ELECTRONIC CASH REGISTER

MODEL ET-7626/7626F

(TYPE NAME:MR-1)

PROGRAMMING MANUAL

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(REMARK)
The contents of this manual are subject to change without prior notice.

SECTION ADDRESSING
KEY LOCK: P2 & P1

The programming system used in the Prosper series consists of a section/sub-section method that allows you to address a section and sub-section in a faster manner than stepping through each section and sub-section.

The following list shows each section and its sub-sections. The example at the end shows you the sequence to use if you know the section you are trying to address.

PROGRAMMING NOTE:

In the example found throughout this manual, the following system will be used to distinguish between a department key entry and a numeric entry:

Department or function entries are enclosed in brackets, i.e. [STRT], [INPUT], etc.

Numeric entries from the ten pad (0 to 9.00) are without brackets, i.e. 4, 5, 8, etc.

SYSTEM INITIALIZATION
KEY LOCK: P2

This operation is used to completely reset all memory in the system and load the default program from the EPROM's. Both programming and register data will be lost by this operation.

This operation should also be performed after adding memory boards and repairing the main logic circuitry.

SYSTEM RESET OPERATION:

1) Set the power switch located on the right rear corner of the lower cabinet to the OFF position (0 side of the switch).

2) Open the printer cover and remove the screw.

3) Remove the upper cabinet. (When removing the upper cabinet, it is suggested that the cable connection on the rear of the front display be disconnected to prevent tugging on the cable or display)

4) Set the control lock to the "P2" position.

5) Press and hold the clear switch button located on the back of the front display near the right edge.

6) Set the power switch to the ON position ("1" side of the switch).

7) Continue to hold the switch until the display reads "RAM CLEAR".

8) At the end of the print out, the display will show
   DEPT INITIALIZE
   PLU INITIALIZE
   CASHIER INITIALIZE
   0
   end the message "SYSTEM INITIALIZED" will print on the journal.

Memory has now been reset.

As a part of this operation, the register will do a complete EPROM and RAM test. If there are any problems, the receipt print out will indicate which EPROM or RAM is at fault.

SYSTEM RESET
KEY LOCK: P2

It is possible at some point in the programming or operation of the register to cause the system to go into a loop. Use the following sequence to return to an operating mode.

1) Control lock to "P2" position.

2) Set the power switch to the OFF position.

3) Wait more than 5 seconds before setting the power switch back to the ON position.

The memory in the current transaction will be lost, however, you will not lose any of the program or sales data.

STANDARD SPECIFICATION

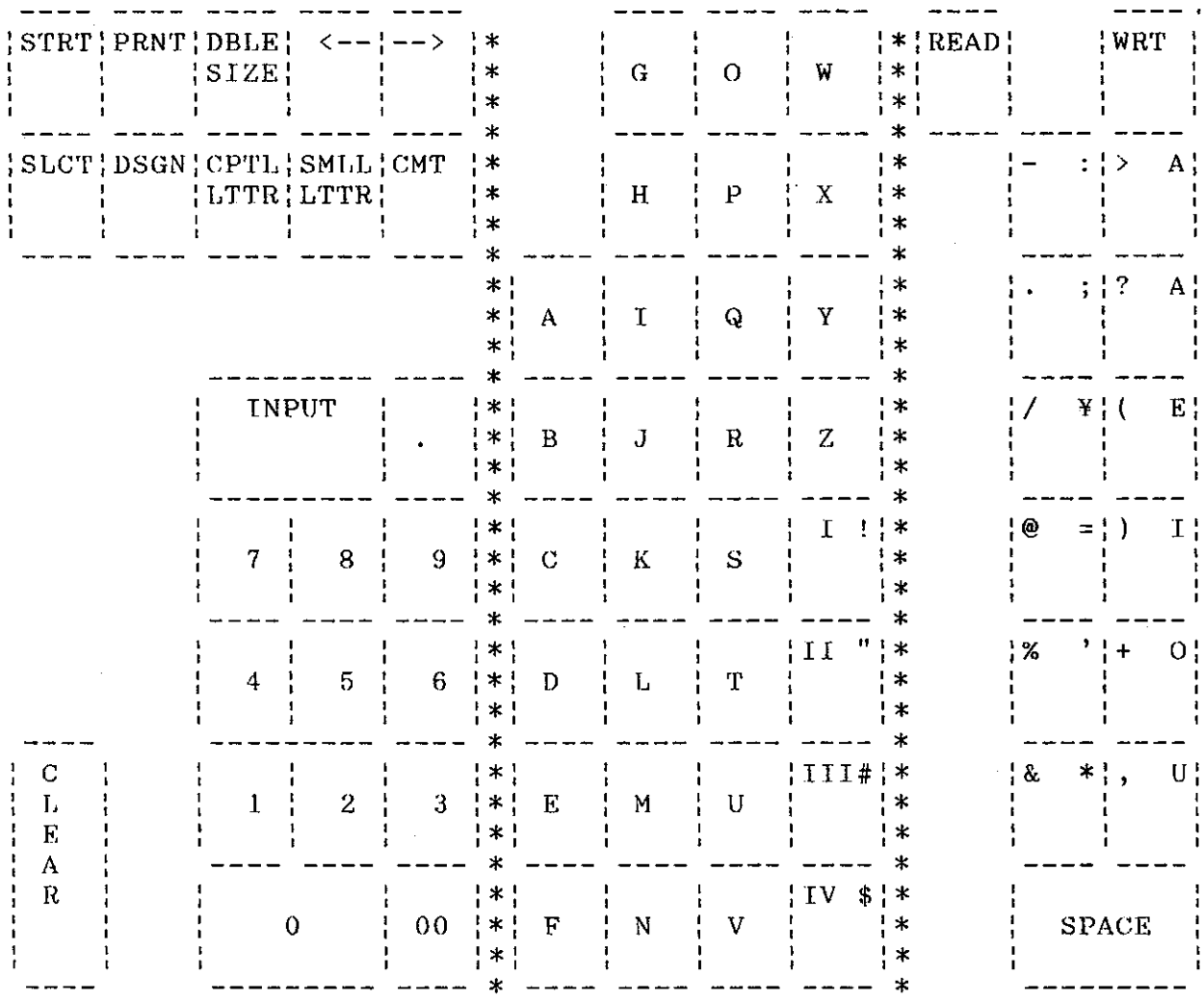
All Prosper series ECR's will be shipped from the factory with the following standard memory allocation on the main logic board:

DEPARTMENTS:	ET-7626, 60 Departments with 3 levels: 260 ET-7626F, 10 Departments with 3 levels: 210 (ET-7626F: Flat type keyboard)
CLERKS:	50
PLU's:	700
GUESTS:	100 (without retained check)

NOTE: In the Prosper series, the department and clerk memory is located in a separate memory section from PLU's and Guest Checks.

PROGRAM OVERLAY SHEET
KEY LOCK: P2 and P1

The following diagram shows the position of the control keys, numeric keys, alphabet keys, and punctuation keys used during both P2 and P1 programming. The keyboard is divided into three sections with numeric and control keys on the left, alphabet and some punctuation keys in the center, and control and punctuation keys on the right.



There are two blank non programming rows between each section.

EXPLANATION OF CONTROL KEYS:

START [STRT]
Used for sequential scanning of the main sections of both P2 and P1 lock positions at the start of the programming operation.

SELECT [SLCT]
Used to select the section of programming found by the [STRT] key above.

[INPUT]
This key starts from the first department, PLU, or whatever you have selected. The first item is displayed and is ready for program entry. Entering the new data and pressing INPUT will accept the new data and advance to the next item in the program section.

NOTE: All programming starts with the above three keys in the sequence [STRT], [SLCT], and [INPUT].

DESIGNATION [DSGN]
This key allows you to advance directly to a particular item, rather than continually pressing the INPUT key; i.e. 26 [DSGN] will address item 26 directly.

PRINT [PRNT]
This key starts the print out on the receipt and journal of the program section you are working in.

CAPITAL LETTER [CPTL LTTR] and SMALL LETTER [SMLL LTTR]
These keys allow you to use both upper and lower case printing of the alphabet and to shift from left to right for the punctuation.

DOUBLE SIZE [DBLE SIZE]
Using this key creates letters that are two characters in width. This key is also used in the decrementing inventory operation.

CURSOR CONTROLS [<--] and [-->]
These keys use the triangle lights at the bottom of the display to move to a particular part of the item being programmed so that corrections can be made without having to reenter the entire program set for that item.

[CLEAR]
In both programming and operation modes, CLEAR is the same for both purposes.

CASSETTE TAPE [CMT]
This key is part of the instruction set for recording data or loading data from the DR-150 data cassette unit.

[READ]
Part of the cassette instruction set to load data to the register from the cassette unit.

WRITE [WRT]
Part of the cassette instruction set to send data to the cassette unit.

MEMORY ALLOCATION (Section 4)
KEY LOCK: P2

MEMORY ALLOCATION FOR DEPARTMENTS AND CLERKS

In the ET-7626/7626F, the memory required for departments and clerks exists on the main logic board. Each unit is built with all three levels for the departments programmed in and with the maximum clerks already assigned. However, the departments can be expanded further.

Maximum Departments: 297 (99 departments x 3 levels)

Maximum Clerks : 50

The levels are numbered 0, 1, and 2, and addressed in programming by the counting sequence as follows:

Level 1 is departments 1 to 99
Level 2 is departments 101 to 199
Level 3 is departments 201 to 299

For example, to program 60 departments x 2 levels, enter 160. To program 99 departments x 1 level, enter 99. To program 45 departments x 3 levels, enter 245.

MEMORY ALLOCATION FOR PLU'S AND GUEST CHECKS (Previous Balances)

Since the PLU's and Guest Checks (Previous Balances) share the same memory, you will have to compute the amount of space available, the number of PLU's required, the number of PLU shifts required, and the number of guest checks with OR without retained information. The parameters are listed below.

AMOUNT OF MEMORY AVAILABLE:

Standard memory in register.....65,536 bytes
With 0.5 MB memory board.....589,824 bytes
With 1 MB memory board.....1,114,112 bytes

A) PLU MEMORY REQUIREMENTS:
PLU on single level only.....76 bytes
PLU with level 1 & 2 (76 + 4).....80 bytes
PLU with level 1, 2, & 3 (76 + 8).....84 bytes
PLU with level 1, 2, 3, & 4 (76 + 12).....88 bytes

B) GUEST CHECK (PBAL) MEMORY REQUIREMENTS:
GUEST CHECK without retained information....65 bytes
GUEST CHECK *with* retained information....718 bytes

The rule in memory allocation is NUMBER OF PLU'S times NUMBER OF BYTES REQUIRED "PLUS" NUMBER OF GUEST CHECKS times NUMBER OF BYTES REQUIRED CANNOT EXCEED THE TOTAL AMOUNT OF MEMORY AVAILABLE.

FORMULA I:

If you know the number of PLU's and GUEST CHECKS required, use the following formula to compute required memory board:

Number of PLU's x PLU level memory (bytes) = memory

----- x ----- = ---------- PLU TOTAL
A

Number of GUEST CHECKS (with or without retained info) x Number of bytes = memory

----- x ----- = ---------- GUEST CHECK TOTAL
B

PLU TOTAL + GUEST CHECK TOTAL = MEMORY REQUIRED

---------- + ---------- = ----------

Compare MEMORY REQUIRED to the available memory to determine which board is necessary.

Example:

2,500 with 2 levels x 80 = 200,000 bytes PLU TOTAL

1,000 GUEST CHECKS with retained info x 718 = 718,000 bytes GUEST CHECK TOTAL

200,000 + 718,000 = 918,000 MEMORY REQUIRED
(PLU'S) (GUEST)

The 1 MB board with 1,114,112 bytes will be required for this application.

FORMULA II:

If you know the number of units required for one of the two requirements, you can compute the amount of memory left over for the other requirement by using the following formula:

Number of units x Number of bytes = memory

----- x ----- = ---------- MEMORY TOTAL

Amount of memory available (minus) Memory Total = MEMORY LEFT OVER

---------- (-) ---------- = ---------- MEMORY LEFT OVER

Memory Left over (divided by) Number of bytes required for other function = Number of units available (Round down to nearest whole number)

---------- (/) ---------- = ---------- UNITS LEFT

Example:

2,000 level 4 PLU's x 88 = 176,000 bytes MEMORY TOTAL

1 MB Board has 1,114,112 bytes (-) 176,000 = 938,112 bytes MEMORY LEFT OVER

938,112 (DIVIDED BY) (Retained check) 718 = 1,306.56 CHECKS

Rounding down to the nearest whole number, there is room for 1,306 GUEST CHECKS with retained information.

PRICE SHIFT LEVELS

Both departments and PLU's have price levels. Department levels are programmed as part of the department entry. PLU levels require an additional step. After programming the number of PLU's, the next entry is noted as SHIFT. This step programs the number of price levels for PLU's. The entry choices are:

No levels:	Enter 0 or 1
Two levels:	Enter 2
Three levels:	Enter 3
Four levels:	Enter 4

PROGRAMMING:

NOTE: If memory is added, initialization MUST be performed after adding the optional board.

Example Parameters:

Departments	:	66 x 3 levels
PLU's	:	400 x 2 levels
Clerks	:	20
Guest Checks	:	10

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 4 [STRT]	MAXIMAM	
2)	[SLCT]	DEPT	

3)	[INPUT]	DEPT 260	Each entry is accepted and the next section is displayed ready for its program.
4)	266 [INPUT]	PLU 700	
5)	400 [INPUT]	SHIFT 0	NOTE: When you are changing the number of PLU's and Shift Levels, the register will hesitate. DO NOT program the next section until the display changes to the next section.
6)	2 [INPUT]	CLK 50	
7)	20 [INPUT]	GUEST 0	
8)	10 [INPUT]	DEPT 266	

NOTE: If you have already programmed information in to any of the PLU's or GUEST CHECKS, and you make adjustments to the memory allocation, you will be required to go back and reprogram certain areas of the program you had already entered.

Adjustments to the number of PLU's will automatically set the number of GUEST CHECK's to zero.

KEYBOARD DESIGN (Section 2)
KEY LOCK: P2

The keyboards on the ET-7626/7626F are referred to as "soft" keyboards due to the ability to move the key functions around to

create custom applications.

This section discusses the standard keyboards and the function codes available. Those codes marked with an asterisk are required on the keyboard.

KEY FUNCTION CODE LISTS:

CODE	FUNCTION		CODE	FUNCTION	
00	(ERROR)		10	NOT USED	
01	*0	(Ten Pad)	11	*CASH	(Cash Tend)
02	*1	(Ten Pad)	12	CHKS	(Check)
03	*2	(Ten Pad)	13	CHRG	(Charge)
04	*3	(Ten Pad)	14	CD1	(Card 1)
05	*4	(Ten Pad)	15	CD2	(Card 2)
06	*5	(Ten Pad)	16	CD3	(Card 3)
07	*6	(Ten Pad)	17	CD4	(Card 4)
08	*7	(Ten Pad)	18	FSTD	(Food Stamp Tender)
09	*8	(Ten Pad)	19	FSTL	(Food Stamp Total)
0A	*9	(Ten Pad)	1A	TOTL	(Total)
0B	00	(Ten Pad)	1B	SBTL	(Subtotal)
0C	000	(Ten Pad)	1C	EC	(Error Correct)
0D	*.	(Ten Pad)	1D	VOID	
0E	*CL	(Clear)	1E	RET	(Return)
0F	AMT	(PLU Entry)	1F	Q/F	(Quantity/For)

CODE	FUNCTION		CODE	FUNCTION	
20	NTX	(No Tax)	30	RA	(Received On Acct.)
21	TX1	(Tax 1)	31	PO	(Paid Out)
22	TX2	(Tax 2)	32	-N	(- Net $)
23	TX3	(Tax 3)	33	-%(NOTE*)	(Item Discount)
24	TX4	(Tax 4)	34	-%G	(Subtotal Discount)
25	FDRD	(Food Order)	35	+%G	(Subtotal Add On)
26	FS	(Food Shift)	36	-1	(Coupon 1 $)
27	NFS	(NonFD Shift)	37	-2	(Coupon 2 $)
28	TXEX	(Tax Exempt)	38	-3	(Coupon 3 $)
29	CVRS	(Covers)	39	-4	(Coupon 4 $)
2A	CLK#	(Clerk ID)	3A	CHK#	
2B	DEPO	(Deposit)	3B	REL	(Release)
2C	PBAL	(Prev. Bal.)	3C	TBL#	(Table No.)
2D	CKPD	(Check Paid)	3D	SFT1	(Dept. Shift 1)
2E	NBAL	(New Bal.)	3E	SFT2	(Dept. Shift 2)
2F	CAN	(Cancel)	3F	SFT3	(Dept. Shift 3)

CODE	FUNCTION	
40	MNTX	(Manual Tax)
41	TIPS	
42	SLIP	
43	PRNT	(Print)
44	LNFD	(Mn. Line Find)
45	STUB	
46	CKPR	(Check Print)
47	DRRD	(Drink Order)
48	NOT USED	
49	NOT USED	
4A	NOT USED	
4B	CG	(Change)
4C	NS	(No Sale)
4D	103	(x1000 Tend)
4E	104	(x10000 Tend)
4F	CS T	(Cashtip)

CODE	FUNCTION	
50~70	NOT USED	
71	HOLD	
72	PBCS	(Prev. Bal. Cash)
73	-%N2	(Item Net Discount)
74	DIV	(Division)
75	FC	(Foreign Currency)
76	FC1	
77	FC2	
78	FC3	
79	FC4	
7A	FC5	
7B	PSF1	(PLU Shift 1)
7C	PSF2	(PLU Shift 2)
7D	PSF3	(PLU Shift 3)
7E	PSF4	(PLU Shift 4)
7F~999	NOT USED	

CODE	FUNCTION
1000	(DEPT)
1001	DEPT001
1002	DEPT002
:	:
:	:
1099	DEPT099
1101	DEPT101
:	:
:	:
1199	DEPT199
1201	DEPT201
:	:
:	:
1299	DEPT299

CODE	FUNCTION	
2000	PLU000	(PLU)
2001	PLU001	
2002	PLU002	
:	:	
:	:	
2999	PLU999	
7000	COND000	(Condiment)
7001	COND001	(Condiment1)
:	:	
:	:	
7099	COND099	(Condiment99)
8000	MACR000	(MACRO)
8001	MACR001	(MACRO1)
:	:	
:	:	
8064	MACRO64	(MACR64)

ALPHABETICAL LISTING OF FUNCTION CODES

CODE	FUNCTION	
00 TO 0C	Numeric ten pad	
2F	CAN	(Cancel)
14	CD1	(Card1)
15	CD2	(Card2)
16	CD3	(Card3)
17	CD4	(Card4)
11	CASH	
4F	CS T	(CashTip)
4B	CG	(Change)
13	CHRG	(Charge)
12	CHKS	(Checks)
3A	CHK#	(Check Number)
2D	CKPD	(Check Paid)
46	CKPR	(Check Print)
0E	CL	(Clear)
2A	CLK#	(Clerk ID)
7000	CND#	(Condiment Number)
7001 TO 7099	CONDIMENT KEYS	
29	CVRS	(Covers)
2B	DEPO	(Deposit)
1001 TO 1299	DEPARTMENT KEYS	
74	DIV	(Division)
47	DRRD	(Drink Order)
1C	EC	(Error Correct)
75	FC	(Foreign Currency)
76	FC1	
77	FC2	
78	FC3	
79	FC4	
7A	FC5	
25	FDRD	(Food Order)
26	FS	(Food Shift)
18	FSTD	(Food Stamp Tender)
19	FSTL	(Food Stamp Total)
71	HOLD	
44	LNFD	(Mn. Line Find)
32	-N	(- Net $)
33	-%	(Item Discount)
34	-%G	(Subtotal Discount)
73	-%N2	(Item Net Discount)

CODE	FUNCTION	
36	-1	(Coupon 1 $)
37	-2	(Coupon 2 $)
38	-3	(Coupon 3 $)
39	-4	(Coupon 4 $)
8000		(Macro)
8001 to 8064		(Macro Direct Key)
40	MNTX	(Manual Tax)
2E	NBAL	(New Bal.)
27	NFS	(NonFD Shift)
4C	NS	(No Sale)
20	NTX	(No Tax)
2C	PBAL	(Prev. Bal.)
72	PBCS	(Prev. Bal. Cash)
2000	PLU	
2001 TO 2999	PLU Direct keys	
0F	AMT	(PLU Entry)
35	+%G	(Subtotal Add On)
31	PO	(Paid Out)
43	PRNT	(Print)
7B	PSF1	(PLU Shift 1)
7C	PSF2	(PLU Shift 2)
7D	PSF3	(PLU Shift 3)
7E	PSF4	(PLU Shift 4)
1F	Q/F	(Quantity/For)
30	RA	(Received On Acct.)
3B	REL	(Release)
1E	RET	(Return)
3D	SFT1	(Dept. Shift 1)
3E	SFT2	(Dept. Shift 2)
3F	SFT3	(Dept. Shift 3)
42	SLIP	
45	STUB	
1B	SBTL	(Subtotal)
21	TX1	(Tax1)
22	TX2	(Tax2)
23	TX3	(Tax3)
24	TX4	(Tax4)
41	TIPS	
28	TXEX	(Tax Exempt)
3C	TBL#	(Table No.)
1A	TOTL	(Total)
1D	VOID	
4D	*103	(x1000 TEND)
4E	*104	(x10000 TEND)

STANDARD KEYBOARD LAYOUT - 60 Department (ET-7626)

RLS	NTX	TX1	TX2	SHFT 1	D E	DEPT 5	DEPT 13	DEPT 21	DEPT 29	DEPT 37	DEPT 45	DEPT 53	CVRS	HOLD	#/NS	
RET	TXEX	-1	-2	SHFT 2	P T 1	DEPT 6	DEPT 14	DEPT 22	DEPT 30	DEPT 38	DEPT 46	DEPT 54	RA	PRNT	SLIP	
VOID	-N	-%G	+%G	SHFT 3	D E	DEPT 7	DEPT 15	DEPT 23	DEPT 31	DEPT 39	DEPT 47	DEPT 55	PO	CHKS PRNT	STUB	
PBAL	PLU ENT	PLU		(.)	P T 2	DEPT 8	DEPT 16	DEPT 24	DEPT 32	DEPT 40	DEPT 48	DEPT 56	DEPO	CARD 3	CARD 4	
NBAL	CLK ID	(7)	(8)	(9)	D E P T 3	DEPT 9	DEPT 17	DEPT 25	DEPT 33	DEPT 41	DEPT 49	DEPT 57	SUB	CARD 1	CARD 2	
CLR	CKPD	(4)	(5)	(6)		DEPT 10	DEPT 18	DEPT 26	DEPT 34	DEPT 42	DEPT 50	DEPT 58	TOTL	CHRG TEND	x1000 TEND	
	EC	(1)	(2)	(3)	D E	DEPT 11	DEPT 19	DEPT 27	DEPT 35	DEPT 43	DEPT 51	DEPT 59	TOTL	CHKS TEND	x1000 TEND	
	Q/F	(0)		(00)	P T 4	DEPT 12	DEPT 20	DEPT 28	DEPT 36	DEPT 44	DEPT 52	DEPT 60		CASH TEND		

