Declaration of Conformity

CM 910 / 911 / 912

GB
The manufacturer hereby declares that the equipment complies with the stipulations defined in the following guidelines and standards:

DE
The manufacturer hereby declares that the equipment complies with the stipulations defined in the following guidelines and standards:

FR
Le fabricant déclare par la présente que l'appareil est conforme aux règlements et normes en vigueur:

ES
Por medio de la presente, el fabricante declara que este aparato está conforme a lo dispuesto en las directivas y normas vigentes:

NL
De fabrikant verklaart hierbij dat het apparaat voldoet aan de bepalingen in de richtlijnen en normen:

PT
Pelo presente o fabricante declara que o dispositivo está de acordo com as determinações das directizes e das normas:

SV
Tillverkaren förklarar härmed att apparaten överensstämmer med bestämmelserna i följande direktiv och normer:

   EN 61000-3-2:2000
   EN 61000-3-3:2008

OLYMPIA

Olympia Business Systems

Doc: 949100001
7th December 2010
Heinz Prygoda  Managing Director
Dear Customer,

Congratulations!

We are pleased that you decided on purchasing the Olympia CM 910 / 911 / 912 cash register.

The CM 910 / 911 / 912 is a high-quality cash register that implements the latest technologies to satisfy your needs in the best possible way.

Please read the operating instructions/programming instructions to ensure you learn to use the cash register functions properly. We hope you enjoy using your machine!

Kindest regards

Olympia Business Systems Vertriebs GmbH

Olympia Business Systems Vertriebs GmbH
Zum Kraftwerk 1
D-45527 Hattingen
Germany
Internet: www.olympia-vertrieb.de

This Operating/Programming Instruction manual is purely for informational purposes. Its content is not part of any contract for sale. All the data specified relates to nominal values. The equipment and options described may differ from country to country according to national requirements. We reserve the right to make amendments to the content and technical modifications without notification.
Intended Use
This cash register is exclusively intended for processing cash register business indoors. Any other use is considered unintended use.

General Information / Safety Notes
- Ensure that the mains power supply corresponds to that specified on the rating plate located on the rear side of the cash register.
- This cash register is a highly sophisticated piece of equipment. Never attempt to repair it yourself. If repairs should become necessary, please bring the cash register to an authorised service centre or the sales outlet.
- Never insert metallic objects, such as a screwdriver, paper clips etc., in the cash register. This could damage the cash register and also exposes you to the risk of an electric shock.
- Always switch the cash register off when it no longer needs to be used.
- Clean any dust from the cash register by wiping it gently with a dry cloth. Never use water or solvents, such as paint thinner, spirit etc., to clean the cash register.
- To disconnect the power supply fully, disconnect the plug from the power socket.
- Never expose the cash register to extreme temperatures.
- Keep all the transport locks in a safe place for future use. The transport locks must be reinstalled for any future transportation of the cash register.

Transport Locks
Before the cash register can be put into operation, remove any transport locks installed and store them for future use. 
Important transport note: In the case of transport damage, the unit must be returned together with the packaging, operating/programming instruction manual and accessories.

Connecting to the Power Supply
Before connecting the cash register to the mains power supply, please check that the voltage and frequency specifications stipulated on the rating plate coincide with the local power supply.
Safety note: The power socket must be close to the cash register and easily accessible. This means that the cash register can be disconnected from the power supply quickly in an emergency.
Note: All the data is retained following disconnection from the power supply. The batteries ensure the data is retained for approx. 2 months after the cash register has been disconnected from the power supply.

Printer Mechanism
Attention: Observe the following information to ensure long, trouble-free operation:
- Never
  - print without any paper installed!
  - pull the paper while the printer is operating!
  - use poor quality paper!
  - insert paper rolls which have already been used!
  - tamper with the printer using hard objects or move the drive by hand!
- Pay attention to the markings indicating the end of the paper roll.
  Change the paper roll immediately.
- Have the cash register / printer mechanism serviced regularly by an authorised service centre.
# Table of Contents

Declaration of Conformity ................................................................................................................................. 2

Intended use ................................................................................................................................................................. 4

General Information / Safety Notes ...................................................................................................................... 4

Transport locks .......................................................................................................................................................... 4

Connecting to the power supply ............................................................................................................................. 4

Printer mechanism ..................................................................................................................................................... 4

Table of Contents ....................................................................................................................................................... 5

1 Product Features ....................................................................................................................................................... 8

2 Starting Up ............................................................................................................................................................... 9

  2.1 Inserting a paper roll ........................................................................................................................................... 9
  2.2 Paper reel ........................................................................................................................................................... 9
  2.3 Language .......................................................................................................................................................... 9

3 Key-Operated Control Switch .................................................................................................................................. 10

  3.1 Key switch positions ........................................................................................................................................ 10
  3.2 Keys ............................................................................................................................................................. 10

4 Keyboard .................................................................................................................................................................. 11

  4.1 Changing the key labels ................................................................................................................................ 11
  4.2 Original English labelling ............................................................................................................................ 11
  4.3 German key labelling ..................................................................................................................................... 11
  4.4 Explanation of the key functions .................................................................................................................... 12

5 Programming .......................................................................................................................................................... 14

  5.1 Basics for programming ................................................................................................................................... 14
    5.1.1 Programme menu ....................................................................................................................................... 14
    5.1.2 Initiate programming ............................................................................................................................... 15
    5.1.3 Conclude programming .......................................................................................................................... 15
  5.2 Text input ........................................................................................................................................................... 15
    5.2.1 Text input areas and maximum number of characters ........................................................................... 15
    5.2.2 Procedure to enter text ........................................................................................................................... 16
    5.2.3 Keys for text input ..................................................................................................................................... 17
    5.2.4 Character map ........................................................................................................................................... 17
  5.3 Changing the language ...................................................................................................................................... 18
  5.4 Programming departments .............................................................................................................................. 19
    5.4.1 Programmable contents .......................................................................................................................... 19
    5.4.2 Department programming ....................................................................................................................... 20
  5.5 Programming the PLU (price look up) .............................................................................................................. 22
    5.5.1 Programmable contents .......................................................................................................................... 22
    5.5.2 Programming PLUs .................................................................................................................................. 23
    5.5.3 Deleting a PLU .......................................................................................................................................... 25
  5.6 Clerk system ...................................................................................................................................................... 26
    5.6.1 Programming clerks .................................................................................................................................. 26
    5.6.2 Activating/Deactivating the clerk system ............................................................................................... 28
    5.6.3 Logging on to the cash register as a clerk ............................................................................................... 28
6 Operation .........................................................................................................................45

6.1 Clearing error messages ...............................................................................................45

6.2 Registering departments ............................................................................................46

6.2.1 Single DP registration ............................................................................................46

6.2.2 Multiple DP registration .......................................................................................46

6.2.3 Example receipt, PLU registration .........................................................................46

6.3 Registering PLUs ..........................................................................................................47

6.3.1 Registering a single PLU .......................................................................................47

6.3.2 Registering a multiple PLU ..................................................................................47

6.3.3 PLU registration, example receipt .........................................................................47

6.4 Registering departments and PLUs together and identical goods ..............................48

6.5 Concluding receipt / Method of payment ..................................................................49

6.5.1 Paying with cash and displaying the change .........................................................49

6.5.2 Payment by EC card / check ................................................................................49

6.5.3 Payment by credit card .......................................................................................50

6.5.4 Paying by credit approval ....................................................................................50

6.5.5 Combining tender media ....................................................................................50

6.6 Payment in a foreign currency ...................................................................................51

6.6.1 Paying in a foreign currency with the exact amount ...........................................51

6.6.2 Paying in a foreign currency with change ..........................................................51

6.7 Registering surcharges and discounts .....................................................................52

6.7.1 Registering amount-related surcharges and discounts .......................................52

6.7.2 Registering percentage surcharges and discounts .......
7 Training Mode .......................................................................................................................................................... 57
7.1 Activating Training mode ................................................................................................................................. 57
7.2 Deactivating Training mode ............................................................................................................................. 57

8 Electronic Journal (EJ) ........................................................................................................................................... 58
8.1 Printing the electronic journal (EJ) .................................................................................................................... 58
8.1.1 Printing the EJ with all details ....................................................................................................................... 58
8.1.2 Printing the EJ with totals only ..................................................................................................................... 59
8.1.3 Printing a copy of a receipt from the EJ ......................................................................................................... 59
8.2 Deleting the electronic journal (EJ) .................................................................................................................... 60
8.2.1 Printing and deleting the EJ ......................................................................................................................... 60
8.2.2 Deleting the EJ without printing .................................................................................................................. 60

9 Cash Register Reports ......................................................................................................................................... 61
9.1 Types of report .................................................................................................................................................. 61
9.2 Report overview ............................................................................................................................................... 61
9.3 Report contents ................................................................................................................................................ 61
9.4 Printing reports ................................................................................................................................................ 62
9.5 Example of a day's Z-report ............................................................................................................................ 63

10 Deleting Cash Register Data ................................................................................................................................ 64

11 In the Case of Problems ....................................................................................................................................... 64
11.1 Display messages ............................................................................................................................................ 64
11.2 Printer malfunction ......................................................................................................................................... 65

12 Options ............................................................................................................................................................... 65
12.1 SD card slot for data backup ........................................................................................................................... 65
12.1.1 Saving data on an SD card .......................................................................................................................... 65
12.1.2 Loading data from an SD card .................................................................................................................... 65
12.2 Bar code scanners .......................................................................................................................................... 66
12.3 Suitable bar code scanners with a PS-2 plug .................................................................................................... 66
12.3.1 Setting up a bar code scanner ................................................................................................................... 66
12.3.2 Using the barcode reader to programme PLUs in the cash register ......................................................... 66
12.4 Rechargeable battery .................................................................................................................................... 67
12.4.1 Technical data ........................................................................................................................................... 67
12.4.2 Installation of the rechargeable battery ..................................................................................................... 67
12.5 Bank note verifier (Euro) ............................................................................................................................... 67
1 Product Features

<table>
<thead>
<tr>
<th>Feature</th>
<th>CM 910</th>
<th>CM 911</th>
<th>CM 912</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cash drawer</td>
<td>No</td>
<td>Yes (small)</td>
<td>Yes (large)</td>
</tr>
<tr>
<td>Weight</td>
<td>2.1 kg</td>
<td>5.1 kg</td>
<td>8.0 kg</td>
</tr>
<tr>
<td>No. of departments</td>
<td></td>
<td>42</td>
<td></td>
</tr>
<tr>
<td>No. of PLUs</td>
<td></td>
<td>1,250</td>
<td></td>
</tr>
<tr>
<td>No. of clerks</td>
<td></td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>No. of VAT rates</td>
<td></td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Type of payment</td>
<td></td>
<td>5 (cash, check, credit 1, credit 2, credit card)</td>
<td></td>
</tr>
<tr>
<td>Cash register reports</td>
<td></td>
<td>X1/Z1 day's financial report</td>
<td>X/Z PLU report</td>
</tr>
<tr>
<td></td>
<td></td>
<td>X2/Z2 monthly financial report</td>
<td>X/Z clerk report</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X/Z training report</td>
</tr>
<tr>
<td>Display</td>
<td></td>
<td>Alphanumeric display, 5 lines, LCD, 128x64</td>
<td></td>
</tr>
<tr>
<td>Clerk display</td>
<td></td>
<td>Numeric display (10-digit, LCD)</td>
<td></td>
</tr>
<tr>
<td>Keyboard</td>
<td></td>
<td>Raised keyboard</td>
<td></td>
</tr>
<tr>
<td>No. of keys</td>
<td></td>
<td>48</td>
<td></td>
</tr>
<tr>
<td>Printer</td>
<td>Fujitsu FTP-628 MLC</td>
<td>Thermal printer</td>
<td></td>
</tr>
<tr>
<td>Printer type</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paper width</td>
<td>57.5 ± 0.5 mm</td>
<td>Compatible for thermal print</td>
<td></td>
</tr>
<tr>
<td>Interfaces</td>
<td>1 PS port for connecting a scanner</td>
<td>1 RJ-45 port for a cash drawer</td>
<td>1 SD card slot for producing back-up copies of programs</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 connector for use by technical service</td>
</tr>
<tr>
<td>Power supply</td>
<td>220 V</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power consumption</td>
<td>25 W</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Working temperature range</td>
<td>0 – 40 °C</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Options</td>
<td>Battery: to operate the cash register without a power cable for approx. 5 hours continuous operation (OLYMPIA part number 947990002)</td>
<td>Bank note verifier (Euro): Tests bank notes are authentic (OLYMPIA part number 947990003)</td>
<td>Bar code scanner LS 6000 (OLYMPIA part number 947990001)</td>
</tr>
</tbody>
</table>

Specifications subject to change without notice!
2 Starting Up

2.1 Inserting a paper roll
Attention: Only use thermal paper!
1. Remove the printer lid.
2. Pivot the paper transport unit up.
3. Insert a thermal paper roll with a width of 57 mm wide and a maximum diameter of 70 mm.
4. Draw the leading edge of the paper over the tear-off edge and pivot the paper transport unit down, locking it in place.
5. Depending on the required use (receipt or journal mode), either tear off the paper at the tear-off edge of the printer mechanism or feed the paper onto the paper reel.
6. Replace the printer lid.

