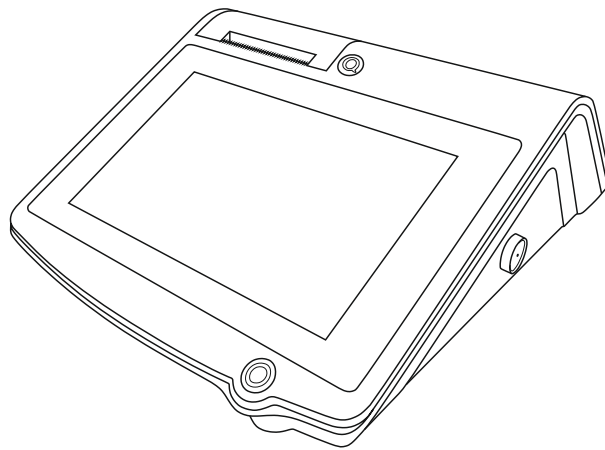




User Manual



Q TOUCH 10

...designed to succeed

Dear valued customer!

On behalf of our company we wish to welcome you to the QUORiON family of fine business machines. We sincerely hope you will appreciate the many benefits of being associated with a distinguished product name that represents both quality and commitment to customer satisfaction.

The QUORiON QTouch 10 is fully customizable and yet simple to operate. Users can easily adapt it to any type of retail/scanning or hospitality system. Moreover, our dynamic software generates a compatible environment for a wide array of peripheral devices. It is exactly this versatility and quality that has made us successful among our multinational customers.

It is therefore with great pride that we look forward to continuing our close collaboration with our customers.

Your QUORiON Team

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1 Safety precautions

1.1 Overview

At specific places in this documentation you can find separated information in the form of hints. Below the different types are explained.

»Warning«



Warning!

Indicates a potentially imminent danger that may result in death or serious injury if not avoided. The note is marked by a red icon in the form of a warning triangle. It contains information about the nature and source of the danger, the consequences of ignoring and the avoiding.

»Caution«



Caution!

Indicates a possible danger that may result in minor personal injury or property damage if not avoided. The note is marked by a red icon in the form of a warning triangle. It contains information about the nature and source of the danger, the consequences of ignoring and avoiding.

»Important«



Important:

This hint informs you of important conditions relating in association with certain features of your POS System.

»Tip«



Tip:

Tips will give you useful hints on how to perform certain actions with your POS System quickly and easily.

1.2 General safety precautions

To avoid personal injury and/or property damage, the following safety precautions must be followed. Damage caused by improper handling or failure to follow these precautions are not subject to warranty. No liability for resulting damages is assumed by QUORION!



Warning!

Electric shock and fire hazards due to improper commissioning and handling

Risk of severe burns or death

- Only use the device with the corresponding supplied AC adapter. Do not connect power adapters from other manufacturers.
- Never use a damaged power cable.
- Make sure your power cable meets the relevant safety standards and includes a power-system ground terminal (PE terminal).
- Before connecting the device make sure that the voltage of your main power net corresponds to the input voltage printed on the rating plate of your device.
- Never connect or disconnect the power plug with wet hands.
- Only connect the device to a socket with a grounded protective conductor.
- Only use original or components and peripherals approved by QUORION.
- Opening the device as well as maintenance and repair work has to be carried out by qualified service technicians only.
- Do not make any modifications to the device and its components and peripherals.
- Keep away any liquids from the device and do not place any containers with liquids on the device. Disconnect the device from the main power net before cleaning. If any liquid spills into the equipment, unplug the power cable immediately and contact your local dealer for advice.



Caution!

Equipment damage due to improper commissioning and handling

Internal and external damage to the POS System

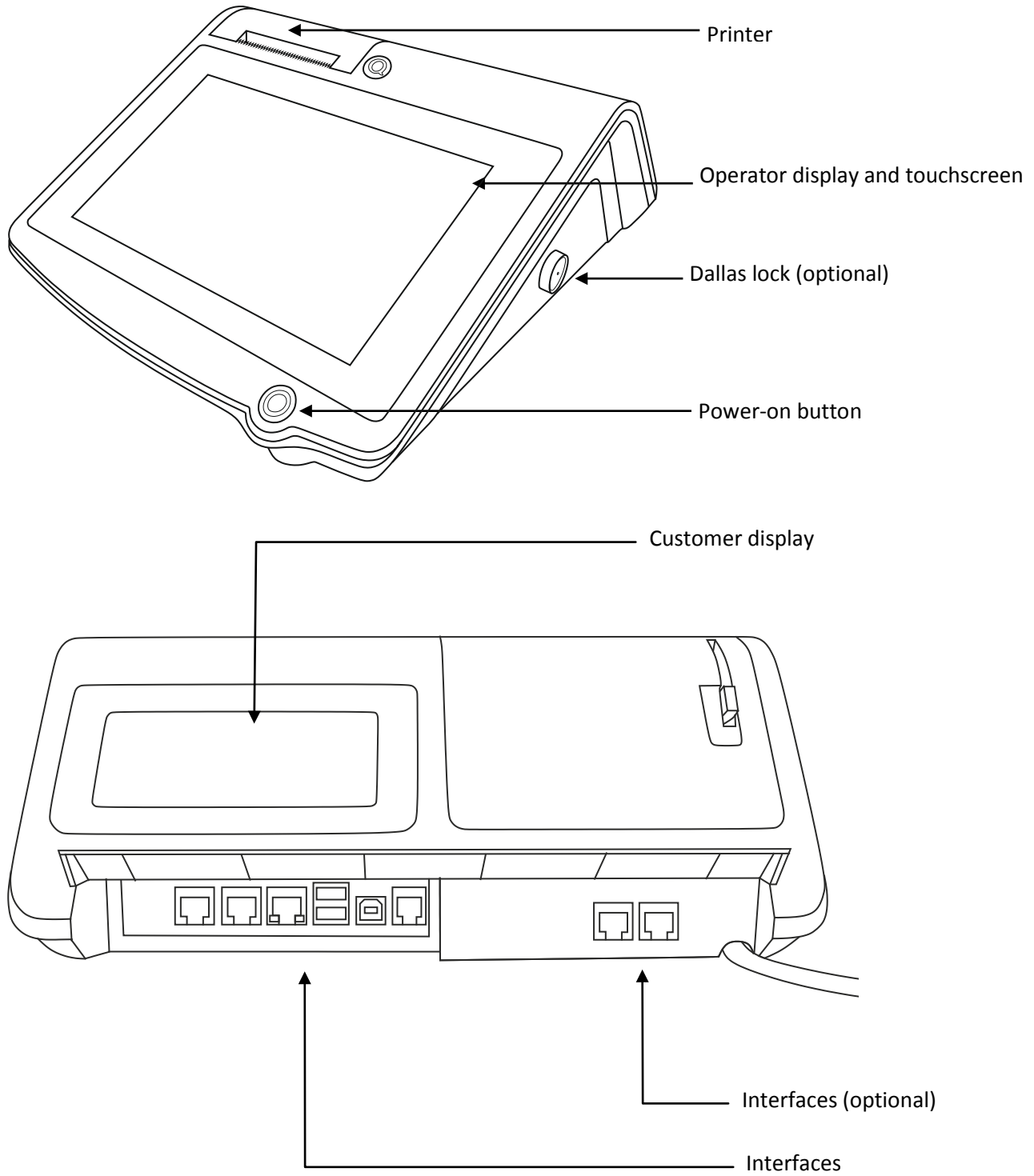
- Place the device on a firm, stable, horizontal surface.
- Switch off the device before connecting or disconnecting any peripheral devices.
- Use only shielded cables for connecting any peripheral devices.
- Cables should be routed in a manner that no one can step on or trip over.
- Never attempt to stretch the cables to enable a connection. The power cable must have adequate slack at all times during use.
- When disconnecting the power cable hold it firmly at the connector area. Do not tug on the cable itself.
- The use of sharp objects as pencils or pens may damage the POS Systems touchscreen. Only operate the screen with your fingers.

2 QTouch 10

2.1 Intended use

- Do not use the device outdoors.
- Place the device on a firm, stable, horizontal surface.
- Only use the device with the corresponding supplied AC adapter. Do not connect power adapters from other manufacturers.
- Before connecting the device make sure that the voltage of your main power net corresponds to the input voltage printed on the rating plate of your device.
- Make sure your power cable meets the relevant safety standards and includes a power-system ground terminal (PE terminal).
- Do not connect the device to electrical outlets close to devices that generate voltage fluctuations or electrical noise. In particular, stay clear of devices that use large electric motors.
- Only use original or components and peripherals approved by QUORION.
- Opening the device as well as maintenance and repair work has to be carried out by qualified service technicians only.
- Do not make any modifications to the device and its peripherals and components.
- Keep the device away from high temperature, humidity, extreme changes in temperature, heating and cooling equipment, direct sunlight, volatile materials, high levels of dust, vibration and impact.
- To prevent possible harm to the environment and human health please separate this product from other waste streams to ensure that it can be recycled in an environmentally sound manner. For more details on available collection facilities please contact your local dealer where you purchased this product.
- Keep this manual and distribute the product only with the manual and the accessories supplied to third parties.
- The use of sharp objects as pencils or pens may damage the POS Systems touchscreen. Only operate the screen with your fingers.
- The touchscreen of the POS System is protected by a changeable protective foil which minimizes the risk of damaging the touch surface itself. Nevertheless you should avoid using cultrate objects on the screen, because they may increase the wear out of the protective foil and therefore lead to a premature need to replace it. Additionally the protective foil cannot shield the screen from forceful impacts.
- Never deactivate the POS System simply by disconnecting the main power plug, because this may damage its internal memory. Click on the button **Mode** within the POS Systems user interface instead, select **Power Off?** and confirm the shutdown question with **Yes**. After some seconds the system will deactivate itself.
- Any other use than the one described is not as intended. QUORION Data Systems does not accept liability for any damages, functional impairments or injuries resulting from improper use.

2.2 The POS system and its components



2.3 Technical Data

Processor	CPU	600 MHz Cortex A8, fanless
Memory	Program Memory	512 MB NAND Flash
	Working Memory	256 MB DDR2 RAM
	Data Memory	2 GB Micro-SD up to 32 GB
Display	Operator Display	10,1" TFT LC-Display
	Touchscreen	analog-resistive
	Resolution	1024 x 600 with 256000 colors
	Customer Display	192 x 64 LCD graphic with backlight
Printer	Printer	thermal, 58/80 mm with or without Cutter
	Paper roll specifications	width: 57 mm, max Ø: 80 mm
		width: 80 mm, max Ø: 80 mm
Keyboard	External	optional
Interfaces	Serial	2 x RS232-5V (RJ45)
		2 x RS232-5V (RJ45), optional
	USB	2 x USB 2.0 Host (Type A)
		1 x USB 2.0 Device (Type B)
	LAN/Ethernet	1 x LAN (100 Mbit/RJ45)
	Cash Drawer	1x RJ11-24V (2x Drawer via optional Y-cable)
	Card Reader / 1 x USB (Front)	optional
Clerk Key Lock	Dallas iButton optional	
Software	Operating System	Linux based
	Application	QMP
	Max. Number of PLUs	55,000
	Max. Number of Departments	999
	Max. Number of Clerks	999
	Max. Number of Sales Persons	999
	Max. Number of Tables	30,000
	Max. Number of Customer Reports	99
Specifications	Dimensions (LxWxH)	300x300x120 mm
	Weight	2,5 kg
	Power Supply	110 – 230V AC
	Operating Temperature	0°C – + 45°C
	Storage Temperature	- 20°C – + 60°C

Please note, that all indicated parameters are maximum values, which can only be reached with corresponding hardware expansion (additional memory) and configuration!