SETTING KEY CODE - 60 Department

1	11	21	31	41	51	61	71	81	91	101	111	121	131	141	151
3B	20	21	22	3D	1001	1005	1013	1021	1029	1037	1045	1053	29	71	4C
2	12	22	32	42	52	62	72	82	92	102	112	122	132	142	152
1E	28	36	37	3E	1001	1006	1014	1022	1030	1038	1046	1054	30	43	42
3	13	23	33	43	53	63	73	83	93	103	113	123	133	143	153
1D	32	34	35	3F	1002	1007	1015	1023	1031	1039	1047	1055	31	46	45
4	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154
2C	0F	2000	2000	0D	1002	1008	1016	1024	1032	1040	1048	1056	2B	16	17
5	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155
2C	2A	08	09	0A	1003	1009	1017	1025	1033	1041	1049	1057	1B	14	15
6	16	26	36	46	56	66	76	86	96	106	116	126	136	146	156
2E	2D	05	06	07	1003	1010	1018	1026	1034	1042	1050	1058	1B	13	4D
7	17	27	37	47	57	67	77	87	97	107	117	127	137	147	157
0E	1C	02	03	04	1004	1011	1019	1027	1035	1043	1051	1059	1A	12	4E
8	18	28	38	48	58	68	78	88	98	108	118	128	138	148	158
0E	1F	01	01	0B	1004	1012	1020	1028	1036	1044	1052	1060	1A	11	11

FLAT KEYBOARD LAYOUT (ET-7626F)

FLAT KEYBOARD LAYOUT (ET-7626F)

MENU 1	MENU 11	MENU 21	MENU 31	MENU 41	MENU 51	MENU 61	MENU 71	MENU 81	MENU 91	MENU 101	DEPT 1	DEPT 6	RA	#	HOLD
2	12	22	32	42	52	62	72	82	92	102	DEPT 2	DEPT 7	PO	-	PRNT
3	13	23	33	43	53	63	73	83	93	103	DEPT 3	DEPT 8	RLS	+%G	SLIP
4	14	24	34	44	54	64	74	84	94	104	DEPT 4	DEPT 9	VOID	-%G	CARD 4
5	15	25	35	45	55	65	75	85	95	105	DEPT 5	DEPT 10	EC	CHKS PRNT	CARD 3
6	16	26	36	46	56	66	76	86	96	106	CLR	Q/F	CLK ID	CKPD	CARD 2
7	17	27	37	47	57	67	77	87	97	107	(7)	(8)	(9)	PBAL	CARD 1
8	18	28	38	48	58	68	78	88	98	108	(4)	(5)	(6)	NBAL	CHRG TEND
9	19	29	39	49	59	69	79	89	99	109	(1)	(2)	(3)	SUB TOTL	CHKS TEND
10	20	30	40	50	60	70	80	90	100	110	(0)	(00)	(.)	TOTL	CASH TEND

SETTING KEY CODE - FLAT KEYBOARD

1	11	21	31	41	51	61	71	81	91	101	111	121	131	141	151
2001	2011	2021	2031	2041	2051	2061	2071	2081	2091	2101	1001	1006	30	4C	71
2	12	22	32	42	52	62	72	82	92	102	112	122	132	142	152
2002	2012	2022	2032	2042	2052	2062	2072	2082	2092	2102	1002	1007	31	36	43
3	13	23	33	43	53	63	73	83	93	103	113	123	133	143	153
2003	2013	2023	2033	2043	2053	2063	2073	2083	2093	2103	1003	1008	3B	35	42
4	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154
2004	2014	2024	2034	2044	2054	2064	2074	2084	2094	2104	1004	1009	1D	34	17
5	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155
2005	2015	2025	2035	2045	2055	2065	2075	2085	2095	2105	1005	1010	1C	46	16
6	16	26	36	46	56	66	76	86	96	106	116	126	136	146	156
2006	2016	2026	2036	2046	2056	2066	2076	2086	2096	2106	0E	1F	2A	2D	15
7	17	27	37	47	57	67	77	87	97	107	117	127	137	147	157
2007	2017	2027	2037	2047	2057	2067	2077	2087	2097	2107	08	09	0A	2C	14
8	18	28	38	48	58	68	78	88	98	108	118	128	138	148	158
2008	2018	2028	2038	2048	2058	2068	2078	2088	2098	2108	05	06	07	2E	13
9	19	29	39	49	59	69	79	89	99	109	119	129	139	149	159
2009	2019	2029	2039	2049	2059	2069	2079	2089	2099	2109	02	03	04	1B	12
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
2010	2020	2030	2040	2050	2060	2070	2080	2090	2100	2110	01	0B	0D	1A	11

PROGRAMMING:

NOTE: If you are redesigning the keyboard for a custom application, please note that you MUST have an active key switch located in each position that is active on the program overlay.

Example:

Change [CVRS] to [MNTX].

STEP	OPERATION	DISPLAY	NOTE
1)	Locate [CVRS] on keyboard map to find key switch location #131		
2)	Locate [MNTX] key code on the key function code list, 40		
3)	[CLEAR] 2 [STRT]	KEY LAYOUT	
4)	[SLCT]	KEYTBL	
5)	1 3 1 [DSGN]	131KEYTBL CVRS 29	
6)	4 0 [INPUT]	132KEYTBL RA 30	(Displayed the next keyboard layout and code number)

MAIN SYSTEM FLAGS (Section 1)
KEY LOCK: P2

INTRODUCTION:

Each flag consists of 8 digits entered in the register in a binary format of "0"s and "1"s. The bit value positions are numbered from 1 through 8 with 8 on the left and 1 on the right as shown below:

FLAG 1
Bit Location 8 7 6 5 4 3 2 1
Option Value 0 0 1 0 0 0 1 0

The above flag format is true except for the two following flag formats:

In flags 8, 9, 10, and 11, the format is a combination of both binary and decimal, i.e. bit locations 5, 6, 7, and 8 are binary and locations 1, 2, 3, and 4 are combined and entered in its decimal form.

In flags 22, 23, 25, 26, 27, and 28, the format is two digit positions entered in decimal. Bit locations 1, 2, 3, and 4 are the right hand decimal and bit locations 5, 6, 7, and 8 are the left hand decimal.

GENERAL NOTES ON FLAGS:

In some flags, two digits work in combination to accomplish a function, for example, in flag 1, bits 8 and 7. In that case, the two bit locations are connected by a "&". For example:

8&7

When this occurs, the top position will always stay in the same location in each choice. For example, in each choice, 8 will always be the top location:

8 =	0	0	1	1
7 =	0	1	0	1

Items that are CAPITALIZED in the function column will be found under their own heading in the index.

Notes pertaining to a flag are found directly after each flag.

Flag Abbreviation: i.e. MF19,B3 means Main Flag 19, Bit 3 when used in reference to another flag location.

FLAG 1

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8&7	PLU # is registered as	00 = PLU # (NOTE) 11 = UPC or Programmed
6	BAR CODE reads with check digit	0 = Yes 1 = No
5	SUBTOTAL key display control between transactions	0 = TIME 1 = DISPLAY MESSAGE
4&3	DEPARTMENT shift level control after each item is entered (NOTE)	00 = Stay at last level used 01 = Return to level 1 10 = Return to level 2 11 = Return to level 3
2&1	DECIMAL POINT position	00 = No decimal point 01 = .0 one position 10 = .00 two position 11 = .000 three position

NOTE: BITS 8 & 7: If 1,1 - 80 column printer will print UPC # and you can NOT manually enter the PLU #. If 0,0 - 80 column printer will print PLU # and you can NOT manually enter the UPC #.

BITS 8 & 7: If 1,1 - The cashier keys A & B will control the programming access on the rest of the PLU functions. For example: "A" cashier lock will only allow access to prices by the actual PLU number; "B" cashier lock will only allow access to prices by the UPC number; even though the "A" light on the display will not move.

BITS 4 & 3: This flag controls MF24, B2 & B1. IF this flag is set at 0 0, MF24, B2 & B1 DOES NOT OPERATE. If programmed to any of the other three positions, this flag has no effect on MF24, B2 & B1.

FLAG 2

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[0]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	Print preset data on 80 digits printer	0 = No (NOTE) 1 = Yes
7	SLIP PRINTER is compulsory	0 = No (NOTE) 1 = Yes
6	SLIP PRINTER is attached	0 = No 1 = Yes
5	ALWAYS 0	
4	Send data to REMOTE PRINTER 4	0 = No 1 = Yes
3	Send data to REMOTE PRINTER 3	0 = No 1 = Yes
2	Send data to REMOTE PRINTER 2	0 = No 1 = Yes
1	Send data to REMOTE PRINTER 1	0 = No 1 = Yes

NOTE: BIT 8: If the 80 column printer is attached, both the DEPARTMENT and the PLU programming report dumps will go to the 80 column printer. The R/J printer will NOT print these reports.

BIT 7: Does NOT operate with retained check, MF19,B3.

FLAG 3

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[_]	[_]	[_]	[0]

BIT	FUNCTION	
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	Automatic duplicate RECEIPT of all transactions	0 = No (NOTE) 1 = Yes
3	LAUNDRY tickets printed after tender or New Balance	0 = No (NOTE) 1 = Yes
2	RESTAURANT tickets printed after tender or New Balance	0 = No (NOTE) 1 = Yes
1	Always 0	

NOTE: BIT 4: Pressing SLIP will print a duplicate receipt if this bit is programmed "No".

BITS 3 & 2: Refer to DEPARTMENT and PLU flags.

FLAG 4

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[0]	[_]	[_]	[_]	[0]	[_]

BIT	FUNCTION	OPTIONS
8	Record GUEST data on CASSETTE unit	0 = No 1 = Yes
7	Record PERIODICAL TOTAL on CASSETTE unit	0 = No 1 = Yes
6	ALWAYS 0	
5	Record INVENTORY data on CASSETTE unit	0 = No 1 = Yes
4	CONSECUTIVE # resets after "Z" reports	0 = No 1 = Yes

3	Reset Counter prints on "X/Z" reports	0 = Yes 1 = No
2	ALWAYS 0	
1	Compulsory CASH DECLARATION before Full or Cashier REPORTS	0 = No 1 = Yes

FLAG 5

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[_]	[_]	[_]	[_]	[_]	[0]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	DEPARTMENT shift level % prints on X/Z REPORTS	0 = No (NOTE) 1 = Yes
5	NRGT, GSTL, & VOID print on X/Z REPORTS	0 = Yes 1 = No
4	Skip zero balance CASHIERS/CLERKS on X/Z REPORTS	0 = Yes 1 = No
3	Skip zero balance DEPARTMENTS on X/Z REPORTS	0 = Yes 1 = No
2	Skip zero balance GUESTS (PBAL) on X/Z REPORTS	0 = Yes 1 = No
1	ALWAYS 0	

NOTE: BIT 6: This is a percentage of department sales to the department shift level sales. (See MF7,B6)

FLAG 6

BIT	8	7	6	5	4	3	2	1
OPTION	[1]	[_]	[_]	[_]	[_]	[_]	[0]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 1	
7	CUSTOMER # compulsory on [#/NS] before [CHRG TEND] is used	0 = No 1 = Yes

6	TABLE # compulsory on [TBLE] before items are entered (replaces PBAL)	0 = No 1 = Yes
5	COVERS # compulsory on [CVRS] before items are entered	0 = No (NOTE) 1 = Yes
4	SKU # requires check digit	0 = No 1 = Yes
3	SKU # compulsory on [#/NS] before SKU programmed items are entered	0 = No 1 = Yes
2	CASHIER lock control	0 = Once per trans. (NOTE) 1 = Locked down
1	CLERK ID # compulsory before entering items	0 = No 1 = Yes

NOTE: BIT 5: MF19, B1 MUST = 0, Bar/Restaurant Mode.
BIT 2: A CASHIER is required per transaction. This bit allows the lock to be pressed once per transation or repuires the lock to be locked in position.

FLAG 7

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	Print average transaction sales amount on X/Z REPORTS	0 = No (NOTE) 1 = Yes
7	Print average unit price of the DEPARTMENT on X/Z REPORTS	0 = No 1 = Yes
6	Total DEPARTMENT sales % prints on X/Z REPORTS	0 = No (NOTE) 1 = Yes
5	CHECK ENDORSEMENT style	0 = Style #1 (NOTE) 1 = Style #2
4	DRAWER closed compulsory	0 = No 1 = Yes
3	CASH & CHECK tendering is compulsory	0 = No 1 = Yes
2	Split TENDERING is allowed	0 = No 1 = Yes

1	CHECK ENDORSEMENT compulsory on [CHKS TEND] after tendering on [CHKS TEND]	0 = No 1 = Yes

NOTE: BIT 8: This total is NET SALES divided by SALES COUNTER.

BIT 6: This is DEPARTMENT sales to total register sales. (See MF5, B6)

BIT 5: Refer to Section 12 for Check Endorsement.

FLAG 8

OPTION [A] [B]

OPTION	FUNCTION	
A	ALWAYS 0	
B	Rounding ration programmed in MF54, and MF55 is changeable	0 = NO 1 = 10 Times Rounding 2 = 100 Times Rounding 3 = 1000 Times Rounding

FLAG 9

OPTION [A] [B]

OPTION	FUNCTION	
A	Use ROUNDING factor	0 = To 1 decimal 1 = To last digit
B	ROUNDING factor for split pricing of DEPARTMENT/PLU	0 = Round Down 5 = 5/4 Rounding 9 = Round Up

FLAG 10

OPTION [A] [B]

OPTION	FUNCTION	
A	Use ROUNDING factor	0 = To 1 decimal 1 = To last digit
B	ROUNDING factor for TAX calculation	0 = Round Down 5 = 5/4 Rounding 9 = Round Up

FLAG 11

OPTION [A] [B]

OPTION	FUNCTION	
A	Use ROUNDING factor	0 = To 1 decimal 1 = To last digit
B	ROUNDING factor for % calculation & multiplication	0 = Round Down 5 = 5/4 Rounding 9 = Round Up

FLAG 12

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[_]	[_]	[_]	[0]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	-%G reduces the DEPARTMENT or PLU total on the X/Z REPORTS	0 = Yes (NOTE) 1 = No
5	FOOD STAMP TAX forgiven on amount of Food Stamps TENDERED	0 = Yes 1 = No
4	Value Added Tax mode (VAT)	0 = No 1 = Yes
3	ALWAYS 0	
2	French ROUNDING method	0 = No (NOTE) 1 = Yes
1	Swiss ROUNDING method	0 = No (NOTE) 1 = Yes

NOTE: BIT 6: Yes means the discount is subtracted (net) from the total on the department. No means the department report shows the gross sale.

BIT 6: IF this bit is set to a "1", the "-%G" will only use transaction word 19. IF set to a "0", "-%G" will use both transaction word 18 and 19, depending on whether the key is used as an item or a subtotal discount.

BIT 2: In French rounding, 1 to 5 = 5, 6 to 9 = 10.

BIT 1: In Swiss rounding, 0 to 2 = 0, 3 to 7 = 5, 8 to 9 = 10.

FLAG 13

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[_]	[_]	[_]	[0]	[0]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	DATE prints on the RECEIPT tape	0 = Yes 1 = No
6	TIME prints on the JOURNAL tape	0 = Yes 1 = No
5	Allow CASHIER to be changed during registration	0 = No 1 = Yes
4	Always 0	
3	ALWAYS 0	
2	NRGT reports as Net or Gross on X/Z REPORTS	0 = Gross 1 = Net (NOTE)
1	Counting method for RECEIPT item count	0 = All Items (NOTE) 1 = Line Items

NOTE: BIT 2: When set to Net, the NRGT is the same as the net sales amount.

BIT 1: Line items count as 1 IF the item was multiple. (See MF16, B4)

FLAG 14

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8&7	DATE format	00 = YY/MM/DD 10 = DD/MM/YY
6	Print DATE on JOURNAL control	0 = All functions 1 = X/Z REPORTS only

5	TIME print style	0 = AM/PM 1 = 24 h
4	Print CONSECUTIVE # on RECEIPT	0 = Yes 1 = No (NOTE)
3	Print TIME on RECEIPT, JOURNAL and SLIP PRINTER	0 = Yes 1 = No
2	LOGO COMMERCIAL MESSAGE print position	0 = Header 1 = Trailer
1	LOGO COMMERCIAL MESSAGE and printer stamp control	0 = With Stamp 1 = Without Stamp

NOTE: BIT 4: No Sale (#/NS) does NOT advance the CONSECUTIVE NUMBER on the receipt, only transactions will advance the number.

FLAG 15

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[_]	[_]	[_]	[_]	[_]	[_]	[0]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	Print TAX on GUEST CHECK print at NBAL	0 = No (NOTE) 1 = Yes
6	Print net amount (Total (-) TAX) on RECEIPT in VAT mode	0 = Yes 1 = No
5	Print preset unit price of each item at [CHECK PRINT]	0 = Yes 1 = No
4	Print TAX at NBAL operation (TAX & net in VAT mode)	0 = No 1 = Yes
3	Print individual TAX on RECEIPT (Tax 1, Tax 2, Tax 3, & Tax 4)	0 = No 1 = Yes
2	Print individual TAXABLE amount and TAX on RECEIPT (Tax 1, 2, 3, & 4)	0 = No 1 = Yes
1	ALWAYS 0	

NOTE: BIT 7: Depends on MF15, B4, programmed as a "1".

FLAG 16

```
BIT      8   7   6   5   4   3   2   1
OPTION  [_] [_] [_] [_] [_] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	Print CONSECUTIVE # double size on RECEIPT	0 = No 1 = Yes
7	Print TENDER amount and alpha double size at tendering operation	0 = No (NOTE) 1 = Yes
6	Group minus programmed PLU's on X/Z REPORTS	0 = No (NOTE) 1 = Yes
5	Print PLU or UPC # on RECEIPT	0 = No (NOTE) 1 = Yes
4	Print total quantities on RECEIPT	0 = No (NOTE) 1 = Yes
3	Print SUBTOTAL amount when [SUB TOTL] key is used	0 = No 1 = Yes
2	Print PLU or UPC # on X/Z REPORTS	0 = No (NOTE) 1 = Yes
1	Print all items on JOURNAL	0 = Yes 1 = Totals Only

NOTE: BIT 7: Usually Cash or Check will print double size, however, total will print double size in case of split tendering.

BIT 6: These totals are found on the Full Report instead of the PLU report.

BIT 5: (See MF1, B8 & B7)

BIT 4: (See MF13, B1)

BIT 2: (See MF1, B8 & B7)

FLAG 17

```
BIT      8   7   6   5   4   3   2   1
OPTION  [0] [_] [_] [_] [_] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	

7	Automatic issue of Drink order from RECEIPT printer	0 = No (NOTE) 1 = Yes
6	0 amount registration is allowed.	0 = Yes (NOTE) 1 = No
5	Line find counter of GUEST CHECK is cleared by [RLS] pbal # [PBAL]. Guest Check shall print from 1st line after this operation.	0 = No 1 = Yes
4	Automatic issue of Food order from RECEIPT printer	0 = No (NOTE) 1 = Yes
3	DRAWER opens at CHARGE key operation	0 = No (NOTE) 1 = Yes
2	DRAWER opens at [#/NS] key operation	0 = No (NOTE) 1 = Yes
1	TIP RECEIPT is issued with waitress/ CLERK name	0 = No 1 = Yes

NOTE: BIT 7: DEPARTMENT or PLU item must be programmed to report to the second printer for this bit to operate. This bit eliminates using the [DRINK ORDER] key.

BIT 6: If set as No, you can enter a 0 and the DEPARTMENT or PLU will accept it. If set Yes, a 0 entry is NOT allowed, but a 0 preset will operate.

BIT 4: DEPARTMENT or PLU item must be programmed to report to the first printer for this bit to operate. This bit eliminates using the [FOOD ORDER] key.

BITS 3 & 2: IF BIT 3 is set to "No", the No Sale part of BIT 2 does NOT operate.

FLAG 18

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	Compulsory SUBTOTAL key before TENDERING	0 = No 1 = Yes
7	In BUFFERED GUEST CHECK mode, items are cleared (reset) after tendering	0 = Cleared 1 = NOT cleared

6	Validation sensor is neglected at VALIDATION operation	0 = No 1 = Yes
5	Compulsory Total VALIDATION after TENDERING with PRINT key	0 = No 1 = Yes
4	Compulsory PAID OUT VALIDATION after TENDERING with PRINT key	0 = No (NOTE) 1 = Yes
3	Compulsory RECEIVED ON ACCOUNT VALIDATION after TENDERING with PRINT key	0 = No (NOTE) 1 = Yes
2	Compulsory item VALIDATION with PRINT key after registration	0 = No 1 = Yes
1	Multiple VALIDATION on the R/J PRINTER with the PRINT key	0 = No 1 = Yes

NOTE: BITS 4 & 3: Multiple entries are permitted, discounts after the subtotal are permitted, and change computation is available.

