displays "OFF LINE JUN. 23. 2004 (WED) 00:09 AM".

PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000000		0.000 lb	0.00	\$ 0.00
TARE		0.000		

## PLU Select Screen



REFERENCE

PLU preset keys can be freely laid out through the preset key registration.

PLU preset keys

Select as [PRESET] or enter PLU No.				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000000		0.000 lb	0.00	\$ 0.00
TARE				
0.000				
MEAT01	MEAT02	MEAT03	MEAT	
MEAT04	MEAT05	MEAT06	MEAT07	
MEAT08	MEAT09	MEAT10	MEAT11	
MEAT12	MEAT13	MEAT14	MEAT15	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

MENU

ZERO

ADD

PAGE

CATEGOR

MANUAL

FEED

## Weighing Product Screen



REFERENCE

Function preset keys (-\$, -%, Special, POP, Total display, Void, etc.) can be freely laid out through the preset key registration.

Function preset keys

SIRLOIN STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000001		0.000 lb	3.58	\$ 0.00
TARE				
0.000				
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

MENU

ZERO

ADD

PAGE

CATEGOR

MANUAL

FEED

## Fixed Price Product Screen

SLICED SIRLOIN STEAK				
PLU No.	@ /	UNIT PRICE	PRICE	
000004			\$ 3.68	
PCS				
0				
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

MENU

ZERO

ADD

PAGE

CATEGOR

MANUAL

FEED

## 2.3 WEIGHING PRODUCT SALES

1. Confirm that the Initial screen is displayed.

When the PLU is registered in the preset key, touch the corresponding product category key.

**Example: Category Meat**

Select as [PRESET] or enter PLU No.				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000000		0.000 lb	0.00	\$ 0.00
TARE				
0.000				
Category Meat	Category Fish	Category Vegetable		

OFF LINE | JUN. 23. 2004 (WED) 00:09 AM

MENU

ZERO

ADD

PAGE

CATEGOR

MANUAL

FEED

When the PLU is not registered in the preset key, enter the desired PLU number and press the PLU key on the keypad.

**Example: PLU number "3"**



In this case, skip step 2 below.

2. When a category key has been touched in step 1 above, the PLU Select screen appears on the display.

Then, touch a desired PLU key to call.

**Example: PLU "MEAT 03"**

Select as [PRESET] or enter PLU No.				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.000 lb	12.48	\$ 0.00
TARE				
0.000				
MEAT01	MEAT02	MEAT03	MEAT	
MEAT04	MEAT05	ME	MEAT07	
MEAT08	MEAT09	N	MEAT11	
MEAT12	MEAT13	ME	MEAT15	

OFF LINE | JUN. 23. 2004 (WED) 00:09 AM

MENU

ZERO

ADD

PAGE

CATEGOR

MANUAL

FEED

3. The PLU data appears on the display.

SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.000 lb	12.48	\$ 0.00
TARE				
0.000				

MENU

ZERO

ADD

4. When a tare weight subtraction is required, perform the tare weight subtraction procedure.

SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.015 lb	12.48	\$ 0.00
TARE				
0.000				

MENU

ZERO

ADD



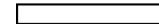
REFERENCE

See section 2.5 "Tare Weight Subtraction" for more detailed procedure.

- Place a product on the weighing platter.

Then, the total price is automatically calculated.

PRODUCT



**Example: Net weight "0.820 lb"**

SLICED FILET STEAK				MENU
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE				
0.015				

ZERO ADD



REFERENCE

See section 2.6 "Discount Operations" for more detailed procedure.

- When discounting the price (Percent discount, Amount discount, Special price), perform the discount procedure.

SLICED FILET STEAK				MENU
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 9.73
TARE				<del>10.23</del>
0.015				

ZERO ADD

**Example: \$0.50 discount**



REFERENCE

See section 2.7 "Temporary Data Change" for more detailed procedure.

- When changing the data temporarily, perform the temporary data change procedure.



REFERENCE

See section 2.8 "POP Message Print" for more detailed procedure.

- When printing a POP message on the label, perform the POP message print procedure.

- Press the PRINT key on the keypad to issue a label.



When the operator system is used, touch the [OPERATOR] preset key on the screen to issue a label.



SLICED FILET STEAK			
Use by 29.JUN.04	Packed 29.JUN.04		1
	\$/lb	12.48	
	WEIGHT(lb)	0.820	<b>PRICE(S)</b>
			<b>10.23</b>

0 200000 000004



## 2.4 FIXED PRICE PRODUCT SALES

1. Confirm that the Initial screen is displayed.

When the PLU is registered in the preset key, touch the corresponding product category key.

**Example: Category Meat**

Select as [PRESET] or enter PLU No.				MENU
PLU No. ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE	ZERO
000000	0.000 lb	0.00	\$ 0.00	ADD
TARE				PAGE
0.000				CATEGOR
Category Meat	Category Fish	Category Vegetable		MANUAL
				FEED
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

When the PLU is not registered in the preset key, enter the desired PLU number and press the PLU key on the keypad.

**Example: PLU number "4"**



In this case, skip step 2 below.

2. When a category key has been touched in step 1 above, the PLU Select screen appears on the display.

Then, touch a desired PLU key to call.

**Example: PLU "MEAT 04"**

Select as [PRESET] or enter PLU No.				MENU
PLU No. ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE	ZERO
000003	0.000 lb	12.48	\$ 0.00	ADD
TARE				PAGE
0.000				CATEGOR
MEAT01	MEAT02	MEAT03	MEAT	MANUAL
MEAT04	MEAT05	MEAT06	MEAT07	FEED
MEAT08	MEAT09	MEAT10	MEAT11	
MEAT12	MEAT13	MEAT14	MEAT15	
JUN. 23. 2004 (WED) 00:09 AM				

3. The PLU data appears on the display.

SLICED SIRLOIN STEAK				MENU
PLU No.	@ /	UNIT PRICE	PRICE	ZERO
000004	1	3.68	\$ 3.68	ADD
PCS				
1				

4. When selling more than one piece, enter the quantity and press [X] key on the keypad.

When selling only one piece, skip this step.

**Example: Quantity "3 pieces".**



SLICED SIRLOIN STEAK				MENU
PLU No.	@ /	UNIT PRICE	PRICE	ZERO
000004	3	3.68	\$ 11.04	ADD
PCS				
3				



REFERENCE

See section 2.6 “Discount Operations” for more detailed procedure.

- 5.** When discounting the price (Percent discount, Amount discount, Special price), perform the discount procedure.

SLICED SIRLOIN STEAK				MENU
PLU No.	@ /	UNIT PRICE	PRICE	ZERO
000004	3	3.68	\$ 10.54	
PCS			<del>11.04</del>	ADD
3				

**Example: \$0.50 discount**



REFERENCE

See section 2.7 “Temporary Data Change” for more detailed procedure.

- 6.** When changing the data temporarily, perform the temporary data change procedure.



REFERENCE

See section 2.8 “POP Message Print” for more detailed procedure.

- 7.** When printing a POP message on the label, perform the POP message print procedure.

- 8.** Press the PRINT key on the keypad to issue a label.



When the operator system is used, touch the [OPERATOR] preset key on the screen to issue a label.



SLICED SIRLOIN STEAK			
Use by 29.JUN.04	Packed 29.JUN.04		
	COUNT	3 pcs	1
		FIXED PRICE	3.68
0 200000 000004		<b>PRICE(\$)</b>	<b>11.04</b>

## 2.5 TARE WEIGHT SUBTRACTION

Tare weight subtraction is performed prior to weighing a product.

When the tare weight subtraction is required, select one of the following procedures to perform.

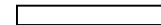
### Actual Tare Weight

When the tare weight is unknown, weigh the tare to subtract the weight.

1. Place the tare on the weighing platter.

The tare weight is displayed.

**TARE**



SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003			12.48	\$ 0.00
TARE		- 0.015 lb		
0.000				

MENU

ZERO

ADD



When canceling the tare subtraction, remove the tare from the weighing platter, enter "0", and touch the TARE key again.

2. Touch the TARE key on the keypad to register the tare weight.



The registered tare weight appears in the TARE field.

SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003			12.48	\$ 0.00
TARE		0.000 lb		
0.015				

MENU

ZERO

ADD

### Input Tare Weight

When the tare weight is known, enter the tare weight data using the keypad.

1. Enter the tare weight and press the TARE key on the keypad to register the tare weight.

**Example: Tare weight "0.020 lb"**



The registered tare weight appears in the TARE field.

SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003			12.48	\$ 0.00
TARE		0.020 lb		
0.020				

MENU

ZERO

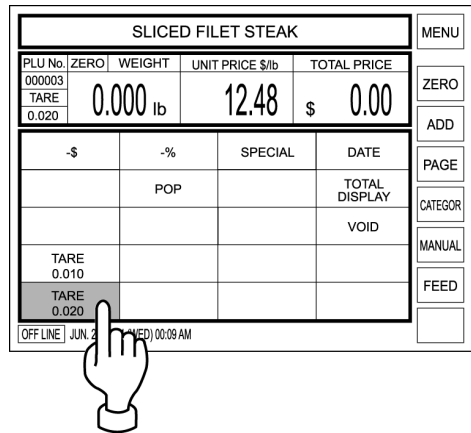
ADD

## Preset Tare Keys

When the TARE preset key is registered, simply touch the corresponding preset key.

1. Touch the TARE preset key on the screen.

**Example: TARE Preset key with "0.020 lb"**



## 2.6 DISCOUNT OPERATIONS

### Amount Discount



To perform amount discount, [-\$] preset key must have been registered on the screen.

Selling price of the displayed PLU can be temporarily discounted by amount.

**Example: Discount the selling price \$10.23 by \$0.50.**

1. Enter the discount amount using the keypad, and touch [-\$] on the screen.



The price after discount is displayed and the cancellation lines appear to the price before discount.

SLICED FILET STEAK				MENU
PLU No	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 9.73
TARE				<del>10.23</del>
0.015				
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

### Percent Discount



To perform amount discount, [-%] preset key must have been registered on the screen.

Selling price of the displayed PLU is temporarily discounted by percentage.

**Example: Discount the selling price \$8.50 by 10%.**

1. Enter the discount percentage using the keypad, and touch [-%] on the screen.



The price after discount is displayed and the cancellation lines appear to the price before discount.

SLICED FILET STEAK				MENU
PLU No	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 9.21
TARE				<del>10.23</del>
0.015				
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

### Special Price



To perform a special price sale, [SPECIAL] preset key must have been registered on the screen.

Selling price of the displayed PLU is temporarily sold at the special price.

**Example: Special price \$2.58 instead of normal selling price \$3.68.**

1. Enter the special price using the keypad, and touch [SPECIAL] on the screen.



The special price is displayed and the cancellation lines appear to the normal price.

SLICED FILET STEAK				MENU
PLU No	@ /	UNIT PRICE	PRICE	
000003			\$ 2.68	
PCS			<del>3.68</del>	
0				
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE JUN. 23. 2004 (WED) 00:09 AM				

## 2.7 TEMPORARY DATA CHANGE

This section explains about each function that can change the data temporarily.

### Unit Price Change



Unit price change cannot be performed when the machine is set not to allow open price.

Unit price that is set to a PLU can be temporarily changed when a weighing product is sold.

**Example: Change the unit price from \$12.48 to \$12.00**

1. Enter a new price using the keypad, and touch the U/P (Unit Price) key on the keypad or touch the Unit Price data field on the screen.



SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE		0.015		



SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.00	\$ 9.84
TARE		0.015		

### Weighing Product Change to Fixed Price Product

Selling price of the displayed product can be temporarily sold with a fixed price.

**Example: Change the unit price \$12.48 to the fixed price \$8.00.**

1. Confirm that the weighing product screen is displayed.

SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE		0.015		

2. Enter the fixed price and press the FIX key on the keypad.



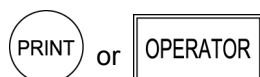
SLICED FILET STEAK			
PLU No.	@ /	UNIT PRICE	PRICE
000003		8.00	\$ 8.00
PCS	1		

-\$	-%	SPECIAL	DATE
	POP		TOTAL DISPLAY
TARE 0.010			VOID
TARE 0.020			

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3. Press the PRINT key on the keypad or [OPERATOR] on the screen to issue the label.



SLICED FILET STEAK	
Use by JUL.23.04	Packed JUL.21.04
	COUNT 1
	1 pc.
	FIXED PRICE 8.00
	<b>PRICE(S) 8.00</b>

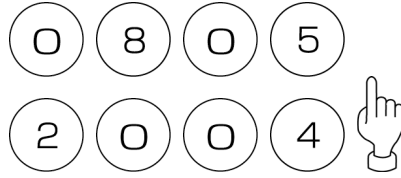
  

0 200000 000004



3. Enter a new date using the keypad, and touch the desired date field to change.

**Example: New date "August 5, 2004"**



SLICED FILET STEAK				MENU
PLU No. 00000	USE BY AUG/ 6/2004	PACKED AUG/ 5/2004	PRICE 00	ZERO
TARE 0.000	PRINT NON PRIN	PRINT NON PRIN	CANCEL	ADD
	USE BY TIME 0 MINUTE(s)	PACKED TIME 14 : 16		PAGE
	PRINT NON PRIN	PRINT NON PRIN		TOTAL LAY
	USE BY TERM 1 DAY(S)	SPECIFY TIME		CATEGOR
			INPUT	ID
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				MANUAL

4. Touch [BACK] to return the display to the previous screen.

SLICED FILET STEAK				MENU
PLU No. 00000	USE BY AUG/ 6/2004	PACKED AUG/ 5/2004	PRICE 00	ZERO
TARE 0.000	PRINT NON PRIN	PRINT NON PRIN	CANCEL	ADD
	USE BY TIME 0 MINUTE(s)	PACKED TIME 14 : 16		PAGE
	PRINT NON PRIN	PRINT NON PRIN		TOTAL LAY
	USE BY TERM 1 DAY(S)	SPECIFY TIME		CATEGOR
			INPUT	ID
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				MANUAL

SLICED FILET STEAK				MENU
PLU No.	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE	ZERO
000002	3.000 lb	3.58	\$ 10.00	ADD
TARE				PAGE
0.000				TOTAL LAY
				CATEGOR
				MANUAL
				FEED
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				



# 2.8 POP MESSAGE PRINT

## Unit Price Change



To perform the POP message print, [POP] key must have been preset on the function screen.

A message printed on the label is temporarily changed.

1. Touch [POP] on the screen.



SLICED FILET STEAK				MENU
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE	0.015			
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				



Messages can be freely created from No.7 to No.99.

2. Six default messages are shown on the right.

Touch the desired message on the screen to select.

**Example: Message 002**

DISPLAY POP LIST (28)		RETURN
001	SPECIAL !	
002	ON SALE	
003	DISCOUNTED	
004	ADVERTISED	
005	REFRIGERATE	
006	GOOD BUY	
14 ITEM 28 ITEM INPUT		

3. The selected message is shown to the right of the PLU name.

SLICED FILET STEAK <b>ON SALE !</b>				MENU
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE	0.015			
-\$	-%	SPECIAL	DATE	
		POP	TOTAL DISPLAY	
			VOID	
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				

4. Press the PRINT key on the keypad to issue a label.



When the operator system is used, touch the [OPERATOR] preset key on the screen to issue a label.



SLICED FILET STEAK <b>ON SALE !</b>	
Use by JUL.23.04	Packed JUL.21.04
	\$/lb 1
	12.48
0 200000 000004	WEIGHT(lb) 0.820
	<b>PRICE(\$)</b> 10.23

## 2.9 VOID LAST TRANSACTION

Void operation can be performed immediately after the previous label has been issued. Touching [VOID] will cancel the previous transaction, and the added price of the previous product is subtracted from the total.



To perform the void operation, [VOID] key must have been preset on the function screen.

1. The transaction is finished and the label is issued as shown on the right.

SLICED FILET STEAK			
PLU No	ZERO	WEIGHT	UNIT PRICE \$/lb
000003		0.820 lb	12.48
TARE			TOTAL PRICE
0.015			\$ 10.23

MENU
ZERO
ADD

SLICED FILET STEAK

Use by JUL.23.04
Packed JUL.21.04

\$/lb
12.48
1

WEIGHT(lb)
0.820
PRICE(\$)

0 200000 000004
10.23

2. Touch [VOID] to cancel the above transaction.



## 2.10 DAILY TOTAL DISPLAY

During sales operation, the sales total of that day can be confirmed on the screen

1. Confirm that a PLU data screen is displayed.

SIRLOIN STEAK			
PLU No.	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000001	0.000 lb	3.58	\$ 0.00
TARE			
0.015			
-\$	-%	SPECIAL	DATE
	POP		TOTAL DISPLAY
			VOID

OFF LINE JUN. 23. 2004 (WED) 00:09 AM



To perform the Daily Total Display, [Total Display] key must have been preset on the function screen.

2. Touch [Total Display] on the screen.

TOTAL DISPLAY

SIRLOIN STEAK			
PLU No.	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000001	0.000 lb	3.58	\$ 0.00
TARE			
0.015			
-\$	-%	SPECIAL	DATE
	POP		TOTAL DISPLAY
			VOID

OFF LINE JUN. 23. 2004 (WED) 00:09 AM

3. The daily total appears on the display.

Confirm the sales totals of quantity, weight, and price for the products sold so far today.

Then, touch [BACK] to return the display to the previous screen.

SIRLOIN STEAK			
PLU No.	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000001	0.000 lb	3.58	\$ 0.00
TARE			
0.015			
-\$	-%	SPECIAL	DATE
	POP		TOTAL DISPLAY
			VOID

OFF LINE JUN. 23. 2004 (WED) 00:09 AM

4. The previous screen appears on the display again.

SIRLOIN STEAK			
PLU No.	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000001	0.000 lb	3.58	\$ 0.00
TARE			
0.015			
-\$	-%	SPECIAL	DATE
	POP		TOTAL DISPLAY
			VOID

OFF LINE JUN. 23. 2004 (WED) 00:09 AM

# 2.11 AUTOMATIC / ADVANCED LABELING

Automatic labeling can be performed both for weighing products and fixed price products. However, advanced labeling can be performed only for fixed price products.

## Automatic Labeling for Weighing Products

1. Confirm that [PREPACK] is selected on the screen.

If not, touch [MANUAL] to change to [PREPACK].



Select as [PRESET] or enter PLU No.				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000000		0.000 lb	0.00	\$ 0.00
TARE		0.000		
MEAT01	MEAT02	MEAT03	MEAT	
MEAT04	MEAT05	MEAT06	MEAT07	
MEAT08	MEAT09	MEAT10	MEAT11	
MEAT12	MEAT13	MEAT14	MEAT15	

OFF LINE | JUN. 23. 2004 (WED) 00:09 AM

2. Enter the PLU number (Weighing product) and press the PLU key on the keypad.

Example: PLU No. 3



SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.000 lb	12.48	\$ 0.00
TARE		0.015		
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	

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3. Place the weighing product on the weighing platter.

PRODUCT



SLICED FILET STEAK				
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000003		0.820 lb	12.48	\$ 10.23
TARE		0.015		
-\$	-%	SPECIAL	DATE	
	POP		TOTAL DISPLAY	
			VOID	

OFF LINE | JUN. 23. 2004 (WED) 00:09 AM

4. When the weighing becomes stable, the label is issued.

Then, the machine return to [MANUAL] status.

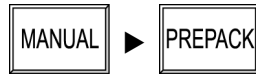
SLICED FILET STEAK			
Use by JUL.23.04	Packed JUL.21.04	\$/lb	1
		12.48	
		WEIGHT(lb)	<b>PRICE(s)</b>
		0.820	<b>10.23</b>



## Advanced Labeling for Fixed Price Products

1. Confirm that [PREPACK] is selected on the screen.

If not, touch [MANUAL] to change to [PREPACK].



Select as [PRESET] or enter PLU No.				MENU
PLU No.	ZERO	WEIGHT	UNIT PRICE \$/lb	TOTAL PRICE
000000		0.000 lb	0.00	\$ 0.00
TARE				
0.000				
MEAT01	MEAT02	MEAT03	MEAT	
MEAT04	MEAT05	MEAT06	MEAT07	
MEAT08	MEAT09	MEAT10	MEAT11	
MEAT12	MEAT13	MEAT14	MEAT15	
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				ZERO
				ADD
				PAGE
				CATEGOR
				<b>PREPACK</b>
				FEED

2. Enter the PLU number (Fixed price product) and press the PLU key on the keypad.

**Example: PLU No. 4**



SLICED SIRLOIN STEAK				MENU
PLU No.	@ /	UNIT PRICE	PRICE	
000004	1	3.68	\$ 3.68	ZERO
PCS				ADD
1				PAGE
-\$	-%	SPECIAL	DATE	CATEGOR
	POP		TOTAL DISPLAY	PREPACK
			VOID	FEED
			PRN QTY 00	
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				

3. Enter the number of labels using the keypad and touch [PRN QTY] on the function key screen.

**Example: 20 labels**



SLICED SIRLOIN STEAK				MENU
PLU No.	@ /	UNIT PRICE	PRICE	
000004	1	3.68	\$ 3.68	ZERO
PCS				ADD
1				PAGE
-\$	-%	SPECIAL	DATE	CATEGOR
	POP		TOTAL DISPLAY	PREPACK
			VOID	FEED
			PRN QTY 20	
OFF LINE   JUN. 23. 2004 (WED) 00:09 AM				

4. Press the PRINT key on the keypad to issue specified number of labels.



When the operator system is used, touch the [OPERATOR] preset key on the screen to issue specified number of labels.



SLICED SIRLOIN STEAK			
Use by JUL.03.04	Packed JUN.29.04	COUNT	1
		1	
		FIXED PRICE	<b>PRICE(S)</b> 3.68
0 200000 000004		3.68	<b>3.68</b>



SLICED SIRLOIN STEAK			
Use by JUL.03.04	Packed JUN.29.04	COUNT	1
		1	
		FIXED PRICE	<b>PRICE(S)</b> 3.68
0 200000 000004		3.68	<b>3.68</b>



To perform advanced labeling, [PRN QTY] key must have been allocated on the function key screen.



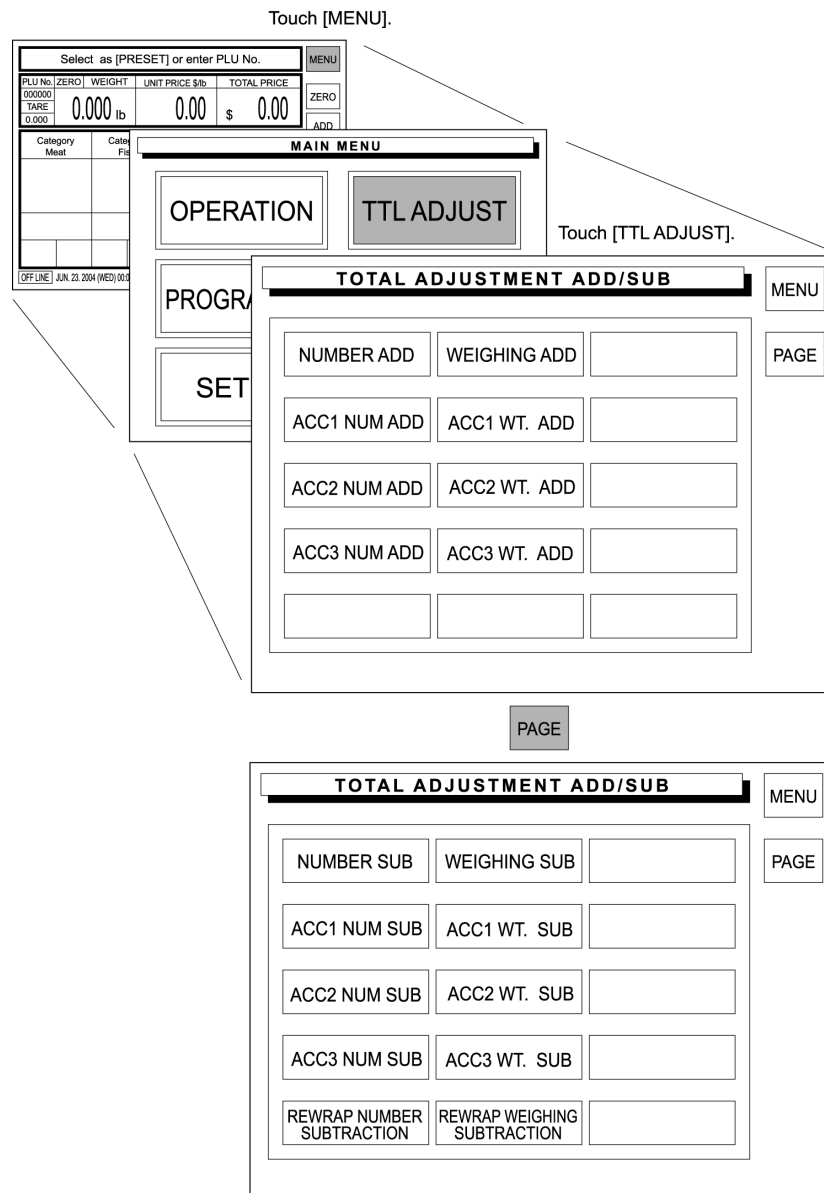
When stopping the label issue on the way, press the CLEAR key on the keypad.

