OPERATIONAL MANUAL
FOR
PRICE COMPUTING MACHINE
(VERSION 12.P)
PRC

INTRODUCTION

DISPLAY:

1.) five-digit **Weight Display**.
2.) five-digit **Unit Price Display**.
3.) six-digit **Total Price Display**.

KEYPAD:

ZERO This key is used to zero out unwanted Weight. It will zero up auto calculated percentage of scale capacity.

TARE If a container is to be used to hold a sample and net Weight is required, then place the empty container on the platform and press tare. The **Weight Display** will show '0'.Negative Weight in tare is not allowed.

0 to 9 Numeric keys are used for entering data.

CLR This key is used to clear the current value of display while entering data.

M1 to M8 Memory locations for recalling and storing **Unit Price** data in nonvolatile memory.

SET Used for entering **Unit Price** in selected memory locations.

ADD Used for price accumulation.

CHG This charge key is used for getting refund amount on given money.

NOTE

1. After power on machine runs.

    a. Version of machine (V 11.0) and machine name PRC.

    b. Scanning display of manufacturer name (if demanded).

    c. Program for testing display.

    d. All the resolution and capacity for programmed range.

2. Display overload indication after Maximum capacity +9div.

3. Low battery indication is given after battery drained to minimum operating voltage. It also shows battery voltage along with LOW_BAT message.

USING THE DIRECT PRIZE ENTRY FEATURE

This feature allows the user to change the unit prize directly through numeric keys when the scale is in the weighing mode. The procedure is as follows,

In the weighing mode the display will be as follows,

EXAMPLE DISPLAY:	**Weight**	**Unit prize** **Total Prize**

Suppose the weight is 2 kg and the unit prize is 18.75,

EXAMPLE DISPLAY:	**2.000**	**18.75** **37.50**

1. Press clear key. Then it will come out with following display,

EXAMPLE DISPLAY:	**2.000**	**0.00** **0.00**

2. After that use numeric keys **0** to **9, .** and **CLR** to enter the desire unit prize.
   Suppose we entered the unit prize 55.50, then the total prize will change accordingly.

EXAMPLE DISPLAY:	**2.000**	**55.50** **111.00**

Please note that this unit prize is temporary and will be lost after power off. However You can save it in one of the eight modes M1 to M8 using the next given process.

SET UNIT PRICE

Unit Price can be stored in Eight non-volatile memory locations (**M1 to M8**) of the scale.

In storing unit prize user can set the desired unit prize before entering the set process using Numeric keys as explained in previous topic.
However if user don't wish to enter the unit prize before than the set process will be invoked with the current unit prize displayed.

The process of storing unit prize is as follows,

1. To store **Unit price** in memory of scale, Press (**Set key**).

   EXAMPLE DISPLAY: SEt 12.45

   Now if the unit prize displayed is not the desired one than use CLEAR, 0 to9 and . to enter the new unit prize.

2. Select any required memory location from M1 to M8.
   E.g. if memory location M4 is selected

   EXAMPLE DISPLAY: SEt 04 12.45

3. Press (**Set key**) to confirm entry. The unit prize will be stored in desired memory and scale will come out to normal weighing mode.

   EXAMPLE DISPLAY: Weight 12.45
   Total Prize

MEMORY ACCUMULATION, RECALL AND ERASE

This feature allows total prize to be accumulated and recalled.

1. Place the item to be weighed. The **total price display** will show the Calculated Total Price as Per the Weight.

EXAMPLE DISPLAY:	**2.000**	**40.00**
		80.00

2. To accumulate press ADD key.

EXAMPLE DISPLAY:	**Add**	**CN 1**
		80.00

3. To accumulate next item place it on scale and select the appropriate unit prize for it.

EXAMPLE DISPLAY:	**3.000**	**30.00**
		90.00

Now press ADD key,

EXAMPLE DISPLAY:	**Add**	**CN 2**
		170.00

You can follow the same process to accumulate more transactions.

Now to recall the transaction total, remove all items from scale and make the weight display zero. Now pressing the ADD key will enter you in recall memory mode,

EXAMPLE DISPLAY:	**Total**	**CN 2**
		170.00

Now to come back to normal weighing mode press the ADD key again or press any key other than CLR and CHG. The scale will come back to normal weighing mode.