2.2 Paper reel
The paper reel is required when the receipt should be wound onto it. In this case, journal mode must be activated via system option 40 (refer to Chapter 5.13).

1. Open the printer lid.
2. Remove the paper reel.
3. Thread the end of the journal paper in the slit in the paper reel.
4. Insert the paper reel in the reel guides provided for it.
5. To remove the journal paper after it has been rolled up on the reel, remove the paper reel and pull the journal roll off.
6. Reinsert the paper reel.
7. Close the printer lid.

2.3 Language
The texts in the display and on the receipt can be made in four different languages:
- English
- German (default)
- French
- Dutch

Attention: To activate a new language, you must delete all the memories! Observe your obligations in respect of providing proof and preserving records for the revenue authorities with regard to programming and cash register reports (refer to Page 61)! Therefore, only change the cash register language before actually putting it into operation!

To set a language other than German, refer to Chapter 5.3.
3 Key-Operated Control Switch

3.1 Key switch positions
The key can be turned to five different positions:

- **OFF**: The cash register is off
- **REG**: Registration mode
- **X**: Print report without memory deletion
- **Z**: Print report with memory deletion
- **PRG**: Programming mode

3.2 Keys
Six different keys are available for use with the cash register:

<table>
<thead>
<tr>
<th>Key identification</th>
<th>No. of keys</th>
<th>Switch position</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>2</td>
<td>OFF X X X</td>
</tr>
<tr>
<td>Z</td>
<td>2</td>
<td>REG X X X</td>
</tr>
<tr>
<td>P</td>
<td>2</td>
<td>X X X X X X</td>
</tr>
</tbody>
</table>
4 Keyboard
In its standard form, the cash register leaves the factory with English labels on the keyboard. It is possible to apply labels in different languages on the keys. Keyboard sheets in various languages are enclosed with the cash register for this purpose.

4.1 Changing the key labels
Proceed as follows:
1. Remove the transparent cap from the key.
   If it is easier for you, carefully remove the entire key beforehand.
2. Replace the existing key label with a new label.
3. Replace the transparent cap back on the key.
   If you removed the entire key, replace the key carefully back on the keyboard.

4.2 Original English labelling

4.3 German key labelling
### 4.4 Explanation of the key functions

<table>
<thead>
<tr>
<th>Key</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="FEED" /></td>
<td>Press and hold the <strong>FEED</strong> key to continue feeding the receipt or journal paper until the key is released.</td>
</tr>
<tr>
<td><strong>RA</strong></td>
<td>The <strong>RA</strong> key is used to record payments made into the cash register. The total amount received on account is recorded in the financial report.</td>
</tr>
<tr>
<td><strong>PO</strong></td>
<td>The <strong>PO</strong> key is used to record amounts removed from the cash drawer. The total amount registered appears separately in the financial report.</td>
</tr>
<tr>
<td><strong>CLR</strong></td>
<td>The <strong>CLR</strong> key is used to delete all the entries made using the numeric keyboard or by the <strong>X</strong> key before the entries have been finalised by pressing a department or function key. The <strong>CLR</strong> is also used to clear error states.</td>
</tr>
<tr>
<td><strong>EC</strong></td>
<td>The <strong>EC</strong> key is used to cancel an incorrect registration immediately after it has been entered. The error correct total is recorded in the financial report.</td>
</tr>
<tr>
<td><strong>RETOUR</strong></td>
<td>The <strong>RETOUR</strong> key is used for refund transactions. The refund total is recorded in the financial report.</td>
</tr>
<tr>
<td><strong>VOID</strong></td>
<td>The <strong>VOID</strong> key is used to complete the cancellation of an item within a registration which has not yet been concluded. The void total is recorded in the financial report.</td>
</tr>
<tr>
<td><strong>CLERK</strong></td>
<td>The <strong>CLERK</strong> key is used to register a clerk.</td>
</tr>
</tbody>
</table>

#### Digit keys:

- The digit keys are used to enter digits and numbers.
- The **DEL** key is used to enter a decimal point.

- The **PLU** (Price Look-Up) key. Items and prices are assigned to PLU numbers.

- The **DP SHIFT** key is used to switch between the three department levels. When Programming mode is active, the key is used to confirm a selection.

- The **%** key is used to subtract a percentage from a PLU or the total amount of a sale. The total amount registered by the **%** key is recorded in the financial report.

- The **X** key is used to repeat (multiply) entries for departments or refunds.

Continued on next page -
The Department keys serve to register departments.

The \( \uparrow \) and \( \downarrow \) keys are used to scroll up and down in the display.

The Receipt OFF key is used to switch printout of the receipt off or on.

The Receipt ISSUE key is used to print a copy of the receipt.

The CHECK key is used for transactions made with a cheque.

The FC (Foreign Currency) key is used for converting amounts into a foreign currency.

The \(/\)NS key (NS = No Sale) is used for operations in which entries should not be added. It can be used to print a maximally 7 digit number on the receipt. The entry does not affect other sales totals. The \(/\)NS key is also used to open the cash drawer.

The CARD key is used for transactions made with a credit card.

Press the SUB-TOTAL key to display the total amount of the sale.

The CASH key is used for transactions made with cash.
5 Programming

5.1 Basics for programming

- To programme the cash register, the key switch must always be set to PRG.
- When the key switch is set to PRG, the Programming menu appears in the display. The 2-digit programming number is followed by a description of what can be programmed.

5.1.1 Programme menu

<table>
<thead>
<tr>
<th>Display content - German</th>
<th>Display content - English</th>
<th>Significance</th>
</tr>
</thead>
<tbody>
<tr>
<td>90.DRUCK PRG LISTE</td>
<td>90.PRINT PROG DUMP</td>
<td>Print programmed data</td>
</tr>
<tr>
<td>01.WARENGRUPPEN</td>
<td>01.DEPARTMENT</td>
<td>Programme departments</td>
</tr>
<tr>
<td>03.PLU</td>
<td>03.PLU</td>
<td>Programme PLUs</td>
</tr>
<tr>
<td>06.BEDIENER</td>
<td>06.CLERK</td>
<td>Programme clerks</td>
</tr>
<tr>
<td>08.FINANZWEG</td>
<td>08.TENDER MEDIA</td>
<td>Programme methods of payment</td>
</tr>
<tr>
<td>09.TASTE + / -</td>
<td>09.KEY + /-</td>
<td>Programme amount-related surcharges/discounts</td>
</tr>
<tr>
<td>10.TASTE +% / -%</td>
<td>10.KEY +%/-%</td>
<td>Programme percentage surcharges/discounts</td>
</tr>
<tr>
<td>12.ECR NR.</td>
<td>12.MACHINE NUMBER</td>
<td>Programme machine number</td>
</tr>
<tr>
<td>13.P-REGISTER</td>
<td>13.P REGISTER</td>
<td>Programme cash register settings (system options)</td>
</tr>
<tr>
<td>14.DATUM &amp; ZEIT</td>
<td>14.DATE &amp; TIME</td>
<td>Programme date and time</td>
</tr>
<tr>
<td>16.FREMDWÄHRUNG</td>
<td>16.FC</td>
<td>Programme foreign currencies</td>
</tr>
<tr>
<td>30.STEuer</td>
<td>30.TAX GROUP</td>
<td>Programme tax rates</td>
</tr>
<tr>
<td>31.KOPFZEILE</td>
<td>31.LOGO MESSAGE</td>
<td>Programme logo text</td>
</tr>
<tr>
<td>32.FUSSZEILE</td>
<td>32.AD MESSAGE</td>
<td>Programme end line</td>
</tr>
<tr>
<td>44.GRAFISCHES LOGO</td>
<td>44.GRAPHIC LOGO</td>
<td>Select a graphical logo</td>
</tr>
<tr>
<td>45.TASTATUR</td>
<td>45.KEYBOARD</td>
<td>Change keyboard assignment</td>
</tr>
<tr>
<td>80.SPEICHER LÖSCHEHN</td>
<td>80.MEMORY CLEAR</td>
<td>Delete all data from memory</td>
</tr>
<tr>
<td>81.SD-CARD</td>
<td>81.SD CARD BACKUP</td>
<td>Produce data backup</td>
</tr>
</tbody>
</table>
5.1.2 Initiate programming
Proceed as follows to programme one of the menu options:

1. Set the key to PRG
2. Select the menu option you want to program:
   - Use the ▲ and ▼ keys to scroll through the Programme menu to the required position.
   - Or:
     - Enter the programme number using the digit keys.
3. Confirm your entry by pressing the CASH key.

5.1.3 Conclude programming
Press the SUB-TOTAL key to conclude programming and skip one level back in the menu.

5.2 Text input
When programming certain options, it is possible to enter text.

Note: Texts are programmed directly via the cash register keyboard.

5.2.1 Text input areas and maximum number of characters
Text can be entered in the following programming areas:

<table>
<thead>
<tr>
<th>Text input for programming</th>
<th>Max. number of characters per text line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Departments</td>
<td>18</td>
</tr>
<tr>
<td>PLU</td>
<td>18</td>
</tr>
<tr>
<td>Clerks</td>
<td>18</td>
</tr>
<tr>
<td>Foreign currencies</td>
<td>18</td>
</tr>
<tr>
<td>Tender media</td>
<td>18</td>
</tr>
<tr>
<td>Logo messages</td>
<td>32</td>
</tr>
<tr>
<td>End lines</td>
<td>32</td>
</tr>
</tbody>
</table>

- Continued on next page -
5.2.2    Procedure to enter text

Entering digits, letters and special characters
1.  All the characters assigned to a key appear when the key is pressed.
2.  Digits, letters and special characters are entered in the same way as for a mobile phone. Example:
   •  To enter an A, press the $8\text{ ABC}$ key once.
   •  To enter a B, press the $8\text{ ABC}$ key twice.
   •  To enter a C, press the $8\text{ ABC}$ key three times.
   •  etc.
3.  Note: Alternatively, you can select the letter by scrolling to it with the $\uparrow$ and $\downarrow$ keys.
4.  Save each letter by pressing the $\text{CASH}$ key.
5.  The digits in brackets indicate how many characters have been entered (first number) and the maximum number of characters which can be entered (second number). Example: (1/18) one character has been entered and a maximum total of 18 characters are possible.
6.  Save the entire entry by pressing the $\text{CASH}$ key.