2.4 Interfaces and connections

The POS system includes many different interfaces to connect several external devices. Beside the well-known serial RS232-interfaces the POS system also supports modern PC interfaces like USB Type-A (for connection with USB devices), USB Type-B (for programming the cash register with a laptop or PC), SD card reader or Ethernet (LAN). So it has ports for typical cash register peripheral devices such as kitchen printer, scanner, display, card reader, modem as well as new powerful interfaces for fast data transmission and easy networking.

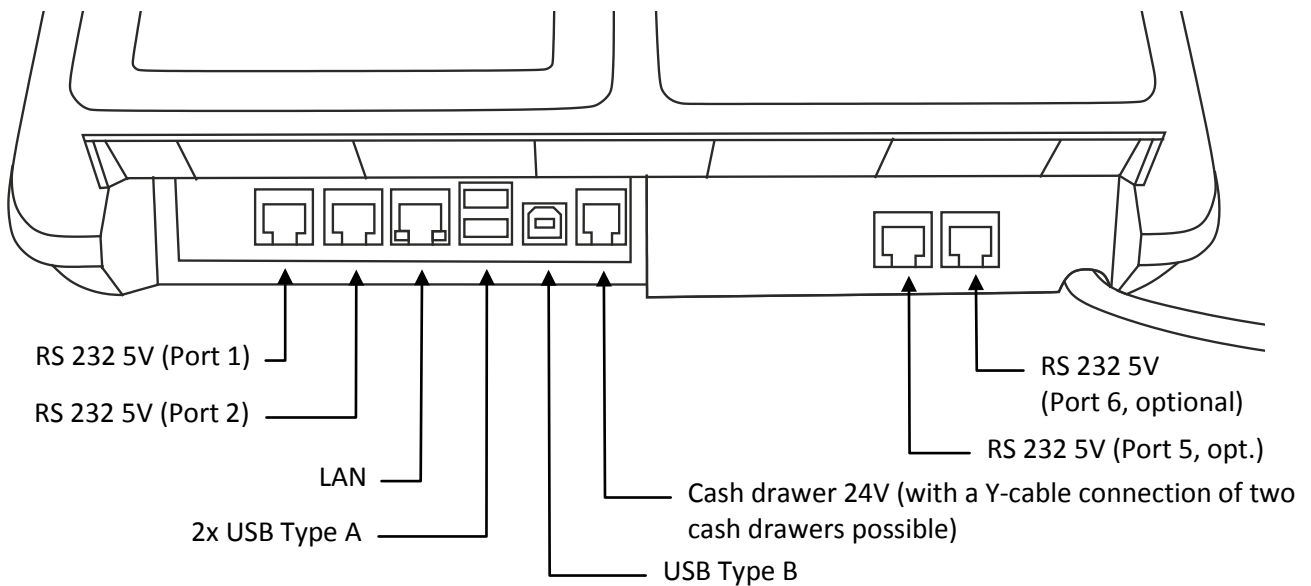
Please note that all interfaces have to be programmed before connecting any external devices. If you have any questions about the programming, please ask your local QUORION dealer.



Important:

Use only shielded cables for connecting any peripheral devices. Switch off the cash register before connecting or disconnecting any peripheral devices. Please note also the maximum cable lengths of 5 meters for USB and 15 meters for RS232.

Back view



Important:

The rear hatch at the back side of your cash register is designed for protecting the interfaces against physical damage and ESD. Do not remove it.



Important:

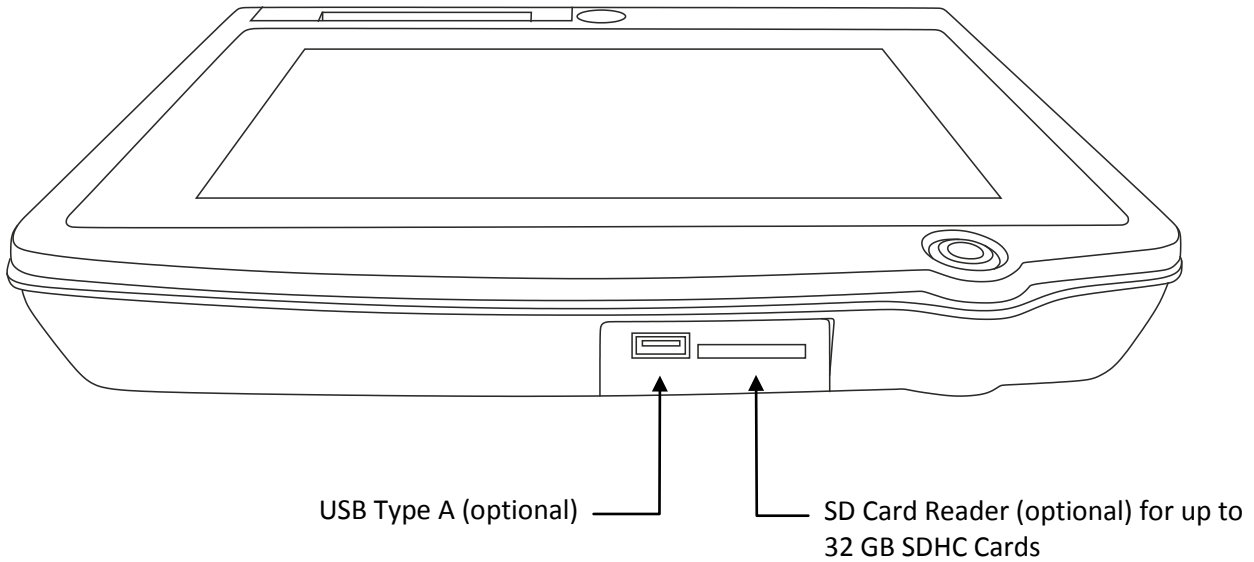
Be aware, that the RS-232 ports 3 and 4 are internal ports which are used for an optional magnet card reader and an optional GPRS module, therefore these ports are not shown in the figure above.



Tip:

If you attach an USB stick with a small design to one of the back USB ports you are able to close the rear hatch of the register while the stick is connected. Use one of these sticks if you want to attach a stick permanently to the register.

Front view



2.4.1 Pin Assignment

RS232 Ports



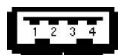
- 1: +5V DC (max. 0,5A)
- 2: RxD
- 3: TxD
- 4: DTR
- 5: GND
- 6: DSR
- 7: RTS
- 8: CTS

Ethernet Network



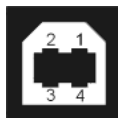
- 1: TX+
- 2: TX-
- 3: RX+
- 6: RX-

USB Type A



- 1: VCC
- 2: USB NO
- 3: USB PO
- 4: GND

USB Type B



- 1: VCC
- 2: USB NO
- 3: USB PO
- 4: GND

Cash Drawer



- 1: GND
- 2: Drawer Drive Signal 1
- 3: Micro Switch Sensor
- 4: Drawer Drive Power (24V)
- 5: Drawer Drive Signal 2
- 6: GND

2.4.2 Connections to PC

First you should know that, even if it is possible in many cases to change the register's connection settings directly by using the program mode (P-mode) of the register, it is much more comfortable to connect the register to a PC and use the QUORION QProg application for MS Windows™ to perform any programming change. The only matter you may have to solve before by directly changing the register settings are the connection settings to the PC itself.

The main advantage of QProg is, that it contains a sophisticated help system, which describes every option and parameter you can use in the register. There are even some things you cannot change directly on the register (e.g. the internal memory usage). You are forced to use QProg in such a case anyway. So it is generally a good idea to learn using the QProg application and to start this process by connecting a PC to your register.

Extract the ZIP file with QProg to a folder of your choice and start the application. Now you can load register data by clicking on "Program" → "Load from Register". Connect the register itself to the PC before you continue.

There are three (major) ways to connect the POS system to a PC with QProg. The simplest and default method is by using the USB-B port of the register. Simply connect an USB-B to USB-A cable to the register and to the PC. Note: If it is the first time you connect the register to the PC you will be prompted for drivers which you need to install. Afterwards the register connection will show up as a serial port. You can find out, which port number is used by looking up the information in the Windows™ Device Manager. Choose the correct serial port in the "Interface Setting" window and start the download. The baud rate doesn't matter in this case.



Note that it may be necessary to change parameter# 1 (Computer Port) to the value "16" if someone altered the default connection setting of the register before.



Please insert paper into the internal printer of your register if you program it with QProg. Otherwise the selftest of the printer may take a long time and the register will freeze during this period.

The second connection method is the connection via one of the RS-232 ports of the register. The advantage of this connection method is that you do not need any extra drivers. But the configuration is a little bit more complicated and the connection itself is much slower compared to the USB connection. In order to use this connection method you have to decide first, which RS-232 port you want to use. Now change to the programming setting of the register (P-mode) and alter the value of parameter# 1 to the port number you want to use (see section 11.3 (File Programming) for details about changing the programming). Now connect a serial cable between the register and the PC and choose the correct serial port **of the PC** in the "Interface Setting" window. Set the baud rate to the default setting of 9600 baud/sec (unless you changed the default baud rate setting of the selected port of the register; see QProg documentation, parameters# 2 to 7) and start the download.

The third way to connect the register to QProg is by using Ethernet. In order to use this connection method you may have to change the IP address of the register first by using the P-mode of the register (see section 11.3 (File Programming) for details about changing the programming). Now connect the register to your LAN, choose the LAN setting in the "Interface Setting" window of QProg, fill in the IP address of the register (the other field can be left empty) and start the download.

For further information about the usage of this software see the documentation of the QProg application itself.

2.4.3 Connecting Peripheral Devices

Before you attach a peripheral device like a kitchen printer for example you have to make sure, that you know the connection settings of the device itself. Consult the user manual of the device in question for further information. There are three major interface types, which are commonly used for such devices.

The currently most used may be the standard RS-232 port. A lot of devices use this approved method of connection. The POS system itself may have up to 6 RS-232 ports (2 or 4 external ports and 2 internal ports). If you want to use this type of connection, you have to make sure, that the settings of the external device and the settings of the register port are matched (speed and word size; see QProg documentation, parameters# 2 to 7).



A lot of devices can be used with the setting: 9600 baud/sec, 8 data bits, no parity, 1 stop bit. Therefore this is the default setting of the external RS-232 ports of the register. If your external device uses these settings too there is no need to change the default RS-232 port settings.

The second connection method is the USB connection. This connection type has the advantage, that it is not necessary to specify the settings of the USB port.



Because of some restrictions of the registers software it is necessary to attach various peripheral USB devices like scanners or keyboards **before** switching on the register itself, otherwise they may not work.

The third connection method is the connection via the LAN. A typical example of this connection type is the connection to an external kitchen printer. If you want to use this connection type you typically have to set the IP address of the external device. This can be done in QProg by clicking on "System" → "Fixed Texts" → "General Messages". See the QProg documentation for details.

