



**CASH REGISTER**  
*ER-220*

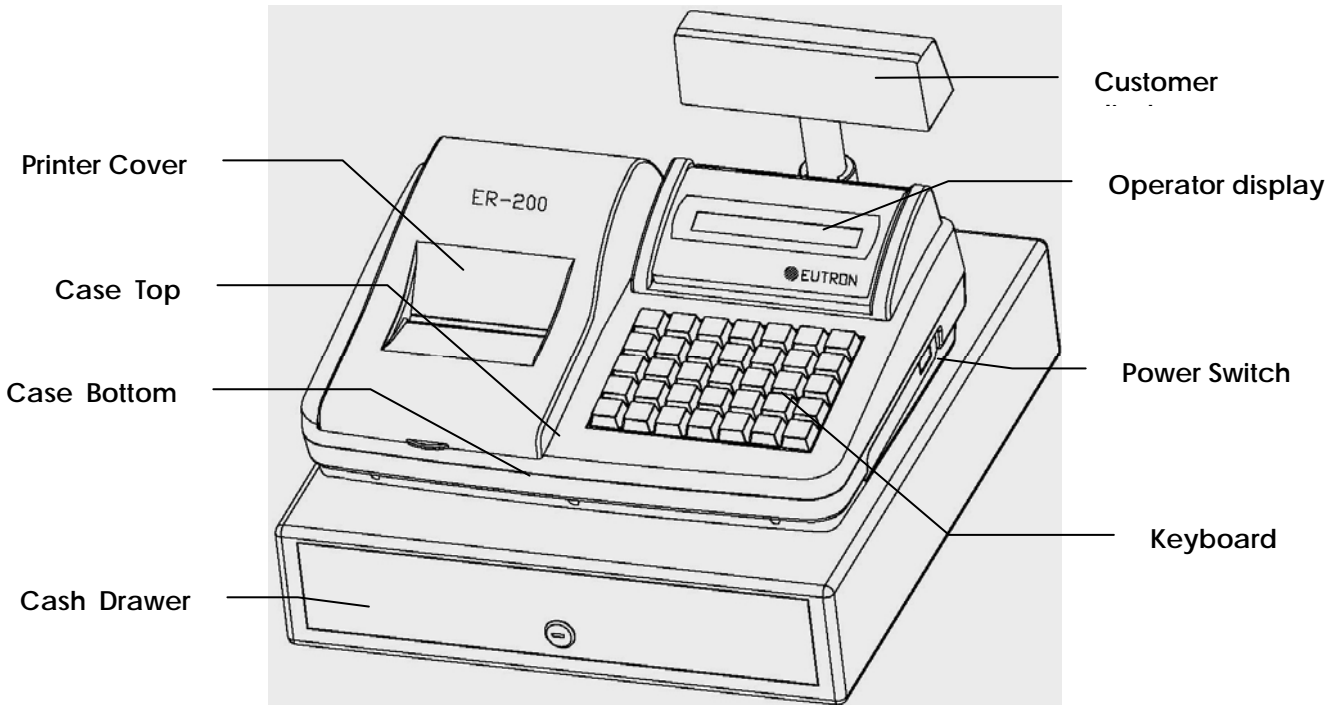
**USER MANUAL**

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**INTRODUCTION**

This manual is applicable for operation of Eutron electronic cash register (ECR) models:  
 This manual is for programming and setting of Eutron cash register models: ER-220 series.



**Brief Specifications:**

| Model      | ER-220   |
|------------|--|
| Display    | Operator: 4 line x 16 characters backlit LCD     |
|            | Customer: 12 digits LED                          |
| Keyboard   | 35 keys  |
| Printer    | 58mm thermal printer<br>32 characters<br>Receipt |
| Department | 60   |
| PLU        | 3000   |

The manufacturer reserves the right to make any changes necessary to the technical characteristics of the ECR without notice. The functions and programming described instructions are referred to standard products available at the time of printing. Any additional functions will be described in special *addendum* pages which may be added on request.

The technical manuals of EUTRON products are only available to Authorized Technical Assistance Centers.

## **1 GENERAL ADVICE**

This manual contains instructions for the correct use of the cash register and programming. Read carefully before using the machine.

The ECR must be placed on a stable, horizontal surface. Ensure that the customer display is perfectly visible, and check the main power cable frequently.

Extraordinary maintenance and any repairs must be carried out only by an authorized technical assistance centre.

The manufacturers decline all responsibility if any work is carried out by non-authorized technicians or non-original parts are used.

Do not interfere with internal workings of the ECR, even if it breaks down. Do not interfere with or remove the fiscal seal. Only authorized staff at the Authorised Assistance Centre may do this.

## **2 INSTALLING THE PRODUCT**

The machine must be placed on a stable surface far away from sources of heat or electromagnetic noise.

Check that the peripheral connections (keyboard, display etc.) connected to the ECR are not a hindrance to normal sales operations. Check that they are not near live cables, especially if they are heavy duty.

**Failure to earth will result in damage the manufacturer assuming no responsibility for.**

Do not connect the ECR to circuits powering heavy duty machinery (fridges, motors in general).

Regular checking of the power cable and all the cables connected to the machine help guarantee the safety of the operator as well as the good operation of the machine.

Any accessories connected to the machine **MUST** be approved by the manufacturer and operated by qualified personnel using documentation, which is **ONLY** available to EUTRON Assistance Centres or authorized representatives.

**The manufacturer declines any responsibility for damage or improper functions in the event that the above recommendations are not respected.**

## **3.1 WHEN GET A NEW REGISTER**

### **3.1.1 OPEN THE PACKAGE**

Open the package and check the printer, power supply, keyboard, display, serial port are OK.

### **3.1.2 PROGRAMMING ITEMS AND HEADER**

Using a computer, items can be uploaded to or download from a register.

## **3.2 CLEANING**

The ECR requires no particular maintenance. If local conditions make it necessary, the case may be dusted weekly using a soft cloth. The screens may be cleaned using dust repellent products.

**Do not use abrasive solvents or detergents. Never spray directly onto the machine itself, but use a cleaning cloth if necessary.**

A damp brush may be used to remove dirt clogging the keyboard.

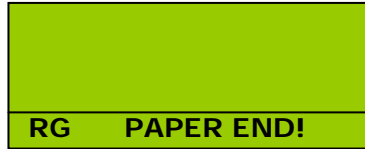
## 4. PRINTER DESCRIPTION

### 4.1 WHEN THE PAPER RUNS OUT

The paper roll has a red band indicating that the paper is running out.

Special sensor inside the printer case detects that the paper roll is running out and stop the cash register by means of:

If printer runs out of paper roll, message showed on the display:



### 4.2 PAPER ROLL REPLACEMENT

- a) Open the printer cover.
- b) Remove excess paper and paper core.
- c) Replace new paper and sip the sheet into printer mechanism.
- d) Close the printer protective cover and make sure l the paper comes out of the correct slot.
- e) Press <FEED> key and if necessary <C>.