Example: To enter "AU"

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>$8\text{ ABC}$</td>
<td></td>
</tr>
<tr>
<td>$\text{CASH}$</td>
<td></td>
</tr>
<tr>
<td>$2\text{ TUV}$</td>
<td></td>
</tr>
<tr>
<td>$\text{CASH}$</td>
<td></td>
</tr>
<tr>
<td>SUB-TOTAL</td>
<td></td>
</tr>
</tbody>
</table>

<Enter=YES>,<ESC>Exit

A

ABC. : ( 1/18)

A B C a b c 8 Ä Ä Ä

<Enter=YES>,<ESC>Exit

AU

ABC. : ( 2/18)

T U V t u v 2 Ü Ü Ü

Specifications subject to change without notice!
### 5.2.3 Keys for text input

<table>
<thead>
<tr>
<th>Key</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Press to enter digits and special characters.</td>
</tr>
<tr>
<td>0</td>
<td>Press to enter digits and special characters.</td>
</tr>
<tr>
<td>00</td>
<td>Press to enter a space.</td>
</tr>
<tr>
<td>8</td>
<td>Press to delete the last character entered.</td>
</tr>
<tr>
<td>9</td>
<td>Press to delete the entire input.</td>
</tr>
</tbody>
</table>

Press the relevant key the necessary number of times in order to enter the required digits, letters and special characters.

### 5.2.4 Character map

<table>
<thead>
<tr>
<th>Key</th>
<th>Characters available</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>A B C a b c 8 ÄÁÅÆÅÄÇćåãáæåâàçčèéêëùûüúëäóôöőóôòôò</td>
</tr>
<tr>
<td>9</td>
<td>D E F d e f 9 ÐÉÈÉéèéÉë</td>
</tr>
<tr>
<td>4</td>
<td>G H I g h i 4 ĞÍÍÍíííi</td>
</tr>
<tr>
<td>5</td>
<td>J K L j k l 5 Łł</td>
</tr>
<tr>
<td>6</td>
<td>M N O m n o 6 ÑÑÖÓÖÔÔÓÓóôñńöööööö</td>
</tr>
<tr>
<td>1</td>
<td>P Q R S p q r s 1 ßŚŚşśśśśś</td>
</tr>
<tr>
<td>2</td>
<td>T U V t u v 2 ÜŮŮŮůůůůůůůů</td>
</tr>
<tr>
<td>3</td>
<td>W X Y Z w x y z 3 ŶŻŻżż</td>
</tr>
<tr>
<td>0</td>
<td>0 ! &quot; # $ % ' ( ) * + , - . / : ; &lt; = &gt; ?</td>
</tr>
<tr>
<td>7</td>
<td>7 @ € [ \ ] ^ _ {</td>
</tr>
</tbody>
</table>

Specifications subject to change without notice!
5.3 Changing the language

The texts in the display and on the receipt can be made in four different languages: English, German (default setting), French and Dutch.

Attention: To activate a new language, you must delete all the memories! Observe your obligations in respect of providing proof and preserving records for the revenue authorities with regard to programming and cash register reports (refer to Page 61)! Therefore, only change the cash register language before actually putting it into operation!

Note: Proceed as follows to set to a language other than German:

Example: You want to set English.

- Set the key to PRG
- Select programme number 13 (refer to Chapter 5.1.2)
- Confirm by pressing [CASH].
- Enter the system option number [1 1] (refer to Chapter 5.13).
- Use the [▲] and [▼] keys to move to the input area [ ] STATUS.
- Enter the status number of the required language via the numeric keys:
  0 for English
  1 for German
  2 for French or
  3 for Dutch.
- Confirm by pressing [CASH].
- Conclude programming by pressing the [SUB-TOTAL] key.

In order for the change of language to take effect, you must now clear the memory:

- Select programme number 80 (refer to Chapter 5.1.2).
- Confirm by pressing [CASH].
- Use the [▲] and [▼] keys to select ALL AREA.
- Confirm by pressing [CASH].
- Execute deletion by pressing [CASH].
- or cancel the process by pressing [SUB-TOTAL].
5.4 Programming departments
A maximum of 42 departments can be programmed.

Note: On leaving the factory, departments 1 to 8 are already assigned VAT rate 1 at 19% and departments 9 to 14 are assigned VAT rate 2 at 7%. All the departments are set up as an itemised department with free pricing. If these settings correspond with those you need, no adjustments to the programme are necessary at this point.

5.4.1 Programmable contents
The following points must or can be programmed or defined for each department:

Department name
Programme an individual department name. This programming step is optional. On leaving the factory, general, standard names are pre-programmed.

Department fixed price
The entry of a department fixed price is optional. If you do not enter a fixed price (fixed price is 0.00), the cash register only operates using free pricing.
Always enter the fixed price with the set number of decimal places and decimal point.

VAT rate assignment
Assign a VAT rate to each department. Enter the number of the VAT rate as a 2-digit number.

Department status
The department status defines whether it concerns a positive or negative department and an itemised or single item department.

Department type

<table>
<thead>
<tr>
<th>Department type</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positive itemised department</td>
<td>0</td>
</tr>
<tr>
<td>Negative itemised department (e.g. for deposit refunds)</td>
<td>1</td>
</tr>
<tr>
<td>Positive single item department</td>
<td>2</td>
</tr>
<tr>
<td>Negative single item department</td>
<td>3</td>
</tr>
</tbody>
</table>
5.4.2 Department programming

- Set the key to PRG
- Select programme number 01 (refer to Chapter 5.1.2).
- Confirm by pressing the CASH key

Programming a department name:
- Use the ▲ and ▼ keys to move to the input area for the department name.
- Confirm by pressing the CASH key.
- Use the CLR key to delete the old department name.
- Enter the required text (max. 18 characters) (refer to Chapter 5.2).
  - Save each individual letter by pressing the CASH key!
- Confirm by pressing the CASH key.

Programming a department fixed price:
- Use the ▲ and ▼ keys to move to the input area for the department fixed price.
- Enter the fixed price (including decimal point and decimal places).
- Confirm by pressing the CASH key

Assigning VAT rates:
- Use the ▲ and ▼ keys to move to the input area for the VAT rates.
- Enter the tax rate number.
- Confirm by pressing the CASH key.

Defining department status:
- Use the ▲ and ▼ keys to move to the input area for the department status.
- Enter the status number.
- Confirm by pressing the CASH key.

The saving process of the programming in the memory is confirmed in the display. The system is now at the beginning of the programmed department. Further data can now be programmed.

- Exit from department programming by pressing the SUB-TOTAL key.

Note: Press the DP SHIFT key to access the same position in the next department.
Example: Department 1 should be a positive itemised department with a fixed price of € 3.99, identified by "ABC" and assigned the reduced VAT rate 2 of 7%.

Initiate department programming:

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>=DEPARTMENT 1 – 1=</td>
<td>[ Dept01 ]</td>
</tr>
<tr>
<td>0.00  PRICE</td>
<td></td>
</tr>
<tr>
<td>1 TAX GROUP</td>
<td></td>
</tr>
<tr>
<td>5 STATUS</td>
<td></td>
</tr>
</tbody>
</table>

Programming a department name:

1x 8 ABC then
2x 8 ABC then
3x 8 ABC then

Programming a department fixed price:

3.99 PRICE

Assigning a VAT rate:

1 TAX GROUP
2 TAX GROUP

Defining department status:

5 STATUS
0 STATUS

Save and conclude department programming:
5.5 Programming the PLU (price look up)
A maximum of 1250 PLUs can be programmed.

5.5.1 Programmable contents
The following points must or can be programmed or defined for each PLU:

PLU Number
There are 1250 memory locations available.
EAN bar codes with up to 13 digits can be read via a bar code scanner.

PLU caption
You can programme individual PLU names (max. 18 characters). This programming step is optional. On leaving the factory, general, standard names are pre-programmed.

PLU fixed price
The entry of a PLU fixed price is optional. If you do not enter a fixed price (fixed price is 0.00), the cash register only operates using free pricing.
Always enter the fixed price with the set number of decimal places and decimal point.

Link department
The department assignment is required in order to assign the PLU to a VAT rate.

PLU status
Use the PLU status to define whether it is a positive or negative PLU.

<table>
<thead>
<tr>
<th>PLU type</th>
<th>PLU status number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positive PLU</td>
<td>0</td>
</tr>
<tr>
<td>Negative PLU</td>
<td>1</td>
</tr>
</tbody>
</table>

Inventory
The system option 9 must be set to Status 1 (active) in order that the inventory is printed in the report (refer to Chapter 5.13).
5.5.2 Programming PLUs

- Set the key to PRG
- Select programme number 03 (refer to Chapter 5.1.2).

Confirm by pressing the [CASH] key.

The first PLU programmed is always displayed.

Select PLU:

- Use the ▲ and ▼ keys to move to the input area for the PLU number.
- Use the digit keys to define which PLUs to be programmed.
- Confirm by pressing the [CASH] key
  The cash register automatically switches to the next programming step.

Note: If a PLU number which you want to programme already exists, the “Data Exist!!” message appears in the display. Despite this, the cash register switches to the memory location so that you can complete changes, if required.

Programme PLU name:

- Use the ▲ and ▼ keys to move to the input area for the PLU name.
- Enter the required text (max. 18 characters) (refer to Chapter 5.2).
  Save each individual letter by pressing the [CASH] key!
- Confirm by pressing the [CASH] key.

Programme PLU fixed price:

- Use the ▲ and ▼ keys to move to the input area for the PLU fixed price.
- Enter the fixed price (including decimal point and decimal places).
- Confirm by pressing the [CASH] key.

Assign department:

- Use the ▲ and ▼ keys to move to the input area for the assigning the department.
- Enter the department number.
- Confirm by pressing the [CASH] key.
  The cash register automatically switches to the next programming step.

Define PLU status:

- Enter the status number.
- Confirm by pressing the [CASH] key.
  The cash register automatically switches to the next programming step.

Note: If the correct PLU status already appears in the display, nothing more needs to be programmed.

Enter inventory:

- Enter the number of the specific PLU in stock.
- Confirm by pressing the [CASH] key.

Save the programme for the individual PLU:

- Use the ▲ and ▼ keys to select SAVE...
- Confirm by pressing the [CASH] key.
  The display indicates that the programme data is being saved.

Conclude PLU programming:

- Exit from PLU programming by pressing the [SUB-TOTAL] key.
Navigating in the programmed PLU

- Use the ▲ and ▼ key to move to the top line and then press the CASH key several times to switch between the memory locations for the programmed PLU.
- Press the DP SHIFT key to access the same position for the next programmed PLU.

Example: PLU no. 22 is a positive PLU (PLU status 0) and should be identified by "ABCI". PLU no. 22 should have a fixed price of € 9.99 and be assigned to Department 30. 100 pieces were in stock at the time of programming.

**Input**

Initiate PLU programming:

```
=PLU 0- 2=
[ ] No.
[ ] 0.00 PRICE
1 LINK DEPT
0 STATUS
0 STOCK
SAVE…
DELETE…
```

Enter the PLU number

```
[ ]
[ ]
[ 22] No.
```

Programme PLU name:

```
1x 8 ABC then
A
2x 8 ABC then
AB
3x 8 ABC then
ABC
```

- Continued on next page -
5.5.3 Deleting a PLU

- Set the key to PRG
- Select programme number 03 (refer to Chapter 5.1.2).
- Confirm by pressing the CASH key.
- Use the ▲ and ▼ keys to move to the input area for the PLU number.
- Enter the number of the PLU to be deleted.
- Use the ▲ and ▼ keys to select DELETE...
- Confirm by pressing the CASH key
- Press the CASH key to complete the deleting process.
  Or press the SUB-TOTAL key to cancel the deleting process.
5.6 Clerk system
The clerk system serves to assign cash register transactions to the individual clerks. When the clerk system is active, clerks must log on to the cash register with their respective password. When the machine leaves the factory, the clerk system is not active.

5.6.1 Programming clerks
A maximum of 8 clerks can be programmed. A name and password can be programmed for each clerk.

In addition, each clerk can be assigned user rights which control which functions the clerk can use.

Note: When the machine leaves the factory, every clerk has all rights.