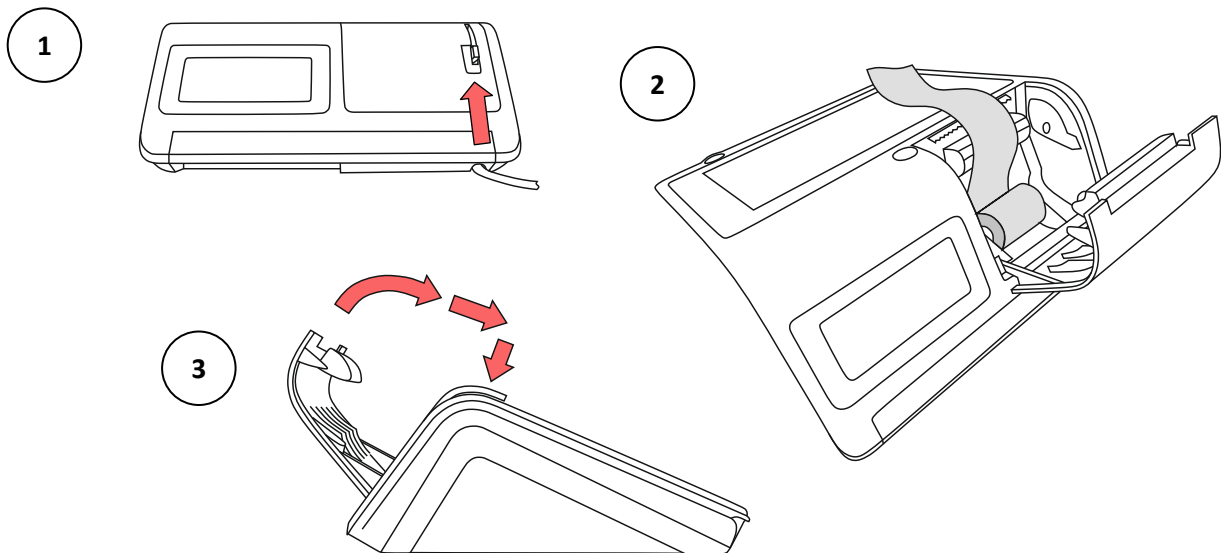
2.4.4 Adapter Cable for RS232

To connect standard peripheral devices you will need an adapter cable from the RJ-interface of the POS system to the D-SUB connector of the external device. Connect the original cable of the device to the D-SUB connector of the adapter and put the other end of the adapter in the interface socket of the POS system. You can order the special adapter cable from your local QUORION dealer.

3 Before you start

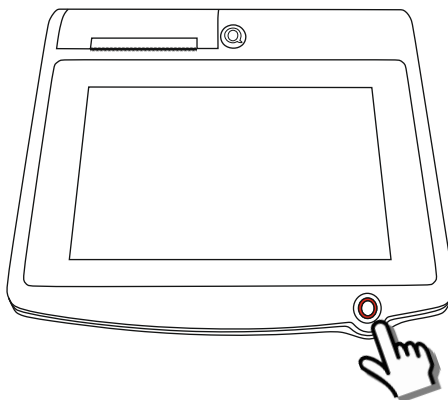
3.1 Setting up

- (1) Please unpack and set up the POS System.
- (2) Connect the POS System to a power socket. Please check the electrical details on the power rating plate before.
- (3) Open the printer by pulling up the printer lever shown in the illustration 1 below. The printer cover will bounce up a little bit. Now flip the cover backwards (if the cover breaks loose in the process you can easily remount it) and insert the thermal paper like shown in the illustration 2. Close the printer and make sure that the printer cover is locked completely (illustration 3).



3.2 Switching on and off

- (1) Switch on the POS System with the Power-ON-Button (see illustration) and the system will boot up.



- (2) The POS System is now ready to use. The displayed configuration can be used for the first steps and as a starting point for your own configuration. Basic information about this configuration can be found in the main part of the user manual. In order to switch off the POS System, click on the button **Mode** within the POS Systems user interface, select **Power Off?** and approve the shutdown question with **Yes**. After some seconds the system will deactivate itself.

4 Overview





4.1 Operating Modes

The operating modes control the operation of your POS system. There are 5 different modes for various functions. You can change the current mode with the “Mode” key at the upper right side of the touch screen.

Mode	Display	Function
R	– REG –	Registration – all sales operations and registrations
X	-- X --	X-Report – viewing and printing of all reports without clearing
Z	-- Z --	Z- Report – viewing and printing of all reports with clearing
M	– MGR –	Manager – all sales operations and registrations – all functions with manager authority – easy programming
P	-- P --	Programming – programming of all functions

4.2 Legend

The following sections exemplarily show the usage of the register on the basis of various examples. For the illustration of them graphics are used which may represent the usage of a single key button, but which may also stand for a complete simple succession of keystrokes or actions. The following table explains the various graphical elements (if they are not self-explanatory).

Examples	Description
 	<p>Distinct button of the touch screen, in this case the “Zero” and the “Type” button (exception: trivial multiple usage of the cursor buttons)</p> <p>Note: Sometimes you may need system keys in X, Z or P mode which are not shown on the screen of the register. Nevertheless these system keys are accessible, because they are mapped to other standard keys in the default configuration of the register. If this is the case the respective standard key is shown in addition to the system key in this user manual (see the “Cash” key example in the left).</p>
	Variable button on the touch screen, e.g. one of the different direct selection buttons of the PLUs
	Simple procedure, e.g. the input of a code number by using the virtual keypad on the touch screen



The keyboard layout of the POS system is very customizable, therefore, to keep the usage of the register clean and simple, you almost certainly will not find all possible buttons on the screen. For example some buttons are used for special programmings only. But to give you a more complete and nevertheless clear overview of the most important functions, functional areas and possibilities of the POS system you will occasionally miss some of the buttons mentioned in one of the examples which leads to the impossibility to finish the example in question.

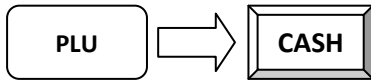
If, however, you are interested in this specific function it is necessary to add the missing buttons to the keyboard layout of the POS system, eventually by deleting other, not needed, buttons. Please consult the QProg documentation, our website www.quorion.de or your local dealer on how to customize the layout of your register.



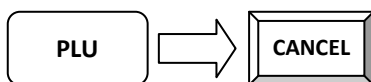
Furthermore it is possible, that the programming of your register deviates from the programming presented in this user manual, e.g. it may contain other PLUs. In this case the screen or printer output may vary in some cases.

4.3 First Steps

(1) Register a PLU



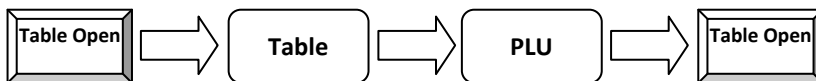
(2) Cancel transaction



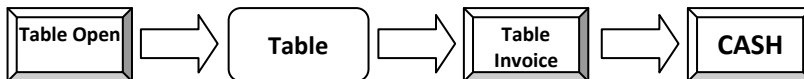
(3) Register five equal PLUs



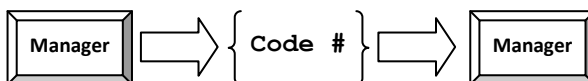
(4) Register PLU on balance (table)



(5) Print invoice of balance (table)

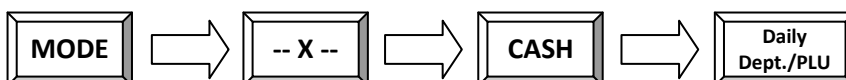


(6) Change clerk to manager

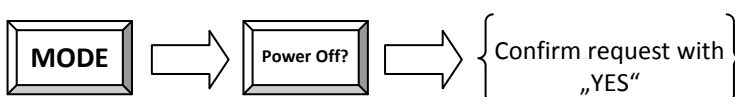


The default code number of the cash register's user is their respective user number. The manager is the third user therefore the preprogrammed manager code number is "3".

(7) Print out the Daily Report (needs manager rights)
















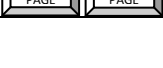







(8) Shutdown the cash register



For further changes and questions about the handling, please see the main part of the user manual.

4.4 Names of keys and their functions

Key label	Key name	Key function
	Numeric Keys	- used for entering numbers
	Clear	- clears incorrect entries and stops the error alarm (with a very special configuration only)
	Error Correction	- deletes the last registration
	Void	- voids a previously entered transaction
	Multiplication / Time	- multiplication / division - time display (on the customer display)
	Clerk	- used to enter a preset clerk ID numeric code no.
	PLU	- used to access preset PLU items
	Department	- used to enter items to the respective departments
	Percent Minus	- used to deduct percentage values from the total
	No Sale	- prints a reference number / opens the cash drawer
	Sub Total	- calculates sub total - prints out receipt copy if no receipt opened
	Cash Payment	- used to tender payments in cash
	Card Payment	- used to tender payments in card
	Receipt On/Off	- receipt printer can be switched on or off
	Scroll Cursor	- used to scroll the display selection by one line
	Scroll Page	- used to scroll the display selection by one page

Key label	Key name	Key function
	Table Number	- used to open or close a table
	Table Split	- separates single articles of a table
	Table Transfer	- transfers an existing table to another table
	Print Invoice	- closes table and prints invoice
	Print Guest Invoice	- closes table and prints invoice including endorsement message

5 Sign in and Register

5.1 Sign in a Clerk/Sales Person

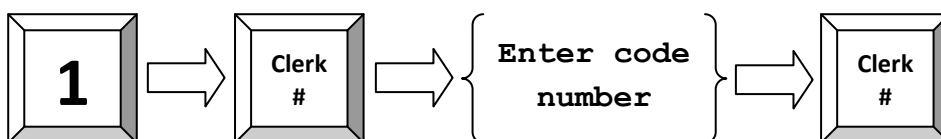
A clerk is the person who is working on the point-of-sale and performing registrations. Before starting any transaction, it is necessary to sign in a clerk. Now all sales and actions can be assigned to each single clerk in the reports. Furthermore, it is possible to define individual access rights for each clerk (e.g. for refund or program modifications).

Sales persons are employees who do not work directly at the POS but their sales data should also be saved in the reports. This can be used to calculate commissions, for instance.

To sign in a clerk or sales person you may use either a Dallas-Key (optional) or the keyboard. The key has the advantage of security, because each key is unique and cannot be duplicated. To sign in, simply place your key on the respective magnetic lock. As long as the key is attached, you are logged into the system. If you remove the key, you will automatically log out. The POS system is blocked until a clerk signs in again.

To sign in with the keyboard it is necessary to have a dedicated clerk button on the keyboard. If you push this key, you will see a list of all programmed clerks. Use this list to select a certain clerk. Alternatively, you may also enter the clerk number directly on the clerk button or define a dedicated key for each clerk. Depending on the programming, it may be necessary to enter an additional code number to sign in.

Example:

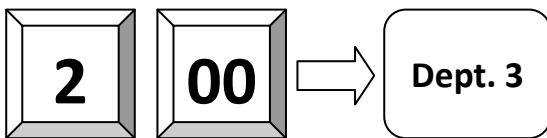


5.2 Register a Department

Department keys may be used either to enter free prices or to select PLUs from a list. If you press a department key without entry, you will see a list with all PLUs which are linked to that department. Use this list to select a certain PLU.

If you wish to register an undefined price for a department, just enter the price with the numeric keys and press the respective department key.

Example: Register 2.00 EUR in department 3:



CUSTOMER LOGO	
1 Department	2,00

1 Total	2,00
Cash	2,00



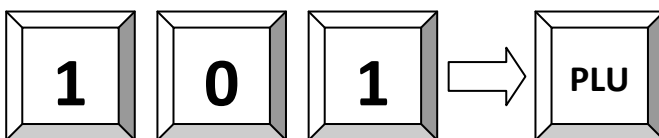
If you are getting the exception "Invalid Entry" it is possible, that the option for registering something for a department is turned off for the selected department and you have to turn it on first to complete this specific example.

5.3 Register Pre-Programmed PLUs

Pre-programmed PLUs are registered by entering the respective number on the PLU key. The pre-programmed price and the description are now read from memory. Alternatively, you may also program direct keys for certain PLUs on the keyboard. You only need to press one key for registering a PLU.

If you are working with scan codes, you may either enter the code number by keyboard or by using a barcode scanner. In that case, you do not need to press any additional key – the PLU will be registered directly.

Example: Register PLU number 101:



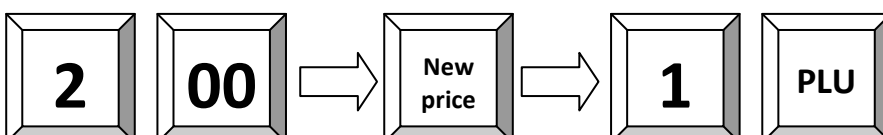
CUSTOMER LOGO	
1 PLU101	5,00

1 Total	5,00
Cash	5,00

5.4 Enter a New Price

It is possible to change the price of a PLU for a transaction. Simply enter the new price and press the key "New price" before entering the PLU. This is valid for both scanning as well as manual entry.