# Chapter 3

## TOTAL ADJUSTMENT MODE

Total Adjustment Mode is used to add or subtract product data to or from the sales total. To enter this mode from the initial screen, touch [MENU] to access to the Main Menu screen first, and touch [TOTAL ADJUST] to access to the Total Adjustment Add/Subtract Menu screen.

**Note:** If a password is programmed for accessing to the Total Adjustment Mode, enter the 6-digit password using the keypad before touching [TOTAL ADJUST].



# 3.1 NUMBER ADD

When a product is to be added after checkout, input the quantity, weight, and/or price of the product to be added to the sales total.

1. Touch a desired addition type on the screen to select.

**TOTAL ADJUSTMENT ADD/SUB** MENU

NUMBER ADD WEIGHING ADD PAGE

ACC1 NUM ADD ACC1 WT. ADD

ACC2 NUM ADD ACC2 WT. ADD

ACC3 NUM ADD ACC3 WT. ADD

2. There are four number addition menu screens.

**INPUT NUMBER ADDITION** MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

NUMBER SET WEIGHT SET PRICE SET

ADD M PRICE -\$ -% INPUT

**SELL IMPOSSIBLE PLU NUM ADD** MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

NUMBER SET WEIGHT SET PRICE SET

ADD M PRICE -\$ -% INPUT

**EXPIRED PLU NUMBER ADD** MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

NUMBER SET WEIGHT SET PRICE SET

ADD M PRICE -\$ -% INPUT

**DISCARD PLU NUMBER ADD** MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

NUMBER SET WEIGHT SET PRICE SET

ADD M PRICE -\$ -% INPUT

3. Enter the PLU number using the keypad and press the PLU key to call.

Example: PLU number "5"



**INPUT NUMBER ADDITION** MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

NUMBER SET WEIGHT SET PRICE SET

ADD M PRICE -\$ -% INPUT



4. Enter the quantity, weight, and total price to be added to the sales total and touch [NUMBER SET], [WEIGHT SET], and [PRICE SET] respectively.

**Example: quantity "2 pieces"**

( 2 )

[ NUMBER SET ]

**Example: Weight "2.450 lb"**

( 2 ) ( 4 ) ( 5 ) ( 0 )

[ WEIGHT SET ]

**Example: Price "\$5.16"**

( 5 ) ( 1 ) ( 6 )

[ PRICE SET ]

**INPUT NUMBER ADDITION**

MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No. 000005

PLU ROAST FILET STEAK

	PCS	WEIGHT	TOTAL PRICE
TOTAL	38 pc	46.407 lb	\$ 119.73
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

[ NUMBER SET ] [ WEIGHT SET ] [ PRICE SET ]

ADD

M PRICE -\$ -% INPUT



See Section 2.6 in Chapter 2 "Discount Operations" for more detailed procedure.

5. When a discount operation is required, touch one of the following buttons to select.

[ M PRICE ] [ -\$ ] [ -% ]

**INPUT NUMBER ADDITION**

MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No. 000005

PLU ROAST FILET STEAK

	PCS	WEIGHT	TOTAL PRICE
TOTAL	38 pc	46.407 lb	\$ 119.73
INPUT	+ 0 pc	+ 0.000 lb	+\$ 0.00
CALC.	= 0 pc	= 0.000 lb	=\$ 0.00

FEED

[ NUMBER SET ] [ WEIGHT SET ] [ PRICE SET ]

ADD

M PRICE -\$ -% INPUT

6. The entered data is displayed in the corresponding INPUT data field and the result is displayed in the corresponding CALCULATION data field.

Then, touch [ADD] on the screen.

[ ADD ]

**INPUT NUMBER ADDITION**

MENU

\* Input PLU No. and press PLU Button.  
\* ADD Enter Value For num./wt./Pr. And Press set then ADD key.

PLU No. 000005

PLU ROAST FILET STEAK

	PCS	WEIGHT	TOTAL PRICE
TOTAL	38 pc	46.407 lb	\$ 119.73
INPUT	+ 2 pc	+ 2.450 lb	+\$ 5.16
CALC.	= 40 pc	= 48.857 lb	=\$ 124.89

FEED

[ NUMBER SET ] [ WEIGHT SET ] [ PRICE SET ]

ADD

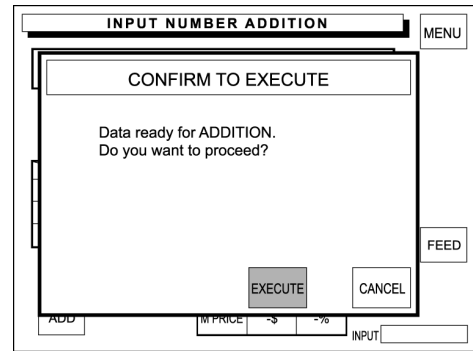
M PRICE -\$ -% INPUT

7. The confirmation screen appears for execution.

Touch [EXECUTE] to execute these additions.



Then, the label will be issued.



## 3.2 WEIGHING ADD

When a product is to be added after checkout, actually weigh the product to calculate the total price to be added to the sales total.

1. Touch a desired addition type on the screen to select.

**TOTAL ADJUSTMENT ADD/SUB**

MENU
PAGE

NUMBER ADD	WEIGHING ADD	
ACC1 NUM ADD	ACC1 WT. ADD	
ACC2 NUM ADD	ACC2 WT. ADD	
ACC3 NUM ADD	ACC3 WT. ADD	

2. There are four weighing addition menu screens.

**WEIGHING ADDITION**

MENU
ZERO

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	1.170 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	<b>0.000 lb</b>	<b>0 pcs</b>	<b>\$ 0.00</b>

ADD

M PRICE - \$ - %

FEED

INPUT

**SELL IMPOSSIBLE PLU WGH ADD**

MENU
ZERO

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
1.170 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	<b>0.000 lb</b>	<b>0 pcs</b>	<b>\$ 0.00</b>

ADD

M PRICE - \$ - %

FEED

INPUT

**DISCARD PLU WEIGH ADD**

MENU
ZERO

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
1.170 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	<b>0.000 lb</b>	<b>0 pcs</b>	<b>\$ 0.00</b>

ADD

M PRICE - \$ - %

FEED

INPUT

**EXPIRED PLU WEIGH ADD**

MENU
ZERO

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
1.170 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	<b>0.000 lb</b>	<b>0 pcs</b>	<b>\$ 0.00</b>

ADD

M PRICE - \$ - %

FEED

INPUT

3. Enter the PLU number using the keypad and press the PLU key to call.

**Example: PLU number "5"**



**WEIGHING ADDITION**

MENU
ZERO

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	1.170 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	<b>0.000 lb</b>	<b>0 pcs</b>	<b>\$ 0.00</b>

ADD

M PRICE - \$ - %

FEED

INPUT

4. Place the product on the weighing platter, then the total price is calculated based on the actual weight.

**WEIGHING ADDITION** MENU

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No. 000005 ZERO

PLU ROAST FILET STEAK

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	0.000 lb	\$ 2.58	\$ 0.00
TOTAL	12.539 lb	26 pcs	\$ 78.88

FEED

M PRICE -\$ -%

ADD INPUT

**PRODUCT**



\_\_\_\_\_



See Section 2.6 in Chapter 2 "Discount Operations" for more detailed procedure.

5. When a discount operation is required, touch one of the following buttons to select.

M PRICE    - \$    - %

**WEIGHING ADDITION** MENU

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No. 000005 ZERO

PLU ROAST FILET STEAK

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	0.482 lb	\$ 2.58	\$ 1.24
TOTAL	13.021 lb	27 pcs	\$ 80.12

FEED

M PRICE -\$ -%

ADD INPUT

6. The weighed data is displayed in the corresponding data field.

Then, touch [ADD] on the screen.

ADD

**WEIGHING ADDITION** MENU

\* Input PLU No. and press PLU Button.  
\* ADD product put on Place Product on Scale and press ADD key.

PLU No. 000005 ZERO

PLU ROAST FILET STEAK

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	1.893 lb	\$ 2.58	\$ 4.88
TOTAL	1.893 lb	1 pcs	\$ 4.88

FEED

M PRICE -\$ -%

ADD INPUT

7. The confirmation screen will appear for execution.

Touch [EXECUTE] to execute these additions.

EXECUTE

Then, the label will be issued.

**WEIGHING ADDITION** MENU

**CONFIRM TO EXECUTE**

Data ready for ADDITION.  
Do you want to proceed?

EXECUTE    CANCEL

FEED

ADD INPUT

# 3.3 NUMBER SUBTRACT

When a product is to be subtracted after checkout, input the quantity, weight, and/or price of the product to be subtracted from the sales total.

1. Touch a desired subtraction type on the screen to select.

**TOTAL ADJUSTMENT ADD/SUB**

MENU
PAGE

NUMBER SUB	WEIGHING SUB	
ACC1 NUM SUB	ACC1 WT. SUB	
ACC2 NUM SUB	ACC2 WT. SUB	
ACC3 NUM SUB	ACC3 WT. SUB	
REWRAP NUMBER SUBTRACTION	REWRAP WEIGHING SUBTRACTION	

2. There are five number subtraction menu screens.

**INPUT NUMBER SUBTRACTION**

MENU
FEED

\* Input PLU No. and press PLU Button.  
\* SUB Enter Value For num./wt./Pr. And Press set then SUB key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00

NUMBER SET
WEIGHT SET
PRICE SET

SUB

M PRICE
-\$
-%

**SELL IMPOSSIBLE PLU NUM SUB**

MENU
FEED

\* Input PLU No. and press PLU Button.  
\* SUB Enter Value For num./wt./Pr. And Press set then SUB key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00

NUMBER SET
WEIGHT SET
PRICE SET

SUB

M PRICE
-\$
-%

**EXPIRED PLU NUM SUB**

MENU
FEED

\* Input PLU No. and press PLU Button.  
\* SUB Enter Value For num./wt./Pr. And Press set then SUB key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00

NUMBER SET
WEIGHT SET
PRICE SET

SUB

M PRICE
-\$
-%

**DISCARD PLU NUM SUB**

MENU
FEED

\* Input PLU No. and press PLU Button.  
\* SUB Enter Value For num./wt./Pr. And Press set then SUB key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00

NUMBER SET
WEIGHT SET
PRICE SET

SUB

M PRICE
-\$
-%

**REWRAP PLU NUM SUB**

MENU
FEED

\* Input PLU No. and press PLU Button.  
\* SUB Enter Value For num./wt./Pr. And Press set then SUB key.

PLU No.

PLU

	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00

NUMBER SET
WEIGHT SET
PRICE SET

SUB

M PRICE
-\$
-%

3. Enter the PLU number using the keypad and press the PLU key to call.

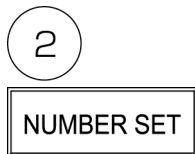
Example: PLU number "5"



INPUT NUMBER SUBTRACTION			
* Input PLU No. and press PLU Button.			
* SUB Enter Value For num./wt./Pr. And Press set then SUB key.			
PLU No.	<input type="text"/>		
PLU	<input type="text"/>		
	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00
NUMBER SET		WEIGHT SET	PRICE SET
SUB	M PRICE	-\$	-%
INPUT <input type="text"/>			

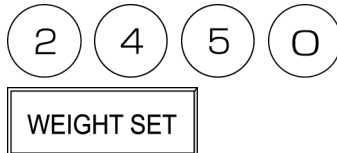
4. Enter the quantity, weight, and total price to be subtracted from the sales total and touch [NUMBER SET], [WEIGHT SET], and [PRICE SET] respectively.

Example: quantity "2 pieces"



INPUT NUMBER SUBTRACTION			
* Input PLU No. and press PLU Button.			
* SUB Enter Value For num./wt./Pr. And Press set then SUB key.			
PLU No.	<input type="text"/>		
PLU	<input type="text"/>		
	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00
NUMBER SET		WEIGHT SET	PRICE SET
SUB	M PRICE	-\$	-%
INPUT <input type="text"/>			

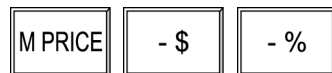
Example: Weight "2.450 lb"



Example: Price "\$5.16"



5. When a discount operation is required, touch one of the following buttons to select.



INPUT NUMBER SUBTRACTION			
* Input PLU No. and press PLU Button.			
* SUB Enter Value For num./wt./Pr. And Press set then SUB key.			
PLU No.	<input type="text"/>		
PLU	<input type="text"/>		
	PCS	WEIGHT	TOTAL PRICE
TOTAL	0 pc	0.000 lb	\$ 0.00
INPUT	- 0 pc	- 0.000 lb	-\$ 0.00
CALCU.	= 0 pc	= 0.000 lb	=\$ 0.00
NUMBER SET		WEIGHT SET	PRICE SET
SUB	M PRICE	-\$	-%
INPUT <input type="text"/>			



See Section 2.6 in Chapter 2 "Discount Operations" for more detailed procedure.

6. The entered data is displayed in the corresponding INPUT data field and the result is displayed in the corresponding CALCULATION data field.

Touch [SUB] (Subtraction) on the screen.



INPUT NUMBER SUBTRACTION			MENU
* Input PLU No. and press PLU Button. * SUB Enter Value For num./wt./Pr. And Press set then SUB key.			
PLU No.	000005		
PLU	ROAST FILET STEAK		
	PCS	WEIGHT	TOTAL PRICE
TOTAL	38 pc	46.407 lb	\$ 119.73
INPUT	- 2 pc	- 2.450 lb	-\$ 5.16
CALCU.	= 36 pc	= 43.957 lb	=\$ 114.57
	NUMBER SET	WEIGHT SET	PRICE SET
SUB	M PRICE	-\$	-%
			INPUT
			FEED

7. The confirmation screen will appear for execution.

Touch [EXECUTE] to execute these subtractions.



Then, the label will be issued.

INPUT NUMBER SUBTRACTION			MENU
CONFIRM TO EXECUTE			
Data ready for SUBTRACTION. Do you want to proceed?			
	EXECUTE	CANCEL	FEED
SUB	M PRICE	-\$	-%
			INPUT

# 3.4 WEIGHING SUBTRACT

When a product is to be subtracted after checkout, actually weigh the product to calculate the total price for subtraction.

1. Touch a desired subtraction type on the screen to select.

**TOTAL ADJUSTMENT ADD/SUB**

NUMBER SUB	WEIGHING SUB	
ACC1 NUM SUB	ACC1 WT. SUB	
ACC2 NUM SUB	ACC2 WT. SUB	
ACC3 NUM SUB	ACC3 WT. SUB	
REWRAP NUMBER SUBTRACTION	REWRAP WEIGHING SUBTRACTION	

2. There are five weighing subtraction menu screens.

**WEIGHING SUBTRACTION**

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB

**SELL IMPOSSIBLE PLU WGH SUB**

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB

**EXPIRED PLU WGH SUB**

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB

**DISCARD PLU WGH SUB**

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB

**REWRAP PLU WGH SUB**

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
<b>TOTAL</b>	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB



3. Enter the PLU number using the keypad and press the PLU key to call.

Example: PLU number "5"



**WEIGHING SUBTRACTION** MENU

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No.

PLU

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.001 lb	0.000 lb	\$ 0.00	\$ 0.00
TOTAL	0.000 lb	0 pcs	\$ 0.00

M PRICE -\$ -%

SUB INPUT

4. Place the product on the weighing platter, then the total price is calculated based on the actual weight.

**WEIGHING SUBTRACTION** MENU

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No. 000005

PLU ROAST FILET STEAK

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	0.000 lb	\$ 2.58	\$ 0.00
TOTAL	13.021 lb	27 pcs	\$ 80.12

M PRICE -\$ -%

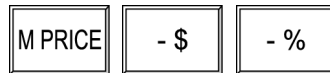
SUB INPUT

PRODUCT



See Section 2.6 in Chapter 2 "Discount Operations" for more detailed procedure.

5. When a discount operation is required, touch one of the following buttons to select.



The weighed data is displayed in the corresponding data field.

Then, touch [SUB] (Subtraction) on the screen.



**WEIGHING SUBTRACTION** MENU

\* Input PLU No. and press PLU Button.  
\* SUB product put on Place Product on Scale and press SUB key.

PLU No. 000005

PLU ROAST FILET STEAK

TARE	WEIGHT	UNIT PRICE	TOTAL PRICE
0.000 lb	0.482 lb	\$ 2.58	\$ 1.24
TOTAL	12.539 lb	26 pcs	\$ 78.88

M PRICE -\$ -%

SUB INPUT

6. The confirmation screen will appear for execution.

Then, touch [EXECUTE] to subtract.



The label will be issued.

**WEIGHING SUBTRACTION** MENU

**CONFIRM TO EXECUTE**

Data ready for SUBTRACTION.  
Do you want to proceed?

EXECUTE CANCEL

SUB INPUT

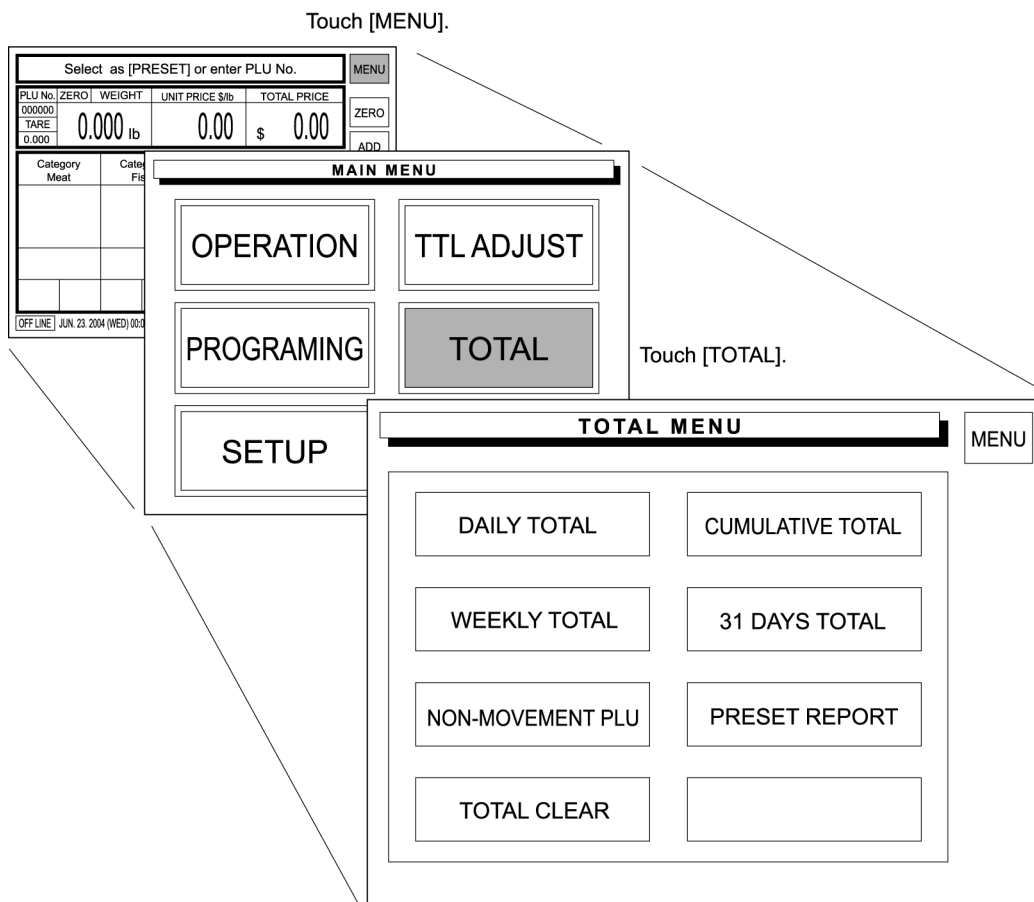


## Chapter 4

# TOTAL MODE

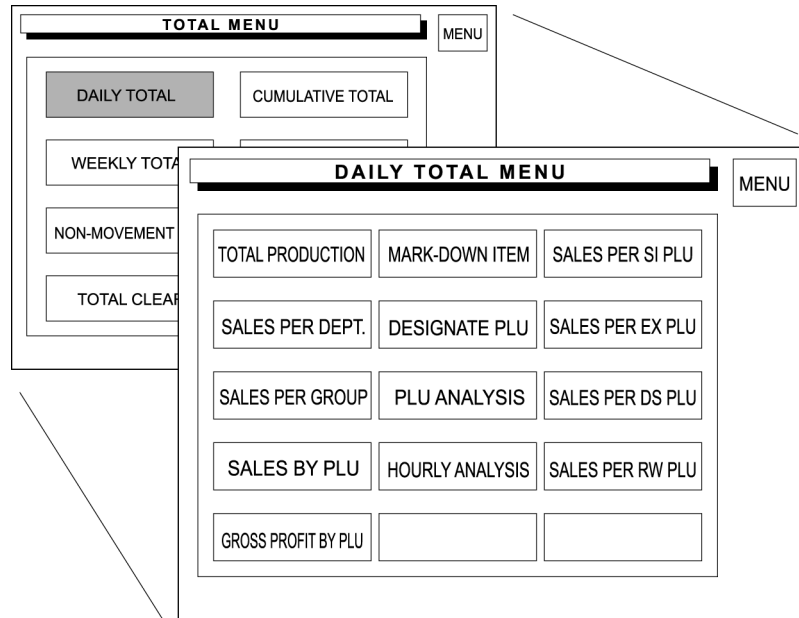
Total Mode is used to obtain various transaction totals. To enter the Total Mode from the initial screen, touch [MENU] to access to the Main Menu screen first, then touch [TOTAL] to access to the Total Menu screen.

**Note:** If a password is programmed for accessing to the Total Mode, enter the 6-digit password using the keypad before touching [TOTAL].



# 4.1 DAILY TOTAL

Daily Total is performed at the end of the day to obtain the total of various transactions performed on that day.



## Total Production

Total production data transacted on that day is totaled.

**DAILY GRAND TOTAL PROD.**

Machine No.

GRAND	748 pcs	\$ 2397.29	955.120 lb
SUB.	2 pcs	\$ 3.08	0.712 lb
GROSS		\$ 2397.29	

FEED

**FEED**

Used to feed a label to the proper peeling position.

1. Touch [TOTAL PRODUCTION] on the screen.

TOTAL PRODUCTION

2. Press the PRINT key on the keypad to issue a label.

PRINT

Then, touch [MENU] to return the display to the Daily Total Menu.

MENU

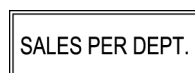
## Sales Per Department

Sales data transacted on that day is totaled for each department.

CATEGORY	DEPARTMENT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	DEPT. 1	120	153.774	385.97
2	DEPT. 2	119	151.863	381.17
3	DEPT. 3	144	184.337	462.68
4	DEPT. 4	80	102.200	256.51
5	DEPT. 5	152	194.846	489.32
6	DEPT. 6	132	168.100	421.91

	Used to scroll up for the previous page.
	Used to select the previous item.
	Used to select the next item.
	Used to scroll down for the next page.

1. Touch [SALES PER DEPT.] on the screen.



2. Press the PRINT key on the keypad to issue a label.



Then, touch [MENU] to return the display to the Daily Total Menu.



## Sales Per Group

Sales data transacted on that day is totaled for each group.

**DAILY TOTAL MENU** MENU

TOTAL PRODUCTION MARK-DOWN ITEM SALES PER SI PLU

SALES PER DEPT.

**SALES PER GROUP**

SALES BY PLU

GROSS PROFIT BY PLU

**DAILY TOTAL SALES PER GROUP** MENU

GRAND TTL 748 pcs 955.120 lb \$ 2397.29

AVERAGE 1.277 lb/pcs 3.20 \$/pcs

CATEGORY	GROUP NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	GROUP 1	63	79.430	199.42
2	GROUP 2	68	78.455	194.33
3	GROUP 3	75	95.233	239.05
4	GROUP 4	41	52.804	131.52
5	GROUP 5	49	100.667	252.16
6	GROUP 6	65	86.850	217.98
7	GROUP 7	42	95.111	231.05
8	GROUP 8	39	50.998	230.90
9	GROUP 9	80	99.101	131.16
10	GROUP 10	61	88.208	215.98

▲

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▼

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FEED

1. Touch [SALES PER GROUP] on the screen.

SALES PER GROUP

2. Press the PRINT key on the keypad to issue a label.

PRINT

Then, touch [MENU] to return the display to the Daily Total Menu.

MENU

## Sales By PLU

Sales data transacted on that day is totaled for each PLU.

PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	PLU 1	13	9.430	99.42
2	PLU 2	21	8.455	94.33
3	PLU 3	12	5.233	39.05
4	PLU 4	26	2.804	31.52
5	PLU 5	40	10.667	52.16
6	PLU 6	32	6.850	17.98
7	PLU 7	18	5.111	31.05
8	PLU 8	25	10.998	30.90
9	PLU 9	33	9.101	31.16
10	PLU 10	19	8.208	15.98

1. Touch [SALES BY PLU] on the screen.



2. Press the PRINT key on the keypad to issue a label.



Then, touch [MENU] to return the display to the Daily Total Menu.





## Gross Profit By PLU

Gross profit data transacted on that day is totaled for each PLU.

**DAILY TOTAL MENU** MENU

TOTAL PRODUCTION MARK-DOWN ITEM SALES PER SI PLU

SALES PER DEPT.