FLAG 19

```
BIT      8   7   6   5   4   3   2   1
OPTION  [_] [_] [_] [_] [_] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	When JOURNAL tape runs low, display "NEW ROLL REQD"	0 = Yes 1 = No
7	Display quantity of items sold when SUBTOTAL key is used	0 = No 1 = Yes
6	Display NBAL amount at end of sale	0 = Yes 1 = No
5	Display PBAL amount at start of sale	0 = Yes 1 = No
4	Compulsory PBAL/CKPD before start of sale	0 = No (NOTE) 1 = Yes
3	BUFFER GUEST CHECK memory to create retained check system	0 = No (NOTE) 1 = Yes
2	Charge TIP vs. automatic Service Charge operation	0 = Tip 1 = Service Charge
1	Cash Register mode	0 = BAR RESTAURANT 1 = HOUSE CHARGE

NOTE: BIT 4: PBAL can be enter after department and PLU entries ONLY if this bit is "No" and if Guest memory is set for non-buffer mode in MF19, B3.

BIT 3: If YES, each check retains all items entered on the check as well as #, lines, and total. If NO, each check retains balance, tax amount, lines, and total. (See MF2, B7 and MF18, B7)

FLAG 20

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[0]

BIT	FUNCTION	OPTIONS
8	JOURNAL print during TRAINING mode	0 = No 1 = Yes
7	Total of CHARGE prints with PBAL and NBAL	0 = Yes 1 = No
6	Eligible lines for the SLIP PRINTER during PBAL operation	0 = All items 1 = Totals only
5	PBAL prints on SLIP PRINTER	0 = Yes 1 = No
4	DATE line prints on SLIP PRINTER	0 = Yes 1 = No
3	Automatic Line Find for SLIP PRINTER	0 = No 1 = Yes
2	Display CLERK ID # when entered	0 = Yes 1 = No (Note)
1	Always 0	

NOTE: BIT 2: If NO, the entry sequence is [CLK ID] #### [CLK ID].

FLAG 21

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[0]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	Optional 8 bit CLERK lock is installed	0 = No 1 = Yes

7	ALWAYS 0	
6	INVENTORY control is in use	0 = No 1 = Yes (NOTE)
5	Size of TICKET to be issued for LAUNDRY or RESTAURANT application	0 = Large 1 = Small (NOTE)
4	Choice of number to print on ticket (CONSECUTIVE # or TABLE or PBAL #)	0 = Consecutive # 1 = Table or Pbal # (NOTE)
3	If total amount = "0", register will error	0 = No 1 = Yes (NOTE)
2	Negative operations are manager controlled	0 = No 1 = Yes (NOTE)
1	Flag and HALO of PLU are controlled by the DEPARTMENT it is linked to	0 = Yes 1 = No (NOTE)

NOTE: BIT 6: The inventory control flag of the individual DEPARTMENT and PLU must also be on.

BIT 5: See MF3, B3 & B2.

BIT 4: If Consecutive # and Laundry mode, the number is double size on the tickets. If Table or Pbal # Laundry mode, only the double size cashier letter and laundry item count shows.

BIT 3: A transaction ending in a total of "0" when this bit is Yes, can only be ended with the managers key in the "VOID" control lock position.

BIT 2: The following operations can be controlled by management in the "VOID" control lock position with this bit programmed Yes: Void, Return, -1, -2, -3, -4, -%N, -%G, -N, Negative DEPARTMENTS, and Negative PLU's.

BIT 1: If programmed Yes, the PLU's will follow the programming of the DEPARTMENT they are linked to. If No, you can program them to be different than the department.

FLAG 22

OPTION [_] [_]

Initial line find function for the SLIP PRINTER. This two digit entry instructs the slip printer to advance "X" number of lines before printing on all slip functions. Entry limits are 00 to 99.

NOTE: This flag is limited to a two digit entry only.

FLAG 23

OPTION [_] [_]

Total number of lines available on a GUEST CHECK or account card for the SLIP PRINTER function. The total number of lines must include the initial lines from FLAG 22 and MUST be larger than FLAG 22.

NOTE: This flag is limited to a two digit entry only.

FLAG 24

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[0]	[0]	[0]	[0]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	[VOID] key must be entered before cancel	0 = No 1 = Yes
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	PLU and DEPARTMENT price shift levels can be programmed to automatically shift to another level in accordance with the clock in the ET-7626/7626F.	0 = No (NOTE) 1 = Yes
2&1	PLU shift level control after each item is entered	00 = Level 1 PLU 01 = Level 2 PLU 10 = Level 3 PLU (NOTE) 11 = Level 4 PLU

NOTES: BIT 3: AUTO SHIFT is programmed in P1. The manual Shift function is eliminated by this option.

BITS 2 & 1: You must program the PLU shift codes on the keyboard.

BITS 2 & 1: Refer to MF1, B4 & B3. IF these bits are set to 0 0, this option DOES NOT OPERATE.

FLAG 25

OPTION [_] [_]

Total number of lines printed per page on the 80 column printer. This two digit option has a range limitation of 11 through 99. It is programmable to work with the length of paper the customer is using. The ET-7626/7626F is set at 55 lines from the factory. (NOTE)

NOTE: MF2, B8 must be set to "1" in conjunction with this flag.

FLAG 26

OPTION [0] [_]

SLIP PRINTER line back feed for working with style #2 of the CHECK ENDORSEMENT feature. The range is limited to 1 through 9 lines and is entered with a 0 in front. (NOTE)

NOTE: Refer to MF7, B5 for check endorsement style. The ET-7626/7626F is set at 02 lines from the factory.

FLAG 27

OPTION [_] [_]

SLIP PRINTER initial line feed for VALIDATION of the following functions: TOTAL, R/A, P/O, and ITEM. This two digit option has a range limitation of 00 through 99.

FLAG 28

BIT 2 1
OPTION [_] [_]

2 Amount of time between end of transaction and display of COMMERCIAL MESSAGE. The range for this option is from

1 approximately 5 to 10 seconds after the end
to
9 approximately 80 to 90 seconds after the end

& 0 will force manual display only.
Pressing [RLS][SUBTOTAL] will manually display either the time or the message. (NOTE)

1 If programmed for revolving COMMERCIAL MESSAGE, this option controls the speed of the display. The range for this is

1 fastest display
to
9 slowest display

& 0 will stop the message.

NOTE: BIT 2: Refer to MF1, B5 for time or message.

FLAG 29

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ECR #8 is connected in an IRC network	0 = No 1 = Yes
7	ECR #7 is connected in an IRC network	0 = No 1 = Yes
6	ECR #6 is connected in an IRC network	0 = No 1 = Yes
5	ECR #5 is connected in an IRC network	0 = No 1 = Yes
4	ECR #4 is connected in an IRC network	0 = No 1 = Yes
3	ECR #3 is connected in an IRC network	0 = No 1 = Yes
2	ECR #2 is connected in an IRC network	0 = No 1 = Yes
1	ECR #1 is connected in an IRC network	0 = No (NOTE) 1 = Yes

NOTE: FLAG 29 and FLAG 30 must be the same in all connected ECR's in an IRC network.

BIT 1: This option MUST be on IF a remote printer is connected even though you are NOT in an IRC network.

FLAG 30

```
BIT      8   7   6   5   4   3   2   1
OPTION  [0] [0] [0] [0] [0] [0] [0] [_]
```

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	ALWAYS 0	
1	ECR #9 is connected in an IRC network	0 = No 1 = Yes

NOTE: FLAG 29 and FLAG 30 must be the same in all connected ECR's in an IRC network.

FLAG 31

```
BIT      8   7   6   5   4   3   2   1
OPTION  [0] [_] [_] [0] [0] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	IF the REMOTE PRINTER is disabled, the RECEIPT printer on the register will print the items with a warning message	0 = Yes 1 = No
6	Print Location on the REMOTE PRINTER for the CONDIMENT items	0 = Before item 1 = After item
5	ALWAYS 0	

4	ALWAYS 0	
3	MODEM INTERFACE is installed in unit	0 = No 1 = Yes
2	In IRC mode, sales data of Master and Slave units shall reset to 0 after consolidation	0 = No 1 = Yes
1	This register is the Master in an IRC network	0 = No 1 = Yes

FLAG 32

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[_]	[_]	[0]	[0]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	

4&3	BAR CODE can be used for either PLU or GUEST CHECK ID	00 = Bar code # is PLU item (UPC item)
		01 = NW-7 bar code can be Guest Check code (NOTE)
		10 = Code-39 bar code can be Guest Check code (NOTE)
		11 = Both NW-7 and Code-39 can be used as Guest Check code

2	ALWAYS 0	
1	ALWAYS 0	

NOTES: BITS 4 & 3: NW-7 code format is (- xxxxxx). (-) is ID symbol of guest, and (xxxxxx) is 6 digit guest #. Code-39 code format is (A xxxxxx). (A) is ID symbol of guest. (xxxxxx) is 6 digit guest #.

FLAG 33

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	When transferring program data by MODEM, send Modem Initialize data	0 = No 1 = Yes
5	When transferring program data by MODEM, send ERROR MESSAGES	0 = No 1 = Yes
4	When transferring program data by MODEM, send Maximum Size data	0 = No 1 = Yes
3	When transferring program data by MODEM, send TRANSACTION WORDS	0 = No 1 = Yes
2	When transferring program data by MODEM, send KEY LAYOUT	0 = No 1 = Yes
1	When transferring program data by MODEM, send MAIN SYSTEM FLAGS	0 = No 1 = Yes

FLAG 34

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[0]	[_]	[0]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	When transferring program data by MODEM, send CONDIMENT data	0 = No 1 = Yes
7	ALWAYS 0	
6	When transferring program data by MODEM, send DISCOUNT and PREMIUM data	0 = No 1 = Yes
5	ALWAYS 0	
4	When transferring program data by MODEM, send CASHIER data	0 = No 1 = Yes
3	When transferring program data by MODEM, send GUEST CHECK data	0 = No 1 = Yes
2	When transferring program data by MODEM, send PLU data	0 = No 1 = Yes
1	When transferring program data by MODEM, send DEPARTMENT data	0 = No 1 = Yes

FLAG 35

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[0]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	When transferring program data by MODEM, send automatic shift table of PLU price shift and DEPARTMENT shift levels	0 = No 1 = Yes
7	When transferring program data by MODEM, send Group REPORT Name data	0 = No 1 = Yes
6	When transferring program data by MODEM, send automatic issue REPORT table	0 = No 1 = Yes
5	ALWAYS 0	
4	When transferring program data by MODEM, send TAX rate information	0 = No 1 = Yes
3	When transferring program data by MODEM, send LOGO message	0 = No 1 = Yes
2	When transferring program data by MODEM, send display COMMERCIAL MESSAGE	0 = No 1 = Yes
1	When transferring program data by MODEM, send HIGH AMOUNT LOCKOUT data	0 = No 1 = Yes

FLAG 36

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	

2	When transferring program data by MODEM, send price data of PLU price shifts	0 = No 1 = Yes
1	When transferring program data by MODEM, send exchange rate for FOREIGN CURRENCY to home currency	0 = No 1 = Yes

FLAG 37

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	In "full VOID" position, print the whole RECEIPT/JOURNAL transaction	0 = Yes 1 = No
7	Print TAX symbol for each item	0 = Yes 1 = No
6	Display the absolute CLERK ID # (1 to 50) (not access code) at tendering	0 = No 1 = Yes
5	The counter of the Hourly Sales REPORT will count either items or sales	0 = Net Sales count 1 = Item count
4	"SPLIT BILL" function is available	0 = No (NOTE) 1 = Yes
3	RECEIPT is issued per portion of Split Bill function	0 = No (NOTE) 1 = Yes
2&1	Rounding method of Split Bill function (NOTE)	00 = Penny column 01 = Dime column 10 = Dollar column 11 = Ten Dollar column

NOTES: BITS 4, 3, 2, & 1: The Split bill function allows the operator to divide the check into equal portions for receipt purposes after payment. The following rules are in force:

1) Once the split bill sequence is started, you MUST finish.
2) The [CVRS] key must be used OR the [DIV] key (code 74) must be on the keyboard.
3) The [DIV] key can divide into more or less portions than was entered on the [CVRS] key.

OPERATION

Immediately after paying for check:

Enter # to divide by and press [DIV] (Skip this step if [DIV] key is not on keyboard)

*Enter 1 to divide by covers entry and press Totalized Key.

Display shows TOTAL 3--(Portions to divide by or
1 $$$--(remaining and amount)

Enter amount to compute change

Display shows CHANGE 2
$$$--(change)

*Enter 1 to show next portion and repeat change computation. When the function is complete, the portions part of the display will be 0.

*NOTE: At this point, you can pay for more than once portion by entering the number you want to pay for. For example, if there are 3 people and you want to pay for 2 of them, enter 2 at this step.

FLAG 38

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[0]	[0]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	CLERK ID can be changed during item registration	0 = No (NOTE) 1 = Yes
7	ALWAYS 0	
6	ALWAYS 0	
5	In IRC mode, a new GUEST CHECK can only be opened at the Master ECR	0 = No 1 = Yes
4	Display TAX symbol for each item	0 = Yes (NOTE) 1 = No
3	CLERK ID name prints at bottom of RECEIPT instead of CASHIER name	0 = No (NOTE) 1 = Yes
2	Print CAID (Cash In Drawer) on X1 REPORTS	0 = Yes 1 = No
1	X1 FULL REPORT is issued	0 = Yes (NOTE) 1 = No

NOTES: BIT 8: See MF38, B3. After opening the PBAL for the second time, use [RLS] to enter new clerk #.

BIT 4: See MF37, B7.

BIT 3: If MF38, B8, is Yes (1), this bit does not work.

BIT 1: If "No", only the full report is controlled.

FLAG 39

OPTION [_] [_]

You can assign PLU number in temporary PLU programming. However, The PLU number which is less than 10 times of the entered number can not be assigned. For instance, If you want to use the PLU number from 111, enter 11.

FLAG 40 to 42 ALWAYS 0

FLAG 43

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	Type 7 "2X" BAR CODE in use	0 = No 1 = Yes
6	Type 6 "2X" BAR CODE in use	0 = No 1 = Yes
5	Type 5 "2X" BAR CODE in use	0 = No 1 = Yes
4	Type 4 "2X" BAR CODE in use	0 = No 1 = Yes
3	Type 3 "02" BAR CODE in use	0 = No 1 = Yes
2	Type 2 "02" BAR CODE in use	0 = No 1 = Yes
1	Type 1 "02" BAR CODE in use	0 = No 1 = Yes

NOTE: "02 or 2X" BAR CODE TYPE TABLE
"02 or 2X" Bar Code types include price.

A & X = PLU # P = Price S & C = Check Digit (Neglected)

CAUTION: You can select only one of type 1, 2, or 3. You also can select only one of type 4, 5, 6, or 7.

TYPE #	(13 DIGITS) UPC/EAN/JAN	PLU ITEM # (DIGIT)	UNIT PRICE (DIGIT)
1	02AAAAASPPPPC	2AAAAA (6)	PPPP (4)
2	02AAAASPPPPPC	2AAAA (5)	PPPPP (5)
3	02AAAAAPPPPPC	2AAAAA (6)	PPPPP (5)
4	2XAAAAASPPPPC	2XAAAAA (7)	PPPP (4)
5	2XAAAASPPPPPC	2XAAAA (6)	PPPPP (5)
6	2XAAAAAPPPPPC	2XAAAAA (7)	PPPPP (5)
7	2XAAAAPPPPPPC	2XAAAA (6)	PPPPPP (6)

FLAG 44

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	DRAWER opens when NBAL is TENDERED	0 = Yes 1 = No
7	DRAWER opens when CARD 4 is TENDERED	0 = Yes 1 = No
6	DRAWER opens when CARD 3 is TENDERED	0 = Yes 1 = No
5	DRAWER opens when CARD 2 is TENDERED	0 = Yes 1 = No
4	DRAWER opens when CARD 1 is TENDERED	0 = Yes 1 = No
3	DRAWER opens when CHARGE is TENDERED	0 = Yes 1 = No
2	DRAWER opens when CHECK is TENDERED	0 = Yes 1 = No
1	DRAWER opens when CASH is TENDERED	0 = Yes 1 = No

FLAG 45

```
BIT       8   7   6   5   4   3   2   1
OPTION  [0] [_] [_] [_] [_] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	Allow CARD 4 TENDERING	0 = Yes 1 = No
6	Allow CARD 3 TENDERING	0 = Yes 1 = No
5	Allow CARD 2 TENDERING	0 = Yes 1 = No
4	Allow CARD 1 TENDERING	0 = Yes 1 = No
3	Allow CHARGE TENDERING	0 = Yes 1 = No
2	Allow CHECK TENDERING	0 = Yes 1 = No
1	Allow CASH TENDERING	0 = Yes 1 = No

FLAG 46