Example: Register PLU number 1 with new price of 2.00 EUR:



5.5 Create a PLU During the Sale

Occasionally, a clerk may have to enter a new item, which has not been programmed in the database of the POS. If this happens, the POS system will automatically prompt you to create this item. You can now accept entering a new article or abort the procedure.



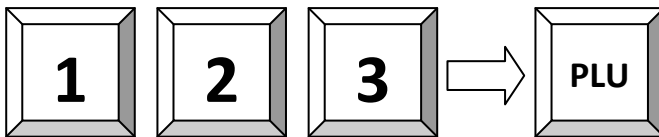
To be able to create new articles during the registration the scancode option of the register has to be turned on. Additionally option 79 (Create scancodes during registration) needs to be active, too. Otherwise you will get an exception when trying to register unknown articles.

Once confirmed the POS system will ask you for the price. Upon entry of the price, press the “Subtotal” key to confirm. Then enter the department to which the PLU is linked and press “Subtotal” again to confirm your choice.

If the system has been programmed to allow the creation of new PLU names during registration, you will be asked to enter a name for the PLU. Alternatively, the PLU will assume the name of the department that it is linked to.

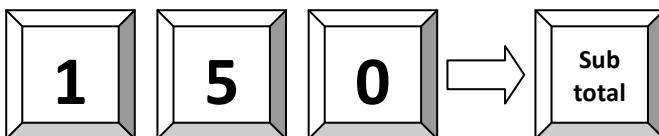
After confirmation with the “Subtotal” key the new PLU will be stored in memory for future transactions.

Example: Create PLU number 123 – Coke – with price of 1.50 EUR, linked to department 3:

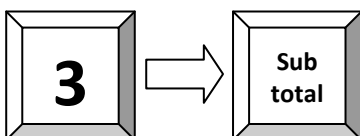


If the PLU is not yet programmed, you will be prompted to create it now:

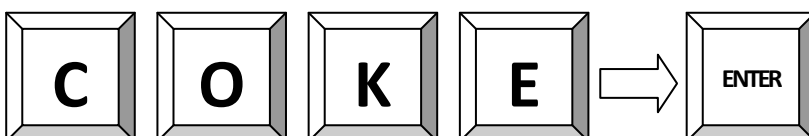
1. Confirm and enter the price:



2. Enter the department link:



3. Enter the PLU name via keyboard (depends on programming):



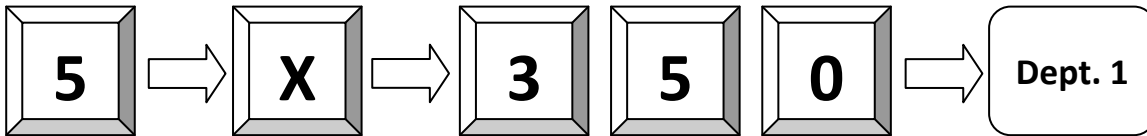
5.6 Multiplication/Division

Instead of pressing the same item repeatedly, you may use the “Multiplication” key. First, enter the quantity to be rung up, followed by the “Multiplication” key and then the item.

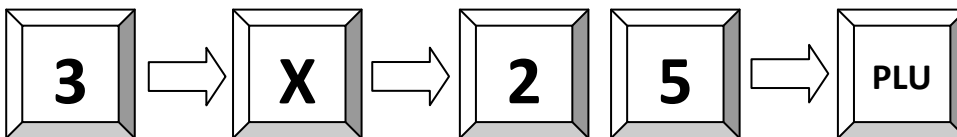
Depending on the programming, the “Multiplication” key can also be used for division. First enter the numerator and press the “Multiplication” key. Now enter the divider and press “Multiplication” again. Finally, select the corresponding PLU or department.

CUSTOMER LOGO	
5 Department 1	17,50
3 PLU 25	3,00
3 4912345678901	3,00
0.2 PLU 2	1,20
11.2 Total	24,70
Cash	24,70

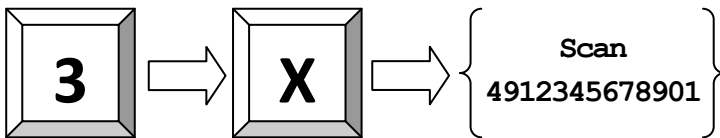
Example: Register 5 x 3.50 EUR in department 1:



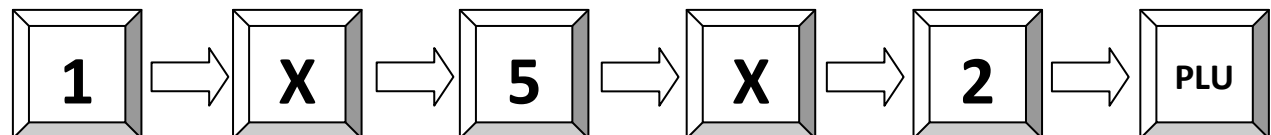
Example: Register 3 x PLU 25:



Example: Register 3 x the scan code 4912345678901:



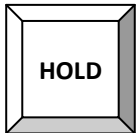
Example: Register 1/5 of PLU 2:



5.7 Holding a Sale

The Hold function is used to temporary save an open receipt, e.g. because a customer has to stop the registration of his items and you wish to tend on the next customer. Press the "Hold" key to save the open receipt. By pressing the "Hold" key again the old receipt will be recalled.

Please note that all transactions on hold must be closed before a Z-report can be performed!



CUSTOMER LOGO		
1 PLU 1	0,10	
1 On Hold	0,10	

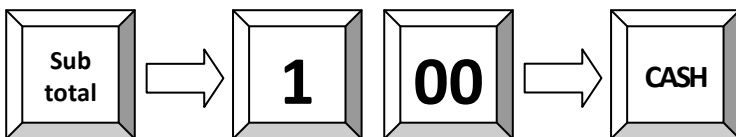
CUSTOMER LOGO		
1 Recall	0,10	
1 PLU 2	0,20	
2 Total	0,30	
Cash	0,30	

5.8 Tendering in Local Currency

Any sale will be closed by entering a payment media key. There are keys for various tenders programmed on the keyboard, usually CASH, CHECK and CARD. Additional tenders may be programmed if necessary.

It is recommended to press the "Subtotal" key before tendering, to have the possibility to check the subtotal and to enter the tendered amount. The POS system will then automatically calculate the change owed to the customer.

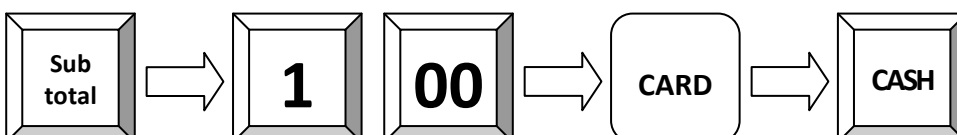
Example: 1.00 Euro CASH payment:



CUSTOMER LOGO		
2 Cola	0,40	0,80
2 Total		0,80
Tendered		1,00
Cash		0,80
Change		-0,20

Generally, it is also possible to split the subtotal to different tenders. After each tender the POS system will show the short amount on the display.

Example: 1.00 Euro CARD payment, short CASH payment:

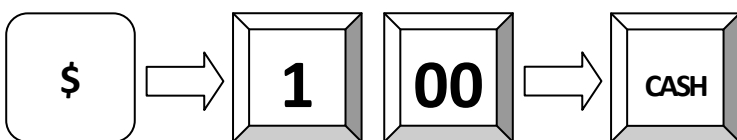


5.9 Tendering in Foreign Currency

In addition to the local currency the POS system can operate with different foreign currencies, which are saved separately in the reports.

Just press the respective currency key instead of “Subtotal” to convert the total amount in a pre-programmed foreign currency. On the display the new amount in foreign currency will now appear. Select a tender as described above and the change amount will be calculated either in local or in foreign currency, depending on programming.

Example: 1.00 Dollar CASH payment:



CUSTOMER LOGO		
2 Cola	0,40	0,80

2 Total		0,80
USD		
Tendered		1,00
Cash		\$0,96
EUR		
Change		-0,03

5.10 Receipt On/Off and Receipt Copy

If a receipt does not have to be printed at all, you may switch off the receipt printer by pressing the “Receipt on/off” key. To reactivate the printer, simply press the “Receipt on/off” key again. You can print a copy of the last receipt via the key “Subtotal” after a sale.



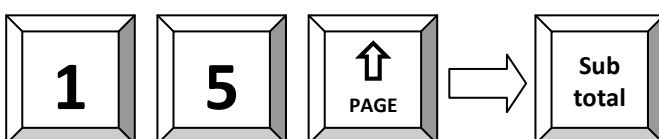
Important:

To print copies of previous receipts it is mandatory to set the configuration of the POS system in order that it is using the binary E- Journal. You can find the corresponding settings within QProg via the menu **Config** and double click on the input field **Electronic Journal**. Within the selection menu **Data Format** you select between Binary and Text.

To recall the last receipt, press the keys “PAGE UP” or “CURSOR UP” in mode R or M. Using the keys “PAGE DOWN” or “CURSOR DOWN” you receive the first receipt. If you want to view a certain receipt, just enter the receipt number before pressing “PAGE UP” or “CURSOR UP”. After the initial recall you may use the scroll keys to navigate through the journal entries.

You can print out a copy of the activated receipt by pressing the “Subtotal” key. If you print a copy of a table invoice, the endorsement message will be added automatically.

Example: Search receipt number 15 and print out a copy:



5.11 Time and Date

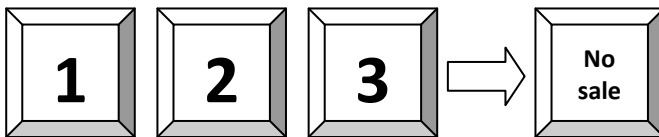
If all receipts are closed, you can view the current time and date in the customer display and activate the screen saver of the main screen by pressing the “Multiplication” key. Depending on the programming this information will be shown automatically after a certain time has passed.

5.12 No Sale / Open Drawer

The “No sale” function allows you to open the cash drawer without registering a sale. You can check the number of times a “No sale” function has been performed in the reports.

The “No sale” key can also be used as a reference key. To print a specific reference number on a receipt, enter the reference number and press the “No sale” key.

Example: Enter reference number 123:



CUSTOMER LOGO	
1 PLU 1	0,10
Number:	123
1 Total	0,10
Cash	0,10

6 Corrections

6.1 Clearing of Inputs and Error Messages

To erase an incorrect entry not yet registered and to clear any error messages just press the “Clear” key.



6.2 Error Correction

The “Error Correct” key is used to clear the last item immediately. Alternatively you may use the scroll keys to select another item from the actual receipt for voiding.

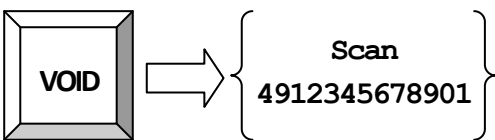


CUSTOMER LOGO	
1 PLU 1	0,10
1 PLU 2	0,20
EC	
-1 PLU2	-0,20
1 Total	0,10
Cash	0,10

6.3 Void

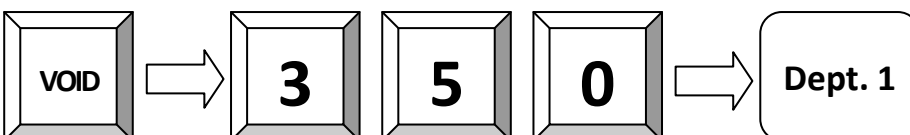
The “Void” function is used to clear certain items from the current receipt. First press the “Void” key and then enter the item which should be cleared. You can also use a barcode scanner to enter the item number.