Example: "ABC" must be programmed as clerk no. 2. Her password must be set to 222222. She should be assigned all clerk rights except for printing Z-reports.

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>=CLERK 1- 1=</td>
<td>[1 ] PASS CODE</td>
</tr>
<tr>
<td>=CLERK 2- 1=</td>
<td>[2 ] PASS CODE</td>
</tr>
</tbody>
</table>

- Set the key to PRG
- Select programme number 06 (refer to Chapter 5.1.2).
- Confirm by pressing CASH

The first clerk appears in the display.
- Press the CASH key to access the required clerk memory location.
- Use the ▲ and ▼ keys to move to the input area for the clerk name.
- Confirm by pressing CASH.
- Delete the existing text.
- Enter the clerk name (text input, refer to Chapter 5.2).
- Conclude text input by pressing the CASH key.
- Use the ▲ and ▼ keys to move to the input area for the password.
- Enter the current password (default setting: 000000).
- Confirm by pressing CASH.

Note: Always enter the password as a 6-digit number!
Enter a new 6-digit password in the [ ] NEW CODE input area.
- Confirm by pressing [CASH].
The cash register automatically switches to the next input area.

Repeat the new password entry in the [ ] Confirm CODE input area.
- Confirm by pressing [CASH].
The cash register automatically switches to the next clerk memory location.

To select another clerk memory location:
- Use the [▲] and [▼] keys to move to the top line.
- Press the [CASH] key to access the next clerk memory location.
- Switch back to the clerk memory location you have just programmed.
- Use the [▲] and [▼] keys to scroll downwards.
The clerk rights are displayed. Rights which have been assigned to the clerk are identified by a ✓ at the end of the line, unassigned rights with a ✗.

In order to change clerk rights, use the [▲] and [▼] keys to select one of the clerk rights
and press the [CASH] key to change the status of the clerk rights: Switch between "assigned" and "not assigned".

Conclude clerk programming by pressing the [SUB-TOTAL] key.
5.6.2 Activating/Deactivating the clerk system
The clerk system is activated/deactivated via system option 8 (refer to Chapter 5.13).

- Set the key to PRG
- Select programme number 13 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

![Input Display]

- Use the digit keys to enter 8.
- Use the ▲ and ▼ keys to access the input area.
- Enter the status number 1 in order to activate the clerk system.
  Or:
- Enter the status number 0 in order to deactivate the clerk system.
- Confirm by pressing CASH.
- Conclude programming by pressing the SUB-TOTAL key.

Note: After switching to the Programme menu, turning the key switch to REG and switching on the cash register again, each clerk must log on from this moment.

5.6.3 Logging on to the cash register as a clerk

<table>
<thead>
<tr>
<th>In all key switch positions</th>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Log In Failed!! No Authority Please Continue... Clerk/Supervisor ID:</td>
<td>Password:</td>
</tr>
<tr>
<td>Enter the clerk number.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Confirm by pressing the CLERK key.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>If a password has been programmed, you are now requested to enter it.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Enter the clerk password.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Confirm by pressing CASH.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
5.7 Programming tender media identification

The tender media defines the method of payment for a purchase. There are five different tender media.

The three most common tender media are already provided as keys on the keyboard:

- **CASH**
- **CARD**
- **CHECK**

The following tender media can also be set up on the keyboard:

- **Credit 1**
- **Credit 2**

The names of the tender media are used on the receipts and cash register reports and can be reprogrammed, if necessary:

**Example:** The tender medium "CARD" should be renamed "ABC".

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>=TENDER MEDIA 1- 1=}</td>
<td>[CASH ]</td>
</tr>
<tr>
<td>=TENDER MEDIA 2- 1=}</td>
<td>[CARD ]</td>
</tr>
</tbody>
</table>

- Set the key to PRG
- Select **programme number 08** (refer to Chapter 5.1.2).
- Confirm by pressing **CASH**.
- Select the tender medium required: Switch between the various tender media by pressing the **CASH** key.
- Use the ▲ and ▼ keys to access the input area.
- Confirm by pressing **CASH**.
- Delete the existing text.
- Enter the new tender name (text input, refer to Chapter 5.2).
- Conclude text input by pressing the **CASH** key.
- Conclude programming the tender media by pressing the **SUB-TOTAL** key.
5.8 Programming a surcharge as an amount

This function programs a fixed amount for the surcharge.

Note: When the cash register is in its default setting, the key for the fixed amount surcharge is not set up on the keyboard. The way in which to program the keyboard is described in Chapter 5.20.

Example: A fixed surcharge of € 6.- must be programmed.

- Set the key to PRG
- Select programme number 09 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.
- Use the ▲ and ▼ keys to move to the input area ADD ON+.
- Use the digit keys to enter the amount of the surcharge (with decimal point and decimal places).
- Confirm by pressing CASH.
- Conclude programming by pressing the SUB-TOTAL key.

5.9 Programming a discount as an amount

This function programs a fixed amount for the discount.

Note: When the cash register is in its default setting, the key for the fixed amount discount is not set up on the keyboard. The way in which to program the keyboard is described in Chapter 5.20.

Example: A fixed discount of € 1.- must be programmed.

- Set the key to PRG
- Select programme number 09 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.
- Use the ▲ and ▼ keys to move to the input area DISCOUNT-.
- Use the digit keys to enter the amount of the discount (with decimal point and decimal places).
- Confirm by pressing CASH.
- Conclude programming by pressing the SUB-TOTAL key.
5.10 Programming a surcharge as a percentage

This function programs a surcharge as a percentage value.

Note: When the cash register is in its default setting, the key for the percentage surcharge is not set up on the keyboard. The way in which to program the keyboard is described in Chapter 5.20.

Example: A percentage value of 10% must be programmed for the surcharge.

- Set the key to PRG
- Select programme number 10 (refer to Chapter 5.1.2).
- Confirm by pressing [CASH].
- Use the ▲ and ▼ keys to move to the input area [  ] ADD ON%.
- Use the digit keys to enter the percentage value for the surcharge (with decimal point and decimal places, value between 0.01 and 99.99).
- Confirm by pressing [CASH].
- Conclude programming by pressing the [SUB-TOTAL] key.

5.11 Programming a discount as a percentage (-%)

This function programs a discount as a percentage value.

Example: A percentage value of 5% must be programmed for the discount.

- Set the key to PRG
- Select programme number 10 (refer to Chapter 5.1.2).
- Confirm by pressing [CASH].
- Use the ▲ and ▼ keys to move to the input area [  ] DISCOUNT%.
- Use the digit keys to enter the percentage value for the discount (with decimal point and decimal places, value between 0.01 and 99.99).
- Confirm by pressing [CASH].
- Conclude programming by pressing the [SUB-TOTAL] key.
5.12 Programming the machine number

The cash register can be assigned a 4-digit machine number which is then printed on all receipts and reports.

Note: If the machine number is 0000, no number is printed.

Example: 5555 should be programmed as the machine number.

- Set the key to PRG
- Select programme number 12 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.
- Use the ▲ and ▼ keys to move to the input area [ ].
- Enter the machine number using the numeric keys.
- Confirm by pressing CASH.
- Conclude programming by pressing the SUB-TOTAL key.

5.13 System options

5.13.1 Programming system settings

- Set the key to PRG
- Select programme number 13 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

The first system option and its current status appear in the display.

- Enter the number of the system option to be programmed, e.g. 10.
- Use the ▲ and ▼ keys to move to the input area [ ].
- Enter the required status number, e.g. 0.
- Confirm by pressing CASH.

Display

```plaintext
=PRG REGISTER 1- 1=
[ 2]  STATUS

=PRG REGISTER 10- 1=
[ 1]  STATUS
[ 0]  STATUS
```
### 5.13.2 Overview of system options

Note: The default settings appear in bold print.

Note: Generally speaking, the system options need not be changed when the cash register is used normally.

<table>
<thead>
<tr>
<th>System option</th>
<th>Status</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>Decimal point position: 0 (no point)</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Decimal point position: 0.0</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Decimal point position: 0.00</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Decimal point position: 0.000</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>Department shift: The department level is retained following a registration</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Department shift: The department level is switched back to the basic level following a registration</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>Net price (exclusive of tax)</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Gross price (including tax)</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>Time: 24-hour format</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Time: 12-hour format</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>Display illumination remains on</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Display illumination goes out after two minutes of inactivity (energy-save mode)</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
<td>Print number on bill: no</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print number on bill: yes</td>
</tr>
<tr>
<td>7</td>
<td>0</td>
<td>Date format: Month-Day-Year</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Date format: Day-Month-Year</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>Clerk system: not active</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Clerk system: active</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
<td>PLU inventory: not active (no printout on reports)</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>PLU inventory: active (with printout on reports)</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
<td>Acoustic signal: off</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td><strong>Acoustic signal: on</strong></td>
</tr>
<tr>
<td>11</td>
<td>0</td>
<td>Language: English</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td><strong>Language: German</strong></td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Language: French</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>Language: Dutch</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>7</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td>Reserved</td>
</tr>
<tr>
<td>12</td>
<td></td>
<td>Reserved</td>
</tr>
</tbody>
</table>
### System option

#### Status

#### Setting

- **Rounding always occurs after pressing the SUB-TOTAL and CASH keys.**

<table>
<thead>
<tr>
<th>System option</th>
<th>Status</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>No special European rounding</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If no special European rounding has been selected, rounding is performed according to commercial 5/4 rounding: If the first decimal place to be rounded is a 0, 1, 2, 3 or 4, the number is rounded down. If the first decimal place to be rounded is a 5, 6, 7, 8 or 9, the number is rounded up.</td>
</tr>
<tr>
<td>13</td>
<td>1</td>
<td>European rounding: Switzerland</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.01 – 0.02 = 0.00</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.03 – 0.07 = 0.05</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.08 – 0.09 = 0.10</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>European rounding: Sweden</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.00 – 0.24 = 0.00</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.25 – 0.74 = 0.50</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.75 – 0.99 = 1.00</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>European rounding: Denmark</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.00 – 0.12 = 0.00</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.13 – 0.37 = 0.25</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.38 – 0.62 = 0.50</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.63 – 0.87 = 0.75</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0.88 – 0.99 = 1.00</td>
</tr>
<tr>
<td>14</td>
<td>0</td>
<td>Tax rounding: rounding up</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Tax rounding: standard commercial 5/4 rounding</td>
</tr>
<tr>
<td></td>
<td>2</td>
<td>Tax rounding: rounding down</td>
</tr>
<tr>
<td>15</td>
<td></td>
<td>Reserved</td>
</tr>
<tr>
<td>16</td>
<td>0</td>
<td>Zero skip printing for Z-report</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>No zero skip printing for Z-report</td>
</tr>
<tr>
<td>17</td>
<td>0</td>
<td>Print total taxable amount: print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print total taxable amount: no print</td>
</tr>
<tr>
<td>18</td>
<td>0</td>
<td>Print taxable amount for each tax rate: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print taxable amount for each tax rate: print</td>
</tr>
<tr>
<td>19</td>
<td>0</td>
<td>Print extra line &quot;Total taxable amount&quot;: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print extra line &quot;Total taxable amount&quot;: print</td>
</tr>
<tr>
<td>20</td>
<td>0</td>
<td>Print net total for each tax rate: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print net total for each tax rate: print</td>
</tr>
<tr>
<td>21</td>
<td>0</td>
<td>Print extra line &quot;Net total&quot;: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print extra line &quot;Net total&quot;: print</td>
</tr>
<tr>
<td>22</td>
<td>0</td>
<td>Print &quot;tax rate&quot; symbol to the right of the total: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print &quot;tax rate&quot; symbol to the right of the total: print</td>
</tr>
<tr>
<td>23</td>
<td>0</td>
<td>Time: no print</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Time: print</td>
</tr>
<tr>
<td>24</td>
<td></td>
<td>Reserved</td>
</tr>
<tr>
<td>25</td>
<td>0</td>
<td>Print total tax: before CASH line</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Print total tax: after CASH line</td>
</tr>
<tr>
<td>26</td>
<td>0</td>
<td>Electronic journal: active</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Electronic journal: not active</td>
</tr>
<tr>
<td>System option</td>
<td>Status</td>
<td>Setting</td>
</tr>
<tr>
<td>---------------</td>
<td>--------</td>
<td>---------</td>
</tr>
<tr>
<td>27</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>0</td>
<td>Reserved</td>
</tr>
<tr>
<td>31</td>
<td>0</td>
<td>Z1 and Z2 counters are not deleted after Z-financial report printout</td>
</tr>
<tr>
<td>32</td>
<td>0</td>
<td>Grand Total is not deleted after Z financial report printout</td>
</tr>
<tr>
<td>33</td>
<td>0</td>
<td>Grand Total is not printed in the Z1 financial report</td>
</tr>
<tr>
<td>34</td>
<td>0</td>
<td>Basic currency is the local currency (amount ÷ conversion factor)</td>
</tr>
<tr>
<td>35</td>
<td>0</td>
<td>Refunds are printed in the financial report</td>
</tr>
<tr>
<td>36</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>0</td>
<td>No extra line is printed for GROSS amount in the Z-report</td>
</tr>
<tr>
<td>38</td>
<td>0</td>
<td>No extra line is printed for Number -(X) in the Z-report</td>
</tr>
<tr>
<td>39</td>
<td>0</td>
<td>Standard font (normal height)</td>
</tr>
<tr>
<td>40</td>
<td>0</td>
<td>Receipt mode</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Journal mode</td>
</tr>
</tbody>
</table>
5.13.3 Printing the system options

- Set the key to PRG
- **Program number 90** is selected automatically (refer to Chapter 5.1.2).
- Confirm by pressing [CASH].