### 4. 4 WHEN PAPER BLOCKS IN THE PRINTER

Should any scraps of paper remain trapped in the mechanism, or because of mechanical fault, the paper should catch in the printer, proceed as follows:

- a) Open the printer cover
- b) Press <FEED> key if necessary
- c) Clean the bore of the used paper roll and any paper left.
- d) Pass the paper under the roller pushing the paper out through the upper guide of the printer.
- e) Remove excess paper
- f) Replace new paper
- g) Close the printer protective cover and make sure l the paper comes out of the correct slot.
- h) Close the printer cover and let the paper come out of the slot.

## 5 OPERATOR DISPLAY, KEYBOARD, CUSTOMER DISPLAY

ECR keyboard is constituted of keys, which allow access to the sales, reading, resetting and programming functions. A special guide leads the user through the operations.

The keyboard configuration can be customised according to the user's needs, which means that the number of keys can be increased or reduced at leisure. The latter function, which modifies the overall functionality of the ECR, can only be implemented by calling technical assistance.

### 5.1 MAIN KEYS

#### ➤ Number Keys

The keys **0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 00** are used for the normal entering of sums or codes. They also allow access to the alphabetic.

#### ➤ Special Keys

The keys **<ENTER>**, **<SELECT>** and **<END>** are used to simplify the programming and for zeroing the ECR.

In the reading, zeroing and programming positions, and for some registering functions, they take on the following meaning:

**SUBTOTAL** => **SELECT** (selection of one of the menu items)  
**CASH** => **ENTER** (accepting the selection)  
**CURRENCY** => **END** (end of operations)

#### ➤ <KEY>

It is possible to set the ECR in five different ways through the **<KEY>** key. In order to obtain the different positions, it is necessary – with the ECR switched on – to press keys **1, 2, 3, 4, 5** before pressing the **<KEY>** key. This way the ECR will start in one of the following settings:

- ✧ **POSITION OFF:** Position **OFF** deactivates the ECR. With the ECR switched on – simply press the **<KEY>** key. To restart the ECR, just press again.

|   |
|---|
| <b>ECR LOCKED</b><br><b>PRESS&lt;MODELOCK&gt;</b> |
|---|

- ✧ **POSITION RG:** The **REGISTER** position is set by pressing keys **<1>** and **<KEY>** in sequence. This position allows all the routine functions of sales and storage to be performed.

|           |
|-----------|
| <b>RG</b> |
|-----------|

- ✧ **POSITION X:** The **READING** position is set by pressing keys **<2>** and **<KEY>** in sequence. This position allows performing all readings retrievable at any time of the day.

|  |
|--|
| <b>1.DAILY REPORT</b><br><b>2.PERIOD REPORT</b><br><b>3.PERIOD PLU</b><br><b>X    SELECT A REP</b> |
|--|

- ✧ **POSITION Z:** The **CLOSURE** position is set by pressing keys **<3>** and **<KEY>** in sequence. This position allows to perform end-of-day zeroing and to reset all the serial numbers of the cash register; it also provides a printout and the zeroing of totalizer s. Note that this position is used for the daily closure.

|  |
|--|
| <b>1.DAILY REPORT</b><br><b>2.PERIOD REPORT</b><br><b>3.PERIOD PLU</b><br><b>Z    SELECT A REP</b> |
|--|

- ✧ **POSITION SET:** The **PROGRAMMING** position is set by pressing keys **<4>** and **<KEY>** in sequence and allows access to ECR programming.

1.GENERAL SET  
 2.DEPT/PLU...  
 3.COM/PRINT  
 PG

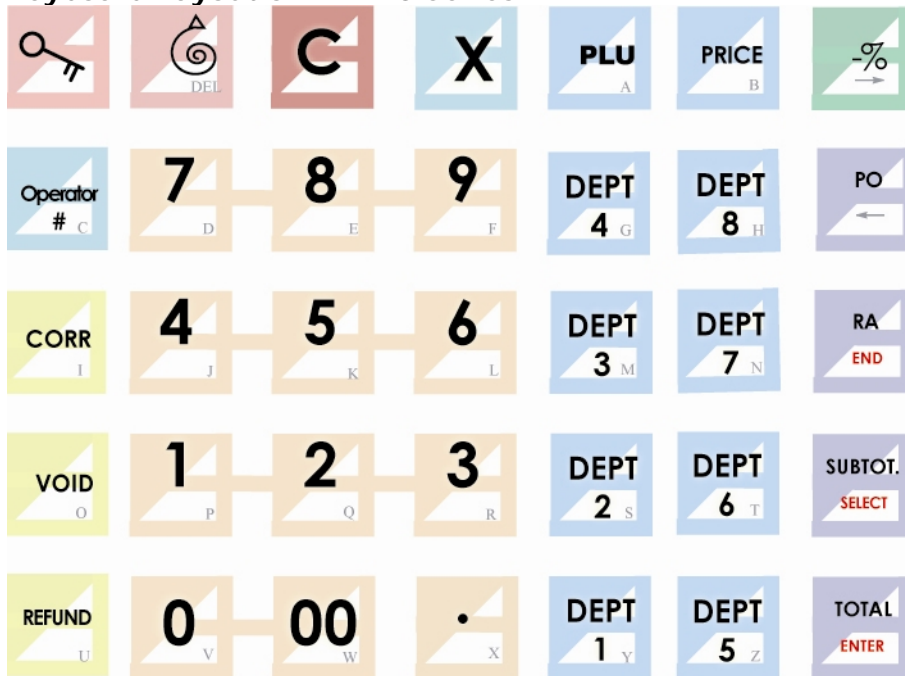
- ◇ POSITION **MG**: The **MANAGE** position is set by pressing keys <5> and <KEY> in sequence. This position looks like REG position, but can perform stock and chip card operating functions.

MG

**SECRET CODES FOR POSITIONS: X , Z , PG and MG**











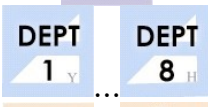

To prevent involuntary or unwanted zeroing and programming caused by unauthorised users, it is possible to introduce a key sequence (secret code) that can block positions **X**, **Z** and **SET**. For further details on this operations, refer to "Programming and use of the secret code in programming manual

**Default Keyboard Layout of ER-220 Series**



**5.2 KEY DESCRIPTIONS**

|  |   |
|--|---|
|  | Switch the working modes                        |
|  | Moves the receipt paper on.                     |
|  | Corrects setting and exits error messages.      |
|  | Cancellation of one of the previous keystrokes. |
|  | Refund goods.                                   |
|  | Void last sale.                                 |

|   |  |
|---|--|
|    | Multiplier for quantities.                                     |
|    | Retrieval of a PLU (an item with descriptor and preset price). |
|    | Discounts in percentage on an item or on the subtotal.         |
|    | Operator login by number                                       |
|    | Input price while tendering                                    |
|    | PO   |
|    | RA   |
|    | Decimal point.   |
|    | Displays and prints the subtotal.                              |
|   | Transaction closure with cash payment.                         |
|  | Department keys for the functions of sales by departments.     |
|  | Digital input  |

### 5.3 CUSTOMER DISPLAY DESCRIPTION

All registers have a numeric display with one line by 12 digits. The left part of the line is used for short descriptions and messages, the right part of the line displays amounts as they are calculated or entered by the operator. The table followed shows character displayed on register.



