

Programming Manual





48730

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SAFETY CONSIDERATIONS

To ensure safe operation, the general safety considerations below must be followed.

Grounding

This instrument is a Class 1 device which requires protective grounding for safe operation.

To avoid potential shock hazards, a protective grounding conductor for the instrument must be securely connected to the main grounding provision by qualified service personnel.

Do not remove covers or enclosures

To avoid personal injury and shock, do not open or remove any covers or enclosures of the instrument unless specified in the manual.

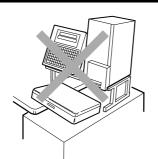
Do not perform unspecified maintenance

For your personal safety, do not perform any maintenance procedures which are not specified in the manual.

Disconnect power supply before servicing

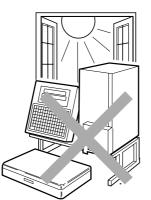
To ensure your personal safety, disconnect the power supply before servicing.

CAUTIONS FOR USE

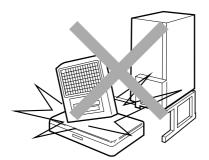


CAUTION

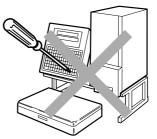
 Always operate the scale on a level surface.



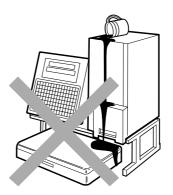
 Do not expose the scale to direct sunlight for long periods.



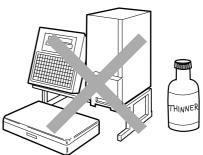
 Do not drop or apply a strong shock to the scale.



► Do not disassemble the scale.



 Do not allow any liquids to come into contact with the scale or terminal.



 When cleaning the scale, only use a soft dry cloth or a cloth wetted with a neutral cleanser. Never use thinner or other volatile liquids.

Always operate the scale with the same rated AC power supply shown on the specification plate.

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Chapter **1 PROGRAM KEYS**

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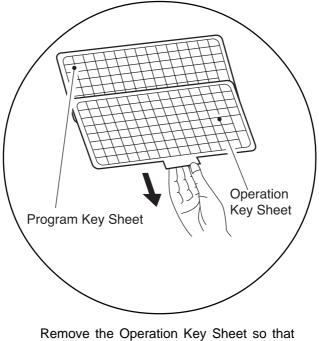
1.1 Program Key Sheet

The Program Key Sheet is accessed by removing the Operation Key Sheet. The keys will function as indicated on the following page when one of the following modes has been accessed. This is done by using a password in conjunction with the MODE key.

- Total Report Mode (Chapter 2)
- Programming Mode (Chapter 3)

EXTRA TEXT	MESSAGE COUPON TEXT	DISPLAY TEXT	SPEED KEYS	DATE TIME	PLU LIST		RECEIPT BARCODE	BS	ED CHAR DELETE		NS ↑	→	ZERO	HELP
DEPT.	EPORT NAM	es Operator	Ë	Œ	ľ	É	È	Ŭ	LINE DELETE	EDIT FU		END	RESET	MODE
Ä	Ö	Ñ	Ç	Å	Æ	Ø	ß	NORMAL	ITALIC	CHARAC UNDER LINE	REVERSE	BOL	SIZE	СОРҮ
!	, "	#	\$	%	&	/ ~	(<) >	_	¢+	PRICE CHANGE	ADV PRICE	EDIT PLU	PAPER FEED
Q	W	E	R	Т	Υ	U	Ι	0	Р	?	7	8	9	
Α	S	D	F	G	Н	J	К	L	; :	@	4	5	6	PRINT
LOWER CASE	Z	x	С	V	В	Ν	Μ	,	•		1	2	3	PLU
	SHIFT	GRAND TOTAL	DAILY SALES	PRICE OVRDE	PRESET REPORT		SPACE	EDIT	*	NEW LINE	0	CL	TARE	ENTER

Note: The RECEIPT BARCODE key is not used with the DP-3000.



the Program Key Sheet under it can be used.

1.2 Program Function Keys



MODE

Used to access the program, subtraction and total modes after a 4-digit password has been entered. Also used to exit the entered mode.



PRINT

Used to obtain a sample label to confirm the entered text.



CLEAR

Used to return numeric values that have been entered incorrectly to zero.



PAPER FEED

Used to advance labels/receipts to the correct printing position.



PLU

Used to enter specific item numbers such as PLU numbers and message numbers.



END

Used to complete data entry in the program menu and return to the main menu.



ENTER

Used to store numeric entries after the value has been correctly entered. Also used to move up the menu items presented in the program mode, total mode and other menu screens.

1.3 Speed Function Keys

On the Program Key Sheet, there are various Speed Keys to jump directly to programming options. These Speed Keys reduce the dependence on the manual as they give direct access to menu items.



SPEED KEYS

Used to select the menu item for programming the preset keys.



GROUF

DEPARTMENT

Used to select the menu item for creating, editing or deleting the department name for use in the total report.

Used to select the menu item for creating,

editing or deleting the group name for use



PLU

LIST

DATE/TIME

Used to select the menu item for programming the date and time.



Used to select the menu item for generating a PLU, coupon, campaign and extra text messages file list. The file can be printed on labels/receipts.



GRAND

TOTAL

OPERATOR

GRAND TOTAL

in the total report.

GROUP

Used to select the menu item for creating, editing or deleting the operator name for use in the total report.

Used to quickly print the daily department



STORE NAME

Used to select the menu item for programming the store name and address.



EDIT PLU

Used to select the menu item for creating, editing or deleting the PLU data.

\square
DAII Y
0,
SALES

PRICE

OVRDE

DAILY SALES TOTAL

total while in the total mode.

Used to quickly print the daily terminal total while in the total mode.

Used to quickly print all items with

changed unit prices while in the total mode. (available only for the operator



EXTRA TEXT

Used to select the menu item for creating, editing or deleting the extra message.



COUPON TEXT

Used to select the menu item for creating, editing or deleting the coupon text messages.



DISPLAY TEXT

Used to select the menu item for creating, editing or deleting the display text messages.



system)

PRICE OVERRIDE TOTAL

PRESET REPORT Used to quickly print all preset reports at one time while in the total mode.



ADVERTISEMENT PRICE

Used to change the unit price or fixed price of the campaign file for the specified PLUs.



PRICE CHANGE

Used to change the PLU unit price, fixedprice, or discount.

1.4 **Text Editing Keys**

Use the following Text Editing keys (located on the Program Key Sheet) when creating, editing or deleting text.

Alphanumeric Keys

The Program Key Sheet comes with a typewriter style alpha-numeric keys to enter data into fields available.



CHARACTER DELETE

Used to delete the character where cursor is placed on the display from text field.



SHIFT

Used to access the upper character of keys with two characters.



INSERT

NORMAL

LINE DELETE Used to delete an entire line from text field.

Used to change between inserting or

overriding characters in editing of any text

Used to return to normal type (character



LOWER CASE

Used to change upper or lower case characters.



UP ARROW

Used to move the cursor up one line and over to the left margin. Also used to move up the cursor several lines at one time by first entering the number of lines.



DOWN ARROW

Used to move the cursor down one line and over to the left margin. Also used to move down the cursor several lines at one time by first entering the number of lines.



LEFT ARROW

Used to move the cursor one space to the left. Also used to move several spaces to the left at one time by first entering the number of spaces.



RIGHT ARROW

Used to move the cursor one space to the right. Also used to move several spaces to the right at one time by first entering the number of spaces.



EDIT

Used to enter the text entry mode for any text field.



NEW LINE

Used as a carriage return when in the text edit mode.



BACK SPACE

Used to delete the last entered character.



COPY

Used to copy messages such as product name, extra message, and coupon message etc.



REVERSE

ITALIC

Used to switch to italic type. Also used to return to normal type.







INSERT

NORMAL

field.

size remains unchanged).



UNDERLINE

Used to switch to underline type. Also used to return to normal type.

REVERSE Used to switch to reverse type.

Also used to return to normal type.

BOLD



BOLD

Used to switch to bold type. Also used to return to normal type.



