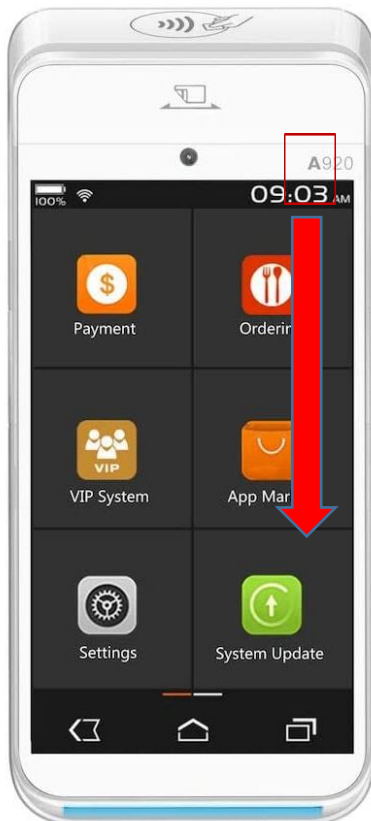


### Set up A920:

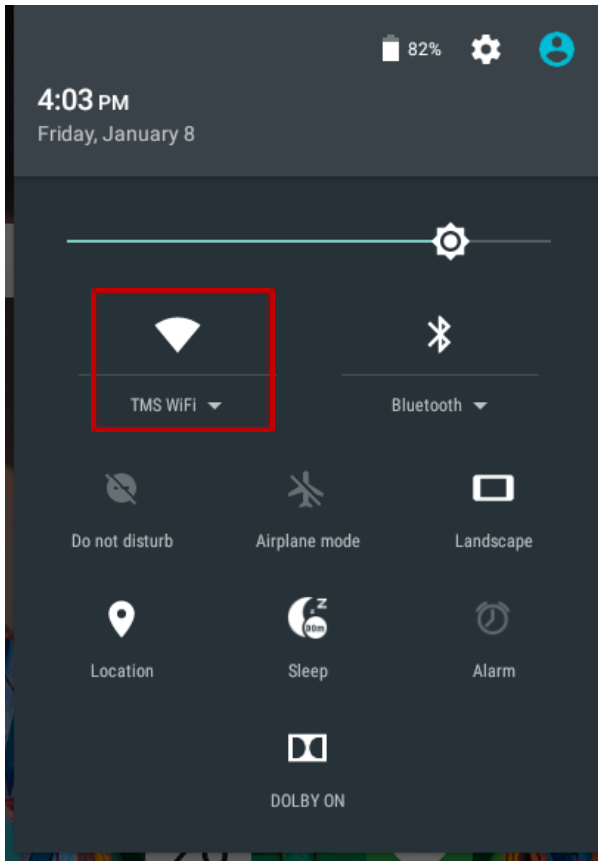
1. Turn on the terminal by pressing and holding the side power button.



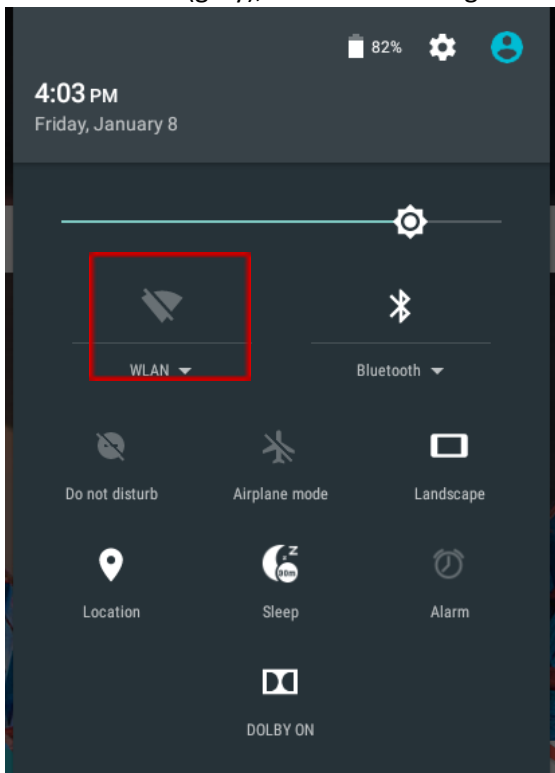
2. Place your finger on the “A” of A920 and swipe down twice.