The display shows what can be printed.

- Use the [▲] and [▼] keys to select **P REGISTER**.
- Confirm by pressing [CASH].

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SETTING -90</td>
</tr>
<tr>
<td></td>
<td>90. PRINT PROG DUMP</td>
</tr>
<tr>
<td></td>
<td>DEPARTMENT</td>
</tr>
<tr>
<td></td>
<td>PLU</td>
</tr>
<tr>
<td></td>
<td>CLERK</td>
</tr>
<tr>
<td></td>
<td>TENDER MEDIA</td>
</tr>
<tr>
<td></td>
<td>...</td>
</tr>
<tr>
<td></td>
<td>PRINT PROG DUMP PR 1K</td>
</tr>
<tr>
<td></td>
<td>PRINT PROG DUMP PR 8K</td>
</tr>
<tr>
<td></td>
<td>P REGISTER</td>
</tr>
</tbody>
</table>
5.14 Programming the date and time

Example: 17.06.2011 should be programmed as the date. 13:30 should be programmed as the time.

- Set the key to PRG
- Select programme number 14 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

The input area for the day is already selected.

- Enter the day's date.
  The cash register automatically switches to the input area for the month.
- Enter the month.
  The cash register automatically switches to the input area for the year.
- Enter the year.
  The cash register automatically switches to the input area for the hour.
- Enter the hour.
  The cash register automatically switches to the input area for the minute.
- Enter the minute.
  The cash register automatically switches to the input area for the day.

Note: Use the ▲ and ▼ keys to move to the individual input areas.

- Save the programmed entries by pressing the CASH key.
- Conclude programming by pressing the SUB-TOTAL key.
5.15 Programming foreign currencies
A maximum of 2 foreign currencies can be programmed.

**Note:** If you want to work with a second foreign currency, you must programme [FC 2] on the keyboard (refer to Chapters 5.20 and 5.20.2). The default [FC] key on the keyboard only applies for foreign currency 1!

Clarify the following before starting with the actual programming operation:
- Which foreign currency should be programmed?
- In which memory location should this foreign currency be programmed?
- What text is associated with the foreign currency (e.g. the currency abbreviation in accordance with ISO 4217)?
- What is the exchange rate (foreign currency to local currency)?

**Example:** US Dollar should be programmed as the foreign currency in memory location 2. The exchange rate at the time of programming was 1 EUR = 1.35 USD (local currency = 1 EUR, foreign currency = 1.35 USD).

- Set the key to PRG
- Select programme number 16 (refer to Chapter 5.1.2).
- Confirm by pressing **CASH**.
  
The first foreign currency memory location appears in the display.
- Press the **CASH** key to change the foreign currency memory location.
- Use the ▲ and ▼ keys to move to the text input area [FC0x ].
- Confirm by pressing **CASH**.
- Delete the existing text.
- Enter the new foreign currency text (refer to Chapter 5.2).
- Conclude text input by pressing the **CASH** key.
- Use the ▲ and ▼ keys to move to the input area **Foreign**:.
- Enter the foreign currency.
- Confirm by pressing **CASH**.

- Continued on next page -
- Continued -

- **Input**
  
  - Use the ▲ and ▼ keys to move to the input area Native:  
  - Enter the local currency.  
  - Confirm by pressing CASH.  
  - Conclude programming by pressing the SUB-TOTAL key.

  
  - **Display**
  
  Native: 0  
  Native: 1  
  Native: 1

### 5.16 Programming tax rates

A maximum of 4 tax rates can be programmed.

**Note:** When the machine leaves the factory, VAR rate 1 is already pre-programmed to 19% and VAT rate 2 to 7%. If these rates correspond with those you need, no adjustments to the programme are necessary at this point.

**Example:** VAT rate 3 should be 6% (number of decimal places: 2 (default setting)).

- **Input**
  
  - Set the key to PRG  
  - Select programme number 30 (refer to Chapter 5.1.2).  
  - Confirm by pressing CASH.  
  - Press the CASH key to change to another tax memory location.  
  - Use the ▲ and ▼ keys to move to the input area [ ] RATE%.  
  - Use the digit keys to enter the tax rate (with decimal point and decimal places).  
  - Confirm by pressing CASH.  
  - Conclude programming by pressing the SUB-TOTAL key.

  
  - **Display**
  
  =TAX GROUP 1- 1=  
  19.00 RATE%  
  =TAX GROUP 3- 1=  
  0.00 RATE%  
  6.00 RATE%

**Note:** When programming the departments, the tax rate is assigned to the departments. The tax totals are only calculated and printed on the receipt when the tax rate is actually assigned to the departments.
5.17 Programming logo messages

The logo message, printed at the top of the receipt, can contain up to 4 lines and a maximum of 32 characters per line. Four logo lines are already pre-programmed.

**Note:** If you do not want to print a logo message, you can delete the pre-programmed logo message lines.

**Note:** Refer to Chapter 5.2 for information on entering text.

**Note:** Text lines which are not programmed are not printed.

**Example:** A logo should be programmed containing the text "********* WELCOME *********". The remaining pre-programmed lines should be deleted.

- Set the key to PRG
- Select **programme number 31** (refer to Chapter 5.1.2).
- Confirm by pressing [CASH].

The programmed logo message appears in the display. The first logo line is already selected.

- Press the [CASH] key to programme text for the first line.
  **Note:** Only 20 characters can appear as a line in the display at one time but 32 characters are possible on the receipt.

- Delete the existing logo message text by pressing the [CLR] key.

- Enter the new logo message.
  Procedure refer to Chapter 5.2

- Save the text by pressing [CASH].

- Use the \( \uparrow \) and \( \downarrow \) keys to access the next logo line.

- Continue programming the text as described.

- Conclude programming by pressing the [SUB-TOTAL] key.
5.18  Programming the end lines

The end lines on the receipt can contain up to 3 lines and a maximum of 32 characters per line. Three end lines are already pre-programmed.

**Note:** If you do not want to print end lines, you can delete the pre-programmed end lines.

**Note:** Refer to Chapter 5.2 for information on entering text.

**Note:** Text lines which are not programmed are not printed.

End lines are programmed analogue to programming logo messages. The only difference is that program number 32 must be selected in the program menu.

- Set the key to PRG
- Select **programme number 32** (refer to Chapter 5.1.2).
- Confirm by pressing **CASH**.

The programmed end lines appear in the display. The end line is already selected.

For further procedure, refer to Chapter 5.17.

5.19  Selecting a graphical logo

You can print a graphical logo above the logo message on a receipt. There are 23 motifs available for selection, refer to Figure 1 (next page).

- Set the key to PRG
- Select **programme number 44** (refer to Chapter 5.1.2).
- Confirm by pressing **CASH**.

When the machine leaves the factory, a 0 is set in the input area, i.e. no graphical logo is printed.

- Enter the number of the graphical logo you want to print in the input area, e.g. 17.
- Confirm by pressing **CASH**.
- Conclude programming by pressing the **SUB-TOTAL** key.
Figure 1
5.20 Programming the keyboard

You can reprogramme the keyboard according to your wants and needs.

5.20.1 Programmable keys

The following keys can be programmed:

- Function keys
- Tender media keys (method of payment)
- Foreign currency keys

Code numbers

Each function has a code number which identifies it uniquely. The code number is required for programming.

<table>
<thead>
<tr>
<th>Category</th>
<th>Meaning</th>
<th>Code Number</th>
<th>Default on Keyboard</th>
</tr>
</thead>
<tbody>
<tr>
<td>Function key table</td>
<td>DP SHIFT</td>
<td>143</td>
<td></td>
</tr>
<tr>
<td></td>
<td>%-</td>
<td>159</td>
<td>x</td>
</tr>
<tr>
<td></td>
<td>+%</td>
<td>160</td>
<td></td>
</tr>
<tr>
<td></td>
<td>- Amount discount</td>
<td>157</td>
<td></td>
</tr>
<tr>
<td></td>
<td>+ Amount surcharge</td>
<td>158</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Training</td>
<td>153</td>
<td></td>
</tr>
<tr>
<td>Tender media key</td>
<td>Card</td>
<td>161</td>
<td>x</td>
</tr>
<tr>
<td></td>
<td>Credit 1</td>
<td>162</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Credit 2</td>
<td>163</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Check</td>
<td>164</td>
<td>x</td>
</tr>
<tr>
<td>Foreign currency keys</td>
<td>Foreign currency 1</td>
<td>165</td>
<td>x</td>
</tr>
<tr>
<td></td>
<td>Foreign currency 2</td>
<td>166</td>
<td></td>
</tr>
</tbody>
</table>

5.20.2 Programming the keys

Example: The "Training" function (code number 153) should be assigned to the key currently assigned the "CHECK" function (code number 164).

- Set the key to PRG
- Select programme number 45 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

  - Use the ▲ and ▼ keys to move to the input area
  - Use the digit keys to enter the code number of the required function, e.g. 153 (Training).

- Continued on next page -
- Continued -

- Confirm by pressing CASH.

The display switches to the next input area.

[ ] KEY BE ASSIGNED
- Press the CASH key.
- Now press the key to be assigned the new function.

The display shows:

The code number of the new function is displayed in input area.

[ ] KEY BE ASSIGNED
- Conclude programming by pressing the SUB-TOTAL key.

Note: Please create a suitable key label for the reprogrammed key so that other clerks clearly know what function is assigned to the key!

5.20.3 Resetting the cash register to its default settings

- Set the key to PRG
- Select programme number 45 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

Use the ▲ and ▼ keys to access the INT DEFAULT KEYB. field.
- Confirm by pressing CASH.
6  Operation

The cash register must be operated when set to Registration mode, REG.

Note: The information below applies for the following subchapters: the cash register is always programmed to 2 decimal places (default setting).

- Set the key to REG

<table>
<thead>
<tr>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>19-01-2011</td>
</tr>
<tr>
<td>0.00</td>
</tr>
</tbody>
</table>

6.1  Clearing error messages

In the case of input errors or exceeding limit values, the cash register issues an error status: An acoustic signal is issued and an "E" (Error) appears in the display. Press the CLR key to clear the error message.
6.2 Registering departments
No decimal point is set when entering prices. The cash register sets the decimal point automatically according to system option 1 (decimal point position).