Used in combination with the UPARROW SIZE or DOWN ARROW key to select character sizes

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2.1 Total Reports

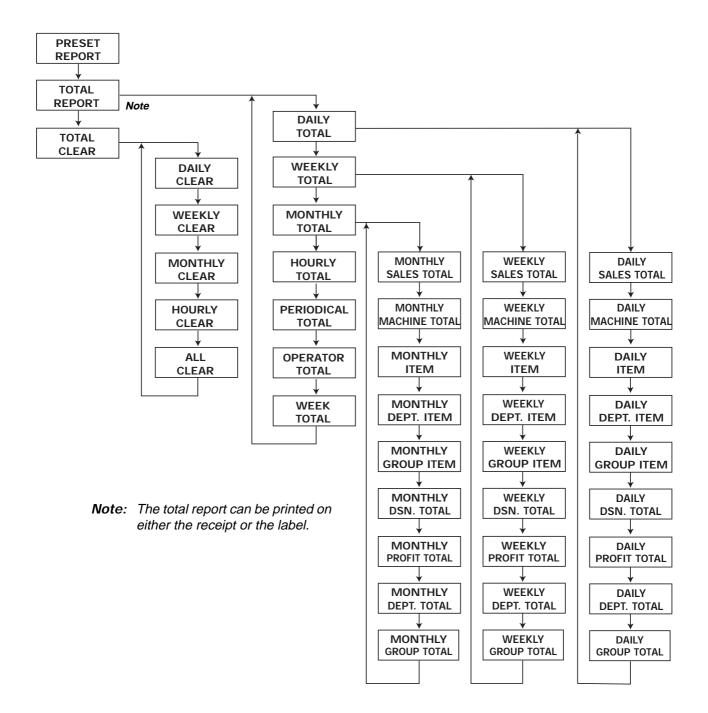
The DP-3000 has the ability to print a large number of reports for the number of labels printed. This information can be broken down into various categories including hourly, daily, weekly and monthly reports.

When the DP-3000 is configured as a Master Satellite system, Total Reports can only be obtained by the Master terminal.

When the DP-3000 is used as a Stand Alone unit, Total Reports except Machine Total can be printed.

Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for these operations.

2.2 Total Mode



2.3 Preset Report

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8000 → MODE ★TOTAL MODE PRESS [↓] KEY F [] []
2	 Preset Report Menu Press the DOWN ARROW key to access the Preset Report menu. 	PRESET REPORT [ENTER] F [] + []
3	 Report Selection Press the ENTER key to access the Daily Preset Report printing mode. F01-01 = Daily Preset Report Press the DOWN ARROW key to access the Weekly Preset Report printing mode. 	ENTER 1 DAILY PRESET REPORT [PRINT] F [] - []
	F01-02 = Weekly Preset Report	WEEKLY PRESET REPORT [PRINT] F II + - II Z
4	Print • Press the PRINT key. Note: Printing will be stopped if the PRINT key is pressed while printing.	PRINT
5	 Total File Clear Press the CHARACTER DELETE key to clear the file, or press the ENTER key to complete report printing without clearing the file. 	CLEAR TOTAL FILE Y=[DEL], N=[ENT]
6	 Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	END → MODE KEY IN ITEM No.

2.4 Daily Total Report

The Daily Total Report can be considered as the accumulated total for one day. The only difference between this set of total and the weekly or monthly total is the level at which the reports are cleared.

2.4.1 Daily Report Categories

Daily Sales Total Report

The Daily Sales Total Report is the accumulated totals for all items printed since the last time the total was cleared.

Daily Machine Total Report

The Daily Machine Total Report is a list of total for each on-line scale since the last time the total was cleared. Note: The report will only print when using a Master Satellite configuration.

Daily Item Report

The Daily Item Report is a list of all PLUs that have had labels printed since the last time the total was cleared. Note: The report will print the total in a desired printing order.

Daily Department Item Report

The Daily Department Item Report is a list of all department items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Daily Group Item Report

The Daily Group Item Report is a list of all group items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Daily Designated PLU Total Report

The Daily Designated PLU Total Report allows the total for a specified PLU to be printed.

Daily Profit Total Report

The Daily Profit Total Report produces a printout indicating how much profit has been made from selling items.

Note: The report will only print when the costs are programmed in the PLUs.

Daily Department Total Report

The Daily Department Total Report groups the PLUs together by the department number programmed for the items. The report lists each department in numeric order.

Note: The report will only print when department numbers are programmed in the PLUs.

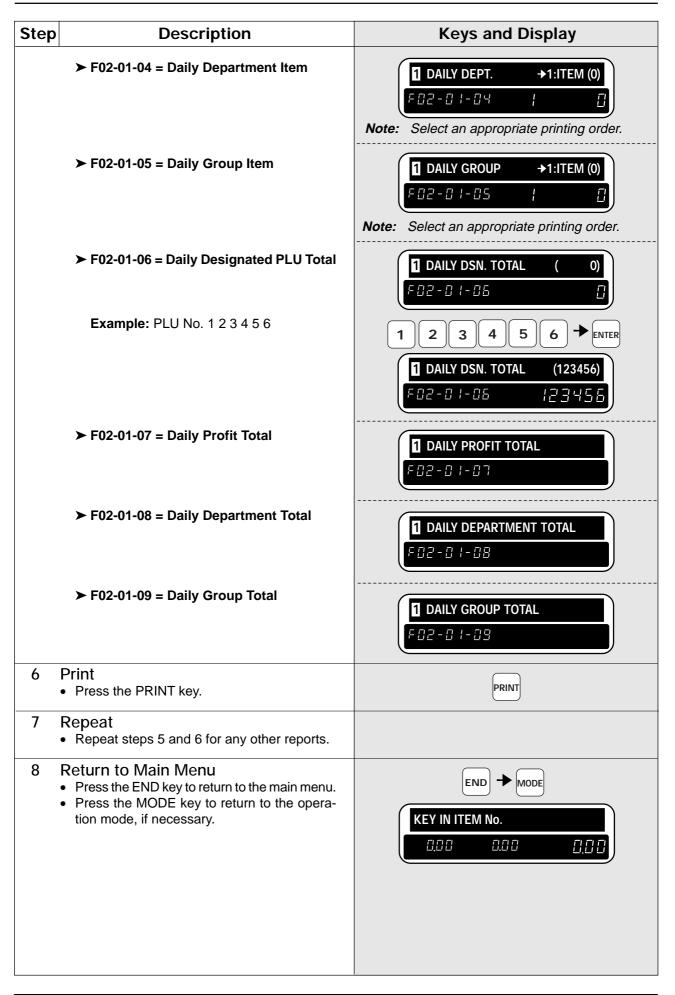
Daily Group Total Report

The Daily Group Total Report groups the PLUs together by the group number programmed for the items. The report lists each group in numeric order.

Note: The report will only print when group numbers are programmed in the PLUs.

2.4.2 Operation Procedure

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [J] KEY F [] []
2	 Total Report (Receipt) Menu Press the DOWN ARROW key twice to access the Total Report (Receipt) menu. 	Image: Total Report [Receipt][Enter]
3	 Daily Total Menu Press the ENTER key to enter the Daily Total menu. 	ENTER 1 DAILY TOTAL [ENTER] F [] 2 - [] []
4	 Report Categories Press the ENTER key to access the Report Categories. 	ENTER 1 DAILY SALES TOTAL F 0 2 - 0 + - 0 +
5	 Report Selection Use the DOWN ARROW or UP ARROW key to select the desired report. F02-01-01 = Daily Sales Total 	OR ↑ I DAILY SALES TOTAL F □ 2 - □ + - □ +
	► F02-01-02 = Daily Machine Total	1 DAILY MACHINE TOTAL F 0 2 - 0 + - 0 2
	► F02-01-03 = Daily Item	1 DAILY ITEM →1:ITEM (0)
	→1:ITEM Item code order	F02-01-03 []
	→2:PR.ABC Amount descending order	Viewing Print Order
	→3:WT.ABC Weight descending order	$\leftarrow \text{OR} \rightarrow$
	→4:CT. ABC Quantity descending order	Selecting Print Order
	→5:PR.Z Amount ascending order	
	★6:WT.Z Weight ascending order	
	 →7:CT. Z Quantity ascending order Example: Amount descending order 	1 DAILY ITEM →2:PR.ABC (2) F 0 2 - 0 + - 0 3 2 2



2.5 Weekly Total Report

The Weekly Total Report can be considered as the accumulated total for one day. The only difference between this set of total and the daily or monthly total is the level at which the reports are cleared.

