



User and programming manual ***RSS-059***



All specifications of this manual can be changed without previous notification

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SPECIFICATIONS

The Electronic Cash Register RSS-059 offers an advanced performance for a cash register of small dimensions, thanks to its operator-friendly model features, found only on large and more expensive machines, such as: thermal printer for issuing the ticket and the possibility to keep an electronic journal in the memory.

Specifications

- 16 Departments
- 200 PLUs (items with description and price)
- 8 Clerks
- 4 types of VAT
- 4 tendering keys (Cash, Check, Charge and Credit Card)
- 4 currency types
- 10 Digits Alphanumeric Operator and Rear Display
- 4 Columns Thermal Printer
- 3000 Lines Electronic Journal
- Calculator Function
- Training Function by clerk or by code

INITIAL SET-UP INSTRUCTIONS

If possible, please connect the Cash Register to an individual power source line. When installing, please try to prevent the following:

- Exposure to direct sun light.
- Humidity.
- Hard working environment.

With the machine plugged, install the batteries supplied with the register: lift the paper cover and place the batteries in its compartments.

INSTALL PAPER IN PRINTER

The Cash Register is supplied with one thermal paper roll 57 ± 0.5 mm wide.
Lift the printer cover.



Pull up of the paper holder to be able to put the paper in place.



Let the paper roll fall down with the paper end feeding from bottom of the roll.
Close firmly the printer holder leaving the paper out.



Close the printer cover passing the paper through the slot.



If you want to use the printer as journal, insert the leading end of the paper in the take-up spool.



Close the printer cover.



RESET OPERATIONS

The Cash Register has the option to perform four types of reset. Proceed carefully, because you could lose all the data.

Partial Reset

The partial reset is used to clear the actual working memory. It can be used when the register is locked due to a wrong operation and there is no way to unlock it.

Turn the key to the OFF position.

Press and hold the key until it appears a 0 on the display.

Then, entry the next:

It will be printed the message RESET D.

Full Reports Reset

The full reports reset is used to clear the sales counters and reset to zero the receipt number. After this procedure the register is ready for programming and operation.

Turn the key to the OFF position.

Press and hold the key until it appears a 0 on the display.

Then, entry the next:

It will be printed the message RESET C.

Full Reset of All Data

This reset leaves the register in the default status preset by factory. All programming data is lost and the cash register has to be programmed again. We recommend never to use this reset unless it is recommended by the technical service.

Turn the key to the OFF position.

Press and hold the key until it appears a 0 on the display.

Then, entry the next:

It will be printed the message RESET A.

This reset also requires the programming of date and time.

Full Reset of Data except Language

This reset leaves the register in the default status preset by factory. All programming data is lost except the language setting and the cash register has to be programmed again. We recommend never to use this reset unless it is recommended by the technical service.

Turn the key to the OFF position.

Press and hold the key until it appears a 0 on the display.

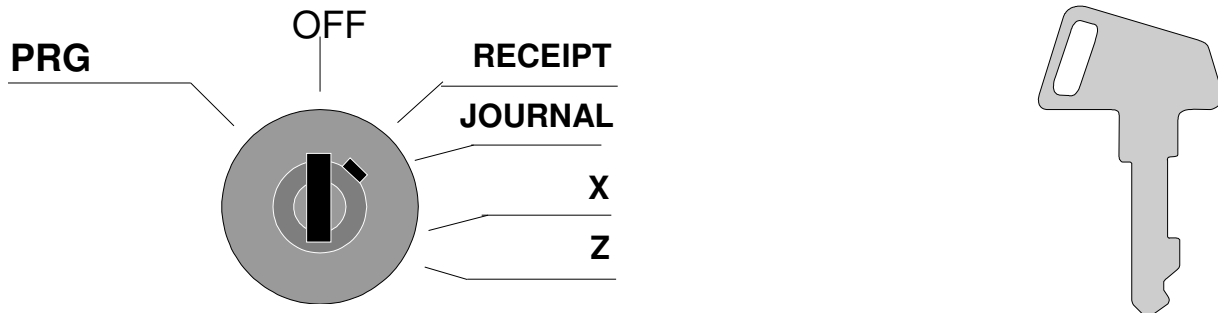
Then, entry the next:

It will be printed the message RESET B.

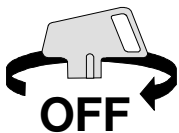
This reset also requires the programming of date and time.

CONTROL LOCK

The Cash Register has a Control Lock to restrict the use of some functions.



The Control Lock has 6 positions to select the operating modes:



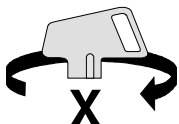
OFF Position. The cash register is inoperable. The key can be removed from the control lock.



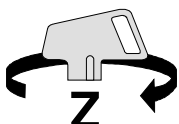
RECEIPT Position. Used for normal registrations. Receipt for the customer is printed and the electronic journal activated to keep the copies of all receipts. The key can be removed from the control lock.