6.2.1 Single DP registration
Example: 100.50 EUR should be registered to Department 1.

- Set the key to REG
- Enter the price (without decimal point, with decimal places).
- Press the relevant department key.

Note: If a department is pre-programmed as a department with a fixed price, no price needs to be entered during registration. After pressing the relevant department key, the fixed price is automatically registered.

6.2.2 Multiple DP registration
Example: 15 pieces of an item at a price of 100.50 EUR should be registered for Department 2.

- Set the key to REG
- Enter the quantity.
- Press the multiplication key $\times$.
- Enter the price (without decimal point, with decimal places).
- Press the relevant department key.

Note: The quantity of goods can a value between 1 and 9999.

Note: If a department is pre-programmed as a department with a fixed price, no price needs to be entered during registration. After pressing the relevant department key, the fixed price is automatically registered.

6.2.3 Example receipt, PLU registration
Example: Following sale: 15 pieces of an item at a price of € 100.50 from Department 2; 2.6 pieces at 20.50 € each from Department 3 and 1 piece from Department 4 at a fixed price of € 35.- each

- Set the key to REG

**RECEIPT**

<table>
<thead>
<tr>
<th>Dept02</th>
<th>15</th>
<th>100.50</th>
<th>1,507.50T1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dept03</td>
<td>2.6</td>
<td>20.50</td>
<td>53.30T1</td>
</tr>
<tr>
<td>Dept04</td>
<td>1</td>
<td>35.00T1</td>
<td></td>
</tr>
</tbody>
</table>

| TAX1 | 19,00% | 254.78 |
| TOTAL VAT EXCL | 1,341.02 |
| TOTAL | 1,595.80 |
| CASH | 1,595.80 |
| 17-06-2011 | # 1 |
6.3 Registering PLUs

Items (PLUs) are registered by means of PLU numbers. PLUs can only be registered with fixed prices.

Note: The cash register can be used to process EAN-8 and EAN-13 bar codes.

6.3.1 Registering a single PLU

Example: An item with PLU number 100 should be registered.

- Set the key to REG
- Enter the PLU number.
- Press the PLU key.

Note: If an attempt is made to register a PLU which has not been programmed, the following message appears: No record !! Please Continue… (no registration, continue)

6.3.2 Registering a multiple PLU

Example: 15 pieces of an item with PLU number 100 should be registered.

- Set the key to REG
- Enter the quantity.
- Press the multiplication key X.
- Enter the PLU number.
- Press the PLU key.

Note: The quantity of goods can a value between 1 and 9999.

Note: If an attempt is made to register a PLU which has not been programmed, the following message appears: No record !! Please Continue… (no registration, continue)

6.3.3 PLU registration, example receipt

Example: 15 pieces of an item with PLU number 100 (price: € 100.50); 2.6 pieces with PLU number 500 (price: € 100.50) and 1 item with PLU number 1000 (price: € 50.--).

<table>
<thead>
<tr>
<th>Input</th>
<th>RECEIPT</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>PLU 100 15 100.50 1,507.50T2</td>
</tr>
<tr>
<td></td>
<td>PLU 500 2.6 100,50 261.30T2</td>
</tr>
<tr>
<td></td>
<td>PLU 1000 1   50.00T2</td>
</tr>
<tr>
<td></td>
<td>TAX2 7,00% 118.98</td>
</tr>
<tr>
<td></td>
<td>TOTAL VAT EXCL 1,699.82</td>
</tr>
<tr>
<td></td>
<td>TOTAL 1,818.80</td>
</tr>
<tr>
<td></td>
<td>CASH 1,818.80</td>
</tr>
<tr>
<td></td>
<td>17-06-2011   # 2</td>
</tr>
</tbody>
</table>
6.4 Registering departments and PLUs together and registering identical goods

It is possible to register departments and PLUs together on one receipt. If identical goods are registered, the registration of them can be abbreviated in the case of departments (same department, same price) because price input can be omitted.

Example: The following are sold: an item from department 1 at a price of € 12.30 and an identical item at an identical price; an item from department 4 at a price of € 40.-- and another identical item at an identical price; an item with PLU number 100 (fixed price € 10.-- and another of the same item; an item with PLU number 200 (fixed price of € 15.-- and another of the same item.

- Set the key to REG

Single DP registration (with price entry):

<table>
<thead>
<tr>
<th>Input</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td>部1 12.30</td>
<td>部1 12.30</td>
</tr>
<tr>
<td>部4 40.00</td>
<td>部4 40.00</td>
</tr>
<tr>
<td>PLU 100 10.00</td>
<td>PLU 100 10.00</td>
</tr>
<tr>
<td>PLU 200 15.00</td>
<td>PLU 200 15.00</td>
</tr>
</tbody>
</table>

TAX1 19,00% 24.64
TOTAL VAT EXCL 129.96

TOTAL 154.60
CASH 154.60

17-06-2011 #3
6.5 Concluding receipt / Method of payment

Payment can be made in various ways:

- CASH
- CHECK
- CARD
- Credit

The tender media keys are available on the keyboard (refer to Chapter 5.7) or can be programmed on the keyboard (refer to Chapter 5.20).

6.5.1 Paying with cash and displaying the change

- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CASH key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.5.2 Payment by EC card / check

- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CHECK key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.
6.5.3 Payment by credit card

- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CARD key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.5.4 Paying by credit approval

Note: The CREDIT key must have been programmed on the keyboard beforehand (refer to Chapter 5.20).

- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CREDIT key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.5.5 Combining tender media

A bill can be paid by combining the various methods of payment.

- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount that the customer wants to pay using tender medium 1 and press the corresponding tender media key. The remaining amount due appears in the display together with the amount paid using tender medium 1.
- Enter the amount that the customer wants to pay using tender medium 2 and press the corresponding tender media key. The remaining amount due appears in the display and together with the amount paid using tender medium 1+2.
- Enter the amount that the customer wants to pay in cash and press the corresponding tender media key.

Note: The payment made in cash should always be the last step.
6.6  Payment in a foreign currency
The cash register can operate using two foreign currencies.
The cash register automatically converts the price of the registration in the currency selected and back, if necessary.

6.6.1  Paying in a foreign currency with the exact amount
Example: A bill totalling €37.04 in department 1 is paid to the exact amount in USD.

- Set the key to REG
- Produce the subtotal.
- Enter the foreign currency memory location.
- Press the FC key.

The amount due for payment is converted to the foreign currency and appears above the local currency in the display.

In the example: USD (50.00)
- The customer pays the exact amount due in the foreign currency.
- Press the FC key to conclude the registration process.

6.6.2  Paying in a foreign currency with change
Example: A bill totalling €37.04 in department 1 is paid with 100 USD.

- Set the key to REG
- Produce the subtotal.
- Enter the foreign currency memory location.
- Press the FC key.

The amount due for payment is converted to the foreign currency and appears above the local currency in the display.

In the example: USD (50.00)
- Use the digit keys to enter the amount paid by the customer in the foreign currency.
- Press the FC key to conclude the registration process.

Explanation to the receipt
Convert Cash 50.00 = The amount due converted to the foreign currency
USD 100.00 = The amount paid in the foreign currency.
Convert Cash 74.07 = The amount paid converted to the local currency
Change 37.03 = The amount of change due in the foreign currency
Convert Cash 49.99 = The amount of change due in the local currency
6.7 Registering surcharges and discounts

It is possible to define

- amount-related or
- percentage

surcharges and discounts. They can be applied to

- individual PLUs or
- a subtotal.

Note: Where necessary, the \$+\%\$ - Amount Discount and \$+\$ Amount Surcharge keys must be set up on the keyboard (refer to Chapter 5.20).

Note: A fixed, pre-programmed value can be entered for amount-based and percentage surcharges and discounts (refer to Chapters 5.8 to 5.11). If fixed values are programmed, no other values need be entered when registering surcharges and discounts. If a value is entered, however, it overwrites the pre-programmed value.

Note: The number of surcharges and discounts as well as the corresponding total sums appear in the financial report.

6.7.1 Registering amount-related surcharges and discounts

Example: An amount-related discount of € 2.00 is assigned to an item with PLU number 100. The subtotal is then produced to which an amount-related surcharge of € 0.50 is added.

Input Receipt

1. Set the key to REG
2. Register the goods to which an amount-related surcharge or discount is to be granted.
3. Enter the amount-related surcharge or discount.
4. Press the - Amount Discount or + Amount Surcharge key.

If the amount-related surcharge or discount is to be applied to a subtotal, press the SUB-TOTAL key beforehand.
6.7.2 Registering percentage surcharges and discounts

Example: A percentage discount of 10% is assigned to an item with PLU number 100. The subtotal is then produced to which a percentage surcharge of 25% is added.

- Set the key to REG
- Register the goods to which a percentage surcharge or discount is to be granted.
- Enter the percentage surcharge or discount.
- Press the %− or %+ key.

If the percentage surcharge or discount is to be applied to a subtotal, press the SUB-TOTAL key beforehand.

Input | Receipt
--- | ---
PLU 100 | 5.55T1
DISCOUNT% 10.0% -0.55
Subtotal: 5.00
ADD ON% 25.0% 1.25
Subtotal: 6.25
TAX1 19.00% 1.00
TOTAL VAT EXCL 5.25
TOTAL 6.25
CASH 6.25
17-06-2011 # 7

6.8 Deleting input errors (corrections)

If you have entered a wrong character but have not yet pressed the DP SHIFT or PLU key, you can correct the error by pressing the CLR key.

6.9 Error correction and void

Note: The number of corrections and voids are recorded in the financial report.

6.9.1 EC (error correction)

If an item is registered incorrectly and nothing else has been registered in the meantime, this incorrect registration can be cleared by means of an immediate error correction.

Example: While registering several items, the item with PLU number 100 was incorrectly registered. Nothing else has been registered since then. An error correction should be completed.

Input | Display | Receipt
--- | --- | ---
 PLU 2 | Cancel PLU 100 -5.55 |
 PLU 100 | PLU 100 5.55T1 |
 CASH | PLU 100 -5.55 |
6.9.2 Void

If an item has been registered by mistake but the receipt has not yet been concluded by pressing a tender media key, the incorrect registration can be cancelled by means of a void. The void process is used when other items were registered after the item to be cancelled.

Example: Three items have been registered: € 10.00 for department 1, € 20.00 for department 2 and € 30.00 for department 3. The second item needs to be cancelled (€ 20.00 for department 2).

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td>● Set the key to REG</td>
<td>= Billing Mode Detail</td>
<td>Dept01 10.00T1</td>
</tr>
<tr>
<td>● Register the PLUs.</td>
<td>3.Dept03 1 30.00</td>
<td>Dept02 20.00T1</td>
</tr>
<tr>
<td>● Press the <strong>VOID</strong> key.</td>
<td><strong>Cancel</strong></td>
<td>Dept03 30.00T1</td>
</tr>
<tr>
<td>● Use the <strong>A</strong> and <strong>V</strong> keys to move to the item to be cancelled.</td>
<td>= Billing Mode Detail</td>
<td>Cancels: Dept02 -20.00</td>
</tr>
<tr>
<td>● Press the <strong>EC</strong> key to delete the item selected.</td>
<td>2.Dept02 0 00,00</td>
<td>Subtotal: 40.00</td>
</tr>
<tr>
<td>● Press the <strong>CASH</strong> key to return to the registration.</td>
<td>= Billing Mode Detail</td>
<td>TAX1 19,00% 6.39</td>
</tr>
<tr>
<td>Continue with the registration or conclude the receipt.</td>
<td>Dept02 -20.00</td>
<td>TOTAL VAT EXCL 33.61</td>
</tr>
</tbody>
</table>

6.9.3 Complete cancellation

If a receipt has not yet been concluded by pressing a tender media key and all the registrations made for it should be cancelled, execute a complete cancellation.