```
BIT       8   7   6   5   4   3   2   1
OPTION  [0] [ ] [_] [_] [_] [_] [_] [_]
```

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	PLU (Not 0 skipped) INVENTORY hist is available	0 = No 1 = Yes
6	DEPARTMENT (Not 0 skipped) INVENTORY list is available	0 = No 1 = Yes
5	2 types of PLU linking are available (NOTE)	0 = Normal link 1 = Bottle link

4&3	Print controls for linked PLU's (NOTE)	00 = Print all PLU's 01 = Do NOT print Non-Add PLU's 10 = Do NOT print Add PLU's 11 = Do NOT print all linked PLU's (NOTE)
2	TAX status of a linked PLU	0 = Each PLU is independent 1 = Follows first
1	PLU linking function is available	0 = No 1 = Yes

NOTES: BIT 5: Normal Link: 30 sets with up to 5 items per set. Bottle Link: 99 sets with 1 item per set.

BITS 4 & 3: IF MF21, B1, is a "0", refer to DF2 (DEPARTMENT flag 2), B3 for Non-add item or add item status. IF MF21, B1, is a "1", refer to PF2 (PLU flag 2), B3, for Non-add or add item status.

BITS 4 & 3, OPTION 1, 1: If you use this option set, the receipt can cause customer confusion when the preset price of the main PLU prints, none of the linked PLU's print, and the final price is higher than what appears on the receipt. It is advised that ONLY Non-Add PLU's be used with this flag set, and the total price be built into the main PLU.

FLAG 47

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	Programmed GUEST name prints on GUEST CHECK	0 = At 1st register 1 = Each register
6	Special Assignment operation of PBAL is available in "R" key lock position	0 = No (NOTE) 1 = Yes
5	Print Inventory list only	0 = No 1 = Yes
4	Alternate programming sequence for DEPARTMENT and PLU items	0 = No 1 = Yes (NOTE)

3	Print control for 2nd RECEIPT and SLIP PRINT, GUEST CHECK	0 = Multiple print 1 = Single print
2	Control of JOURNAL sensor during X/Z REPORTS	0 = Operate 1 = Ignore
1	Item SLIP PRINTER format selection (NOTE)	0 = 2 line each 1 = 1 line each

NOTE: BIT 6: Since PBAL #'s have to be programmed in the register before they will operate, this flag allows you to enter a PBAL # from the "R" key lock position. The sequence [PBAL] xxxx [PBAL] will program the PBAL # which will then be available for further use. (See MF51, B8 & B7)

BIT 4: In normal programming of DEPARTMENT and PLU items, each section is a standalone section of programming. For example, you program all the alpha, all the flags, etc. In this flag, you have the ability to use the "A" CASHIER key to program normally as the example lists, OR you can use the "B" CASHIER key in a different sequence as the next example of a PLU shows: After accessing the PLU section, you enter Item #, Name, Price, Flag 1, Flag 2, Flag 3, Halo, Link Dept., Group, and then start the next PLU. To access the INVENTORY section of the DEPARTMENT or PLU programming, use the "A" CASHIER key and the [SLCT] key to get to the INVENTORY START section of programming. Then switch to the "B" CASHIER key to program inventory start, in, and out for each item.

BIT 1: Each line of the slip printer contains Quantity, Preset Price (Programmable), Descriptor, and Amount. This information can be on either one line (40 columns) or two lines on the check.

FLAG 48

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	

4	ALWAYS 0	
3	Hourly Sales REPORT has percentage of total Sales per hour on RECEIPT/JOURNAL printer	0 = No 1 = Yes
2	PLU Group 2 REPORT has percentage of total Sales on RECEIPT/JOURNAL printer	0 = No 1 = Yes
1	PLU Group 1 REPORT has percentage of total Sales on RECEIPT/JOURNAL printer	0 = No 1 = Yes

FLAG 49

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	[Q/F] key required for multiplication entries	0 = No (NOTE) 1 = Yes
7	Different CLERK ID from last registration can be entered	0 = No 1 = Yes
6	When CLERK ID is compulsory, CLERK ID must be entered before #/NS	0 = No 1 = Yes (NOTE)
5	Display control for entering the GUEST CHECK number	0 = GUEST NUMBER 1 = GUEST Name
4	DEPOSIT key is available in RESTAURANT mode	0 = No 1 = Yes
3	Display ERROR message "PRESS CLEAR KEY"	0 = Yes 1 = No
2	Price check on PLU item	0 = No 1 = Yes (NOTE)
1	0 entry on PLU is an error, in case of [PLU ENT] key is not entered.	0 = No 1 = Yes

NOTES: BIT 8: When a DEPARTMENT is set up for preset only, (See DF2, B7), if this option is programmed No, you can skip the [Q/F] key sequence and multiply direct: 4 [DEPT 1] = 4 times [DEPARTMENT 1]. If this option is programmed Yes, you must use the [Q/F] key: 4 [Q/F] [DEPT 1].

BIT 6: Under normal CLERK ID compulsory, the [#/NS] does not require a CLERK ID entry. With this option, the [#/NS] key requires a CLERK ID entry. (See MF6, B1)

BIT 2: This option allows the operator to display the price of a PLU without selling the item.
Key Operation: [PLU ENT](Number)[PLU]

FLAG 50

BIT	8	7	6	5	4	3	2	1
OPTION	[1]	[_]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 1	
7	In bar/restaurant mode, check print at check paid operation	0 = No 1 = Yes
6	Print V.A.T. taxable amount and tax	0 = Yes 1 = No
5	Display guest number during PBAL or CHKS PRNT operation	0 = Yes 1 = No
4	Tax 4	0 = Add on tax 1 = V.A.T.
3	Tax 3	0 = Add on tax 1 = V.A.T.
2	Tax 2	0 = Add on tax 1 = V.A.T.
1	Tax 1	0 = Add on tax 1 = V.A.T.

FLAG 51

BIT	8	7	6	5	4	3	2	1
OPTION	[_]	[_]	[_]	[_]	[_]	[_]	[0]	[0]

BIT	FUNCTION	OPTIONS

8&7	Reset of PBAL Guest # during Special GUEST Assignment (Floating PB) (NOTE)	00 = PB # NOT reset
		01 = PB # resets after finalizing
		10 = PB # resets after PB "Z" REPORT

6	NRGT prints on "Z2" REPORT	0 = No 1 = Yes
5	CASH DECLARATION operates on "X1" REPORT	0 = No (NOTE) 1 = Yes

4	Setting of key code "00"	0 = Error 1 = Ignore
3	Print more than 100 lines	0 = Prohibit 1 = allow (NOTE)
2	ALWAYS 0	
1	ALWAYS 0	

NOTE: BITS 8 & 7: MF47, B6, must be set to Yes.

BIT 5: MF4, B1, must be set to Yes.

BIT 3: At this point, it is not possible to issue 2nd receipt.

FLAG 52

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[_]	[0]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	Memorize the sales sub total amount of guest	0 = No 1 = Yes
3	ALWAYS 0	
2	Split tender is available in House charge mode	0 = No 1 = Yes
1	Print the quantity when sales quantity is "1"	0 = No 1 = Yes

FLAG 54

OPTION [_] [_]

Unit amount when rounding is made with certain amount up to 2 digit at the time of finalization.

FLAG 55

OPTION [_] [_]

Max. rounding down ratio to operate Main Flag 54
(When fractional amount is rounded up, it shall be "00")

FLAG 57

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[0]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	ALWAYS 0	
1	Split price	0 = YES 1 = NO

FLAG 61

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[-]	[-]	[0]	[0]	[0]	[0]	[0]

BIT	FUNCTION	
8	ALWAYS 0	
7	Change is carried forward for guest payment	0 = NO 1 = YES
6	[PBAL] key is entered before guest payment	0 = NO 1 = YES
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	ALWAYS 0	
1	ALWAYS 0	

NOTE: BIT 6: When change is required, press [P/O] key
before entry of cash tendered.

FLAG 64

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[0]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	ALWAYS 0	
1	Print all transaction reports by 80 digits printer	0 = NO 1 = YES

FLAG 65

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[0]	[0]

ALWAYS 0

FLAG 66

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[1]	[0]	[-]

BIT	FUNCTION
8 - 4	ALWAYS 0
3	ALWAYS 1
2	ALWAYS 0
1	NORMAL KEYBOARD: ALWAYS 0 FLAT KEYBOARD : ALWAYS 1

FLAG 67

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[0]	[1]

BIT	FUNCTION
8	ALWAYS 0
7	ALWAYS 0
6	ALWAYS 0
5	ALWAYS 0
4	ALWAYS 0
3	ALWAYS 0
2	ALWAYS 0
1	ALWAYS 1

FLAG 70

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[-]	[-]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	Print "X" and "Z" report on Wide Receipt	0 = No 1 = Yes
1	Print "X" and "Z" report in Slip Printer	0 = No 1 = Yes

FLAG 71

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[-]	[0]	[-]

BIT	FUNCTION	OPTION
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	Prohibit [-][-2] key operation for negative sub-total amount	0 = NO 1 = YES
2	ALWAYS 0	
1	Print check endorsement and validation amount in double size	0 = NO 1 = YES

FLAG 73

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[-]	[0]	[0]	[0]	[0]	[0]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	Consolidate and sorted receipt at guest mode	0 = NO 1 = YES
5	ALWAYS 0	
4	ALWAYS 0	
3	ALWAYS 0	
2	ALWAYS 0	
1	ALWAYS 0	

FLAG 75

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[0]	[-]	[-]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	Sales item link designated PLU	0 = No 1 = Yes
2	Rate of sales commission and sales promotion for detailed clerk commission	0 = Individual clerk 1 = Clerk 1
1	Print bar code number on journal paper only at registration	0 = No 1 = Yes

FLAG 77

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[-]	[0]	[0]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	
6	Print cover's average unit price in the report for each clerk	0 = NO 1 = YES
5	Clerk's transaction counter is selectable	0 = Transaction counter 1 = Cover's number
4	Counter in the hourly sales total	0 = Transaction counter 1 = Cover's number
3	Issue PLU, DEPARTMENT and TRANSACTION report in the detailed training report	0 = NO 1 = YES
2	Print department group total on full report	0 = NO 1 = YES
1	Print department group item on full report	0 = NO 1 = YES

FLAG 78

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[0]	[0]	[0]	[-]	[-]	[-]

BIT	FUNCTION	
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	ALWAYS 0	
3	Print unit price in the kitchen printer	0 = NO 1 = YES
2	Condiment operation after entry of linked department	0 = Not allowed 1 = allowed
1	Registration after "CKPD" is allowed	0 = NO 1 = YES

NOTE: BIT 6: When MF77 B5=0, it prints average transaction unit price

Main flag from 85 to 98 are need Flags when connects option unit to S-I/O Board.
Program Main Flag 85 and 86 when the option unit connects to S-I/O Board 2 which be installed in the register for standard.
Program the Flag as following diagram when increases S-I/O 1 Board and connects option unit.

"On"position in Dip Switch at S-I/O Board1		1		2		3	
Connect position from the behind the register		Left	Right	Left	Right	Left	Right
Setting Flag Numbers	A	87	89	91	93	95	97
	B	88	90	92	94	96	98

FLAG 85

OPTION [_] [_]
A B

A Set transmission speed

0 = 600 bps
1 = 600 bps
2 = 1200 bps
3 = 2400 bps
4 = 4800 bps
5 = 9600 bps
6 = 19200 bps

B Select option unit

1 = Bar Code Reader
2 = Backup Cassette Loader
3 = Personal Computer

FLAG 86

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	

6&5	Character	00 = 7 Bit 01 = 8 Bit 10 = 7 Bit 11 = 8 Bit
4&3	Stop Bit	00 = 1 01 = 1 10 = 2 11 = 2
2	Parity Check	0 = Odd 1 = Even
1	Parity	0 = Disable 1 = Enable

FLAG 87,89,91,93,95,97

OPTION [_] [_]
A B

A	Set transmission speed	0 = 300 bps 1 = 600 bps 2 = 1200 bps 3 = 2400 bps 4 = 4800 bps 5 = 9600 bps 6 = 19200 bps 7 = 38400 bps
B	Select option unit	1 = Bar Code Reader 2 = Backup Cassette Loader 3 = Personal Computer 5 = Modem 6 = Flat Bed Scanner

FLAG 88,90,92,94,96,98

BIT	8	7	6	5	4	3	2	1
OPTION	[0]	[0]	[_]	[_]	[_]	[_]	[_]	[_]

BIT	FUNCTION	OPTIONS
8	ALWAYS 0	
7	ALWAYS 0	

6&5	Character	00 = 5 Bit 01 = 6 Bit 10 = 7 Bit 11 = 8 Bit
4&3	Stop Bit	00 = 1 01 = 1 10 = 1.5 11 = 2
2	Parity Check	0 = Odd 1 = Even
1	Parity	0 = Disable 1 = Enable

After programmed, give an interval of about 5 seconds before power on.

Note : Don't program unless appointed main flags.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] [STRT]	SYS FLAG	
2)	[SLCT]	MAIN FLG	
3)	[INPUT]	1MAIN FLG 22 100010	

NOTE: At this point, you may either rewrite the entire flag OR use the CURSOR CONTROL arrows to advance to a particular bit without entering the entire flag.

You do NOT have to enter any 0's to the left of a bit if they are 0 as the register will fill them in for you.

4)	1 0 0 1 0 [INPUT]	2MAIN FLG 00 0	

At any time, you may enter a flag number and press [DSGN] or after[SLCT] you may enter a number and go directly to a certain flag.

5)	2 1 [DSGN]	21MAIN FLG 00 0	
6)	1 0 0 1 0 [INPUT]	22MAIN FLG 0	

After the display advances to the next item, you may turn the control lock to leave this section of programming.

TO PRINT OUT THE SYSTEM FLAGS:

1 [CLEAR] [STRT] [SLCT] [PRNT]

NOTE: SINCE A NUMBER OF OPTIONAL PARAMETERS ARE ARRANGED IN THE SYSTEM FLAGS, THESE FLAGS DO NOT TAKE EFFECT UNTIL YOU HAVE PERFORMED THE FOLLOWING PROCEDURE:

1) Enter all the system flags.
2) Power down the register using the master power located at the rear of the right side of the register when facing the unit.
3) After 5 to 10 seconds, power up the register.

TRANSACTION TERMINOLOGY (Section 3)
KEY LOCK: P2

TRANSACTION TERMINOLOGY is the description applied to function key alpha and other alpha used on reports. The Prosper series has 150 words in its vocabulary. These are eight digits in length, can be upper or lower case, and single or double size.

The following list will show the word number, the default alpha, its description, and what mode it operates in.

WORD #	NAME	DESCRIPTION	OPERATION MODE R	X	Z
1	DEPT TTL	Department Sales Total	-	0	0
2	NOTXBL	Non-Taxable Amount	-	0	0
3	TXBL-1	Taxable 1 Amount	0	0	0
4	TXBL-2	Taxable 2 Amount	0	0	0
5	TXBL-3	Taxable 3 Amount	0	0	0
6	TXBL-4	Taxable 4 Amount	0	0	0
7	TAX-1	Tax 1 Amount	0	0	0
8	TAX-2	Tax 2 Amount	0	0	0
9	TAX-3	Tax 3 Amount	0	0	0
10	TAX-4	Tax 4 Amount	0	0	0
11	MNTAX	Manual Key Input Tax	0	0	0
12	+%G	+% Gross	0	0	0
13	TOTAL	Total Amount With Tax	0	0	0
14	GROSS	Gross Sales Amount	-	0	0
15	VOID-R	Void Amount at Registration	-	0	0
16	RETURN	Return Merchandise	0	0	0
17	-N	Net Amount Discount ($)	0	0	0
18	-%N	Net % Amount Discount	0	0	0
19	-%G	% Discount from Subtotal	0	0	0
20	-1	Negative 1 Discount from Sub Total ($)	0	0	0
21	-2	Negative 2 Discount from Sub Total ($)	0	0	0

WORD #	NAME	DESCRIPTION	OPERATION MODE R	X	Z
22	-3	Negative 3 Discount from Sub Total ($)	0	0	0
23	ROUND				
24	NET TL	Net Sales Total	0	0	0
25	CASH	Cash Sales Total	0	0	0
26	CHECK	Check Sales Total	0	0	0
27	CHARG	Charge Sales Total	0	0	0
28	CARD*	Summary Card Sales Total	0	0	0
29	FS-TL	Food Stamp Sales Total	0	0	0
30	CA-TIP	Cash Tip for Clerk	0	-	-
31	TIP	Charge Tip for Clerk	0	0	0
32	SRVCH	Service Charge	0	0	0
33	MSC-V	Miscellaneous Void Total	0	0	0
34	MSC-R	Miscellaneous Return Total	-	0	0
35	TAX EX	Tax Exempt From Total Amount	0	0	0
36	+%N	Net % Amount Premium	0	-	-
37	-TTL	Negative Sales Total	-	0	0
38	-TAX	Negative Tax Total	-	0	0
39	NOSALE	No Sale By # Key	0	-	-
40	R/A CA	Received On Account by Cash	0	0	0
41	R/A CK	Received On Account by Check	0	0	0
42	R/A CARD	Received On Account by Card	0	0	0
43	P/O CA	Paid-out by Cash	0	0	0
44	P/O CK	Paid-out by Check	0	0	0
45	CAID	Cash In Drawer	-	0	0
46	CKID	Check In Drawer	-	0	0
47	CARD1	Card 1 Sales Total & In Drawer	0	0	0
48	CARD2	Card 2 Sales Total & In Drawer	0	0	0
49	CARD3	Card 3 Sales Total & In Drawer	0	0	0
50	CARD4	Card 4 Sales Total & In Drawer	0	0	0
51	FSID	Food Stamps In Drawer	-	0	0
52	DEPO	Deposit Amount From Guest	0	0	0
53	PB	Previous Balance Of Guest	0	0	0
54	NB	New Balance Of Guest	0	0	0
55	CKPD	Check Paid Of Guest (Bar Mode)	0	0	0
56	CKUNPD	Check Unpaid Of Guest (Bar Mode)	-	0	0
57	TAXPNO				
58	NTXPNO				
59	NRGT	Non Resettable Grand Total	-	0	0
60	-%NII	Net % Amount Discount II	0	0	0
61	NET TL	Sales Net Total Of Cashier & Clerk	-	0	0
62	TAX	TAX Total Of Cashier & Clerk	-	0	0
63	NET *	NET TL(-)TAX Of Cashier & Clerk	-	0	0

WORD #	NAME	DESCRIPTION	OPERATION MODE R	X	Z
64	CAID	Cash In Drawer Of Cashier & Clerk	-	0	0
65	CKID	Check In Drawer Of Cashier & Clerk	-	0	0
66	CDID	Card In Drawer Of Cashier & Clerk	-	0	0
67	FSID	Food Stamp In Drawer Of Cashier & Clerk	-	0	0
68	CA TIP				
69	TIP	Charge Tip Total Of Cashier & Clerk	-	0	0
70	VOID	Void Total Of Cashier & Clerk	-	0	0
71	RETURN	Return Total Of Cashier & Clerk	-	0	0
72	NBAL	New Balance Total Of Cashier & Clerk	-	0	0
73	CKPD	Check Paid Total Of Cashier & Clerk	-	0	0
74	BEGUN	Begin Time Of Guest Operation	-	0	0
75	FINISH	Finish Time Of Guest Operation	-	0	0
76	COMISION	Commission Of Clerk	-	0	0
77	SHIFT 1	Shift 1 Total Of Department	-	0	0
78	SHIFT 2	Shift 2 Total Of Department	-	0	0
79	SHIFT 3	Shift 3 Total Of Department	-	0	0
80	- TOTAL	Negative Sales Total	-	0	0
81	NET SALE	Net Sales Total	-	0	0
82	DEPT GRP	Department Group Total	-	0	0
83	PLU -TTL	Negative Sales Total Of PLU	-	0	0
84	PLU TTL	Positive Sales Total Of PLU	-	0	0
85	PLU NET	Net Sales Of PLU	-	0	0
86	PLU GRP1	PLU Group 1 Sales Total	-	0	0
87	PLU GRP2	PLU Group 2 Sales Total	-	0	0
88	GRP TTL	Group Total	-	0	0
89	RPRT CNT	Reset Counter	-	0	0
90	CASH TD	Cash Amount Tender	0	-	-
91	CHECK TD	Check Amount Tender	0	-	-
92	CHARG TD	Charge Amount Tender	0	-	-
93	CARD1 TD	Card 1 Amount Tender	0	-	-
94	CARD2 TD	Card 2 Amount Tender	0	-	-
95	CARD3 TD	Card 3 Amount Tender	0	-	-
96	CARD4 TD	Card 4 Amount Tender	0	-	-
97	SUB-TL	Sub-total Amount	0	-	-
98	CHANGE				
99	FS-TL	Food Stamp Sales Total	0	0	0
100	FS-TD	Food Stamp Tender	0	-	-
101	FS-CG	Food Stamp Change	0	-	-
102	PB				
103	CP				
104	SV				
105	NB				

WORD #	NAME	DESCRIPTION	OPERATION MODE R	X	Z
106	COVERS	Covers Entry & Covers Total	0	0	0
107					
108	HOLDST	Hold Stop Of Registration	0	-	-
109	*TAX*	All Tax	0	-	-
110	INV.IN	Inventory In (Stock In)	-	0	0
111	INV.OUT	Inventory Out (Stock Out)	-	0	0
112	TOTAL				
113	MANUAL				
114	- VOID -	Void Message On Receipt	0	-	-
115	TABLE	Table Number Entry	0	-	-
116	ITEM CT	Item Count # Of 1 Sale	0	-	-
117	N Q X Q	Sales Quantity (Q:2 digits)	0	0	0
		Sales Counter (N:2 digits)	-	0	0
118	PSG PSG	Person's Number Of Custom Group	-	0	0
119	@$LBKGG				
120	SUM.GRP	Summary Number Of Custom Group	-	0	0
121	SUM.PRS	Summary Number Of Person	-	0	0
122	RA	Received On Account	0	-	-
123	PO	Paid Out	0	-	-
124	FF**	Monetary Unit Symbol	0	-	-
125	TOTL QTY				
126	TIME-IN				
127	COVERS				
128	REG				
129	TRAINING				
130	FC1				
131	FC2				
132	FC3				
133	FC4				
134	FC5				
135	TOTAL				
136	*CANCEL*				
137	- VOID -				
138	TOTAL				
139	PAID OUT				
140					
141					
142					
143					
144					
145					
146					
147					
148					
149					
150					

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	TRANS. WORD	
2)	[SLCT]	WORD	
3)	[INPUT]	DEPT TTL 1	

NOTE: At this point, you may either rewrite the entire word OR use the CURSOR CONTROL arrows to advance to a particular letter without entering the entire word.
You do NOT have to enter any spaces to the left of a letter as the register will fill in spaces for you.
At any time, you may enter a word number and press [DSGN] or after [SLCT] you may enter a number and go directly to a certain word.

EXAMPLE: Change line 47 "CARD1" to "VISA"

4)	4 7 [DSGN]	CARD1 47
5)	[CPTL LTTR] V I S A [INPUT]	CARD2 48

EXAMPLE: Change line 93 "CARD1 TD" to Double Size "VISA"

6)	93 [DSGN]	CARD1 TD 93
7)	[DBLE SIZE] V I S A [INPUT]	CARD2 TD 94

After the display advances to the next item, you may turn the control lock to leave this section of programming.

TO PRINT OUT THE TRANSACTION WORDS:

1 [CLEAR] 3 [STRT] [SLCT] [PRNT]

ERROR MESSAGES (Section 5)
KEY LOCK: P2

There are 40 programmable ERROR MESSAGES in the ET-7626/7626F ECR. These messages are displayed on the screen whenever the operator creates a mistake or if an optional unit has a communication problem to the register.

These messages may be customized to your customers specifications to help the operator better understand how to correct an error.

NOTE: Error messages 33, 34, 35, & 36 operate as the second half of message 23 and do not have their own function. Messages 37, 38, 39, & 40 are not used.

MESSAGE #	DESCRIPTION	
1ERROR	KEYBOARD ERROR	
2ERROR	ENTRY OVER	
3ERROR	ENTRY ERROR	
4ERROR	MEMORY OVER	
5ERROR	ENTER CLERK ID	
6ERROR	ENTER PBAL/CKPD	
7ERROR	ENTER AMOUNT	
8ERROR	ENTER COVERS	
9ERROR	ENTER TABLE NO.	
10ERROR	ENTER CUSTOMER	
11ERROR	NOT PROGRAMED	
12ERROR	CLOSE DRAWER	
13ERROR	INSERT CHECK	
14ERROR	NEW ROLL REQD	
15ERROR	STOP REGISTRING	
16ERROR	CASHIER KEY REQD	
17ERROR	DECLARE CASH	
18ERROR	ENDORSEMENT REQD	
19ERROR	VALIDATE CHECK	
20ERROR	CANNOT VALIDATE	
21ERROR	CHECK R/J PRINT	
22ERROR	CHECK SLIP	
23ERROR	CHECK CENTRONICS	
24ERROR	NO SPLIT TENDER	
25ERROR	TURN OFF 5 SEC	
26ERROR	PRESS CLEAR KEY	
27ERROR	PLEASE WAIT	
28ERROR	MLT DEF	(Means PBAL # is in use)
29ERROR	ENTER CONDIMENT	
30ERROR	TABLE IN USE	
31ERROR	PRESS SUBTOTAL	
32ERROR	ERROR 32	
33ERROR	CENTRO	
34ERROR	BAR CODE	
35ERROR	CARD READER	
36ERROR	SCALE ITF	
37ERROR	PHONE MODEM	
38ERROR	LOADER ITF	
39ERROR	SLAVE #	
40ERROR	REMOTE #	

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 5 [STRT]	ERROR MSG	
2)	[SLCT]	ERROR	
3)	[INPUT]	KEYBOARD ERROR 1	

NOTE: At this point, you may either rewrite the entire message OR use the CURSOR CONTROL arrows to advance to a particular letter without entering the entire word.
You do NOT have to enter any spaces to the left of a letter as the register will fill in spaces for you.
At any time, you may enter a message number and press [DSGN] or after [SLCT] you may enter a number and go directly to a certain message.

EXAMPLE: Add "PRESS CLEAR" to right side message 3

4)	3 [DSGN]	ENTRY ERROR 3	
5)	P R E S S C L E A R [INPUT]	MEMORY OVER 4	

After the display advances to the next item, you may turn the control lock to leave this section of programming.

TO PRINT OUT THE TRANSACTION WORDS:

1 [CLEAR] 5 [STRT] [SLCT] [PRNT]

MODEM TABLE (Section 6)
KEY LOCK: P2

The modem operation must be initialized by the ET-7626/7626F. When the register is system reset, the modem table is initialized as part of the reset. The ROM in the register is set up to follow the AIWA PV-2400 (AT command access type).