JOURNAL Position. Used for normal registrations, but paper don't advance and receipt for the customer is not issued.



X Position. Used to print register reports.



Z Position. Used to print the reports and reset totals to zero.



PRG Position. Used for the register programming. Recommended to be used only by a trained person.

CASH DRAWER

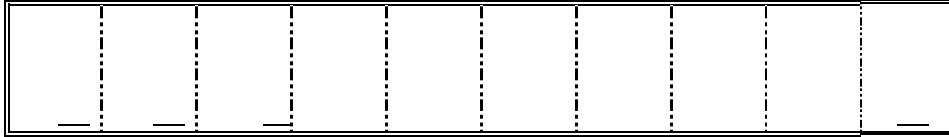
The Cash Register is equipped with a cash drawer with 4 compartments for the bills and 8 for the coins (normal drawer) or 3 compartments for the bills and 8 for the coins (small drawer), The cash drawer opens automatically after each sale or after running sales reports.

OPERATOR AND CUSTOMER DISPLAY

The Cash Register has displays for the Operator and the Customer.

The Cash Register is equipped with an alphanumeric 10 digits Display for the Operator and the Customer. They show the operations done in the cash register.

Display Layout:



- The first left digit symbol indicates that the cash register works in calculator mode. All the operations done in this mode are not added to the sales counters.
- The second left digit symbol indicates that the key RECEIPT ON/OFF has been pressed. After pressing again the key RECEIPT ON/OFF, this symbol disappears.
- The third left digit symbol indicates that the cash register is in training mode.
- The last right end digit symbol indicate that less than 700 lines remain in the electronic journal. It is a reminder that you have to list the electronic journal and reset to zero.

KEYBOARD

PAPER FEED	VOID DEL	7	8	9	PLU	PLU PRICE	RA EURO FC	PO	RECEIPT ON/OFF CLERK	RECEIPT ISSUE
(-)	REFUND	@	ABC	DEF	DEPT4	DEPT8	DEPT12	DEPT16	#/NS	CARD
1%	2%	4	5	6	DEPT3	DEPT7	DEPT11	DEPT15	CHECK	CHARGE
CLEAR	X/TIME DW	GHI	JKL	MNO	DEPT2	DEPT6	DEPT10	DEPT14	SUB TOTAL	
		1	2	3	DEPT X	÷			AT/TL =	
		0	OO	.	DEPT1	DEPT5	DEPT9	DEPT13		
		SP	#	ENT	+	-				

KEYBOARD FUNCTIONS

Followings are the keys allocated on the ER059RSS keyboard and its explanations.

Key	Type	Explanation
0 - 9	Numeric	To be used to enter amounts and quantities. They are also used to program descriptions in programming mode.
00 - .		
C	Clear	Clear numeric numbers entered and display zero. Also clear operational error and error beep tone.
X/TIME	Multiply	To be used for transaction with multiple quantity. Also used to enter double characters.
ST	Subtotal	Display subtotal of transaction.
#/NS	Referente #/ No Sale	Print the number entered with # key on Receipt/ Journal. This does not affect any sales data. Open the cash drawer without any sales transaction. Print record on Receipt/journal.
RECEIPT ON/OFF	Receipt On/Off	Activates or deactivates the Receipt Printing.
CLERK	Clerk	Used to enter the clerk number.
RECEIPT ISSUE	Receipt Issue	Print receipt upon demand after sales transaction.
AT/TL	Amount Tender / Total	Cash tender transaction.
CHARGE	Charge	Charge tender transaction.
CARD	Card	Card tender transaction.
CHECK	Check	Check tender transaction.
1% - 2%	% Discount	They are used to subtract or add a percentage over last item or for sale total.

PLU	PLU	Price Look Up item transaction (200 PLUs).
PLU PRICE	PLU price change	This is used to manual change of price of a PLU.
RA/ EURO	Received on Account/ Euro FC	Record media payment or loan to the cash drawer. Currency conversion function.
PO	Paid Out	Record media payment from cash drawer.
VOID	Void/ Error Correct	It is used to correct last item or any item on the transaction. Also is used to correct all transaction.
REFUND	Refund	Used to register a returned item.
(-)	Minus	Used to subtract an amount of the sale.
FEED	Paper Feed	Advance the paper by one line with one press or continuously while the key is pressed down.

OPERATIONS

CLERK NUMBER

Clerk codes has a special security feature to control access to the register which can be programmed in the register memory as individual code. When clerk system is activated, Clerk code must be assigned before operating in RECEIPT or JOURNAL mode. The entered clerk code stays until LOG-OFF operation even if any operation is performed in other modes such as PRG, X or Z.

Select Clerk 1

Display shows:

C	1						0.	0	0
---	---	--	--	--	--	--	----	---	---

Security code can be programmed and entered in 3 digits number after clerk number. If wrong security code was entered with clerk code, the register shows error with beep sound.