## 6 FUNCTIONS

This chapter describes all of the functions that are available when the ECR is in the Registration position (**RG**).

Before carrying out subsequent functions make sure that the ECR is in this position. This setting can be activated by typing **1** followed by the **<KEY>** key. Make sure that the following appears on the display:

|           |
|-----------|
|           |
| <b>RG</b> |

### The following annotations will be used in this chapter:

Numerical sequences (the amounts for example): *amounts*

Function keys (for example dept. 1): **DEPT1**

The => symbol indicates movement onto the subsequent stage

## 6.1 OPERATOR AND SALESPERSON

### Operator sign in

Enter operator number and press **<OPERATOR#>**. Input password if needed.

|                 |
|-----------------|
|                 |
| <b>RG</b> ----- |

If password verified OK, the display shows:

|                 |
|-----------------|
|                 |
| <b>RG CLERK</b> |

### Operator sign out

Press **<0><OPERATOR#>** sign out and lock keyboard, the ECR won't work until sign in an operator, or ECR will feed back an error of "**OPER. REQUIRED**".

|                        |
|------------------------|
|                        |
| <b>RG OPER.REQUIRE</b> |

## 6.2. NO SALE OPERATION

No sale operation contains paid out and received on account, the default operation is for cash. You can consider whether open drawer when performing a non-sale operation.

### 6.2.1 RECEIVE ON ACCOUNT

Enter the amount you wish to receive.

|                      |
|----------------------|
|                      |
| <b>RG</b> <b>200</b> |

Enter **<RA>** and drawer will be opened if programmed, and printer received amount on receipt.

|                         |
|-------------------------|
|                         |
| <b>RA</b> <b>200.00</b> |
| <b>RG CLERK</b>         |

### 6.2.2 PAID OUT

Enter the amount you wish to get out.

|    |     |
|----|-----|
|    |     |
| RG | 200 |

Enter <PO> and drawer will be opened if programmed, and printer received amount on receipt.

|    |         |
|----|---------|
|    |         |
| PO | -200.00 |
| RG | CLERK   |

## 6.3 DEPARTMENT SALES AND PLU SALES

### 6.3.1 DEPARTMENT SALES

The department keys allow printing of sales transactions by department on the receipt. As well as being accumulated in individual registers, the amounts are totalled in the total on the current receipt. By repeatedly pressing the department key, registration of the last amount entered is repeated.

The amount that precedes the pressing of the department key can be omitted if pre-programmed.

The single strike function set on the department allows the register to produce a receipt by simply pressing the department key.

For example a sale in an unnamed department:

Enter the price of the department, *amount* =>

|    |   |
|----|---|
|    |   |
| RG | 8 |

Enter the a *DEPT2* key, =>

|      |     |      |
|------|-----|------|
| DEPT | 2   | 8    |
|      | 1   | 8.00 |
| RG   | D02 | 8.00 |

Press a tender key. *CASH* =>

|       |       |      |
|-------|-------|------|
|       | 1     | 8.00 |
| TOTAL |       | 8.00 |
| CASH  |       | 8.00 |
| RG    | CLERK |      |

Or a sale by in a named department, *DEPT3* =>

|      |     |      |
|------|-----|------|
| DEPT | 3   | 3    |
|      | 1   | 3.00 |
| RG   | D03 | 3.00 |

Press a tender key. *CASH* =>

|       |       |      |
|-------|-------|------|
|       | 1     | 3.00 |
| TOTAL |       | 3.00 |
| CASH  |       | 3.00 |
| RG    | CLERK |      |

### 6.3.2 PLU (ARTICLE) SALES

The **PLU** key preceded by a numerical code of up to 13 figures allows you to recall a description and unit price that have previously been programmed in the ECR.

For example a nominated PLU sale:

Enter **PLU code** =>

|    |  |    |
|----|--|----|
|    |  |    |
| RG |  | 20 |

Enter **<PLU> KEY** =>

|      |     |      |
|------|-----|------|
|      |     |      |
| BOOK | 1   | 3.50 |
| RG   | D01 | 3.50 |

Price of PLU 20 is 3.50.

Or a PLU sale with price variation:

Enter the price of the PLU, and press **<PRICE>** key,

|    |  |   |
|----|--|---|
|    |  |   |
| RG |  | 3 |

Enter **PLU code** =>

|    |  |    |
|----|--|----|
|    |  |    |
| RG |  | 20 |

Press **<PLU> KEY** =>

|      |     |      |
|------|-----|------|
|      |     |      |
| BOOK | 1   | 3.00 |
| RG   | D01 | 3.00 |

### 6.3.3 SALES REQUIRING MULTIPLICATION

This function, activated by using the **X** key is used to multiply quantities by amounts, in the case of sales by department, or quantities by article in the case of PLU sales.

The maximum number of internal figures or decimals accepted as a quantity in the multiplication is five.

For example, a quantity by amount sale will be:

Enter quantity of the item **n° items and/or weight** =>

Press **<X>** =>

|    |  |    |
|----|--|----|
|    |  |    |
| RG |  | 20 |

Enter **unit price** =>

|    |  |   |
|----|--|---|
|    |  |   |
| RG |  | 8 |

Press **<DEPT>**

|      |     |        |
|------|-----|--------|
| DEPT | 1   | 8      |
|      | 20  | 8.00   |
| RG   | D01 | 160.00 |

Or a PLU sale with quantities more than 1:

Enter quantity of the item =>

Press <X> =>

|    |  |    |
|----|--|----|
|    |  |    |
| RG |  | 20 |

Enter *PLU code* =>

|    |  |   |
|----|--|---|
|    |  |   |
| RG |  | 2 |

Enter <PLU> KEY =>

|      |     |        |
|------|-----|--------|
|      |     |        |
| BOOK | 20  | 8.00   |
| RG   | D01 | 160.00 |

**6.4 SALES VARIATION FUNCTION**

These functions make it possible to modify the contents of a receipt while it is still incomplete. Correction operations transfer and returns of merchandise on single strikes, discount/increases and cancellation on the subtotal are possible.

**6.4.1 CANCELLING PREVIOUS ENTRY**

The <VOID> key allows you to cancel the last entry made. After the key is pressed a line of description then "CORRECT" and the same amount is printed, but with the sign inverted compared with the last stroke. For example type:

Register an item: *amount* =>

*DEPT* =>

|        |     |      |
|--------|-----|------|
| DEPT 2 |     | 8    |
|        | 1   | 8.00 |
| RG     | D02 | 8.00 |

Press <VOID> key =>

|        |     |       |
|--------|-----|-------|
|        | 1   | 8.00  |
| DEPT 2 |     | 8     |
|        | -1  | 8.00  |
| RG     | D02 | -8.00 |

**6.4.2 CORRECTION LAST ENTRY**

Using the <CORR> key it is possible to transfer a previous sale for both a department and PLU.