2.5.1 Weekly Report Categories

Weekly Sales Total Report

The Weekly Sales Total Report is the accumulated totals for all items printed since the last time the total was cleared.

Weekly Machine Total Report

The Weekly Machine Total Report is a list of total for each on-line scale since the last time the total was cleared. Note: The report will only print when using a Master Satellite configuration.

Weekly Item Report

The Weekly Item Report is a list of all PLUs that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Weekly Department Item Report

The Weekly Department Item Report is a list of all department items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Weekly Group Item Report

The Weekly Group Item Report is a list of all group items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Weekly Designated PLU Total Report

The Weekly Designated PLU Total Report allows the total for a specified PLU to be printed.

Weekly Profit Total Report

The Weekly Profit Total Report produces a printout indicating how much profit has been made from selling items.

Note: The report will only print when the costs are programmed in the PLUs.

Weekly Department Total Report

The Weekly Department Total Report groups the PLUs together by the department number programmed for the items. The report lists each department in numeric order.

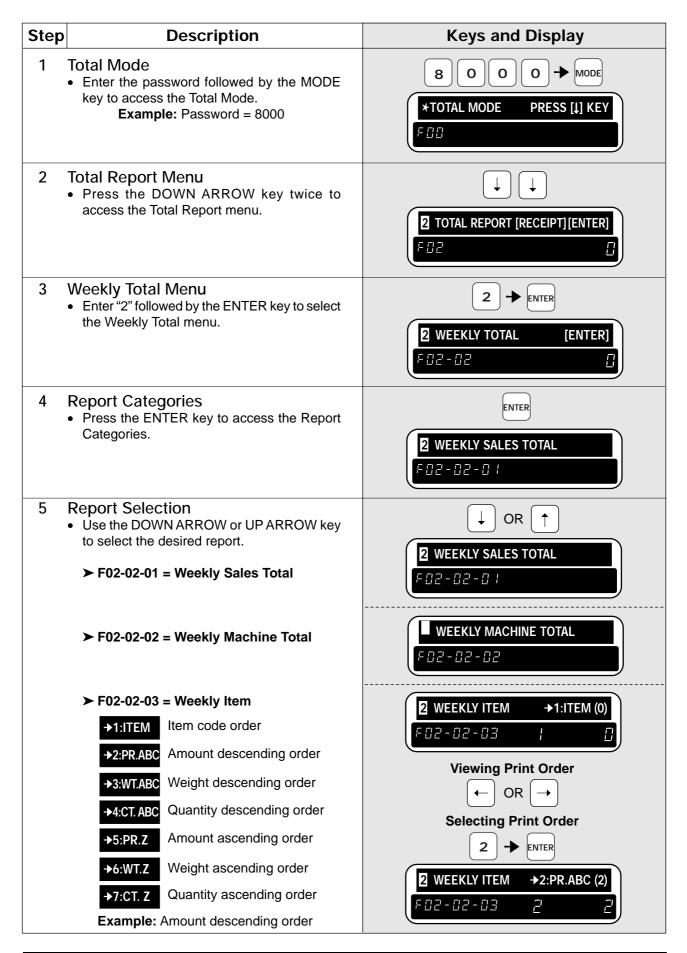
Note: The report will only print when department numbers are programmed in the PLUs.

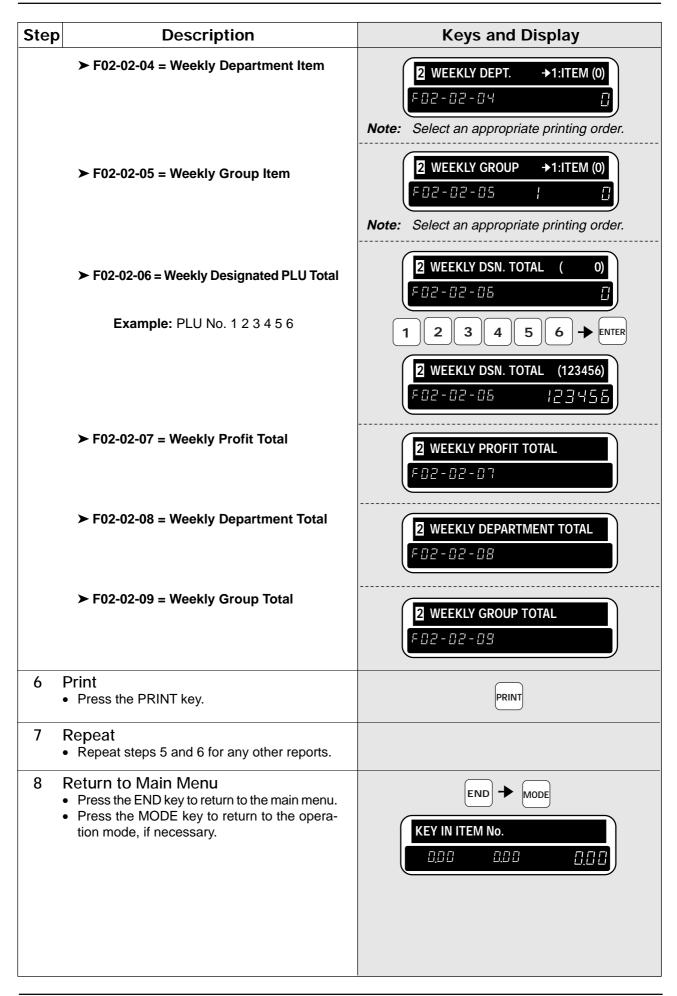
Weekly Group Total Report

The Weekly Group Total Report groups the PLUs together by the group number programmed for the items. The report lists each group in numeric order.

Note: The report will only print when group numbers are programmed in the PLUs.

2.5.2 Operation Procedure





2.6 Monthly Total Report

The Monthly Total Report can be considered as the accumulated total for one day. The only difference between this set of total and the daily or monthly total is the level at which the reports are cleared.

2.6.1 Monthly Report Categories

Monthly Sales Total Report

The Monthly Sales Total Report is the accumulated totals for all items printed since the last time the total was cleared.

Monthly Machine Total Report

The Monthly Machine Total Report is a list of total for each on-line scale since the last time the total was cleared. Note: The report will only print when using a Master Satellite configuration.

Monthly Item Report

The Monthly Item Report is a list of all PLUs that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Monthly Department Item Report

The Monthly Department Item Report is a list of all department items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Monthly Group Item Report

The Monthly Group Item Report is a list of all group items that have had labels printed since the last time the total was cleared.

Note: The report will print the total in a desired printing order.

Monthly Designated PLU Total Report

The Monthly Designated PLU Total Report allows the total for a specified PLU to be printed.

Monthly Profit Total Report

The Monthly Profit Total Report produces a printout indicating how much profit has been made from selling items.

Note: The report will only print when the costs are programmed in the PLUs.

Monthly Department Total Report

The Monthly Department Total Report groups the PLUs together by the department number programmed for the items. The report lists each department in numeric order.

Note: The report will only print when department numbers are programmed in the PLUs.