Example: Various items have been registered. The receipt has not yet been concluded. A complete cancellation should be executed.

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td>● Set the key to REG</td>
<td>= Billing Mode Detail</td>
<td>PLU 2 2.22T1</td>
</tr>
<tr>
<td>1 0 0 0</td>
<td><strong>Cancel</strong></td>
<td>PLU 100 5.55T1</td>
</tr>
<tr>
<td>● Press the <strong>VOID</strong> key.</td>
<td><strong>Cancel</strong></td>
<td>17-06-2011 #10</td>
</tr>
<tr>
<td>● Press the <strong>CLR</strong> key.</td>
<td><strong>Cancel</strong></td>
<td>Cancel</td>
</tr>
</tbody>
</table>

Note: The number and total sum of the corrections are recorded in the financial report.
### 6.9.4 Refunds

Refunds (returns) must be registered when a customer returns an item after it has been sold and the receipt concluded.

**Example:** €10 is refunded from department 1.

<table>
<thead>
<tr>
<th>Input</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Dept01</td>
<td>Refund</td>
</tr>
<tr>
<td>1</td>
<td>-10.00</td>
</tr>
<tr>
<td>TAX1</td>
<td>19,00%</td>
</tr>
<tr>
<td>TOTAL VAT EXCL</td>
<td>-8.40</td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
</tr>
<tr>
<td>CASH</td>
<td></td>
</tr>
<tr>
<td>17-06-2011</td>
<td>#11</td>
</tr>
</tbody>
</table>

**Note:** The number and total sum of the refunds are recorded in the financial report. Use system option 35 to enable (default setting) or disable printout of this information in the financial report (refer to Chapter 5.13).

### 6.10 Received on account operations

Payments into the cash register, e.g. credit repayments, are registered as follows:

**Example:** €500 are received on account.

<table>
<thead>
<tr>
<th>Input</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>RA:</td>
<td>500.00</td>
</tr>
<tr>
<td>17-06-2011</td>
<td>#12</td>
</tr>
</tbody>
</table>

**Note:** The number and total sum of received on account operations are recorded in the financial report.

### 6.11 Paid out operations

**Example:** €60 are paid out.

<table>
<thead>
<tr>
<th>Input</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>PO:</td>
<td>60.00</td>
</tr>
<tr>
<td>17-06-2011</td>
<td>#13</td>
</tr>
</tbody>
</table>

**Note:** The number and total sum of the paid out transactions are recorded in the financial report.
### 6.12 Printing numbers

A freely selectable, 8-digit number can be printed on the receipt, e.g. a customer or voucher number.

**Example:** The customer number 87654321 should be printed on the receipt.

- Set the key to REG
- Enter the number, maximally 8 digits.
- Press the [#/NS].

<table>
<thead>
<tr>
<th>Input</th>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td>87654321#</td>
<td></td>
</tr>
</tbody>
</table>

### 6.13 Opening the cash drawer without a sale

The cash drawer can be opened without making a sale in order to deposit or remove cash, for example.

**Note:** The number and total sum of no sale drawer opening operations are recorded in the financial report.

- Set the key to REG
- Press the [#/NS].

<table>
<thead>
<tr>
<th>Receipt</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Sale Act: 17-06-2011 #15</td>
</tr>
</tbody>
</table>

### 6.14 Printing a receipt on/off

The printing of a receipt can be switched on or off.

- Set the key to REG
- Press the Receipt ON/OFF key.

<table>
<thead>
<tr>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>17-06-2011 16:30:00</td>
</tr>
<tr>
<td>B</td>
</tr>
<tr>
<td>0.00</td>
</tr>
</tbody>
</table>

**Note:** If receipt printing is switched off, a "B" appears in the display.

**Note:** If the key is pressed twice in quick succession, the initial status is restored.

### 6.15 Later printout of receipt (copy of receipt)

If printing of a receipt is switched off via the Receipt ON/OFF key, it can be printed later by pressing the Receipt ISSUE key (receipt/bill). This only relates to the receipt for the last registration process.

**Note:** If you need a copy of the receipt for a registration recorded some time ago, it may be possible to print one from the electronic journal as long as the data is still stored there (ring journal) (refer to Chapter 8.1.3).

- Set the key to REG
- Receipt printing is switched off.
- Register the items and conclude by pressing a tender media key.
- The press the Receipt ISSUE key.
7  Training Mode
Activate Training mode to practice using the cash register.
It is important to activate Training mode when practising to ensure the actual sales figures are not falsified. When Training mode is active, all the operating functions can be accessed, the difference to Registration mode being that the entries and transactions are not recorded in the cash register reports.
Please observe the information provided at the beginning of Chapter 9 regarding your obligations in respect of providing proof and preserving records for the revenue authorities!

7.1  Activating Training mode
Note: To activate Training mode, press the Training key. This must first be set up on the keyboard (refer to Chapters 5.20 and 5.20.2).

- Set the key to REG
- Press the Training key.

Display

17-06-2011  17:00:00
T
0.00

Note: If Training mode is switched on, a "T" appears in the display.
Note: Within the scope of programming the clerk system (refer to Chapter 5.6), the clerk rights can be used to define which clerk may use Training mode. In order for the clerk rights to take effect, the clerk system must be activated (refer to Chapter 5.6.2).

7.2  Deactivating Training mode
Note: To deactivate Training mode, press the Training key. This must first be set up on the keyboard (refer to Chapters 5.20 and 5.20.2).

- Set the key to REG
- Press the Training key.

Display

17-06-2011  17:00:00
0.00
8 Electronic Journal (EJ)

The electronic journal records every entry made on the cash register in the way the input is recorded on the receipt.

- The electronic journal is active when the cash register leaves the factory. It can be deactivated by means of system option 26 (refer to Chapter 5.13).
- Approx. 16,000 (receipt) lines can be stored. When the maximum memory capacity is full, the oldest entries in the electronic journal are automatically overwritten (ring journal).

8.1 Printing the electronic journal (EJ)

The electronic journal can be printed out in X and Z modes:

- X-mode: Without memory deletion
- Z-mode: With memory deletion

Note: Printout of the electronic journal can be interrupted and stopped by pressing the CLR key.

8.1.1 Printing the EJ with all details

- Set the key switch to position X or Z.
- Select EJ.DETAIL REP.: Use the ▲ and ▼ keys to scroll through the Programme menu to the required position or use the digit keys to enter 9 and 6.
- Confirm the input by pressing the CASH key; the electronic journal appears in the display.
- Press the CASH key again to start printing the electronic journal.

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>= X Report - 1=</td>
<td>01.FINANCIAL REP. 02.FINA. REP. MON. 03.DEPT. REP. 04.DEPT. REP. MON. 05.PLU REP. 06.PLU REP. MON. 08.CLERK REP. 09.CLERK REP. MON. 86.TRAINING REP. 87.TRAINING REP. MON. 96.EJ.DETAIL REP. 97.EJ.SUM REP. 98.RE-PRINT RECEIPT</td>
</tr>
</tbody>
</table>

---

[Cash Register CM 910 / 911 / 912]

Olympia © 2011 Page 58 Specifications subject to change without notice!
8.1.2 Printing the EJ with totals only

- Set the key switch to position X or Z.
- Select EJ.SUM REP.: Use the ▲ and ▼ keys to scroll through the Programme menu to the required position or use the digit keys to enter 9 and 7.
- Confirm the input by pressing the CASH key; the electronic journal appears in the display.
- Press the CASH key again to start printing the electronic journal.

8.1.3 Printing a copy of a receipt from the EJ

A receipt stored in the electronic journal can be printed out, once, at a later date. The receipt is then printed with the title RECEIPT ISSUE.

- Set the key switch to position X.
- Select RE-PRINT RECEIPT: Use the ▲ and ▼ keys to scroll through the Programme menu to the required position or use the digit keys to enter 9 and 8.
- Confirm by pressing CASH.

The input area in which to enter the receipt number appears in the display together with the number of receipts stored.
- Enter the number of the receipt to be printed.
- Confirm by pressing CASH.

Note: The receipts stored are deleted when the electronic journal is deleted.
8.2 Deleting the electronic journal (EJ)

8.2.1 Printing and deleting the EJ
Delete the electronic journal by printing the electronic journal in Z-mode (refer to Chapter 8.1).

8.2.2 Deleting the EJ without printing

- Set the key to PRG
- Select programme number 80 (refer to Chapter 5.1.2).
- Confirm by pressing CASH

The information which can be deleted appears in the display.

- Use the ▲ and ▼ keys to move to E-JOURNAL AREA.
- Press the CASH key.
- Confirm the prompt by pressing the CASH key.
- Conclude programming by pressing the SUB-TOTAL key.

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>MEMORY CLEAR - 1</td>
</tr>
<tr>
<td>0</td>
<td>PROGRAM AREA</td>
</tr>
<tr>
<td>4</td>
<td>CASHIERS AREA</td>
</tr>
<tr>
<td></td>
<td>DEPARTMENT AREA</td>
</tr>
<tr>
<td></td>
<td>PLU AREA</td>
</tr>
<tr>
<td></td>
<td>E-JOURNAL AREA</td>
</tr>
<tr>
<td></td>
<td>ALL REPORT AREA</td>
</tr>
<tr>
<td></td>
<td>ALL AREA</td>
</tr>
<tr>
<td></td>
<td>CASH=DELETE</td>
</tr>
<tr>
<td></td>
<td>SUB-TOTAL=CANCEL</td>
</tr>
</tbody>
</table>

Please Wait…
9 Cash Register Reports

You are obliged to keep the daily Z reports for submission to the revenue authorities. Otherwise, estimations of sales figures may be used within the scope of tax audits.

Note: Keep all documents which record how your cash register is programmed for tax audits. Note which documents are required by the financial authorities.

9.1 Types of report

Reports can be printed in X or Z mode.

X-mode / X-reports

The key is set to position X. Reports are printed but the memories are not deleted.

Z-mode / Z-reports

The key switch is set to position Z. Reports are printed and, at the same time, the memories are deleted and cannot be restored.

Daily reports

These are reports which are printed at the end of the day.

Note: A daily Z-report must be printed every day in order to accumulate the totals in the memory for a monthly report.

Monthly reports

These are reports which are printed at the end of the month.

9.2 Report overview

All reports can be printed as X or Z reports with the exception of the Receipt Issue (report number 98).

<table>
<thead>
<tr>
<th>Report number</th>
<th>Report (view according to display)</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>01.FINANCIAL REP.</td>
<td>Daily X or Z financial report</td>
</tr>
<tr>
<td>02</td>
<td>02.FIN.A REP. MON.</td>
<td>Monthly X or Z financial report</td>
</tr>
<tr>
<td>03</td>
<td>03.DEP.T REP.</td>
<td>Daily X or Z department report</td>
</tr>
<tr>
<td>04</td>
<td>04.DEP.T REP. MON.</td>
<td>Monthly X or Z department report</td>
</tr>
<tr>
<td>05</td>
<td>05.PLU REP.</td>
<td>Daily X or Z PLU report</td>
</tr>
<tr>
<td>06</td>
<td>06.PLU REP. MON.</td>
<td>Monthly X or Z PLU report</td>
</tr>
<tr>
<td>08</td>
<td>08.CLERK REP.</td>
<td>Daily X or Z clerk report</td>
</tr>
<tr>
<td>09</td>
<td>09.CLERK REP. MON.</td>
<td>Monthly X or Z clerk report</td>
</tr>
<tr>
<td>86</td>
<td>86.TRAINING REP.</td>
<td>Daily X or Z training report</td>
</tr>
<tr>
<td>87</td>
<td>87.TRAINING REP. MON.</td>
<td>Monthly X or Z training report</td>
</tr>
<tr>
<td>96</td>
<td>96.EJ.DETAIL REP.</td>
<td>Electronic journal, print details (X/Z)</td>
</tr>
<tr>
<td>97</td>
<td>97.EJ.SUM REP.</td>
<td>Electronic journal, only print totals (X/Z)</td>
</tr>
<tr>
<td>98</td>
<td>98.RE-PRINT RECEIPT</td>
<td>Print copy of receipt/bill (in X-mode only)</td>
</tr>
</tbody>
</table>

9.3 Report contents

The system options enable you to define numerous settings to adapt the content of the receipts and reports to your specific needs (refer to Chapter 5.13).
### 9.4 Printing reports

- Set the key switch to position X or Z.
- Select the report to be printed:
  - Use the ▲ and ▼ keys to scroll through the menu to the required position or use the digit keys to enter the report number.
- Confirm by pressing [CASH].
  - The report first appears, together with the totals, in the display.
- Press the ▲ and ▼ keys to view all the report totals in the display.
- Press the [CASH] key to start printout.