Select Clerk 1 with code 234

Display shows:

							*	*	*
--	--	--	--	--	--	--	---	---	---

LOG-OFF operation: Clerk number entry will be required for next operation once Log-Off operation was performed.

To log-off enter Clerk 9

DEPARTMENT REGISTRATIONS

Open Departments

Dept 1 with unit price 1 €:

Repeat same item sales:

For multiple item transaction, number of item or weight can be entered (0.001 – 99.999), with X/Time key to register into Department.

2 of Dept 1 with unit price 1 €:

Preset Price Departments

Press Dept without unit price

Repeat same item sales

For multiple item transaction (0.001 – 99.999) is also available with X/Time without unit price entry into Department.

2 of Department 1

PLU(PRICE LOOK UP) REGISTRATIONS

Preset Price PLU

Register PLU # 4

Repeat same item sales

For multiple item transaction, number of item or weight can be entered (0.001 – 99.999), with X/Time key to register into PLU.

Register 2 of PLU #4

Open Price PLU

PLU #4 with unit price 1€::

For multiple item transaction, number of item or weight can be entered (0.001 – 99.999), with X/Time key to register into PLU.

2 of PLU #4 with unit price 1€:

PERCENTAGE 1% AND 2%

The function keys 1% and 2% can be programmed to subtract or add a percentage. It can be also programmed a fixed percentage on each of the keys.

Preset discount on an item.

Dept 1 with unit price 1€:

Item discount (preset %rate):

Preset discount on sale total.

Dept 1 with unit price 1€:

Press Subtotal key:

Sale discount (preset % rate)

Open discount on an item.

Dept 1 with unit price 1€:

10% item discount:

Open discount on sale total.

Dept 1 with unit price 1€:

Press Subtotal key:

10% sale discount:

AMOUNT DISCOUNT

Use of the Minus key

Dept 1 with unit price 1€:

Press Subtotal key:

50c sale discount:

TENDER OPERATIONS

This product provides 4 kinds of media such as Cash, Charge, Check and Card to finalize the registration transaction. Cash change will be automatically calculated by entering tender amount with Cash tender key. The Subtotal key is also supported to show the total amount to confirm sales total amount to receive proper tender amount before above tender key entry.

Subtotal

The Subtotal key shows total amount of the sales transaction on the display as follows.

Sales total amount 5€:

The display shows:

S	T					5.	0	0

Cash Tendering

To finalize the sales transaction, press AT/TL.

Sales total amount 5€:

The display shows:

C	A					5.	0	0

Change Calculation

Change amount will be automatically calculated by entering tender amount before pressing AT/TL key.

Sales total amount 10€:

Tender amount 10€:

Display: Exact amount tender (Change = 0)

	C					0.	0	0

Over tender Operation (Change will be calculated and shown on the display):

Sales total amount 7.50€:

Tender amount 10€:

Display: Over tender (Change = 2.50€)

	C					2.	5	0

Checks, Charge and Credit Cards

This product provides other finalization media such as Check for personal check, Charge for sales on credit and Card for credit card. Over tender operation in same way as for Cash key is allowed only for Check key. Split tender operation is allowed for all medias including Cash.

Split Tendering

The sales total amount can be settled by a combination of multiple media such as Cash, Check, Charge and Card:

Sales total amount 15€

Display: (Sales total amount)

S	T					1	5.	0	0
---	---	--	--	--	--	---	----	---	---

Partial tender 10€ by Check

Display: (Remaining amount to be settled)

						5.	0	0
--	--	--	--	--	--	----	---	---

Remaining 5€ to be settled by Cash :

Note: It is recommended to press Subtotal to confirm sales total amount prior to split tender operation.

CURRENCY CONVERSION

This product supports currency conversion feature to settle the payment in different currency at finalization of the transaction. 4 individual foreign currency rate which can be programmed on each currency conversion (RA/FC) key are supported to handle multiple currencies.

Foreign currency tender with change calculation

Sales total is 6 €:

Display: Sales total amount in Euro:

S	T						6.	0	0

Foreign Currency 1:

Display: Sales amount in other currency (\$)

							7.	2	6

Cash tender 10.00 \$:

Display: Cash change in local currency (€)

	C						2.	2	6

Note: The cash change amount will be automatically calculated and converted into local currency and shown on the display. The cash change amount in both foreign currency and local currency will be printed on the receipt.

NO SALE AND NON ADD NUMBER

The cash drawer can be opened by pressing #/NS key as No Sale.

Pulsar la tecla #/NS:

Any number in maximum 7 digits can be printed on the receipt as memo such as record for transaction and so on by entering numeric data and pressing #/NS key. This operation can be performed before transaction and also at any time during sales transaction. This operation will not effect on any of sales data in transaction or data stored in the memory.

Department sales transaction:

Print "123456" on receipt

PAID OUT OPERATIONS

Pay out from the cash drawer can be operated as follows.

Pay out 10€:

1000

PO

Display: (Paid out amount)

-						1	0.	0	0
---	--	--	--	--	--	---	----	---	---

RECEIVED ON ACCOUNT OPERATIONS

Received amount can be operated as Received on Account as follows.