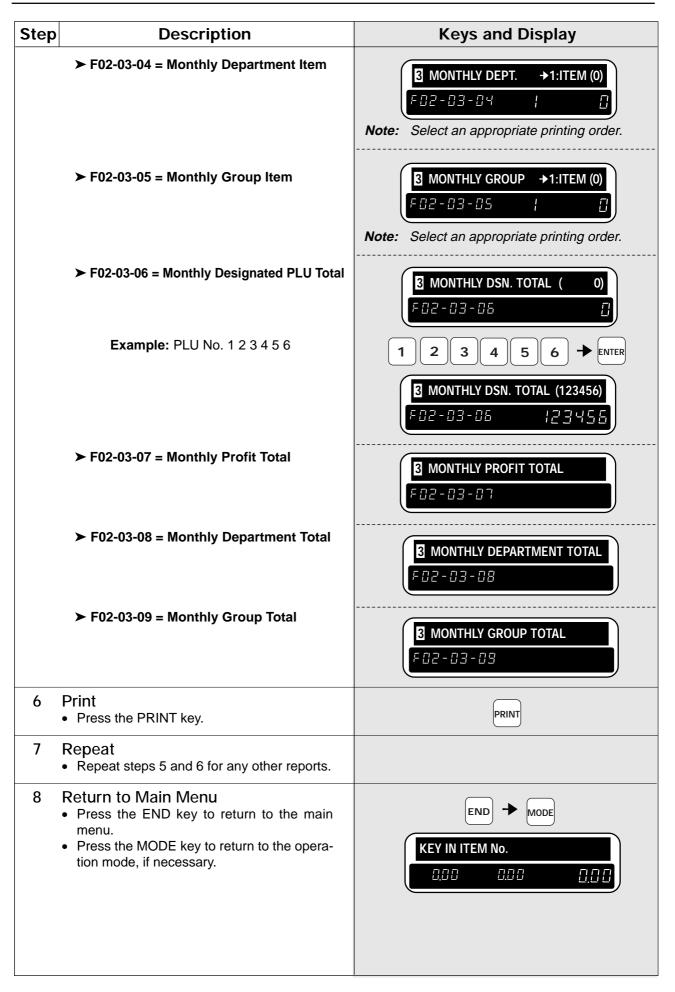
Monthly Group Total Report

The Monthly Group Total Report groups the PLUs together by the group number programmed for the items. The report lists each group in numeric order.

Note: The report will only print when group numbers are programmed in the PLUs.

2.6.2 Operation Procedure

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [1] KEY F [] []
2	 Total Report Menu Press the DOWN ARROW key twice to access the Total Report menu. 	↓ ↓ 2 TOTAL REPORT [RECEIPT][ENTER] F [] 2 []
3	 Monthly Total Menu Enter "3" followed by the ENTER key to select the Monthly Total menu. 	3 → ENTER 3 MONTHLY TOTAL [ENTER] F □ 2 - □ 3 3
4	 Report Categories Press the ENTER key to access the Report Categories. 	ENTER
5	 Report Selection Use the DOWN ARROW or UP ARROW key to select the desired report. 	OR T
	► F02-03-01 = Monthly Sales Total	F02-03-0 (
	➤ F02-03-02 = Monthly Machine Total	B MONTHLY MACHINE TOTAL F D 2 - D 3 - D 2
	► F02-03-03 = Monthly Item	
	->1:III=M Item code order	Image: Second state Image: Second state Image: Second state Image: Second state Image: Second state Image: Second state Image: Second state Image: Second state
	+2:PR.ABC Amount descending order	F [] 2 - [] 3 - [] 3 [] Viewing Print Order
	+3.WT.ABC Weight descending order	viewing Print Order ← OR →
	→4:CT.ABC Quantity descending order	Selecting Print Order
	+6WTZ Weight ascending order	3 MONTHLY ITEM →2:PR.ABC (2)
	+7.CT.Z Quantity ascending order	F02-03-03 2 2
	Example: Amount descending order	



2.7 Hourly Total Report

The Hourly Total Report allows the manager to obtain a report that shows totals by the hour. This report can be used to assist with scheduling of employees to meet the busy periods.

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [J] KEY F □ □
2	 Total Report Menu Press the DOWN ARROW key twice to access the Total Report menu. 	TOTAL REPORT [RECEIPT] [ENTER]
3	 Hourly Total Menu Enter "4" followed by the ENTER key to select the Hourly Total menu. 	4 → ENTER A HOURLY TOTAL [ENTER] F □ 2 - □ 4 4
	 Press the ENTER key to access the printing mode. 	ENTER
4	PrintPress the PRINT key.	PRINT
5	 Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	END → MODE KEY IN ITEM No.

2.8 Periodical Total Report

The Periodical Total Report allows the manager to obtain a list that shows totals for one-month period prior to a predetermined closing date.

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [↓] KEY F □ □
2	 Total Report Menu Press the DOWN ARROW key twice to access the Total Report menu. 	Image: Constraint of the second s
3	 Periodical Total Menu Enter "5" followed by the ENTER key to select the Periodical Total menu. 	5 + ENTER 5 PERIODICAL TOTAL [ENTER] F 0 2 - 0 5 5
	 Press the ENTER key to access the printing mode. 	ENTER
4	PrintPress the PRINT key.	PRINT
5	 Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	END → MODE KEY IN ITEM No. 0.00 0.00 0.00

2.9 Operator Total Report

The Operator Total Report only functions when the DP-3000 is programmed to use the operator system. Daily totals are listed with the information of operator numbers and names.

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [J] KEY F [] []
2	 Total Report Menu Press the DOWN ARROW key twice to access the Total Report menu. 	Image: Constraint of the second s
3	 Operator Total Menu Enter "6" followed by the ENTER key to select the Operator Total menu. 	6 → ENTER COPERATOR TOTAL [ENTER] F C 2 - C 5 5
	 Press the ENTER key to access the printing mode. 	ENTER C OPERATOR TOTAL F 0 2 - 0 5 - 0 +
4	PrintPress the PRINT key.	PRINT
5	 Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	END → MODE KEY IN ITEM No.

2.10 Week Total Report

The Week Total Report allows the manager to obtain a list of totals for specific time periods during each day of the week.

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [1] KEY F [] []
2	 Total Report Menu Press the DOWN ARROW key twice to access the Total Report menu. 	↓ ↓ 2 TOTAL REPORT [RECEIPT] [ENTER] F □ 2 □
3	 Week Total Menu Enter "8" followed by the ENTER key to select the Week Total menu. 	8 → ENTER 8 WEEK TOTAL [ENTER] F □ 2 - □ 8 8
	 Press the ENTER key to access the printing mode. 	ENTER
4	PrintPress the PRINT key.	PRINT
5	 Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	

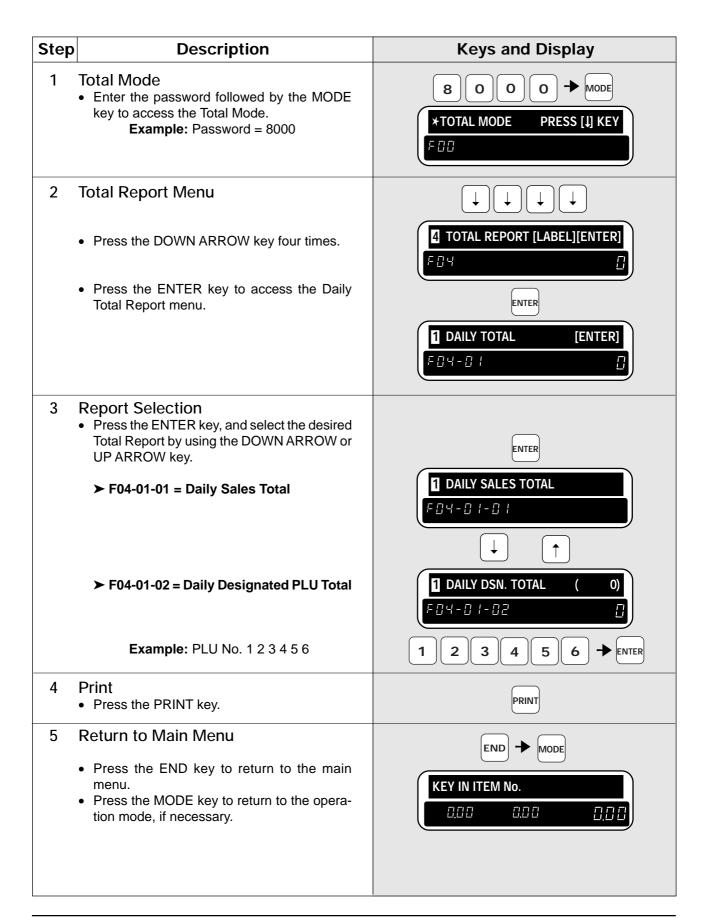
2.11 Total Clear

After printing the necessary reports, all of the accumulated totals have to be cleared so that the accumulation can begin from zero again.