For example:

Press<CORR> key=>

|        |     |      |
|--------|-----|------|
| DEPT 2 |     | 8    |
|        | 1   | 8.00 |
| RG     | D02 | 8.00 |

Enter amount and press<DEPT> =>

|        |     |       |
|--------|-----|-------|
|        | 1   | 8.00  |
| DEPT 3 |     | 8     |
|        | -1  | 8.00  |
| RG     | D02 | -8.00 |

Or Press<CORR> key =>

|      |     |      |
|------|-----|------|
|      |     |      |
| BOOK | 1   | 8.00 |
| RG   | D01 | 8.00 |

Enter PLU code and press<PLU>key: Number code => PLU =>

|      |     |      |
|------|-----|------|
| BOOK | 1   | 8.00 |
| BOOK | -1  | 8.00 |
| RG   | D01 | 8.00 |

The function will only be applicable if transferring a previous sale contained in the receipt for the same amount.

**6.4.3 FULL CANCELLATION OF RECEIPT**

The <CANCEL> key allows you to cancel the entire receipt in course bringing the total back to zero and closing the transaction. It is necessary to press the <ENTER> key at the end as confirmation.

For example:

Register something and press<CANCEL>, amount => DEPT => CANCEL =>

|        |       |      |
|--------|-------|------|
| DEPT 2 |       | 8    |
|        | 1     | 8.00 |
| RG     | CONF? |      |

Press <ENTER> confirm, =>

|        |       |       |
|--------|-------|-------|
| TOTAL  |       | 8.00  |
| CABCEK |       | -8.00 |
| RG     | CLECK |       |

or press <C> cancel.

**6.4.4 RETURNED GOODS**

This function allows you to carry out a return of merchandise of any amount in any department or PLU using the <REFUND> key.

For example, type the following sequence:

Press <REFUND> => amount => DEPT

|        |     |       |
|--------|-----|-------|
| DEPT 2 |     | 8     |
|        | -1  | 8.00  |
| RG     | D02 | -8.00 |

Or REFUND => PLU code => PLU

|      |     |       |
|------|-----|-------|
| BOOK | -1  | 8.00  |
| RG   | D01 | -8.00 |

**6.4.5 DISCOUNT AND INCREASE IN PERCENTAGE**

These functions apply a percentage discount or increase on the latest item sold or spreading it over all sales, on the SUBTOTAL calculated up to that time. The keys to use are <%DISCOUNT> and, once these have been correctly programmed.

The percentage of discount/increase can either be pre-programmed or typed before the <-%DISCOUNT> key.

The possible sequences will be:

Enter the amount of department item and press <DEPT> key =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Press <-%DISCOUNT> key =>

|        |     |       |
|--------|-----|-------|
| DEPT2  |     | 8     |
|        | 1   | 8.00  |
| -%DISC | 1   | -0.80 |
| RG     | D02 | 8.00  |

Or Enter the amount of department item and press <DEPT> key =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Enter *discount rate* =>

|       |   |      |
|-------|---|------|
| DEPT2 |   | 8    |
|       | 1 | 8.00 |
| RG    |   | 10   |

Press <-%DISCOUNT> key =>

|        |   |       |
|--------|---|-------|
| DEPT2  |   | 8     |
|        | 1 | 8.00  |
| -%DISC | 1 | -0.80 |
| RG     |   | 10    |

Or Enter the amount of department item and press <DEPT> key =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Press <SUBTOTAL> key =>

|          |     |      |
|----------|-----|------|
| DEPT2    |     | 8    |
|          | 1   | 8.00 |
| SUBTOTAL |     | 8.00 |
| RG       | D02 | 8.00 |

Press <-%DISCOUNT> key =>

|          |   |       |
|----------|---|-------|
|          | 1 | 8.00  |
| SUBTOTAL |   | 8.00  |
| -%DISC   | 1 | -0.80 |
| RG       |   | 10    |

#### 6.4.6 NET DISCOUNT AND INCREASE

The **NET DISCOUNT/INCREASE** key allows you to make an absolute discount by enter an amount and press < **NET DISCOUNT** > or < **NET SURCHARGE** >

For example:

Register something, *amount* => **DEPT** =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Enter the *amount of discount/increase* =>

|       |   |      |
|-------|---|------|
| DEPT2 |   | 8    |
|       | 1 | 8.00 |
| RG    |   | 2    |

Press <NET DISCOUNT> key =>

|          |   |       |
|----------|---|-------|
| DEPT2    |   | 8     |
|          | 1 | 8.00  |
| NET DISC |   | -2.00 |
| RG       |   | 2     |

**6.5 CONCLUDING TRANSACTIONS, METHODS OF PAYMENT**

The sales transaction is concluded with payment, setting the sequences that allow you to register the amount taken on the keyboard.

The cash register automatically calculates and displays the change to be given whenever the amount cashed is greater than the sale price. If the amount cashed is inferior, the ECR displays the remaining amount (SUBTOTAL) and waits for further payment to be made.

Mixed tenders can be accepted, part in cash and part in credit or by cheque; the change given is always in cash.

Note that by using the <CURRENCY> function the register accepts payment in foreign currency.

Below are some examples of the main closure methods:

**6.5.1 CASH PAYMENTS**

The <CASH> key automatically assumes the meaning of payment in cash. To close cash transaction and print the receipt type the following sequence:

Enter the item sale, *amount* => *DEPT* =>

|          |     |      |
|----------|-----|------|
| DEPT2    |     | 8    |
|          | 1   | 8.00 |
| SUBTOTAL |     | 8.00 |
| RG       | D02 | 8.00 |

Press <CASH> =>

|       |       |      |
|-------|-------|------|
|       | 1     | 8.00 |
| TOTAL |       | 8.00 |
| CASH  |       | 8.00 |
| RG    | CLERK |      |

Or to calculate the amount of change enter the figure before the <CASH> key

Enter the item sale, *amount* => *DEPT* =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Enter *cash amount* =>

|       |   |      |
|-------|---|------|
| DEPT2 |   | 8    |
|       | 1 | 8.00 |
| RG    |   | 20   |

Press <CASH> =>

|         |       |       |
|---------|-------|-------|
| CASH    |       | 8.00  |
| RECEIVE |       | 20.00 |
| CHANGE  |       | 12.00 |
| RG      | CLERK |       |

**6.5.2 PAYING BY CHEQUES, COUPON, CREDIT CARD OR CREDIT**

Close the sale and count up payment with cheques, coupons, credit cards or credit. The amounts are thus assigned to different product registers, which can be seen on the printed reports for auditing purposes.