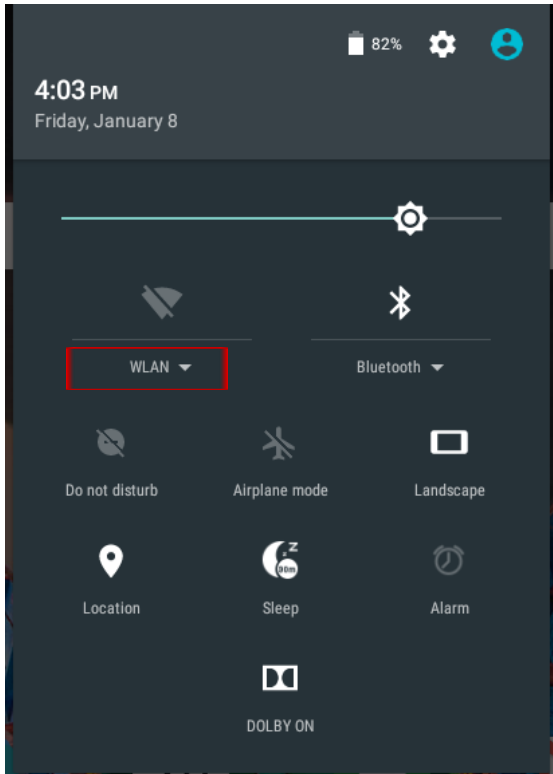
3. Ensure that wifi is on.



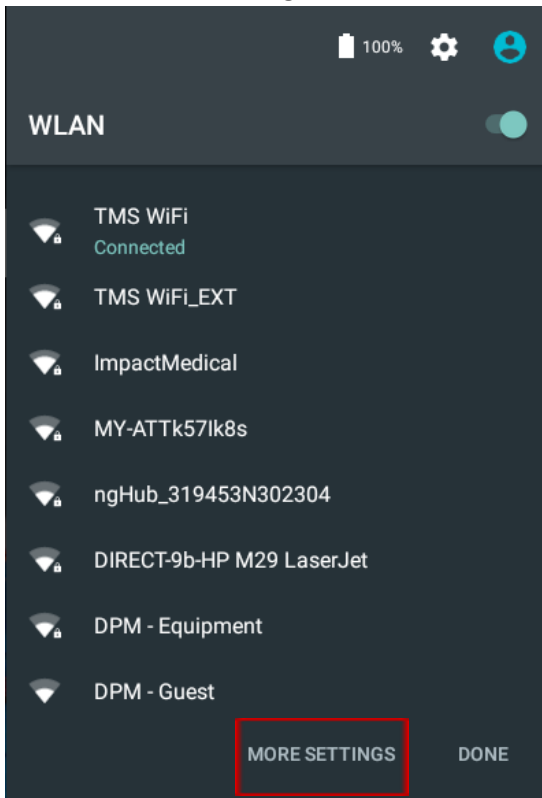
- 3a. If wifi is off (grey), select the wifi logo so that it turns on.



4. Ensure network is selected.
  - 4a. If no network is not selected, press the triangle under wifi.



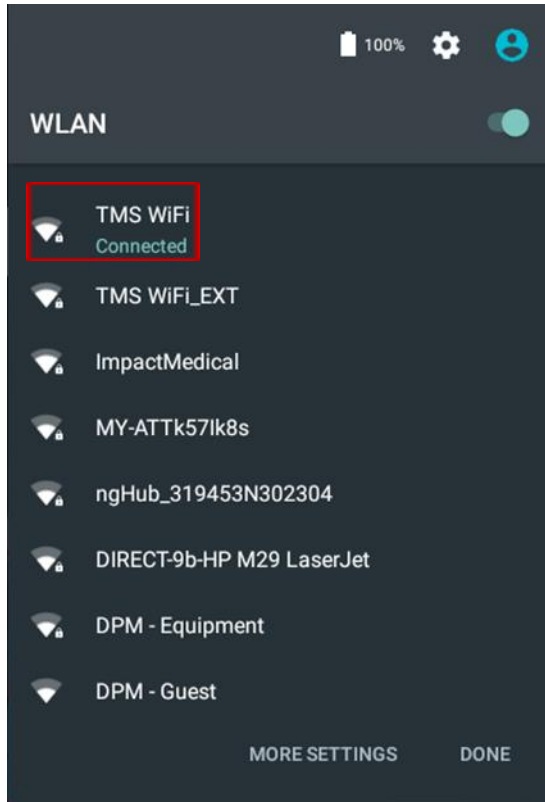
- 4b. Select “More Settings”



4c. Select your wifi network

4d. Enter password then press connect

4e. If done correctly, “connected” should appear under your network name.



