

**AC-2000 PLU SCALE
PROGRAMMER MANUAL**

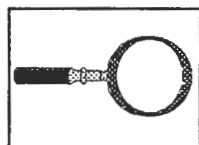
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Please read the manual fully before attempting to program the AC-2000 scale.

We at Ishida strive to make certain that there are no errors in the following pages. If, however a mistake becomes apparent please contact Ishida at the previous number.

PROGRAMMING MODE

GENERAL

This manual describes how to program data for PLU information and other variables listed in the FULL PROGRAM MENU listed below.

To access the PROGRAMMING menu, set the KEY-SWITCH to the REG. position and the user keyboard must be removed to expose the PROGRAMMING keyboard detailed below.

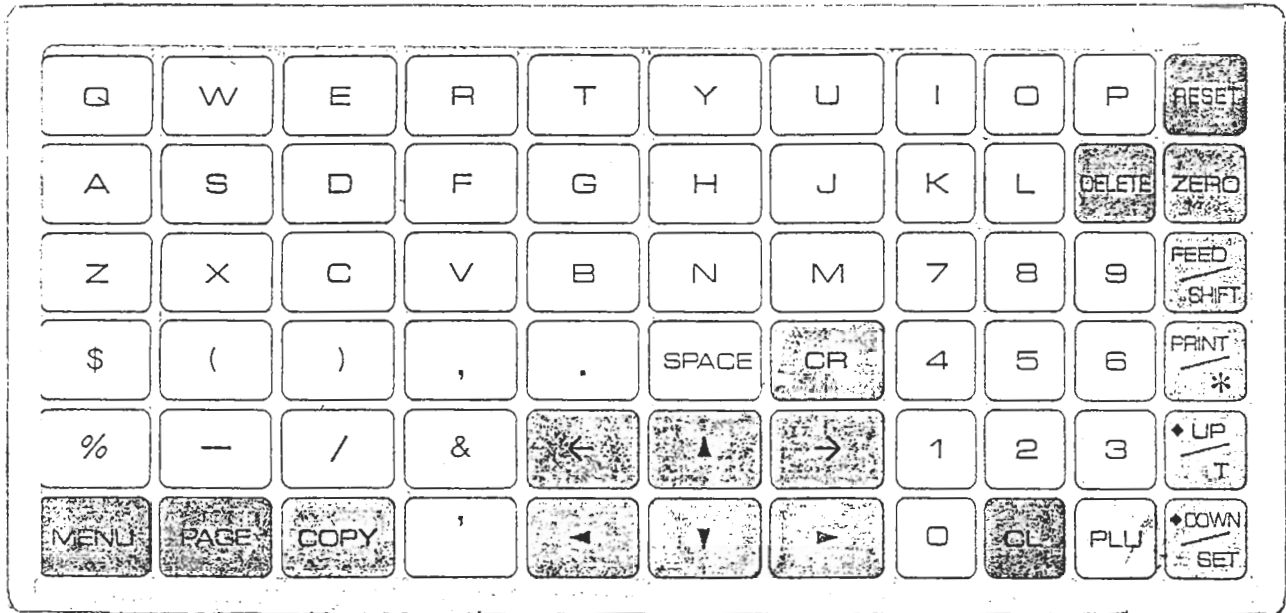


FIGURE 1: Programming Keyboard Layout

FIGURE 2: Key Switch Position Detail

PROGRAMMING KEYBOARD FUNCTIONS

The programming keyboard functions as detailed below:

[MENU]:	Moves to the previous programming MENU screen.
[PAGE]:	Moves to the next PAGE of the PROGRAMMING MENU (if available).
[COPY]:	Copy PLU If PLU 11 is to be copied press <COPY>, type "11" then press <COPY>. The PLU description is copied and overrides any data present.
[DELETE]:	Deletes the character at the cursor.
[CR]:	Start a new line of text.
[←]:	Moves the cursor left.
[→]:	Moves the cursor right.
[▶]:	Moves RIGHT across the screen options.
[◀]:	Moves LEFT across the screen options.
[◆UP/T]:	Moves UP the display options.
[◆DOWN/SET]:	Moves DOWN the display options.
[FEED/SHIFT] then [◆DOWN/SET]:	Moves down to the next line.



[FEED/SHIFT] then [←]:	Moves to the first character of the present line.
[FEED/SHIFT] then [→]:	Moves to the last character of the present line.
[FEED/SHIFT] then [n] then [◆DOWN/SET]:	Move to the line determined by the number {n}.

KEY SWITCH FUNCTIONS

The key switch positions have the following functions:

SET-UP	Sets various paramters that is determined prior to installation.
ON-LINE	Normal position for both standalone and system scales.
OFF-LINE	This position allows programming changes to be carried out at a scale without the changes being reflected at the Master Scale.
TOTALS	This position allows access to the AC-2000 totals menus for printing or clearing.
REG.	The REG. mode is the programming area for PLU information and other custom information.

FULL PROGRAMMING MENU OPTIONS

The full programming menu is detailed below and each screen can be reached by pressing the [PAGE] key.

FULL PROGRAM MENU

1: PLU FILE	5: SHOP NAME/ADDRESS	9: GROUP NAME
2: PRICE CHANGE	6: PRESET	10: ADVERT MESSAGE
3: MESSAGE 7-99	7: PLU LIST	11: OPERATOR
4: DATE/TIME	8: DEPARTMENT NAME	

Turn the key to the REG. position

```
PROGRAM MENU           [PAGE] 1/3
1:PLU FILE  2:PRICE CHANGE
3:MESSAGE 7-99  4:DATE/TIME
( 0)
```

PROGRAM MENU - PAGE 1 OF 3

Press [PAGE] key.

```
PROGRAM MENU           [PAGE] 2/3
5:SHOP NAME/ADR 6:PRESET
7:PLU LIST      8:DEPT. NAME
( 0)
```

PROGRAM MENU PAGE 2 OF 3

Press [PAGE] key

```
PROGRAM MENU           [PAGE] 3/3
9:GROUP NAME    10:AD MESSAGE
13: CAMPAIGN
( 0)
```

PROGRAM MENU PAGE 3 OF 3

EXPLANATION OF PROGRAMMING MENU

The following section is an explanation of the programming menu:

1. PLU FILE
This selection is used to create or edit complete PLU information (pages 7 - 17).
2. PRICE CHANGE
This option allows only the price information for a PLU to be edited (pages 18 - 22).
3. MESSAGE 7-99
Programming mode for the entry of extra text information (pages 23 - 24).
4. DATE/TIME
Date and time entry mode (pages 24 - 25).
5. SHOP NAME/ADDRESS
Store name and address entry mode (pages 26 - 28).
6. PRESET
Program mode for 84 preset keys (pages 29 - 32).
7. PLU LIST
Mode to list PLU file data (pages 33 - 35).
8. DEPARTMENT NAME
Area to program a name to a department code number (pages 36 - 37).
9. GROUP NAME
Area to program a name to a group code number (pages 38 - 39).
10. ADVERTISEMENT MESSAGE
Area to program scrolling advertising messages and stationary promotional messages (pages 40 - 47). *9 SCROLLING MESSAGES, UP TO 99 CHARACTERS
2 LINE MESSAGE, 99 FIELDS*
11. Menu Item No. 11 is for the operator key version only - not available in the US.
13. *ALLOWS PROGRAMMER TO SET AN ON-TIME & OFF-TIME FOR PRICE CHANGES*

PLU PROGRAMMING

The following information will be programmed to a PLU:

PLU NO.	11	<max. 4 digits>
NAME	PORTERHOUSE STEAK (TYPE1 X1) GREAT ON THE GRILL (TYPE2 X1)	<max. 1000 characters>
MARK DOWN	discount \$1.00 from the amt.	<max. 5 digits>
SALES MODE	WEIGHING ITEM	
FIXED WEIGHT	-	<max. 5 digits>
UNIT PRICE	\$7.50/LB	<max. 5 digits>
COST PRICE	-	<max. 5 digits>
TARE	0.10 LB	<max. 4 digits>
SHELF LIFE	3	<0: No. print of date> <1-998: Expiration/pack date print> <999: Pack date print only> <1001-1998: Expiration date only>
USE BY DATE	-	<0: No. print of date> <1-998: Expiry/Pack date print>
ITEM CODE		<max. 8 digits>
MESSAGE 1-6	-	
MESSAGE 7-99	7	
PACK TIME	-	<max. 4 digit>
CODE SELECT	F	<max. 1 digit>
FLAG CODE	FF	<max. 2 digits>
POS CODE	20799	<max. 10 digits>

NOTE: All fields may not be available depending how the AC-2000 is configured at installation.

PLU DATA ENTRY

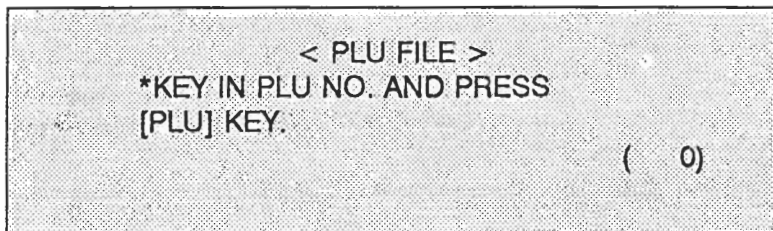
NOTES:

The active item is indicated by the [◆] symbol.

Pressing the [◆UP/T] key will move to the previous item.

The decimal point is not required to be entered on the dollar amounts or TARE values it is automatically entered.

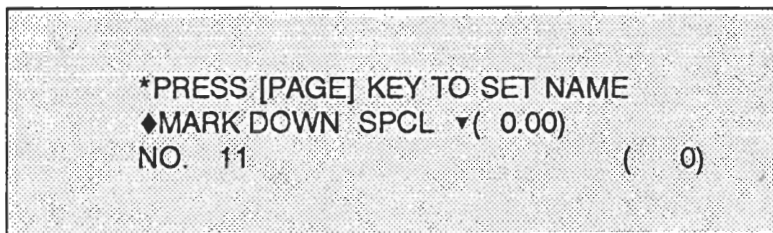
1. To program PLU information enter [1] and then press the [SET] key from any of the three PROGRAM MENU screens shown on page 4.



< PLU FILE >
*KEY IN PLU NO. AND PRESS
[PLU] KEY. (0)

PLU DATA ENTRY SCREEN 1

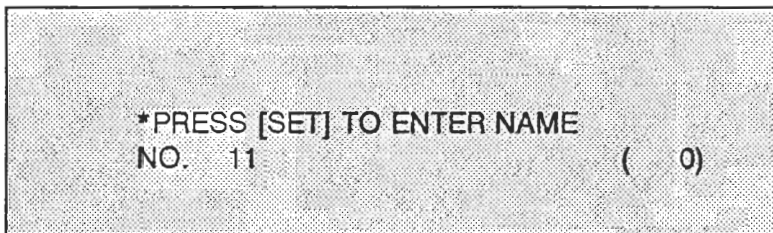
2. Enter the PLU number using the numeric keys, then press the [PLU] key. In the example press [1], [1] then the [PLU] key.