Another function of the modem is the ability to transmit program data in addition to the sales data. This allows a remote system to make program changes in a remote store without having to hand enter new program information.

The sequence is as follows:

Control Lock : P2 position

[CLEAR] 6 [STRT]
[SLCT]
[CMT]
[WRT]
Dial phone number of remote modem
Push DATA botton after confirming the BEEP tone
Display will read "MODEM COM"

If the procedure is correct, display will read "MODEM END"
If there is an error, display will read "MODEM ERROR"

In the system flags, MF33, MF34, MF35, and MF36, you can program which sections of the ET-7626/7626F program will be tranamitted to the remote unit.

****
*** FROM NOW ON, KEY LOCK POSITION SHALL BE CHANGED TO: P1 ***
****

DATE SECTION (Section 1)
KEY LOCK: P1

This section controls:
1) Date
2) Time
3) Consecutive Number
4) Terminal Number
5) Machine Number
6) Opening Hour
7) Training Password
8) Password for Reports

1) DATE

Date is entered in a 6 digit format as follows:

YY/MM/DD where YY = Year, MM = Month and DD = Date
i.e. August 15, 1998 would be 98 08 15

See programming example.

2) TIME

Time is entered in a military format based on a 24 hour clock. That is, the morning hours are numbered 1 through 12, however, starting at 1:00 pm, the count continues so that 1:00 pm to midnight counts as 13:00 to 23:59. Time is entered in a 4 digit format as follows:

HH/MM where HH = Hour and MM = Minute
i.e. 9:28 am would be 928
i.e. 4:15 pm would be 1615

See programming example.

3) CONSECUTIVE NUMBER

The CONSECUTIVE NUMBER is used as an audit trail for accounting purposes so that management can track all the transactions in the sequence in which they were entered. This number is found at the end of each transaction on the ET-7626/7626F. Usually this is programmed only once at the initial installation, however, this number can be started over after each "Z" report period. (See MF4, B4) It can be programmed in up to 4 digits as follows:

i.e. 1 would always restart at 1
i.e. 1000 would always restart at 1000

See programming example.

4) TERMINAL NUMBER

IF the register is part of an inter-register communications network, this item MUST be programmed. This number identifies the position it occupies in the network and does not pertain to whether it is the master or a slave. It is programmed in up to three digits.

This step must also be completed IF the register is a standalone unit with remote printers.

i.e. 7 would be register 7

See programming example.

5) MACHINE NUMBER

This number operates independently of the TERMINAL NUMBER above. It is used to identify a particular store or register and is printed on the RECEIPT and JOURNAL tapes so that the tape can be identified during the accounting process. It is programmed in up to 2 digits from 00 (which does not print) to 99.

i.e. 19 would be store 1, machine 9

See programming example.

6) OPENING HOUR

This program procedure assigns the OPENING HOUR for the automatic hourly report. This is a 24 hour report designed so that the hour is measured from whatever point you set this program to start from. It is programmed in military time.

HH/MM where HH = Hour and MM = Minute
i.e. 1030 would be a start time of 10:30 am going to 11:20
The next period would be 11:30 to 12:29, etc.
The last section would be 9:30 am to 10:29 of the next morning.

See programming example.

7) TRAINING PASSWORD

The ET-7626/7626F has the ability to temporarily suspend actual sales activity and be used as a training device for new cashiers and clerks. This part of the program allows management to create a 3 digit number that is necessary in order to enter the TRAINING mode.

i.e. 123 would be the code to enter TRAINING

See programming example.

8) PASSWORD FOR REPORTS

As a further security precaution, the ET-7626/7626F has the ability of requiring a password entry prior to taking any of the X1/Z1 or X2/Z2 reports. These passwords can be changed by management at any time to provide further security for the system. Each password can be up to 4 digits in length and they are programmed as one set of 8 digits. The first 4 digits control X2/Z2 reports and the second set of 4 digits control the X1/Z1 reports.

i.e. 56781234 would be the password program so that "1234" is the password for X1/Z1 reports and "5678" is the password for X2/Z2 reports

The act of programming in a password enforces the use of the password in the following manner:

[CASH], ####, [#/NS]

See programming example.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 1 [STRT]	DATE ?	
2)	[SLCT]	DATE	
3)	[INPUT]	DATE 0	

NOTE: At this point, you may either rewrite the entire section OR use the CURSOR CONTROL arrows to advance to a particular position without entering the entire word.
You do NOT have to enter any spaces to the left of an entry as the register will fill in spaces for you.
EXAMPLE: Date, October 15, 1998

4) 9 8 1 0 1 5 [INPUT] TIME
0

EXAMPLE: 3:20 pm

5) 1 5 2 0 [INPUT] CSCN
1

EXAMPLE: Consecutive start number of 1000

6) 1 0 0 0 [INPUT] TNO
0

EXAMPLE: Terminal number of 4

7) 4 [INPUT] MCNO
0

EXAMPLE: Machine number of 19

8) 1 9 [INPUT] OPENING
0

EXAMPLE: Opening hour of 9:00 am

9) 9 0 0 [INPUT] TRAINING
999

EXAMPLE: Training password of 123

10) 1 2 3 [INPUT] PASSWORD
0

EXAMPLE: Report password of 5000123

11) 5 0 0 0 1 2 3 [INPUT] DATE
101598

After the display advances to the next item, you may turn the control lock to leave this section of programming, or [PRNT] to print a listing of the DATE section.

DEPARTMENT SECTION (Section 2)
KEY LOCK: P1

This section controls:
1) Name
2) Price
3) Flags
4) High Amount Lock Out #
5) Group #
6) Inventory Start
7) Inventory In
8) Inventory Out

NOTE: At this point, you may either rewrite the entire entry OR use the CURSOR CONTROL arrows to advance to a particular letter or number without entering the entire entry. You do NOT have to enter any spaces to the left of a letter or number as the register will fill in spaces for you. At any time after [SLCT], you may enter a department number and press [DSGN] and go directly to a certain department.
After the display advances to the next item, you may continue programming or turn the control lock to leave this section of programming.

1) NAME

Each department will accept up to 16 digits of alpha in its name. If you use the DOUBLE WIDE feature, you can mix single and double wide characters together, however keep in mind that for every double wide character, you use two of the single wide spaces. When the price entry becomes large enough, the register will print the price on the next line after the alpha.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	[SLCT]	NAME	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023 23	
4)	S H O E S [INPUT]	DEPT024 24	

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete listing of department alpha. Printing can be stopped by pressing the [RF] key.

2) PRICE

This section refers to the preset price capability of the departments. It is controlled in the department flag section and has a maximum preset digit entry of 8 digits.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	[SLCT] [SLCT]	PRICE	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023 ,00	
4)	1 2 9 [INPUT]	DEPT024 ,00	

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete department price list. Printing can be stopped by pressing the [RF] key.

3) FLAGS

Each department is controlled by 3 flags of 8 digits each. These flags are programmed in the same manner as the System Flags. Whenever these flags are referred to elsewhere in this manual, they will use the designation "DF, B", for example, "DF2, B6" will refer to Department Flag 2, Bit 6.

To facilitate programming of the department flags, a "0" will always equal "No" and a "1" will always equal "Yes".

FLAG 1

BIT	FUNCTION	
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	FS	Food Stampable
4	TX4	Tax Rate 4
3	TX3	Tax Rate 3

2	TX2	Tax Rate 2
1	TX1	Tax Rate 1

FLAG 2

BIT	FUNCTION	
8	COC	Condiment Compulsory
7	MULT	Q/F or Direct Multiplication (NOTE) AND Preset Only
6	PR	Preset Price active
5	SKU	SKU # Code Compulsory
4	INV	Inventory Item
3	NAI	Non-Add Item
2	NEG	Negative Item
1	SI	Single Sale Item

FLAG 3

BIT	FUNCTION	
8	ALWAYS 0	
7&6	TIK	Ticket Control 01 = 1 pc./10 = 2 pc./11 = 3 pc.
5	RED	Remote Printer Prints In Red
4	REM4	Print on Remote Printer 4
3	REM3	Print on Remote Printer 3
2	REM2	Print on Remote Printer 2 (Drink Item)
1	REM1	Print on Remote Printer 1 (Food Item)

NOTE: FLAG 2, BIT 7: Refer to MF49, B8. This bit controls whether a preset amount can be overridden by an open entry and whether the [Q/F] key is required also. Use the following combinations:

MF49, B8 = 0, DF2, B7 = 0
MF49, B8 = 1, DF2, B7 = 0
Preset override with [Q/F] required
MF49, B8 = 0, DF2, B7 = 1
Preset override with [Q/F] NOT required
MF49, B8 = 1, DF2, B7 = 1
No preset override with [Q/F] required

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	Press [SLCT] 3 times	FLAG	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023 00	1 0
4)	1 [INPUT]	DEPT023 00	2 0
5)	1 1 1 0 0 0 0 0 [INPUT]	DEPT023 00	3 0
6)	1 [INPUT]	DEPT024 00	1 0

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete department flag list. Printing can be stopped by pressing the [RF] key.

4) HIGH AMOUNT LOCK OUT #

This section of the department programming refers to Section 6 of the P1 programming. In that section are 16 HALO codes. Each of those codes represents a dollar high amount limit. Each department is programmed to one of those codes. This allows management to adjust entire ranges of department HALO's instead of having to do each one individually.

The high amount lock out prevents an over ring situation by limiting the largest amount that can be entered into a department.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	Press [SLCT] 4 times	HALO#	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023	0
4)	1 6 [INPUT]	DEPT024	0

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete listing of department HALO's. Printing can be stopped by pressing the [RF] key.

5) GROUP NUMBER

Each of the departments on all three levels can belong to a group. There are 99 possible groups. These groups can be used to monitor sections of the sales system or sales of particular sets of departments. The limit of entry is from 1 to 99.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	Press [SLCT] 5 times	GROUP	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023 0	
4)	9 9 [INPUT]	DEPT024 0	

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete listing of department groups. Printing can be stopped by pressing the [RF] key.

6) INVENTORY START
7) INVENTORY IN
8) INVENTORY OUT

INVENTORY START

This section of the inventory programming is used for the initial beginning stock counts or to make gross adjustments without using the inventory out function. ANY ENTRY THROUGH THIS SEQUENCE WILL WRITE OVER THE TOP OF THE TOTAL ALREADY EXISTING.

INVENTORY IN

This section of the inventory programming is used for adding new shipments of inventory to an already existing inventory item.

INVENTORY OUT

This section of the inventory programming is used for taking stock out of the stores inventory, for example, transfer to another store, spoilage, etc.

NOTE:
1) The programming in MF21, B6, and DF2, B4, of the department flag must be done before this section will operate.
2) A NEGATIVE inventory count can be entered by using the [DBLE SIZE] key before entering the inventory count.
3) The item count has the ability to have a 4 digit whole and a 2 digit decimal capacity (xxxx.xx). Any entry that is not entered using the decimal (.) key will be considered a whole number. For example:
1 0 0 [INPUT] is 100 items
1 0 0 . 2 5 [INPUT] is 100.25 items

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 2 [STRT]	DEPT ?	
2)	Press [SLCT] 6 times	INV ST	
or	Press [SLCT] 7 times	INV IN	
or	Press [SLCT] 8 times	INV OT	

Either press [INPUT] for department 1 or enter a department number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	DEPT023 0,00	
4)	1 0 0 [INPUT]	DEPT024 0,00	

Next department entry, [DSGN] another department, exit, or [PRNT] to print a complete listing of department inventory. Printing can be stopped by pressing the [RF] key.

PLU SECTION (Section 3)
KEY LOCK: P1

This section controls:
1) Item # (UPC, etc.)
2) Name
3) Price
4) Flags
5) High Amount Lock Out #
6) Link Department #
7) Group #
8) Inventory Start
9) Inventory In
10) Inventory Out

NOTE: At any time, you may either rewrite the entire entry OR use the CURSOR CONTROL arrows to advance to a particular letter or number without entering the entire entry. You do NOT have to enter any space to the left of a letter or number as the register will fill in spaces for you. At any time after [SLCT], you may enter a PLU number and press [DSGN] and go directly to a certain PLU.

After the display advances to the next item, you may continue programming or turn the control lock to leave this section of programming.

1) ITEM #

In the ET-7626/7626F, the PLU item # is usually the bar code entered number. It could also be a number created by the store for their own type of sales control. There are three types of 13 digit code number that can be entered (JAN, UPC, & EAN) as well as NW-7 code.

The UPC number can be either hand entered, or read by the optional bar code reader. Programming by the reader is a faster and more accurate method, but it is not required for programming.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	[SLCT]	ITEM #	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	23
4)	Scan item with Bar Code Reader	24
OR		
5)	1 4 7 9 4 0 0 4 9 5 [INPUT]	24

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU alpha. Printing can be stopped by pressing the [RF] key.

2) NAME

Each PLU will accept up to 16 digits of alpha in its name. If you use the DOUBLE WIDE feature, you can mix single and double wide characters together, however keep in mind that for every double wide character, you use two of the single wide spaces. When the price entry becomes large enough, the register will print the price on the next line after the alpha.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	[SLCT] [SLCT]	NAME	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	PLU00023 23	
4)	S H O E S [INPUT]	PLU00024 24	

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU alpha. Printing can be stopped by the [RF] key.

3) PRICE

This section refers to the preset price capability of the PLU. It has a maximum preset digit entry of 8 digits.

IF the PLU price shift levels have been established in the register (See MAXIMUM section, "SHIFT"), the PLU will ask for prices for each of the levels. For example, the display will read "1PLU 1", "1PLU 2", "1PLU 3", etc. These levels are accessed manually when the PLU shift keys are on the keyboard, or automatically by the "AUTO SHIFT" programming.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 3 times	PRICE	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	PLU00023 ,00	
4)	1 2 9 [INPUT]	PLU00024 ,00	

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete PLU price list. Printing can be stopped by pressing the [RF] key.

4) FLAGS

Each PLU is controlled by 3 flags of 8 digits each. These flags are programmed in the same manner as the System Flags. Whenever these flags are referred to elsewhere in this manual, they will use the designation "PF, B", for example, "PF2, B6" will refer to PLU Flag 2, Bit 6.

To facilitate programming of the PLU flags, a "0" will always equal "No" and a "1" will always equal "Yes".

FLAG 1

BIT	FUNCTION	
8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	FS	Food Stampable
4	TX4	Tax Rate 4
3	TX3	Tax Rate 3
2	TX2	Tax Rate 2
1	TX1	Tax Rate 1

FLAG 2

BIT	FUNCTION	
8	COC	Condiment Compulsory
7	ALWAYS 0	
6	ALWAYS 0	
5	ALWAYS 0	
4	INV	Inventory Item
3	NAI	Non-Add Item
2	NEG	Negative Item
1	SI	Single Sale Item

FLAG 3

BIT	FUNCTION	
8	ALWAYS 0	
7&6	TIK	Ticket Control 01 = 1 pc./10 = 2 pc./11 = 3 pc.

5	RED	Remote Printer Prints In Red
4	REM4	Print on Remote Printer 4
3	REM3	Print on Remote Printer 3
2	REM2	Print on Remote Printer 2 (Drink Item)
1	REM1	Print on Remote Printer 1 (Food Item)

NOTE: Refer to MF21, B1, for control of this flag by the department to which it is linked. If MF21, B1, is a Yes, (0), the PLU will operate according to the department flags. If MF21, B1, is a No, (1), the PLU will operate according to the programming in this section.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 4 times	FLAG	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	PLU00023 00	1 0
4)	1 [INPUT]	PLU00023 00	2 0
5)	1 1 1 0 0 0 0 0 [INPUT]	PLU00023 00	3 0
6)	1 [INPUT]	PLU00024 00	1 0

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete PLU flag list. Printing can be stopped by pressing the [RF] key.

5) HIGH AMOUNT LOCK OUT #

This section of the PLU programming refers to Section 6 of the P1 programming. In that section are 16 HALO codes. Each of those codes represents a dollar high amount limit. Each PLU is programmed to one of those codes. This allows management to adjust entire ranges of PLU HALO's instead of having to do each one individually.

The high amount lock out prevents an over ring situation by limiting the largest amount that can be entered into an open PLU.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 5 times	HALO#	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular department.

3)	2 3 [DSGN]	PLU00023 0	
4)	1 6 [INPUT]	PLU00024 0	

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU HALO's. Printing can be stopped by pressing the [RF] key.

NOTE: See PLU LINKING (Section 19) for further programming information.

6) LINK DEPARTMENT #

This part of the PLU programmin is required for the PLU to operate. If the PLU is not linked, the register will error. A PLU can be linked to any department on any level from department 1 (Department 1, level 1) to department 299 (department 99, level 3).

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 6 times	LINK#	

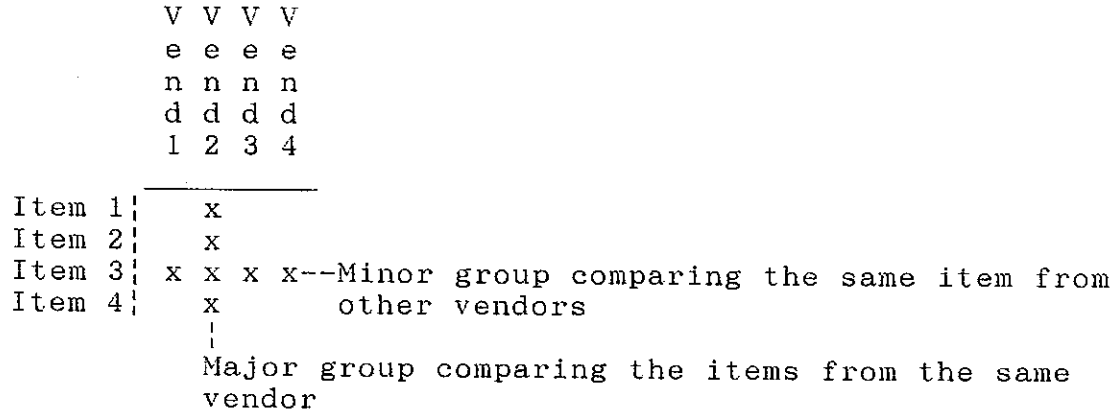
Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	PLU00023 0	
4)	2 9 9 [INPUT]	PLU00024 0	

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU linked departments. Printing can be stopped by pressing the [RF] key.

7) GROUP NUMBER

Each of the PLU's can belong to two groups. These groups are arranged into two sections, referred to as Major/minor groups, or Section/Subsection, etc. This allows management to study an item from two angles, for example, an item compared to other similar items and compared to other vendors. In the graph below, we can study item 3 as compared to similar items and from other vendors.



These groups can be used to monitor sections of the sales system or sales of particular sets of PLU's. The limit of entry is 1 to 99 for GROUP 1 (major) sets and 1 to 9999 for GROUP 2 (minor) sets.

The group number is written in up to 6 digits with the following format:

222211 where the four possible digits of GROUP 2 is entered first and the two digits of GROUP 1 is last.

403, for example, would be Group 3 in the major GROUP 1 section and Group 4 in the minor GROUP 2 section.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 7 times	GROUP	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3)	2 3 [DSGN]	PLU00023 0	
4)	5 0 3 [INPUT]	PLU00024 0	

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU groups. Printing can be stopped by pressing the [RF] key.

8) INVENTORY START
9) INVENTORY IN
10) INVENTORY OUT

INVENTORY START

This section of the inventory programming is used for the initial beginning stock counts or to make gross adjustments without using the inventory out function. ANY ENTRY THROUGH THIS SEQUENCE WILL WRITE OVER THE TOP OF THE TOTAL ALREADY EXISTING.

INVENTORY IN

This section of the inventory programming is used for adding new shipments of inventory to an already existing inventory item.

INVENTORY OUT

This section of the inventory programming is used for taking stock out of the stores inventory, for example, transfer to another store, spoilage, etc.

NOTE:
1) The programming in MF21, B6, and PF2, B4, of the PLU flag must be done before this section will operate.
2) MF1, B8 & 7, controls what method of programming and entry is used.
3) A NEGATIVE inventory count can be entered by using the [DBLE SIZE] key before entering the inventory count.
4) The item count has the ability to have a 4 digit whole and a 2 digit decimal capacity (xxxx.xx). Any entry that is not entered using the decimal (.) key will be considered a whole number. For example:
1 0 0 [INPUT] is 100 items
1 0 0 . 2 5 [INPUT] is 100.25 items

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 3 [STRT]	PLU ?	
2)	Press [SLCT] 8 times	INV ST	
or	Press [SLCT] 9 times	INV IN	
or	Press [SLCT] 10 times	INV OT	

Either press [INPUT] for PLU 1 or enter a PLU number and press [DSGN] for a particular PLU.

3) 2 3 [DSGN] PLU00023
0,00

4) 1 0 0 [INPUT] PLU00024
0,00

Next PLU entry, [DSGN] another PLU, exit, or [PRNT] to print a complete listing of PLU inventory. Printing can be stopped by pressing the [RF] key.

PERCENTAGES AND MANUAL DISCOUNT AND ADD ON (Section 4)
KEY LOCK: P1

This section controls:

1) -%G
2) +%G
3) SRV %
4) -%N (NOTE*)
5) -%NII
6) -1
7) -2
8) -3
9) -4
10) -N