Step	Description	Keys and Display
1	 Total Mode Enter the password followed by the MODE key to access the Total Mode. Example: Password = 8000 	8 0 0 0 → MODE *TOTAL MODE PRESS [↓] KEY F □ □
2	 Total Clear Menu Press the DOWN ARROW key three times to access the Total Clear menu. Press the ENTER key to enter the Total Clear mode. 	ENTER *DAILY CLEAR[ZERO] [ZERO] [] F [] 3 - []
3	 Report Categories Use the DOWN ARROW or UP ARROW key to select the desired report. F03-01 = Daily Total Clear Note: This operation also clears the Hourly and Operator Reports. F03-02 = Weekly Total Clear Note: This operation also clears the Daily Total Reports. F03-03 = Monthly Total Clear Note: This operation also clears the Daily, Weekly, and Periodical Reports. F03-04 = Hourly Total Clear Note: This operation Clear F03-05 = All Total Clear Note: This operation clears the all 	
4	reports. Total Clear	
5	 Press the ZERO key twice to clear the report. Return to Main Menu Press the END key to return to the main menu. Press the MODE key to return to the operation mode, if necessary. 	

2.12 Daily Total Report (Label)

This report can only be printed on the label.



Chapter **3 PROGRAMMING**

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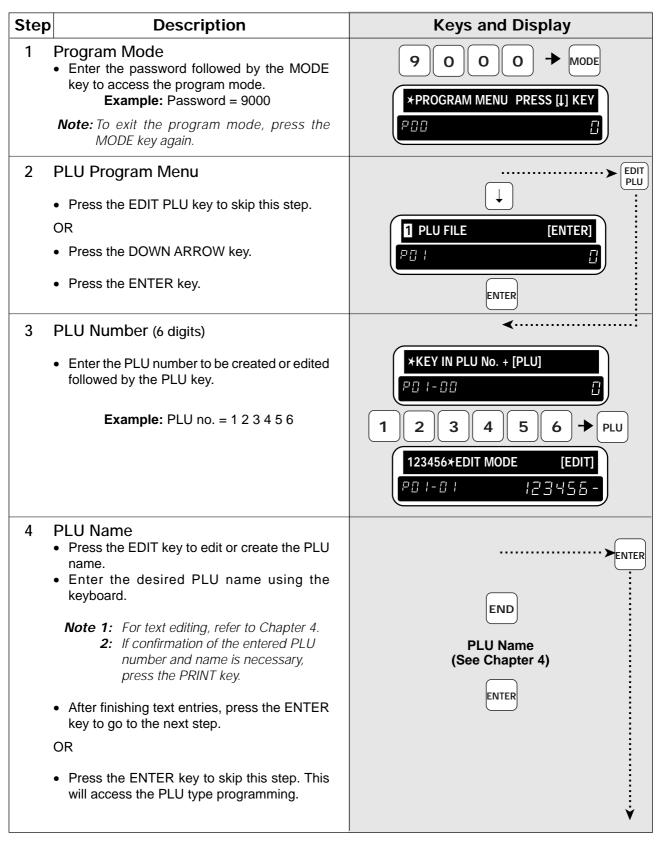
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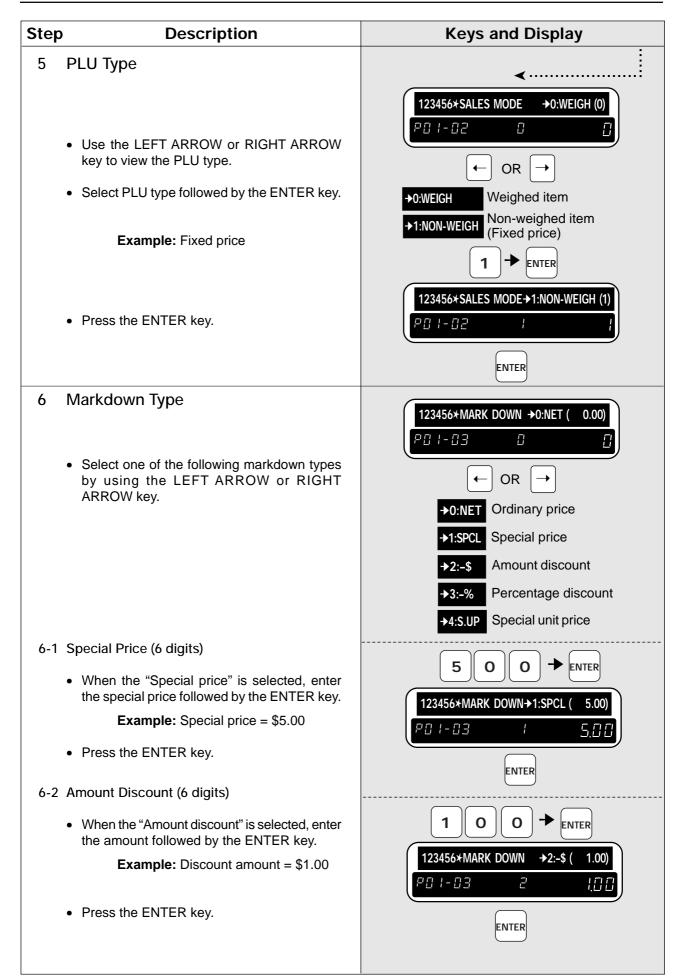
3.1 Creating PLUs

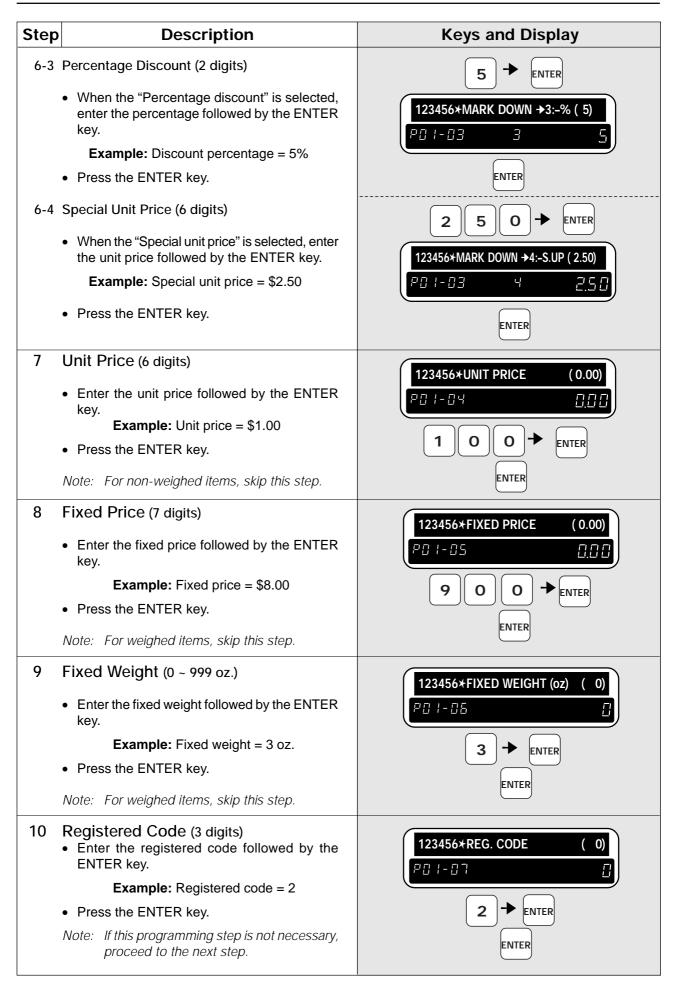
This section explains how to create a product (PLU) in the DP-3000.