*PRESS [PAGE] KEY TO SET NAME
◆MARK DOWN SPCL ▼(0.00)
NO. 11 (0)

PLU DATA ENTRY SCREEN 2

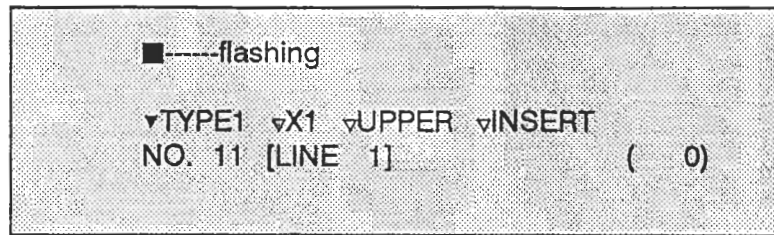
3. To delete the PLU at this point press the [DELETE] then the [ZERO] key. To enter the PLU description press the [PAGE] key.



*PRESS [SET] TO ENTER NAME
NO. 11 (0)

PLU DATA ENTRY SCREEN 3

4. Press the [SET] key.



PLU DATA SCREEN PAGE 4

5. Type the first line of the PLU description (*PORTERHOUSE STEAK*) using either the regular keyboard or the optional plug-in full-sized computer QWERTY keyboard.

NOTE: The character size is determined by a combination of the TYPE1 and X1. To edit the fields move the field indicator (indicated by the ▽ symbol) using the [◀] or [▶] keys and alter the value by the [▲] or the [▼] keys. The below table summarizes the character size available:

TYPE1: X1 15 x 30 dots (23 characters/line)
X2 30 x 60 dots (12 characters/line)
X4 60 x 120 dots (6 characters/line)

TYPE2: X1 10 x 20 dots (35 characters/line)
X2 20 x 40 dots (19 characters/line)
X4 40 x 80 dots (10 characters/line)

TYPE3: UPPER 7 x 7 dots (47 characters/line)
LOWER 7 x 7 dots (47 characters/line)

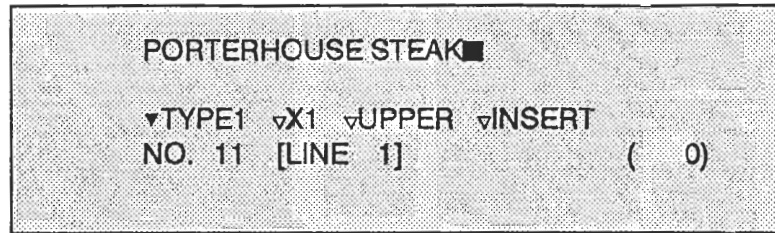
Character TYPE1 and TYPE2 are automatically centered, TYPE3 is left justified.

See Appendix A for example text.

copy

1. At the flashing prompt (cursor)
2. press [COPY]
3. Enter PLU number of description to be copied.
4. press [PLU]

AC-2000 display indicating the first line of the example PLU text.



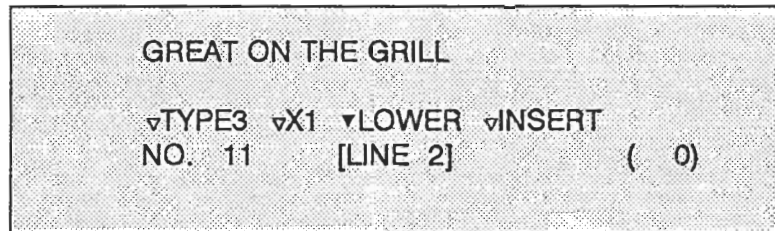
Plu Data Entry Screen 5

NOTE: In the above example;

6 = number of characters on the present line

17 = total number of characters input for the PLU

6. Press the [CR] key when the first line of the PLU is complete, then type in the second line of the PLU description, changing the text as detailed at step 5. If ingredient information is programmed then the text will automatically wrap to the next line when the present line is full.



Plu Data Entry Screen 6

The below functions are available when entering the PLU description at "PLU DATA ENTRY SCREEN 5 & 6" above.

OVERRIDE mode: Key data typed overrides the character at the cursor.

INSERT mode: Key data typed is entered at the cursor.

7. After the PLU description has been entered correctly then press the [SET] key.

```
PORTERHOUSE STEAK
GREAT ON THE GRILL
*PRESS [SET] TO ENTER NAME
NO. 11 ( 0)
```

Plu Data Entry Screen 7

PRESSING PRINT WILL GIVE TEST LABEL

8. Press the [PAGE] key to confirm the PLU description. The remaining PLU information will now be programmed

```
PORTERHOUSE STEAK
*PRESS [PAGE] KEY TO SET NAME
◆MARK DOWN ▼-$ ( 0.00)
NO. 11 ( 0)
```

PLU Data Entry Screen 8

9. Select the type of special price options using the [▼] or [▲] keys and enter the mark down value (if required) using the numeric keys.

OPTIONS:

- 0:SPCL Enter the SPECIAL value price.
1:-\$ Enter the AMOUNT to subtract from the normal price.
2:-% Enter the PERCENTAGE to be deducted from the price.
3:U/PRICE Enter the discounted unit price.

If no special is required simply press the [SET] key to proceed to the next step.

For the example press the [▼] key, then enter the special value amount [1], [0], [0] and press the [SET] key.

```
PORTERHOUSE STEAK
◆MARK DOWN ▼SPCL ( 1.00)
◆SALES MODE ▼0:WEIGH (0)
NO. 11 ( 0)
```

Plu Data Entry Screen 9

10. Review the type of PLU options using the [▼] or [▲] keys.

- 0:WEIGH Weighed Item with a Variable Price.
- 1:FIXED PR Non-Weighed Item with a Fixed Price.
- 2:WEIGH/F.P. Weighed Item with a Fixed Price.

Enter the desired choice using the appropriate numeric key.

In the example enter the number [0] then press the [SET] key.

PORTERHOUSE STEAK		
◇SALES MODE	0:WEIGH	(0)
◆FIXED WEIGHT(oz)		(0)
NO.	11	(0)

PLU Data Entry Screen 10

11. If the PLU is a FIXED PRice type then enter the approximate weight in ounces. If weighed, or not required press the [SET] key.

In the example press the [SET] key.

PORTERHOUSE STEAK		
◇FIXED WEIGHT(oz)		(0)
◆(UNIT) PRICE		(0)
NO.	11	(0)

PLU Data Entry Screen 11

12. Enter the selling price of the PLU using the numeric keys:
 - a. if a weighed PLU enter the price per pound,
 - b. if a non-weighed PLU enter the item price.

In the example enter [7], [5], [0], then press the [SET] key.

PORTERHOUSE STEAK	
◇(UNIT) PRICE	(7.50)
◆COST PRICE	(0.00)
NO. 11	(0)

PLU Data Entry Screen 12

13. Enter the COST PRICE if required using the numeric keys then press the [SET] key.

In the example press just the [SET] key.

PORTERHOUSE STEAK	
◇COST PRICE	(0.00)
◆TARE	(0.00)
NO. 11	(0)

PLU Data Entry Screen 13

14. In a weighed PLU a TARE will be required for the weight of packaging. In a non-weighed application no TARE will be required.

In the example enter [1], [0], then [SET].

PORTERHOUSE STEAK	
◇TARE	(0.10)
◆SHELF LIFE	(FFFF)
NO. 11	(0)

PLU Data Entry Screen 14

15. The SHELF LIFE date may be used as a pack date if set to "0"⁹⁹⁹, otherwise the number entered will be the number of days from the date the label is issued. If left as indicated in screen 14 (FFFF) then no date is printed.

In the example press [3]^{pack} then [SET] key.

PORTERHOUSE STEAK	
◇SHELF LIFE	(3)
◆USE BY DATE	(FFFF)
NO. 11	(0)

PLU Data Entry Screen 15

0 = no date
 1-998 = sell by / pack
 999 = pack only
 1001-1998 = expire only
 * = FFFF = refer
 [setup 3:CODE]

16. The USE BY DATE may be used as a pack date if set to "0"⁹⁹⁹, otherwise the number entered will be the number of days from the date the label is issued. If left as indicated in screen 15 (FFFF) then no date is printed.

In the example press the [SET] key.^{pack}

PORTERHOUSE STEAK	
◇USE BY DATE	(FFFF)
◆ITEM CODE	(0)
NO. 11	(0)

PLU Data Entry Screen 16

The date field functions as detailed below:

- FFFF: 0 = No date print for the field.
- 0: 999 = Print date the label is issued.
- 1 - 999: Print date of label issued + number entered.
998

1001 ~ 1998 = expire date only

17. The ITEM CODE is the UPC number required for scanning of the label. The number is usually determined by the front end system.

In the example enter [2], [0], [7], [7], [9], then press the [SET] key.

PORTERHOUSE STEAK	
◇ITEM CODE (20779)
◆MESSAGE 1-6	(0)
NO. 11	(0)

PLU Data Entry Screen 17

18. MESSAGE 1 - 6 are preprogrammed advertising slogans. The message appears at the top of the label and must be printed in TYPE1 X1 character size⁽³⁾

MESSAGE 1 - **SPECIAL!**
MESSAGE 2 - **ON SALE!**
MESSAGE 3 - **DISCOUNTED**

MESSAGE 4 - **ADVERTISED**
MESSAGE 5 - **BONUS CUT**
MESSAGE 6 - **GOOD BUY**

To use a message simply type in that number and press [SET].
If no message is required press the [SET] key.

In the example none is required therefore press the [SET] key.

PORTERHOUSE STEAK	
◇MESSAGE 1-6	(0)
◆MESSAGE 7-99	(0)
NO. 11	(0)

PLU Data Entry Screen 18

19. MESSAGE 7 - 99 are customer programmed text area's which are discussed later in the manual - see pages 23 to 24.
To select a message simply type in that number and press the [SET] key. If none is required press the [SET] key.

In the example press [7] then [SET] key (the message will be programmed later).

PORTERHOUSE STEAK	
◇MESSAGE 7-99	(7)
◆PACK TIME	(0000)
NO. 11	(0)

PLU Data Entry Screen 19

20. PACK TIME is used to print a time on the label. The time area must be programmed at installation for this feature to operate.

The below code indicate how a time is programmed:

- 1 to 23 indicates what hour in military time is to be printed.
- 24 indicates the midnight hour.
- 98 indicates that the time if label issue will be printed.

In the example none is required therefore press the [SET] key.