For Cheques and Coupon the sequence will be as follows:

Enter the item sale, *amount* => *DEPT* =>

|       |     |      |
|-------|-----|------|
| DEPT2 |     | 8    |
|       | 1   | 8.00 |
| RG    | D02 | 8.00 |

Enter the *amount* =>

Press <CHEQUE> or <COUPON> =>

|        |       |       |
|--------|-------|-------|
| DEPT2  |       | 8     |
|        | 1     | 8.00  |
| TOTAL  |       | 8.00  |
| FEE    |       | 12.00 |
| COUPON |       | 20.00 |
| RG     | CLERK |       |

Instead for Credit Cards or Credit it will be like this:

Enter the item sale, *amount* => *DEPT* =>

|       |   |      |
|-------|---|------|
| DEPT2 |   | 8    |
|       | 1 | 8.00 |
| RG    |   | 20   |

Press <CHEQUE> or <COUPON> =>

|        |       |      |
|--------|-------|------|
|        | 1     | 8.00 |
| TOTAL  |       | 8.00 |
| COUPON |       | 8.00 |
| RG     | CLERK |      |

Note that in the first case a greater amount can also be entered, with the relevant calculation of change, while in the second (being credit) the ECR considers this the overall value of the transaction.

### 6.5.3 USING OTHER CURRENCY

The <CURRENCY> key allows you to obtain a receipt total expressed in a foreign currency.

By setting the currency code, previously programmed (from 1 to 4) and pressing the <CURRENCY> key, the display shows the SUBTOTAL of the transaction expressed in the foreign currency. At this point it is possible to enter the value of the foreign currency actually cashed and press <CASH>. Payments can also be made in mixed currencies.

For example, use the following keys:

Enter the item sale, *amount* => *DEPT* =>

|       |   |      |
|-------|---|------|
| DEPT3 |   | 3    |
|       | 1 | 3.00 |
| RG    |   | 1    |

Enter *currency code* (1, 2, 3, 4) and press <CURRENCY> =>

|       |     |      |
|-------|-----|------|
| DEPT3 |     | 3    |
|       | 1   | 3.00 |
| RG    | D03 | 3.00 |

Press <CASH> =>

|       |       |         |
|-------|-------|---------|
|       | 1     | 3.00    |
| TOTAL |       | 3.00    |
| CASH  |       | \$24.00 |
| RG    | CLECK |         |



Or enter the item sale, *amount* => *DEPT* =>

|       |       |
|-------|-------|
| DEPT3 | 24    |
| 1     | 24.00 |
| RG    | 1     |

Enter *currency code* (1, 2, 3, 4) and press <CURRENCY> =>

Enter the *amount* =>

|       |       |
|-------|-------|
| DEPT3 | 24    |
| 1     | 24.00 |
| RG    |       |

Press <CASH>, the register will calculate the change in your own currency, *CASH* =>

|         |         |
|---------|---------|
| RECEIVE | \$25.00 |
| CHANGE  | 1.00    |
| DOLLAR  | \$8.00  |
| RG      | CLERK   |

## 6.6 OTHER FUNCTIONS AND SPECIAL KEYS

This paragraph describes the operational modes for the accessory functions present on the keyboard.

### 6.6.1 SUBTOTAL KEY

To display and print the SUBTOTAL amount, or rather the amount of the transaction memorised up until that time.

For example type the following:

**amount => DEPT 1 => ... => DEPT NN => SUBTOTAL**

The second typing of the key allows you to display the number of units sold.

### 6.6.2 C KEY

The <C> key allows you to correct the sequences typed and displayed on the viewer, but not yet registered. It also allows you escape error conditions.

### 6.6.3 FEED KEY

By pressing the <FEED> key once the receipt moves forward by one line of print.

### 6.6.4 PRICE KEY

The <PRICE> Key can be used for changing the unit price of last entry item.

Enter the amount of price and press <PRICE>, **amount => PRICE =>**

|    |    |
|----|----|
|    |    |
| RG | 12 |

Enter **PLU code =>**

|    |    |
|----|----|
|    |    |
| RG | 20 |

press <PLU> =>

|      |     |       |
|------|-----|-------|
| BOOK | 1   | 12.00 |
| RG   | D01 | 12.00 |

### 6.6.5 OTHER FUNCTIONS

#### Receipt Copy

Receipt copy can be obtained by simply pressing the <SUBTOTAL> key.

The receipt obtained will be a complete copy of the last one produced.

## 7 MANAGE POSITION OPERATION

All functions of **REGIST** position can be carried out in **MANAGE** position, and this chapter will describes functions which can only be performed in this position.

Before carrying out subsequent functions makes sure that the ECR is in this position. This setting can be activated by typing **5** followed by the **<KEY>** key. Make sure that the following appears on the display:

|    |  |
|----|--|
|    |  |
| MG |  |

All the operations are under manage position (**<5>** **<KEY>**), by using the key **<SUBTOTAL>**

### 7.1 CHANGE ITEM PRICE

Press **<3>** and **<SUBTOTAL>**, **3 => Subtotal =>**

|                |  |
|----------------|--|
|                |  |
| MG ALTER PRICE |  |

Enter the new price and press **<X>**, **price => X =>**

|    |      |
|----|------|
|    |      |
| MG | 3.00 |

Enter the PLU code and press **<PLU>**, **PLU code => PLU =>**

|      |      |
|------|------|
|      |      |
| BOOK | 3.00 |
| MG   | 20   |

Press **<SUBTOTAL>**, **Subtotal =>**

|      |      |
|------|------|
|      |      |
| BOOK | 3.00 |
| MG   |      |

## 8 PREVIOUS BALANCE FUNCTION

Previous Balance function is developed for restaurant applications. All operations described below are performed in Register mode if not specified.

### 8.1 START PREVIOUS BALANCE

Previous balance function is useful for restaurant users where order and payment takes places in different time.

In below description, key functions of **<Open>**, **<Add>**, and **<Service>** are defined on the same key in order to save key numbers. The register can execute functions correctly depending operating stage of transaction. To simplify text, in some cases, we just list the key function working at that moment, for example **<Service>** rather than **<Open/Add/Service>**.

#### 8.1.1 OPEN AND ADD SALES

Enter table number to be opened, then press **<Open/Add/Service>** key. For example, to open #3 Table, follow below steps:

**<3> <Open/Add/Service>**

|            |      |
|------------|------|
| TABLE#     | 3    |
| RG SERVICE | 0.00 |

After then, items can be added to open table. Take PLU 2 for an example. When items are added, functions such as Discount, Correction, Void, Refund, and Receipt Cancellation can be applied. The operation is the same as described in Chapter 3. Please refer to related contents.

**<2> <PLU>**

|         |      |
|---------|------|
| TALBE#  | 3    |
| APPLE 1 | 5.00 |
| RG D02  | 5.00 |

After entering all items, press **<Open/Add/Service>** once, register suspends Table #3, and temporarily closes the order. The total amount of this table is displayed on register.