Receive amount 10€:

1000

RA/FC

Display: (Received amount)

						1	0.	0	0
--	--	--	--	--	--	---	----	---	---

RECEIPT ON/OFF

The receipt issue can be controlled by Receipt ON/OFF key. The status of Receipt On or Off is shown on the display at 2dn left display digit.

Receipt status can be reversed by pressing Receipt ON/OFF from On to Off or Off to On. Please note that this operation can not be performed during sales transaction operation.

In case if Receipt status is On, the receipt will be printed and issued by operation in Receipt mode.

In case if Receipt status is Off, the receipt will not be printed or issued.

CORRECTION OPERATIONS

Clear (C).

Any operational error or warning status can be cleared out by pressing CLEAR key. The warnign message on the display and beep sound can be cleared out and the ECR will be back to idle status.

Last Item Void (Void).

Correction of incorrect item registration can be performed by pressing Void key just after the item was registered.

Previous Item Void (VOID).

Void of previous item allows to correct any item entered during the current transaction. Push the Clear key followed by the Void key, and register again the item that has to be corrected.

Void PLU002:

Void DEPT1 with 1.5€ price:

Return or Refund (Refund).

This function allows return of previously sold articles. E he refund amount will be stored as independent data in the memory and can be reported out in the financial report. The Refund operation can be performed as independent transaction apart from regular registration operation.

Refund PLU002:

Refund DEPT1 with 1.5€ price:

Note: Refund key must be used before each item to return.

Full Transaction Void (VOID).

This function allows the current transaction to be totally cancelled if there are some errors or we just want to star transaction again.

To void the full transaction:

Note: It is not possible to void a transaction with more than 100 items.

DISPLAY INFORMATION

If we push X/Time key outside a transaction it appears actual date on the display. If we push more times this key, then appears the time and the remaining lines for the electronic journal. If we push C key outside a transaction it appears current assigned clerk.

Date Display

Push X/Time key:

X/Time

Display: Date (day-month-year)

2	2	-	1	1	-	2	0	0	6
---	---	---	---	---	---	---	---	---	---

Time Display

Push X/Time key:

X/Time

Display: Time (Hour-Minutes)

					1	1	-	2	0
--	--	--	--	--	---	---	---	---	---

Remaining Lines in Electronic Journal

Push X/Time key:

X/Time

Display: Lines remaining

L	.	E	J		2	5	5	0
---	---	---	---	--	---	---	---	---

Clerk Display

Push C key:

C

Display: Current Clerk:

C	1					0.	0	0
---	---	--	--	--	--	----	---	---

Warning Messages

This messages come followed by a warning beep and they are showed when the cash register needs the user intervention.

Display:

E							0.	0	0
---	--	--	--	--	--	--	----	---	---

An error situation has been produced due to an incorrect operation sequence. Push C key to clear the error status and finalize the operation correctly.

Here there is the list of possible errors:

- E1:** Error in operation sequence.
- E2:** Total sales limit overdriven. It must be performed a Z report.
- E3:** Zero price entry not allowed.
- E4:** More than 100 items to Full transaction Void.
- E5:** Clerk entry need to start transaction.
- E6:** Password entry required.

Display:

P	A	P	E	R		E	N	D	
---	---	---	---	---	--	---	---	---	--

Receipt paper not exist or is not placed in proper position. Place the paper roll correctly and push C key to clear error status.

CALCULATOR MODE

In addition to ordinary registration function, it can be operated calculator functions (+, -, x, ÷) on the cash register.

To enter into calculator mode it must be entered a prefixed password followed by SUBTOTAL key.

If password code is not set then the calculator mode is not available.

Display will show an indicator on first digit during the calculator mode.

Following table shows the keys available in the calculator mode:

KEY	FUNCTION
C	Clear
AT/TL	=
DEPT 1	+
DEPT 2	X
DEPT 5	-
DEPT 6	÷

To exit calculator mode, push SUBTOTAL key.

TRAINING MODE

This cash register allows user to make some transaction as training. It can be used setting a clerk to work in training mode or entering a code in Register or Programming mode. If the cash register is in training mode it is not possible to perform a X or Z report.

To enter or exit training mode in Register mode it is necessary to program a password code to access. It is done as following:

To enter or exit training mode in Programming mode it is done as following:

PROGRAMMING

To enter into Programming mode, please turn the key to PRG position after you complete all operation in the other mode.



LANGUAGE SELECTION

Before programming the cash register it is necessary to select the language. If language is selected in other moment, all programming data of the cash register is cleared, including date and time.

To select language enter:

Available languages are:

- 0: English (default)
- 1: Spanish
- 2: French
- 3: German
- 4: Dutch
- 5: Portuguese
- 6: Danish
- 7: Swedish

DATE AND TIME

This cash register has a internal digital clock and calendar with automatic day adjustment. The date and time need to be programmed before starting operations on the register.