PORTERHOUSE STEAK	
◇PACK TIME	(0)
◆CODE SELECT	▼*:REF. (F)
NO. 11	(0)

PLU DaTa Entry Screen 20

21. CODE SELECT determines what barcode information is printed. There are three options which can be reviewed using the [▼] or [▲] keys. Each option is detailed below:
- a. * :REF Default setting determined at installation
 - b. 1 :NON-PLU Standard UPC12 barcode if different from initial settings.
 - c. 2 :PLU Dry Article numbering with the barcode number being entered as the "POS CODE" (refer to step 23).

```

PORTERHOUSE STEAK
◇CODE SELECT          ▼*:REF. (0)
◆FLAG CODE            (FF)
NO. 11                ( 0)
  
```

PLU Data Entry Screen 21

22. FLAG CODE is the first two digits of the barcode. If the default setting is incorrect enter the required digits.

In the example no change is required therefore press the [SET] key.

```

PORTERHOUSE STEAK
◇FLAG CODE            (FF)
◆POS CODE            ( 0)
NO. 11                ( 0)
  
```

PLU Data Entry Screen 22

23. POS CODE is the 10 digit dry article number used if CODE SELECT is set to 2:PLU.

If a number is entered and the CODE SELECT is configured to 1:NON-PLU then the last five digits of the POS CODE over-rides the ITEM CODE.

example:

02nnnnnvppppc is the standard UPC barcode format, where;
n is the ITEM CODE, or the last 5 digits of the POS CODE,
v is the calculated price verifier digit,
p is the pack price,
c is the overall checksum.

In the example enter then press the [SET] key.

PORTERHOUSE STEAK
POS CODE (0)
*PRESS [MENU] KEY TO INITIAL
NO. 11 (0)

PLU Data Entry Screen 23

24. All PLU information is now programmed and to return to the main PROGRAM MENU press the [MENU] key.

PROGRAM MENU [PAGE 1/3]
1:PLU FILE 2:PRICE CHANGE
3:MESSAGE 7-99 3:DATE/TIME
(0)

PROGRAM MENU PAGE 1 OF 3

PORTERHOUSE STEAK
GREAT ON THE GRILL

USE BY	PACKED	\$/LB.	WEIGHT (LB.)
AUG 16.91	AUG 14.91	7.50	1.58

0 220799 710854

TOTAL PRICE
\$10.85
~~\$11.85~~

YOUR FULL STORE NAME HERE
Your Store Address and Phone Number Here.

FIGURE __: Sample of Label Programmed Above

PLU PRICE CHANGE

Price changing can be done from any of the three main PROGRAM MENU pages - located on page 4.

The AC-2000 will allow two types of price changes to be done; one is a permanent price change where the PLU stores the price change, the second type stores the original price and the new price until the batch file is actioned.

PERMANENT PRICE CHANGE

The following steps indicate how to permanently change the price of a programmed PLU.

The example will change the price of PLU number 11 programmed earlier from \$7.50 to \$7.99.

1. Turn the key to the REG. position if not already in that position.
Enter [2] then press the [SET] key.

```
< PRICE CHANGE >
*SELECT CHANGE MODE
1:NORMAL      2:SPCL(BATCH)
( 0)
```

Price Change Screen 1

2. Select the type of price change that is desired:
 - a. NORMAL means that the price change will be carried out immediately,
 - b. SPCL(BATCH) means that the price changes will be stored for use at a future time.

In the example select the [1] then press the [SET] key.

```
*KEY IN PLU NO. THEN PRESS
[PLU] KEY. <CURRENT> <NEW >
◆UNIT PRICE ( 0.00) ( 0.00)
NO. 11 ( 0)
```

Price Change Screen 2

3. Select the PLU number that is required to have the price changed using the numeric keys, then press the [SET] key.

In the example enter [1], [1] then press [SET].

```
*KEY IN PLU NO. THEN PRESS
[PLU] KEY <CURRENT> <NEW >
◆UNIT PRICE ( 7.50) ( 0.00)
NO. 11 ( 0)
```

Price Change Screen 3

4. Enter the required new price, then press the [SET] key.

In the example enter [7], [9], [9] then press the [SET] key.

```
*KEY IN PLU NO. THEN PRESS
[PLU] KEY. <CURRENT> <NEW >
◆UNIT PRICE ( 7.50) ( 7.99)
NO. 11 ( 0)
```

Price Change Screen 4

5. If more PLU's are to be edited: then return to step (3), otherwise press the [MENU] key to return to the PAGE 1/3 of the PROGRAM MENU.
The key can be returned to the ON-LINE position to verify that the price change was accomplished.

BATCH PRICE CHANGE

The batch type of price change is detailed below.

In the example the price will be changed on two PLU's;

PLU 11	7.99	to	8.99
PLU 12	5.99	to	6.99

which will be done in the same [BATCH] file.

1. From any of the main three PROGRAM MENU pages (turn key to REG. position) press [2] then press the [SET] key

```
< PRICE CHANGE >
*SELECT CHANGE MODE
1:NORMAL.    2:SPCL(BATCH)
( 0)
```

Batch Price Change Screen 1

2. Select the SPCL(BATCH) option by entering [2] then pressing the [SET] key.

```
< SPCL (BATCH) > [PAGE] 1/2
*KEY IN PLU NO. THEN PRESS [PLU]
◆UNIT PRICE ( 0.00) ( 0.00)
NO. ( PLU) ( 0)
```

Batch Price Change Screen 2

3. Enter the first PLU number that has to have its price changed using the numeric keys then press the [SET] key.

In the example enter [1], [1] then press the [SET] key.

```
< SPCL(BATCH) > [PAGE] 1/2
*KEY IN PLU NO. THEN PRESS [PLU]
◆UNIT PRICE ( 7.99) ( 0.00)
NO. 11 ( 1PLU) ( 0)
```

Batch Price Change Screen 3

4. Enter the new price using the numeric keys, then press the [SET] key.

In the example press [8], [9], [9] then press the [SET] key.

```
< SPCL(BATCH) > [PAGE] 1/2
*KEY IN PLU NO. THEN PRESS [PLU]
◆UNIT PRICE ( 7.99) ( 8.99)
NO. 11 ( 1PLU) ( 0)
```

Batch Price Change Screen 4

5. Repeat step 3 and 4 for as many PLU's that are to have special prices in this operation (batch). After all PLU's have had the price changed proceed to step 6.

In the example enter [1], [2] (PLU 12) then press the [SET] key at step 3. Enter the new price [6], [9], [9] then press the [SET] key at step 4.

6. After all required PLU's have had the price changed press the [PAGE] key to review the type of batch operations available.

```
< SPCL(BATCH) > [PAGE] 2/2
*EXECUTE CHANGE -- [COPY] KEY.
*MEMORY PRINT ---- [PRINT] KEY.
( 0)
```

Batch Price Change Screen 5

7. To send the programmed price changes immediately press the [COPY] key. To review (print) the price changes in the batch file the [PRINT] key can be pressed at this point. The [BATCH] price change list must be printed before the batch is activated and the changes are deleted.

When it is time to activate the changes enter the *Batch Price Change Screen 5* and press the [COPY] key.

8. The scale can be returned to normal operation by returning the key to the ON-LINE position.

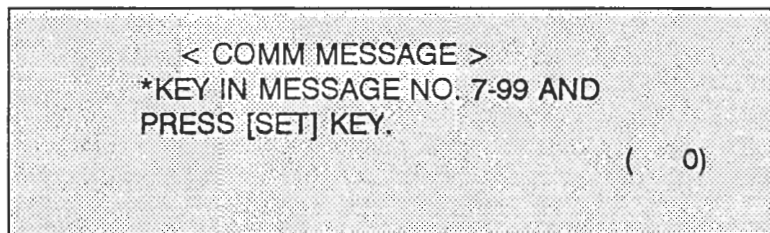
Note: To delete a batch file press [DELETE] then the [ZERO] key at "*Batch Price Change Screen 2*".

PROGRAMMABLE TEXT MESSAGES

The AC-2000 can have up to 93 text information references of up to 1000 characters. The text messages can be used for; ingredients, cooking instructions, sales messages, merchandising information, etc.

The following steps indicate how to program the below cooking instructions as MESSAGE 7.
GRILLING INSTRUCTIONS: HEAT COALS TO MEDIUM-HOT TEMPERATURE. PLACE THE STEAK(S) ON RACK DIRECTLY OVER THE COALS. GRILL FOR 10 MINUTES FOR RARE, 13 MINUTES FOR MEDIUM AND 18 MINUTES FOR WELL-DONE. TURN HALFWAY THROUGH COOKING TIME.

1. From any of the 3 PROGRAMMING MENU's (located on page 4) (turn key to REG. position) press [3] then [SET].

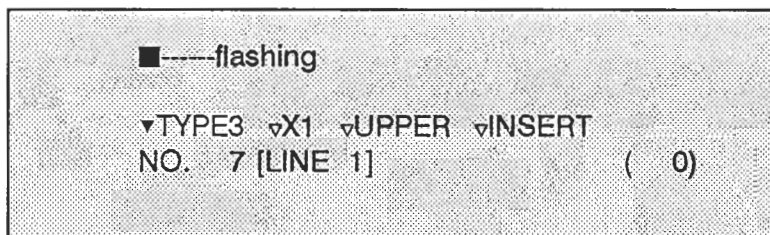


< COMM MESSAGE >
*KEY IN MESSAGE NO. 7-99 AND
PRESS [SET] KEY. (0)

Message 7-99 Data Entry Screen 1

2. Enter the number of the MESSAGE to be created/edited (7 through 99) and press the [SET] key.

In the example select [7] and press [SET].



■----flashing
▼TYPE3 ▼X1 ▼UPPER ▼INSERT
NO. 7 [LINE 1] (0)

Message 7-99 Data Entry Screen 2

3. Enter the text as required changing the character size as desired. If a new line is required press the [CR] key. The programming is the same as the PLU description editing on pages 7 to 9.

When the text is complete press the [SET] key.

For the example above it is recommended that "GRILLING INSTRUCTIONS" be in character TYPE2 X1 and the remaining instructions be in TYPE3 UPPER or LOWER case as desired.

```
WELL-DONE. TURN HALFWAY THROUGH  
COOKING TIME.  
▽TYPE3 ▽X1 ▽LOWER ▽INSERT  
NO. 7 [LINE 3] ( 0)
```

Message 7-99 Data Entry Screen 3

4. Repeat steps 2 and 3 for all messages that need programming.
5. When all messages have been programmed the key can be returned to the ON-LINE position to return to normal operation.

DATE/TIME

This area is used to program the DATE and TIME for the internal clock of the AC-2000. It should only required setting at initial setting, or for summer/winter time changes.