NOTE*: In P2, Keyboard Design, use code 33 (-%) as "-%N".

NOTE: At any time, you may either rewrite the entire entry OR use the CURSOR CONTROL arrows to advance to a particular number without entering the entire entry. You do NOT have to enter any spaces to the left of a number as the register will fill in spaces for you.

After the display advances to the next item, you may continue programming or turn the control lock to leave this section of programming.

1) -%G (NOTE**)
2) +%G
3) SRV %
4) -%N (NOTE**)
5) -%NII

NOTE**: Refer to MF12, B6. IF this bit is set to a "1", "-%G" uses transaction word 19. IF set to a "0", "-%G" uses both words 18 and 19.

Each of these percentage sections share the same rate and flag conditions and style of entry. Whenever these flags are referred to elsewhere in this manual, they will use the designation "%F, B", for example, "%F, B6" will refer to Percent Flag, Bit 6.

RATE — A preset percentage rate may be programmed into the function. It consists of a 2 digit whole and 2 digit decimal rate entered WITHOUT using the decimal (.) key. For example, a 10% discount would be entered as 1000, a 5 and 1/4% entry would be entered as 525. The preset rate can be overridden in the register mode.

FLAG

8	ALWAYS 0	
7	ALWAYS 0	
6	ALWAYS 0	
5	FS	Food Stampable
4	TX4	Tax Rate 4
3	TX3	Tax Rate 3
2	TX2	Tax Rate 2
1	TX1	Tax Rate 1

NOTE: The flag is entered in "1"s and "0"s in the same manner as the main flags, department flags, etc.

PROGRAMMING:

STEP	OPERATION	DISPLAY		NOTE
1)	[CLEAR] 4 [STRT]	% , N ?		
2)	[SLCT]	-%G		
or	Press [SLCT] 2 times	+%G		
or	Press [SLCT] 3 times	SRV %		
or	Press [SLCT] 4 times	-%N		
or	Press [SLCT] 5 times	-%NII		
	Press [INPUT] for section selected.			
3)	[INPUT]	-%G 0	R	Rate
4)	1 0 0 0 [INPUT]	-%G 00	F 0	Flag
5)	1 [INPUT]	+%G	R 0	

Next section entry, exit, or [PRNT] to print a complete listing of percentage and manual discount and add on.

6) -1
7) -2
8) -3
9) -4
10) -N

Each of these manual sections share the same preset amount, flag, and HALO programming conditions and style of entry. Whenever these flags are referred to elsewhere in this manual, they will use the designation "-F, B", for example, "-F, B6" will refer to Minus Flag, Bit 6.

PRESET A preset amount can be programmed into each section.

FLAG			
	8	ALWAYS 0	
	7	Not Open	No open entry
	6	PR	Preset amount
	5	FS	Food Stampable
	4	TX4	Tax Rate 4
	3	TX3	Tax Rate 3
	2	TX2	Tax Rate 2
	1	TX1	Tax Rate 1

NOTE: The flag is entered in "1"s and "0"s in the same manner as the main flags, department flags, etc.

HALO Each section can report to the High Amount Lock Out table in the same manner as the departments.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 4 [STRT]	% , N ?	
2)	Press [SLCT] 6 times	-1	
or	Press [SLCT] 7 times	-2	
or	Press [SLCT] 8 times	-3	
or	Press [SLCT] 9 times	-4	
or	Press [SLCT] 10 times	-N	

Press [INPUT] for section selected.

3)	[INPUT]	-1	P 00	Preset Amount

4)	1 0 0 0 [INPUT]	-1 00	F 0	Flag
5)	1 [INPUT]	-1	H 0	HALO#
6)	1 [INPUT]	-2	P 00	

Next section entry, exit, or [PRNT] to print a complete listing of percentage and manual discount and add on.

TAX RATES (Section 5)
KEY LOCK: P1

This section controls:
1) TAX 1
2) TAX 2
3) TAX 3
4) TAX 4

There are three methods by which tax can be computed in the ET-7626/7626F register.

All three methods start with the same steps:

"S" Style of Tax
0 = Percent
1 = Table (64 breaks)
2 = Special Table (64 breaks)

"R" Rate of Tax expressed in up to 6 digits, two whole and four decimal. (5 3/4 = 57500) (Without decimal point)

"L" Lowest Amount of Tax on a table (NOT COUNTING .00). In Table Tax and Special Tax Table, this is always the first amount that has tax charged on it.

PERCENT TAX (Tax Style 0)

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 5 [STRT]	TAX ?	
2)	[SLCT]	TAX 1	
or	Press [SLCT] 2 times	TAX 2	
or	Press [SLCT] 3 times	TAX 3	
or	Press [SLCT] 4 times	TAX 4	

Press [INPUT] for TAX rate required.

3)	[INPUT]	TAX 1	S 0	Enter Style #
4)	0 [INPUT]	TAX 1	R 0	Rate of tax
5)	5 7 5 0 0 [INPUT]	TAX 1	L ,00	Lowest amount (Always 0)
6)	[INPUT]	TAX 1	S 0	

Next TAX by [SLCT], exit, or [PRNT] to print a complete listing of the TAX rate.

TABLE TAX (Tax Style 1)

The ET-7626/7626F is equipped to write its own tax table. Working off the lower break points on the chart written by the state, the register will accept entries from this list until two identical cycles have been completed. The register will then stop accepting entries and return to the "S" step of programming.

EXAMPLE TAX CHART AT 4%:

LOWER BREAKS	UPPER BREAKS	TAX	LOWER BREAKS	UPPER BREAKS	TAX
.00 -	.09	.00	2.51 -	2.75	.11
.10 -	.25	.01	2.76 -	3.09	.12
.26 -	.50	.02	3.10 -	3.25	.13
.51 -	.75	.03	3.26 -	3.50	.14
.76 -	1.09	.04	3.51 -	3.75	.15
1.10 -	1.25	.05	3.76 -	4.09	.16
1.26 -	1.50	.06	4.10 -	4.25	.17
1.51 -	1.75	.07	4.26 -	4.50	.18
1.76 -	2.09	.08	4.51 -	4.75	.19
2.10 -	2.25	.09	4.76 -	5.00	.20
2.26 -	2.50	.10	5.10 -	5.25	.21

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 5 [STRT]	TAX ?	
2)	[SLCT]	TAX 1	
or	Press [SLCT] 2 times	TAX 2	
or	Press [SLCT] 3 times	TAX 3	
or	Press [SLCT] 4 times	TAX 4	

Press [INPUT] for TAX rate required.

3)	[INPUT]	TAX 1	S 0	Enter Style #
4)	1 [INPUT]	TAX 1	R 0	Rate of tax
5)	4 0 0 0 0 [INPUT]	TAX 1	L ,00	Lowest amount (First break point)
6)	1 0 [INPUT]	TAX 1	1T ,10	
7)	2 6 [INPUT]	TAX 1	2T ,26	
8)	5 1 [INPUT]	TAX 1	3T ,51	
9)	7 6 [INPUT]	TAX 1	4T ,76	
10)	1 1 0 [INPUT]	TAX 1	5T 1,10	
11)	1 2 6 [INPUT]	TAX 1	6T 1,26	
12)	1 5 1 [INPUT]	TAX 1	7T 1,51	
13)	1 7 6 [INPUT]	TAX 1	8T 1,76	
14)	2 1 0 [INPUT]	TAX 1	S 1	

Register will end chart by returning to "S" step.

Next TAX by [SLCT], exit, or [PRNT] to print a complete listing of the TAX rate.

SPECIAL TAX TABLE (Tax Style 2)

On occasion, a state will create a tax table that has a lengthy beginning section or another unique feature that the register can not work with. As a solution to this, the third method of tax table works on the differences between the break points.

The first step in using this method is to chart the differences by subtracting the lower break point from the preceding one. (i.e. 15 - 00 = 15, 35 - 15 = 20, etc.) Refer to the chart below.

LOWER BREAK	TAX	DIFF.	LOWER BREAK	TAX	DIFF.	
.00	.00		3.15	.13	30	
.15	.01	15	3.35	.14	20	
.35	.02	20	3.60	.15	25	
.60	.03	25	3.85	.16	25	
.85	.04	25	4.15	.17	30	
1.15	.05	30	4.35	.18	20	
1.35	.06	20	4.60	.19	25	
1.60	.07	25	4.85	.20	25	End of Cycle
1.85	.08	25	5.13	.21	28	---Irregular
2.15	.09	30	5.38	.22	25	---Start of
2.35	.10	20	5.63	.23	25	Regular Cycle
2.60	.11	25	5.88	.24	25	
2.85	.12	25	6.13	.25	25	

Once you have determined the breakpoint differences as shown above, you can divide the table into an IRREGULAR and a REGULAR cycle pattern. If the register will not compute the tax correctly at a higher tax range, you can use this method to spot if there is an abnormality in the chart. Notice the chart above creates a pattern of 30-20-25-25 to start, but throws in a 28 at the $.21 tax break. A quicker check can be performed by looking for repeat cents amounts in the tax chart itself. Notice the pattern created from $.35, 35-60-85-115, however, you will see that starting at 513, the pattern changes.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 5 [STRT]	TAX ?	
2)	[SLCT]	TAX 1	
or	Press [SLCT] 2 times	TAX 2	
or	Press [SLCT] 3 times	TAX 3	
or	Press [SLCT] 4 times	TAX 4	

Press [INPUT] for TAX rate required.

3)	[INPUT]	TAX 1	S 0	Enter Style #
4)	2 [INPUT]	TAX 1	R 0	Rate of tax
5)	4 0 0 0 0 [INPUT]	TAX 1	L ,00	Lowest amount (First break point)
6)	1 5 [INPUT]	TAX 1	1T ,00	
7)	2 0 [INPUT]	TAX 1	2T ,00	
8)	2 5 [INPUT]	TAX 1	3T ,00	
9)	2 5 [INPUT]	TAX 1	4T ,00	
10)	3 0 [INPUT]	TAX 1	5T ,00	
11)	2 0 [INPUT]	TAX 1	6T ,00	
12)	2 5 [INPUT]	TAX 1	7T ,00	
13)	2 5 [INPUT]	TAX 1	8T ,00	
14)	3 0 [INPUT]	TAX 1	9T ,00	
15)	2 0 [INPUT]	TAX 1	10T ,00	
16)	2 5 [INPUT]	TAX 1	11T ,00	
17)	2 5 [INPUT]	TAX 1	12T ,00	
18)	3 0 [INPUT]	TAX 1	13T ,00	
19)	2 0 [INPUT]	TAX 1	14T ,00	
20)	2 5 [INPUT]	TAX 1	15T ,00	

21)	2 5 [INPUT]	TAX 1	16T ,00
22)	3 0 [INPUT]	TAX 1	17T ,00
23)	2 0 [INPUT]	TAX 1	18T ,00
24)	2 5 [INPUT]	TAX 1	19T ,00
25)	2 5 [INPUT]	TAX 1	20T ,00
26)	2 8 [INPUT]	TAX 1	21T ,00
27)	0 0 [INPUT]	TAX 1	22T ,00
28)	2 5 [INPUT]	TAX 1	23T ,00
29)	2 5 [INPUT]	TAX 1	24T ,00
30)	2 5 [INPUT]	TAX 1	25T ,00
31)	2 5 [INPUT]	TAX 1	26T ,00
32)	0 0 [INPUT]	TAX 1	S 2

Next TAX by [SLCT], exit, or [PRNT] to print a complete listing of the TAX rate.

HIGH AMOUNT LOCK OUT (Section 6)
KEY LOCK: P1

This section controls the HALO table referred to by the department, PLU, and other program sections. There are 16 possible codes that can be preset with dollar amounts. When a department or other function is assigned one of these codes, an open entry to that function can NOT exceed the amount programmed in the code. This will prevent over ring problems made by mistake. There is an eight digit limit on a code.

This section is sometimes overridden by the PLU LINKING section.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 6 [STRT]	HIGH AMOUNT?	
2)	[SLCT]	HALO	

Press [INPUT] for HALO 1 or enter a HALO number and press [DSGN] for a particular HALO.

3)	3 [DSGN]	3HALO ,00	
4)	1 0 0 0 [INPUT]	4HALO ,00	

Next HALO entry, enter a HALO # and press [DSGN], exit, or [PRNT] to print a complete listing of the HALO codes. Printing can be stopped by pressing the [RF] key.

CASHIER (Section 7)
KEY LOCK: P1

This section controls:
1) Cashier Drawer Number
2) Cashier Name

1) CASHIER DRAWER NUMBER

In most installations, a single drawer register will be used, and this part of the programming can be ignored. There are two cashiers on a standard register but the system is designed so that both will use the same drawer.

However, IF the optional cashier lock and/or multiple drawers have been added to the installation, this section programs the cashier locks to report to a particular drawer, up to the 10 cashier capacity of the system.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 7 [STRT]	CASHIER ? .	
2)	[SLCT]	DRAW.#	

Either press [INPUT] for cashier 1 or enter a cashier number and press [DSGN] for a particular cashier.

3)	4 [DSGN]	4CASHR 0	
4)	3 [INPUT]	5CASHR 0	

Next cashier entry, [DSGN] another cashier, exit, or [PRNT] to print a complete listing of cashier drawer numbers. Printing can be stopped by pressing the [RF] key.

2) CASHIER NAME

If desired, an 8 digit name can be programmed into the ET-7626/7626F to print in place of "CASHIERA", etc.
During initialization, the register programs in "CASHIERA", "CASHIERB", etc. This can be replaced if a particular person or register location is desired.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 7 [STRT]	CASHIER ?	
2)	[SLCT] [SLCT]	NAME	

Either press [INPUT] for cashier 1 or enter a cashier number and press [DSGN] for a particular cashier.

3)	4 [DSGN]	CASHIERE 4	
4)	[CPTL LTTR] B R A M A N [INPUT]	CASHIERH 5	

Next cashier entry, [DSGN] another cashier, exit, or [PRNT] to print a complete listing of cashier drawer numbers. Printing can be stopped by pressing the [RF] key.

CLERK (Section 8)
KEY LOCK: P1

This section controls:
1) Clerk I D Number
2) Clerk Guest Check Range
3) Clerk Name
4) Clerk Commission Rate
5) Clerk Sales Promotion Items

1) CLERK I D NUMBER

The clerk I D number is a number that can be assigned for security reasons to allow selected operators to have access to the register. This number can be up to 6 digits in length and can be programmed to display or not display on entry. (Refer to MF20, B2).

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 8 [STRT]	CLERK-ID ?	
2)	[SLCT]	I.D #	

Either press [INPUT] for clerk 1 or enter a clerk number and press [DSGN] for a particular clerk.

3)	4 [DSGN]	4CLERK-ID 0	
4)	1 2 3 [INPUT]	5CLERK-ID 0	

Next clerk entry, [DSGN] another clerk, exit, or [PRNT] to print a complete listing of clerk-ID numbers. Printing can be stopped by pressing the [RF] key.

2) CLERK GUEST CHECK RANGE

Each clerk can be assigned a range of guest check numbers or PBAL numbers that are unique to them. This security feature eliminates the error of a clerk entering a check or PBAL number to which they are not supposed to have access. If they try to enter a number which is not theirs, the register will ignore their ID# and ask for another ID#.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 8 [STRT]	CLERK-ID ?	
2)	[SLCT] [SLCT]	GUEST#	

Either press [INPUT] for clerk 1 or enter a clerk number and press [DSGN] for a particular clerk.

3)	4 [DSGN]	4CLERK-ID 0	S	Start of range

4)	1 2 3 [INPUT]	4CLERK-ID	E 0	End of range
5)	1 7 5 [INPUT]	5CLERK-ID	S 0	

Next clerk entry, [DSGN] another clerk, exit, or [PRNT] to print a complete listing of clerk guest check (PBAL) range numbers. Printing can be stopped by pressing the [RF] key.

3) CLERK NAME

Each clerk can have an 8 digit name programmed into the system so that the check or PBAL sale is customized and that management can monitor the checks easily.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 8 [STRT]	CLERK-ID ?	
2)	Press [SLCT] 3 times	NAME	

Either press [INPUT] for clerk 1 or enter a clerk number and press [DSGN] for a particular clerk.

3) 4 [DSGN]

4

4) C A R O L [INPUT]

5

Next clerk entry, [DSGN] another clerk, exit, or [PRNT] to print a complete listing of clerk names. Printing can be stopped by pressing the [RF] key.

4) CLERK COMMISSION RATE

Each clerk in the ET-7626/7626F system has the capability of calculating a commission rate for their total sales. This is of use in stores that pay either the total salary or a bonus system to their clerks for sales activity.

The commission amount is based on the following formula:

NET SALE of clerk minus (-) Tax times (x) Commission Rate

The rate consists of 2 whole digits and 2 decimal digits (xx xx) programmed WITHOUT using the decimal key.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 8 [STRT]	CLERK-ID ?	
2)	Press [SLCT] 4 times	RATE	

Either press [INPUT] for clerk 1 or enter a clerk number and press [DSGN] for a particular clerk.

3)	4 [DSGN]	4CLERK-ID 0	
4)	5 0 0 [INPUT]	5CLERK-ID 0	5% Rate

Next clerk entry, [DSGN] another clerk, exit, or [PRNT] to print a complete listing of clerk commission rates. Printing can be stopped by pressing the [RF] key.

5) CLERK SALES PROMOTION ITEMS

To provide management with sales information per clerk, the system allows up to 8 departments and PLU's to be assigned to a clerks report. Each clerk can be assigned different items. This information could be used to monitor the sales activity of a particular set of items or to facilitate sales contests or bonuses.

To calculate the program code for a department or PLU, the number of the department or PLU is combined with a program code from the register so that the system knows which department or PLU to read during the clerks report. The following number system shows the two code entries:

To track a department: xxx01
- xxx = the department level and number (i.e. 101 is level 2, department 1, 24 is level 1, department 24, etc.
- 01 = departments

To track a PLU: xxxxx02
- xxxxx = the PLU number
- 02 = PLU's

For Example:
- 12401 = Level 2, Department 24
- 3601 = Level 1, Department 36
- 238502 = PLU 2385
- 61702 = PLU 617

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 8 [STRT]	CLERK-ID ?	
2)	Press [SLCT] 5 times	SALE PRM	

Either press [INPUT] for clerk 1 or enter a clerk number and press [DSGN] for a particular clerk.

3)	4 [DSGN]	4CLERK-ID SP1 0	
4)	1 2 4 0 1 [INPUT]	4CLERK-ID SP2 0	Level 2, Dept. 24
5)	3 6 0 1 [INPUT]	4CLERK-ID SP3 0	Level 1, Dept. 36
6)	2 3 8 5 0 2 [INPUT]	4CLERK-ID SP4 0	PLU 2385
7)	6 1 7 0 2 [INPUT]	4CLERK-ID SP5 0	PLU 617

Next clerk entry, [DSGN] another clerk, exit, or [PRNT] to print a complete listing of clerk sales promotion items. Printing can be stopped by pressing the [RF] key.

GUEST (PBAL) (Section 9)
KEY LOCK: P1

This section controls:
1) Guest (PBAL) Track #
2) Guest (PBAL) Name

1) GUEST (PBAL) TRACK #

Each of the Previous BALance (PBAL) memory sections must be programmed with an access number. This access number can mean any of a number of different applications, i.e. guest checks in a restaurant, house accounts in a charge posting or club application, etc. The registers memory is allocated in P2 as to the number of GUESTs available but they are not accessible until this part of the P1 programming has been completed.

Any PBAL number programmed in this section will be retained permanently in memory until either it is reprogrammed or the system is reset. You do have an option in MF47, B6, and MF51, B8 & B7 (Floating PBAL), as to whether the PBAL track # is programmed in through the "R" (REGISTER) mode and whether it is programmed permanently or is lost at the end of the sale or after a "Z" report.

The Guest Track Number can be up to 6 digits.

In "R" mode, you can access the PBAL number by one of three methods:

Enter "0" and press [PBAL] (next vacant PBAL number will start)

OR

Enter a PBAL number and press [PBAL]

OR

Use Floating PBAL entry

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 9 [STRT]	GUEST ?	
2)	[SLCT]	TRACK#	

Either press [INPUT] for track 1 or enter a track number and press [DSGN] for a particular track.

3)	4 [DSGN]	4GUEST 0	
4)	4 [INPUT]	5GUEST 0	

Next track entry, [DSGN] another track, exit, or [PRNT] to print a complete listing of guest track numbers. Printing can be stopped by pressing the [RF] key.

2) GUEST (PBAL) NAME

In an application where a customer is assigned a permanent track number, (i.e. a country clubs member list, an in-store charge account list, etc.) it is possible to have the register print the customers name whenever the track number is entered.

Each track number can have a 12 digit name.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 9 [STRT]	GUEST ?	
2)	[SLCT] [SLCT]	NAME	

Either press [INPUT] for track 1 or enter a track number and press [DSGN] for a particular track.

3) 4 [DSGN]

4

4) B R A M A N [INPUT]

5

Next track entry, [DSGN] another track, exit, or [PRNT] to print a complete listing of guest track names. Printing can be stopped by pressing the [RF] key.

NOTE: You can combine buffered checks to print on the same check by:

[RLS], ### [CHKS PRNT], ### [CHKS PRNT], etc. [TOTL]

You can combine checks for paying by:

[RLS], ### [CKPD], ### [CKPD], etc. [CASH] etc.

You can transfer data from one PBAL number to another PBAL number by:

[PBAL], [RLS], new ### [PBAL], [NBAL]

LOGO (Commercial Message-Print) (Section 10)
KEY LOCK: P1

This section of the programming controls the 5 lines of printing the ET-7626/7626F puts on the receipt if desired. In addition, it also works with MF14, B1 & B2, in controlling the location of the print message and the stamp mechanism built into the printer. The two portions of the program are:

1) Whether the stamp works if programmed for it, and the number of lines that will print with the stamp.

AND

2) Printing parameters:
   1) 24 single or 12 double characters or combination
   2) Programmed in 2 steps of 12 characters each
   3) Each double wide character = 2 single spaces

NOTE:
1) After you have plotted the number of spaces required on each side to center the line, you do NOT have to enter those spaces in the left side portion of the lines program.
2) The punctuation portion of the keyboard programming overlay is separated into left and right positions, (i.e. - :) on the same key. The left hand symbol is always controlled by the [CPTL LTTR] key.

The following example is for The Shoe Store, address, and phone number on 3 lines, with "SHOE" double wide and in upper and lower case alpha:

The SHOE Store
Hometown, State
(509) 986-2416

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 10 [STRT]	LOGO ?	
2)	[SLCT]	LOGO	
3)	[INPUT]	LOGO 0	
4)	3 [INPUT]	HEADER L 1	Enters 3 lines

Start program of line 1 or enter a line number and press [DSGN] for a particular line.

5)	[CPTL LTTR] T [SMLL LTTR] h e [SPACE] [DBLE SIZE] [CPTL LTTR] S H [INPUT]	MESSAGE 1 R 1	Left side line 1
6)	O E [DBLE SIZE] [SPACE] S [SMLL LTTR] t o r e [SPACE] [SPACE] [SPACE]	HEADER L 2	Right side line 1
7)	[CPTL LTTR] H [SMLL LTTR] o m e t o w n [INPUT]	MEDDAGE 2 R 2	Left side line 2
8)	[CPTL LTTR] , [SPACE] [SPACE] S [SMLL LTTR] t a t e [SPACE] [SPACE] [SPACE] [SPACE] [INPUT]	HEADER L 3	Right side line 2

9) [CPTL LTTR] (5 0 9)
[SPACE] 9 [INPUT] MESSAGE 3 Left side line 3
R 3

10) 8 6 - 2 4 1 6 [SPACE]
[SPACE] [SPACE] [SPACE]
[SPACE] [INPUT] HEADER Right side line 3
L 4

Next line entry, enter a line # and press [DSGN], exit, or [PRNT] to print a complete listing of the LOGO lines.

DISPLAY (Commercial Message-Display) (Section 11)
KEY LOCK: P1

This section of the programming controls the ability of the register to be used for advertising whenever the register is not in use for sales activity. It is controlled by MF1, B5; MF20, B1; and MF28.

There are a total of 48 single characters on 3 lines of programming. It is activated in the "R" mode through the [SUB TOTL] key or automatically through programming.

NOTE: If you use the [DBLE SIZE] key in programming, the display operation is cut in half both in display area and speed.

The message is programmed in 3 sections of 16 characters each.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 11 [STRT]	DISP MSG ?	
2)	[SLCT]	DSPMSG	

Press [INPUT] to program line 1 or enter a line number and press [DSGN] for a particular line.

3) [INPUT]
1

4) C O M E [SPACE] A G A I N
[SPACE] H A V E [INPUT] 1st 16 digits
2