To program the date enter 6 digits with the day, month and year followed by #/NS key.

To program 26/April/04:

To program the time, enter 4 digits with the hour and minutes in 24 hours format and push X/Time key.

To program 4:00 PM:

RECEIPT HEADER MESSAGE

The receipt header message consists in 6 lines with up to 24 characters and can be programmed to customize the receipt with commercial data.

Push #/NS key until it appears HD1 in the display.

Push #/NS key:

#/NS

Display:

H	D	1																	
---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

To change the header message line use DEPT1 and DEPT5 to increment or decrement the line number.

Once you arrive to the correct line, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

FOOTER MESSAGE

The footer message consists in 4 lines with up to 24 characters and can be programmed to customize the receipt with advertising data.

Push #/NS key until it appears FT1 in the display.

Push #/NS key:

#/NS

Display:

F	T	1							
---	---	---	--	--	--	--	--	--	--

To change the footer message line use DEPT1 and DEPT5 to increment or decrement the line number.

Once you arrive to the correct line, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

DEPARTMENT PROGRAMMING

This cash register has 16 department total keys. Each department has up to 12 characters description and can have a unit price programmed and can calculate tasable VAT taxes.

Department Description

Push #/NS key until it appears DP01 in the display.

Push #/NS key:

#/NS

Display:

D	P	0	1												
---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--

To change the department to program use DEPT1 and DEPT5 to increment or decrement the department number.

Once you arrive to the correct department, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

Department Price and Status

It can be programmed a unit price for each department (0 – 99999.99) and a status with the tax information, direct sale and negative status.

S1: 0 = Normal and Positive Department
1 = Direct sale and Positive Department
2 = Normal and Negative Department
3 = Direct sale and Negative Department

S2: 00 = Non Taxable
01 = Taxable VAT1
02 = Taxable VAT2
03 = Taxable VAT3
04 = Taxable VAT4

Department Program Dump

We can check if we programmed correctly the departments with the department program dump.

To department dump:

NOTE: Push FEED key for some seconds to cancel printing.

PLU PROGRAMMING

The cash register allows the programming up to 200 items with unit price and 12 characters description. Items will use VAT status of its linked department.

PLU Description

Push #/NS key until it appears PL001 in the display.

Push #/NS key:

#/NS

Display:

P	L	0	0	1							
---	---	---	---	---	--	--	--	--	--	--	--

To change the item to program use DEPT1 and DEPT5 to increment or decrement the PLU number.

Once you arrive to the correct item, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

Preset PLU price

Unit price (maximum 7 digits) can be programmed into each PLU item. Each PLU is required to be linked to one of Department (1-16) to assign VAT taxable status which is programmed in each Department.

- 1) To enter into preset PLU price programming, press **X/Time**.
- 2) Select PLU item by entering number of PLU (1 – 200) then press **PLU** key.
- 3) Enter unit price (maximum 7 digits) then press **Department (1-16)**.
- 4) To finish one PLU programming, press **X/Time** key. After **X/Time** key, you can continue to program other PLU items by selecting PLU number again < back to above sequence 2) >.
- 5) It is also possible to continue programming price for next PLU item by entering unit price then **Department** key < back to above sequence 3) >.

X/Time 1-200 PLU Price DEPT X/Time

To exit from PLU price programming, press **AT/TL**.

Cancel PLU item

It is possible to cancel PLU item by operation as follows.

- 1) To enter into cancel PLU item programming, press **X/Time**.
- 2) Select PLU item by entering number of PLU (1 – 200) then press **PLU** key.
- 3) Press **Department (1-16)** key without any numeric entry.
- 4) To finish one PLU programming, press **X/Time** key. After **X/Time** key, you can continue to program other PLU items by selecting PLU number again < back to above sequence 2) >.
- 5) It is also possible to continue programming for next PLU item by pressing Department key < back to above sequence 3) >.



To exit from cancel PLU item programming, press **AT/TL**.

PLU Programming Dump

All programming data for each PLU item can be confirmed on the report by pressing PLU key in PRG mode. The report shows all data such as PLU number, unit price, descriptor, VAT taxable status, linked Department.



NOTE: Push FEED key for some seconds to cancel printing.

CLERK PROGRAMMING

This cash register has up to 8 clerks accessible with Clerk key. Each clerk can have a description with 12 characters. Use of clerks allows having a detailed sales report for each of the clerks that has been used.

Clerks Description

Push #/NS key until it appears CL1 in the display.

Push #/NS key:

#/NS

Display:

C	L	1									
---	---	---	--	--	--	--	--	--	--	--	--

To change the item to program use DEPT1 and DEPT5 to increment or decrement the clerk number.

Once you arrive to the correct item, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

Clerks Setup

If we activate the use of clerks, they are identified by default with their own clerk number. It can be programmed a 3 digits code independent for each clerk, so nobody can change the clerk without knowing this code. If we program 000 code, the cash registers works as default. We can also set if a clerk works in training mode or if it is a normal clerk.