1. The DATE/TIME menu is accessible from any of the 3 main PROGRAM MENU's (turn key to REG. position). Then press the [4] key and the [SET] key.

```
< DATE/TIME >  
◆DATE (YY/MM/DD) 91/01/01  
( 0)
```

Date Screen 1

2. Enter the correct DATE then press the [SET] key.

For example program Tuesday, July 2 1991, 21:00:00HRS
Enter [9], [1], [0], [7], [0], [2] then press [SET].

```

      < DATE/TIME >
◇DATE(Y Y/M M/D D)   91/07/02
◆DAY   ▼2:MON        MON
                                     ( 0)

```

Date Screen 2

3. Enter the correct day using the numeric keys, the below codes indicate what number equals what day.

1: MONDAY 3: TUESDAY 5: FRIDAY
2: TUESDAY 4: WEDNESDAY 6: SATURDAY

In the example press [2] then press [SET].

```

      < DATE/TIME >
◇DAY   ▼2:TUE        TUE
◆TIME(HR:MIN:SEC)   17:03:21
                                     ( 0)

```

Date Entry Screen 3

4. Enter the correct time using the numeric keys.

In the examples enter [2], [1], [0], [0], [0], [0] then press the [SET] key.

```

      < DATE/TIME >
◇TIME(HR:MIN:SEC)   21:00:00
                                     ( 0)

```

Time Entry Screen 4

SHOP NAME/ADDRESS

This is the area where the store name and address is programmed. The following parameters detail the number of characters available for the store name and address:

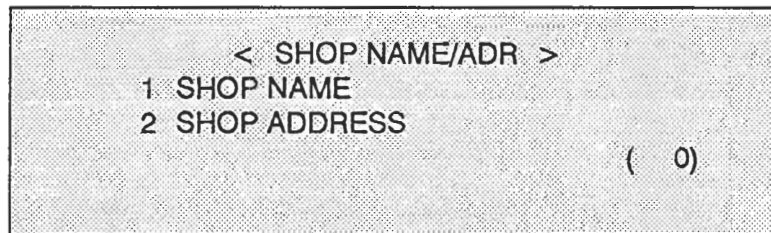
STORE NAME: one line, max. 35 characters (TYPE2 X1)
STORE ADDRESS: one line, max. 47 characters (TYPE3 X1)

For the example:

The store name: THE MEAT MARKET

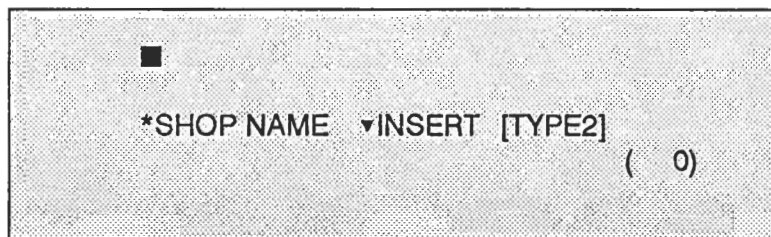
The address: 11111 Any Street, Any Town, Any State 12345

1. The SHOP NAME/ADDRESS field is accessed by pressing [5] key, then the [SET] key from any of the 3 main PROGRAMMING MENU's (turn the key to the REG. position).



Store Name Entry Screen 1

2. To enter the store name press [1] key, then press the [SET] key.



Store Name Entry Screen 2

3. Enter the store name following the same procedure as the PLU text entry.
In the example enter "THE MEAT MARKET".

```
THE MEAT MARKET■  
*SHOP NAME ▼INSERT [TYPE2]  
                                ( 0)
```

Store Name Entry Screen 3

4. After the STORE NAME has been entered correctly press the [SET] key.

```
< SHOP NAME/ADR >  
1 SHOP NAME  
2 SHOP ADDRESS  
                                ( 0)
```

Store Name Entry Screen 4

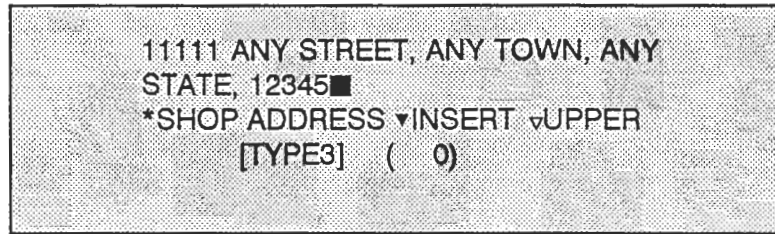
5. To enter the STORE ADDRESS press the [2] key then press the [SET] key.

```
■  
*SHOP ADDRESS ▼INSERT ▼UPPER  
[TYPE3]                                ( 0)
```

Store Address Entry Screen 5

6. Enter the store address following the same procedure as in step (3).

In the example enter "11111 ANY STREET, ANY TOWN, ANY STATE 12345.



Store Address Entry Screen 6

7. After the store address has been entered correctly press the [SET] key to save the changes.

The key can be returned to the REG. position to return to normal operation mode.

PRESET KEYS

There are 42 preset keys on the AC-2000 with a second shift level of keys that doubles the number of preset keys to 84. The keys can be programmed as PLU keys, Tare Look-Up keys or Operator Keys.

When the preset keys are programmed to PLU keys the operation of the key acts as entering the PLU number and then pressing the [PLU] key.

When the preset keys are programmed as Tare Look-Up's the key acts as a numerically entered tare followed by the [TARE] key.

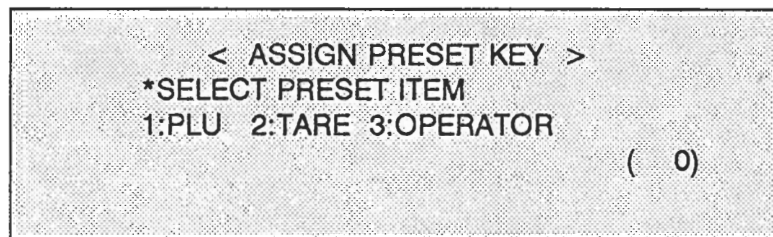
If the Preset keys are programmed as operator keys then the key would act as the [PRINT] key adding the transaction to the totals for that operator.

PROGRAMMING PLU PRESET KEYS

The programming of PLU's preset keys is detailed below.

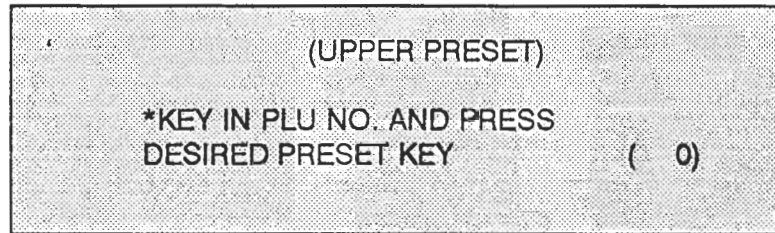
As an example we will program PLU number <11> created earlier to the UPPER PRESET key on the top left side (Q key on the programming keyboard).

1. Select the PRESET option from any of the 3 main PROGRAM MENU screens (available after the key is placed to the REG. position) by pressing the [6] key then the [SET] key.



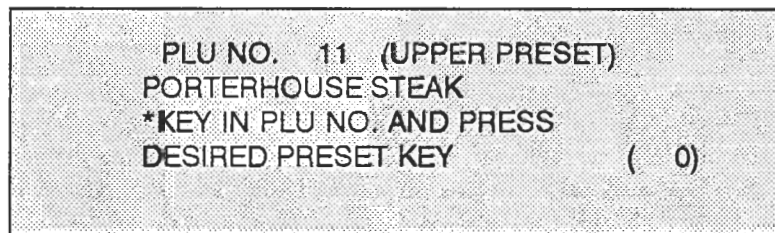
Preset Key Assign Screen 1

2. To enter the PLU programming mode press the [1] key followed by the [SET] key.



Preset Key Assign Screen 2

3. Enter the desired PLU number followed by the [SET] key.
In the example enter [1], [1] then the [SET] key.



Preset Key Assign Screen 3

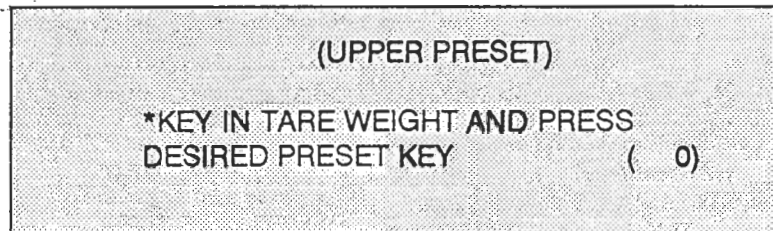
4. Press the desired PRESET key. If a mistake is made then simply re-enter the correct PLU number and press the desired PRESET key.
In the example press the [Q] key.
Repeat steps 3 and 3 until the last PLU preset key has been assigned then press the [MENU] key to return to the "Preset Key Assign Screen 1".
5. To program the lower presets it is necessary to press the [SHIFT] key to switch the alternative locations.
6. Turn the key to the ON-LINE position to return to normal operation.

PROGRAMMING TARE PRESET KEYS

Preset Tare keys are used to speed up Tare value entry by reducing the number of key strokes required to enter a value. The programming of Tare Preset keys is similar to the PLU preset assign procedure.

As an example we will program a Tare value of 0.05lb to the LOWER preset key [Q].

1. Turn the key to the REG. position to enter programming mode. Then enter [6] followed by the [SET] key to obtain the "Preset Key Assign Screen 1" (see page 30).
2. Select the TARE option by entering [2] followed by the [SET] key.

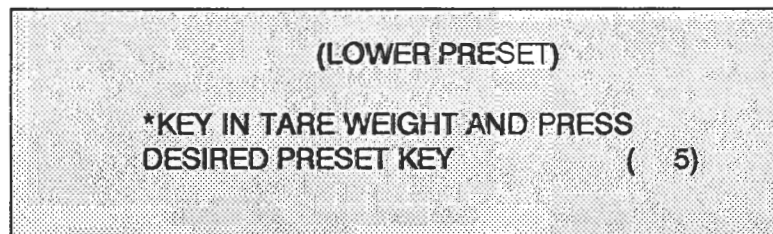


Tare Preset Assign Screen 1

3. Enter the desired Tare value and then press the appropriate PRESET key.

In the example press [5], followed by the [FEED/SHIFT] key.

It is not required to enter preceding zero's or the decimal point - they are entered automatically.



Tare Preset Key Assign Screen 3

Then press the [SET] key.

4. Repeat step (3) to program further Tare preset keys. After all have been assigned the key switch can be returned to the ON-LINE position to return to normal operation.

PROGRAMMING OPERATOR KEYS

Operator keys are used to gather information concerning a user of the AC-2000. When a label is to be issued then instead of pressing the [PRINT] key the operator will press the assigned PRESET OPERATOR key. This will then store all transactions carried out by that user for report at a later date.

To program operator preset keys the procedure is identical to the PLU operation described on page 30. Instead of programming a PLU number the operator number is used when option <3:OPERATOR> is selected at step 1.

THIS OPTION IS NOT YET AVAILABLE IN THE US.

PLU FILE LIST

The AC-2000 gives the operator the ability to list PLU information on both labels and/or continuous thermal report paper. A range of PLU numbers can be selected so that a full list need not be generated every time.