Example: Void PLU with scan code 4912345678901:



CUSTOMER LOGO	
1 PLU 1	0,10
1 PLU 2	0,20
VOID	
-1 PLU1	-0,10
1 Total	0,20
Cash	0,20

Example: Void 3.50 EUR from department 1. Please note that only those amounts can be voided, which were previously entered.



6.4 Refund

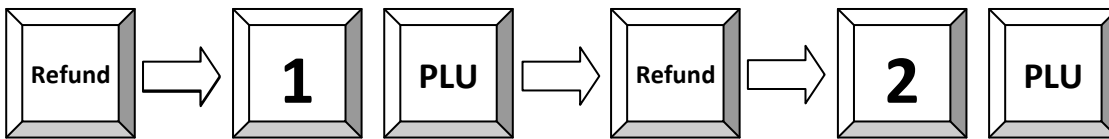
A refund is used to return previously sold items. The PLUs will be added to the stock and the money is returned to the customer. The turnover in the reports will be corrected.

To refund an item, press the “Refund” key first and then the item to be returned. The “Refund” key has to be pressed before each item, if more than one item is being returned. After refund the receipt can be continued with normal sales or can be closed with a payment media.

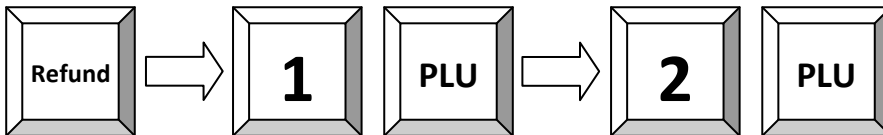
CUSTOMER LOGO	
REFUND	
-1 PLU 1	-0,10
REFUND	
-1 PLU 2	-0,20

-2 Total	-0,30
Cash	-0,30

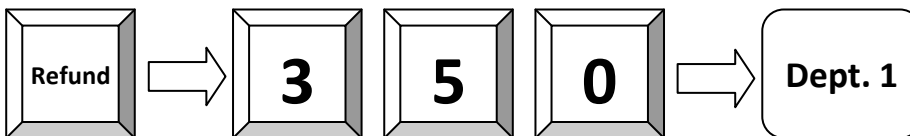
Example: Refund of PLU 1 and 2:



Example: Exchange of PLU 1 and 2:



Example: Refund of 3.50 EUR from department 1:

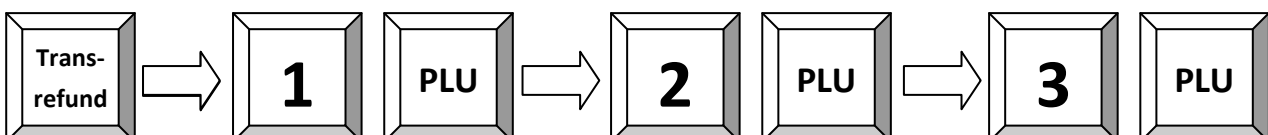


6.5 Transaction Refund

The function “Transaction refund” operates just as the “Refund” function. The difference is that the POS does not automatically return to normal sales mode after each item, but stays in refund mode until you finish the receipt with a payment.

Press first the key “Transaction refund” and then enter all items which should be returned. Please note that it is not possible to switch into normal sales mode.

Example: Refund of PLU 1, 2 and 3:



6.6 Transaction Cancel

The “Transaction cancel” is used to void a complete receipt before it is finalized with a payment. Simply press the key “Transaction cancel” to automatically void all items from the current receipt.

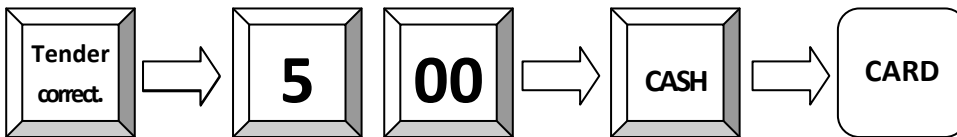
6.7 Tender Correction

With the function “Tender Correction” you may change any amount from one payment media to another.

First press the key “Tender Correction”, enter the desired amount and then select the payment media from which this amount should be rebooked. Now, the amount is opened again and can be assigned to any other payment. It is also possible to split the amount to more than one payment media.

CUSTOMER LOGO	
Tender correction	
Cash	-5,00
Card	5,00

Example: Rebook 5.00 EUR from CASH to CARD:



7 Discounts, RA and PO

7.1 Percentage Discount/Surcharge

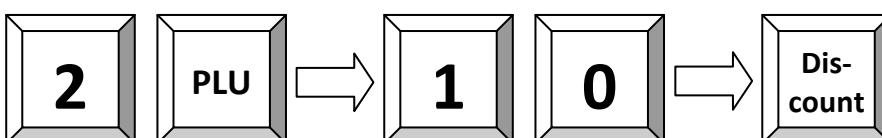
Discounts are price deductions on single items or on the sub total of the receipt. To enter a discount, ring up the item first, enter the discount percentage and press the “%(-)/Discount”) key. If the discount should be valid for the entire receipt, press the “Subtotal” key first and then enter the percentage on “%(-)/Discount” key.

Likewise it is also possible to order surcharges. In that case please use the percentage surcharge function.

In both cases the percentage values can be pre-programmed to avoid mistakes and manipulation. Furthermore, it is possible to block single or subtotal discounts and to set maximum limits.

CUSTOMER LOGO	
1 PLU 1	10,00
1 PLU 2	5,00
-10% Rabatt	-0,50
2 Total	14,50
Cash	14,50

Example: Percentage discount of 10% to PLU 2:



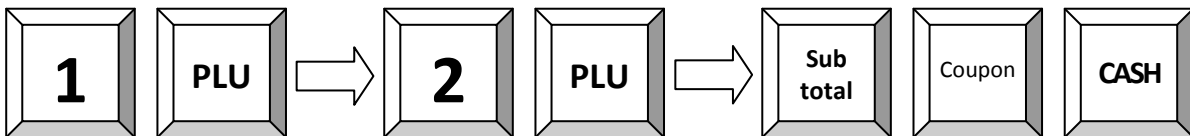
7.2 Amount Discount/Surcharge

Similarly, it is possible to use amount rebates. The only difference is that no percentages are calculated but rather total amounts such as coupons are subtracted/added.

Enter the amount directly after the item or the subtotal and press the “(-)/Coupon” or “(+)/Surcharge” key to subtract or add the entered amount from/to the actual price. Amount discounts and surcharges can be pre-programmed or blocked in the same way as percentage rebates.

CUSTOMER LOGO	
1 PLU 1	10,00
1 PLU 2	5,00
COUPON	-1,00
2 Total	14,00
Cash	14,00

Example: Discount a pre-programmed COUPON amount from the total:

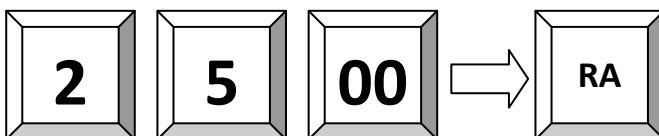


7.3 Received on Account / Paid Out

Cash can be paid out of the cash drawer for special purposes, such as petty cash, etc. This is referred to as a “Paid Out” (PO). Conversely, cash can also be added to the cash drawer. This transaction is known as “Received on Account” (RA). Adding more cash to the cash drawer is another example of “Received on Account”.

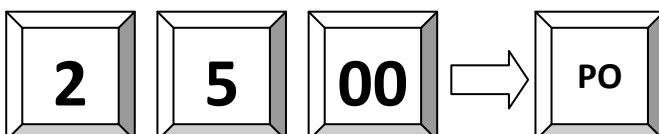
In both cases enter the amount first and then press either the key “RA” or “PO”. Depending on the programming of the POS the operation will be automatically finalized with the “Cash” key or can be continued as a normal receipt.

Example: 25.00 EUR received on account:



CUSTOMER LOGO	
R.A.	25,00

Example: 25.00 EUR paid out:



CUSTOMER LOGO	
P.O.	25,00

8 Using Shift Levels

8.1 PLU/Department Shift

The PLU/department shift is a preset function to switch all article- and department keys to a second level. This is done by adding a pre-programmed offset to the actual PLU or department number. Please note that the shift is valid for the very next item, it will be automatically reset after entry. It is also possible to block the shift for either PLUs or departments.

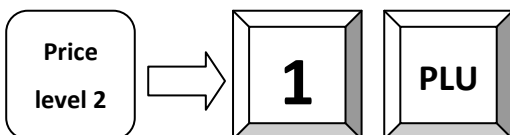
8.2 Price Shift

The POS system allows for more than one sales price for each PLU. This is a useful function for special occasions, such as “Happy Hour” or item promotions. You may program an automatic price shift based on a time period or manually change the price shift via key entry.

First select the price level by pressing the corresponding key. Then, enter the PLU. Depending on the programming the price level will be reset automatically after an item, a transaction or not at all. In that case you must reset the price level manually by choosing another keyboard level.

By using price levels it is also possible to realize tax shifts. In such a case the second price level has the same price but a different tax rate.

Example: Shift to price level 2 and register PLU 1:



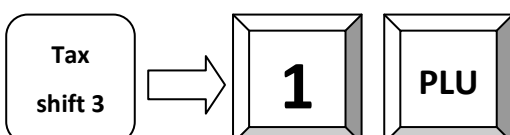
8.3 Tax Shift

As an alternative to the tax shift via price levels, there is a preset function to activate or deactivate certain tax rates directly.

Just press the corresponding “Tax” key to activate or deactivate a certain tax rate.

Depending on the programming the tax shift will be reset automatically after an item, a transaction, or not at all. In that case you must reset the tax manually by pressing the respective tax key again.

Example: Shift to tax 3 and register PLU 1:



CUSTOMER LOGO	
1 PLU 1	10,00
1 Total	10,00
Tax 3	1,00
Cash	10,00

8.4 Keyboard Levels

Keyboard levels are used to change the complete programming of the keyboard. As a result it is not only possible to change PLU- and department keys, but all functions. It is therefore very easy to activate time- or season-dependant actions and functions without re-programming the POS.

Depending on the programming, the keyboard level will be reset automatically after an item, a transaction, or not at all. In that case you must reset the keyboard level manually by choosing another level with the corresponding key.

Please make sure to program keys for resetting the level in all keyboard levels. Otherwise it is not possible to reset a certain level manually.

9 Balance Functions (Tables)

9.1 Open and Close a Balance

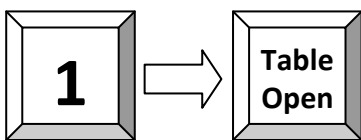
Tables are used to temporary store several open balances. This function is mainly used in hospitality settings in order to save and sort all items per table. Furthermore, it can be used in hotels to save room accounts or in retail applications to save accounts per customer. The POS system therefore supports three independent memory configurations for tables, rooms and accounts.

The functionality of all of these configurations is the same. Therefore they are all assigned to balance functions. In this manual all functions are described under the heading of tables. However, all of them are operated the same way regardless if they are tables, rooms or accounts.

To save a table, assign a certain number to the open receipt. Usually this number must be entered before the initial order. Depending on the programming it is also possible to enter this number at the end of the transaction and book the receipt to tables afterwards.

You may either enter the table number directly and press the "Table Open" key afterwards or press the "Table Open" key first and select a table out of the table list thereafter.

Example: Open table 1:



Example: Select table 1 from the list:



Once you completed the current order, you may close the table by pressing the "Table Open" key again. All items are saved to the table memory now. Depending on the programming certain items will be sent to the kitchen printer.