SALES PER GROUP

SALES BY PLU

**GROSS PROFIT BY PLU**

**DAILY TOTAL GROSS BY PLU** MENU

GRAND TTL \$ 344372.65 TOTAL GROSS \$ 47523.43 GROSS RATE 13.8%

PLU No.	PRODUCT NAME	GROSS%	GROSS(\$)	PRICE(\$)
1	PLU 1	19.8	1974.29	9971.15
2	PLU 2	12.6	1575.17	12501.31
3	PLU 3	14.0	24.24	173.13
4	PLU 4	10.3	51.78	502.72
5	PLU 5	12.4	1536.46	12390.84
6	PLU 6	18.8	862.03	4585.26
7	PLU 7	10.7	1324.24	12376.07
8	PLU 8	16.6	394.70	2377.73
9	PLU 9	19.1	301.15	1577.73
10	PLU 10	17.9	2222.92	12418.56

FEED

1. Touch [GROSS PROFIT BY PLU] on the screen.

GROSS PROFIT BY PLU

2. Press the PRINT key on the keypad to issue a label.

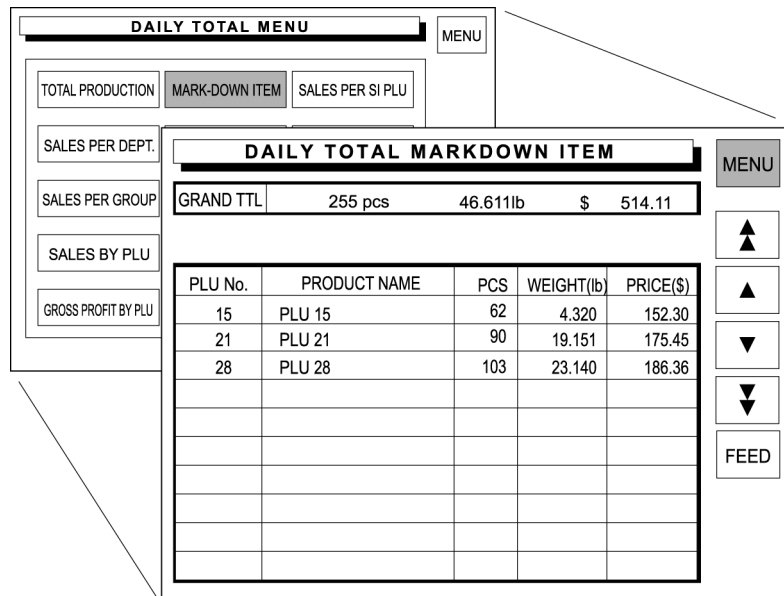


Then, touch [MENU] to return the display to the Daily Total Menu.

MENU

## Markdown Item

Sales data transacted on that day is totaled for each markdown product.



1. Touch [MARK-DOWN ITEM] on the screen.



2. Press the PRINT key on the keypad to issue a label.



Then, touch [MENU] to return the display to the Daily Total Menu.



## Designated PLU

Sales data transacted on that day is totaled for each designated PLU.

**DAILY TOTAL MENU** MENU

TOTAL PRODUCTION MARK-DOWN ITEM SALES PER SI PLU

SALES PER DEPT. DESIGNATE PLU SALES PER EX PLU

SALES PER GROUP PLU ANALYSIS

SALES BY PLU HOURLY ANALYSIS

GROSS PROFIT BY PLU

**DAILY TOTAL DESIGNATE PLU** MENU

1. Input the PLUNo. to call the commodity.  
2. Press the PRINT key to print the report.

No. 1

NAME PLU 1

TOTAL 13 pcs 9.430 lb \$ 99.42 FEED

INPUT

1. Touch [DESIGNATE PLU] on the screen.



2. Enter the desired PLU number and press the PLU key to call up the data.

**Example: PLU number "1"**



3. Press the PRINT key on the keypad to issue a label.



4. Repeat steps 2 and 3 above for more PLUs.

5. Touch [MENU] to return the display to the Daily Total Menu.



PLU sales data transacted on that day is analyzed according to the selected conditions.

1. Touch [PLU ANALYSIS] on the screen.

PLU ANALYSIS



When "0" is set, all PLUs are selected.

2. Enter the report size and touch [SET].

**Example: Report size "100"**

1
00
SET

3. Touch the desired classification type to select.

NO ANALYSIS
No analysis

DEPARTMENT
For each department

GROUP
For each group

**4.** Touch the desired analysis type to select.

- PLU number order
- Greater price order
- Greater weight order
- Greater quantity order
- Smaller price order
- Smaller weight order
- Smaller quantity order

**5.** Touch [DETAILS] to display the desired PLU analysis on the screen.

The screenshot shows the 'DAILY TOTAL PLU ANALYSIS' screen. At the top, there is a 'MENU' button and a prompt: 'Make Selections and Press Details button.' Below this are several input fields: 'ENTER REPORT SIZE' (100) with a 'SET' button, 'CLASSIFICATION KIND' (NO ANALYSIS) with a 'DEPARTMENT' field, and 'GROUP'. To the right, the 'ANALYSIS TYPE' section contains buttons for 'PLU No.', 'ABC PRICE', 'ABC WEIGHT', 'ABC NUMBER', 'Z PRICE', and 'Z NUMBER'. A 'DETAILS' button is located at the bottom center of the input area.

Below the input area, the 'TOTAL PER PLU ANALYSIS' screen is displayed, showing a table of data. The table has columns for 'PLU No.', 'PRODUCT NAME', 'PCS', 'WEIGHT(lb)', and 'PRICE(\$)'.

PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	PLU 1	13	9.430	99.42
2	PLU 2	21	8.455	94.33
5	PLU 5	40	10.667	52.16
3	PLU 3	12	5.233	39.05
4	PLU 4	26	2.804	31.52
9	PLU 9	33	9.101	31.16
7	PLU 7	18	5.111	31.05
8	PLU 8	25	10.998	30.90
6	PLU 6	32	6.850	17.98
10	PLU 10	19	8.208	15.98

Summary statistics at the top of the table: TYPE: DAILY TTL PLU, SORTED BY ABC PRICE, GRAND TTL: 0 pcs, 0.000 lb, \$ 0.00. The screen also includes a 'MENU' button, a 'FEED' button, and navigation arrows.

**6.** Press the PRINT key on the keypad to issue a label.

---

**7.** Repeat steps 2 through 6 above for more analysis.

---

**8.** Touch [RETURN] to return the display to the Daily Total PLU Analysis screen.



---

**9.** Then, touch [MENU] to return the display to the Daily Total Menu.





**2.** The Daily Total Hourly Analysis screen appears on the screen.

Touch either [PCS] or [PRICE] to select.

**Example: Select [PCS]**



Press the PRINT key to issue the label.



**Example: Select [PRICE]**



Press the PRINT key on the keypad to issue a label.



---

**3.** Touch [MENU] to return the display to the Daily Total Menu.





## Sales per Sell Impossible PLU

Sell-impossible PLU data found on that day is totaled.

PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
11	PLU 11	3	1.560	36.90

1. Touch [SALES PER SI PLU] on the screen.

SALES PER SI PLU

2. Press the PRINT key on the keypad to issue a label.

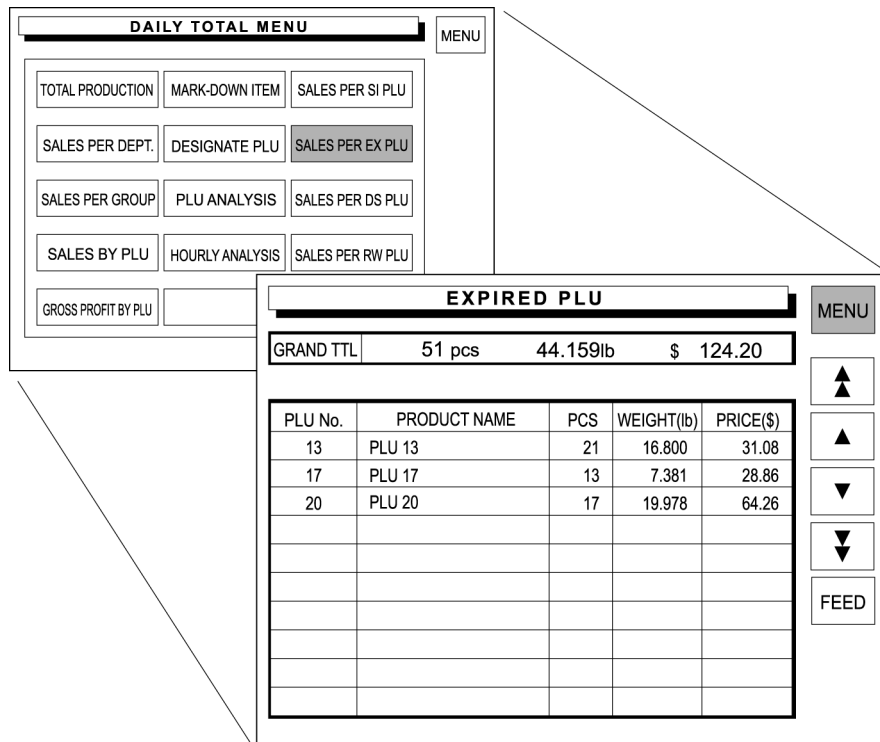


Touch [MENU] to return the display to the Daily Total Menu.

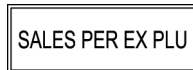
MENU

## Sales per Expired PLU

Expired PLU data found on that day is totaled.



1. Touch [SALES PER EX PLU] on the screen.



2. Press the PRINT key on the keypad to issue a label.



Touch [MENU] to return the display to the Daily Total Menu.



## Sales per Discard PLU

Discard PLU data found on that day is totaled.

**DAILY TOTAL MENU** MENU

TOTAL PRODUCTION MARK-DOWN ITEM SALES PER SI PLU

SALES PER DEPT. DESIGNATE PLU SALES PER EX PLU

SALES PER GROUP PLU ANALYSIS **SALES PER DS PLU**

SALES BY PLU HOURLY ANALYSIS SALES PER RW PLU

GROSS PROFIT BY PLU

---

**DISCARD PLU** MENU

GRAND TTL 6 pcs 1.680 lb \$ 22.08

PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
19	PLU 19	6	1.680	22.08

▲

▲

▼

▼

FEED

1. Touch [SALES PER DS PLU] on the screen.

SALES PER DS PLU

2. Press the PRINT key on the keypad to issue a label.

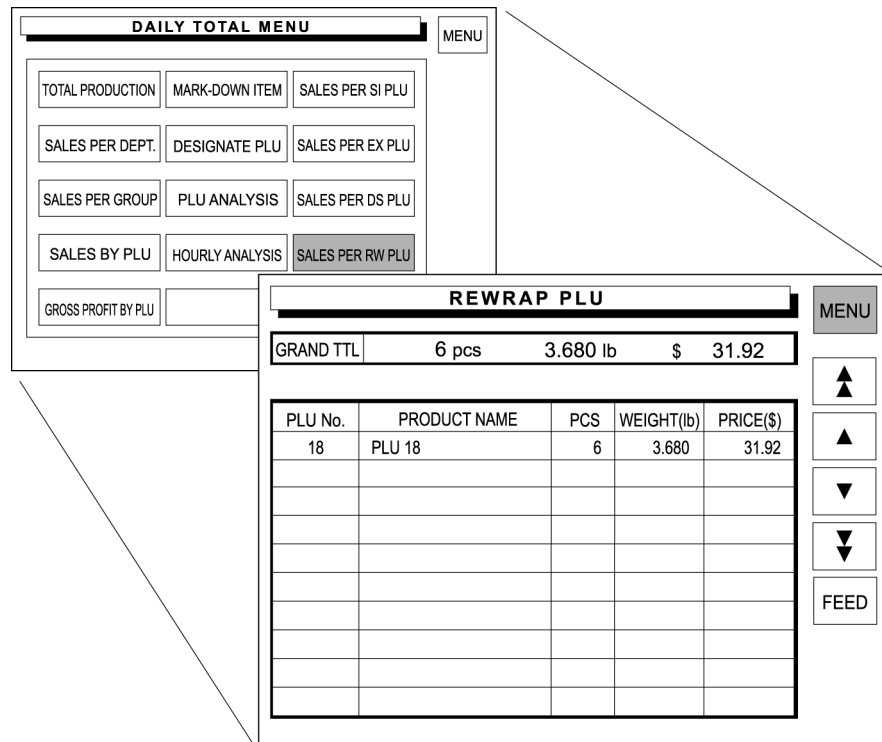
PRINT

Touch [MENU] to return the display to the Daily Total Menu.

MENU

## Sales per Rewrap PLU

Rewrapped PLU data transacted on that day is totaled.



1. Touch [SALES PER RW PLU] on the screen.



2. Press the PRINT key on the keypad to issue a label.



Touch [MENU] to return the display to the Daily Total Menu.



## 4.2 WEEKLY TOTAL

Weekly Total is performed to obtain the total of various transactions performed for a week.

The diagram illustrates the navigation between two menu screens. The **TOTAL MENU** screen (top left) contains the following options: DAILY TOTAL, CUMULATIVE TOTAL, WEEKLY TOTAL (highlighted), 31 DAYS TOTAL, NON-MOVEMENT PLU, and TOTAL CLEAR. A MENU button is located to the right of the top section. The **WEEKLY TOTAL MENU** screen (bottom right) contains the following options: SALES PER DAY, HOURLY ANALYSIS, and three unlabeled rows, each with two input fields. A MENU button is located to the right of the top section. Lines indicate that selecting 'WEEKLY TOTAL' in the first menu leads to the second menu.

## Sales per Day

Total sales data is totaled for each day of the week.

**WEEKLY TOTAL MENU** MENU

SALES PER DAY

HOURLY ANALYSIS

**SALES PER DAYS OF THE WEEK** MENU

GRAND TTL 5482 pcs 6746.997 lb \$ 19831.45

No.	DAY	PCS	WEIGHT(lb)	PRICE(\$)
1	SUNDAY	748	955.120	2397.29
2	MONDAY	652	832.010	2036.64
3	TUESDAY	684	816.205	2014.74
4	WEDNESDAY	712	875.365	2635.80
5	THURSDAY	813	975.654	3126.45
6	FRIDAY	932	1045.789	3655.33
7	SATURDAY	941	1246.854	3965.20

FEED

1. Touch [SALES PER DAY] on the screen.

SALES PER DAY

2. Press the PRINT key on the keypad to issue a label.

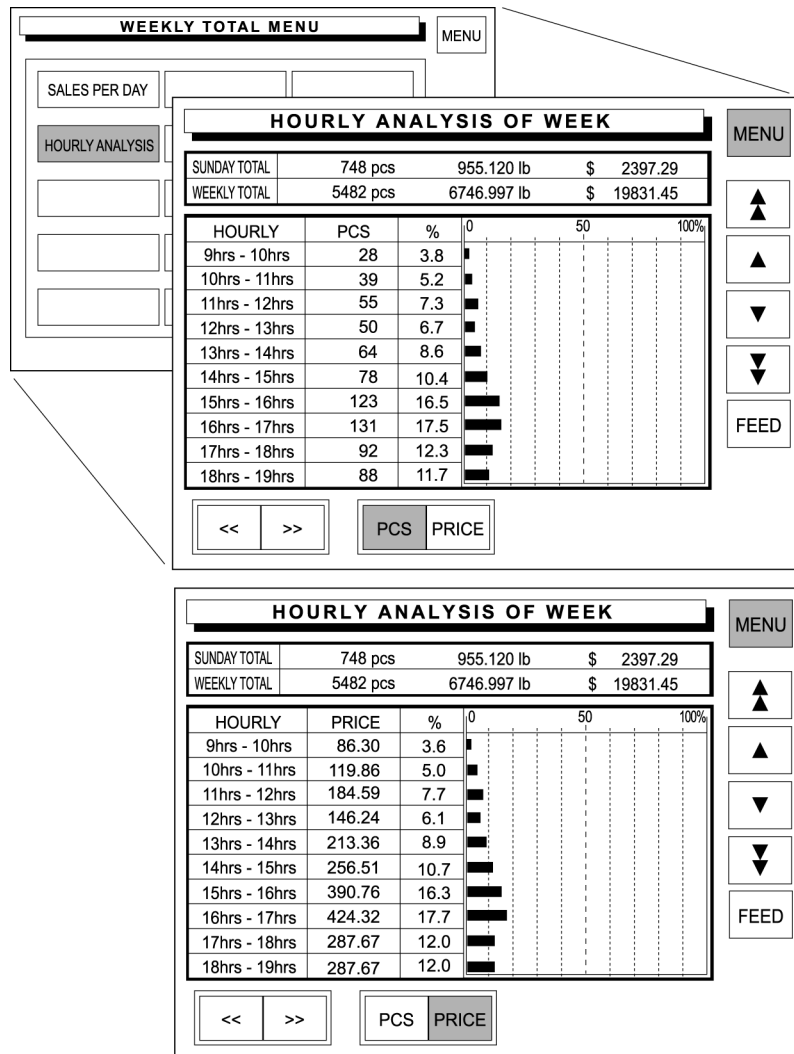
PRINT

Touch [MENU] to return the display to the Daily Total Menu.

MENU

## Hourly Analysis

A day is delimited every hour, and the weekly sales data either in price or quantity is displayed for each hourly zone in graphs.



<<	Used to call the previous day of the week.
>>	Used to call the next day of the week.

1. Touch [HOURLY ANALYSIS] on the screen.

HOURLY ANALYSIS

- 
2. The Hourly Analysis of Week screen appears on the screen.

Touch either [PCS] or [PRICE] to select.

**Example: Select [PCS]**

PCS

Press the PRINT key on the keypad to issue a label.

PRINT

**Example: Select [PRICE]**

PRICE

Press the PRINT key on the keypad to issue a label.

PRINT

- 
3. Touch [MENU] to return the display to the Daily Total Menu.

MENU



## 4.3 CUMULATIVE TOTAL

Cumulative Total is performed to obtain accumulated transactions for a specified period.

The diagram illustrates the navigation from the **TOTAL MENU** to the **CUMULATIVE TOTAL MENU**. The **TOTAL MENU** contains the following options:

- DAILY TOTAL
- CUMULATIVE TOTAL** (highlighted)
- WEEKLY TOTAL
- 31 DAYS TOTAL
- NON-MOVEMENT PLU
- PRESET REPORT
- TOTAL CLEAR

Clicking on **CUMULATIVE TOTAL** leads to the **CUMULATIVE TOTAL MENU**, which contains the following options:

TOTAL PRODUCTION	MARKDOWN ITEM	
SALES PER DEPT.	DESIGNATE PLU	
SALES PER GROUP	PLU ANALYSIS	
SALES BY PLU		
GROSS PROFIT BY PLU		

## Various Totals

The following 6 cumulative totals are available.  
 The operating procedure for each total is same as that of Daily Total.

### CUMULATIVE GRAND TOTAL PROD.



REFERENCE

See page 4-3 for operating procedure.

CUMULATIVE GRAND TOTAL PROD.			
Machine No. <input style="width: 100%;" type="text"/>			
GRAND	22188 pcs	\$ 74307.29	29680.120 lb
SUB.	5 pcs	\$ 11.55	2.273 lb
GROSS	\$ 74307.29		

### CUMULATIVE GRAND TOTAL PROD.



REFERENCE

See page 4-4 for operating procedure.

CUMULATIVE TOTAL PER DEPT.				
GRAND TTL	23154 pcs	29713.364lb	\$ 74324.36	
AVERAGE	1.283 lb/pcs		3.21 \$/pcs	
CATEGORY	DEPARTMENT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	DEPT. 1	3726	4743.774	11965.07
2	DEPT. 2	3689	4680.760	11816.27
3	DEPT. 3	4468	5704.450	14343.08
4	DEPT. 4	2490	3162.120	7951.81
5	DEPT. 5	4689	6014.150	15168.92
6	DEPT. 6	4092	5208.110	13079.21

### CUMULATIVE TOTAL PER GROUP



REFERENCE

See page 4-5 for operating procedure.

CUMULATIVE TOTAL PER GROUP				
GRAND TTL	23154 pcs	29713.364lb	\$ 74324.36	
AVERAGE	1.283 lb/pcs		3.21 \$/pcs	
CATEGORY	GROUP NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	GROUP 1	1953	2462.330	6182.02
2	GROUP 2	2108	2432.105	6024.23
3	GROUP 3	1325	2952.223	7410.55
4	GROUP 4	1271	1636.924	4077.12
5	GROUP 5	1519	3120.677	7816.96
6	GROUP 6	2015	2692.350	6757.38
7	GROUP 7	1302	2948.441	7162.65
8	GROUP 8	1209	1580.938	7157.90
9	GROUP 9	2480	3072.131	4065.96
10	GROUP 10	1891	2734.448	6695.38

### CUMULATIVE TOTAL BY PLU



REFERENCE

See page 4-6 for operating procedure.

CUMULATIVE TOTAL BY PLU				
GRAND TTL	23154 pcs	29713.364lb	\$ 74324.36	
PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	PLU 1	403	292.330	3082.02
2	PLU 2	651	262.105	2924.23
3	PLU 3	372	162.223	1210.55
4	PLU 4	806	86.924	977.12
5	PLU 5	1240	330.677	1616.96
6	PLU 6	992	212.350	557.38
7	PLU 7	558	158.441	962.55
8	PLU 8	775	340.938	957.90
9	PLU 9	1023	282.131	965.96
10	PLU 10	598	254.448	495.38

### CUM. TOTAL GROSS BY PLU



REFERENCE

See page 4-7 for operating procedure.

CUM. TOTAL GROSS BY PLU				
GRAND TTL	\$ 74324.36	TOTAL GROSS	\$ 74324.36	GROSS RATE 100.0%
PLU No.	PRODUCT NAME	GROSS%	GROSS(lb)	PRICE(\$)
1	PLU 1	100.0	292.330	3082.02
2	PLU 2	100.0	262.105	2924.23
3	PLU 3	100.0	162.223	1210.55
4	PLU 4	100.0	86.924	977.12
5	PLU 5	100.0	330.677	1616.96
6	PLU 6	100.0	212.350	557.38
7	PLU 7	100.0	158.441	962.55
8	PLU 8	100.0	340.938	957.90
9	PLU 9	100.0	282.131	965.96
10	PLU 10	100.0	254.448	495.38

### CUM. TOTAL MARKDOWN ITEM



REFERENCE

See page 4-8 for operating procedure.

CUM. TOTAL MARKDOWN ITEM				
GRAND TTL	7640 pcs	1356.370 lb	\$ 15202.88	
PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	S.PRICE(\$)
15	PLU 15	1958	133.920	4721.30
21	PLU 21	2798	574.530	5263.50
28	PLU 28	2884	647.920	5218.08

### CUM. TOTAL DESIGNATE PLU



REFERENCE

See page 4-9 for operating procedure.

**CUM. TOTAL DESIGNATE PLU** MENU

1. Input the PLUNo. to call the commodity.  
2. Press the PRINT key to print the report.

PLU No.

NAME

TOTAL    FEED

INPUT

### TOTAL PER PLU ANALYSIS



REFERENCE

See page 4-10 for operating procedure.

**CUM. TOTAL PLU ANALYSIS** MENU

Make Selections and Press Details button.

ENTER REPORT SIZE

100    SET

\* Set 0 for all.

CLASSIFICATION KIND

GROUP

ANALYSIS TYPE

PLU No.	ABC PRICE
ABC WEIGHT	ABC NUMBER
Z PRICE	Z WEIGHT
Z NUMBER	

DETAILS

INPUT

**TOTAL PER PLU ANALYSIS** MENU

TYPE	CUM. TTL. PLU	SORTED BY ABC PRICE		
GRAND TTL	23154 pcs	29713.364lb	\$ 74324.36	
CATEGORY				
PLU No.	PRODUCT NAME	PCS	WEIGHT(lb)	PRICE(\$)
1	PLU 1	403	292.330	3082.02
2	PLU 2	651	262.105	2924.23
5	PLU 5	1240	330.677	1616.96
3	PLU 3	372	162.223	1210.55
4	PLU 4	806	86.924	977.12
9	PLU 9	1023	282.131	965.96
7	PLU 7	558	158.441	962.55
8	PLU 8	775	340.938	957.90
6	PLU 6	992	212.350	557.38
10	PLU 10	598	254.448	495.38

<<    >>

# 4.4 31 DAYS TOTAL

31 Days Total is performed to obtain total data for the past 31 days.

**TOTAL MENU**

DAILY TOTAL

CUMULATIVE TOTAL

WEEKLY TOTAL

31 DAYS TOTAL

NON-MOVEMENT

TOTAL CLEAR

MENU

**31 DAYS TOTAL**

GRAND TTL
23154 pcs
\$ 74324.36
29713.364 lb

31 DAYS	PCS	%	0	50	100%
1st	714	3.2	█		
2nd	759	3.4	█		
3rd	848	3.8	█		
4th	625	2.8	█		
5th	1026	4.6	█		
6th	736	3.3	█		
7th	870	3.9	█		
8th	914	4.1	█		
9th	647	2.9	█		
10th	669	3.0	█		

PCS

PRICE

MENU

▲

▲

▼

▼

FEED

**31 DAYS TOTAL**

GRAND TTL
23154 pcs
\$ 74324.36
29713.364 lb

31 DAYS	PRICE	%	0	50	100%
1st	942.40	3.8	█		
2nd	768.82	3.1	█		
3rd	1438.40	5.8	█		
4th	694.41	2.8	█		
5th	1289.61	5.2	█		
6th	967.21	3.9	█		
7th	1116.01	4.5	█		
8th	917.61	3.7	█		
9th	595.20	2.4	█		
10th	1264.81	5.1	█		

PCS

PRICE

MENU

▲

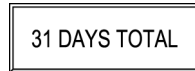
▲

▼

▼

FEED

1. Touch [31 DAYS TOTAL] on the screen.



- 
2. The Hourly Analysis of Week screen appears on the screen.