**<Open/Add/Service>**

|          |      |
|----------|------|
| TALBE#   | 3    |
| APPLE 1  | 5.00 |
| OPEN     | 5.00 |
| RG CLERK |      |

#### 8.1.2 ADD SALES TO AN ACTIVE TABLE

Press **<Add>** key after entering the number of an active table, the register displays total amount of that table, for example Table #3.

**<3> <Open/Add/Service>**

|            |      |
|------------|------|
| TABLE#     | 3    |
| RG SERVICE | 5.00 |

Now you can add items as you want, for an example PLU 3. During operation of item adding, Discount, Correction, Void, Refund, and Receipt Cancellation can be applied. Please refer to Chapter 3 for details.

**<3> <PLU>**

|        |      |
|--------|------|
| TABLE# | 3    |
| CAKE 1 | 3.00 |
| RG D03 | 3.00 |

After finishing items entering, press **<Service>**, register suspend Table #3 once again, and temporarily close this table. Register displays the total amount of value just added in this operation.

<Open/Add/Service>

|        |       |      |
|--------|-------|------|
| TABLE# |       | 3    |
| CAKE   | 1     | 3.00 |
| OPEN   |       | 3.00 |
| RG     | CLECK |      |

### 8.1.3 PB TRANSFER

In service of a restaurant, customer may move from one table to another. In this case, choose the table to be transferred. Please remember the table to be transferred must be a vacant one. Otherwise register prompts an error message when you try to do so.

An example, transfer all sales of Table #3 to Table #6

<3><Open/Add/Service>

|        |         |      |
|--------|---------|------|
| TABLE# |         | 3    |
| RG     | SERVICE | 8.00 |

Enter table number to accept the transfer and then press "Transfer"

<6> <Transfer>

|        |  |   |
|--------|--|---|
| TABLE# |  | 3 |
| TABLE# |  | 6 |
| RG     |  | 6 |

Press <Open/Add/Service> key again to suspend the active table. After this step, all sales under Table #3 are moved to Table #6.

### 8.1.4 PRINT

During sales operation, you can find out order list of any opened table, and register can print out the order list without any affect on table sales.

Example: print out order list of Table #6

Enter table number, press <Print Bill> key. Register prints out all ordered details of selected table.

<6> <Print Bill>

|       |       |      |
|-------|-------|------|
| APPLE | 1     | 5.00 |
| CAKE  | 1     | 3.00 |
| TOTAL |       | 8.00 |
| RG    | CLERK |      |

## 8.2 CLOSE PREVIOUS BALANCE

The concept of closing a transaction of previous balance is different from what is happening in a retail store. Based on characteristics of restaurant service, register can carry out following operations of previous balance closure.

### 8.2.1 CLOSING WITH PRINTING DETAILED SALES

If a customer requires a detailed printing what ordered when she pays bill, it is necessary to do following operations on cash register.

Example: still choose Table 6 to be closed.

Enter the table number, press "Print", register displays the total amount of this table, and prints out all details of the order for the table.

<6><Print>

|          |         |      |
|----------|---------|------|
| PRINT PB |         | 6    |
| APPLE    | 1       | 5.00 |
| CAKE     | 1       | 3.00 |
| RG       | SERVICE | 8.00 |

Press <Checkout>, then register confirms the closure of the current table.

<Checkout>

|            |   |      |
|------------|---|------|
| APPLE      | 1 | 5.00 |
| CAKE       | 1 | 3.00 |
| FINALIZE   |   | 8.00 |
| RG SERVICE |   | 8.00 |

Choose a tender type, then register prints out a receipt

<TOTAL>

|          |  |      |
|----------|--|------|
| FINALIZE |  | 8.00 |
| TOTAL    |  | 8.00 |
| CASH     |  | 8.00 |
| RG CLERK |  |      |

**8.2.2 COMBINING PREVIOUS BALANCES**

This operation happens when two tables are paid together by one person. In this case, choose the table to be combined. Please remember that the table to be combined must be an opened one. Otherwise register prompts an error message when you try to do so.

An example, combine all sales of Table #3 to Table #6

<3> <Open/Add/Service>

|            |  |      |
|------------|--|------|
| TABLE#     |  | 3    |
| RG SERVICE |  | 8.00 |

Enter table number to accept the combine and then press <PB Combine>

<6> <PB Combine>

|        |  |   |
|--------|--|---|
| TABLE# |  | 3 |
| TABLE# |  | 6 |
| RG     |  | 6 |

**NOTE:** Please pay attention to difference between PB transfer and PB combination. PB transfer is usually used incase when the same customer move from one table to another. PB combination is carried when two open tables are combined into one table for one shot payment.

**8.2.3 CANCEL PB CLOSING**

For various reasons, a customer probably continues to order something when a PB is under closing. In this case, it is possible to cancel closing a table and let this table account active ever.

Example: still choose Table 6 to be closed.

Enter table number, and the press<Print> key, register displays the total amount of this table.

<6> <Print>

|            |   |      |
|------------|---|------|
| PTINT PB   |   | 6    |
| APPLE      | 1 | 5.00 |
| CAKE       | 1 | 3.00 |
| RG SERVICE |   | 8.00 |

Press <Checkout>, register confirms PB of this table will be close.

<Checkout>

|            |   |      |
|------------|---|------|
| APPLE      | 1 | 5.00 |
| CAKE       | 1 | 3.00 |
| FINALIZE   |   | 8.00 |
| RG SERVICE |   | 8.00 |

At the moment, this customer wants to something more, press <Cancel Checkout>, operation of PB closing of the table is cancelled.

<Cancel Checkout>

|            |   |       |
|------------|---|-------|
| CAKE       | 1 | 3.00  |
| FINALIZE   |   | 8.00  |
| CANCEL     |   | -8.00 |
| RG SERVICE |   | 8.00  |

Then this table is available for future use.

## 9 READING AND ZEROING

The register can issue a wide range of summarising reports of the operations registered, each relating to a specific operational and administrative purpose of the sales outlet.

You can also simply read this data, or the related zeroing of such data depending on the position of the ECR. These are known as **READING** or **ZEROING**.

### 9.1 READING

When <2> is pressed followed by the <KEY> key, this wording will appear on the display:

```
1.DAILY REPORT
2.PERIOD REPORT
3.PERIOD PLU
X SELECT A REP
```

By repeatedly pressing the <SELECT> key, all the possible readings will be shown on the display in sequence; after the last item, the sequence will go back to the beginning. Alternatively you can type the reading number followed by the <SELECT>key.

```
1.DAILY REPORT
2.PERIOD REPORT
3.PERIOD PLU
X DAILY CONF?
```

#### Daily Closure

This reading is a complete printout of all the operations carried out during the day. It shows sales, VAT rates, departments, cash register totals, discounts, increases, drawer movements, the total contents of the cash register.

```
2.PERIOD REPORT
3.PERIOD PLU
4.PERIOD TABLES
X PERIOD CONF?
```

#### PERIOD REPORT

This reading is a complete printout of all the operations carried out during the week. It shows sales, VAT rates, departments, cash register totals, discounts, increases, drawer movements, the total contents of the cash register.

```
3.PERIOD PLU
4.PERIOD TABLES
5.TIME ZONE
X PERIOD CONF?
```