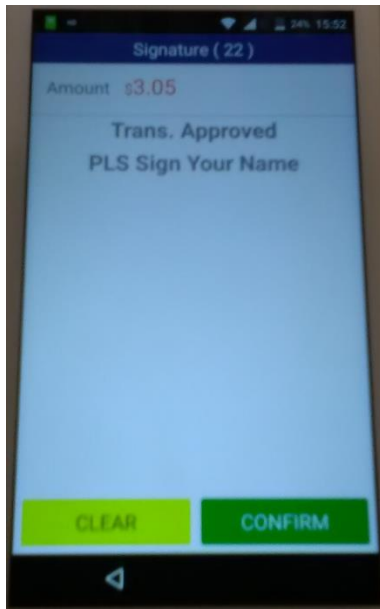
4f. If anything else appears other than “connected”, select the network and press forget and repeat step 4c.

5. Proceed by pressing the circle at the bottom of the screen.
6. Open the “Omaha” application.

## Partial approval on PAX920

When conducting a transaction, if the card has insufficient funds, the terminal will take the amount allowed on the card and ask for a different tender type for the remaining amount due.

For example, illustrated below, a transaction of \$5 was made. However, the customer's card only allows \$3.05 to be taken. Therefore, only \$3.05 is taken.



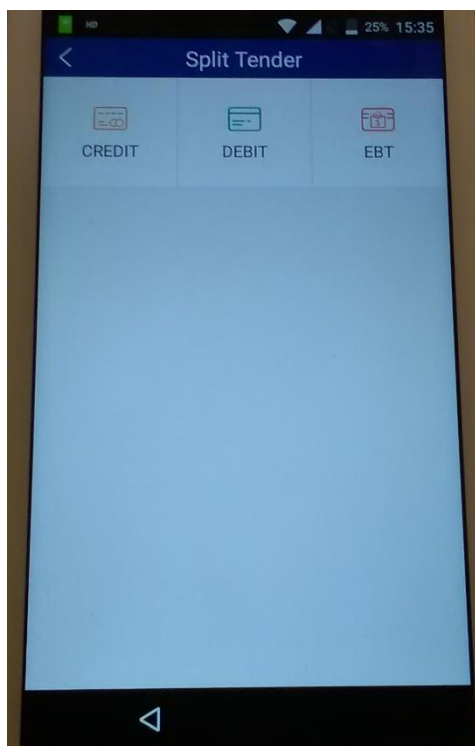
A receipt will then print out and contain the total, amount approved, and the amount remaining on the transaction.



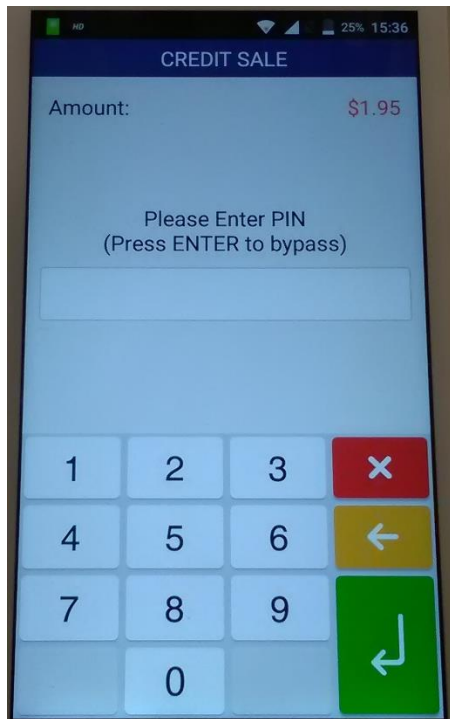
Since the transaction was partially approved, it will prompt for another payment or decline, as illustrated below:



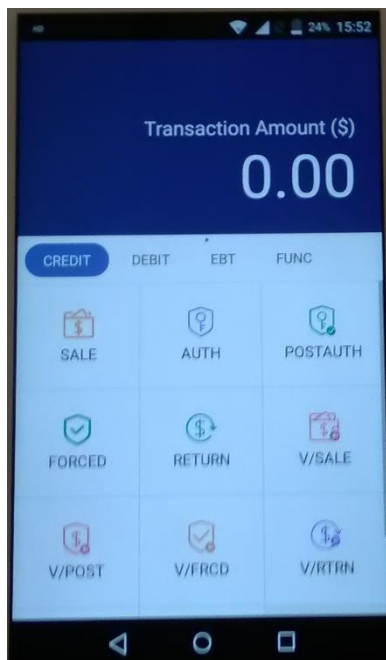
Pressing “Accept” will take you to the select a payment type.



After selecting the appropriate payment type, the payment will have the remaining amount. You will then proceed with the normal transaction procedure.



Pressing “Decline” will take you back to the payment screen, as illustrated below:



Note\*: If you wish to cancel the transaction because the customer does not have the full amount, you must use “v/sale” and enter the transaction number found on top of the receipt you seek to void.