The PLU information printed on the label (detailed below for PLU number 11 programmed earlier) is the full programmed data and allows the verification of the barcode as the label can be test scanned at the scanner system.

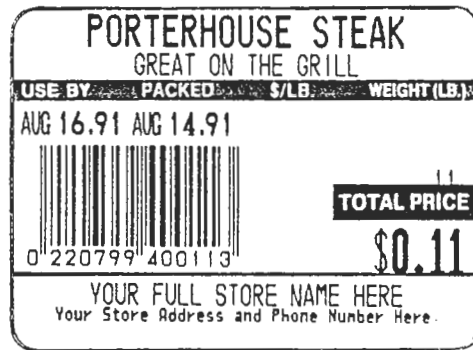


FIGURE 3: Example of PLU Information Listed on Labels

The PLU information listed on report paper is a short form list which details programmed information but does not give a full description. An example is given below for PLU 11 programmed earlier.

ITEM MASTER LIST			
AUG 14.91		14:43	
PLU No.	11	DISCOUNT	
PORTERHOUSE STEAK			
U/P(\$)	COST(\$)	F/W(oz)	TARE(lb)
7.50	0.00	0	0.10
CODE 00020799	EXPIRE DATE		3

FIGURE 4: Example of PLU Information Listed on Report Paper

PLU FILE LIST ON LABELS

The following steps indicate how to obtain a list of programmed PLU's on labels.

As an example we will list only PLU number 11 programmed earlier.

1. Turn the key-switch to the REG. position and from any of the 3 PROGRAMMING MENU's enter the number [7] then press the [SET] key.

```
< PLU LIST >
*SELECT NO. AND PRESS [SET]
1:ON RECEIPT  2:ON LABEL
( 0)
```

PLU File List Screen 1

2. Select option 2 by pressing the number [2] key followed by the [SET] KEY.

```
< PLU LIST >
*KEY IN PLU NO. AND PRESS [SET]
◆START ( 0)◆END ( 0)
( 0)
```

PLU File List Screen 2

3. Select the first PLU number to be listed then press the [SET] key.
For the example enter [1], [1] then the [SET] key.

```
< ON LABEL >  START → [PRINT]
*KEY IN PLU NO. AN PRESS [SET]
◆START ( 11) ◆END ( 0)
( 0)
```

PLU File List Screen 3

4. Select the last PLU number to be printed then press the [SET] key.
For the example enter [1], [1] then the [SET] key.

```
< ON LABEL > START → [PRINT]
*KEY IN PLU NO. AND PRESS [SET]
◇START ( 11) ◇END ( 11)
( 0)
```

PLU File List Screen 4

5. To start the print operation press the [PRINT] key and the number of labels issued will correspond to the number of PLU's programmed in the range specified.
In the example only 1 label will be issued.
6. To return the AC-2000 to normal operation turn the key-switch to the ON-LINE position.

PLU FILE LIST ON REPORT PAPER

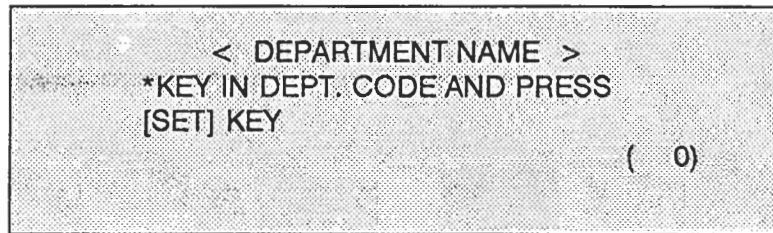
The procedure to list PLU information on report paper is identical to the above steps, however at (step 2.) select option (1) by pressing the number [1] key then the [SET] KEY.

DEPARTMENT NAME

This field is used to program a name to a department reference number, up to 12 characters can be used. The maximum combined number of departments and groups is 50. Up to 4 digits can be assigned as a department reference number.

As an example we will assign the "MEAT DEPT." name to the department reference number 01.

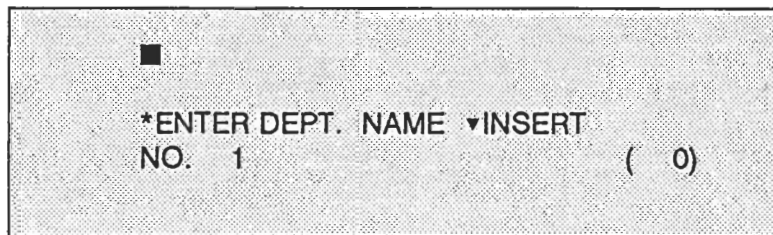
1. Turn the key-switch to the REG. position and from any of the three main PROGRAMMING MENU's enter [8] then the [SET] key.



Department Name Programming Screen 1

2. Enter the department code number using the numeric keys and press the [SET] key.

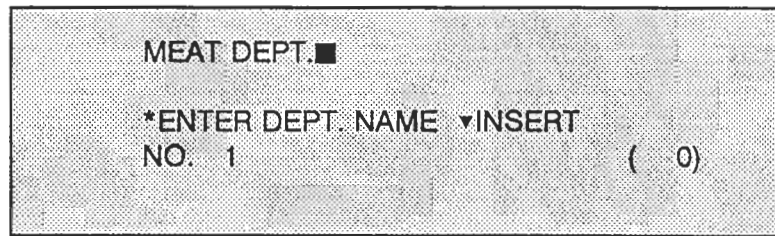
In the example enter [1] then press the [SET] key.



Department Name Programming Screen 2

3. Enter the department name using the keyboard.

In the example type [M],[E],[A],[T],[],[D],[E],[P],[T],[.]



MEAT DEPT.■
*ENTER DEPT. NAME ▼INSERT
NO. 1 (0)

Department Name PROGRAMMING Screen 3

4. When the name has been entered correctly press the [SET] key to store the name. To program more department names repeat steps 2 and 3 as required.

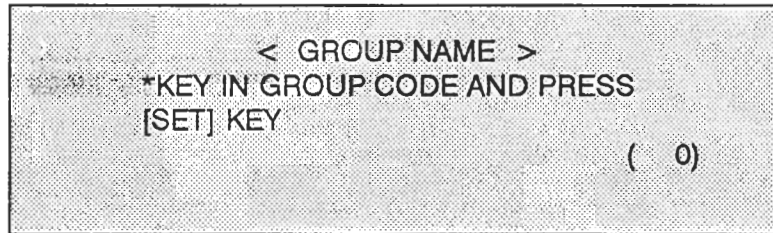
To return to normal operation turn the key-switch to the ON-LINE position.

GROUP NAME

This field is used to program a name to a group reference number, up to 12 characters can be used. The maximum combined number of departments and groups is 50. Up to 4 digits can be assigned as a group reference number.

As an example we will assign the "STEAKS" name to the group reference number 01.

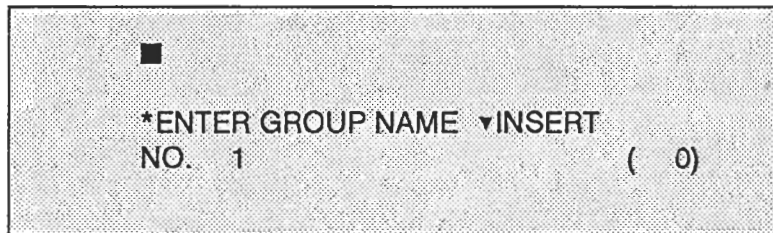
1. Turn the key-switch to the REG. position and from any of the three main PROGRAMMING MENU's enter [9] then the [SET] key.



Group Name Programming Screen 1

2. Enter the group code number using the numeric keys and press the [SET] key.


In the example enter [1] then press the [SET] key.



Group Name Programming Screen 2

3. Enter the group name using the keyboard.

In the example type [S],[T],[E],[A],[K],[S]



```
STEAKS■
*ENTER GROUP NAME ▼INSERT
NO. 1 ( 0)
```

Group Name PROGRAMMING Screen 3

4. When the name has been entered correctly press the [SET] key to store the name. To program more group names repeat steps 2 and 3 as required.

To return to normal operation turn the key-switch to the ON-LINE position.

* must select each day separately
then the messages to display
that day

ADVERTISING MESSAGE

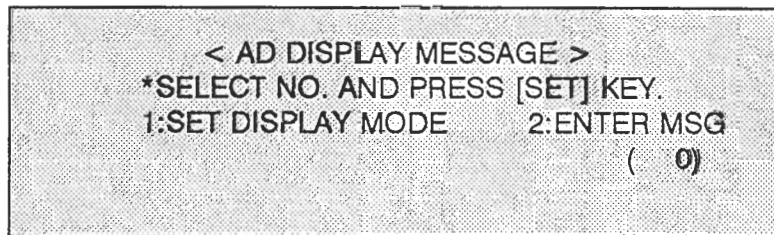
The advertising message is used to merchandise products and services available in stores. There are 9 messages up to 100 characters available at the AC-2000 which can move across the display (scroll) or have two lines of stationary text (of up to 19 characters per line). When scrolling the messages can be linked together to create one message of 900 characters, or set up to become operational at different times or days.

To program a two line display it is required to press the [CR] key at the end of the first line of text. This automatically indicates to the AC-2000 that the message entered is to be a two line fixed message.

The advertising mode also has the ability to display items which are at special prices.

As an example the message "FIND IN OUR MEAT DEPARTMENT THE BEST USDA APPROVED PORTERHOUSE STEAK AVAILABLE IN THE AREA" will be programmed to message number 1. It will be set to operate all day, every day of the week.

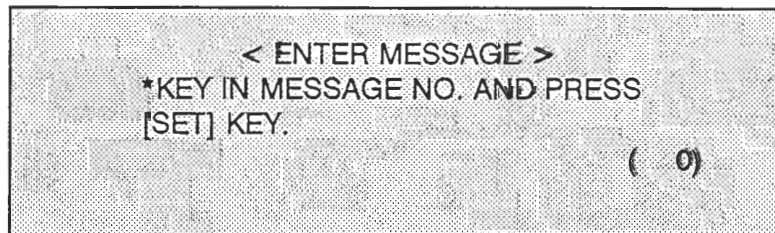
1. To enter the advertising message programming field press [10] then the [SET] key.



< AD DISPLAY MESSAGE >
*SELECT NO. AND PRESS [SET] KEY.
1:SET DISPLAY MODE 2:ENTER MSG
(0)

Advertising Message - Screen 1

2. To enter a message enter [2] then the [SET] key.



< ENTER MESSAGE >
*KEY IN MESSAGE NO. AND PRESS
[SET] KEY.
(0)

Advertising Message Screen 2

6. Advertising Message Screen 5 above has the following options:
 "1:SPCL PRICE ITEM" allows the programmer to select PLU's that have special pricing.
 "2:PROM MSG" sets the time period that the promotional message will be displayed;
 hourly, day of the week or continuous.
 "3:MSG OFF" turns all messages off; both special price and promotional.