Touch either [PCS] or [PRICE] to select.

**Example: Select [PCS]**



Press the PRINT key on the keypad to issue a label.



**Example: Select [PRICE]**



Press the PRINT key on the keypad to issue a label.

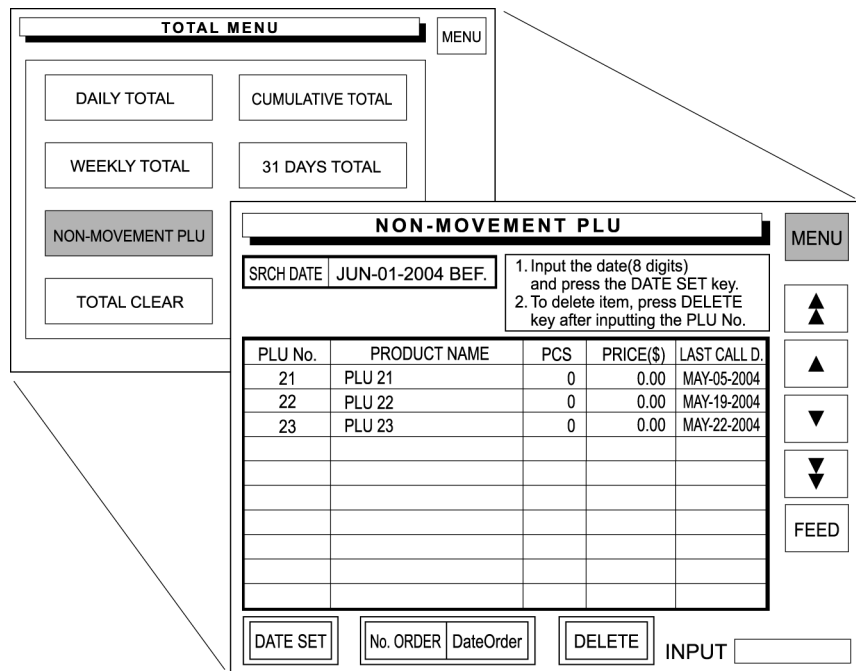


- 
3. Touch [MENU] to return the display to the Daily Total Menu.



## 4.5 NON-MOVEMENT PLU

Non-Movement PLU is performed to obtain the list of the PLU data that has not been sold for the specified period.



1. Touch [NON-MOVEMENT PLU] on the screen.



2. Enter the 8-digit date (MMDDYYYY) and touch [DATE SET] on the screen.

**Example: Date set "JUNE-01-2004"**



3. Touch either [No. ORDER] or [Date Order] to select.



4. A list of PLUs which have not been sold since the specified date appears on the screen.

5. When deleting the PLU, enter the PLU number and touch [DELETE] on the screen.

**Example: PLU 21**



- 6.** Press the PRINT key on the keypad to issue a label.

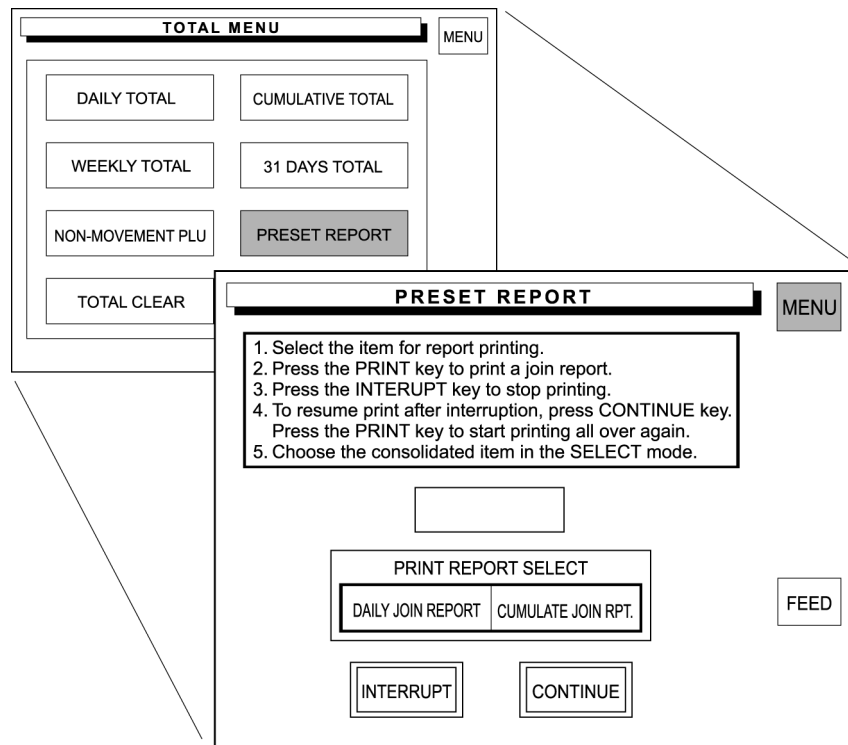


- 7.** Touch [MENU] to return the display to the Daily Total Menu.



## 4.6 PRESET REPORT

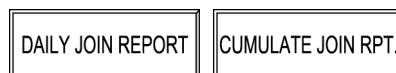
Preset Report is to combine various preset totals when the report is issued. This report is available for Daily and Cumulative totals.



1. Touch [PRESET REPORT] on the screen.



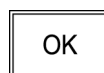
2. Touch either [DAILY JOIN REPORT] or [CUMULATE JOIN REPORT] to select.



3. Press the PRINT key on the keypad to issue a label.



The confirmation screen appears on the screen for printing a join report. Touch [OK] on the screen to start printing.



4. Touch [MENU] to return the display to the Daily Total Menu.



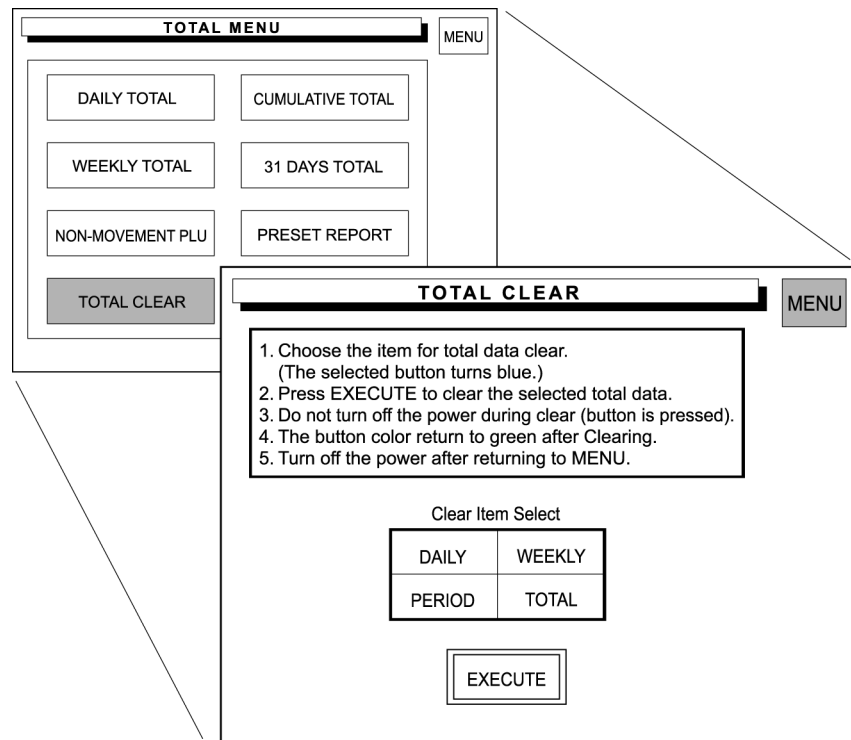
To stop printing, touch [INTERRUPT].

To resume printing, Touch [CONTINUE].



## 4.7 TOTAL CLEAR

Total Clear operation is used to clear the specified total data.



1. Touch [TOTAL CLEAR] on the screen.



2. Touch a desired report type to select.

DAILY	Used to clear Daily Totals.
WEEKLY	Used to clear Weekly Totals.
PERIOD	Used to clear 31 days Totals.
TOTAL	Used to clear Cumulative Totals.

3. Touch [EXECUTE] to clear the selected total data.



The confirmation screen appears on the screen for deletion.  
Touch [EXECUTE] on the screen to carry out total clear.



4. Touch [MENU] to return the display to the Daily Total Menu.



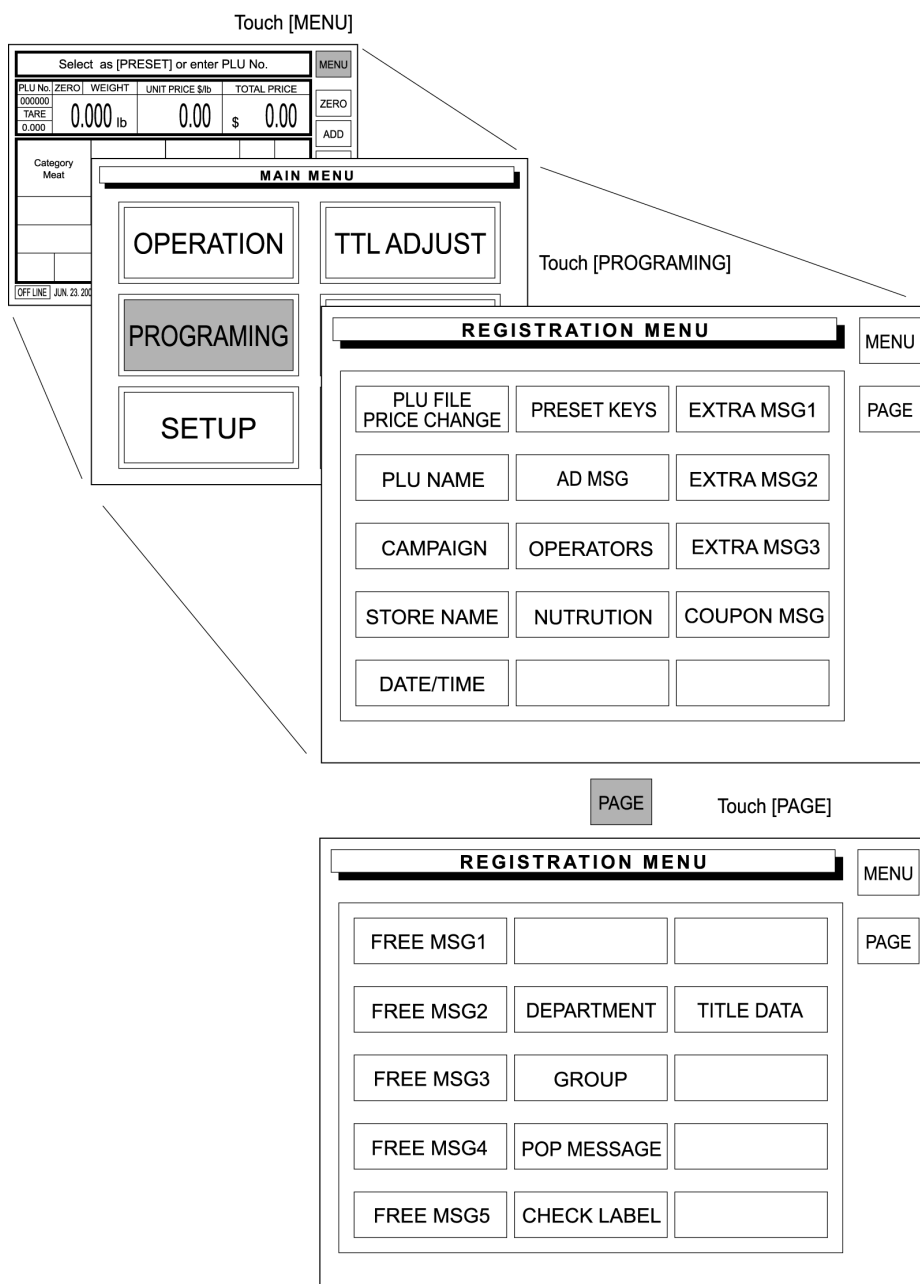


## Chapter 5

## PROGRAMING MODE

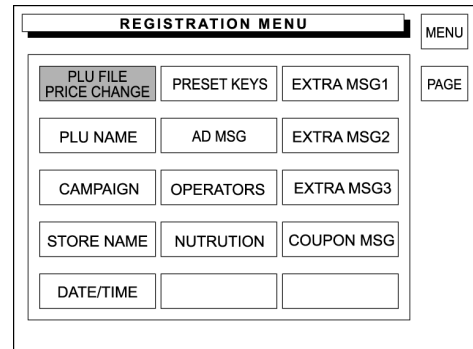
Programing Mode is used to register various preset data required for normal operations. To enter the Registration Menu screen from the initial screen, touch [MENU] first, and touch [PROGRAMING] to access to the Registration Menu screen.

**Note:** If a password is programmed for accessing to the Programing Mode, enter the 6-digit password using the keypad before touching [PROGRAMING].



# 5.1 PLU DATA REGISTRATION

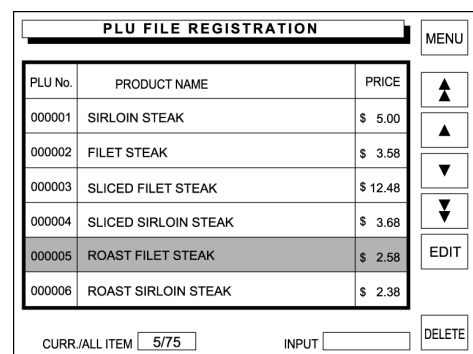
1. Touch [PLU FILE / PRICE CHANGE] on the screen.



2. The PLU File Registration screen appears on the display

When a desired PLU is found on the current screen, touch the corresponding field to select.

When it is not found on the screen, try to find it by using and touch the corresponding field to select.



Used to select the previous PLU.



Used to select the next PLU.



Used to scroll up for the previous screen.



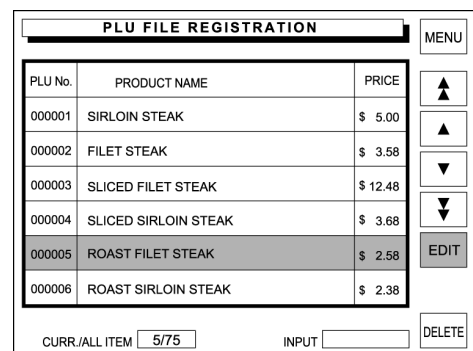
Used to scroll down for the next screen.

Or, enter a desired PLU number and press the PLU key on the keypad.

**Example: PLU No. 5**



3. Touch the EDIT button on the screen.



4. The PLU Data Registration (1/3) screen appears on the display.

Touch [PAGE] to access to other PLU Data Registration screens.

Try to find a desired item on one of three screens on the right.

PLU DATA REGISTRATION						
000005		ROAST FILET STEAK			EDIT	RETURN
					PAGE	
SALES MODE	0:WEIGH	TARE1 (0-9.995)	0.000	BARCODE TYPE	0:REFER	
PRICE	7.58	TARE2 (0-9.995)	0.000	BARCODE FORMAT	0:REFER	
MARKDOWN FLAG	2:-\$	PACK DATE PRINT	0:REFER	POS FLAG	02	
MARKDOWN AMOUNT	1.23	SB DATE PRINT	0:REFER	BARCODE	000000000000	
FIXED WEIGHT(oz)	0	SHELF LIFE (days)	1	OPEN PRICE	0:REFER	
PACK QUANTITY	0	USE BY PRINT	0:REFER	FORCED TARE	0:REFER	
NUTRITION No.	0	USE BY (days)	0	PROP. TARE (0-50.0)	0.0	
PAGE 1/3		INPUT		DELATE		

PAGE

PLU DATA REGISTRATION						
000001		SIRLOIN STEAK			EDIT	RETURN
					PAGE	
EXTRA MESSAGE 1	0	FREE MSG1	0	COUPON MESSAGE	0	
EXTRA MESSAGE 2	0	FREE MSG2	0	LOGO #1 (0-999)	0	
EXTRA MESSAGE 3	0	FREE MSG3	0	LOGO #2 (0-999)	0	
PACK TIME PRINT	0:REFER	FREE MSG4	0	LOGO #3 (0-999)	0	
PACK TIME DATA	--:--	FREE MSG5	0	LABEL FORMAT	0	
SB TIME PRINT	0:REFER	SAFE HANDLING	0:REFER	SECOND LABEL	0:NO	
SB TIME DATA	0.00	SH IMAGE No(0-999)	0	2nd LABEL FORMAT	0	
PAGE 2/3		INPUT		DELATE		

PAGE

PLU DATA REGISTRATION						
000001		SIRLOIN STEAK			EDIT	RETURN
					PAGE	
DEPARTMENT	0	COST PRICE	0.00			
GROUP	0	POP MESSAGE	0			
ITEM CODE	00000000					
UNIT TYPE	0:REFER					
UPPER WT. LIMIT	0.000					
LOWER WT. LIMIT	0.000					
TAX	0					
PAGE 3/3		INPUT		DELATE		

## PLU Data Registration 1/3

Entry examples are shown below. Select necessary items to register.

The selected PLU name is displayed.  
The following product is called by touching this field.

The PLU Name Registration screen is displayed.

PLU DATA REGISTRATION						
000005		ROAST FILET STEAK			EDIT	RETURN
SALES MODE	0:WEIGH	TARE1 (0-9.995)	0.000	BARCODE TYPE	0:REFER	
PRICE	2.58	TARE2 (0-9.995)	0.000	BARCODE FORMAT	0:REFER	
MARKDOWN FLAG	2-\$\$	PACK DATE PRINT	0:REFER	POS FLAG	02	
MARKDOWN AMOUNT	1.23	SB DATE PRINT	0:REFER	BARCODE	0000000000000000	
FIXED WEIGHT(oz)	0	SHELF LIFE (days)	1	OPEN PRICE	0:REFER	
PACK QUANTITY	0	USE BY PRINT	0:REFER	FORCED TARE	0:REFER	
NUTRITION No.	0	USE BY (days)	0	PROP. TARE (0-50.0)	0.0	
PAGE 1/3	INPUT			DELATE		

Touch this key to return to the PLU File Registration screen.

The PLU Data Registration screen 2/3 is displayed.

Item	Operation						
PLU NAME	<ol style="list-style-type: none"> <li>1. Touch <input type="button" value="EDIT"/> on the screen.</li> <li>2. Enter desired characters and edit the text. See Appendix "Text Editing" for further detailed edit operations.</li> <li>3. When the text editing is complete, touch <input type="button" value="RETURN"/> on the screen.</li> </ol>						
SALES MODE	Touch <input type="button" value="SALES MODE"/> on the screen to access to the selection screen. Then, touch one of the following three buttons to select. <table style="width: 100%; margin-top: 5px;"> <tr> <td style="text-align: center;"><input type="button" value="WEIGH"/></td> <td>Weighing product</td> </tr> <tr> <td style="text-align: center;"><input type="button" value="NON-WEIGH"/></td> <td>Fixed price product</td> </tr> <tr> <td style="text-align: center;"><input type="button" value="WEIGH/F.P"/></td> <td>Weighing product with a fixed price</td> </tr> </table>	<input type="button" value="WEIGH"/>	Weighing product	<input type="button" value="NON-WEIGH"/>	Fixed price product	<input type="button" value="WEIGH/F.P"/>	Weighing product with a fixed price
<input type="button" value="WEIGH"/>	Weighing product						
<input type="button" value="NON-WEIGH"/>	Fixed price product						
<input type="button" value="WEIGH/F.P"/>	Weighing product with a fixed price						
PRICE	<p><b>Example: Unit price \$ 5.00</b></p> <div style="display: flex; align-items: center; gap: 10px;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">5</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">00</span> <input type="button" value="U/P"/> </div> <div style="margin-top: 5px;"> <input type="button" value="MEMO"/> </div> <p>When a unit price is entered, the Sales Mode becomes "Weigh" and "Fixed Price" becomes "0".</p> <p><b>Example: Fixed price \$ 8.00</b></p> <div style="display: flex; align-items: center; gap: 10px;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">8</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">00</span> <input type="button" value="FIX"/> </div> <div style="margin-top: 5px;"> <input type="button" value="MEMO"/> </div> <p>When a fixed price is entered, the Sales Mode becomes "Fixed Price" and "Unit Price" becomes "0".</p>						

<b>MARKDOWN FLAG</b>	<p>Touch <input type="button" value="MARKDOWN FLAG"/> on the screen to access to the selection screen.</p> <p>Then, touch one of the following buttons to select.</p> <p><input type="button" value="NORMAL"/> Normal price</p> <p><input type="button" value="SPECIAL"/> Special price</p> <p><input type="button" value="- \$"/> Amount discount (-\$)</p> <p><input type="button" value="- %"/> Percent discount (-%)</p>
<b>MARKDOWN AMOUNT</b>	<p>When [NORMAL] is selected in the Markdown Flag selection above, numeric data entry is not possible.</p> <p>When [SPECIAL] is selected in the Markdown Flag selection above, enter a special price and touch <input type="button" value="MARKDOWN AMOUNT"/>.</p> <p><b>Example: Special price \$ 7.20</b></p> <p><input type="button" value="7"/> <input type="button" value="2"/> <input type="button" value="0"/> <input type="button" value="MARKDOWN AMOUNT"/></p> <p>When [-\$] is selected in the Markdown Flag selection above, enter a special price and touch <input type="button" value="MARKDOWN AMOUNT"/>.</p> <p><b>Example: Discount amount \$ 2.00</b></p> <p><input type="button" value="2"/> <input type="button" value="0"/> <input type="button" value="0"/> <input type="button" value="MARKDOWN AMOUNT"/></p> <p>When [-%] is selected in the Markdown Flag selection, enter a discount percentage and touch <input type="button" value="MARKDOWN AMOUNT"/>.</p> <p><b>Example: Discount percentage 10%</b></p> <p><input type="button" value="1"/> <input type="button" value="0"/> <input type="button" value="MARKDOWN AMOUNT"/></p>
<b>FIXED WEIGHT (oz)</b>	<p><b>Example: Fixed weight 0.260 lb</b></p> <p><input type="button" value="2"/> <input type="button" value="6"/> <input type="button" value="0"/> <input type="button" value="FIXED WEIGHT (oz)"/></p>
<b>PACK QUANTITY</b>	<p><b>Example: Pack quantity 3 pcs.</b></p> <p><input type="button" value="3"/> <input type="button" value="PACK QUANTITY"/></p>
<b>NUTRITION No.</b>	<p><b>Example: Nutrition number "2"</b></p> <p><input type="button" value="2"/> <input type="button" value="NUTRITION No."/></p>
<b>TARE 1 (0-9.995)</b>	<p><b>Example: Tare 1 "0.075 lb"</b></p> <p><input type="button" value="7"/> <input type="button" value="5"/> <input type="button" value="TARE 1 (0-9.995)"/></p>
<b>TARE 2 (0-9.995)</b>	<p><b>Example: Tare 2 "0.100 lb"</b></p> <p><input type="button" value="1"/> <input type="button" value="0"/> <input type="button" value="0"/> <input type="button" value="TARE 2 (0-9.995)"/></p>

<p><b>PACK DATE PRINT</b></p>	<p>Touch <input type="button" value="PACK DATE PRINT"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p>
	<p><input type="button" value="REFER"/> When referring to the set reference data</p>
	<p><input type="button" value="YES"/> When printing the pack date on the label</p>
	<p><input type="button" value="NO"/> When not printing the pack date on the label</p>
<p><b>SB DATE PRINT</b></p>	<p>Touch <input type="button" value="SB DATE PRINT"/> (Sell-by Date Print) on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p>
	<p><input type="button" value="REFER"/> When referring to the set reference data</p>
	<p><input type="button" value="YES"/> When printing the sell-by date on the label</p>
	<p><input type="button" value="NO"/> When not printing the sell-by date on the label</p>
<p><b>SHELF LIFE (days)</b></p>	<p><b>Example: "3 days" from the pack date to come to the shelf life.</b></p> <p><input type="button" value="3"/> <input type="button" value="SHELF LIFE (days)"/></p>
<p><b>USED BY PRINT</b></p>	<p>Touch <input type="button" value="USED BY PRINT"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p>
	<p><input type="button" value="REFER"/> When referring to the set reference data</p>
	<p><input type="button" value="YES"/> When printing the used by date on the label</p>
	<p><input type="button" value="NO"/> When not printing the used by date on the label</p>
<p><b>USED BY (days)</b></p>	<p><b>Example: "5 days" to the Used-by Date</b></p> <p><input type="button" value="5"/> <input type="button" value="USED BY (days)"/></p>
<p><b>BARCODE TYPE</b></p>	<p>Touch <input type="button" value="BARCODE TYPE"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p>
	<p><input type="button" value="REFER"/> When referring to the set reference data</p>
	<p><input type="button" value="UPC 13"/> When using UPC 13</p>
	<p><input type="button" value="UPC 8"/> When using UPC 8</p>
	<p><input type="button" value="10 DIGITS"/> When using 10 DIGITS</p>
	<p><input type="button" value="5 digit 8"/> When using 5 digit 8</p>
	<p><input type="button" value="ITF 2 of 5"/> When using ITF 2 of 5</p>
	<p><input type="button" value="CODE 128"/> When using CODE 128</p>
	<p><input type="button" value="RSS-14"/> When using RSS-14</p>
	<p><input type="button" value="RSS-14 ST"/> When using RSS-14 ST</p>
	<p><input type="button" value="RSS-14 STO"/> When using RSS-14 STO</p>
	<p><input type="button" value="RSS-14 LIMITED"/> When using RSS LIMITED</p>
	<p><input type="button" value="RSS EXPAND"/> When using RSS EXPAND</p>