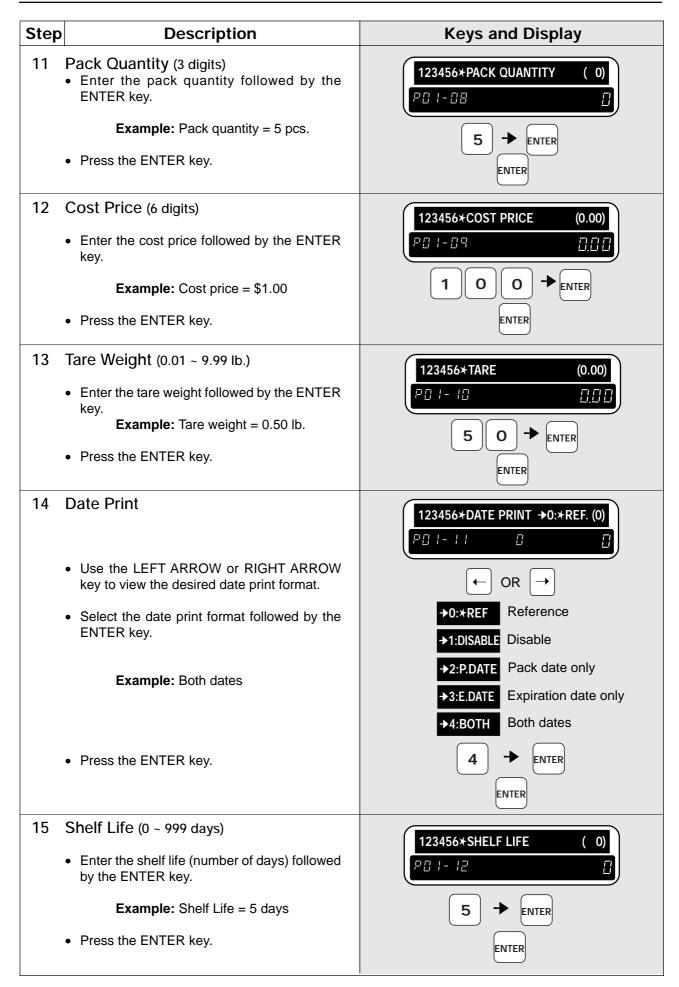
Some steps listed below may not be available. At the time of installation the DP-3000 may be configured to bypass unused steps.

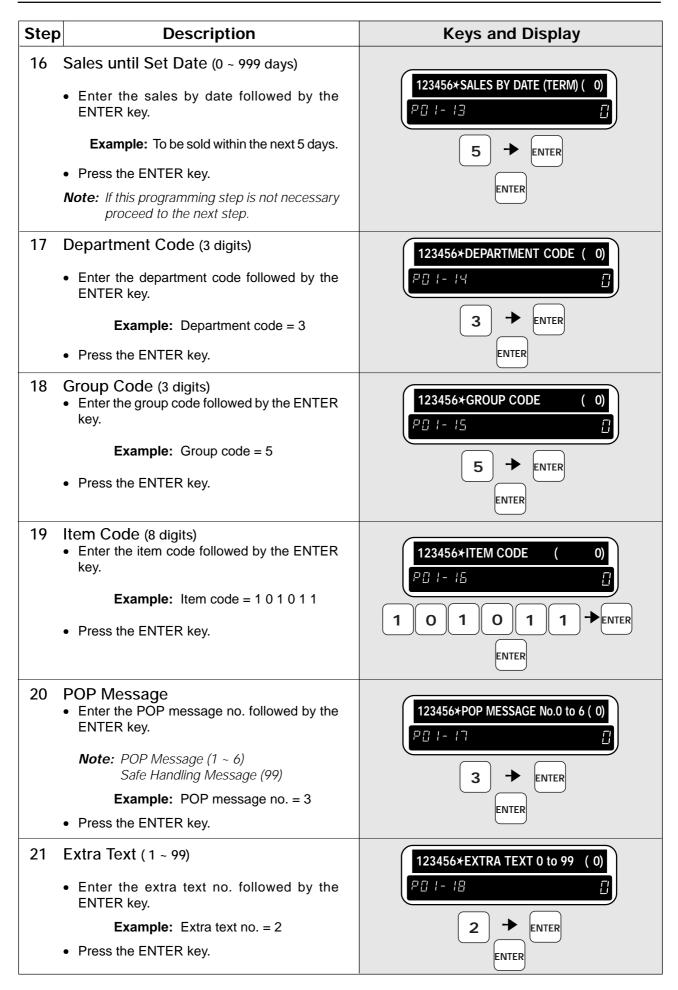
Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