- 6.1.1 Special price items are selected for display as detailed below:
 Press the number [1] key then the [SET] key.

```

      < SPCL PRICE ITEM >
    *SELECT NO. AND PRESS [SET] KEY.
      1:SET ITEM NO. 2:SET TIMER
      3:ADD/CHANGE           ( 0)
  
```

Advertising Message Screen 6.1.1

- 6.1.2 To program a PLU number to be indicated as a special item number press the number [1] key and then the [SET] key.

```

    *KEY IN PLU NO AND PRESS
    [PLU] KEY THEN PRESS [SET] KEY.
    NO.           ( 0PLU)           ( 0)
  
```

Advertising Message Screen 6.1.2

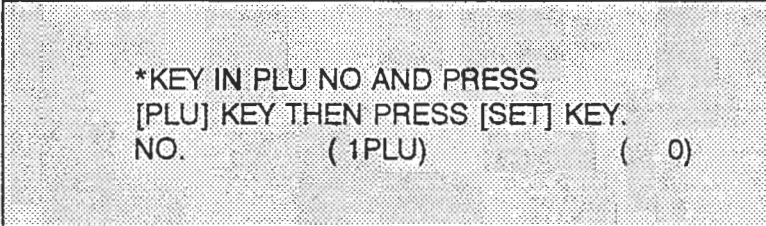
- 6.1.3 To program a PLU to be indicated enter the PLU number and press the [PLU] key.
 As an example enter [1], [1] then press the [PLU] key.

```

    PORTERHOUSE STEAK
    *KEY IN PLU NO AND PRESS
    [PLU] KEY THEN PRESS [SET] KEY.
    NO.  11   ( 0PLU)           ( 0)
  
```

Advertising Message Screen 6.1.3

6.1.4 To confirm the PLU is to be indicated as a Special Price Item press the [SET] key.

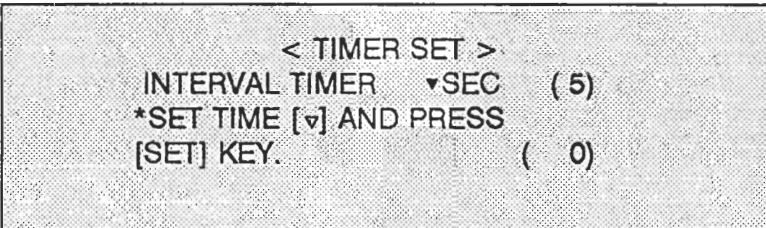


*KEY IN PLU NO AND PRESS
[PLU] KEY THEN PRESS [SET] KEY.
NO. (1PLU) (0)

Advertising Message Screen 6.1.4

6.1.5 Repeat steps 6.1.3 and 6.1.4 as required for all PLU's to be indicated as special priced PLU's. When all PLU's have been programmed press the [MENU] key to return to screen 6.1.2.

6.1.6 The period that each special price PLU message is to be displayed is programmed by selecting option 2:SET TIMER from screen 6.1.2 previous. Enter [2] then the [SET] key.



< TIMER SET >
INTERVAL TIMER ▼SEC (5)
*SET TIME [▼] AND PRESS
[SET] KEY. (0)

Advertising Message Screen 6.1.6

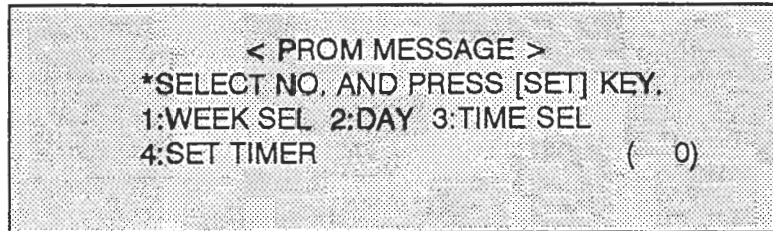
6.1.7 Enter the desired time in seconds (0-59) then press the [SET] KEY.
To program a period of minutes is press the [▼] key and then enter the period in minutes (0-59) followed by the [SET] key.
To enter hours press the [▼] key and enter the period in hours (0-23) followed by the [SET] key.

When the correct interval time has been entered press the [MENU] key to return to screen 6.1.1.

6.1.8 If more PLU's are to be added to the Special Price PLU's to be displayed enter [3] then the [SET] key. Then proceed as steps 6.1.3 to 6.1.5 above.

If the previously programmed PLU's are to be deleted then this option is not required and proceed from step 6.1.2 above.

- 6.2.0 To enable the programmed promotional messages to be displayed then select item 2:PROM MSG from the Advertising Screen 6.1.0. Press [2] then the [SET] key.



Advertising Message Screen 6.2.0

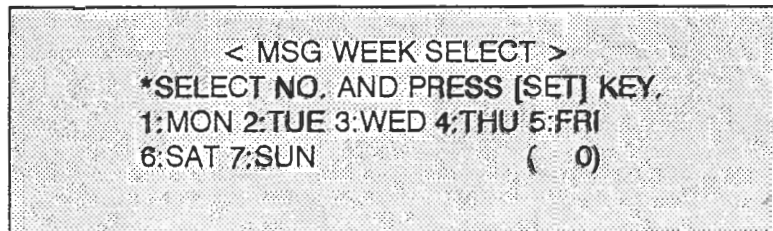
"1:WEEK SEL" enables the message(s) selected to be displayed on certain days of the week.

"2:DAY" enables the message(s) selected to be displayed on a continually.

"3:TIME SEL" enables messages selected to be displayed at certain hours of the day.

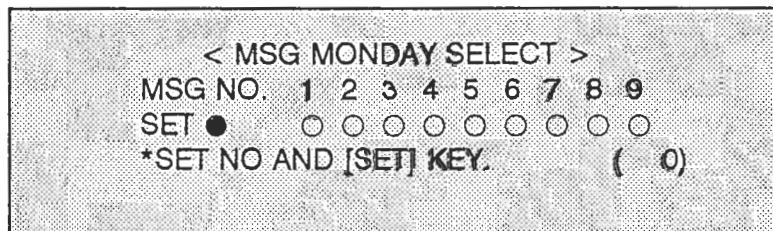
"4:SET TIMER" determines the length of time that a two line advertising message is to be displayed.

- 6.2.1 To select a day of the week for the message(s) to be displayed press the number [1] followed by the [SET] key.



Advertising Message Screen 6.2.1

- 6.2.2 Select the desired day of the week and press the [SET] key. As an example press the number [1] then the [SET] key.

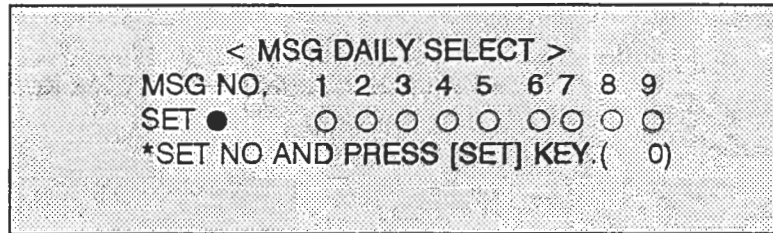


Advertising Message Screen 6.2.2

6.2.3 To select a message to be displayed on the day selected enter the message number then the [SET] key. To turn the message off (that is presently displayed) enter the message number then press the [DELETE] key.

When all messages have been entered then press the [MENU] key to return to Advertising Screen 6.1.1, then turn the key to the ON_LINE position to return to normal operation.

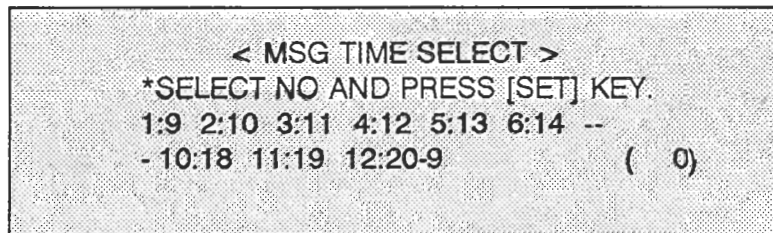
6.2.4 To program a message for continuous display select number [2] from Advertising Screen 6.2.0 then press the [SET] key



Advertising Message Screen 6.2._

Then proceeded as step 6.2.3 to program messages to be displayed.

6.2.5 To program a message for hourly display select number [3] from Advertising Screen 6.2._ then press the [SET] key.



Advertising Message Screen 6.2.5

The hour for indication is selected by entering the number 1 through 12, the numeric value entered selects the following hour:

1: 9.00am to 10.00am	7: 3.00pm to 4.00pm
2: 10.00am to 11.00am	8: 4.00pm to 5.00pm
3: 11.00am to 12.00pm	9: 5.00pm to 6.00pm
4: 12.00pm to 1.00pm	10: 6.00pm to 7.00pm
5: 1.00pm to 2.00pm	11: 7.00pm to 8.00pm
6: 2.00pm to 3.00pm	12: 8.00pm to 9.00am

Select the hour(s) for the message to be displayed by entering the number 1 to 12 then press the [SET] key.

Then continue as step 6.2.3 as detailed above.

- 6.2.6 The set timer operation determines the length of time that a two line Advertising Message is displayed. The operation is identical to the process detailed in step 6.1. _.

Sales Campaign - Temporary Sale Price Changes
(Ishida AC-2000 Scale)

Campaign Price Menu Description

The Ishida AC-2000 scale has a new feature that allows the scale operator to place selected items on sale. See below for a description of the Campaign feature.

1: Campaign

- select items to be placed on sale.
- enter item sale price.

2: Date\Time

- set date and time to begin sale.
- set date and time to end sale.

3: Data Clear

- delete all items from sale. (return items to original price)
- * NOTE: begin and end dates and times remain.

Operation

Turn key to REG. position.

Select 13: Campaign

1: Campaign

- A. Add Items - Enter PLU number and press PLU key. Current price is shown in center parenthesis. Enter sale price, press DOWN/SET key. The sale price now appears next to the original price. Also the lower left parenthesis "(PLU)" indicate the number of items in the current sale. Press PAGE key after all items have been entered.
- B. Review - If several items are on sale, they may be reviewed by using the UP/T and DOWN/SET keys to scroll through the list.

C. Edit - New items may be added to the sale at any time by following step A. The sale price of an item already in the sale may also be changed by following step A.

* NOTE: the displayed number of PLUs will not increase when changing prices.

D. Delete - To remove an item from the current sale follow step B to select the item. Press DELETE once. The number of PLUs on sale will decrease by one.

2:Date/Time

A. Start Date - Enter the date the sale is to begin, using YYMMDD format. Press DOWN/SET.

B. Start Time - Enter the time the sale is to begin, using a 24 hour format. Ex. 1:30 pm would be entered as 1330. Press DOWN/SET.