<p><b>BARCODE FORMAT</b></p>	<p>Touch <input type="button" value="BARCODE&lt;br/&gt;FORMAT"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p> <p><input type="button" value="REFER"/> When referring to the set reference data</p> <table border="1"> <tr> <td><input type="button" value="FFCCCC(C/P)PPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCC(C/P)PPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> </tr> <tr> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCC(C/P)PPPP(C/D)"/></td> <td><input type="button" value="FFCCCCWWW(C/D)"/></td> <td><input type="button" value="FFCCCCWWW(C/D)"/></td> </tr> <tr> <td><input type="button" value="FFCCCCIIII(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCWWW(C/D)"/></td> <td><input type="button" value="FFCCCC(C/P)WWW(C/D)"/></td> </tr> <tr> <td><input type="button" value="FFMMCCPPPP(C/D)"/></td> <td><input type="button" value="FFMMCCPPPP(C/D)"/></td> <td><input type="button" value="FFMMCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCC(0)PPPP(C/D)"/></td> </tr> <tr> <td><input type="button" value="FFCCCCWWW(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCC(C/P)PPPP(C/D)"/></td> <td><input type="button" value="FFCCCC(C/P)WWW(C/D)"/></td> </tr> <tr> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCQPPPP(C/D)"/></td> <td><input type="button" value="FIIIIIIPPPP(C/D)"/></td> </tr> <tr> <td><input type="button" value="FIIIIIIPPPP(C/D)"/></td> <td><input type="button" value="FIIIIIIPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FIIIIIIPPPP(C/D)"/></td> </tr> <tr> <td><input type="button" value="FIIIIIIPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCPPPP(C/D)"/></td> <td><input type="button" value="FFCCCCQQQQ(C/D)"/></td> </tr> </table>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCCWWW(C/D)"/>	<input type="button" value="FFCCCCWWW(C/D)"/>	<input type="button" value="FFCCCCIIII(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCWWW(C/D)"/>	<input type="button" value="FFCCCC(C/P)WWW(C/D)"/>	<input type="button" value="FFMMCCPPPP(C/D)"/>	<input type="button" value="FFMMCCPPPP(C/D)"/>	<input type="button" value="FFMMCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(0)PPPP(C/D)"/>	<input type="button" value="FFCCCCWWW(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)WWW(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCQPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCQQQQ(C/D)"/>
<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>																														
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<input type="button" value="FFCCCCWWW(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)PPPP(C/D)"/>	<input type="button" value="FFCCCC(C/P)WWW(C/D)"/>																														
<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCQPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>																														
<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FIIIIIIPPPP(C/D)"/>																														
<input type="button" value="FIIIIIIPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCPPPP(C/D)"/>	<input type="button" value="FFCCCCQQQQ(C/D)"/>																														
<p><b>POS FLAG</b></p>	<p><b>Example: POS flag "2"</b></p> <p><input type="button" value="2"/> <input type="button" value="POS FLAG"/></p>																																
<p><b>BARCODE</b></p>	<p><b>Example: Barcode "123"</b></p> <p><input type="button" value="1"/> <input type="button" value="2"/> <input type="button" value="3"/> <input type="button" value="BARCODE"/></p>																																
<p><b>OPEN PRICE</b></p>	<p>Touch <input type="button" value="OPEN PRICE"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p> <p><input type="button" value="REFER"/> When referring to the set reference data</p> <p><input type="button" value="PROHIBIT"/> When prohibiting the open price</p> <p><input type="button" value="ALLOW"/> When allowing the open price</p>																																
<p><b>FORCED TARE</b></p>	<p>Touch <input type="button" value="FORCED&lt;br/&gt;TARE"/> on the screen to access to the selection screen. Then, touch one of the following buttons to select.</p> <p><input type="button" value="REFER"/> When referring to the set reference data</p> <p><input type="button" value="PROHIBIT"/> When prohibiting the forced tare entry</p> <p><input type="button" value="ALLOW"/> When allowing the forced tare entry</p>																																
<p><b>PROP. TARE (0-50.0)</b></p>	<p><b>Example: Proportional tare "3 %"</b></p> <p><input type="button" value="3"/> <input type="button" value="O"/> <input type="button" value="PROP. TARE&lt;br/&gt;(0-50.0)"/></p>																																

## PLU Data Registration 2/3

Entry examples are shown below. Select necessary items to register.

The PLU name is displayed.  
The following product is called by touching this field.















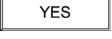
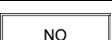


The PLU Name Registration screen is displayed.

P L U DATA REGISTRATION						
000001	SIRLOIN STEAK				EDIT	RETURN
EXTRA MESSAGE 1	0	FREE MSG1	0	COUPON MESSAGE	0	PAGE
EXTRA MESSAGE 2	0	FREE MSG2	0	LOGO #1 (0-999)	0	
EXTRA MESSAGE 3	0	FREE MSG3	0	LOGO #2 (0-999)	0	
PACK TIME PRINT	0:REFER	FREE MSG4	0	LOGO #3 (0-999)	0	
PACK TIME DATA	--:--	FREE MSG5	0	LABEL FORMAT	0	
SB TIME PRINT	0:REFER	SAFE HANDLING	0:REFER	SECOND LABEL	0:NO	
SB TIME DATA	0.00	SH IMAGE No(0-999)	0	2nd LABEL FORMAT	0	
PAGE 2/3		INPUT		DELATE		

Touch this key to return to the PLU File Registration screen.

The PLU Data Registration screen 3/3 is displayed.

Item	Operation						
EXTRA MESSAGE	<p><b>Example: Extra message 1 number "3"</b></p> <p style="text-align: center;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">3</span> <span style="border: 1px solid black; padding: 2px 5px; margin-left: 10px;">EXTRA MESSAGE</span> </p>						
PACK TIME PRINT	<p>Touch <span style="border: 1px solid black; padding: 2px 5px;">PACK TIME PRINT</span> on the screen to access to the selection screen.</p> <p>Then, touch one of the following buttons to select.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">REFER</td> <td>When referring to the reference data setting</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">YES</td> <td>When printing the pack time on the label</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">NO</td> <td>When not printing the pack time on the label</td> </tr> </table>	REFER	When referring to the reference data setting	YES	When printing the pack time on the label	NO	When not printing the pack time on the label
REFER	When referring to the reference data setting						
YES	When printing the pack time on the label						
NO	When not printing the pack time on the label						
PACK TIME DATA	<p><b>Example: Pack time "12:34"</b></p> <p style="text-align: center;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">1</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">2</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">3</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">4</span> <span style="border: 1px solid black; padding: 2px 5px; margin-left: 10px;">PACK TIME DATA</span> </p>						
SB TIME PRINT	<p>Touch <span style="border: 1px solid black; padding: 2px 5px;">SB TIME PRINT</span> (Sell-by Time Print) on the screen to access to the selection screen.</p> <p>Then, touch one of the following buttons to select.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">REFER</td> <td>When referring to the reference data setting</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">YES</td> <td>When printing the sell-by time on the label</td> </tr> <tr> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">NO</td> <td>When not printing the sell-by time on the label</td> </tr> </table>	REFER	When referring to the reference data setting	YES	When printing the sell-by time on the label	NO	When not printing the sell-by time on the label
REFER	When referring to the reference data setting						
YES	When printing the sell-by time on the label						
NO	When not printing the sell-by time on the label						
SB TIME DATA	<p><b>Example: Sell-by time "14:24"</b></p> <p style="text-align: center;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">1</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">4</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">2</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">4</span> <span style="border: 1px solid black; padding: 2px 5px; margin-left: 10px;">SB TIME DATA</span> </p>						
FREE MSG	<p><b>Example: Register the message number "20" in Free Message 2.</b></p> <p style="text-align: center;"> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;">2</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px; margin-left: 5px;">0</span> <span style="border: 1px solid black; padding: 2px 5px; margin-left: 10px;">FREE MSG</span> </p>						

SAFE HANDLING	<p>Touch  on the screen to access to the selection screen.</p> <p>Then, touch one of the following buttons to select.</p> <p> When referring to the reference data setting</p> <p> When not printing the safe handling on the label</p> <p> When printing the safe handling on the label</p>
SH IMAGE No(0-999)	<p><b>Example: Safe handling image number “4”</b></p> <p> </p>
COUPON MESSAGE	<p><b>Example: Coupon message number “3”</b></p> <p> </p>
LOGO (0-999)	<p><b>Example: Logo image number “3”</b></p> <p> </p>
LABEL FORMAT	<p><b>Example: Label format number “7”</b></p> <p> </p>
SECOND LABEL	<p>Touch  on the screen to access to the selection screen.</p> <p>Then, touch one of the following buttons to select.</p> <p> When referring to the reference data setting</p> <p> When using the second label</p> <p> When not using the second label</p>
2nd LABEL FORMAT	<p><b>Example: Second label format number “7”</b></p> <p> </p>

## PLU Data Registration 3/3

Entry examples are shown below. Select necessary registration items to enter.

A PLU name is displayed.  
The following product is called by touching this field.

A PLU Name Registration screen is displayed.

PLU DATA REGISTRATION




000001	SIRLOIN STEAK	EDIT	RETURN	
DEPARTMENT 0		COST PRICE 0.00		
GROUP 0		POP MESSAGE 0		
ITEM CODE 00000000				
UNIT TYPE 0:REFER				
UPPER WT. LIMIT 0.000				
LOWER WT. LIMIT 0.000				
TAX 0				

PAGE 3/3
INPUT 
DELATE

Touch this key to return to the Registration Menu screen.

The PLU Data Registration screen 1/3 is displayed.

Item	Operation															
DEPARTMENT	<b>Example: Department code "3"</b> <input type="text" value="3"/> DEPARTMENT															
GROUP	<b>Example: Group code "2"</b> <input type="text" value="2"/> GROUP															
ITEM CODE	<b>Example: Item code "7232"</b> <input type="text" value="7"/> <input type="text" value="2"/> <input type="text" value="3"/> <input type="text" value="2"/> ITEM CODE															
UNIT TYPE	Touch <input type="text" value="UNIT TYPE"/> on the screen to access to the selection screen Then, touch one of the following buttons to select.															
	<input type="text" value="REFER"/> When referring to the reference data setting															
	<input type="text" value="NO PRN"/> When the unit type is not required.															
	<table style="width: 100%; text-align: center;"> <tr> <td><input type="text" value="oz"/></td> <td><input type="text" value="lb"/></td> <td><input type="text" value="kg"/></td> <td><input type="text" value="0"/></td> <td><input type="text" value="PC."/></td> </tr> <tr> <td><input type="text" value="BOX"/></td> <td><input type="text" value="BUNDLE"/></td> <td><input type="text" value="PACK"/></td> <td><input type="text" value="CUT"/></td> <td><input type="text" value="SLICE"/></td> </tr> <tr> <td><input type="text" value="CUP"/></td> <td><input type="text" value="PKT"/></td> <td><input type="text" value="BAG"/></td> <td><input type="text" value="BUNCH"/></td> <td><input type="text" value="BOTTLE"/></td> </tr> </table>	<input type="text" value="oz"/>	<input type="text" value="lb"/>	<input type="text" value="kg"/>	<input type="text" value="0"/>	<input type="text" value="PC."/>	<input type="text" value="BOX"/>	<input type="text" value="BUNDLE"/>	<input type="text" value="PACK"/>	<input type="text" value="CUT"/>	<input type="text" value="SLICE"/>	<input type="text" value="CUP"/>	<input type="text" value="PKT"/>	<input type="text" value="BAG"/>	<input type="text" value="BUNCH"/>	<input type="text" value="BOTTLE"/>
<input type="text" value="oz"/>	<input type="text" value="lb"/>	<input type="text" value="kg"/>	<input type="text" value="0"/>	<input type="text" value="PC."/>												
<input type="text" value="BOX"/>	<input type="text" value="BUNDLE"/>	<input type="text" value="PACK"/>	<input type="text" value="CUT"/>	<input type="text" value="SLICE"/>												
<input type="text" value="CUP"/>	<input type="text" value="PKT"/>	<input type="text" value="BAG"/>	<input type="text" value="BUNCH"/>	<input type="text" value="BOTTLE"/>												
UPPER WT. LIMIT	<b>Example: Upper weight limit "8.950 lb"</b> <input type="text" value="8"/> <input type="text" value="9"/> <input type="text" value="5"/> <input type="text" value="0"/> UPPER WT. LIMIT															
LOWER WT. LIMIT	<b>Example: Lower weight limit "8.500 lb"</b> <input type="text" value="8"/> <input type="text" value="5"/> <input type="text" value="0"/> <input type="text" value="0"/> LOWER WT. LIMIT															

TAX	<b>Example: Tax number "2"</b> 
COST PRICE	<b>Example: Cost price "\$2.88"</b> 
POP MESSAGE	<b>Example: POP message number "1"</b> 

## Finishing PLU Data Registration

1. Touch [RETURN] on the screen.



PLU DATA REGISTRATION				
000001	SIRLOIN STEAK	EDIT	RETURN	
PAGE				
DEPARTMENT	0	COST PRICE	0.00	
GROUP	0	POP MESSAGE	0	
ITEM CODE	00000000			
UNIT TYPE	0:REFER			
UPPER WT LIMIT	0.000			
LOWER WT LIMIT	0.000			
TAX	0			
PAGE 3/3		INPUT		DELETE

2. The confirmation screen appears on the display for saving.

Touch [EXECUTE] to save the data.



PLU DATA REGISTRATION	
00	SAVE CONFIRMATION
Data is saved. Do you want to save?	
<div style="display: flex; justify-content: space-around; width: 100%;"> <span>EXECUTE</span> <span>CANCEL</span> </div>	
PAGE 1/3	

3. The data is saved, and the screen returns to the PLU File Registration screen.

Then, touch [MENU] to return the display to the Registration Menu screen.



PLU FILE REGISTRATION		
		MENU
PLU No.	PRODUCT NAME	PRICE
000001	SIRLOIN STEAK	\$ 5.00
000002	FILET STEAK	\$ 3.58
000003	SLICED FILET STEAK	\$ 12.48
000004	SLICED SIRLOIN STEAK	\$ 3.68
000005	ROAST FILET STEAK	\$ 2.58
000006	ROAST SIRLOIN STEAK	\$ 2.38
CURR./ALL ITEM 5/75		DELETE

## 5.2 PLU PRICE CHANGE

The registered PLU price data can be changed on the PLU File Registration screen.

Used when the unit price, fixed price, or special price is set.

Used to return to the Program Menu screen.

The PLU Data Registration screen is displayed.

Used to clear the product data selected.

PLU No.	PRODUCT NAME	PRICE
000001	SIRLOIN STEAK	\$ 5.00
000002	FILET STEAK	\$ 3.58
000003	SLICED FILET STEAK	\$ 12.48
000004	SLICED SIRLOIN STEAK	\$ 3.68
000005	ROAST FILET STEAK	\$ 2.58
000006	ROAST SIRLOIN STEAK	\$ 2.38

CURR./ALL ITEM 1/75 INPUT

1. Confirm that the Registration Menu screen is displayed.

Touch [PLU FILE / PRICE CHANGE] on the screen.



2. The PLU File Registration screen appears on the display.

Then, find a desired PLU on the screen and touch the field to select the PLU.

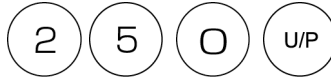


When the unit price is set, the fixed price becomes "0".

When the fixed price is set, the unit price becomes "0".

3. Enter the price using the keypad and press the [U/P] (Unit Price) key or the [FIX] key to change the price.

**Example: Unit price \$2.50**



PLU FILE REGISTRATION			MENU
PLU No.	PRODUCT NAME	PRICE	
000001	SIRLOIN STEAK	\$ 5.00	▲
000002	FILET STEAK	\$ 3.58	▲
000003	SLICED FILET STEAK	\$ 12.48	▼
000004	SLICED SIRLOIN STEAK	\$ 3.68	▼
000005	ROAST FILET STEAK	\$ 2.50	EDIT
000006	ROAST SIRLOIN STEAK	\$ 2.38	

CURR./ALL ITEM 5/75 INPUT  DELETE

4. Touch [MENU] to return the display to the Registration Menu screen.



PLU FILE REGISTRATION			MENU
PLU No.	PRODUCT NAME	PRICE	
000001	SIRLOIN STEAK	\$ 5.00	▲
000002	FILET STEAK	\$ 3.58	▲
000003	SLICED FILET STEAK	\$ 12.48	▼
000004	SLICED SIRLOIN STEAK	\$ 3.68	▼
000005	ROAST FILET STEAK	\$ 2.50	EDIT
000006	ROAST SIRLOIN STEAK	\$ 2.38	

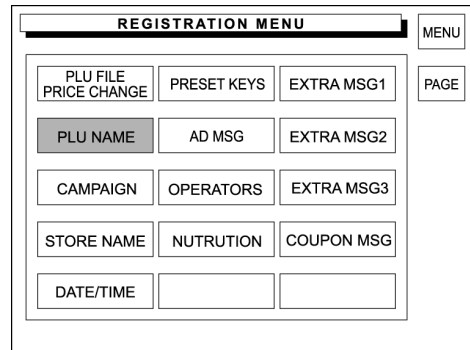
CURR./ALL ITEM 5/75 INPUT  DELETE



# 5.3 PLU NAME REGISTRATION

1. Confirm that the Registration Menu screen is displayed.

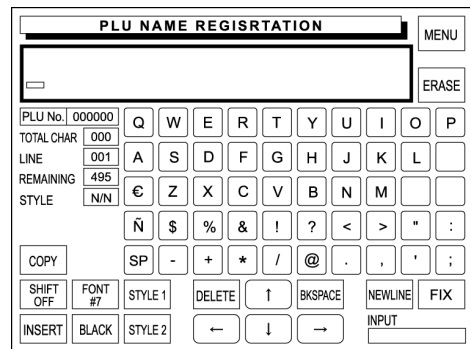
Then, touch [PLU NAME] on the screen.



2. The text edit screen appears on the display.

Then, enter the desired PLU number and press the PLU key on the keypad.

**Example: PLU number "5"**

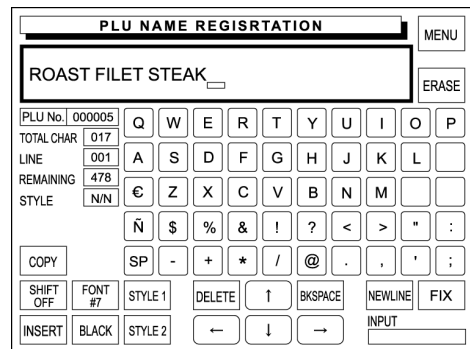


It is also possible to call the PLU number by touching the [PLU No.] on the screen after entering the PLU number.

3. The PLU number 5 is called.

Then, enter the desired characters using the screen keys. and edit the text.

**Example: "Roast Filet Steak"**



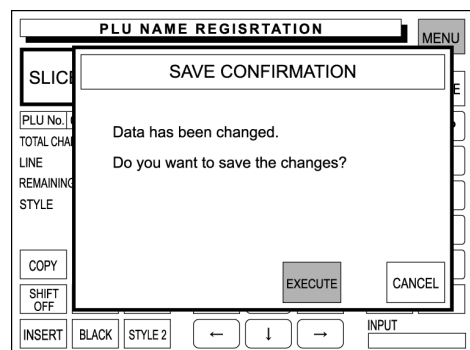
See Appendix "Text Editing".

4. When the registration is complete, touch [MENU] on the screen.



The confirmation screen appears on the display for saving.

Then, touch [EXECUTE] to save the text.









- 11.** The Campaign Registration screen appears on the display.

Repeat steps 2 through 10 for more registrations.

CAMPAIGN REGISTRATION		MENU
01	JUL.21.2004 - JUL.23.2004	▲
		▲
		▼
		▼
		EDIT
		DELETE

CURR./ALL ITEM  INPUT

- 12.** Touch [MENU] to return the display to the Registration Menu screen.

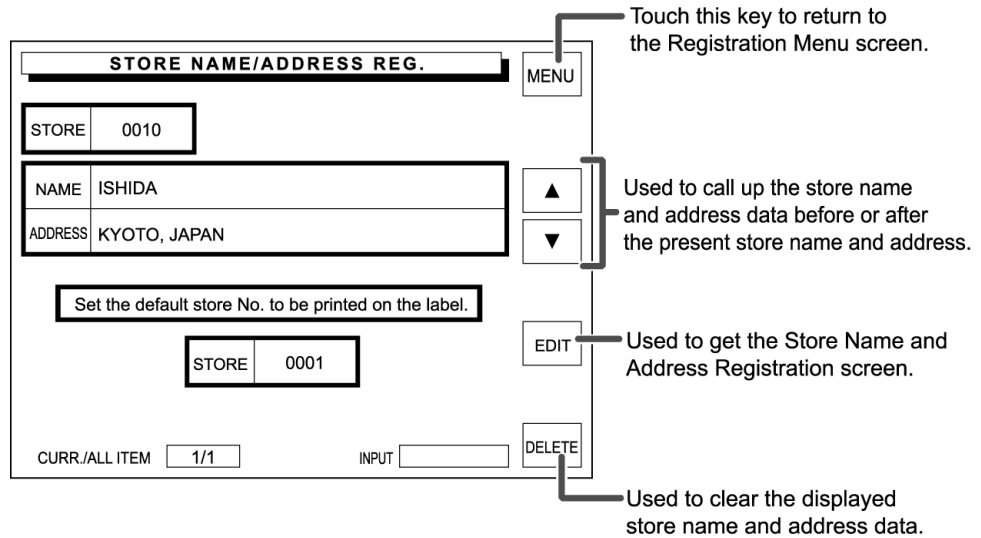
MENU

CAMPAIGN REGISTRATION		MENU
01	JUL.21.2004 - JUL.23.2004	▲
		▲
		▼
		▼
		EDIT
		DELETE

CURR./ALL ITEM  INPUT

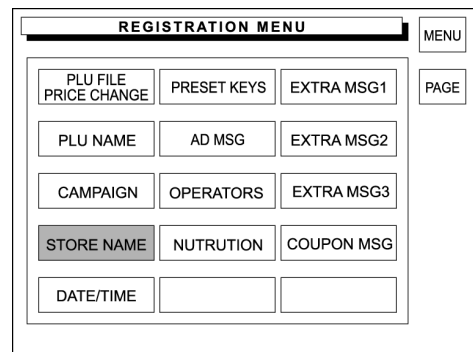
# 5.5 STORE NAME AND ADDRESS REGISTRATION

The store name and address can be registered. Store name and address are printed on label or receipt based on this setting.



## Store Name

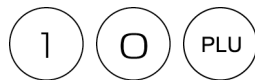
1. Touch [STORE NAME] on the Registration Menu screen.



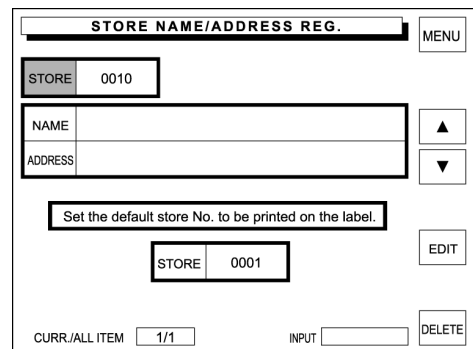
2. The Store Name/Address Registration screen is displayed.

Then, enter the store number and press the PLU key on the keypad.

**Example: PLU number "10"**



It is also possible to enter the store number by touching [STORE] on the screen after entering the store number.



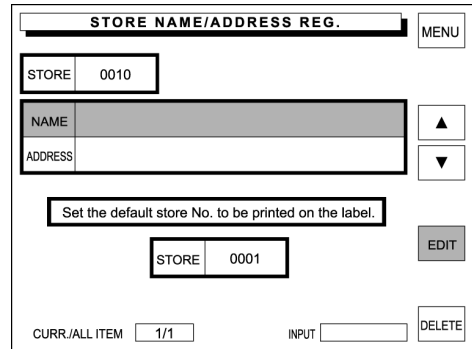


[NAME] is selected first when the Store Name/Address Registration screen is accessed.

3. Touch [NAME] then [EDIT].



The Store Name Registration screen is displayed.

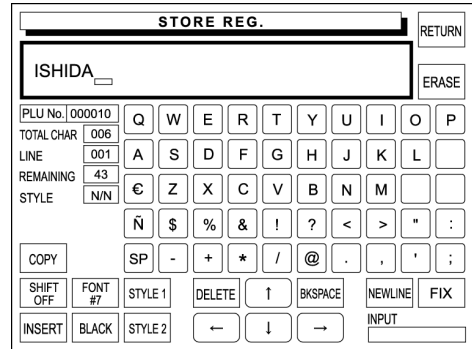


See Appendix "Text Editing".