Clerk Number CLERK Status CHECK Code ST

Clerk Number is one number from 1 to 8, corresponding to the clerk that we wish to program.

Status is 0 for normal clerk and 1 for training clerk.

Code is a 3 digits number from 000 to 999.

VAT PROGRAMMING

This cash register handles 4 Value Added Tax percentage rates. The status of each Tax rate 1 to 4 can be programmed into Department and PLU to calculate tax amount corresponding to each tax rate in the unit price of each registration item. Each tax status 1 to 4 will be printed on the receipt/journal as symbol T1, T2, T3 or T4.

Check System Options to set the working method for VAT taxes.

VAT TAX Rate Programming

VAT Tax Rate for 1 – 4 can be programmed with sequence as follows.

- 1) Select number of Tax Rate 1 to 4.
- 2) Press **ST** key
- 3) Enter Tax Rate (maximum 5 digits : 0 – 99.999)
- 4) Press **AT/TL** key

To program other VAT Tax Rate 1 – 4, repeat sequence from above 1.

1% AND 2% KEYS PROGRAMMING

The cash register has 2 % keys to apply positive or negative percentages. We can preset a fixed percentage and set if it will be negative or positive. By default, percentage is not preset and it is set to be negative percentage.

The percentage rate is a value from 0% and 99.99 %.

The sign is 0 to be positive and 1 to be negative.

FOREIGN CURRENCY PROGRAMMING

This cash register has 4 foreign currency functions. Each currency can have a 10 character description and the exchange rate.

Foreign Currency Description

Push #/NS key until it appears FC1 in the display.

Push #/NS key:

#/NS

Display:

F	C	1							
---	---	---	--	--	--	--	--	--	--

To change the item to program use DEPT1 and DEPT5 to increment or decrement the foreign currency number.

Once you arrive to the correct item, use numeric keys to enter characters just as a mobile phone.

If it is necessary to repeat a character from the same numeric key, push ENT key to enter next character.

To delete the last character entered push DEL key.

To make double-width characters, push DW before entering the character.

Once a line is completed, push CHECK key to confirm.

To exit messages programming push AT/TL key.

Foreign Currency Exchange Rate Programming

Select the currency number followed by RA/EURO key. Then enter decimal position of the Exchange rate. Next the decimal position for local currency. After that, the exchange rate with 6 digits and AT/TL to finalize.

Currency RA/EURO Exp. Decimal Rate AT/TL

Currency: The number of the currency 1-4.

Exp.: Decimal position of the exchange rate (0-8).

Decimal: Decimal position of the result value (0-3).

Rate: Exchange rate of foreign currency 000001-999999.

1 € is worth 1.31 \$:

1 RA/EURO 2 2 000131 AT/TL

Note: Check System Option 15 to set the calculation method for the currency.

SYSTEM OPTIONS

Variety of system options to handle the cash register in the way you prefer to operate are available as described in the below table. Each system option can be programmed by the sequence as follows.

Option
 Status
 VOID

Option: Number of the system option.

Status: Final Value of the system option.

NOTE: Shadowed value is default factory setting.

System Option	Description	Status	
1	<u>Date Display/Print format:</u>	Day-Month-Year	0
		Month-Day-Year	1
2	<u>Time Display/Print format:</u>	24 Hour	0
		12 Hour (AM-PM)	1
3	<u>Decimal Point Position:</u>	No Decimals	0
		1 Decimal	1
		2 Decimals	2
		3 Decimals	3
4	<u>Electronic Journal Activity:</u>	Dynamic	0
		Standard	1
5	<u>Electronic Journal input mode:</u>	Sales Receipt Only	0
		Full Registration	1
6	<u>Warning for EJ nearly full at Start of transaction:</u>	Non Sound	0
		Sound	1
7	<u>Warning for EJ nearly full at End of transaction:</u>	Non Sound	0
		Sound	1
8	<u>Clerk System Activity:</u>	Inactive	0
		Active	1
9	<u>Clerk security code compulsory:</u>	Not Compulsory	0
		Compulsory	1
10	<u>Clerk login compulsory at each transaction:</u>	Not Compulsory	0
		Compulsory	1
11	<u>Allow the registration of zero price:</u>	Allowed	0
		Not Allowed	1
12	<u>TAX calculation mode:</u>	Reserved	0
		Add-on TAX	1
		VAT calculation	2