9.2 Print the Invoice of a Table

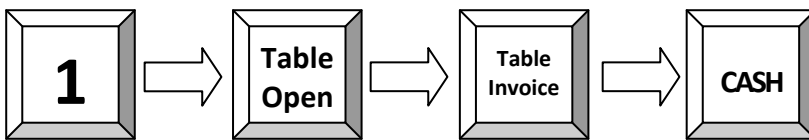
To invoice a table you must re-open it first. All ordered items and the subtotal will be displayed. Now press the key “Table Invoice”.

You may choose to finish the table immediately by payment or create a proforma invoice. This allows the customer to check the invoice first and select a payment media. After printout of a proforma invoice, the table will be closed, but stays in memory until final payment.

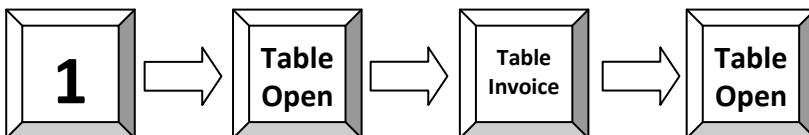
Before payment you may enter the tendered amount. This will cause the POS to calculate the change amount. If you need an extended invoice with additional text lines, use the key “Guest Invoice” instead of “Table Invoice”.

CUSTOMER LOGO		
INVOICE		1
Table #		1
2 Cola	1,40	2,80
2 Burger	2,00	4,00
4 Total		6,80
Tendered		10,00
Cash		6,80
Change		-3,20

Example: Print final invoice of table 1 with CASH:



Example: Print proforma invoice of table 1:



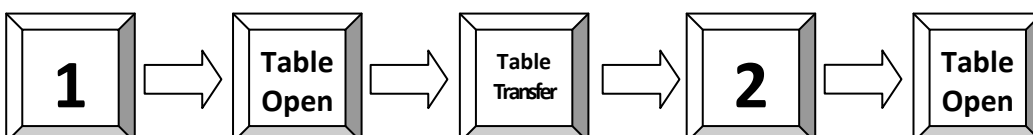
9.3 Transfer Balance

Occasionally, it is necessary to transfer the complete table contents from one table to another to combine two tables, for instance. To do that you should first open the table you want to transfer and press the key “Table Transfer”.

If the table was already opened and any new items were entered, you have to close and re-open it. “Table Transfer” is only possible with new opened tables.

Now enter the number of the new table and confirm with the “Table Open” key. Alternatively, you may press the “Table Open” key without entry and select a number from the list with the cursor keys (see section 10.1 (Open and Close a Balance)).

Example: Transfer all items from table 1 to table 2:



9.4 Splitting a Balance

The function “Table Split” is used to create more than one invoice from the same table. This may be necessary if the guests of one table wish to pay separately, for example. To split a table, first open it and press the key “Table Split”.

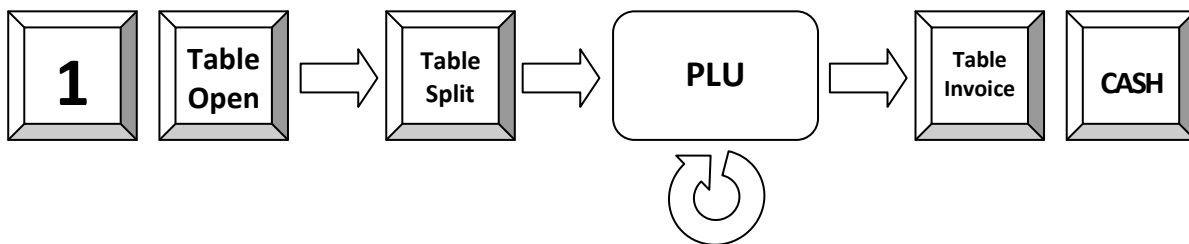
If the table was already opened and any new items were entered, you have to close and re-open it. “Table Split” is only possible with newly opened tables.

Now select the items to split. By pressing the “Subtotal” key you may check the sum of all items at any time.

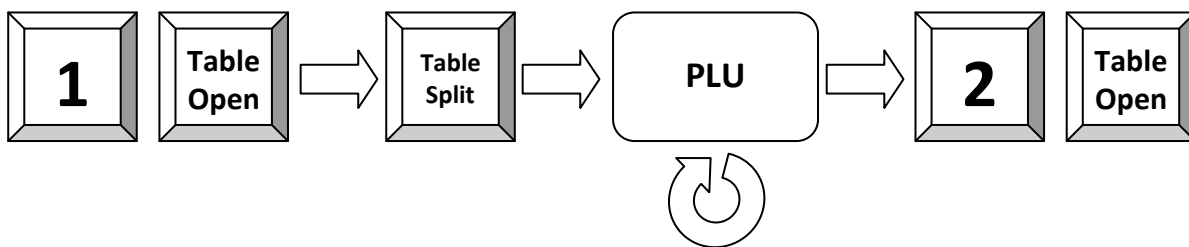
To finish splitting you have two options:

If you want to print out the invoice of the split items directly, you should press the key “Table Invoice” and enter the payment media. Alternatively, you may move the split items to another table. In that case please enter the new table number on the “Table Open” key or select a table by using the table list.

Example: Split from table 1 to invoice:



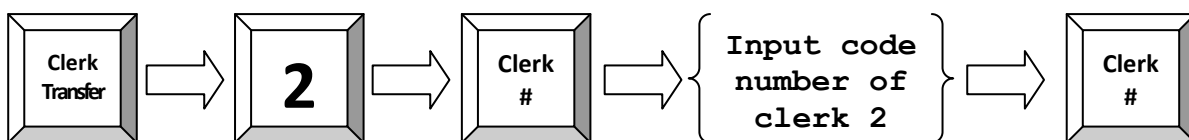
Example: Split from table 1 to table 2:



9.5 Balance Clerk Transfer

If you wish to transfer any tables from one waiter to another, please use the function “Clerk Transfer”. To transfer all tables of a certain clerk, first log this clerk on, press the key “Clerk Transfer” and select a new clerk either by keyboard or by Dallas key. If you only want to transfer a single table, you should open this table before pressing “Clerk Transfer” and selecting the new clerk.

Example: Transfer all open tables of the current clerk to clerk 2:



If you use a Dallas-Key the transfer is somewhat different: In this case the first user is logged in using one’s key, presses the „Table Transfer“ button and removes the key. Now the second user logs in with using one’s key and gets the open tables of the first user automatically.

9.6 Modifiers and Condiments

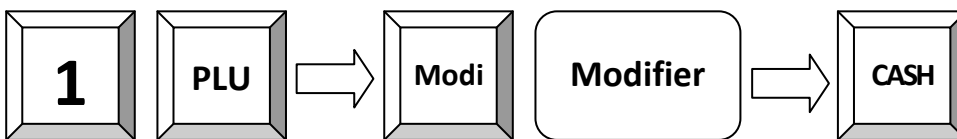
Some special articles need to be specified by supplying cooking instructions or additional items. To do that, press the “Modifier” key directly after registering the PLU. Depending on the programming, it may also be necessary to select a condiment. In that case you do not need to press the “Modifier” key, because the condiment dialog will appear automatically.

Now select the desired condiment and confirm your choice with the “Modifier” key. When required, you can also confirm with the “Multiplication” key. If a PLU was ordered more than once, it is necessary to enter a number for the condiment. Enter the desired number and confirm with the “Multiplication” key. Thereafter, the request will be continued for the remaining PLUs. To confirm the selection for all PLUs, just press the “Multiplication” key without entry.

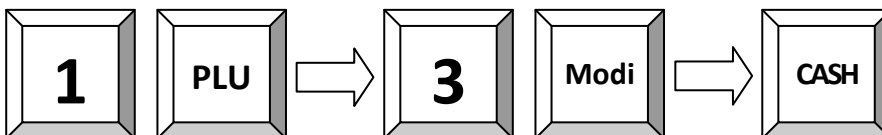
CUSTOMER LOGO	
1 STEAK	10,00
*MEDIUM	

1 Total	10,00
Cash	10,00

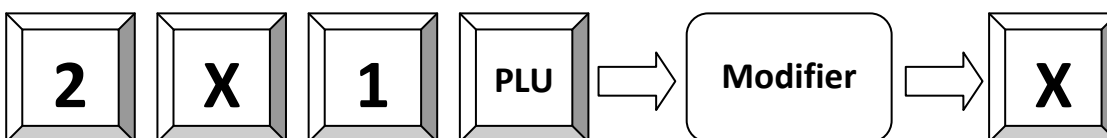
Example: Register PLU 1 with modifier 3:



or direct entry:



Example: Register 2 x PLU 1 with compulsory condiment:



10 Reports

The POS system offers a wide range of reports to collect and monitor your sales data. All functions of the system have their own report memory in four periods. They can be checked separately as system reports or combined as free programmable user reports. The report memory of each function does not only contain the total sum, but also information about clerks and time periods.

All reports can be performed as X or Z. Both types contain the same information. The X-report can be printed as a temporary report at any time, because the report data will not be cleared. The Z-report is a final report – after printing the data, the report memory will be cleared.

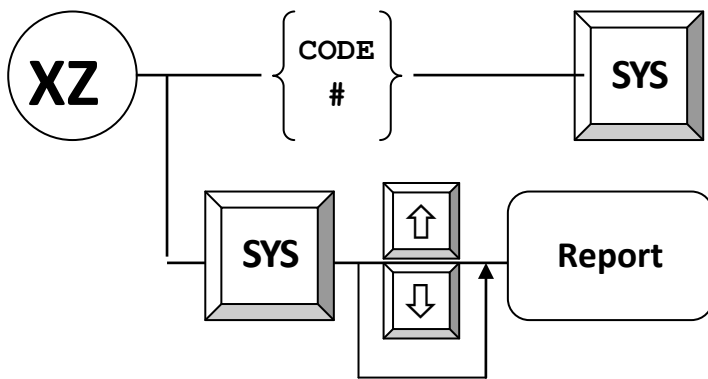
10.1 System Reports

Each function of the POS has its own system report, which is permanent in the software. Depending on the configuration, this report can contain different information such as customer count, quantity, and amount.

If you press the key "SYS" in mode X or Z you will receive a list of all available system reports. Now, you can select one report with the cursor keys and confirm by pressing "SYS" again. Alternatively, you may also enter the number of a system report directly on the "SYS" key.

Please note the programming of the system keys. By default the "SYS" key is not programmed.

Flowchart:



The following system reports are available:

- 1 Total Sales
- 2 Groups
- 3 Departments
- 4 Articles
- 5 Tax Totals
- 6 Tendering Functions
- 7 Drawer Totals
- 8 PO and RA
- 9 Discount Functions
- 10 Corrections
- 11 Foreign Currencies
- 12 Balance Functions
- 13 Table Totals
- 14 Table Items
- 15 Menus
- 16 Price Levels
- 17 Transactions
- 18 Special Itemizers
- 19 Action Tables
- 20 Stock Control
- 21 Room Totals
- 22 Room Items
- 23 Account Totals
- 24 Account Items

CUSTOMER LOGO	
System Report	

Period 1: Standard	

Departments	

Dept 1	
CCount	1
Quantity	2
Amount	10,00
Dept 2	
CCount	3
Quantity	5
Amount	25,00

X-Counter	:000001

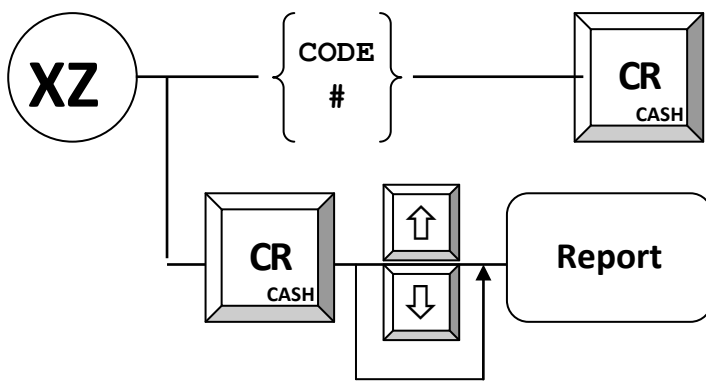
10.2 User Reports

User reports are freely programmable report lists containing several system reports. Hence, you have the possibility to create your individual reports. While programming the POS, you can define what data should be printed in the "Daily Report", for instance. Later you only need to call one user report instead of manually selecting several different system reports.