C. End Date - Enter the date the sale will end, using YYMMDD format. Press DOWN/SET.

D. End Time - Enter the time the sale will end. Press DOWN/SET. See step B for an example.

3:Data Clear

At the conclusion of a sale, all PLUs in the campaign automatically return to their original prices. To remove the current sale items from the next sale, perform the Data Clear procedure. Press ZERO twice. Press MENU twice. Return key to On-Line position.

TOTALIZATION MODE

GENERAL

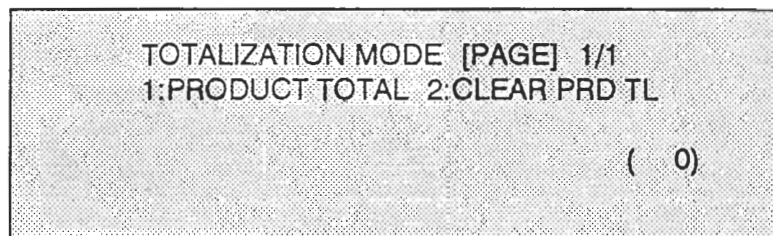
The totalization mode is used to report totals that are generated by the AC-2000 during the operation of the scale, the totals can be zeroed as required.

To access the total mode set the key-switch to the REPORT position and remove the user overlay.

To print totals it is required report tape is inserted instead of labels (continuous label strip may also be used) and that the cassette has the receipt option programmed.

PRODUCTION TOTAL OPERATION

1. Insert the key and turn to the REPORT position.

A rectangular box with a halftone background containing the text: TOTALIZATION MODE [PAGE] 1/1, 1:PRODUCT TOTAL 2: CLEAR PRD TL, and (0) on the right side.

TOTALIZATION MODE [PAGE] 1/1
1:PRODUCT TOTAL 2: CLEAR PRD TL
(0)

Totalization Mode - Main Screen

TOTALIZATION MODE SUMMARY

The totalization mode is divided into two main area's, each of which is detailed below:

- a. PRODUCTION TOTAL allows the manager to review the printed label totals for the AC-2000.
- b. CLEAR PRD TL clears the requested totals.

Production Total Reports

1. To enter the Production Report option enter [1] from the main total menu shown on page 47 then press the [SET] key.

```
PRODUCTION TOTAL [PAGE] 1/3
1:DAILY DEPT.      2:DAILY GROUP
3:DAILY ITEM       4:DSG.-PLU
                   ( 0)
```

Production Total - Screen 1

2. Press the [PAGE] key to review the second page.

```
PRODUCTION TOTAL [PAGE] 2/3
5:HOURLY          6:ACCUM. DEPT.
7:ACCUM. GROUP   8:ACCUM. ITEM
                   ( 0)
```

Production Total - Screen 2

3. Press the [PAGE] key to review the third page.

```
PRODUCTION TOTAL [PAGE] 3/3
9:ACC DSG.-PLU
                   ( 0)
```

Production Total - Screen 3

SUMMARY OF TOTALIZATION MENU'S

<i>1:Daily Dept. Total</i>	Used to list the totals PLU labels printed for a department. This function is only available if the departments are encoded in the PLU item code.
<i>2:Daily Group</i>	Allows the manager to print out totals on the screen, or report paper if the correct cassette is inserted..
<i>3:Daily Item</i>	Produces a list of PLU's that have had labels printed.
<i>4:DeSiGnated PLU</i>	Produces a report of the PLU specified.
<i>5:Hourly</i>	Produces a report of the hours(s) requested.
<i>6:Accumulated Dept.</i>	Produces a report of accumulated Department information.
<i>7:Accumulated Group</i>	Produces a report of accumulated Group information.
<i>8:Accumulated Item</i>	Produces a report of accumulated PLU information.
<i>9:Accumulated DeSiGnated PLU</i>	Produces a report of a specific accumulated PLU information.

Daily Group

1. To enter this mode enter the number [2] key then the [SET] key from any of the 3 production menus illustrated on page __.

```

DAILY GROUP TOTAL
*KEY IN CODE NO. AND
PRESS [SET] KEY
( 0)
    
```

Daily Group Total - Screen 1

2. To sequentially review totals (if labels are still inserted) then press the [SET] key as required.

```

DAILY GROUP TOTAL
8PCS      2.42LB      8.4%
NO. 20                    $10.15
( 0)
    
```

Daily Group - Screen 2

If the cassette with report paper is inserted then a label similar to the one at the left is printed if the when the [PRINT] key is pressed at "Daily Group Total - Screen 1" on page __.

```

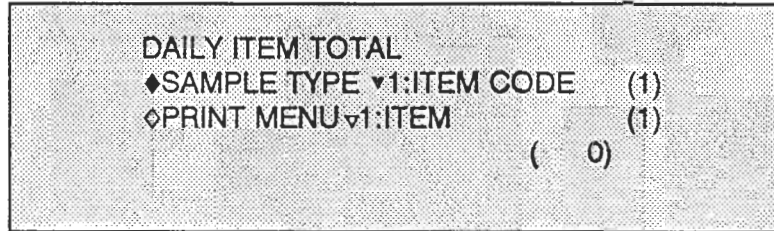
DAILY GROUP TOTAL
AUG 14, 91      14:55
TOTAL AMOUNT    $119.95
AVE. PRICE      $6.31
TOTAL PCS.      19PCS.
TOTAL WEIGHT     18.47lb
AVE. WEIGHT     0.971b
PRICE BAR GRAPH 100.0%
=====
PCS.            PRICE            WEIGHT
% PCS.         % AMOUNT    AVE. PRICE    AVE. WEIGHT

20
=====
19PCS.         $119.95            18.47lb
100.0%        100.0%           $6.31            0.971b
    
```

3. Press the [MENU] key to return to the "PRODUCTION TOTAL" main menu (1 of 3) shown on page 48.

Daily Item

1. Enter this mode by entering [3] then pressing the [SET] key from any of the 3 production total menus located on page 48.



Daily Item Total - Screen

This mode allows totals to be sorted as they are printed, they can be sorted in any method as detailed below;

SAMPLE TYPE

- | | |
|----------------|---|
| 1 = ITEM CODE | - List items by item barcode. |
| 2 = ABC PRICE | - List items sold by highest price. |
| 3 = ABC WEIGHT | - List items sold by highest weight. |
| 4 = ABC COUNT | - List items sold by highest quantity. |
| 5 = Z PRICE | - List items sold by accumulated highest price. |
| 6 = Z WEIGHT | - List items sold by accumulated highest price. |
| 7 = Z COUNT | - List items sold by accumulated highest price. |

PRINT MENU

- | | |
|-----------|----------------------------------|
| 1 = ITEM | - List totals by PLU item. |
| 2 = DEPT. | - List PLU's sold by department. |
| 3 = GROUP | - List items sold by group. |

DEPT/GROUP CODE

List items sold by specified group or department code.

DESIGNATED NO.

List the specified number of items sold.

To review all the options available at a highlighted line, indicated by the [◆] symbol, use the [▼] or the [▲] keys. To select that option enter that number and press the [SET] key. Pressing the [SET] key will automatically move to the next line.

Examples of total reports are detailed in appendix II.

To return to the main total menu press the [MENU] key.

DSG.-PLU

1. This selection allows the programmer to request totals for a specified PLU. To enter this mode press the number [4] key then the [SET] key from any of the 3 main total menus'.

```
DAILY DESIG. ITEM
*KEY IN PLU NO. AND
PRESS [PLU] KEY.
( 0)
```

Daily Designated Item Screen

2. Enter the PLU number and press the [SET] key.
As an example enter [1], [1] then the [PLU] key.

```
DAILY DESIG. ITEM
PORTERHOUSE STE
      3PCS  3.02LB      $19.66
NO.  11
( 0)
```

Daily Designated PLU - Screen 2

3. To print the PLU information press the [PRINT] key.
4. To return to the main total screen menu 1 press the [MENU] key.

Hourly

Hourly total information can be used to determine when the busiest periods of the day. This information is useful to determine staffing levels throughout the day in a counter service Deli. department.

1. Enter this mode by entering the number [5] key then the [SET] key.

```
HOURLY TOTAL
*KEY IN TIME AND
PRESS [SET] KEY.
( 0)
```

Hourly Total - Screen 1

2. To print the complete hourly totals press the [PRINT] from the above screen. If only one hour is desired, enter that hour using the numeric keys (in military style) then press the [SET] key.
As an example enter [1], [2] then the [SET] key to view the hour between 12:00 and 13:00.

```
HOURLY TOTAL
12- 13 HOUR          2.9%
    3PCS  0.96LB      $4.20
NO. 12              ( 0)
```

Hourly Total - Screen 3

3. To return to the main total menu press the [MENU] key.

Accumulated Dept.

This option functions the same as the department totals except the information is cleared at a different level.

Accumulated Group

This option functions the same as the group totals except the information is cleared at a different level.

Accumulated Item

This option functions the same as the item totals except the information is cleared at a different level.

Accumulated DSG.-PLU

This option functions the same as the designated PLU totals except the information is cleared at a different level.

PRODUCTION TOTAL CLEAR

The totals available on the AC-2000 are cleared in this mode.

1. The total clearing mode is entered by pressing the [2] key and the [SET] key from the main total menu.

```
PRODUCTION TOTAL CLEAR
*CLEAR → PRESS [ZERO][ZERO]
◆CLEAR DAILY           [    ]
                       ( 0)
```

Total Clearing - Screen 1

2. The daily total field includes total fields 1 to 4. If the selected item field (indicated by the ◆ symbol) is to be cleared press the [ZERO] key twice, otherwise press the [SET] key to proceed to the next field.

```
PRODUCTION TOTAL CLEAR
◇CLEAR DAILY           [    ]
◆CLEAR ACCUM.         [    ]
                       ( 0)
```

Total Clearing - Screen 2

3. The accumulated total field includes total fields 6 to 9. If the selected item field (indicated by the ◆ symbol) is to be cleared press the [ZERO] key twice, otherwise press the [SET] key to proceed to the next field.

```
PRODUCTION TOTAL CLEAR
◇CLEAR ACCUM.         [    ]
◆CLEAR HOURLY         [    ]
                       ( 0)
```

Total Clearing - Screen 3

4. Clear all totals returns all totals to 0. If the selected item field (indicated by the ♦ symbol) is to be cleared press the **[ZERO]** key twice, otherwise press the **[SET]** key to proceed to the next field.