4. The text edit screen appears on the display.

Then, enter the characters using the screen keys and edit the text.

**Example: Store name "ISHIDA"**



5. Touch [RETURN] on the screen.



The confirmation screen is displayed for saving.

6. The confirmation screen appears on the display for saving.

Then, touch [EXECUTE] on the screen.



7. Repeat steps 2 through 6 for more registrations.

## Store Address

### Example: Registration of the address “KYOTO, JAPAN”.

1. Touch [ADDRESS] then [EDIT] on the screen.



2. The text edit screen appears on the display.

Then, enter the address.

#### Example: Address “Kyoto, Japan”



3. Touch [RETURN] on the screen.



4. The confirmation screen appears on the display for saving.

Then, touch [EXECUTE] to save the text.




REFERENCE

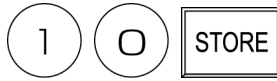
See Appendix “Text Editing”.



## Print Selection of Store Name/Address

1. Enter the store number, then touch [STORE] display field on the screen.

**Example: Store number "10"**



The store data to be printed on the label is selected.

STORE NAME/ADDRESS REG.		MENU
STORE	0010	
NAME	ISHIDA	▲
ADDRESS	KYOTO, JAPAN	▼
Set the default store No. to be printed on the label.		
STORE	0010	EDIT
CURR./ALL ITEM	1/1	INPUT
		DELETE

2. Touch [MENU] on the screen.



The store name and address will be printed on the label as shown below.

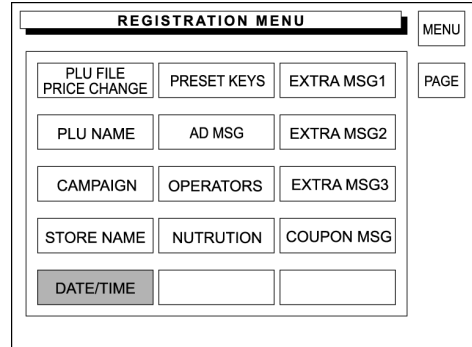
SIRLOIN STEAK	
Use by JUL.23.04	Packed JUL.21.04
	\$/lb 1
	5.00
WEIGHT(lb)	0.850
	<b>PRICE(\$)</b> 4.25
ISHIDA KYOTO, JAPAN	

STORE NAME/ADDRESS REG.		MENU
STORE	0010	
NAME	ISHIDA	▲
ADDRESS	KYOTO, JAPAN	▼
Set the default store No. to be printed on the label.		
STORE	0010	EDIT
CURR./ALL ITEM	1/1	INPUT
		DELETE

# 5.6 DATE/TIME REGISTRATION

1. Confirm that the Registration Menu screen is displayed.

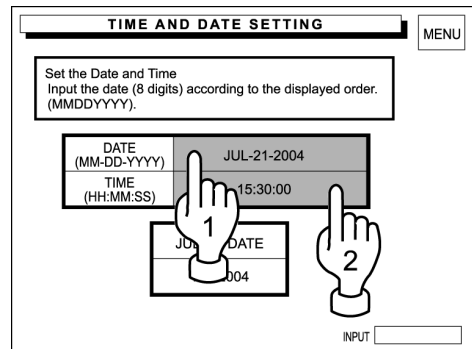
Then, touch [DATE/TIME] on the screen.



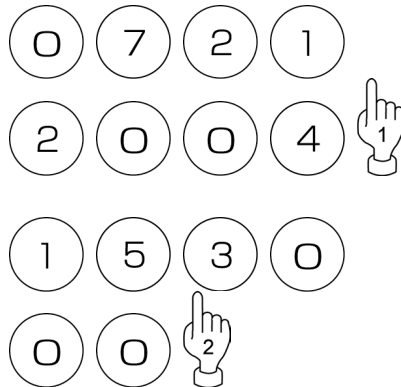
2. The Time and Date Setting screen appears on the display.

Then, enter the desired date using the keypad, and touch the DATE field to register.

In the same manner, register the time.



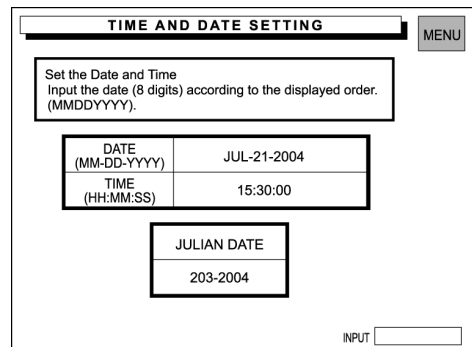
**Example: 15:30 on July 21, 2004**



3. Touch [MENU] on the screen.



The screen returns to the Registration Menu screen.



# 5.7 PRESET KEYS REGISTRATION

## PLU Preset Key Registration

1. Confirm that the Registration Menu screen is displayed.

Then, touch [PRESET KEYS] on the screen.



2. The Preset Key Registration screen (with category keys) appears on the display.

Then, touch [PAGE] on the screen.



3. The Preset Key Registration screen (with PLU buttons) appears on the display.

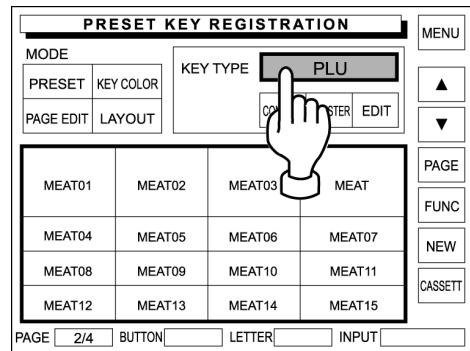
Then, touch [PAGE] on the screen.



4. Touch [REGISTER] on the screen.



5. Touch the Key Type data field on the screen.

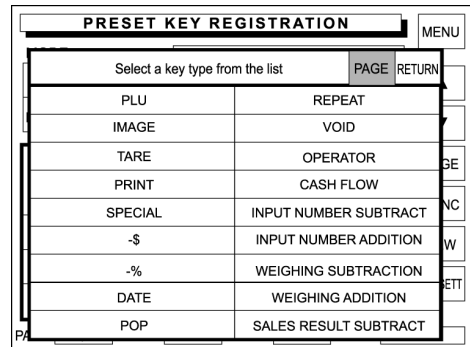


Overwriting a data to an existing PLU preset key is not possible. In this case, delete the preset key first. Then, register a new preset key.

6. The first page of preset key list appears on the display.

When a data exists on the desired preset key, the data must be deleted first in order to register a new PLU data.

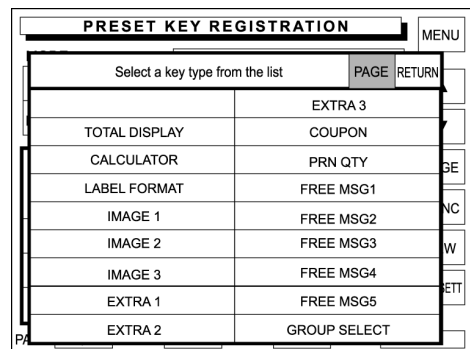
Touch [PAGE] on the screen.



Repeatedly touch [PAGE] on the screen to turn pages until the desired function is found in the list.

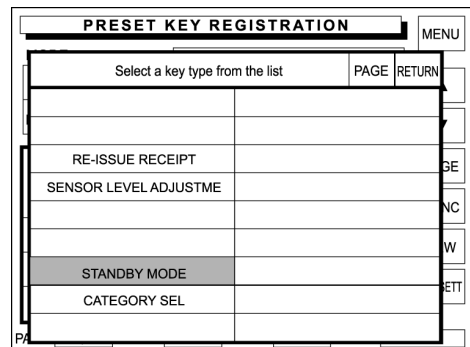
7. The second page of preset key list appears on the display.

Then, touch [PAGE] on the screen.



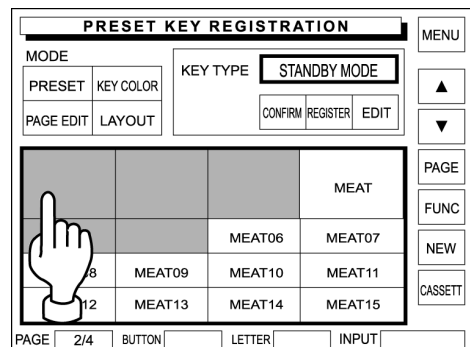
8. The third page of preset key list appears on the display.

Then, touch [STANDBY MODE] to select.

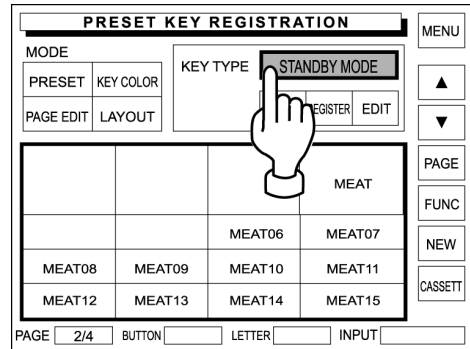


9. Touch the existing PLU preset key to delete.

Repeatedly touch other preset keys to delete if any.

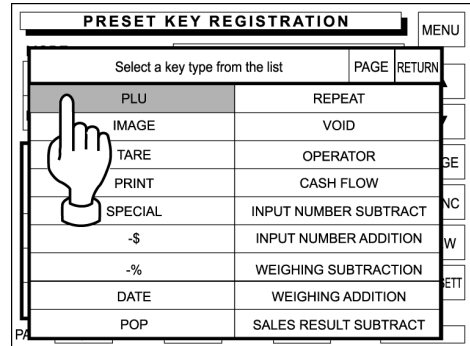


- 10.** Touch the Key Type data field on the screen.

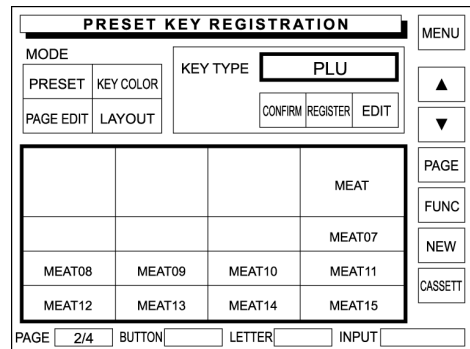


- 11.** The first page of preset key list appears on the display.

Touch [PLU] on the screen to select.

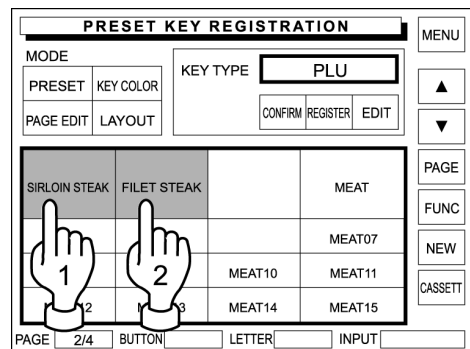
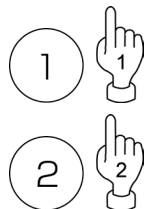


- 12.** The Preset Key Registration screen (with PLU preset keys) appears on the display.



- 13.** Enter a PLU number using the keypad and touch the desired blank key on the screen to allocate the PLU data.

**Example: PLU "1" and "2"**



Repeat this step until all desired PLU allocations are complete.

## PLU Name Edit

1. Confirm that the Registration Menu screen is displayed.

Then, touch [PRESET KEYS] on the screen.



REGISTRATION MENU			MENU
PLU FILE PRICE CHANGE	PRESET KEYS	EXTRA MSG1	PAGE
PLU NAME	AD MSG	EXTRA MSG2	
CAMPAIGN	OPERATORS	EXTRA MSG3	
STORE NAME	NUTRUTION	COUPON MSG	
DATE/TIME			

2. The Preset Key Registration screen (with PLU preset keys) appears on the display.

Then, touch [EDIT] on the screen.



PRESET KEY REGISTRATION			MENU
MODE	KEY TYPE	PLU	
PRESET	KEY COLOR	CONFIRM	REGISTER
PAGE EDIT	LAYOUT	EDIT	
MEAT01	MEAT02	MEAT03	MEAT
MEAT04	MEAT05	MEAT06	MEAT07
MEAT08	MEAT09	MEAT10	MEAT11
MEAT12	MEAT13	MEAT14	MEAT15
PAGE	2/4	BUTTON	LETTER

3. Touch the desired PLU preset key.

PRESET KEY REGISTRATION			MENU
MODE	KEY TYPE	PLU	
PRESET	KEY COLOR	CONFIRM	REGISTER
PAGE EDIT	LAYOUT	EDIT	
MEAT01	MEAT02	MEAT03	MEAT
M	MEAT05	MEAT06	MEAT07
MP	MEAT09	MEAT10	MEAT11
MP	MEAT13	MEAT14	MEAT15
PAGE	2/4	BUTTON	LETTER

4. The text edit screen appears for the PLU name.

Enter the desired characters and edit the text using the screen keys.

When the text editing is complete, touch [RETURN] on the screen.



PRESET KEY NAME REGISTRATION			RETURN
SIRLOIN STEAK			ERASE
PLU No.	000001	Q	W
TOTAL CHAR	006	E	R
LINE	001	T	Y
REMAINING	000	U	I
STYLE	N/N	O	P
		A	S
		D	F
		G	H
		J	K
		L	
		€	Z
		X	C
		V	B
		N	M
		Ñ	\$
		%	&
		!	?
		<	>
		"	:
COPY	SP	-	+
		*	/
		@	.
		'	;
SHIFT OFF	FONT #4	STYLE1	DELETE
		DELETE	↑
		BKSPACE	NEWLINE
		FIX	
INSERT	BLACK	STYLE2	←
		↓	→
			INPUT

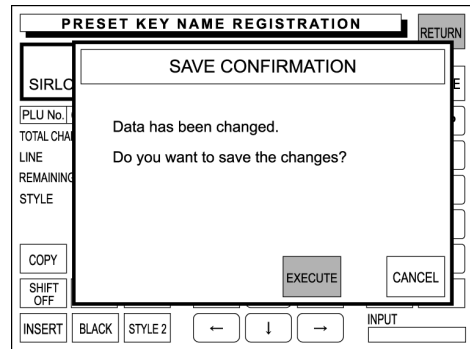


**REFERENCE**

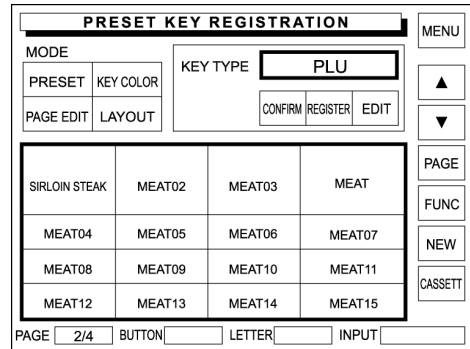
For more detailed text editing operations, see Appendix "Text Editing".

5. The confirmation screen appears for saving.

Then, touch [EXECUTE] to save the data.



6. The edited text appears on the selected preset key.

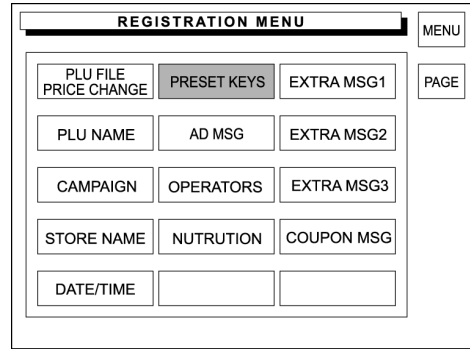


7. Repeat steps 3 through 6 above for more registrations.

## Key Color Change

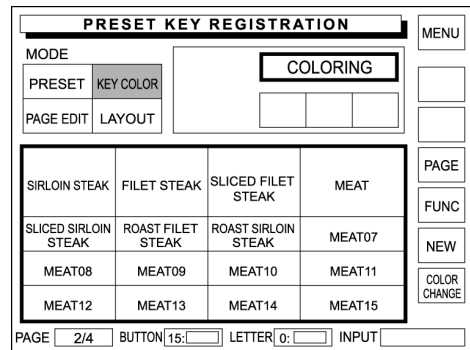
1. Confirm that the Registration Menu screen is displayed.

Then, touch [PRESET KEYS] on the screen.

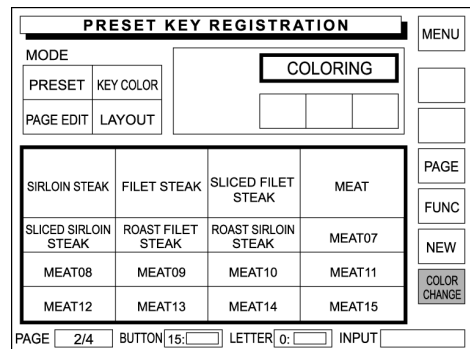


2. The Preset Key Registration screen (with PLU preset keys) appears on the display.

Then, touch [KEY COLOR] on the screen.

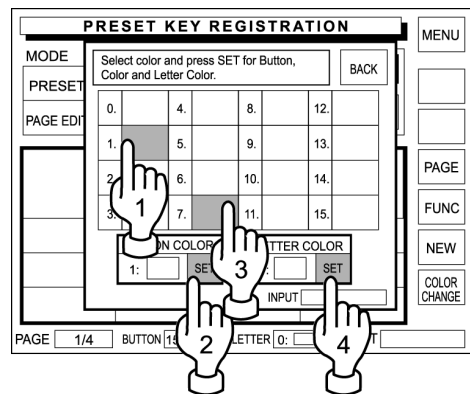


3. Touch [COLOR CHANGE] on the screen to get the color list.



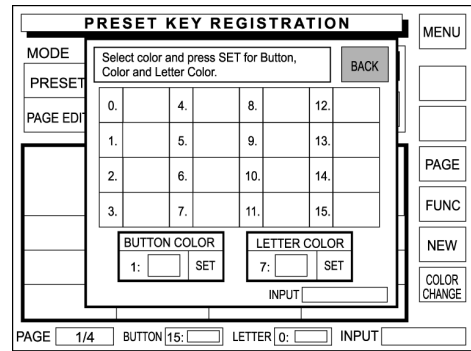
4. Touch a desired color and touch the corresponding [SET] button to select.

**Example: Blue key with white letters**



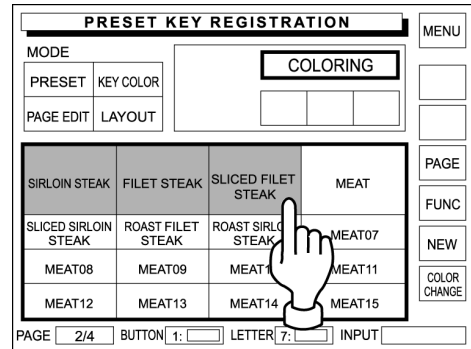


5. Touch [BACK] on the screen to return to the Preset Key Registration screen (with PLU preset keys).



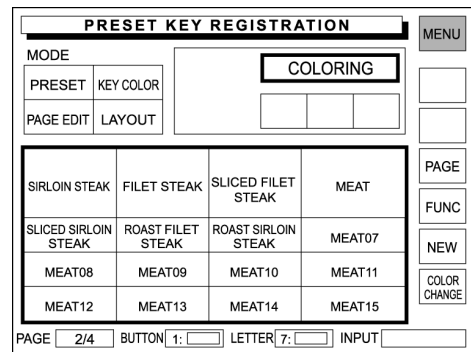
6. Touch a desired PLU preset key to apply the selected colors.

When the same coloring is applied to other PLU preset keys, repeatedly touch desired buttons.



7. When continuing to change PLU preset key coloring, repeat Steps 3 through 6 above.

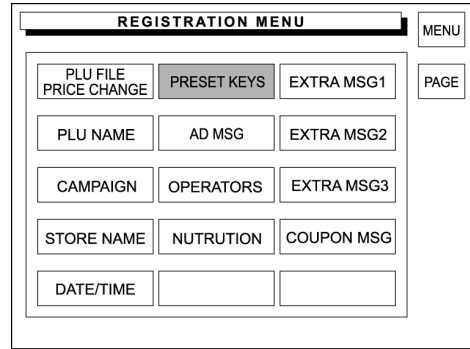
8. Touch [MENU] on the screen.



## Key Layout Change

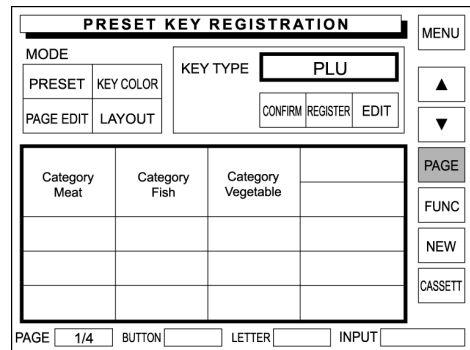
1. Confirm that the Registration Menu is displayed.

Then, touch [PRESET KEYS].



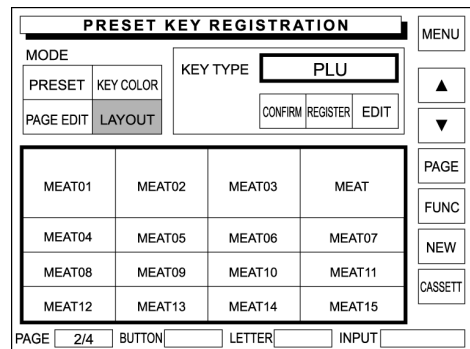
2. The Preset Key Registration screen (with product category keys) appears on the display.

Then, touch [PAGE] on the screen.

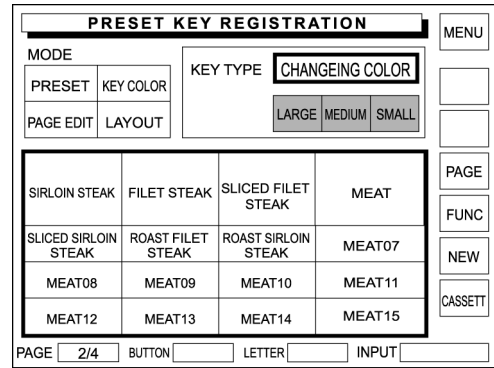
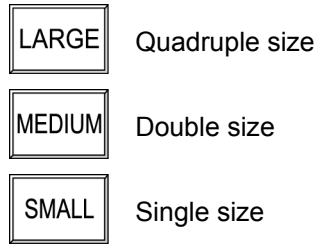


3. The Preset Key Registration screen (with PLU preset keys) appears on the display.

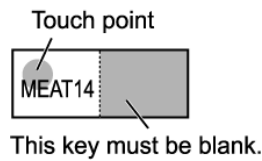
Then, touch [LAYOUT] on the screen.



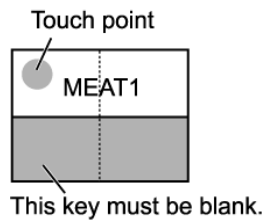
4. Touch [LARGE], [MEDIUM], or [SMALL] to select the key size.



**Example: Single size to double size.**



**Example: Double size to Quadruple size.**



5. When trying to make a key larger, confirm that the covering keys are all blank.

If not, delete these keys first by referring to steps 1 through 9 in section 5.7 “Preset Keys Registration”.

**Example: “Roast Filet Steak” key to quadruple size.**

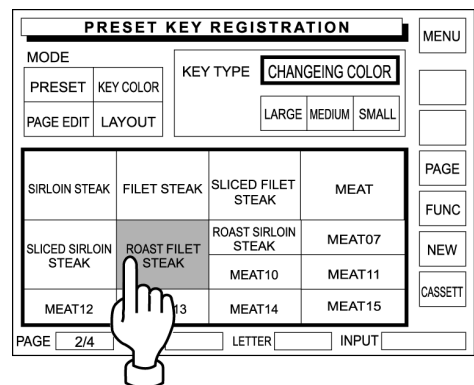
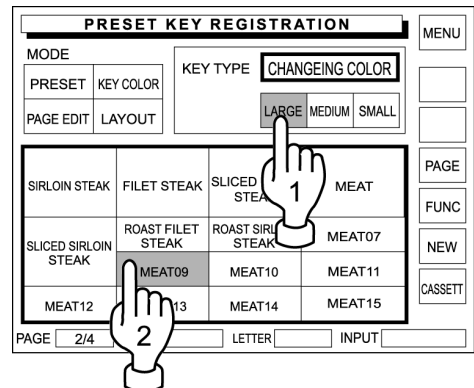
In this example, confirm that [LARGE] is selected in the above step.



Then, delete the existing “MEAT09” key.



Next, touch [ROAST FILET STEAK] key on the screen.



**6.** Repeat steps 4 and 5 above for more registrations.

**7.** Touch [MENU] on the screen.



PRESET KEY REGISTRATION				MENU
MODE		COLORING		
PRESET	KEY COLOR			
PAGE EDIT	LAYOUT			
SIRLOIN STEAK	FILET STEAK	SLICED FILET STEAK	MEAT	PAGE
SLICED SIRLOIN STEAK	ROAST FILET STEAK	ROAST SIRLOIN STEAK	MEAT07	FUNC
MEAT08	MEAT09	MEAT10	MEAT11	NEW
MEAT12	MEAT13	MEAT14	MEAT15	COLOR CHANGE
PAGE	2/4	BUTTON 1:	LETTER 7:	INPUT

## Function Key Registration

Various function keys can be allocated on the preset keys.  
Available function keys are shown in the following 3 pop-up screens.