System Option	Description	Status	
13	<u>Fraction Rounding Mode:</u>	Round Down	0
		Round Off (5/4)	1
		Round Up	2
14	<u>European rounding mode:</u>	No European rounding	0
		Switzerland rounding	1
		Swedish rounding	2
		Danish rounding	3
15	<u>Foreign Currency convert calculation mode:</u>	Divide	0
		Multiple	1
16	<u>Multiple Receipt activity:</u>	Active	0
		Inactive	1
17	<u>Drawer opens with #/NS function:</u>	Open	0
		Not Open	1
18	<u>Consecutive# update with #/NS function:</u>	Update	0
		Not Update	1
19	<u>Zero-skip on Z1/Z2 report activity:</u>	Active	0
		Inactive	1
20	<u>Consecutive# reset after Z1 report:</u>	Inactive	0
		Active	1
21	<u>Grand Total reset after Z1 report:</u>	Inactive	0
		Active	1
22	<u>Z1/Z2 counter reset after Z1:</u>	Inactive	0
		Active	1
23	<u>Line distance mode:</u>	0,500 mm	0
		0,667 mm	1
		0,833 mm	2
		1,000 mm	3
		1,167 mm	4
		1,333 mm	5
		1,500 mm	6
		1,667 mm	7
		1,833 mm	8
2,000 mm	9		
24	<u>Printer Font Size mode:</u>	Normal size	0
		Small size	1
25	<u>EJ report print mode:</u>	Normal size	0
		Small size	1

System Option	Description	Status
26	<u>Consecutive# update after report:</u>	

		Update	0
		Not Update	1
27	Reserved		
28	Reserved		
29	Reserved		
30	<u>Date Print:</u>		
		Print	0
		Not Print	1
31	<u>Time Print:</u>		
		Print	0
		Not Print	1
32	<u>Consecutive# Print:</u>		
		Print	0
		Not Print	1
33	<u>Subtotal Print when "ST" key pressed:</u>		
		Print	0
		Not Print	1
34	<u>Tax symbol Print:</u>		
		Print	0
		Not Print	1
35	<u>Tax detail print position:</u>		
		After tender amount	0
		Before total amount	1
36	<u>Tax amount split per rate print:</u>		
		Print	0
		Not Print	1
37	<u>Total Tax amount print:</u>		
		Print	0
		Not Print	1
38	<u>Taxable amount split per rate print:</u>		
		Print	0
		Not Print	1
39	<u>Total taxable amount print:</u>		
		Print	0
		Not Print	1
40	<u>Taxable amount out of Tax split per rate print:</u>		
		Print	0
		Not Print	1
41	<u>Total taxable amount out of Tax print:</u>		
		Print	0
		Not Print	1
42	<u>#/NS function receipt print:</u>		
		Print	0
		Not Print	1
43	<u>X/Z report header print:</u>		
		Print	0
		Not Print	1
44	<u>Z1/Z2 counter on Z1/Z2 report:</u>		
		Print	0
		Not Print	1

System Option	Description	Status
45	<u>Grand Total on Z1/Z2 report print:</u>	
		Print
		0

		Not Print	1
46	<u>Payment Media counter on Z1/Z2 report print:</u>	Print	0
		Not Print	1
47	<u>#/NS function counter on Z1/Z2 report print:</u>	Print	0
		Not Print	1
48	<u>Void Total on Z1/Z2 report print:</u>	Print	0
		Not Print	1
49	<u>Refund Total on Z1/Z2 report print:</u>	Print	0
		Not Print	1

MISCELANEOUS PROGRAMMING

Consecutive # change

If we wish to change the consecutive receipt number, do as follows:

Consecutive#: 1-9999

Z1/Z2 counter change

If we wish to change the Z1 or Z2 counter, do as follows:

To change Z1 counter:

To change Z2 counter:

Counter: 0001-9999

Grand Total change

If we wish to change the Grand Total, do as follows:

Grand Total: 0-9999999999 (maximum 10 digits)

Calculator Mode Password

To access calculator mode it is necessary to set a password code. Do as follows to program:

Password: 0000-9999

Z1/Z2 Report Password

It is possible to avoid Z1 or Z2 report printing without a password code entry. Do as follows to program:

Password: 0000-9999 (0000 means no password is required)

Training mode Password

It is possible to use training mode with clerk entry or by password. In this case, do as follows to program:

Password: 0000-9999

PROGRAMMING DUMP

Once the cash register is set up, it is convenient to print a list of all data programmed to check if everything is correct. To do that enter:

CHARACTERS TABLE

The cash register RSS-059 supports the programming of descriptions for many of their functions. Here are detailed all characters available in the cash register:

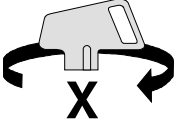
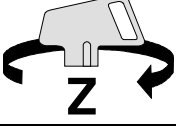
Offset Key	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7								
00	0	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	:	;	<	=	>	?														
1	P	Q	R	S	p	q	r	s	1	Š	Š	Š	p	š	š																					
2	T	U	V	t	u	v	2	Ú	Ú	Û	Û	Ü	ü	ú	ú	û	û	ü	ü																	
3	W	X	Y	Z	w	x	y	z	3	Ý	Ý	Z	z	z																						
4	G	H	I	g	h	i	4	G	Ĝ	Í	Í	Î	î	ĝ	í	ì																				
5	J	K	L	j	k	l	5	Ł	ł																											
6	M	N	O	m	n	o	6	Ń	Ń	Ó	Ó	Ô	ô	Ö	ñ	ñ	ó	ó	ô	ô	ö	ö														
7	7	@	[\]	^	_	{		}	~	i	š	←	Σ	∅	Æ	Œ	¨	˙	I	II	III	l	J	↑	.									
8	A	B	C	a	b	c	8	À	À	Á	Á	Â	Â	Ã	β	ç	ç	ç	á	á	ã	ã	ã	ã	c	ć										
9	D	E	F	d	e	f	9	Đ	É	É	É	È	Ê	Ë	è	e	è	é	é	ë																

Use numeric keys (00 – 9) to enter characters. All available characters are assigned on each numeric key as per above character table which can be selected in same way as in a mobile phone.