AC-2000 Appendix A: Character Size/Characters per Line

Character Type 1 x 1 - size 3
23 Characters per Line

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Character Type 1 x 2 - size 5
12 Characters per Line

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Character Type 1 x 4 - size 7
6 Characters per Line

ABCDEFGHIJKLMN
OPQRSTUVWXYZ

Character Type 2 x 1 - size 2
35 Characters per Line

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Character Type 2 x 2 - size 4
19 Characters per Line

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Character Type 2 x 4 - size 6
10 Characters per Line

ABCDEFGHIJKLMN
OPQRSTUVWXYZ

Character Type 3 Upper Case 3 x 1 - size 1
47 Characters per Line

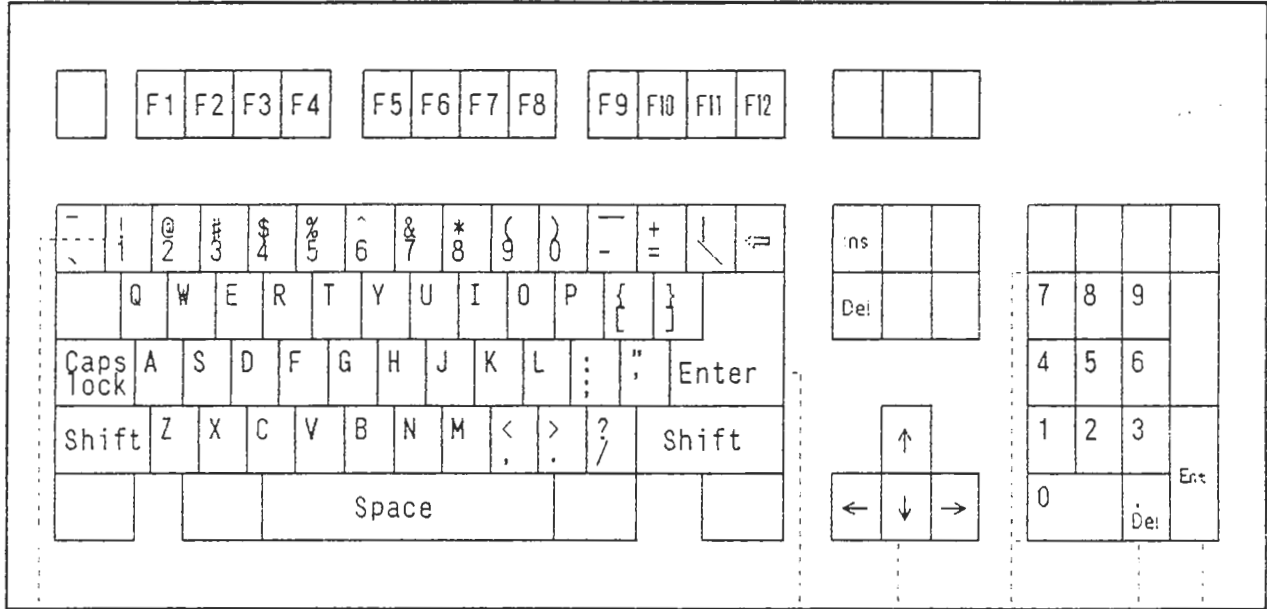
ABCDEFGHIJKLMNOPQRSTUVWXYZ

Character Type 3 Lower Case 3 x 1 - size 1
47 Characters per Line

abcdefghijklmnopqrstuvwxyz

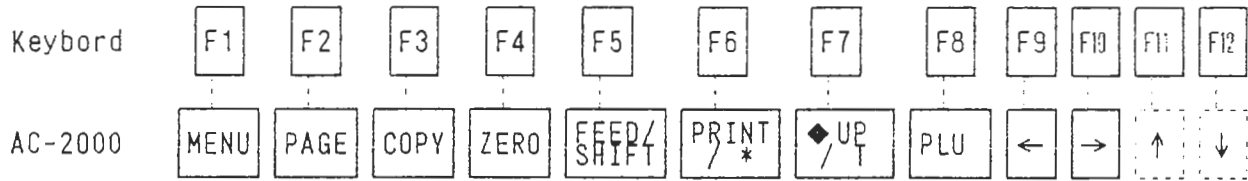
Enhanced Keyboard for AC-2000

- IBM PC/AT compatible
- 101 Keys
- 12 Function Keys



To work as Numeric Character in Text

Numeric Data entry only



Back Space Override Existing Text Delete

Shift Select upper character (Can not be used to capitalise)

Caps Lock Select uppercase or lowercase letters

No operation

TECHNICAL BULLETIN**AC-2000 TYPOGRAPHICAL SYMBOLS**

It can be seen that all standard punctuation and typographical symbols are not available on the standard AC-2000 keyboard. The use of an **AT** style computer keyboard is one solution to this problem, the other is to enter the hexadecimal ASCII value of the symbol required.

To enter an ASCII value the following procedure must be followed:

1. Press the [**SHIFT**] key.
2. Enter the two digits ASCII code from the table below.
3. Press the [**PLU**] key and the character will appear on the programming display.

CHARACTER	ASCII CODE
!	21
"	22
#	23
*	2A
+	2B
:	3A
;	3B
<	3C
=	3D
>	3E
?	3F

Some sample labels are printed below:

Continuous strip used with a brief sandwich description.

HAM AND CHEESE SANDWICH
 ---INGREDIENTS---
 HAM, AMERICAN CHEESE, WHOLE WHEAT ROLL,
 LETTUCE, TOMATO, MAYO.
 ROLL INGREDIENTS - WHITE FLOUR, WHEAT FLOUR,
 WATER, SUGAR, YEAST, VEGETABLE SHORTENING.

AUG 15.91 NET WEIGHT 8oz



0 212345 504291

\$4.29


YOUR FULL STORE NAME HERE
 Your Store Address and Phone Number Here.

Continuous Strip used in the bakery department displaying ingredients and nutritional information.

CINNAMON BREAD **DISCOUNTED**
 ---INGREDIENTS---
 ENRICHED FLOUR (WHEAT FLOUR, NIACIN, REDUCED IRON, THIAMINE MONONITRATE, RIBOFLAVIN), WATER, PARTIALLY HYDROGENATED SOYBEAN OIL, HIGH FRUCTOSE CORN SYRUP, YEAST, SUGAR, SALT, MONO AND DIGLYCERIDES, SPICES, ENRICHED BLEACHED FLOUR (WHEAT FLOUR, NIACIN, REDUCED IRON, THIAMINE MONONITRATE, RIBOFLAVIN), POLYSORBATE 60, MALTED BARLEY FLOUR, PARTIALLY HYDROGENATED COTTONSEED OIL, FOOD STARCH - COCOA PROCESSED WITH ALKALI, CALCIUM SULFATE, POTASSIUM BROMATE, ASCORBIC ACID, FUNGAL ENZYMES.

---NUTRITIONAL INFORMATION---
 SERVING SIZE...1 SLICE (APPROX. 1oz) CALORIES...9
 PROTEIN.....3GRAMS FAT.....2 GRAM
 CARBOHYDRATE...14 GRAMS DIETARY FIBRE: 1 GRAM
 SODIUM.....100 GRAMS POTASSIUM..... 25 MGS
 % OF U.S. RECOMMENDED DAILY ALLOWANCE
 PROTEIN.....3 GRAMS VITAMIN A.....*
 VITAMIN C.....* THIAMINE.....6 MGS
 RIBOFLAVIN .4 MGS NIACIN.....6MGS
 CALCIUM.....* IRON.....6 MGS
 *Contains less than 2% of the U.S. RDA.

AUG 19.91 AUG 15.91 NET WEIGHT 18oz (1lb 2oz)



0 210002 402195

\$2.19
~~12.99~~

YOUR FULL STORE NAME HERE
 Your Store Address and Phone Number Here.

Continuous strip used in the meat department displaying cooking instructions.

PORTERHOUSE STEAK
 GREAT ON THE GRILL

GRILLING INSTRUCTIONS
 Heat coals to medium-hot temperature. Place steaks on rack directly over coals. Grill for 10 minutes for rare, 13 minutes for medium and 18 minutes for well done. Turn half way through cooking time.

AUG 17.91 AUG 15.91 \$ / lb. WEIGHT (lb.) 7.99 1.48



0 212345 611838

\$11.83

YOUR FULL STORE NAME HERE
 Your Store Address and Phone Number Here.

Fixed label length 46mm used in the meat department.

PORTERHOUSE STEAK
GREAT ON THE GRILL

USE BY	PACKED	\$/LB.	WEIGHT (LB.)
AUG 17.91	AUG 15.91	7.99	1.48



0 212345 611838

TOTAL PRICE
\$11.83

YOUR FULL STORE NAME HERE
Your Store Address and Phone Number Here.

Fixed label length 110mm used in the bakery dept. with ingredients and nutritional information.

CINNAMON BREAD **DISCOUNTED**
---INGREDIENTS---


ENRICHED FLOUR (WHEAT FLOUR, NIACIN, REDUCED IRON, THIAMINE MONONITRATE, RIBOFLAVIN), WATER, PARTIALLY HYDROGENATED SOYBEAN OIL, HIGH FRUCTOSE CORN SYRUP, YEAST, SUGAR, SALT, MONO AND DIGLYCERIDES, SPICES, ENRICHED BLEACHED FLOUR (WHEAT FLOUR, NIACIN, REDUCED IRON, THIAMINE MONONITRATE, RIBOFLAVIN), POLYSDRABATE 60, MALTED BARLEY FLOUR, PARTIALLY HYDROGENATED COTTONSEED OIL, FOOD STARCH - COCOA PROCESSED WITH ALKALI, CALCIUM SULFATE, POTASSIUM BROMATE, ASCORBIS ACID, FUNGAL ENZYMES.

--NUTRITIONAL INFORMATION--
SERVING SIZE: 1 SLICE (APPROX. 1oz) CALORIES: 9

PROTEIN	3 GRAMS	FAT	2 GRAM
CARBOHYDRATE	14 GRAMS	DIETARY FIBRE	1 GRAM
SODIUM	100 GRAMS	POTASSIUM	25 MGS

% OF U.S. RECOMMENDED DAILY ALLOWANCE
 PROTEIN 3 GRAMS VITAMIN A *
 VITAMIN C * THIAMINE 6 MGS
 RIBOFLAVIN 4 MGS NIACIN 6 MGS
 CALCIUM * IRON 6 MGS
 *Contains less than 2% of the U.S. RDA.

USE BY	PACKED	\$/LB.	WEIGHT (LB.)
AUG 19.91	AUG 15.91	18oz (1lb 2oz)	



0 210002 402195

TOTAL PRICE
\$2.19
~~\$2.99~~

YOUR FULL STORE NAME HERE
Your Store Address and Phone Number Here.

Fixed label length 60mm used in the deli. department with brief ingredient description.

HAM AND CHEESE SANDWICH
---INGREDIENTS---

HAM, AMERICAN CHEESE, WHOLE WHEAT ROLL, LETTUCE, TOMATO, MAYO.
ROLL INGREDIENTS - WHITE FLOUR, WHEAT FLOUR, WATER, SUGAR, YEAST, VEGETABLE SHORTENING.

SELL BY	PACKED ON	PRICE/LB.	NET WT.
	AUG 15.91		8oz



0 212345 504291

TOTAL PRICE
\$4.29

YOUR FULL STORE NAME HERE
Your Store Address and Phone Number Here.