#### PERIOD PLU

A detailed previous printout of the tentalisers of the PLUs used, subdivided by departments, and indicating sold quantity and value.

```
4.PERIOD TABLES
5.TIME ZONE
6.CLERK DAILY
X PERIOD CONF?
```

#### PERIOD TABLES

Total traction data for previous balance.

```
5.TIME ZONE
6.CLECK DAILY
7.CLECK PERIOD
X TIME Z CONF?
```

#### TIME ZONE

A detailed printout of the total of transactions carried out during the day divided by time, number of clients and amount, for statistical purposes.

```
6.CLECK DAILY
7.CLECK PERIOD
8.CLECK DAILY-A
X CLECK CONF?
```

#### CLECK DAILY

A detailed previous printout of all operations performed by a particular operator during the day.

```
7.CLECK PERIOD
8.CLECK DAILY-A
9.CLECKPERIOD-A
X CLECK CONF?
```

#### CLECK PERIOD

A detailed previous printout of all operations performed by a particular operator during the week

```
8.CLECK DAILY-A
9.CLECKPERIOD-A
10.SALPR.DAILY
X CLECK CONF?
```

#### CLECK DAILY-ALL

A detailed previous printout of all operations performed by all operators during the day.

9.CLECKPERIOD-A  
 10.SALPR.DAILY  
 11.SALPR.PERIOD  
 X CLECK CONF?

**CLECK PERIOD-ALL**

A detailed previous printout of all operations performed by all operators during the week.

10.SALPR,DAILY  
 11.SALPR.PERIOD  
 12.SALPRDAILY-A  
 X SALPR. CONF?

**SALPR DAILY**

A detailed previous printout of all operations performed by a particular salesperson during the day.

11.SALPR.PERIOD  
 12.SALPRDAILY-A  
 13.SALPPERIOD-A  
 X SALPR CONF?

**SALPR PERIOD**

A detailed previous printout of all operations performed by a particular salesperson during the week.

12.SALPRDAILY-A  
 13.SALPPERIOD-A  
 14.MEMBERSHIP  
 X SALPR CONF?

**SALPR DAILY-ALL**

A detailed previous printout of all operations performed by all salespersons during the day.

13.SALPPERIOD-A  
 14.MEMBERSHIP  
 X SALP.P CONF?

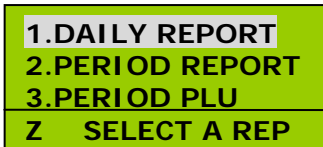
**SALPR PRIOD-A**

A detailed previous printout of all operations performed by all salespersons during the week.



**9.2 ZEROING**

When the <3> key is pressed followed by the <KEY> key, the following will appear on the display:



To access zero resetting simply press the <SELECT> key. You then enter the ZERO RESETTINGS menu.

As previously seen for the readings, by repeatedly hitting the <SELECT> or <→> key, all the possible zero resetting will appear in sequence on the display; after the last item, the sequence will go back to the beginning. Alternatively you can type the number of the zero resetting followed by the <SELECT>key.

To select the zero resetting required, simply press the <ENTER> key when it appears on the display.

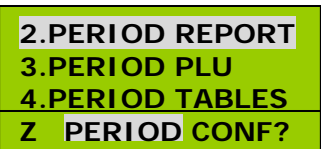
The zero resetting is divided into daily and periodical. The periodical ones allow you to accumulate totalizator independently of the daily ones, and for this reason they can be set to zero separately.

The types of zero resetting available and the relevant symbols that appear on the display are shown below.



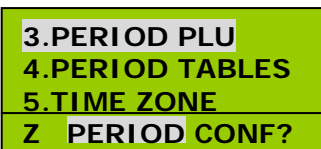
**Daily Closure**

This reading is a complete printout of all the operations carried out during a day. It shows sales, VAT rates, departments, cash register totals, discounts, increases, drawer movements, the total contents of the cash register. For the fiscal register, must print the daily Z Closure before sales a day



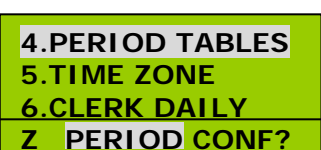
**PERIOD REPORT**

This reading is a complete printout of all the operations carried out during the week. It shows sales, VAT rates, departments, cash register totals, discounts, increases, drawer movements, the total contents of the cash register.



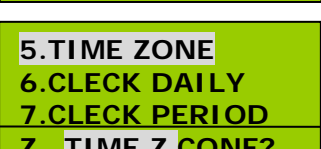
**PERIOD PLU**

A detailed previous printout of the tantalisers of the PLUs used, subdivided by departments, and indicating sold quantity and value.



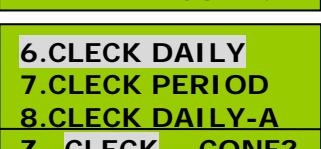
**PERIOD TABLES**

Total traction data for previous balance.



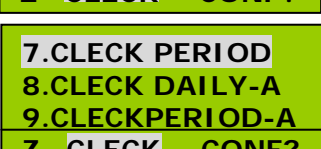
**TIMW ZONE**

A detailed printout of the total of transactions carried out during the day divided by time, number of clients and amount, for statistical purposes.



**CLECK DAILY**

A detailed previous printout of all operations performed by a particular operator during the day.



**CLECK PERIOD**

A detailed previous printout of all operations performed by a particular operator during the week.

8.CLECK DAILY-A  
 9.CLECKPERIOD-A  
 10.SALPR.DAILY  
 Z CLECK CONF?

**CLECK DAILY-ALL**

A detailed previous printout of all operations performed by all operators during the day.

9.CLECKPERIOD-A  
 10.SALPR.DAILY  
 11.SALPR.PERIOD  
 Z CLECK CONF?

**CLECK PERIOD-ALL**

A detailed previous printout of all operations performed by all operators during the week.

10.SALPR,DAILY  
 11.SALPR.PERIOD  
 12.SALPRDAILY-A  
 Z SALPR. CONF?

**SALPR DAILY**

A detailed previous printout of all operations performed by a particular salesperson during the day.

11.SALPR.PERIOD  
 12.SALPRDAILY-A  
 13.SALPPERIOD-A  
 Z SALPR CONF?

**SALPR PERIOD**

A detailed previous printout of all operations performed by a particular salesperson during the week.

12.SALPRDAILY-A  
 13.SALPPERIOD-A  
 14.MEMBERSHIP  
 Z SALPR CONF?

**SALPR DAILY-ALL**

A detailed previous printout of all operations performed by all salespersons during the day.

13.SALPPERIOD-A  
 14.MEMBERSHIP  
 Z SALP.P CONF?

**SALPR PRIOD-A**

A detailed previous printout of all operations performed by all salespersons during the week.

## 12 ERROR MESSAGES

The error messages that appear on the display are either correctable or system-blocking. If a correctable error occurs, type the <C> key. The ECR will return to its normal functioning. In the case of system-blocking errors please contact an authorised Technical Assistance Centre.