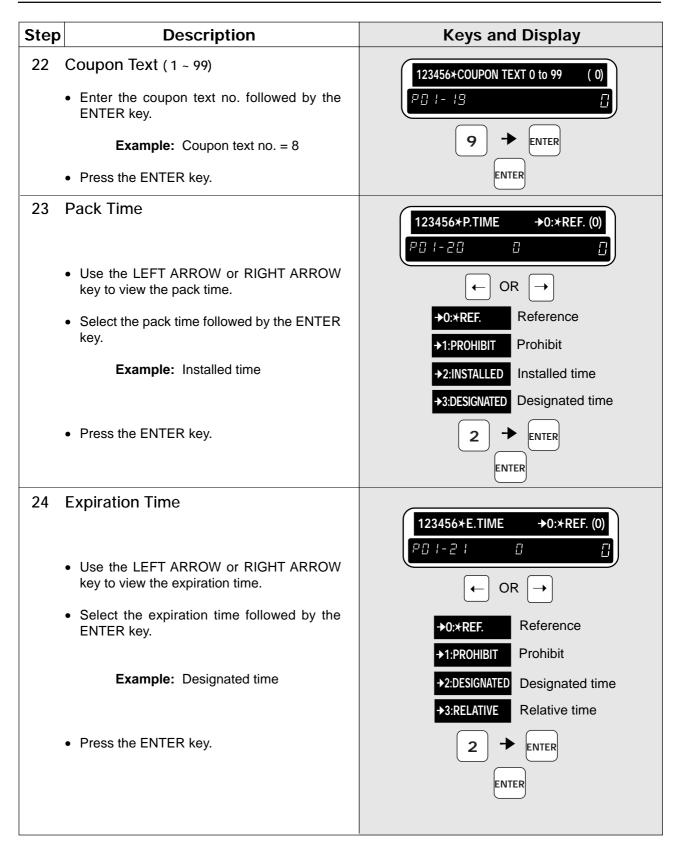


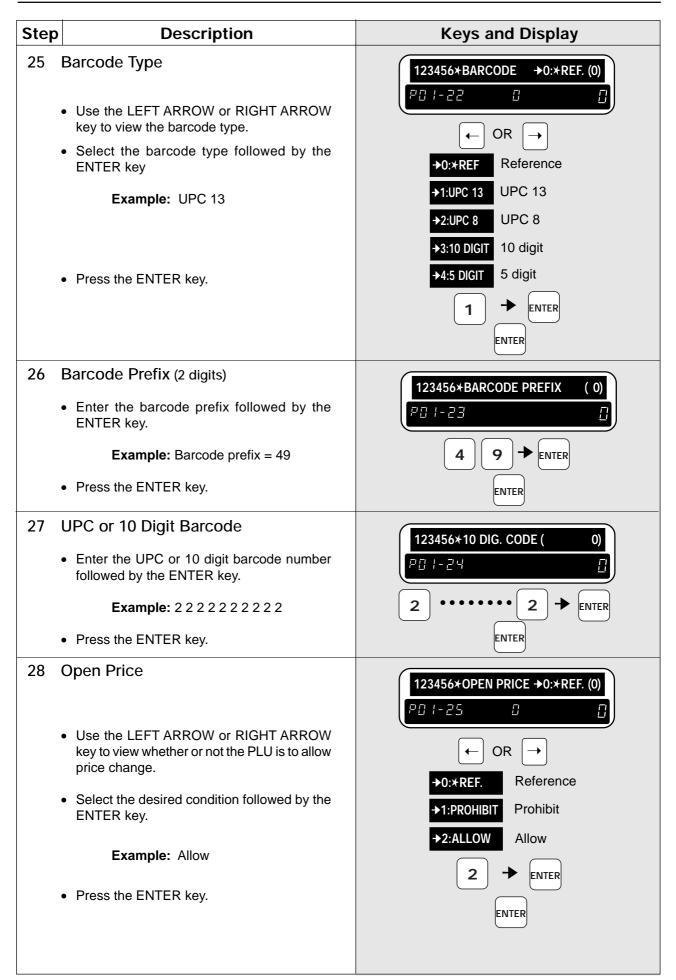


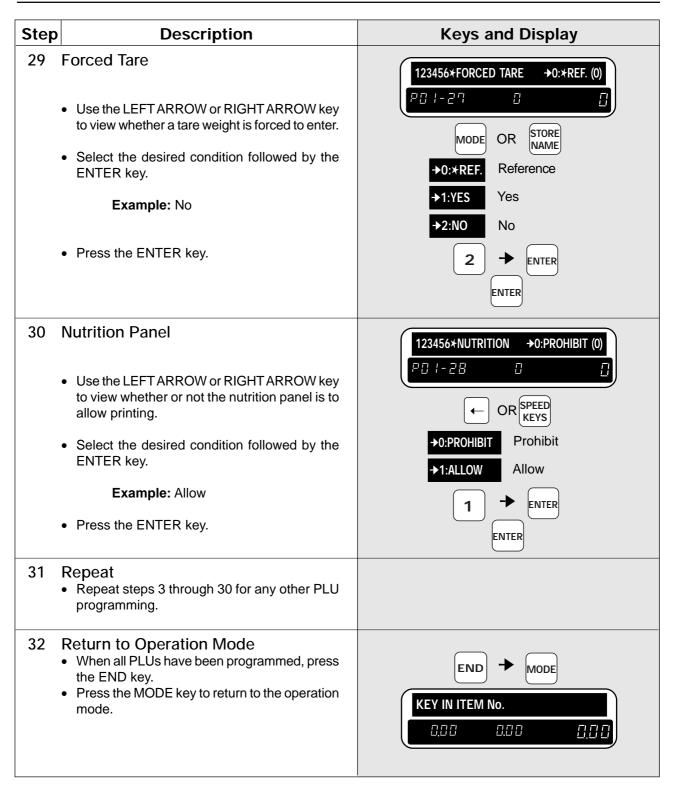






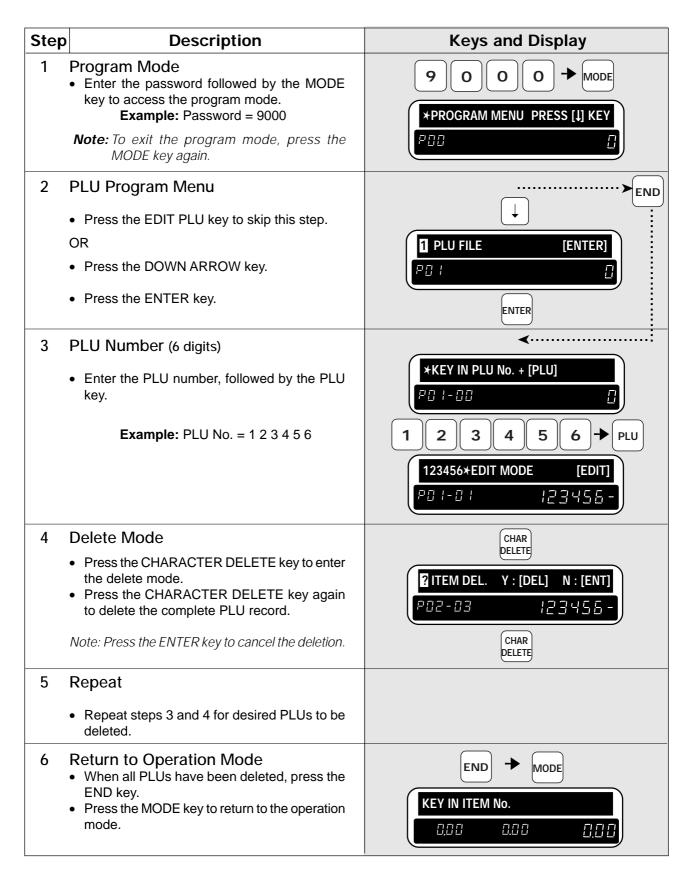






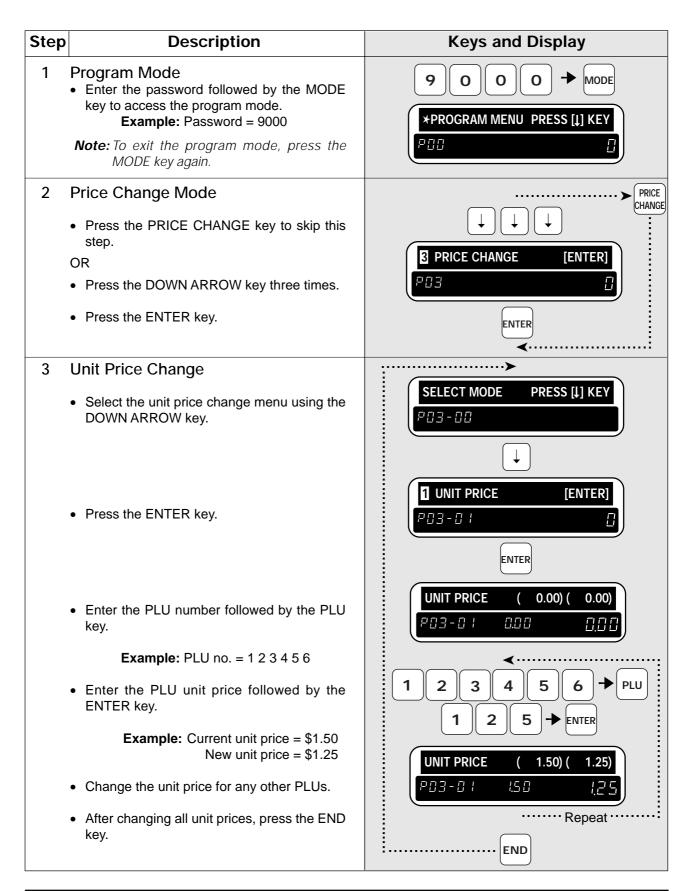
3.2 Deleting PLUs

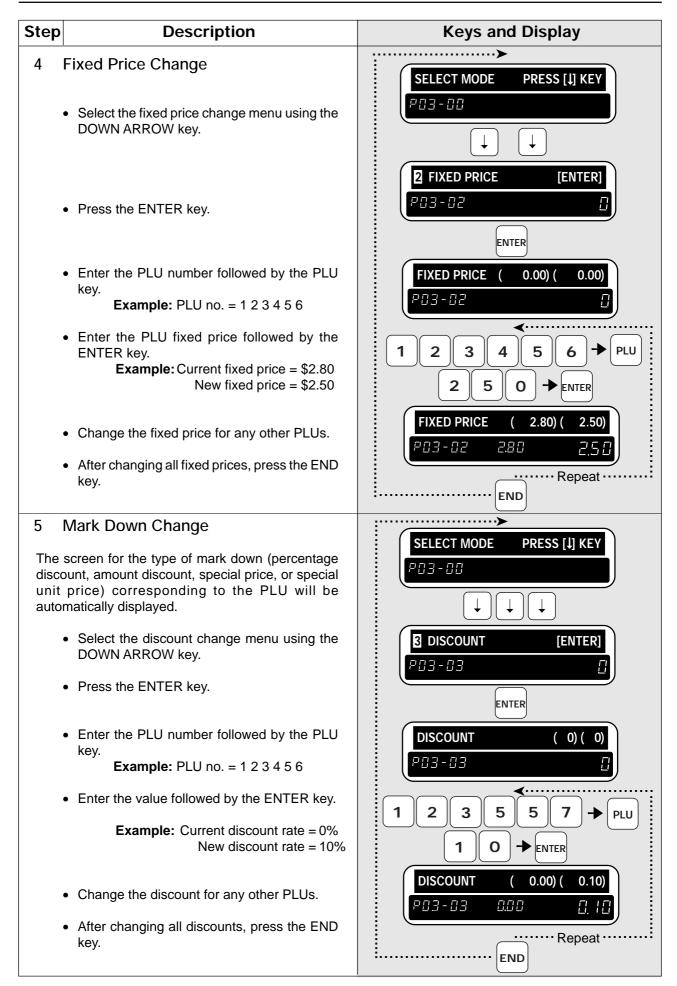
The following procedure is used to delete products (PLUs) from memory.