- To enter SPACE character use **SP** key.
- To delete one character in same way as back-space, use **DEL** key.
- To make the characters to be double-width, press **DW** key prior to entering the character.
- Use Enter key if it is necessary to insert another character from the same numeric key.

REPORTS

The cash register RSS-059 saves sales counters for each clerk and for every item sold. It also stores sales data for period-to-date financial report to have a weekly or monthly report. It is also registered all sale counters for training mode. These counters can be listed as reports on the control lock positions X or Z:

	All sales data remain in the memory. (Read the memory out only : X report)
	The reported sales data will be cleared out. (Read and Clear the memory : Z report)

FINANCIAL REPORT

The financial report contains all sales transaction data such as Department, VAT tax amount, Discounts, Refund, Void, Rounding total, Cash total, Check total, Charge total, Card total, Received on Account and Paid Out also financial data such as Net-Sales, Gross-Sales, Cash In Drawer, Check In Drawer and grand total.

In case if secret code for Z report is assigned, enter 4 digits code (0001 – 9999) then press **CHECK** key for Z report.

Password

CHECK

In case if secret code is 0000, press AT/TL without any secret code entry.

AT/TL

PERIOD-TO-DATE REPORT

This report is updated everytime financial report is taken. In this way, this report is the sum of several financial reports.

In case if secret code for Z report is assigned, enter 4 digits code (0001 – 9999) then press **CHECK** key for Z report.

Password

CHECK

In case if secret code is 0000, enter 99 and press AT/TL without any secret code entry.

99

AT/TL

PLU SALES REPORT

This report lists the quantities and amounts sold for each of the items programmed in the cash register. Push PLU key to print this report.

PLU

CLERKS REPORT

This report lists the individual clerk sales data. Push CLERK key to print this report.

CLERK

TRAINING REPORT

In the same way as Financial Report, this report list all sale counters for the operations done in training mode, such as department sales, tax amounts, payment media, received on account and paid out operations.

Enter 88 followed by AT/TL key.

88

AT/TL

ELECTRONIC JOURNAL

This product features the Electronic Journal (EJ), memory of all transactions which is equivalent to 3.000 lines of journal printing data.

Following operation can be performed during each EJ reporting.

- * Press **CLEAR** key while the EJ report is in printing process to stop printing EJ report.
- * Press **CLEAR** again, while printing is stopped, to continue printing.
- * Press **VOID** key, while printing is stopped, to abort from EJ report.

The EJ report can be issued in X mode and Z mode in same way as other reports. In Z mode, the EJ data will be cleared out or kept in memory by following operation after completion of the report. As soon as the reporting is completed, the display shows following message and the cash register beeps in 2 second to prompt you to select key operation to clear or keep the EJ data in the memory:

Display:

E	J		C	L	E	A	R		
---	---	--	---	---	---	---	---	--	--

Press CLEAR : to clear EJ data
VOID : to keep EJ data (aborting EJ data clear)

Electronic Journal Full Report

Press SUBTOTAL key to issue EJ full report.

SUBTOTAL

Select Number of Transaction Receipts from Top of EJ Memory

The number of transaction receipt from top of EJ memory can be selected to be printed out by following operation. Top of EJ memory means first transaction data in EJ memory.

Receipts

SUBTOTAL

Receipts number from 001 to 999.

Select Number of Transaction Receipts from Bottom of EJ Memory

The number of transaction receipt from bottom of EJ memory can be selected to be printed out by following operation. Bottom of EJ memory means last transaction data in EJ memory.

Receipts

PO

Receipts number from 001 to 999.

Select Number of Financial Reports from Top of EJ Memory.

The number of financial reports from top of EJ memory can be selected to be printed out by following operation. Top of EJ memory means first transaction data in EJ memory.

Reports

RA/EURO

Reports number from 01 to 99.

Clear Electronic Journal without printing

If it is necessary to clear the electronic journal but there is no need to print it we can do this sequence. This operation only works in Z mode.

81

CLERK

The display shows following message and the cash register beeps in 2 second to prompt you to select key operation to clear or keep the EJ data in the memory:

Display:

E	J		C	L	E	A	R		
---	---	--	---	---	---	---	---	--	--

Press CLEAR : to clear EJ data
 VOID : to keep EJ data (aborting EJ data clear)