The top line on the display carries an error code, while the lower one gives a brief description of the error.

Below are all the error codes that can appear on the display, their causes and any correction action needed.

| <b>Error#</b> | <b>Display</b> | <b>Meaning</b>  |
|---------------|----------------|---|
| Err 1         | INVALID ENTER  | <i>Incorrect entry</i>  |
| Err 2         | INVALID DATE   | <i>Date error</i>   |
| Err 3         | INVALID TIME   | <i>Time error</i>   |
| Err 4         | NOT ALLOWED    | <i>Function not allowed</i>                                     |
| Err 5         | NULL PLU       | <i>Can't find this item</i>                                     |
| Err 6         | PLU OVERFLOW   | <i>PLU memory overflow</i>                                      |
| Err 7         | TABLE EXIST    | <i>The table is already existing (opened)</i>                   |
| Err 8         | TABLE OPENED   | <i>The table has been opened</i>                                |
| Err 9         | WRONG TABLE#   | <i>Can't find this table</i>                                    |
| Err 10        | INPUT TABLE#   | <i>Obliges enter table number</i>                               |
| Err 11        | NULL TABLE#    | <i>The table is not existing or hasn't been opened</i>          |
| Err 12        | PB OVERFLOW    | <i>Previous balance memory overflow</i>                         |
| Err 13        | NOT ALLOWED    | <i>Can't modify date and time before Z report</i>               |
| Err 14        | IN TRADING!    | <i>The sale hasn't ended</i>                                    |
| Err 15        | BUF.OVERFLOW   | <i>Traction memory overflow</i>                                 |
| Err 16        | PLU NOT SOLD   | <i>The item hasn't been sold</i>                                |
| Err 17        | CHECKING       | <i>Can't find this item in previous sales</i>                   |
| Err 18        | INVALID        | <i>Entry input beyond max length</i>                            |
| Err 19        | TENDERING      | <i>The ECR is in process of tendering</i>                       |
| Err 20        | Overflow       | <i>A check could have max 255 covers</i>                        |
| Err 21        | CONFIRM        | <i>Obliges confirm before tender</i>                            |
| Err 22        | NOT ALLOWED    | <i>Can't cancel confirmation of tender</i>                      |
| Err 23        | NULL NAME      | <i>Can't perform modifier function before register an item.</i> |
| Err 24        | No OPERATOR    | <i>Incorrect operator number</i>                                |
| Err 25        | OPER.SHIFTED   | <i>Can't change operator when perform check operation</i>       |
| Err 26        | NULL REPORT    | <i>Incorrect report number</i>                                  |
| Err 27        | REPORT INT.    | <i>Press &lt;C&gt; Key could terminate report printing.</i>     |
| Err 28        | ONLY IN MG.    | <i>The operation must be performed in manage mode</i>           |
| Err 29        | IN SPLITTING   | <i>Can't carry out this function when split a check</i>         |
| Err 30        | INPUT NOADD#   | <i>Obliges enter No Add number while tendering</i>              |
| Err 31        | TRANSFER TO    | <i>Print this message when transfer a check</i>                 |
| Err 32        | UNAUTHORIZED   | <i>Can't use this function</i>                                  |
| Err 33        | OPER. MUST     | <i>Obliges sign in a operator to start a sale</i>               |
| Err 34        | SALP. MUST     | <i>Records full in fiscal memory</i>                            |
| Err 35        | NOT ALLOWED    | <i>Obliges enter salesperson number</i>                         |
| Err 36        | PASSWORD ERR   | <i>Incorrect password</i>                                       |
| Err 37        | KITCHENP ERR   | <i>Kitchen printer error</i>                                    |
| Err 38        | SLIP ERROR     | <i>Slip printer error</i>                                       |
| Err 39        | PRINTER OPEN   | <i>Print lever raised, Close the print head.</i>                |
| Err 40        | PAPER OUT      | <i>Change the paper roll</i>                                    |
| Err 41        | TOO HOT        | <i>Print head too hot</i>                                       |
| Err 42        | UNDEFINED      | <i>Unknown key code</i>   |
| Err 43        | AMT. MUST      | <i>Obliges enter the price of PLU or department items</i>       |
| Err 44        | POST TENDER    | <i>Obliges tender the sale by only one payment</i>              |
| Err 45        | NULL FUNC.     | <i>No this function</i>   |
| Err 46        | SUB REQUIRED   | <i>Compulsory &lt;SUBTOTAL&gt;error</i>                         |
| Err 47        | STOCK TAKING   | <i>Can't perform other operations when update stock info</i>    |

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| Err 48 | JOURNAL ERR  | <i>Journal error</i>                                       |
| Err 49 | MODEM ERROR  | <i>Modem error</i>   |
| Err 50 | R/W CARD ERR | <i>Chip card writing error</i>                             |
| Err 51 | POS-CODE ERR | <i>POS code error</i>                                      |
| Err 52 | READ ERROR   | <i>Incorrect chip card data</i>                            |
| Err 53 | EXPIRED CARD | <i>The chip card has outdated</i>                          |
| Err 54 | BLOCKED      | <i>Chip-card blocked (black-list)</i>                      |
| Err 55 | WRONG TYPE   | <i>Incorrect customer type</i>                             |
| Err 56 | NEW CARD     | <i>The chip card hasn't been created</i>                   |
| Err 57 | NOT A CASH   | <i>It's not a cash card</i>                                |
| Err 58 | WRITE ERROR  | <i>Write chip card error</i>                               |
| Err 59 | WRONG SERIAL | <i>Incorrect chip card number</i>                          |
| Err 60 | DISC. CARD   | <i>Can't use discount card on this machine</i>             |
| Err 61 | CASH CARD    | <i>Can't use cash card on this machine</i>                 |
| Err 62 | CREDIT CARD  | <i>Can't use credit card on this machine</i>               |
| Err 63 | DISABLE CARD | <i>Can't use chip card on this machine</i>                 |
| Err 64 | CLEAR ERROR  | <i>Discharge chip card error</i>                           |
| Err 65 | OVERFLOW     | <i>Chip card data error</i>                                |
| Err 66 | CHARGE ERR   | <i>Charge chip card error</i>                              |
| Err 67 | INIT ERROR   | <i>Create chip card error</i>                              |
| Err 68 | DIS INIT     | <i>Can't create chip card on this machine</i>              |
| Err 69 | LOW BALANCE  | <i>The money left in cash card is not enough</i>           |
| Err 70 | TEND ERR     | <i>Tender by chip card error</i>                           |
| Err 71 | IP ERROR     | <i>Incorrect IP Address</i>                                |
| Err 72 | MR ERROR     | <i>Initialized MIFARE ONE card reader failed</i>           |
| Err 73 | LINK ERROR   | <i>Connect to server failed</i>                            |
| Err 75 | Print Z rep  | <i>You can't enter training mode before print Z report</i> |