PRESET KEY REGISTRATION		MENU	
Select a key type from the list		PAGE	RETURN
PLU	REPEAT		
IMAGE	VOID		
TARE	OPERATOR		GE
PRINT	CASH FLOW		NC
SPECIAL	INPUT NUMBER SUBTRACT		W
-\$	INPUT NUMBER ADDITION		ETT
-%	WEIGHING SUBTRACTION		
DATE	WEIGHING ADDITION		
POP	SALES RESULT SUBTRACT		

PRESET KEY REGISTRATION		MENU	
Select a key type from the list		PAGE	RETURN
	EXTRA 3		
TOTAL DISPLAY	COUPON		
CALCULATOR	PRN QTY		GE
LABEL FORMAT	FREE MSG1		NC
IMAGE 1	FREE MSG2		W
IMAGE 2	FREE MSG3		ETT
IMAGE 3	FREE MSG4		
EXTRA 1	FREE MSG5		
EXTRA 2	GROUP SELECT		

PRESET KEY REGISTRATION		MENU	
Select a key type from the list		PAGE	RETURN
RE-ISSUE RECEIPT			GE
SENSOR LEVEL ADJUSTME			NC
			W
STANDBY MODE			ETT
CATEGORY SEL			

1. Confirm that the Registration Menu is displayed.

Then, touch [PRESET KEYS].

PRESET KEYS

2. The Preset Key Registration screen (with product category keys) appears on the display.

Then, touch [PAGE] on the screen.

PAGE

3. The Preset Key Registration screen (with PLU preset keys) appears on the display.

Then, touch [FUNC] on the screen.

FUNC

4. The Preset Key Registration screen (with function preset keys) appears on the display.

Then, touch [PRESET] on the screen.

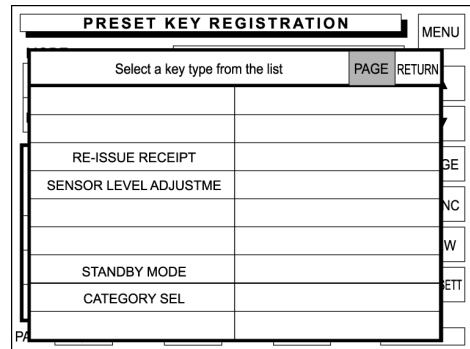
PRESET

5. Touch [REGISTER] and the Key Type field.

REGISTER

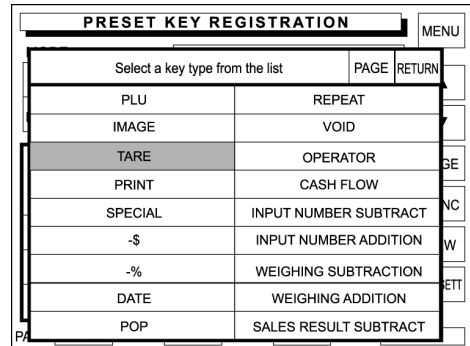
6. The preset key list appears on the display.

When the desired function is not found in this list, repeatedly touch [PAGE] until it appears on the list.



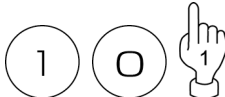
7. Touch the desired function field to select.

**Example: Select [TARE].**

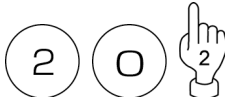


8. For a function key that requires numeric entry, enter a numeric data using the keypad, and touch the desired key to allocate.

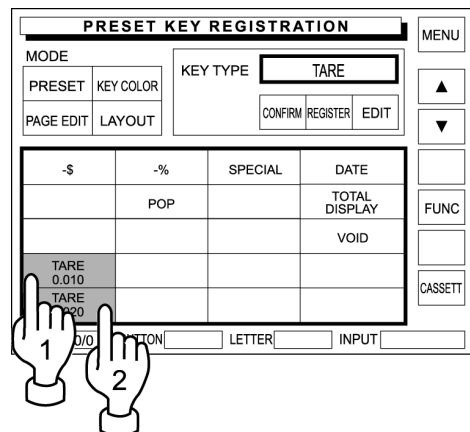
**Example: Tare 1 "0.010 lb"**



**Example: Tare 2 "0.020 lb"**

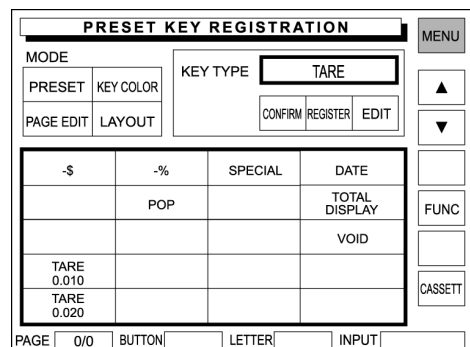


For a function key that does not require numeric entry, simply touch the desired key to allocate.



9. Repeat steps 6 through 8 for more registrations.

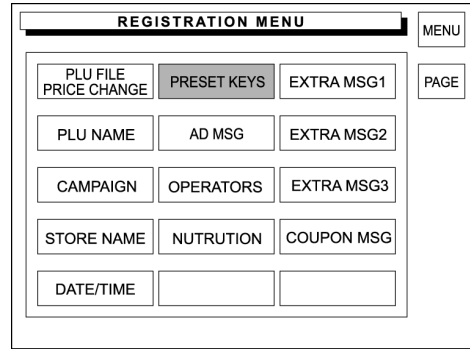
10. Touch [MENU] on the screen to finish this procedure.



## Page Copy

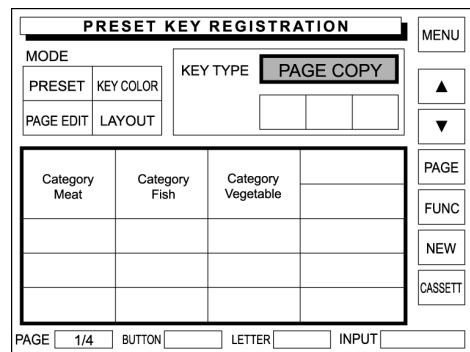
1. Confirm that the Registration Menu is displayed.

Then, touch [PRESET KEYS] on the screen.

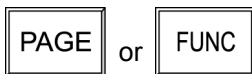


2. The Preset Key Registration screen (with product category keys) appears on the display.

Then, touch [PAGE EDIT] on the screen.

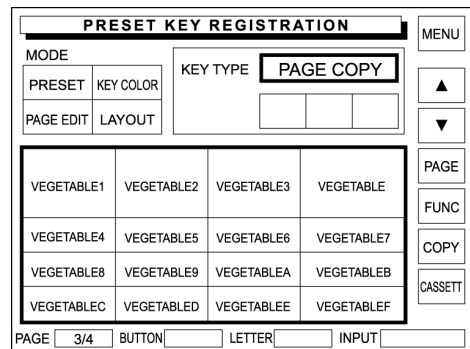


3. Touch [PAGE] or [FUNC] to find out the original page to be copied.



At this time, confirm that “PAGE COPY” is displayed in the key type field, and remember the original page number.

**Example: Original page “3/4”**

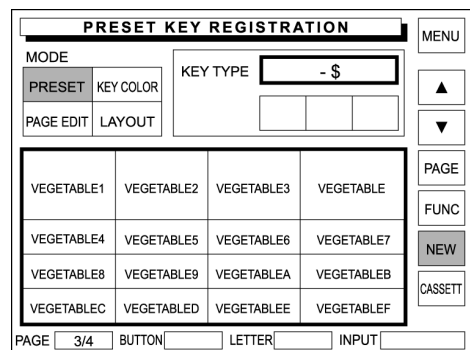


4. When copying the original page to an existing page, touch [PAGE] to display the page to which the original page is copied.



Or, when copying the original page to a new page, touch [PRESET] and [NEW] buttons to display a new page.

**Example: Copy to a new page.**





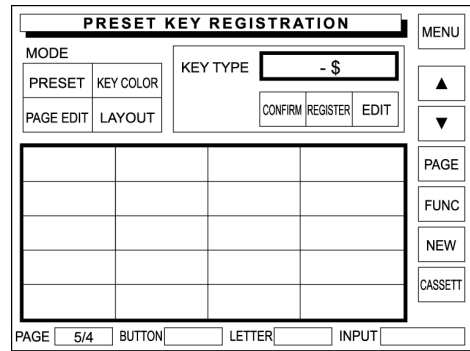
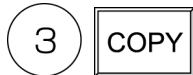
5. The new page appears on the display.

Then, touch [PAGE EDIT] on the screen.



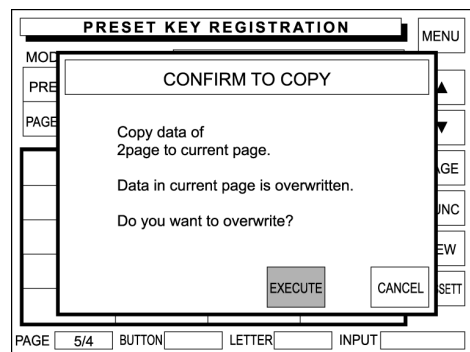
Enter the original page number and touch [COPY] on the screen.

**Example: Copy page 3 to the new page**

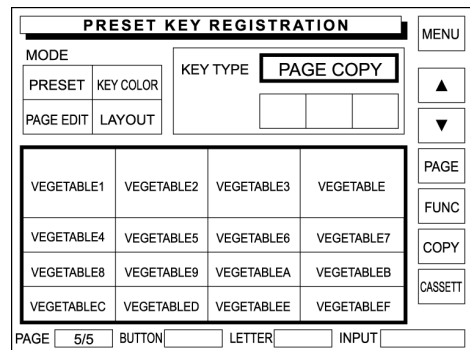


6. The confirmation screen appears on the display for copying.

Then, touch [EXECUTE] on the screen.

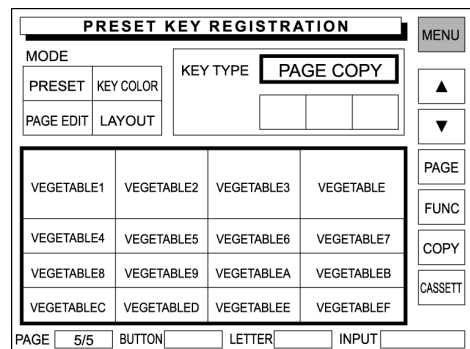


7. The original page has been copied to the current page.



8. Repeat steps 3 through 7 for more copying.

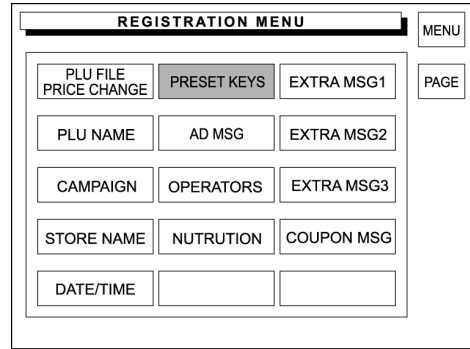
9. Touch [MENU] on the screen to finish this procedure.



## Page Delete

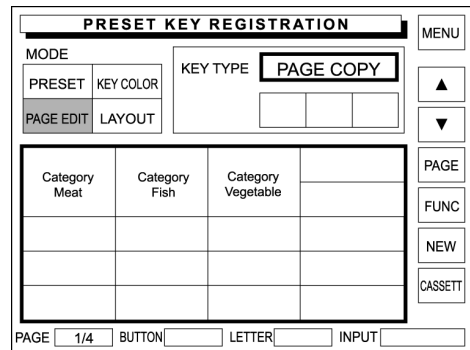
1. Confirm that the Registration Menu is displayed.

Then, touch [PRESET KEYS] on the screen.

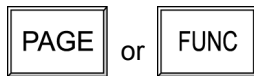


2. The Preset Key Registration screen (with product category keys) appears on the display.

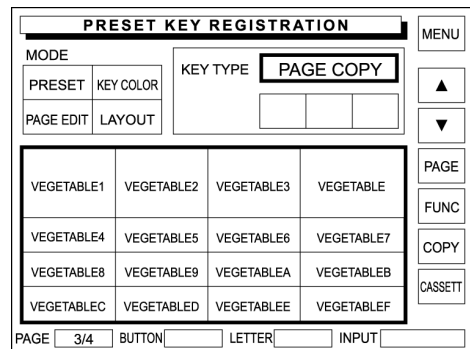
Then, touch [PAGE EDIT] on the screen.



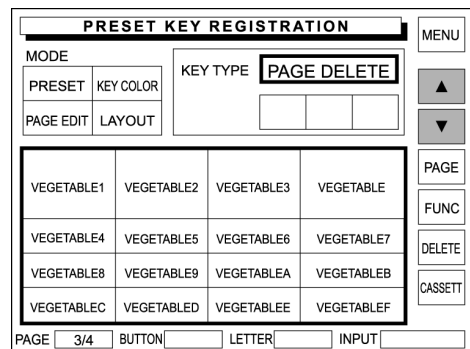
3. Touch [PAGE] or [FUNC] to find out the page to be deleted.



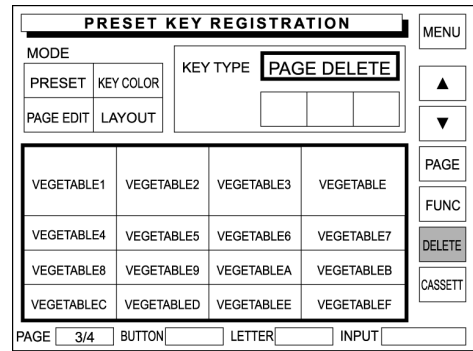
**Example: Delete page 3/4.**



4. Touch [▲] or [▼] to change the Key Type display field to "PAGE DELETE".

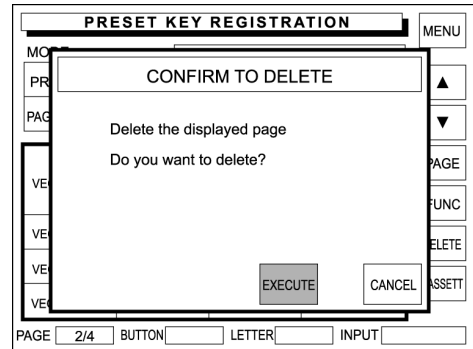


5. Touch [DELETE] on the screen.



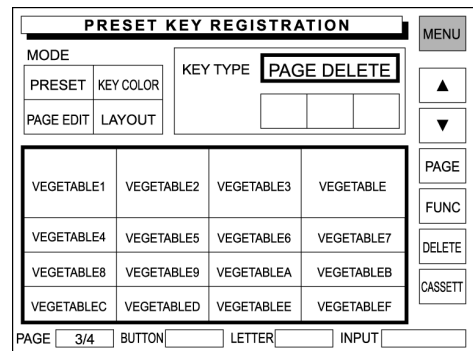
6. The confirmation screen appears on the display for deletion.

Then, touch [EXECUTE] on the screen.



7. Repeat steps 3 through 6 above for more deletions.

8. Touch [MENU] on the screen to finish this procedure.



# 5.8 ADVERTISEMENT MESSAGE

Advertisement messages can be displayed on the customer display

**Basic Setting Field**  
The scroll message displayed every day is set.

**Day of the week setting field**  
Set the scroll message displayed every day of the week.

Touch this key to return to the Registration Menu screen.

Clear the called data.

The scroll message registration screen is displayed.

Select the setting of normal screen or total screen.

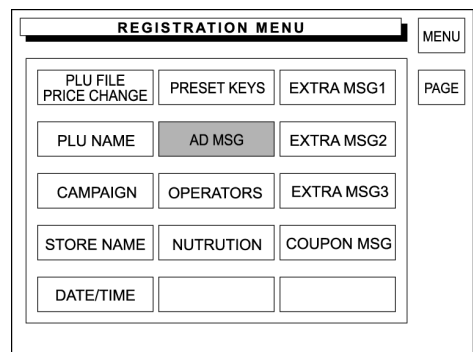
Change the day of the week setting field.

Select the setting of single (the day of the week only) or multiple (the day of the week + basic setting).

## Message Table Allocation

1. Confirm that the Registration Menu is displayed.

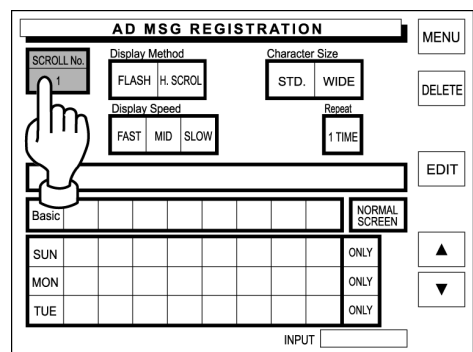
Then, touch [AD MSG] (Advertisement Message) on the screen to select.



2. The Advertisement Message Registration screen appears on the display.

Then, enter the scroll number using the keypad, and touch the Scroll No. field.

**Example: Scroll number "1"**



3. Touch one of the following buttons to select the display method.

**FLASH**

A message flashes on the customer display.

**H.SCROL**

A message scrolls on the customer display.

4. Touch one of the following buttons to select the character size.

**STD.**

Standard character size

**WIDE**

Wide character size

5. Touch one of the following buttons to select the display speed.

**FAST**

Fast flashing or scrolling

**MID**

Medium flashing or scrolling

**SLOW**

Slow flashing or scrolling

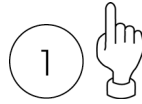
6. Enter the number of display times using the keypad, and touch the Repeat field.

**Example: 3 display times**



- Allocate the advertisement message numbers to each desired field.

**Example: Message No. "1" on Basic**



AD MSG REGISTRATION										MENU	
SCROLL No.	Display Method			Character Size							DELETE
1	FLASH	H. SCROL		STD.	WIDE						
Display Speed			Repeat								
FAST MID SLOW			3 TIME								
Do business everyday this month.											EDIT
Basic	1									NORMAL SCREEN	
SUN	2									ALL	▲
MON										ONLY	▼
TUE	2									ONLY	
INPUT											

- Touch [NORMAL SCREEN] to change the key display to [TOTAL SCREEN].



AD MSG REGISTRATION										MENU	
SCROLL No.	Display Method			Character Size							DELETE
1	FLASH	H. SCROL		STD.	WIDE						
Display Speed			Repeat								
FAST MID SLOW			3 TIME								
Do business everyday this month.											EDIT
Basic										TOTAL SCREEN	
SUN											▲
MON											▼
TUE											
INPUT											

- Repeat steps 2 through 8 above for Total Screen allocation.

## Message Edit

1. Confirm that the Registration Menu is displayed.

Then, touch [AD MSG] (Advertisement Message) on the screen to select.



2. The Advertisement Message Registration screen appears on the display.

Then, enter the scroll number using the keypad, and touch the Scroll No. field.

**Example: Scroll number "1"**



3. Touch [EDIT] on the screen.



4. The text edit screen appears on the display.

Enter the desired characters and edit the text.




REFERENCE

See Appendix "Text Editing" for more detailed information.

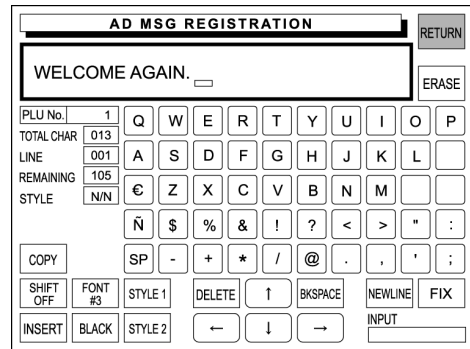


REFERENCE

See Appendix "Text Editing" for more detailed information.

- When the text editing is complete, touch [RETURN] on the screen.

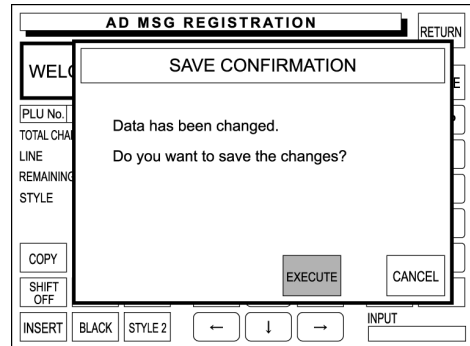
RETURN



- The confirmation screen appears on the display for saving.

Then, touch [EXECUTE] to save the registered message.

EXECUTE





## Message Deletion

1. Confirm that the Registration Menu is displayed.

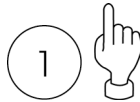
Then, touch [AD MSG] (Advertisement Message) on the screen to select.



2. The Advertisement Message Registration screen appears on the display.

Then, enter the scroll number using the keypad, and touch the Scroll No. field.

**Example: Scroll number "1"**



3. The Advertisement Message Registration screen with the data of the entered message number.

Then, touch [DELETE] on the screen to delete the displayed text.

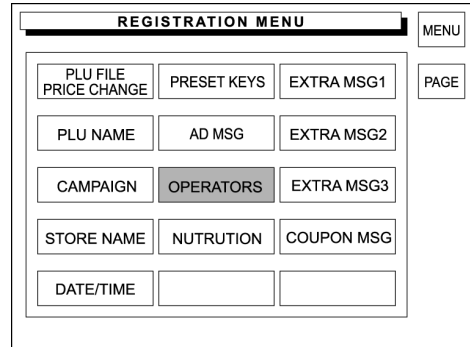




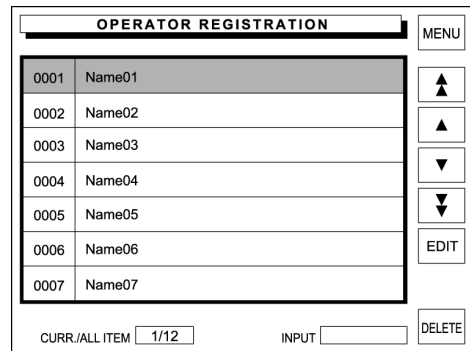
# 5.9 OPERATOR NAME REGISTRATION

1. Confirm that the Registration Menu is displayed.

Then, touch [OPERATORS] on the screen to select.

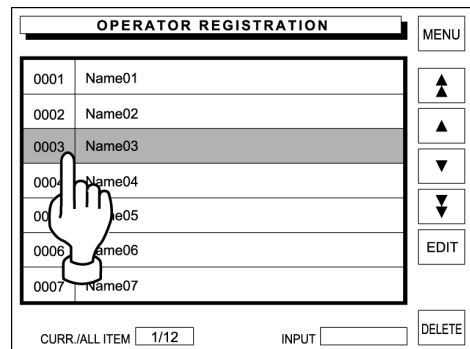


2. The Operator Registration screen appears on the display.

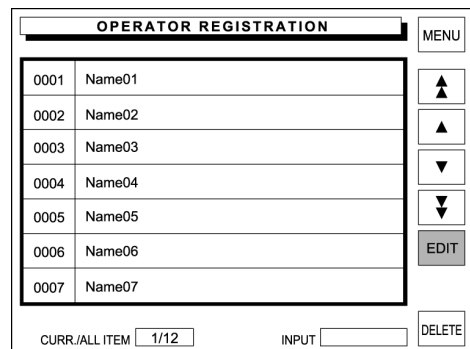


3. Touch a desired field to select.

**Example: Operator No. "0003"**



4. Touch [EDIT] on the screen.





REFERENCE

See Appendix "Text Editing" for more detailed information.

- The text edit screen appears on the display.

Enter the desired characters and edit the text.



OPERATOR REGISTRATION										RETURN	
Name03										ERASE	
PLU No.	0003	Q	W	E	R	T	Y	U	I	O	P
TOTAL CHAR	006										
LINE	001	A	S	D	F	G	H	J	K	L	
REMAINING	008	€	Z	X	C	V	B	N	M		
STYLE	N/N	Ñ	\$	%	&	!	?	<	>	"	:
COPY		SP	-	+	*	/	@	.	,	'	;
SHIFT OFF	FONT #2	STYLE1	DELETE	↑	BKSPACE	NEWLINE	FIX				
INSERT	BLACK	STYLE2	←	↓	→	INPUT					

- When the text editing is complete, touch [RETURN] on the screen.



OPERATOR REGISTRATION										RETURN	
Name03										ERASE	
PLU No.	0003	Q	W	E	R	T	Y	U	I	O	P
TOTAL CHAR	006										
LINE	001	A	S	D	F	G	H	J	K	L	
REMAINING	008	€	Z	X	C	V	B	N	M		
STYLE	N/N	Ñ	\$	%	&	!	?	<	>	"	:
COPY		SP	-	+	*	/	@	.	,	'	;
SHIFT OFF	FONT #2	STYLE1	DELETE	↑	BKSPACE	NEWLINE	FIX				
INSERT	BLACK	STYLE2	←	↓	→	INPUT					

# 5.10 NUTRITION REGISTRATION

1. Confirm that the Registration Menu is displayed.

Then, touch [NUTRITION] on the screen to select.



**REGISTRATION MENU**

PLU FILE PRICE CHANGE	PRESET KEYS	EXTRA MSG1
PLU NAME	AD MSG	EXTRA MSG2
CAMPAIGN	OPERATORS	EXTRA MSG3
STORE NAME	<b>NUTRITION</b>	COUPON MSG
DATE/TIME		

2. The Nutrition Registration screen appears on the display.

Then, enter the nutrition number using the keypad, and press the PLU key.