Note that when you are in memory recall mode pressing the CLR key will clear the transaction total.

EXAMPLE DISPLAY:	**MEM**
	ErASE

GETTING THE CASH RETURN VALUE USING CHARGE FUNCTION

This function allows user to calculate the returning amount which he should return during transitions.

1. First select the appropriate unit prize and Place the item to be weighed.
   The **total price display** will show the Calculated Total Price as Per the Weight.

   EXAMPLE DISPLAY: 2.000 23.53
   47.06

2. Now if suppose that the customer gives a 100 Rupees note. Now to calculate the returning Amount press **CHG** key.

   EXAMPLE DISPLAY: CHARG 0
   47.06

4.Now enter the rupees given by the customer using numeric keys **0** to **9, .** , & **CLR.**

E.g. In our case we have assumed 100 Rupees.

   EXAMPLE DISPLAY: CHARG 100
   47.06

5. Now pressing the CHG key will display the returning amount as in example display.
   And after particular time it will automatically return to normal display mode.

   EXAMPLE DISPLAY: REtrn 52.94.

This feature can also be used to calculate return amount for accumulated total prizes.

1. To do so make the scale empty and enter in memory recall mode by pressing ADD key.

EXAMPLE DISPLAY: **Total** **CN 2**
170.50

2. Now press CHG key.

EXAMPLE DISPLAY: **CHARG** **0**
170.50

3. Now **enter** the rupees given by the customer using numeric keys **0** to **9, .** , & **CLR.**

E.g. In our case we will assume 200 Rupees.

EXAMPLE DISPLAY: **CHARG** **200**
170.50

4. Now pressing the CHG key will display the returning amount as in example display. And after particular time it will automatically return to memory recall mode.

EXAMPLE DISPLAY: **REtrn** **29.50**

5. Now the scale is again returned to memory recall mode.

EXAMPLE DISPLAY: **Total** **CN 2**
170.50

You can return to normal weighing mode by pressing ADD key.

EXAMPLE DISPLAY: **Weight** **Unit prize**
Total Prize

FEATURES AVAILABLE IN THE SCALE

Listed features are available in the **Parameter Entry Mode**.

CHANGE PASS WORD:

EXAMPLE DISPLAY: **CHAnG** **YES/NO**
PASS

THEN

CHAnG **0**
PASS

Range = yes/no, Four digit For Pass word

If this feature is selected yes, it allows the user to Overwrite the Master Pass word (2010) for parameter Entry with User's own password. But to Enjoy this feature User has to enter in the parameter entry mode with master password.

SCROLLING NAME:

EXAMPLE DISPLAY: **00000 0000A**

Range =20 Character

This feature allows the user to Enter scrolling name of maximum length 20 characters. This name scrolls every time at power on.

STABLE BUZZER:

EXAMPLE DISPLAY: **St_bUZ** **YES/NO**

Range = yes/no

If this feature is selected yes, Buzzer will sound 'beep-beep- beep', whenever **Display Weight** stabilizes otherwise not.

POWER OFF:

EXAMPLE DISPLAY: **P-OFF** **YES/NO**

Range = yes/no
If this feature is selected yes, Scale will automatically shift to power off mode otherwise not. This mode runs scanning display of decimal point, whenever **Display Weight** is zero for more than 60 seconds.

NOTE: Any Weight on the Pan or by any key pressing, Event will make it to quit Power off Mode.

DISPLAY SINGLE '0':

EXAMPLE DISPLAY: **dSP 0** **YES/No**

Range = yes/no

If this feature is selected yes, Display shows only Single '0' on its right most digits whenever it contains zero reading otherwise not.

AUTO ZERO TRACKING:

EXAMPLE DISPLAY: **AUto-0** **1.0d.**

Range= 0.0d. To 9.5d. In steps of 0.5d.

This feature allows the user to select figure for Auto Zero Tracking.

DECIMAL POINT SET:

EXAMPLE DISPLAY: **dP** **0.000**

Range =4 positions

This feature allows the user to select appropriate position for displaying decimal point.