```
5)   [SPACE] A [SPACE] N I C E
     [SPACE] D A Y [SPACE]
     [SMLL LTTR] * * *
     [CPTL LTTR] T [INPUT]                          2nd 16 digits
                                              3

6)   H E [SPACE] [SPACE] S H O
     E [SPACE] [SPACE] S T O R
     E [SPACE] [INPUT]          COME AGAIN HAVE    3rd 16 digits
                                              1
```

Next line entry, enter a line # and press [DSGN], exit, or [PRNT] to print a complete listing of the DISPLAY message lines.

CHECK ENDORSEMENT (Section 12)
KEY LOCK: P1

Check endorsement in the ET-7626/7626F requires the optional slip printer. There are two different styles of endorsement controlled by MF7, B5.

STYLE #1:

```
          ENDORSEMENT 1
          ENDORSEMENT 2
          ENDORSEMENT 3
                    CHECK              20.00 (Check Amount)
                     00#  0045  A  12-19'98
```

STYLE #2:

```
              FF15.00**----------------(Check Amount)
          ENDORSEMENT 1
          ENDORSEMENT 2
          ENDORSEMENT 3     12-19'98
```

NOTE:
1) In Style 2, the check amount line is preprogrammed by line 124 of the Transaction Terminology for type of money used. ($ for US currency, FF for French currency, etc.)
2) The slip printer can be programmed in MF26 to back space before endorsing the check to stay within the Federal banking guide lines for check endorsement.

There are 24 single characters or 12 double characters or a combination available on 3 lines of printing. Each line is programmed in two sets of 12 digits each.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 12 [STRT]	ENDORSEMENT ?	

2) [SLCT] ENDORS

Press [INPUT] to program line 1 or enter a line number and press [DSGN] for a particular line.

3) [INPUT]

ENDOR
L 1

4) F O R [SPACE] D E P O S I T [SPACE] [INPUT]

SMENT 1 Left side line 1
R 1

5) O N L Y [SPACE] 8 times [INPUT]

ENDOR Right side line 1
L 2

Next line entry, enter a line # and press [DSGN], exit, or [PRNT] to print a complete listing of the CHECK ENDORSEMENT lines.

CONDIMENTS/GUIDANCE FOR MACRO (Section 13)
KEY LOCK: P1

This section controls:
1) Condiment Flag
2) Condiment Name

There are 99 condiments available in the system. These condiments can be accessed either by key switch or by code number through the Key Layout programming.

1) CONDIMENT FLAG

The following condiment flags control which printer the condiment is sent to and whether it prints in red or black.

To facilitate programming of the condiment flags, a "0" will always equal "No" and a "1" will always equal "Yes". Whenever these flags are referred to elsewhere in this manual, they will use the designation "CF, B", for example, "CF, B6" will refer to Condiment Flag, Bit 6.

BIT	FUNCTION
8	ALWAYS 0
7	ALWAYS 0
6	ALWAYS 0
5	Print CONDIMENT in red on remote printer
4	Send to remote printer 4

3 Send to remote printer 3

2 Send to remote printer 2

1 Send to remote printer 1

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 13 [STRT]	CONDIMENT ?	
2)	[SLCT]	FLAG	

Either press [INPUT] for condiment 1 or enter a condiment number and press [DSGN] for a particular condiment.

3)	4 [DSGN]	4COND 00	0
4)	1 0 0 0 1 [INPUT]	5COND 00	0

Next condiment entry, [DSGN] another condiment, exit, or [PRNT] to print a complete listing of the condiment flags. Printing can be stopped by pressing the [RF] key.

2) CONDIMENT NAME

Each condiment has a 12 digit capacity in both upper and lower case alpha.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 13 [STRT]	CONDIMENT ?	
2)	[SLCT] [SLCT]	NAME	

Either press [INPUT] for condiment 1 or enter a condiment number and press [DSGN] for a particular condiment.

3)	4 [DSGN]	4	
4)	M E D I U M [SPACE] R A R E [INPUT]	5	

Next condiment entry, [DSGN] another condiment, exit, or [PRNT] to print a complete listing of the condiment names. Printing can be stopped by pressing the [RF] key.

CARD (Section 14)

NOT USED

REPORT TABLE (Section 15)
KEY LOCK: P1

Since the ET-7626/7626F has 46 possible reports, the amount of time required to take the more common required reports will be considerable. In order to shorten the amount of time required to attend the register while it is printing its reports, you can create up to 16 different report tables where the reports you need can be printed by a single command. For example, all inventory reports could be done on report 1, all PLU reports could be on report 2, all financial reports are on report 3, etc.

NOTE: It is suggested that once you establish these reports on this table system, that you use only this method as certain reports will not operate outside of this format.

Each table number has access to the 22 reports that are listed in the flags below. To facilitate programming of the report flags, a "0" will always equal "No" and a "1" will always equal "Yes". Whenever these flags are referred to elsewhere in this manual, they will use the designation "RF, B", for example, "RF2, B6" will refer to REPORT Flag 2, Bit 6.

FLAG 1 (RPT # refers to Appendix 1, page 112)

BIT	FUNCTION	AVAILABLE X1	AVAILABLE X2	CONTROL Z1	CONTROL Z2	LOCK RPT #
8	Sales of all PLU's	x	x	x	x	13
7	Total Sales of all Group 2 PLU's	x	x			42
6	Total Sales of all Group 1 PLU's	x	x			41
5	Sales of all Group 2 PLU's	x	x			12
4	Sales of all Group 1 PLU's	x	x			11
3	Sales of all Departments	x	x			7
2	Total Sales of all groups of Departments	x	x			40
1	Sales of all groups of Departments	x	x			6

FLAG 2 (RPT # refers to Appendix 1, page 112)

BIT	FUNCTION	AVAILABLE X1	AVAILABLE X2	CONTROL Z1	CONTROL Z2	LOCK RPT #
8	Inventory of all PLU's	x		x		26
7	Total Inventory of Group 2 PLU's	x				23
6	Total Inventory of Group 1 PLU's	x				22
5	Inventory of all Group 2 PLU's	x				25
4	Inventory of all Group 1 PLU's	x				24
3	Inventory of all Departments	x		x		20
2	Total Inventory of all Departments	x				43
1	Inventory of all groups of Departments	x				19

FLAG 3 (RPT # refers to Appendix 1, page 112)

BIT	FUNCTION	AVAILABLE X1	AVAILABLE X2	CONTROL Z1	CONTROL Z2	LOCK RPT #
8	ALWAYS 0					
7	ALWAYS 0					
6	Covers Report	x	x	x	x	36
5	Hourly Net Sales	x	x	x	x	34
4	Full Financial	x	x	x	x	33
3	All Outstanding Guest Report	x		x		32
2	All Clerk Report	x	x	x	x	30
1	All Cashier Report	x	x	x	x	28

REFER TO THE REPORT APPENDIX FOR A COMPLETE REPORT LISTING.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 15 [STRT]	REPORT TBL ?	
2)	[SLCT]	REPORT	

Press [INPUT] to program report 1 or enter a report number and press [DSGN] for a particular report.

3)	[INPUT]		1REPORT	1	
		00		0	
4)	1 1 0 0 1 [INPUT]		1REPORT	2	Report Flag 1
		00		0	
5)	1 0 0 0 0 0 0 [INPUT]		1REPORT	3	Report Flag 2
		00		0	
6)	0 [INPUT]		2REPORT	1	Report Flag 3
		00		0	

Next report entry, enter a report # and press [DSGN], exit, or [PRNT] to print a complete listing of the report tables. Printing can be stopped by pressing the [RF] key.

GROUP TITLE (Section 16)
KEY LOCK: P1

There are 16 group titles available in the ET-7626/7626F system. These titles are used for the most common group reports that the application will generate. Both department and PLU groups are eligible for a title and the report can be programmed to print at either the R/J printer or the 80 column printer.

There are 2 sections to program for each title:

1) GROUP NUMBER REPORT AND PRINTER
This is a 6 digit number consisting of an up to 4 digit group number and a 2 digit printer code (xxxx xx) programmed WITHOUT the decimal (.) key.

The group number section can be from the department (1 to 99), Group 1 PLU (1 to 99), or Group 2 PLU (1 to 9999) programming.

The printer code is from the following graph:

TYPE OF GROUP sent to	PRINTER equals	CODE
Department Group Report..	R/J Printer.....	01
Department Group Report..	80 Column Printer...	31
PLU Group 1 Report.....	R/J Printer.....	12
PLU Group 1 Report.....	80 Column Printer...	42
PLU Group 2 Report.....	R/J Printer.....	22
PLU Group 2 Report.....	80 Column Printer...	52

For example: Department group 29 and 80 column printer is code 2931, PLU Group 2 group 100 and 80 column printer is code 10052.

2) GROUP TITLE
This title will print instead of the group number on the report. There is a maximum of 12 digits of alpha.

PROGRAMMING:

STEP	OPERATION	DISPLAY		NOTE
1)	[CLEAR] 16 [STRT]	GROUP TTL ?		
2)	[SLCT]	TITLE		

Press [INPUT] for TITLE 1 or enter a TITLE number and press [DSGN] for a particular TITLE.

3)	3 [DSGN]	3TITLE	N O	
4)	2 9 3 1 [INPUT]		3	Dept 29/80 column Printer
5)	H A M M E R S [INPUT]	4TITLE	N O	Title
6)	1 0 0 2 2 [INPUT]		4	PLU Group 100/R/J Printer
7)	T - S Q U A R E S [INPUT]	5TITLE	N O	Title

Next TITLE entry, enter a TITLE # and press [DSGN], exit, or [PRNT] to print a complete listing of the TITLE codes. Printing can be stopped by pressing the [RF] key.

AUTO SHIFT (Section 17)
KEY LOCK: P1

Using the clock built into the register, it is possible to have the register automatically shift from one price level to another without the manager present to manually control the price levels. This would fit applications such as bar/restaurants with regular prices, happy hour prices, and entertainment prices, fast food operations where the breakfast menu ends at one time period and the lunch menu starts.

These shifts can occur at up to 16 different times during the day. This will effect both department levels and PLU levels.

Each of the 16 differenct time zones has 3 sections:

T = Time of day
D = Department level
P = PLU level

The levels are numbered:

DEPARTMENTS	PLU'S
Level 1 = 1	Level 1 = 1 (Normal PLU price)
Level 2 = 2	Level 2 = 2
Level 3 = 3	Level 3 = 3
	Level 4 = 4

PROGRAMMING:

STEP	OPERATION	DISPLAY		NOTE
1)	[CLEAR] 17 [STRT]	AUTO SHIFT ?		
2)	[SLCT]	SHIFT		

Press [INPUT] for SHIFT 1 or enter a SHIFT number and press [DSGN] for a particular SHIFT.

3)	3 [DSGN]	3SHIFT	T 0	
4)	8 0 0 [INPUT]	3SHIFT	D 0	8 am shift
5)	3 [INPUT]	3SHIFT	P 0	Dept Level 3
6)	3 [INPUT]	4TITLE	T 0	PLU Level 3

Next SHIFT entry, enter a SHIFT # and press [DSGN], exit, or [PRNT] to print a complete listing of the SHIFT times and levels. Printing can be stopped by pressing the [RF] key.
It is controlled by MF24, B3.

FOREIGN CURRENCY EXCHANGE (Section 18)
KEY LOCK: P1

Foreign currency exchange is useful in those applications located close to our national borders, or in applications that have a lot of foreign visitors.

There are 5 rates available. Each rate can have a preset rate programmed into its memory. This rate consists of 4 whole digits and 4 decimal digits (xxxx xxxx). It is programmed WITHOUT using the decimal (.) key.

The Foreign Currency keys have to be programmed on to the keyboard, as they are not standard keys. There are six functions codes available, labeled FC#, FC1, FC2, FC3, FC4, and FC5. This allows you 2 methods of accessing the rates. If you program FC# on the keyboard, you can enter the rate number before converting. If the FC1 to FC5 codes are on the keyboard, they act as direct presets.

The exchange rates can be programmed daily based on the rate you want to use.

If the currency is less valuable than the U.S. dollar it is entered as quoted, for example, Japanese Yen at 125.46 Yen to the dollar is entered as 1254600, German marks at 1.635 marks to the U.S. dollar is entered as 16350. If the currency is more valuable than ours, they have to be converted. For example, if you know the rate is $1.93 U.S. to 1 British pound, you divide the $1 by the $1.93 to equal .5181 pounds to 1 U.S. dollar.

In the program example, the rate is based on $1.00 U.S. When the rate is entered, you MUST use all four decimal positions, as shown in the example with the Yen above.

PROGRAMMING:

STEP	OPERATION	DISPLAY	NOTE
1)	[CLEAR] 18 [STRT]	CHANGE RATE ?	
2)	[SLCT]	CHG RATE	

Press [INPUT] for rate 1 or enter a rate number and press [DSGN] for a particular rate.

3)	[INPUT]	1CHG RATE 0	
4)	1 2 5 0 0 0 0 [INPUT]	2CHG RATE 0	125 Yen = $1
5)	5 1 8 1 [INPUT]	3CHG RATE 0	5181 British pounds = $1

Next rate entry, enter a rate # and press [DSGN], exit, or [PRNT] to print a complete listing of the exchange rates. Printing can be stopped by pressing the [RF] key.

PLU LINKING (Section 19)
KEY LOCK: P1

The ET-7626/7626F offers two different types of PLU Linking, Normal and Bottle. Normal linking is where one PLU entry ties up to 5 PLU's together. Bottle linking is where a single PLU is tied to another PLU for bottle deposits, etc.

Five programming steps must be accomplished to set PLU linking up:
1) Main Flag 46
2) Main PLU Programming
3) Linked PLU Programming
4) PLU Linking Table
5) Link # Programming

1) MAIN FLAG 46 (Page 52 & 53)
MF46 in the system flags must be programmed before this section can be done. In that flag, you control which type of linking you are using, its print commands, and its tax status.

NOTE: IF you set B4 & B3 as "1 1" (Not print all linked PLU's), the receipt may cause customer confusion when the preset price of the main PLU prints, none of the linked PLU's print, and the final price is higher that what appears on the receipt. It is advised that ONLY Non-Add PLU's be used with this flag set, and the total price be built into the main PLU.

NOTE: MF21, B1 may have an effect on this operation if you are using Non-Add PLU's as part of the linked PLU's. If MF21, B1 is set at "0", refer to department programming for Non-Add status. If MF21, B1 is set at "1", refer to PLU programming for Non-Add status.

2) MAIN PLU PROGRAMMING (Program at PLU Programming, Page 75)
The MAIN PLU is the PLU the operator enters to ring up the main item and its linked sub-items. It is programmed in the same manner as a standard PLU EXCEPT for the HALO section at this time.

3) LINKED PLU PROGRAMMING (Program at PLU Programming, Page 75)
The LINKED PLU is the PLU that operates in conjunction with the main PLU when required. It is unique in that the HALO section does not have to be programmed and that it can operate with 2 different prices, one when it is used by itself and a different price when used in a linked situation.

4) PLU LINKING TABLE (Program at this section)
This table defines three sections for each of the linked PLU's that you create:
#: Number of the linked PLU
Q: Quantity of items for Inventory purposes
@: Price of the linked PLU separate from its usual price

5) LINK # PROGRAMMING (Program at PLU Programmin, Page 75)
In this step, the HALO portion of the MAIN PLU is converted to its PLU LINK #, so that when entered, it registers its own price and then commands the other items to register.

NOTE: The linked PLU's do NOT have to be sequential in numbering, and can be used in more than one linked section. For example, in a restaurant, the baked potato can be a linked PLU and appear in any of the linked section entrees.

There are a MAXIMUM of 30 NORMAL (5 in a link) PLU sections.
There are a MAXIMUM of 99 BOTTLE linked PLU's.

PROGRAMMING:

STEP	OPERATION	DISPLAY		NOTE
1)	[CLEAR] 19 [STRT]	PLU LINKING ?		
2)	[SLCT]	LINK#		

Press [INPUT] for link 1 or enter a link number and press [DSGN] for a particular link.

3)	[INPUT]	1LINK#	1# 0	Linked PLU number
4)	1 0 1 [INPUT]	1LINK#	1Q 0	Inventory Quantity (NOTE)
5)	1 0 0 [INPUT]	1LINK#	1@ 0	Price for this link
6)	4 9 5 [INPUT]	2LINK#	2# 0	

Next link entry, enter a link # and press [DSGN], exit, or [PRNT] to print a complete listing of the linked tables and PLU's. Printing can be stopped by pressing the [RF] key.

NOTE: Since the inventory ability of the ET-7626/7626F can work with both whole amounts and fractional amounts, you MUST use two zeros with any whole number when you program this portion of the PLU link table. For example, if you are using only 1 of an item, you program it as 100, 2 items as 2 0 0, etc.

TELEPHONE NUMBER (Section 19)
KEY LOCK: P1

When modem is used, receiver's telephone number can be programmed in advance.

PROGRAMMING

STEP	OPERATION	DISPLAY
1)	[CLEAR] 20 [STRT]	TEL NUMBER ?
2)	[SLCT]	TEL #
3)	Enter telephone number	
4)	[DSGN]	

Max. 16 digits of telephone number is available for programming.
It is requaired to program MF31, B3 and B1 before this operation.
This function in available in master ECR only.

(NOTE)
At control lock "X2" position, following read operation is available.

1) TRANSMISSION OF PLU DATA

[HOLD] ( ) [PLU]

Preset number or
Telephone number

2) TRANSMISSION OF DATAS OTHER THAN PLU

[HOLD] ( ) [CASH TEND]

Preset number or
telephone number

MACRO KEY (Section 21)
KEY LOCK: P1

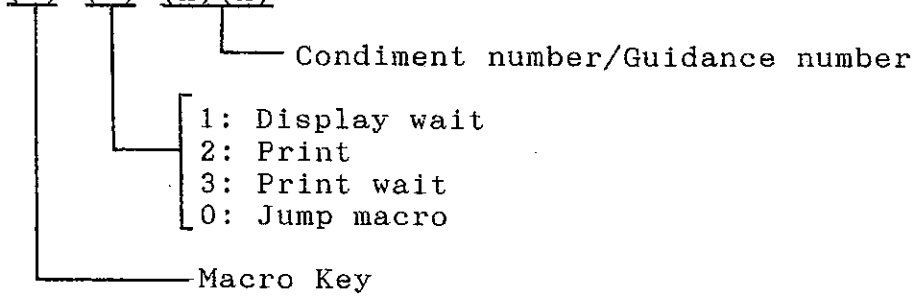
By programming Macro Key Code using key table, macro key operation is available.

PROGRAMMING EXAMPLE

STEP	OPERATION		DISPLAY
1)	[CLEAR] 21	[STRT]	MACRO KEY ?
2)		[SLCT]	MACRO KEY
3)	3	[DSGN]	3MACR
			1 0
4)	2001	[INPUT]	3MACR
			2 0
5)	2002	[INPUT]	3MACR
			3 0
6)	1B	[INPUT]	3MACR
			4 0
7)	8101	[INPUT]	3MACR
			5 0
8)	34	[INPUT]	3MACR
			6 0

Macro key code number is available from 8001 to 8064

SPECIAL CODE: (8) (n) (x)(x)



When number of (8) (1) (x) (x) is entered instead of key code, "WAIT" is prepared in macro key sequence and able to input numbers etc.

REPORTS
KEY LOCK: X1/X2/Z1/Z2

#	REPORT	CONT. LOCK	CASH LOCK	AUTO REPT	IRC	PRNT	KEY SEQUENCE
1	Sale of Individual Dept.	X1/X2	A	No	No	R/J	(1)[DEPT1](2)[DEPT1] ...[CASH TEND]
2	Sale of Shift 1 Dept.	X1/X2	A	No	Yes	80	[SHFT 1][DEPT1]
3	Sale of Shift 2 Dept.	X1/X2	A	No	Yes	80	[SHFT 2][DEPT1]
4	Sale of Shift 3 Dept.	X1/X2	A	No	Yes	80	[SHFT 3][DEPT1]
5	Sale of Individual Dept, Groups	X1/X2	A	No	Yes	80	[Q/F](Group #).. [DEPT1]
6	Sale of All Dept. Groups.	X1/X2	A	Yes	Yes	80	[Q/F][DEPT1]
7	Sale of All Depts.	X1/X2	A	Yes	Yes	80	[RLS][DEPT1]
8	Sale of Individual PLU	X1/X2	A	No	No	R/J	(1)[PLU](2)[PLU] ...[CASH TEND]
9	Sale of Individual Group 1 PLU	X1/X2	A	No	No	80	(1)[Q/F](Group #) ...[PLU]
10	Sale of Individual Group 2 PLU	X1/X2	A	No	Yes	80	(2)[Q/F](Group #) ...[PLU]
11	Sale of All Group 1 PLUs	X1/X2	A	Yes	Yes	80	(1)[Q/F][PLU]
12	Sale of All Group 2 PLUs	X1/X2	A	Yes	Yes	80	(2)[Q/F][PLU]
13	Sale of All PLUs	X1/X2	A	Yes	Yes	80	[RLS][PLU]
14	Inventory of Individual Dept.	X1	B	No	No	R/J	(1)[DEPT1](2)[DEPT1] ...[CASH]
15	Inventory of SHIFT 1 Dept.	X1	B	No	Yes	80	[SHFT1][DEPT1]
16	Inventory of SHIFT 2 Dept.	X1	B	No	Yes	80	[SHFT2][DEPT1]
17	Inventory of SHIFT 3 Dept.	X1	B	No	Yes	80	[SHFT3][DEPT1]
18	Inventory of Individual Dept. Group	X1	B	No	Yes	80	[Q/F](Group #) ...[DEPT1]

#	REPORT	CONT. LOCK	CASH LOCK	AUTO REPT	IRC	PRNT	KEY SEQUENCE
19	Inventory of All Dept. Groups	X1	B	Yes	Yes	80	[Q/F][DEPT1]
20	Inventory of All Depts.	X1/Z1	B	Yes	Yes	80	[RLS][DEPT1]
21	Invntory of Individual PLU	X1	B	No	No	R/J	(1)[PLU](2)[PLU] ...[CASH TEND]
22	Inventory of Individual Group 1 PLU	X1	B	No	No	80	(1)[Q/F](Group #) ...[PLU]
23	Inventory of Individual Group 2 PLU	X1	B	No	Yes	80	(2)[Q/F](Group #) ...[PLU]
24	Inventory of All Group 1 PLUs	X1	B	Yes	Yes	80	(1)[Q/F][PLU]
25	Inventory of All Group 2 PLUs	X1	B	Yes	Yes	80	(2)[Q/F][PLU]
26	Inventory of All PLUs	X1/Z1	B	Yes	Yes	80	[RLS][PLU]
27	Report of Individual Cashier	X1/X2 Z1	A-P	No	Yes	80	[SUBTOTL]
28	Report of All Cashiers	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[RLS][SUBTOTL]
29	Report of Individual clerk	X1/X2	A-P	No	Yes	80	(Clerk #)[CLERK ID]
30	Report of All Clerks	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[RLS][CLERK ID]
31	Report of Individual Guest/PBAL	X1 Z1	A-P	No	No	80	(Guest #)[PBAL]
32	Report of All Guests/PBAL	X1	A-P	Yes	Yes	80	[RLS][PBAL]
33	Full Report (Dept & Transaction)	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[CASH TEND]
34	Hourly Net Sales	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[CARD1]
35	Transactions	X1/X2	A-P	No	Yes	80	[CHRG]
36	Covers Report	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[CVRS]
37	NRGT Report	X1/X2 Z1/Z2	A-P	Yes	Yes	80	[VOID]

#	REPORT	CONT. LOCK	CASH LOCK	AUTO REPT	IRC	PRNT	KEY SEQUENCE
38	Cash-In-Drawer	X1/X2	A-P	No	Yes	80	[CHCK]
39	Total Sales of All Dept. Groups	X1/X2	A	Yes	Yes	80	[Q/F][TOTL] ...[DEPT1]
40	Total Sales of All Group 1 PLU's	X1/X2	A	Yes	Yes	80	(1)[Q/F][TOTL] ...[PLU]
41	Total Sales of All Group 2 PLUs	X1/X2	A	Yes	Yes	80	(2)[Q/F][TOTL] ...[PLU]
42	Total Inventory of All Groups Depts.	X1	B	Yes	Yes	80	[Q/F][TOTL] ...[DEPT1]
43	Total Inventory of Group 1 PLUs	X1	B	Yes	Yes	80	(1)[Q/F][TOTL] ...[PLU]
44	Total Inventory of Group 2 PLUs	X1	B	Yes	Yes	80	(2)[Q/F][TOTL] ...[PLU]
45	Individual Server Guest	X1	A-P	No	Yes	80	(Guest #)[NBAL]
46	All Server Guests	X1	A-P	No	Yes	80	[RLS][NBAL]

NOTE: CONT LOCK: Individual Z1 and Z2 reports are NOT available if the system is in an IRC network.

AUTO REPT: Refer to REPORT TABLE programming in P1.

PRNT column: All reports will operate on the R/J printer if the 80 column has not been attached.

KEY SEQUENCE: Any department key will operate a report when the key sequence calls for a department key to be pressed.

*REPORT 37: If this report is printed in an IRC format,the receipt will not acknowledge that it was consolidated, however, the total will be correctly consolidated.

CONSOLIDATION:

Individual Z1 and Z2 reports are NOT available in an IRC mode if MF31, B2, is set to "Yes".

Those reports that have a "Yes" in the IRC column require the following format in order to consolidate:

[RLS], [RA], key sequence

All registers will display "CONSOLIDATE" and will report to the master register. The slaves control lock can be in "R" mode and can NOT be in the middle of a transaction.

PROGRAMMING DOWN LOAD FUNCTION
KEY LOCK: P2 & P1

There are 2 programming sections that must be completed before this IRC function can be utilized:

P2: MF29, MF30, and MF31
P1: Terminal # in DATE section

After programming these areas, turn off power, wait 5 or more seconds, and turn power back on.

SECTION TRANSMIT INSTRUCTIONS: (Sending entire program sections)

All P2 data (P2 control lock):
[CLEAR], 1, [STRT], [SMLL LTTR], [WRT]

All P2 and P1 data (P2 control lock):
[CLEAR], 4, [STRT], [SMLL LTTR], [WRT]

Miscellaneous P1 data sections (P1 control lock):

Date	-%,N	Tax
High Amount	Print Logo	Display Message
Endorsement	Condiments	Report Table
Group Title	Auto Shift	Exchange Rate
PLU Link?		

[CLEAR], 1, [STRT], [SMLL LTTR], [WRT]

All Departments (P1 control lock):
[CLEAR], 2, [STRT], [SMLL LTTR], [WRT]

All PLU's (P1 control lock):
[CLEAR], 3, [STRT], [SMLL LTTR], [WRT]

All Cashiers (P1 control lock):
[CLEAR], 7, [STRT], [SMLL LTTR], [WRT]

All Clerks (P1 control lock):
[CLEAR], 8, [STRT], [SMLL LTTR], [WRT]

All Guests (P1 control lock):
[CLEAR], 9, [STRT], [SMLL LTTR], [WRT]

SELECTED SECTIONS TRANSMIT INSTRUCTIONS: (Department, PLU, and Guest)

Departments (*Use [SLCT] to choose Name, Price, or Flag)
[CLEAR], 2, [STRT], *[SLCT], [SMLL LTTR], [WRT]