<table>
<thead>
<tr>
<th>Input</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>= X Report - 1=</td>
<td>= Z Report - 1=</td>
</tr>
<tr>
<td>01.FINANCIAL REP.</td>
<td>01.FINANCIAL REP.</td>
</tr>
<tr>
<td>02.FINA. REP. MON.</td>
<td>02.FINA. REP. MON.</td>
</tr>
<tr>
<td>03.DEPT. REP.</td>
<td>03.DEPT. REP.</td>
</tr>
<tr>
<td>04.DEPT. REP. MON.</td>
<td>04.DEPT. REP. MON.</td>
</tr>
<tr>
<td>05.PLU REP.</td>
<td>05.PLU REP.</td>
</tr>
<tr>
<td>06.PLU REP. MON.</td>
<td>06.PLU REP. MON.</td>
</tr>
<tr>
<td>08.CLERK REP.</td>
<td>08.CLERK REP.</td>
</tr>
<tr>
<td>09.CLERK REP. MON.</td>
<td>09.CLERK REP. MON.</td>
</tr>
<tr>
<td>86.TRAINING REP.</td>
<td>86.TRAINING REP.</td>
</tr>
<tr>
<td>87.TRAINING REP. MON.</td>
<td>87.TRAINING REP. MON.</td>
</tr>
<tr>
<td>96.EJ.DETAIL REP.</td>
<td>96.EJ.DETAIL REP.</td>
</tr>
<tr>
<td>97.EJ.SUM REP.</td>
<td>97.EJ.SUM REP.</td>
</tr>
<tr>
<td>98.RE-PRINT RECEIPT</td>
<td>98.RE-PRINT RECEIPT</td>
</tr>
</tbody>
</table>
9.5  Example of a day's Z-report

- Turn the key switch to Position Z.
- The cash register is automatically set to 01.FINANCIAL REP.
- Press the CASH key.

The report first appears, together with the totals, in the display.
- Press the ▲ and ▼ keys to view all the report totals in the display.
- Press the CASH key to start printout.

### Explanation of terms in the reports

<table>
<thead>
<tr>
<th>Term</th>
<th>Significance</th>
</tr>
</thead>
<tbody>
<tr>
<td>TAX1 RATE</td>
<td>VAT rate 1 is 19%</td>
</tr>
<tr>
<td>TAXABLE1 WT</td>
<td>Taxable at VAT rate 1, gross (inclusive of VAT)</td>
</tr>
<tr>
<td>TAXABLE1 WO</td>
<td>Taxable at VAT rate 1, net (exclusive of VAT)</td>
</tr>
<tr>
<td>TAX1</td>
<td>VAT amount for VAT rate 1</td>
</tr>
</tbody>
</table>

Note: TAXABLE1 WO + TAX1 = TAXABLE1 WT

<table>
<thead>
<tr>
<th>Term</th>
<th>Significance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Net</td>
<td>Total sales, gross</td>
</tr>
<tr>
<td>Refund</td>
<td>Total amount from refunds</td>
</tr>
<tr>
<td>Cancels</td>
<td>Total from all ECs and voids</td>
</tr>
<tr>
<td>Discount</td>
<td>Total amount of percentage discounts</td>
</tr>
<tr>
<td>Service Charge</td>
<td>Total amount of percentage surcharges</td>
</tr>
<tr>
<td>Add Price</td>
<td>Total amount from amount-based surcharges</td>
</tr>
<tr>
<td>Reduce Price</td>
<td>Total amount from amount-based discounts</td>
</tr>
<tr>
<td>In Cash</td>
<td>Total amount received on account</td>
</tr>
<tr>
<td>Out Cash</td>
<td>Total amount paid out</td>
</tr>
<tr>
<td>CASH</td>
<td>Total of cash payments</td>
</tr>
<tr>
<td>No Sale Act</td>
<td>Total of drawer openings without a sale</td>
</tr>
<tr>
<td>CARD</td>
<td>Total of card payments</td>
</tr>
<tr>
<td>CHECK</td>
<td>Total of cheque payments</td>
</tr>
<tr>
<td>USD</td>
<td>Total of payments in foreign currency 1 (USD)</td>
</tr>
</tbody>
</table>

### Z Report

- TO: 17.06.2011 21:00
- TAX1 RATE: 19.00%
- TAXABLE1 WT: 5,964.50
- TAXABLE1 WO: 5,008.85
- TAX1: 955.65

### Net:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Refund</td>
<td>-10.00</td>
</tr>
<tr>
<td>Cancels</td>
<td>-15.01</td>
</tr>
<tr>
<td>Discount</td>
<td>-0.55</td>
</tr>
<tr>
<td>Service Charge</td>
<td>1.25</td>
</tr>
<tr>
<td>Add Price</td>
<td>0.50</td>
</tr>
<tr>
<td>Reduce Price</td>
<td>-2.00</td>
</tr>
<tr>
<td>In Cash</td>
<td>500.00</td>
</tr>
<tr>
<td>Out Cash</td>
<td>-60.00</td>
</tr>
</tbody>
</table>

### Dawer Total

- CASH: 6,067.22
- No Sale Act: 1
- CARD: 53.00
- CHECK: 10.00
- USD: 394.40

### E.C.R. Reset
10 Deleting Cash Register Data

This function is used to deleted data stored in the cash register. This includes the report memory, electronic journal or cash register programme, for example.

Note: Pay attention to the obligations in respect of providing proof and preserving records for the revenue authorities before starting any deleting functions! Deleted data cannot be restored!

- Set the key to PRG
- Select programme number 80 (refer to Chapter 5.1.2).
- Confirm by pressing CASH

The information which can be deleted appears in the display.

- Use the ▲ and ▼ keys to move to the data to be deleted.
- Confirm by pressing CASH.
- Confirm the prompt by pressing the CASH key.
- Conclude programming by pressing the SUB-TOTAL key.

11 In the Case of Problems

Attention: The power socket must be close to the cash register and easily accessible. This means that the cash register can be disconnected from the power supply quickly in an emergency.

11.1 Display messages

<table>
<thead>
<tr>
<th>Display</th>
<th>Cause</th>
<th>Corrective measures:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paper</td>
<td>End of paper roll.</td>
<td>Replace a new paper roll.</td>
</tr>
<tr>
<td>L</td>
<td>The battery capacity is too low.</td>
<td>Charge the battery.</td>
</tr>
<tr>
<td>B</td>
<td>Receipt printing is switched off.</td>
<td>Press the Receipt ON/OFF key to switch receipt printing on again.</td>
</tr>
<tr>
<td>T</td>
<td>The cash register is in Training mode;</td>
<td>Press the Training key to deactivate Training mode.</td>
</tr>
<tr>
<td>II</td>
<td>Department level 2 is active</td>
<td>Press the DP SHIFT key to switch between the department levels.</td>
</tr>
<tr>
<td>III</td>
<td>Department level 3 is active</td>
<td>Press the DP SHIFT key to switch between the department levels.</td>
</tr>
</tbody>
</table>
11.2 Printer malfunction
1. In the event of a printer error, switch off the cash register immediately and disconnect the power plug.
2. Check that the paper roll is inserted correctly or whether there is a foreign body in the printer mechanism. Remove it, if present.
Attention: Remove the foreign body very carefully. Do not use a knife, screwdriver or anything similar! Never use force! This could damage the printer mechanism.
3. Switch the cash register on again and complete a registration.
4. If the printer error reoccurs, contact the service centre.
Note: Never use low quality paper!

12 Options
Various peripheral equipment can be connected to the cash register.

12.1 SD card slot for data backup
Use an SD card to make a backup copy of the current programme data and all reports. If the cash register has a technical defect or data is lost, you can load the backup copies of the reports and programme on the cash register from the SD card.
Note: The electronic journal is not saved on the SD card.

12.1.1 Saving data on an SD card
Note: The SD card should have a capacity of 2 GB.

- Set the key to PRG
- Select programme number 81 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

The options appear in the display.

- Use the ▲ and ▼ keys to select BACKUP.
- Confirm by pressing CASH.

The current programme and reports (except the electronic journal) are transferred from the cash register and stored on the SD card.
Note: During transfer, Please Wait appears in the display. Never interrupt this process!

12.1.2 Loading data from an SD card

- Set the key to PRG
- Select programme number 81 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

The options appear in the display.

- Use the ▲ and ▼ keys to select RECOVERY.
- Confirm by pressing CASH.

All the data stored (programme and reports) are transferred from the SD card to the cash register.
Note: During transfer, please wait appears in the display. Never interrupt this process!

12.2 Bar code scanners
A bar code scanner can be used to read 8 and 13-character EAN codes.

12.3 Suitable bar code scanners with a PS-2 plug
The following bar code scanners with PS-2 connection have been tested by Olympia and can be implemented without any problems:

- Olympia:
  - Model LS-6000 (part number 947990001)
- METROLOGIC:
  - Model ECLIPSE
  - Model ORBIT
  - Model VOYAGER

12.3.1 Setting up a bar code scanner
The scanner models tested by Olympia can be connected directly to the PS-2 socket on the cash register and used.

12.3.2 Using the barcode reader to programme PLUs in the cash register

- Set the key to PRG
- Select programme number 03 (refer to Chapter 5.1.2).
- Confirm by pressing CASH.

The memory location for the first PLU is automatically activated.

- Read the bar code using the bar code scanner.
- Complete the other PLU assignments (refer to Chapter 5.5) and confirm each entry by pressing the CASH button.
- When the next PLU storage location appears in the cash register display, scan the next PLU and proceed in the same way for the next PLUs.

Conclude programming by pressing the SUB-TOTAL key.
12.4 Rechargeable battery
Part number 947990002

When the battery is fully charged, it can operate the cash register for a maximum of 5 hours without the need of a power cable.

**Note:** The runtime of the cash register by the battery depends on the quantity and length of the receipts printed. 5 hours can be achieved when approx. 50 receipts with just 15 text lines are printed.

When the battery capacity is too low, L (Low) appears in the cash register display. When the cash register is connected to the mains power, the battery in the cash register is automatically recharged.

**Note:** The thermal printing is not as dark in battery operation as when mains powered.

12.4.1 Technical data
2100 mAh, 7.4 Volt

12.4.2 Installation of the rechargeable battery
- Disconnect the cash register from the mains power supply.
- Open the cash drawer and remove the cash tray.
- Raise the cash drawer a little and pull it out.
- The cash drawer is fixed to the cash register by a screw in the front section. Remove the screw.
- Raise the cash register a little and open the small flap under the keyboard. Insert the battery in this compartment and plug in the cable.
- Close the cash register again in the reverse sequence.

12.5 Bank note verifier (Euro)
Part number 947990003

The bank note verifier can be used to check all Euro bank notes are authentic.

- Simple plug-and-play installation.

**Note:** The installation manual is enclosed with the bank note verifier.
- The bank note verifier is installed on the cash register above the display. This means than no space is necessary beside the cash register.
- The bank note verifier is covered by a lid section which matches the cash register.
- No additional power supply is required.
- Special feature: After being verified, the bank note is laid in a tray at the rear. The clerk can issue the change and then put the bank note in the cash drawer. This ensures that the verification process is completed drawing very little attention and is not annoying for the customer.