STEPS FOR RESOLUTION & CAPACITY:

EXAMPLE DISPLAY: **StEP** **S-1**

Range = S-1, S-2, S-3

This feature allows the user to program required range of Resolution and capacity.

LEAST DIGIT FOR STEP:

EXAMPLE DISPLAY: Ld-1 1

Range =1, 2, 5, 10, 20, 50, 100, 200, 500

This feature allows the user to program resolution for appropriate step.

CAPACITY FOR STEP:

EXAMPLE DISPLAY: CAP-1 30.000

Range =up to 99999

This feature allows the user to program Maximum Weight for appropriate Step.

KEY FUNCTION AT THE TIME OF POWER ON

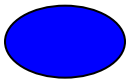
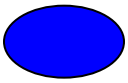
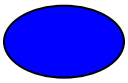
The following three keys have special functions at the time of system power on.

SET when this key is pressed during power on, the system will enter in to **Parameter Entry Mode**.

PARAMETER ENTRY MODE

SET: When this key is pressed during power on, machine will enter in to **Parameter Entry Mode**.

During this mode following keys are used as a function indicated in the figure Given below here.

Key	**ZERO**	**TARE**	**SET**
			
Function	**shift/decrement**	**increment**	**Enter**

Programming Table:

Sr. No	Parameter	Display	Available Function Keys
1.	**Pass word Entry**	**PASS 0000** **Word**	Shift, Inc, Ent **(Set: 2010)**
2.	**Change pass word**	**CHAnG YES** **PASS** if **NO** sr. No. 4	Inc , Ent
3.	**New Pass Word Entry**	**CHAnG 0** **PASS**	Shift,Inc,Ent,0 to 9, CLR
4.	**Scroll Name**	**FrAME YES** if **NO** sr. No. 7	Inc , Ent
5.	**Scroll Name Length**	**LENGtH 0**	Shift,Inc,Ent,0 to 9, CLR
6.	**Scroll Name Entry**	**00000 0000A**	Shift, Inc, Ent,CLR
7.	**Stable Buzzer**	**St_bUZ YES**	Inc, Ent
8.	**Power Off**	**P-OFF YES**	Inc, Ent
9.	**Display Single '0'**	**dSP 0 YES**	Inc, Ent
10.	**Auto Zero Tracking**	**AUto-0 1.0d.**	Inc, Ent.
11.	**Decimal Point Set**	**dP 000.000**	Shift, Ent
12.	**Steps for Resolution & Capacity**	**StEP S-1**	Inc, Ent
13.	**Least Digit For Step**	**Ld-1 1**	Inc, Ent
14.	**Capacity For Step**	**CAP-1 30,000**	Shift, Inc, Ent .0 to 9,CLR
15.	**Calibration**	**CALI**	Ent
16.		**CALI CAL-0**	(Wait)
17.		**CALI 4000.**	Ent
18.		**CALI LOAd**	Ent
19.		**CALI 1.000**	Shift, Inc, Ent .0 to9,CLR
20.		**CALI CAL-F**	(Wait)
21.		**CALI 15000.**	Ent
22.		If **CALI FAIL** Then Sr No.18	(Wait)
23.		**CALI DONE**	Ent

ONLINE CALIBRATION MODE

The online calibration mode allows the user to do calibration.

1. Press the **set key** until the display shows **cali**.

   EXAMPLE DISPLAY: CALI

2. Now by pressing the set key again will ask the user to put the calibration weight And also display the weight.

   EXAMPLE DISPLAY: LOAD 0.000

   E.g. LOAD 1.998

3. Pressing the set key will move the mode to next step and you can key in the required weight value using the numeric keys 0 to 9, & CLR.

   E.g. if 2000 is key in then ,

   EXAMPLE DISPLAY: SEt 2.000

4. Press set key to conform. Then if calibration is performed successfully then scale will come out to online display with showing the massage **donE.**

   If the calibration entry fails then it will show a massage **FAIL**.

Note: During step 2, until the load value is zero the pressing of set key will not Move the mode to next step but it will flash the load value.