**Example: Nutrition number "1"**



**NUTRITION REGISTRATION**

CURR./ALL ITEM 1/1 INPUT

3. The Nutrition Data Registration screen with the data of the entered nutrition number appears on the display.

Then, touch [EDIT] on the screen.



**NUTRITION DATA REGISTRATION**

Nutrition No: 000001

SERVING SIZE		TOTAL CALORIES	0
SERVING PER CONT	0	CALORIE FROM FAT	0
TOTAL FAT	0g 0%	CARBOHYDRATE	0g 0%
SATURATED FAT	0g 0%	DIETARY FIBER	0g 0%
CHOLESTEROL	0mg 0%	PROTEIN	0g 0%
SODIUM	0mg 0%	SUGARS	0g 0%
VitaminA %	0	VitaminC %	0
CALCIUM %	0	IRON %	0

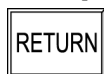
INPUT

4. The text edit screen appears on the display.

Enter the desired characters and edit the text.



When the text editing is complete, touch [RETURN] on the screen.



**NUTRITION NAME REGISTRATION**

CUP

PLU No: 1  
TOTAL CHAR: 003  
LINE: 001  
REMAINING: 17  
STYLE: N/N

Q W E R T Y U I O P  
A S D F G H J K L  
N \$ % & ! ? < > " :  
COPY SP - + \* / @ . , ' ;  
SHIFT OFF FONT #2 STYLE1 DELETE ↑ BKSPACE NEWLINE FIX  
INSERT BLACK STYLE2 ← ↓ → INPUT

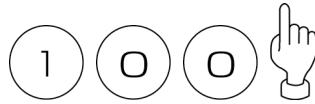


See Appendix "Text Editing" for more detailed information.

5. The Nutrition Data Registration screen appears on the display.

Enter a numeric data for each numeric field and touch the corresponding field to register.

**Example: Total calories “100”**



NUTRITION DATA REGISTRATION					
Nutrition No: 000001					
SERVING SIZE	CUP	TOTAL CALORIES	100		
SERVING PER CONT	0	CALORIE FROM FAT	0		
TOTAL FAT	0g	0%	CARBOHYDRATE	0g	0%
SATURATED FAT	0g	0%	DIETARY FIBER	0g	0%
CHOLESTEROL	0mg	0%	PROTEIN	0g	0%
SODIUM	0mg	0%	SUGARS	0g	0%
VitaminA %	0	VitaminC %	0	CALCIUM %	0
				IRON %	0
INPUT					

6. Repeat step 5 above for further required items.

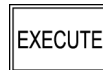
7. When the registration is complete, touch [RETURN] on the screen.



NUTRITION DATA REGISTRATION					
Nutrition No: 000001					
SERVING SIZE	CUP	TOTAL CALORIES	100		
SERVING PER CONT	0	CALORIE FROM FAT	0		
TOTAL FAT	0g	0%	CARBOHYDRATE	0g	0%
SATURATED FAT	0g	0%	DIETARY FIBER	0g	0%
CHOLESTEROL	0mg	0%	PROTEIN	0g	0%
SODIUM	0mg	0%	SUGARS	0g	0%
VitaminA %	0	VitaminC %	0	CALCIUM %	0
				IRON %	0
INPUT					

8. The confirmation screen appears on the display for saving.

Touch [EXECUTE] on the screen.

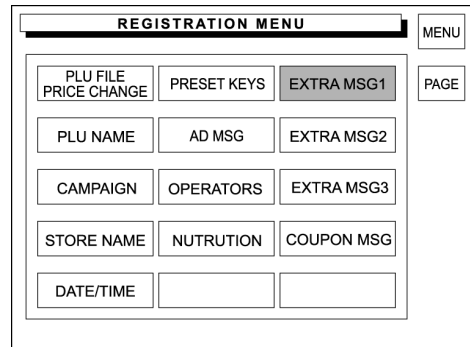


NUTRITION DATA REGISTRATION					
Nu					
SE					
SER					
TO					
SATL					
CHO					
S					
Vitar					
SAVE CONFIRMATION					
Data has been changed.					
Do you want to save the changes?					
				EXECUTE	CANCEL
INPUT					

# 5.11 EXTRA MESSAGE 1 - 3

1. Confirm that the Registration Menu is displayed.

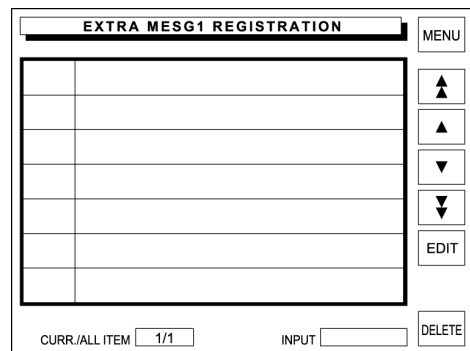
Then, touch [EXTRA MSG] on the screen to select.



2. The Extra Message Registration screen appears on the display.

Then, enter the message number and press the PLU key on the keypad.

**Example: Message No. "1"**

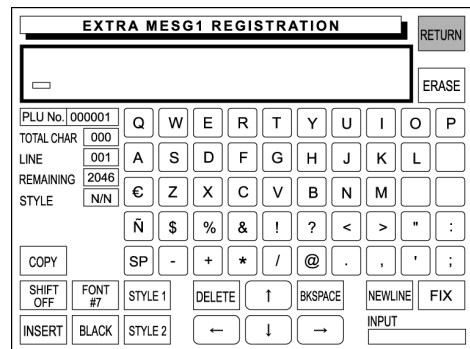
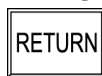


3. The text edit screen appears on the display.

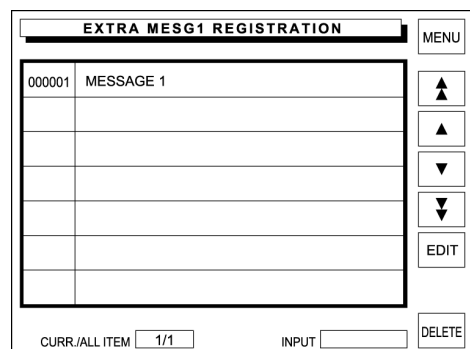
Enter the desired characters and edit the text.



When the text editing is complete, touch [RETURN] on the screen.



4. Repeat steps 2 and 3 above for further registrations.



REFERENCE

See Appendix "Text Editing" for more detailed information.

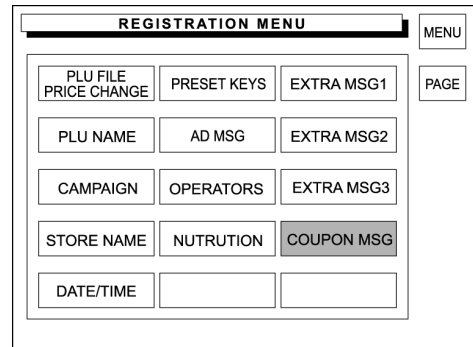




# 5.12 COUPON MESSAGE

1. Confirm that the Registration Menu is displayed.

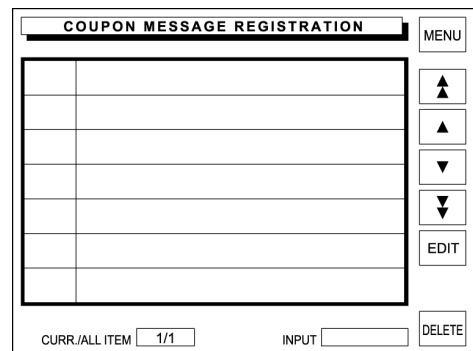
Then, touch [COUPON MSG] on the screen to select.



2. The Coupon Message Registration screen appears on the display.

Then, enter the message number and press the PLU key on the keypad.

**Example: Message No. "1"**



REFERENCE

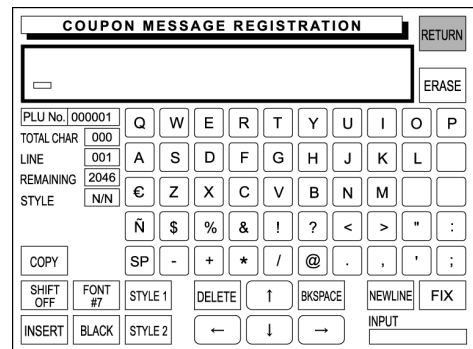
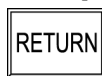
See Appendix "Text Editing" for more detailed information.

3. The text edit screen appears on the display.

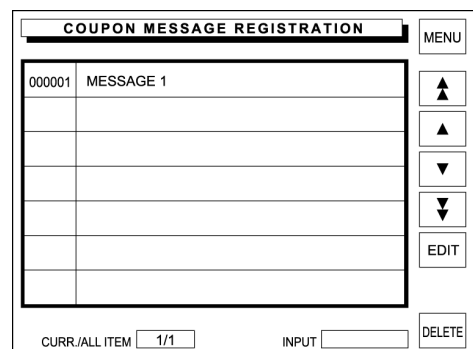
Enter the desired characters and edit the text.



When the text editing is complete, touch [RETURN] on the screen.



4. Repeat steps 2 and 3 above for further registrations.



5. Touch [MENU] on the screen.



COUPON MESSAGE REGISTRATION		MENU
000001	MESSAGE 1	▲
000002	MESSAGE 2	▲
000003	MESSAGE 3	▼
		▼
		EDIT
		DELETE

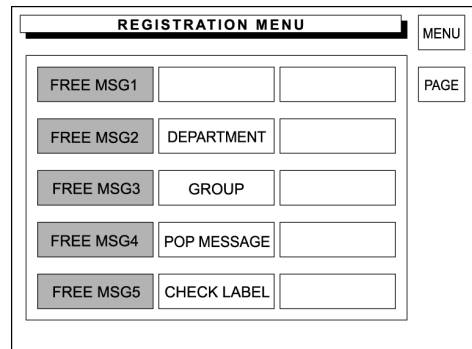
CURR./ALL ITEM  INPUT

# 5.13 FREE MESSAGE 1 - 5

Any message such as cooking recipe, calorie, etc. can be freely registered.

1. Confirm that the Registration Menu is displayed.

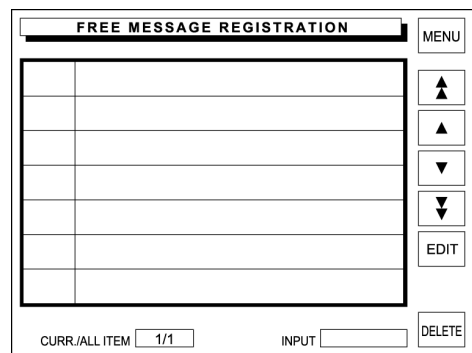
Then, touch [FREE MSG] on the screen to select.



2. The Free Message Registration screen appears on the display.

Then, enter the message number and press the PLU key on the keypad.

**Example: Message No. "1"**



REFERENCE

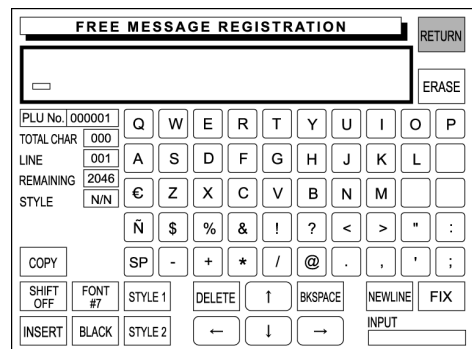
See Appendix "Text Editing" for more detailed information.

3. The text edit screen appears on the display.

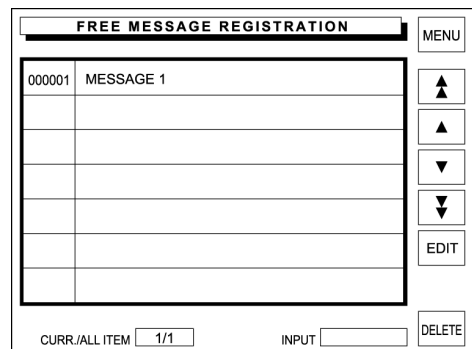
Enter the desired characters and edit the text.



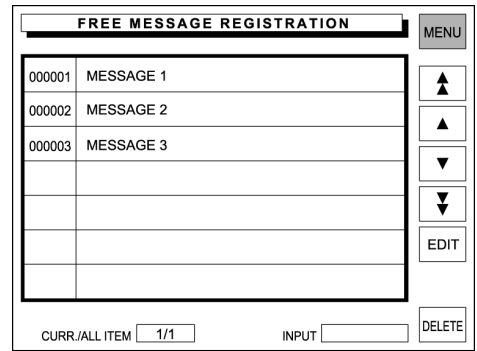
When the text editing is complete, touch [RETURN] on the screen.



4. Repeat steps 2 and 3 above for further registrations.



5. Touch [MENU] on the screen.

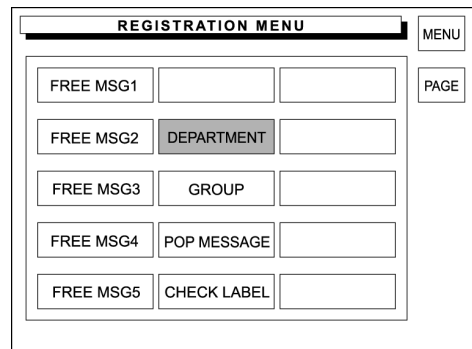


# 5.14 DEPARTMENT NAME REGISTRATION

Department name (fresh meat, fresh fish, daily dishes, etc.) can be registered.

1. Confirm that the second page of Registration Menu is displayed.

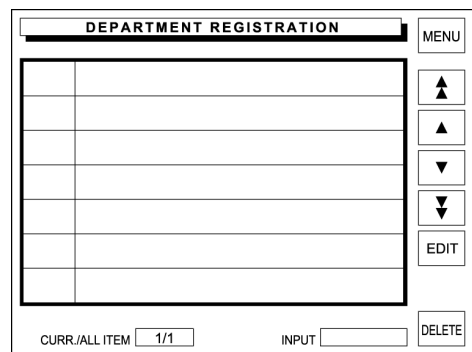
Then, touch [DEPARTMENT] on the screen to select.



2. The Department Registration screen appears on the display.

Then, enter the department number using the keypad, and press the PLU key.

**Example: Department No. "1"**

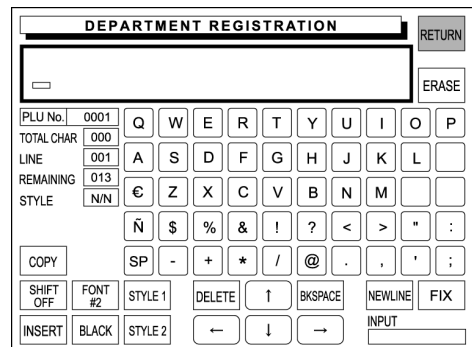


3. The text edit screen appears on the display.

Enter the desired characters and edit the text.

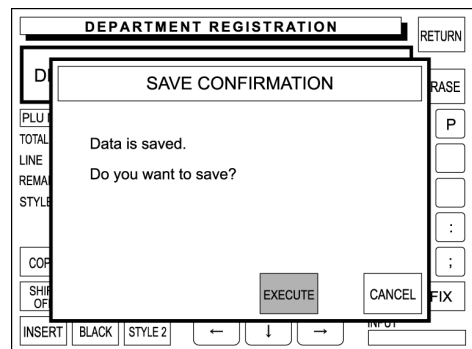


When the text editing is complete, touch [RETURN] on the screen.



4. The confirmation screen appears on the display for saving.

Touch [EXECUTE] on the screen.



REFERENCE

See Appendix "Text Editing" for more detailed information.

5. Repeat steps 2, 3 and 4 above for further registrations.

DEPARTMENT REGISTRATION		MENU
0001	DEPT 1	▲
		▲
		▼
		▼
		EDIT
CURR./ALL ITEM 1/1		DELETE
INPUT		

6. Touch [MENU] on the screen.

MENU

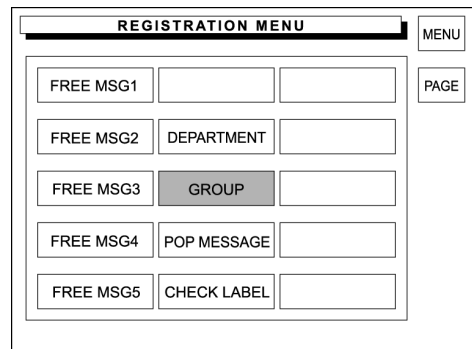
DEPARTMENT REGISTRATION		MENU
0001	DEPT 1	▲
0002	DEPT 2	▲
0003	DEPT 3	▼
		▼
		EDIT
CURR./ALL ITEM 1/1		DELETE
INPUT		

# 5.15 GROUP NAME REGISTRATION

Group name such as beef and pork, etc. can be registered.

1. Confirm that the second page of Registration Menu is displayed.

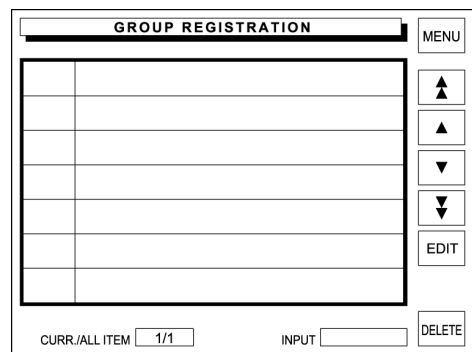
Then, touch [GROUP] on the screen.



2. The Group Registration screen appears on the display.

Then, enter the message number and press the PLU key on the keypad.

**Example: Group No. "1"**



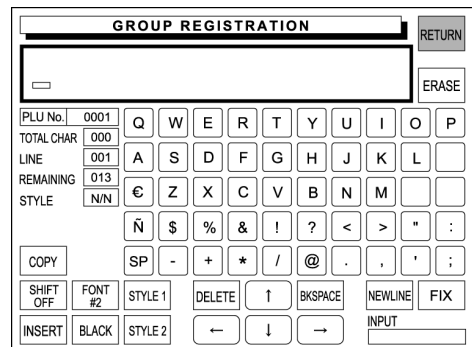
See Appendix "Text Editing" for more detailed information.

3. The text edit screen appears on the display.

Enter the desired characters and edit the text.

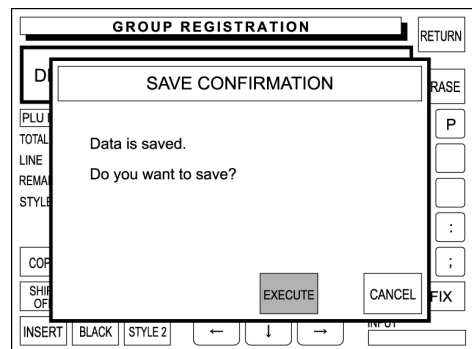


When the text editing is complete, touch [RETURN] on the screen.



4. The confirmation screen appears on the display for saving.

Touch [EXECUTE] on the screen.



5. Repeat steps 2, 3 and 4 above for further registrations.

GROUP REGISTRATION	
0001	GROUP 1

CURR./ALL ITEM  INPUT

6. Touch [MENU] on the screen.

MENU

GROUP REGISTRATION	
0001	GROUP 1
0002	GROUP 2
0003	GROUP 3

CURR./ALL ITEM  INPUT







REFERENCE

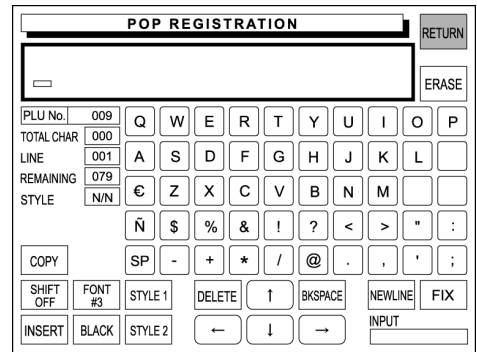
See Appendix “Text Editing” for more detailed information.

- The text edit screen appears on the display.

Enter the desired characters and edit the text.

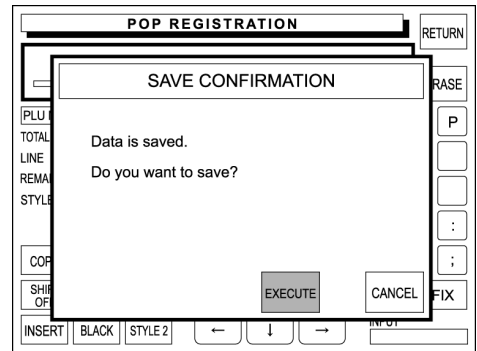


When the text editing is complete, touch [RETURN] on the screen.

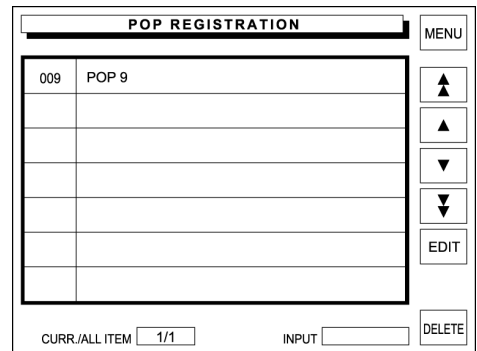


- The confirmation screen appears on the display for saving.

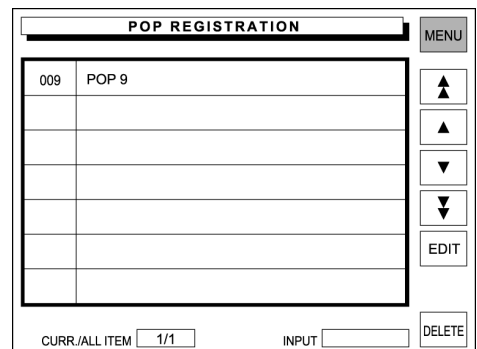
Touch [EXECUTE] on the screen.



- Repeat steps 2, 3 and 4 above for further registrations.



- Touch [MENU] on the screen.



## 5.17 CHECK LABEL

1. Confirm that the second page of Registration Menu is displayed.

Then, touch [CHECK LABEL] on the screen to select.

CHECK LABEL

2. The Check Label screen appears on the display.

3. Enter Start PLU number using the keypad and touch the corresponding [SET].

In the same manner, enter End PLU number using the keypad and touch the corresponding [SET].

**Example: Start PLU No. "10",  
End PLU No. "50"**

4. Touch [MENU] on the screen.

MENU

# APPENDIX TEXT EDITING

Text editing is explained by quoting the following PLU Name Registration screen as an example.

**PLU No.**  
PLU No. of registered PLU name is displayed.

**Number of registered characters**  
The registered number of character is displayed.

**Current row number**  
Current number of row is displayed.

**Remaining number of characters**  
The remaining number of character in one line is displayed. Enter while confirming the number of character. When number of character exceeds by mistake, decrease the characters or delete the unit unused.

**Character attribute**  
Character attribute used to the character on the cursor position is displayed.

**PLU name**  
The called PLU name or the entered PLU name is displayed. The character unfixed is displayed in blue small letter.

Touch this key to return to the Registration Menu screen.










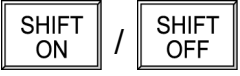


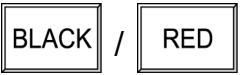


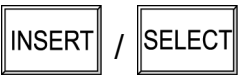



The called PLU name can be deleted.

The screenshot shows a screen titled "PLU NAME REGISTRATION" with a numeric keypad and various function buttons. Fields include PLU No., TOTAL CHAR (000), LINE (001), REMAINING (511), and STYLE (N/N). The keypad contains letters Q through P, symbols like € and \$, and function keys like COPY, SHIFT OFF, INSERT, BLACK, STYLE 1, STYLE 2, DELETE, and arrow keys. A RETURN key and an ERASE key are also present.

## Single Function Buttons

Button	Function
	Used to confirm the specified character style on the screen.
	Used for return the display to the Registration Menu screen.
	Used to copy the original data to the current data.
	Used to move the cursor back by one character.
	Used to move the cursor in an arrow direction.
	Used to delete a character at the position where the cursor is positioned.

## Multiple Function Buttons

Button	Function	
	<p>Used to emphasize the characters with Bold, Reverse, Underline, or Frame.</p> <p>Touching this button changes the display in the following order.</p> <p> →  →  → </p> <p>→ </p>	<p>Touch the TYPE1 button to select the emphasizing type, then enter the characters.</p> <p>When emphasizing the characters later, touch the INSERT/SELECT button to change to SELECT, then select the characters to be emphasized by using [←] and [→] buttons.</p>
	<p>Used to emphasize the characters with Shadow or Edge.</p> <p>Touching this button changes the display in the following order.</p> <p> → </p>	<p>Touch the FIX button to complete emphasizing the selected characters.</p>
	<p>Used to select capital or small letter.</p> <p>SHIFT ON: Capital letter SHIFT OFF: Small letter</p> <p>Touching this button changes the display in the following order.</p> <p> → </p>	
	<p>Used to select black letter or red letter.</p> <p>Touching this button changes the display in the following order.</p> <p> → </p> <p>Note: Available only when two-color print specification is used.</p>	
	<p>Used to select either for inserting a character or selecting the characters fixed on the text display field.</p> <p>Touching this button changes the display in the following order.</p> <p> → </p>	
	<p>Used to select a character size.</p> <p>Touching this button changes the display in the order from FONT #1 (smallest) to FONT #13 (largest).</p>	