PLU's (*Use [SLCT] to choose Code, Name, Price, or Flag)
[CLEAR], 3, [STRT], *[SLCT], [SMLL LTTR], [WRT]

Guests (*Use [SLCT] to choose Number or Name)
[CLEAR], 9, [STRT], *[SLCT], [SMLL LTTR], [WRT]

SELECTED SECTIONS TRANSMIT DURING PROGRAMMING: (Department, PLU, and Guest)

Departments (*Use [SLCT] to choose Name, Price, or Flag)
[CLEAR], 2, [STRT], *[SLCT], [INPUT], [SMLL LTTR], [WRT]
[INPUT], #### [INPUT], etc.

PLU's (*Use [SLCT] to choose Code, Name, Price, or Flag)
[CLEAR], 3, [STRT], *[SLCT], [INPUT], [SMLL LTTR], [WRT]
[INPUT], #### [INPUT], etc.

Guests (*Use [SLCT] to choose Number or Name)
[CLEAR], 9, [STRT], *[SLCT], [INPUT], [SMLL LTTR], [WRT]
[INPUT], #### [INPUT], etc.

PROGRAMMING MANUAL CROSS REFERENCE

This cross reference section is arranged alphabetically by the topics listed below.

BAR CODE

MF1, B6, Reads with Check Digit
MF42, Flat Bed Scanner Interface communications set up
MF32, B4 & 3, Bar Code is either PLU or Guest
PLU or UPC Item # Programming
MF1, B8 & 7, PLU # or UPC #
MF43, Type "02" Bar Code

CARD NOT USED

CASH DECLARATION

MF4, B1, Cash Declaration Compulsory before Full "Z1" Reports
MF51, B5, Cash Declaration on "X1" report

CASHIER

Cashier Programming
Cashier Drawer programming
Cashier Name Programming

FUNCTION

CASHIER

MF13, B5, Change during registration
MF6, B2, Cashier Lock control
MF38, B3, Clerk Name at bottom of Receipt instead of Cashier Name
MF13, B4, Number of locks available
MF1, B8 & 7, PLU # or UPC #
MF34, B4, Transfer Cashier by Modem
MF5, B4, "0" skip Cashier/Clerks on reports

CASSETTE

MF40, Interface communications set up
MF4, B8, Record Guest data on Cassette
MF4, B5, Record Inventory data on Cassette
MF4, B7, Record Periodical totals on Cassette

CLERK

Clerk Commission Rate
MF20, B2, Display Clerk ID #
MF49, B7, Different Clerk from last entry
Function Code
Clerk Guest Check Range
MF6, B1, Clerk ID compulsory
MF49, B6, Clerk ID before #/NS
Clerk ID Programming
Clerk Name Programming
Clerk Programming
MF38, B8, Change Clerk during registration
MF38, B3, Clerk Name at bottom of Receipt instead of Cashier Name
MF37, B6, Display absolute Clerk # at tendering
Memory Allocation for Clerks
MF21, B8, Optional Clerk Lock installed
Clerk Sales Promotion Items Programming
MF17, B1, Tip receipt with Name
MF5, B4, "0" skip Cashier/Clerks on reports

CONDIMENT

Condiment Programming
DF2, B8, Dept. Condiment flag
Function Codes
Condiment Name Programming
CF, B5, Print Condiment in red on remote printer
CF, B4, 3, 2, & 1, Send to remote printer
MF31, B6, Condiment print location on Remote
PF2, B8, PLU Condiment flag
MF34, B8, Transfer Condiments by Modem

CONSECUTIVE #

Consecutive # Programming
MF14, B4, Print consec. # on Receipt
MF16, B8, Print consec. # double size
MF21, B4, Print consec. # or Table # on ticket
MF4, B4, Reset after "Z" reports

COVERS

MF6, B5, Covers compulsory
Function Code
MF7, B8, Aver. Covers Sales on report

CURRENCY

Foreign Currency Exchange Programming
MF36, B1, Transfer Currency by Modem

CUSTOMER #

MF6, B7, Cust. # compulsory before Charge

DATE

Date Programming
MF14, B8 & 7, Date format
MF14, B6, Date prints on Journal
MF13, B7, Date prints on receipt
MF20, B4, Date line prints on Slip Printer

DECIMAL POINT

MF1, B2 & 1, Decimal point position

DEPARTMENT

Clerk Sales Promotion Items Programming
DF2, B8, Condiment flag
Department Level Numbering
Department Name Programming
MF7, B6, Dept. sales % prints on report
Auto Shift Programming
MF24, B3, Auto. Shift levels by clock
Department Shift Function Codes
MF1, B4 & 3, Dept. Shift Level control
MF5, B6, Ind. Dept. to Shift % sales prints
MF17, B7, Auto. issue of Drink Order
MF17, B4, Auto. issue of Food Order
DF1, B5, Food Stamp flag
Function Codes
Department Group Programming
Group Title Programming
Department HALO Programming

DEPARTMENT

Department Inventory Programming
MF21, B6, Inventory in use
DF2, B4, Inventory flag
MF46, B6, (Not 0 skipped) Dept. Inventory list
MF3, B3, Laundry tickets (see flags)
Memory Allocation for Departments
MF12, B6, -%G nets Dept. or PLU on reports
DF2, B2, Negative item flag
MF21, B2, Negative keys are manager controlled
DF2, B3, Non-Add item flag
MF13, B3, Dept. 17 to 99 become PLU's
MF39, Dept. to PLU range
MF21, B1, Flag & HALO of PLU controlled by dept.
PLU Link to Dept. Programming
MF46, B4 & 3, Print controls of PLU Linking
Department Price Programming
MF19, B4, Compulsory PBAL/CKPD
MF47, B4, Alternate Programming sequence
DF3, B5, Remote Printer Prints in Red
DF3, B4, 3, 2, & 1, Send to Remote Printer
MF7, B7, Print Aver. unit price on report
DF2, B6, Preset Price active flag
MF15, B5, Print Preset Price
DF2, B7, Q/F and Preset only flag
MF3, B2, Restaurant tickets (see flags)
MF9, Rounding Factor for split pricing
DF2, B1, Single Item flag
MF21, B5, Size of ticket
DF3, B7 & 6, Number of tickets flag
DF2, B5, SKU # compulsory
MF6, B4, SKU # requires check digit
MF6, B3, SKU # compulsory
MF47, B1, Slip Printer Format
MF18, B2, Compulsory item Valid. after regist.
MF27, Line feed for Slip Valid. of Item
DF1, B4, 3, 2, & 1, Tax status flag
MF38, B4, Display Tax symbol for each item
MF37, B7, Print Tax symbol for each item
MF35, B8, Transfer Auto. Shift of Dept. & PLU
MF34, B1, Transfer Department by Modem
MF17, B6, "0" amount registration
MF5, B3, "0" skip Departments on reports

DISPLAY MESSAGE (Commercial Message)

Display Programming
MF20, B1, Message on single or both lines
MF28, B1, Speed of message
MF1, B5, Subtotal Key displays message
MF28, B2, Amount of time before auto. Message display
MF35, B2, Transfer Commercial Message by Modem

DRAWER

Cashier Drawer Programming
MF7, B4, Closed Drawer compulsory
MF17, B3, Drawer opens at Charge
MF17, B2, Drawer opens at #/NS
MF44, B8, Drawer opens at NBAL
MF44, B7, 6, 5, 4, 3, 2, & 1, Drawer opens at Card 4, Card 3, Card 2, Card 1, Charge,Check, and Cash

ERROR MESSAGE

MF49, B3, Display "PLS DEPRESS C KEY"
Error Messages
MF33, B5, Transfer Error Messages by Modem

FOOD STAMP

DF1, B5, Food Stamp flag (Department)
Function Codes
MF12, B5, FS Tax forgiven on tendering
-F, B5, - Discount Food Stamp flag
%F, B5, - % Food Stamp flag
PF1, B5, PLU Food Stamp flag

GUEST

MF32, B4 & 3, Bar Code is either PLU or Guest
MF4, B8, Record data on Cassette
MF19, B3, Buffered Guest Check memory
Clerk Guest Check Range
MF38, B8, Change Clerk during registration
MF20, B7, Charge prints with PBAL/NBAL
MF19, B4, Compulsory PBAL/CKPD
MF20, B4, Date line prints on Slip Printer

GUEST

MF49, B5, Display Name or Number
MF19, B6, Display NBAL amount
MF19, B5, Display PBAL amount
MF44, B8, Drawer opens at NBAL
MF47, B6, Special assignment (Floating PBAL)
MF51, B8 & 7, Special assignment control
Function Codes
MF38, B5, Guest Check opens at Master
MF47, B7, Guest Name prints on Slip Printer
Guest programming
MF22, Initial Line Find for Slip Printer
MF20, B3, Auto. Line Find on Slip Printer
MF17, B5, Line Find counter released
MF23, Total lines on Guest check
Memory Allocation for Guest check
Guest Name Programming
MF5, B5, NRGT, GSTL, & VOID prints

GUEST

MF20, B5, PBAL prints on Slip Printer
MF2, B7, Slip Print compulsory NOT with buffered check
MF47, B3, Print control for 2nd Rec./Slip/Guest
MF21, B4, Print consec. # or Table # on ticket
MF15, B7, Print tax on Guest Check
MF15, B4, Print VAT tax at NBAL
MF18, B7, Clear buffered Guest after tendering
Guest Track # Programming
MF34, B3, Transfer Guest by Modem
MF5, B2, "0" skip Guest on reports

HIGH AMOUNT LOCK OUT

Department HALO Programming
HALO Programming
- Discount HALO Programming
PLU HALO Programming
MF35, B1, Transfer HALO by Modem

I R C

Appendix 2, Programming Down Load Instructions
MF29, ECR's 1 through 8 connected
MF30, ECR 9 connected
MF38, B5, Guest Check opens at Master
MF31, B1, Master ECR
Terminal # Programming
MF31, B2, Sales data resets to "0" after consolidation

INVENTORY

DF2, B4, Dept. Inventory flag
Department Inventory Programming
MF21, B6, Inventory in use

INVENTORY

MF46, B6, (Not 0 skipped) Dept. Inventory list
MF46, B7, (Not 0 skipped) PLU Inventory list
PF2, B4, PLU Inventory flag
PLU Inventory Programming
MF47, B5, Print Inventory only
MF4, B5, Record Inventory data on Cassette

JOURNAL

MF14, B6, Date prints on Journal
MF19, B8, Display "New Roll" message
MF16, B1, Print all items on Journal
MF47, B2, Journal sensor control
MF13, B6, Time prints on Journal
MF20, B8, Journal prints during Training
MF37, B8, Print full Void on R/J

KEYBOARD

Key Function Code List
MF33, B2, Transfer Keyboard by Modem

LAUNDRY

MF3, B3, Laundry tickets
MF21, B5, Size of ticket

LOGO

Logo Programming
MF14, B2, Logo print position
MF14, B1, Stamp control
MF35, B3, Transfer Logo by Modem

MACHINE #

Machine # Programming

MEMORY

Memory Allocation, Section 4, P2
MF33, B4, Transfer Memory Allocation by Modem

MODEM

MF41, Interface communication set up
MF31, B3, Modem I/F is installed
Modem Table
MF35, B8, Transfer Auto. Shift of Dept. & PLU
MF34, B4, Transfer Cashier by Modem
MF34, B8, Transfer Condiments by Modem
MF36, B1, Transfer Currency by Modem
MF34, B1, Transfer Department by Modem
MF35, B2, Transfer Commercial Message by Modem
MF33, B5, Transfer Error Messages by Modem
MF35, B7, Transfer Group Report Names by Modem
MF34, B3, Transfer Guest by Modem
MF35, B1, Transfer HALO by Modem
MF33, B2, Transfer Keyboard by Modem
MF35, B3, Transfer Logo by Modem
MF33, B4, Transfer Memory Allocation by Modem
MF33, B6, Transfer Modem data by Modem
MF34, B6, Transfer % & Discount by Modem
MF34, B2, Transfer PLU by Modem
MF36, B2, Transfer PLU price shifts by Modem
MF35, B6, Transfer Report Table by Modem
MF33, B1, Transfer System Flags by Modem
MF35, B4, Transfer Tax by Modem
MF33, B3, Transfer Transaction Words by Modem

P/C

P/O

Function Code
MF18, B4, Compulsory P/O Valid. after tendering
MF27, Line feed for Slip Valid. of P/O

% & DISCOUNT

-F, B5, Food Stamp flag
%F, B5, Food Stamp flag
Function Codes
- Discount HALO Programming
MF12, B6, -%G nets Dept. or PLU on reports
-F, B7, Not open entry flag
MF21, B2, Negative keys are manager controlled
-F, B6, Preset entry flag
Preset Amount Programming
% Rate Programming
MF11, Rounding Factor for % calc. & mult.
-F, B4, 3, 2, & 1, Tax Status flag
%F, B4, 3, 2, & 1, Tax Status flag
MF34, B6, Transfer % & Discount by Modem

PLU

MF32, B4 & 3, Bar Code is either PLU or Guest
Clerk Sales Promotion Items Programming
PF2, B8, Condiment flag
MF13, B3, Dept. 17 to 99 become PLU's
MF39, Dept. to PLU range
MF17, B7, Auto. issue of Drink Order
MF21, B1, Flag & HALO of PLU controlled by dept.
MF17, B4, Auto. issue of Food Order
PF1, B5, Foos Stamp flag
Function Codes
PLU Group Programming
Group Title Programming
PLU HALO Programming
PLU Inventory Programming
MF21, B6, Inventory in use
MF46, B7, (Not 0 skipped) Inventory list
PF2, B4, Inventory flag
PLU or UPC Item # Programming
MF3, B3, Laundry tickets (see flags)
PLU Linking Table Programming
PLU Link to Dept. Programming
MF46, B1, PLU Linking function
MF46, B5, 2 types PLU Linking
MF46, B4 & 3, Print controls of PLU Linking
MF46, B2, Tax status of Linked PLU

PLU

Memory Allocation for PLU's
MF12, B6, -%G nets Dept. or PLU on reports
PF2, B2, Negative item flag
PF2, B3, Non Add item flag
MF16, B6, Group - PLU's on reports
PLU Name Programming
MF21, B2, Negative keys are manager controlled
MF19, B4, Compulsory PBAL/CKPD
MF1, B8 & 7, PLU # or UPC #
MF16, B5, Print PLU or UPC # on Receipt
MF16, B2, Print PLU or UPC # on Reports
PLU Preset Price Programming
MF15, B5, Print Preset Price
MF47, B4, Alternate Programming sequence
MF49, B2, PLU Price Check
Auto Shift Programming
MF24, B3, Auto. Shift levels by clock
MF21, B2 & 1, PLU shift level after item entered
Price Shift Levels
MF3, B2, Restaurant tickets (see flags)
PF3, B5, Print PLU in red on Remote Printer
PF3, B4, 3, 2, & 1, Print on Remote Printer
MF9, Rounding Factor for split pricing
PF2, B1, Single Item flag
PF3, B7 & 6, Number of tickets flag
MF21, B5, Size of ticket
MF6, B4, SKU # requires check digit
MF6, B3, SKU # compulsory
MF47, B1, Slip Printer Format
PF1, B4, 3, 2, & 1, Tax Status flag
MF18, B2, Compulsory item Valid. after regist.
MF27, Line feed for Slip Valid. of Item
MF38, B4, Display Tax symbol for each item
MF37, B7, Print Tax symbol for each item
MF35, B8, Transfer Auto. Shift of Dept. & PLU
MF34, B2, Transfer PLU by Modem
MF36, B2, Transfer PLU price shifts by Modem
MF49, B1, "0" entry error
MF17, B6, "0" amount registration
MF32, B5, "0" skip PLU prog. data on 80 column

PRINTERS (80 Column, R/J, Remote, Slip)

MF2, B8, 80 Column attached
MF25, # of lines per page on 80 column
MF32, B5, "0" skip PLU prog. data on 80 column
Function Codes
MF3, B4, Slip key is manual duplicate receipt
Group Title Programming
MF48, B3, Hourly Report has % of Sales on R/J
MF48, B2, PLU Group 2 has % of Sales on R/J
MF48, B1, PLU Group 1 has % of Sales on R/J

PRINTERS (80 Column, R/J, Remote, Slip)

DF3, B7 & 6, Dept. Number of tickets flag
PF3, B7 & 6, PLU Number of tickets flag
MF3, B3, Laundry tickets (see flags)
MF3, B2, Restaurant tickets (see flags)
MF29, B1, Required for standalone remote printer
Terminal #, Required for standalone remote printer
CF, B5, Print Condiment in red on remote printer
CF, B4, 3, 2, & 1, Send to remote printer
MF31, B6, Condiment print location on Remote
DF3, B5, Remote Printer Prints Dept. in Red
DF3, B4, 3, 2, & 1, Send Dept. to Remote Printer
MF31, B7, Disabled Remote uses R/J printer
MF2, B4, 3, 2, & 1, Send to Remote Printer
PF3, B5, Print PLU in red on Remote Printer
PF3, B4, 3, 2, & 1, Print on Remote Printer
MF20, B3, Auto. Line Find on Slip Printer
MF26, Slip Printer back feed for check endorse.
MF20, B4, Date line prints on Slip Printer
MF47, B1, Slip Printer Format
MF47, B7, Guest Name prints on Slip Printer
MF22, Initial line find for Slip Printer
MF47, B1, Item Slip Printer Format Selection
MF47, B3, Print control for 2nd Rec./Slip/Guest
MF23, Total lines on Guest check
MF20, B5, PBAL prints on Slip Printer
MF2, B6, Slip Printer attached
MF2, B7, Slip Printer compulsory
MF20, B6, Slip prints items or totals
MF14, B3, Print time on Receipt and Slip
MF27, Line feed for Slip Valid. of Total, R/A, P/O, and Item
MF18, B1, Multiple Validation

Q/F

DF2, B7, Dept. Q/F flag
Function Code
MF49, B8, Q/F required for multiplication
MF11, Rounding Factor for % calc. & mult.
MF9, Rounding Factor for split pricing

R/A

Function Code
MF18, B3, Compulsory R/A Valid. after tendering
MF27, Line feed for Slip Valid. of R/A

RECEIPT

MF3, B4, Auto. Duplicate receipt
MF38, B3, Clerk Name at bottom of Receipt instead of Cashier Name
MF14, B4, Print consec. # on Receipt

RECEIPT

MF16, B8, Print consec. # double size
MF13, B1, Counting method for item count
MF13, B7, Date prints on receipt
MF17, B7, Auto. issue of Drink Order
MF17, B4, Auto. issue of Food Order
MF15, B2, Ind. tax amount & tax on Receipt
MF15, B3, Ind. tax on Receipt
MF16, B4, Print items on Receipt
MF3, B3, Laundry tickets
MF47, B3, Print control for 2nd Rec./Slip/Guest
MF16, B5, Print PLU or UPC # on Receipt
MF46, B4 & 3, Print controls of PLU Linking
MF31, B7, Disabled Remote uses R/J printer
MF3, B2, Restaurant tickets
MF21, B5, Size of ticket
MF37, B3, Issue Receipt per Split Bill
MF16, B3, Print Subtotal amount when pressed
MF16, B7, Print tender amount & alpha double size
MF14, B3, Print time on Receipt and Slip
MF15, B1, Print tax & net amount in VAT mode
MF15, B6, Print net Tax on Receipt in VAT mode
MF17, B1, Tip receipt with Name
MF37, B8, Print full Void on R/J

RESTAURANT APPLICATION

MF19, B1, Bar/Restaurant or House Charge mode
MF19, B2, Charge Tip vs. Auto. Service Charge
MF6, B5, Covers compulsory
MF7, B8, Aver. Covers Sales on report
MF49, B4, Deposit key works in Bar/Restaurant mode
MF17, B7, Auto. issue of Drink Order
MF17, B4, Auto. issue of Food Order
Function Codes
MF3, B2, Restaurant tickets
MF21, B5, Size of ticket
MF6, B6, Table # compulsory
MF17, B1, Tip receipt with Name

SKU

DF2, B5, Dept. SKU # compulsory
MF6, B4, SKU # requires check digit
MF6, B3, SKU # compulsory

SUBTOTAL

MF18, B8, Compulsory Subtotal
MF19, B7, Display item count at Subtotal
MF1, B5, Subtotal Key displays time
MF1, B5, Subtotal Key displays message
MF16, B3, Print Subtotal amount when pressed

TABLE #

MF6, B6, Table # compulsory

TAX

DF1, B4, 3, 2, & 1, Dept. Tax status flag
MF12, B5, FS Tax forgiven on tendering
Function Codes
MF15, B7, Print tax on Guest Check
MF15, B2, Ind. tax amount & tax on Receipt
MF15, B3, Ind. tax on Receipt
-F, B4, 3, 2, & 1, -% Tax Status flag
MF8, Rounding Factor for Finalizing
MF10, Rounding Factor for Tax
%F, B4, 3, 2, & 1, -% Tax Status flag
PF1, B4, 3, 2, & 1, PLU Tax Status flag
MF46, B2, Tax status of Linked PLU
MF35, B4, Transfer Tax by Modem
Tax Programming
- Percent Tax Programming
- Table Tax Programming
- Special Tax Table Programming

MF38, B4, Display Tax symbol for each item
MF37, B7, Print Tax symbol for each item
MF15, B1, Print tax & net amount in VAT mode
MF15, B4, Print VAT tax at NBAL
MF15, B6, Print net Tax on Receipt in VAT mode
MF12, B4, VAT tax mode

TENDERING

MF45, B7, 6, 5, 4, 3, 2, & 1, Allow tendering of Card 4, Card 3, Card 2, Card 1, Charge, Check, & Cash
MF7, B3, Cash & Check Tendering compulsory
MF20, B7, Charge prints with PBAL/NBAL
Check Endorsement Programming
MF26, Slip Printer back feed for check endorse.
MF7, B1, Check Endorsement compulsory
MF7, B5, Check Endorsement Style
MF37, B6, Display absolute Clerk # at tendering
MF6, B7, Cust. # compulsory before Charge
MF17, B3, Drawer opens at Charge
MF44, B7, 6, 5, 4, 3, 2, & 1, Drawer opens at Card 4, Card 3, Card 2, Card 1, Charge, Check and Cash
MF12, B5, FS Tax forgiven on tendering
MF38, B7, French Rounding for tender
All Tendering Function Codes
MF18, B7, Clear buffered Guest after tendering
MF18, B4, Compulsory P/O Valid. after tendering
MF16, B7, Print amount & alpha double size
MF18, B3, Compulsory R/A Valid. after tendering
MF8, Rounding Factor for Finalizing
MF37, B4, Split Bill function

TENDERING

MF37, B3, Issue Receipt per Split Bill
MF37, B2 & 1, Rounding Method of Split Bill
MF7, B2, Split Tendering allowed
MF18, B8, Compulsory Subtotal
MF38, B6, Swiss Rounding for tender
MF21, B3, Total of sale = "0", register error
MF18, B5, Compulsory total Valid. after tendering

TIME

MF28, B2, Amount of time before auto. Time display
Time Programming
MF13, B6, Time prints on Journal
MF14, B3, Print time on Receipt and Slip
MF14, B5, Time print Style
MF1, B5, Subtotal Key displays time

TRAINING

MF20, B8, Journal prints during Training
Training Password Programming

TRANSACTION WORDS

Transaction Word List
MF33, B3, Transfer Transaction Words by Modem

VALIDATION

MF18, B2, Compulsory item Valid. after regist.
MF18, B4, Compulsory P/O Valid. after tendering
MF18, B3, Compulsory R/A Valid. after tendering
MF27, Line feed for Slip Valid. of Total, R/A, P/O, and Item
MF18, B1, Multiple Validation
MF18, B6, Sensor neglected at validation
MF18, B5, Compulsory total Valid. after tendering

VOID

Function Codes
MF5, B5, NRGT, GSTL, & VOID prints
MF21, B2, Negative keys are manager controlled
MF37, B8, Print full Void on R/J

X/Z REPORTS

Appendix 1, Report List
MF4, B1, Cash Declaration Compulsory before Full "Z1" Reports
MF51, B5, Cash Declaration on "X1" report
MF38, B2, CAID prints on "X1" reports
MF5, B4, "0" skip Cashier/Clerks on reports
MF7, B8, Aver. Covers Sales on report

X/Z REPORTS (Cont.)

Department Group Programming
MF7, B6, Dept. sales % prints on report
MF7, B7, Print Aver. unit price of Dept. on report
MF5, B3, "0" skip Departments on reports
MF5, B2, "0" skip Guest on reports
MF5, B6, Ind. Dept. to Shift % sales prints
MF37, B5, Hourly Report counts items or sales
Hourly report Opening time Programming
MF48, B3, Hourly Report has % of Sales on R/J
MF12, B6, -%G nets Dept. or PLU on reports
MF5, B5, NRGT, GSTL, & VOID prints
MF13, B2, NRGT net or gross
MF51, B6, NRGT on "Z2"
Report Password Programming
Report Table Programming
PLU Group Programming
MF16, B6, Group - PLU's on reports
MF48, B2, PLU Group 2 has % of Sales on R/J
MF48, B1, PLU Group 1 has % of Sales on R/J
MF16, B2, Print PLU or UPC # on Reports
MF4, B4, Reset Consecutive # after "Z" reports
MF4, B3, Reset Counter prints
MF4, B7, Record Periodical totals on Cassette
MF31, B2, Sales data resets to "0" after consolidation
MF47, B2, Journal sensor control
Transaction Word List
MF35, B7, Transfer Group Report Names by Modem
MF35, B6, Transfer Report Table by Modem
MF38, B1, "X1" Full Report prints

LIST OF MAIN FLAG DEFAULT VALUE

MF #	BIT : 8	7	6	5	4	3	2	1
	DEFAULT VALUE:							
1	0	0	1	0	0	0	1	0
2	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0
4	0	0	0	0	1	0	0	0
5	0	0	0	0	0	0	0	0
6	1	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0
8								0
9								5
10								5
11								5
12	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0
14	0	1	0	0	0	0	0	0
15	0	0	0	0	1	0	0	0
16	0	1	0	0	1	1	1	0
17	0	0	0	0	0	1	1	0
18	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0
20	0	0	0	0	1	1	0	0
21	0	0	0	0	0	0	0	0
22								0
23								0
24	0	0	0	0	0	0	0	0
25							5	5
26								2
27								0
28							6	5
29	0	0	0	0	0	0	0	0
30	0	0	0	0	0	0	0	0
31	0	0	0	0	0	0	0	0
32	0	0	0	0	0	0	0	0
33	0	0	0	0	0	0	0	0
34	0	0	0	0	0	0	0	0
35	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0
39								0
40	0	0	0	0	0	0	0	0
41	0	0	0	0	0	0	0	0
42	0	0	0	0	0	0	0	0
43	0	0	0	0	0	0	0	0
44	0	0	0	0	0	0	0	0
45	0	0	0	0	0	0	0	0
46	0	0	0	0	0	0	0	0
47	0	0	0	0	0	0	0	0
48	0	0	0	0	0	0	0	0
49	0	0	0	0	0	1	0	0
50	1	0	0	0	0	0	0	0

MF #	BIT : 8	7	6	5	4	3	2	1
	DEFAULT VALUE:							
51	0	0	0	0	0	0	0	0
52	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0
54								0
55								0
56	0	0	0	0	0	0	0	0
57	0	0	0	0	0	0	0	0
58	0	0	0	0	0	0	0	0
59	0	0	0	0	0	0	0	0
60	0	0	0	0	0	0	0	0
61	0	0	0	0	0	0	0	0
62	0	0	0	0	0	0	0	0
63	0	0	0	0	0	0	0	0
64	0	0	0	0	0	0	0	0
65								0
66	0	0	0	0	0	1	0	0
67	0	0	0	0	0	0	0	1
68	0	0	0	0	0	0	0	0
69	0	0	0	0	0	0	0	0
70	0	0	0	0	0	0	0	0
71	0	0	0	0	0	0	0	0
72	0	0	0	0	0	0	0	0
73	0	0	0	0	0	0	0	0
74	0	0	0	0	0	0	0	0
75	0	0	0	0	0	0	0	0
76	0	0	0	0	0	0	0	0
77	0	0	0	0	0	0	0	0
78	0	0	0	0	0	0	0	0
79	0	0	0	0	0	0	0	0
80	0	0	0	0	0	0	0	0
81	0	0	0	0	0	0	0	0
82	0	0	0	0	0	0	0	0
83	0	0	0	0	0	0	0	0
84	0	0	0	0	0	0	0	0
85							5	2
86	0	0	1	1	0	1	1	1
87								0
88	0	0	0	0	0	0	0	0
89								0
90	0	0	0	0	0	0	0	0
91								0
92	0	0	0	0	0	0	0	0
93								0
94	0	0	0	0	0	0	0	0
95								0
96	0	0	0	0	0	0	0	0
97								0
98	0	0	0	0	0	0	0	0
99								0
100	0	0	0	0	0	0	0	0

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