If you press the key "CR" (Carriage Return) in mode X or Z you will receive a list of all available user reports. Now, you can select one report with the cursor keys and confirm by pressing "CR" again. Alternatively, you may also enter the number of a system report directly on the "CR" key.

Please note the programming of the system keys. By default the "CR" key is located on the "CASH" key.

Flowchart:



The following user reports are pre-programmed:

- | | |
|----|------------------------|
| 1 | Clerk Report |
| 2 | All Clerk Report |
| 3 | Daily Report |
| 4 | Weekly Report |
| 5 | Open Table Report |
| 6 | Daily Dept/PLU |
| 7 | Weekly Dept/PLU |
| 8 | Monthly Report |
| 9 | Time Zone Report |
| 10 | Day of the Week Report |

You can define up to 99 different user reports with each up to 38 system report entries.

Generally it is recommended to use the user reports for normal report printing instead of single system reports.

CUSTOMER LOGO	
Daily Report	

Total Sales	

Total Sales	
CCount	1
Quantity	2
Amount	10,00

Groups	

Group 1	
CCount	1
Quantity	2
Amount	10,00

Tax Totals	

16% Tax 1	
Gross	10,00
Taxable	8,62
Tax	1,38

Tendering Function	

Cash	
CCount	1
Amount	10,00

Drawer Totals	

Cash in Drawer	
Amount	10,00

X-Counter	:000001-0001

10.3 Electronic Journal

The Electronic journal will log all operations of the POS by storing a copy of each receipt printout. Depending on the programming you can do this either in binary or in ASCII text format.

If you press the key “CR” in mode X or Z you will receive a list of all available user reports. Scrolling almost to the end of the list, you will find the entry “Electronic Journal”. If you select this, a copy of the last receipt will be printed.

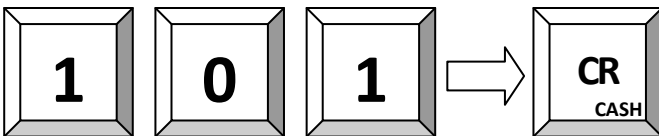
Alternatively, you may also enter one of the following numbers directly on the “CR” key to access the electronic journal:

- 101 – Print out the last receipt only.
- n X 101 – Print out the last n receipts.
- 0 X 101 – Print out the complete journal. If done in Z-mode, the journal will be cleared.
- 102 – Clear the electronic journal without printing (only in Z).
- 103 – Only for PC! The journal data are saved in a special csv-format.
- 104 – Print out the receipts of the active clerk only.
- 105 – USB-Report; save report to an USB stick.

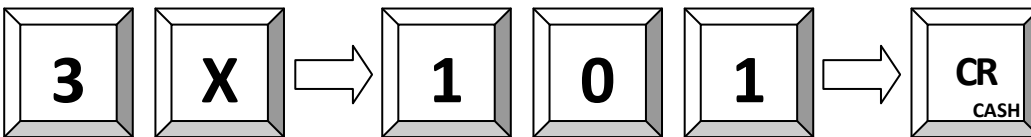
Please note the programming of the system keys. By default the “CR” key is located on the “CASH” key.

Examples:

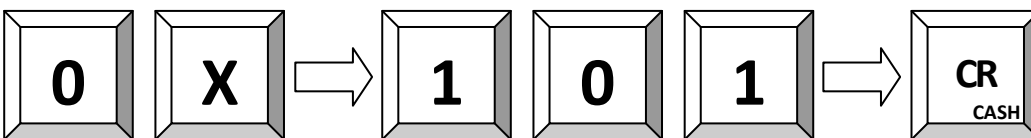
Print out the last receipt:



Print out the last 3 receipts:



Print out the complete journal:



10.3.1 USB-Report

It is possible to use the fast USB port of the register to store a report to an attached USB stick in no time instead of printing it. This can be done by attaching an USB stick to any of the registers USB-A ports and selecting the “USB Report” on the register. By default, the complete Electronic Journal (report no. 101) is stored in a textual format. It is also possible to store the data in a special CSV-format (report no. 103)

instead, which may be used to analyze the journal data by using the PC, e.g. with the QUORION EJV application. Please keep in mind: the second option requires that the register uses the binary format for storing the Electronic Journal, otherwise you will get an “Unknown Report” exception.

10.3.2 Format of the Electronic Journal

There are two different possible ways to store the Electronic Journal on the register: The “Text Format” and the “Binary Format”. These two formats have different advantages and disadvantages and they can only be switched by changing the configuration of the register (e.g. by using the QUORION QProg application).

10.3.2.1 Text Format

The Electronic journal is saved in normal text format. Journal data, saved in text format, can only be displayed and printed going backwards, beginning with the last receipt. Searching for a certain receipt number is not possible. The format of the printout depends on the programming. It is therefore possible to print out the journal in two or more columns to save paper. The text format is suitable for recording all transactions and reports as well as for controlling or exporting data to other applications.

10.3.2.2 Binary Format

The Electronic journal is saved in binary format. Any receipt can be recalled by number for controlling purposes or print out. Please note that only sales receipts are saved. The increasing receipt number is used as reference to navigate through the journal. Reports and programming are not saved in the binary electronic journal.

11 Programming

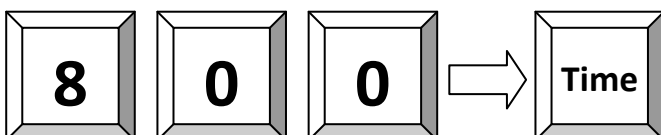
The programming of the POS system is classified in two parts: configuration and file programming. First the requested functions must be activated in the configuration. This will allocate the memory for each function. Then the pre-configured functions can be filled with user data in the programming. Please note that the configuration can only be done by PC with the software QProg. It is not possible to configure the POS systems directly. However, the file programming can be done directly in X, Z or P mode. All functions, which were configured before, can be programmed.

This manual only gives a general overview of the programming. If you have further questions please check our website www.quorion.de for special programming manuals or ask your local QUORION dealer. He will gladly help you.

11.1 Programming of Date and Time

Programming the date and time is achieved in mode P, using the system keys “DATE” and “TIME”. Enter the date in the format DDMMYYYY and confirm with the “DATE” key. You may also enter the time in the format HHMM and confirm with the “TIME” key. All changes will become active immediately.

Example: Set new time 8:00 (only in P):



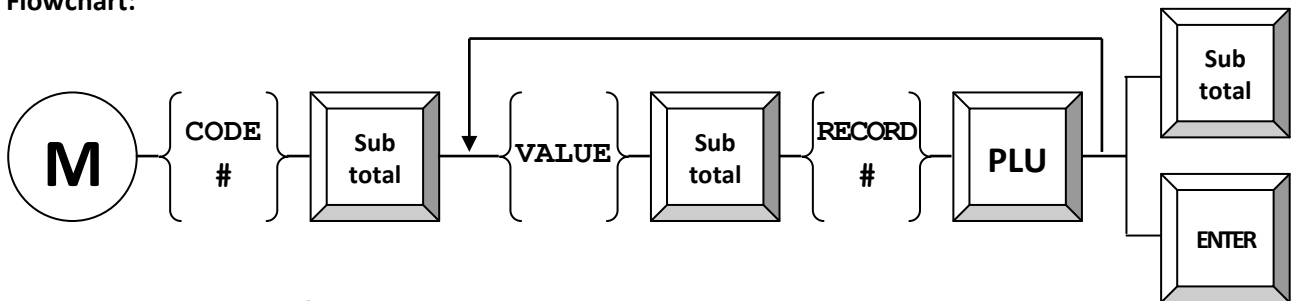
11.2 Easy PLU Programming

The easy programming of PLUs is done in manager mode (M) only. To program a PLU enter the code number of the data field you want to change and confirm with the "Subtotal" key. The following codes are available:

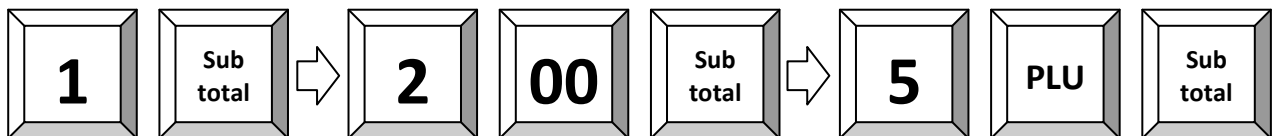
- 1 Sales Price
- 2 Cost Price
- 3 Description
- 4 Description 2
- 5 Department Link
- 6 Add Stock
- 7 Subtract Stock
- 8 Minimum Stock

After selecting a data field, enter the new value, confirm it by pressing "Subtotal" again, and choose a PLU to be programmed. This can be done either by pressing a direct PLU key or by entering the number on the "PLU" key. If you want to continue programming articles, you may repeat the same steps. To finish the programming mode press the key "Subtotal" or "Enter" (if "Subtotal" is not available) without entry.

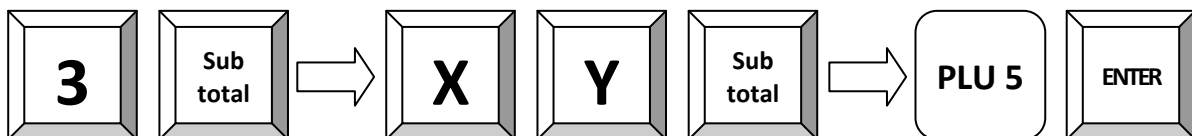
Flowchart:



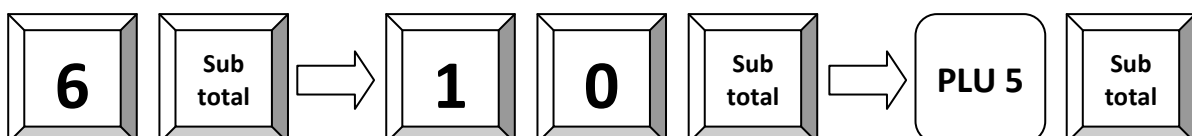
Example: Change price of PLU 5 to 2.00 EUR:



Example: Change description of PLU 5 to XY:



Example: Add 10 pieces to stock of PLU 5:





If you get the exception „Invalid Entry“ while doing the first step of the last example the stock managing function of the cash register is not active and needs to be activated to complete the example.

11.3 File Programming

Switch to the P-mode and start programming either by entering the file number directly on the “TYPE” key or by pressing the “TYPE” key without entry and selecting the file from the programming window. At the end of each line the file number is shown in brackets for reference.

Please note that files, which are not activated in the configuration, will not be shown. The following files are available:

1	Parameters	30	User Reports
2	Options	31	Balance Functions
3	Time Zones	32	Tables
4	Day of Week Zones	33	Rooms
5	Day of Month Zones	34	Accounts
6	Date Zones	36	Modifiers
7	Receipt Header	38	Endorsement Messages
8	Receipt Trailer	39	Keyboard 1
9	Slip Header	40	Macros
10	Slip Trailer	41	Menus
11	General Texts	42	Price Levels
12	Error Messages	43	Transaction Types
13	General Messages	44	Special Itemizers
14	Day Descriptors	45	Window Lookups
15	Month Descriptors	46	Condiments
16	Counters	47	Action Tables
17	Total Sales	48	Tare Table
18	Groups	49	Keyboard 2
19	Departments	97	IP Address
20	PLU	98	Password
21	Tax	99	Registers in network
22	Clerks	200	Create table map
23	Salespersons	201	Reset table map
24	Tenders	202	Remove all tables from map
25	Drawers	205	Read data from USB-stick
26	PO/RA	206	Write data to USB-stick
27	Discounts	210	Init GSM module
28	Corrections	305	Print program version
29	Foreign Currencies	306	Init printer logo

When the file has been selected, the first record will automatically be displayed. You can jump to another record by entering the record number followed by the “###” key. Pressing the “###” key without entry will select the next record set.

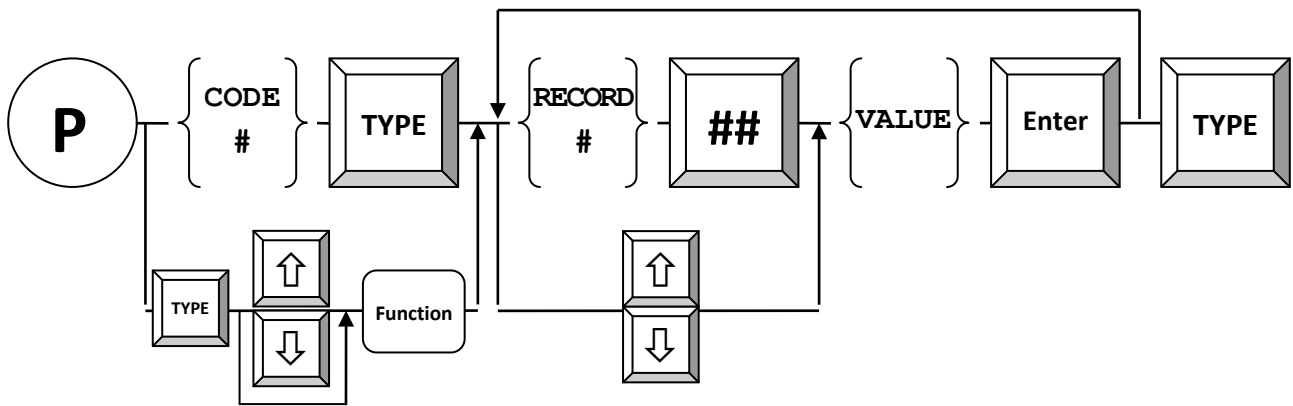


Be careful: Entering a record number here **without** pressing the “###” key afterwards will most likely accidentally alter your programming.

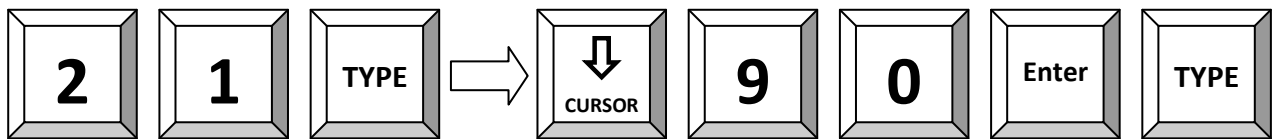
The data field to be programmed can be selected by the cursor keys “PAGE UP”, “CURSOR UP”, “PAGE DOWN”, “CURSOR DOWN”. When the field is selected just input the new data and confirm with “ENTER”. When a field was modified, the new programming is automatically printed.

If you want to continue programming files, you may repeat the same steps. To finish the programming mode press the key “TYPE” without entry.

Flowchart:



Example: Change tax rate 1 to 0.90 %:



11.4 Scanning

When scanning codes are activated in the configuration of the application it is possible to create and/or delete items on the cash-register either in program mode or during transaction when an item is not found. Furthermore there are some special maintenance procedures which can be activated in manager or programming mode.

It is possible to connect two scanners to the register. You can activate them by programming parameter 56 & 57; also check option# 78 for check digit verification when scanning.

CREATING ITEMS in Transaction Mode

When Option#79 is set the register will prompt for creation of an article when not found. If you want to create it you must confirm by pressing the "SUBTOTAL" key or abort by pressing "CLEAR" (Note that you can press the "CLEAR" key at any stage to abort!!). The register will now prompt for:

- 1 - The PRICE which you must enter on the "SUBTOTAL" key
- 2 - The Department which you must enter on the "SUBTOTAL" key
- 3 - The Descriptor when Option# 80 is set which you must enter on the "ENTER" key
- 4 - Now the article is registered.

CREATING ITEMS in Program Mode

When you are in Program Mode# 20 (PLU programming) you can scan the code or enter the code on the "X" key. When not found the register will ask you for creation which must be confirmed by pressing the "CR" (User Report) key.



Keep in mind, that the PLU needs to refer to a department other than "zero", otherwise the PLU is deactivated and cannot be used. Furthermore, don't forget to set the correct printer options, otherwise it may be possible to register an article which is not listed on any receipt.

DELETING ITEMS in Program Mode

When you are in Program Mode# 20 (PLU programming) can also delete codes. When you enter ZERO on the "##" key the register will ask you if you want to delete the current code which must be confirmed. Note that the records are only marked for deletion so they will only free up their space after PLU FILE MAINTENANCE.

PLU FILE MAINTENANCE

When using scan codes the register uses internally an INDEX file which is sorted so the register can find a code very fast. Because the PLU file can grow very large (max 50000) when using scan codes the register will store the newly created articles in a separate UPDATE file which is located at the end of the PLU file. The maximum size of the UPDATE file is HALF of the FREE SPACE in the PLU file. When for example the free space is 100 you can create 50 new items before the register will give the message to re-index the file. After re-indexing the file the remaining free space is 50 so you can again create 25 new articles. You can continue until the free space is only 1 record.



Note that is important that the UPDATE file doesn't grow to large (over 1000 articles) because this will have effect on the speed of creating new articles.

For maintenance of the PLU file there are the following commands:

100 – MERGE and DELETE

This command will MERGE the UPDATE and the BASE FILE and DELETE the articles marked for deletion. This command can be used when new item are created and items were deleted.

101 – MERGE

This command will MERGE the UPDATE and the BASE FILE. This command can be used when only new item are created.

102 – DELETE

This command will DELETE the articles marked for deletion. This command can be used items were only deleted.

103 – CHECK STATUS

This command will print and display the number of articles in the BASE and UPDATE file.

255 – CLEAR COMPLETE PLU FILE

This command will clear the complete PLU file. Note that PLU sales and inventory information is also cleared.

The command can be issued in programming mode on the "TYPE" key and in MANAGER mode on the "SUBTOTAL" key. Note that COMMAND 255 to clear to complete PLU file is only available in PROGRAM MODE.

PLUs WITH SCANCODES ON KEYBOARD

When using scan codes it is also possible to put a PLU directly on the keyboard of the register. Because the key code as programmed in the key table contains the record number in the PLU Index file and not the scan code there are a few points you must keep in mind.

1. PLU File Maintenance

Maintenance of the PLU file like creating and/or deleting PLUs should be done either on the computer **or** on the register but **not on both** because this will result in different Index files for the computer and register.

2. Programming PLU keys in QProg

When programming PLU keys in QProg you must enter the scan code in the code field.

3. Programming PLU keys on the register

When programming PLU keys on the register you must enter the scan code in the key-programming mode. The register will automatically insert the correct index record number in the key table. The

register will recognize the entry as a scan code when **more** than 5 digits are entered. Normal key codes have a value of maximal 5 digits. This means that when you want the program a PLU with scan code "123" you **must** enter "000123". Suppose this PLU is located at record number 5 the register will put 10005 as key code which is also shown on the display. When you enter "123" the register will program key code "123".

USING PLUS WITH SCANCODES IN COMBINATION WITH BALANCES

On the Balance the Index Number of the PLU is stored so at the moment it is **not allowed** to create or delete PLU when there are still balances open because the sequence of the index file will be changed which will result in wrong PLU on invoices.

11.5 Program Version and Test Routines

The POS system has a set of test routines built-in to check certain hardware components and receive information about the installed drivers and software version.

Enter the test number in mode P and confirm with the key "TYPE". Please note the programming of the system keys. By default the "TYPE" key is located on the key "PLU".

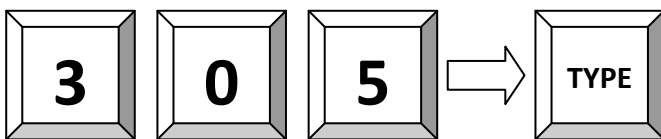
The following test routines are available:

- 302 Display Test
- 305 Print out Program Version
- 306 Init printer
- 400 Transaction Test Direct Sale
- 401 Transaction Test Tables

```


-----
F: 1v-WE
P: QC061010
C: QTouch10
RAM: 8192K
SERIAL#: 1234567
MAC: 00 16 4B 00 01 0D
-----
    
```

Example: Print out the actual software version (only in P mode):



11.6 Screensaver

Activation:

The screensaver can be activated by pressing the  key once.

Deactivation:

The screensaver can be deactivated by pressing the touch screen at any position.

12 Training Mode

The training mode is used to test all functions of the POS system without adding the turnover to the reports. The report memory will not be changed and all counters remain constant. Please note that in this mode all receipts will be automatically marked as „Training“.

In order to access the training mode, a pre-programmed training clerk must be signed-in. Training mode will remain activated until a new clerk is assigned. You will have full access to all registration and programming functions for testing and training purposes.

13 Instructions for maintenance

The POS system does not contain any components, which can be serviced or repaired by the user. Please have all maintenance performed by a qualified QUORION dealer. Unauthorized manipulations may lead to a loss of warranty.

13.1 Calibration of the Touch Screen

Switch to P-mode and enter 350 followed by the “Type” key. Now follow the instructions of the screen.

13.2 Cleaning

To clean your POS system, please use a lint-free dry or slightly damp cloth only. Please use only warm water or a special screen cleaner to damp the cloth. The cloth should only be damp, but not wet! Disconnect the system from the power supply before cleaning. Do not use any abrasive substances or agents containing solvents.

14 Information on the Electromagnetic Compatibility and Safety

CE Conformance



Important:

The machine itself is to be operated only with the components supplied by QUORION. Only use and connect original peripheral devices or peripheral devices approved by QUORION.

This QUORION cash register conforms to the European Community's 2004/108/EC EMC-directive. The cash register is a class A device and fulfils the following technical European requirements:

EN 55022

- „Norm values and measuring procedures for radio interference properties – characteristics of information technology devices“

EN 55024

- „Norm values and measuring procedures for the interference resistance properties– characteristics of information technology devices“

EN 60950

- „Security measurements for the installation of IT“

A "conformance explanation" in compliance with the directives and standards cited on top has been delivered and can be reviewed with the QUORION Data Systems GmbH.

QUORION Data Systems GmbH, An der Klinge 6, 99095 Erfurt, Germany (E-mail: info@quorion.de; web: www.quorion.de)



Important:

If the cash register is installed in a system with other devices and components, the system including the cash register and all other devices and components have to show EMC compliance to the norm. The system integrator is responsible for compliance with the EMC 2004/108 directive as well as EC and national laws for installed systems, system devices and system components that have not been supplied or tested and approved by QUORION as the manufacturer.

The system has to comply with the European Community's 2004/108/EC EMC directive:

EN 55022

- „Norm values and measuring procedures for radio interference properties – characteristics of information technology devices“

EN 55024

- „Norm values and measuring procedures for the interference resistance properties– characteristics of information technology devices“

EN 60950

- „Security measurements for the installation of IT“

Publishing Information

QUORION Data Systems GmbH
An der Klinge 6
99095 Erfurt, Germany

President: Frank Grueschow
Inc. Reg./Handelsregister: HRB 110880 - Amtsgericht Jena - EAR-NR: WEEE-Register Nr.86659901