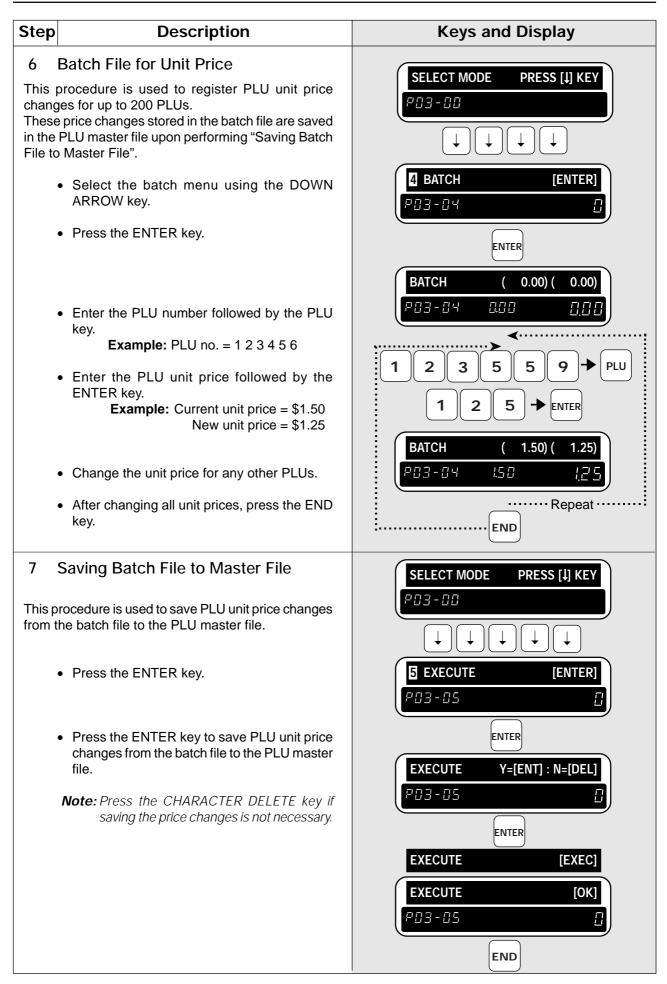


3.3 Price Change File

This file can be programmed in the master terminal as well as in a stand-alone terminal.







Step	Description	Keys and Display
8	Return to Operation ModePress the MODE key to return to the operation mode.	MODE KEY IN ITEM No.
		0.00 0.00 0.00

3.4 Extra Message File

The following procedure is used to program or delete a message file to be linked to each PLU if so programmed.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	9000 → MODE *PROGRAM MENU PRESS [J] KEY P [] [] []
2	 Extra Message Program Mode Press the EXTRATEXT key to skip this step. OR Enter "4" followed by the DOWN ARROW key. Press the ENTER key. 	5 → ↓ 4 EXTRA MESSAGE [ENTER]
3	 Message Number (1 ~ 99) Enter the message number followed by the PLU key. Example: Message no. = 10 Press the ENTER key. 	<pre> KEY IN MESSAGE No. + [PLU] KEY IN MESSAGE No. + [PLU] ENTER </pre>
4	 Text Edit/Delete Text Edit Press the ENTER key to enter the text edit mode. Enter the message using the keyboard. <i>Note: For text editing refer to Chapter 4.</i> When complete, press the ENTER key. Text Delete Press the CHARACTER DELETE key to enter the delete mode. Press the CHARACTER DELETE key again to delete the text. <i>Note: Press the ENTER key to cancel the deletion.</i> 	[CHECK] COMMERCIAL MSSG NOT REGIS P: Y - C: I [] ENTER OR CHAR DELETE [] MESSAGE DEL. Y=[DEL] : N=[ENT] (See Chapter 4) [] MESSAGE DEL. Y=[DEL] : N=[ENT] ENTER [] MESSAGE DEL. Y=[DEL] : N=[ENT] ENTER [] HESSAGE DEL. Y=[DEL] : N=[ENT] ENTER [] HESSAGE DEL. Y=[DEL] : N=[ENT] ENTER [] HESSAGE DEL. Y=[DEL] : N=[ENT]

Step	Description	Keys and Display
5	Repeat	
	 Repeat steps 3 and 4 for any other messages to be created/edited. 	
	Return to Operation ModeWhen all desired messages have been	
	 When all desired messages have been programmed, press the END key. Press the MODE key to return to the operation mode. 	KEY IN ITEM No. 0,00 0,00 0,00 0

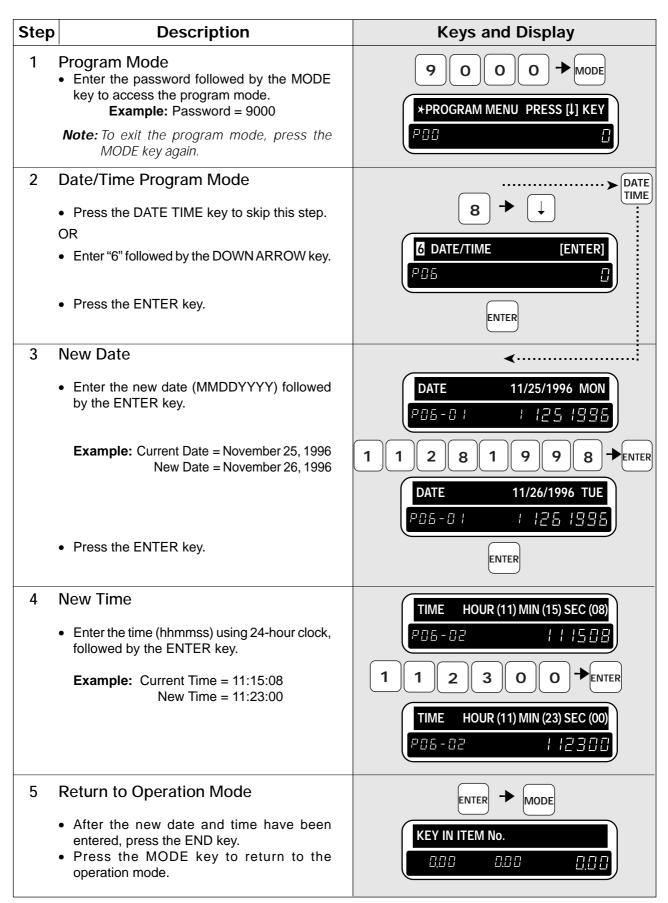
3.5 Coupon Message File

The following procedure is used to program or delete a coupon message file to be linked to each PLU if so programmed.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	9000 → MODE *PROGRAM MENU PRESS [↓] KEY P [] [] []
2 3	 Coupon Message Program Mode Press the COUPON TEXT key to skip this step. OR Enter "5" followed by the DOWN ARROW key. Press the ENTER key. Message Number (1 ~ 99) Enter the message number followed by the PLU key. Example: Message no. = 5 	COUPON COUPON COUPON MESSAGE [ENTER] P□S □ KEY IN COUPON No. + [PLU] P□S - □□ COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON TEXT COUPON MESSAGE [ENTER] P□S □ COUPON MESSAGE [ENTER] COUPON [ENTER] COUP
	Press the ENTER key.	5 + PLU ENTER
4	 Text Edit/Delete Press the ENTER key to enter the text edit mode. Enter the message using the keyboard. <i>Note:</i> For text editing refer to Chapter 4. When complete, press the ENTER key. Text Delete Press the CHARACTER DELETE key to enter the delete mode. Press the CHARACTER DELETE key again to delete the text. <i>Note:</i> Press the ENTER key to cancel the deletion. 	[CHECK] COMMERCIAL MSSG NOT REGIS POS-OH OR ENTER OR Coupon Message (See Chapter 4) ENTER ENTER Char Delete POS-OB OR CHAR DELETE POS-OB CHAR DELETE CHAR DELETE

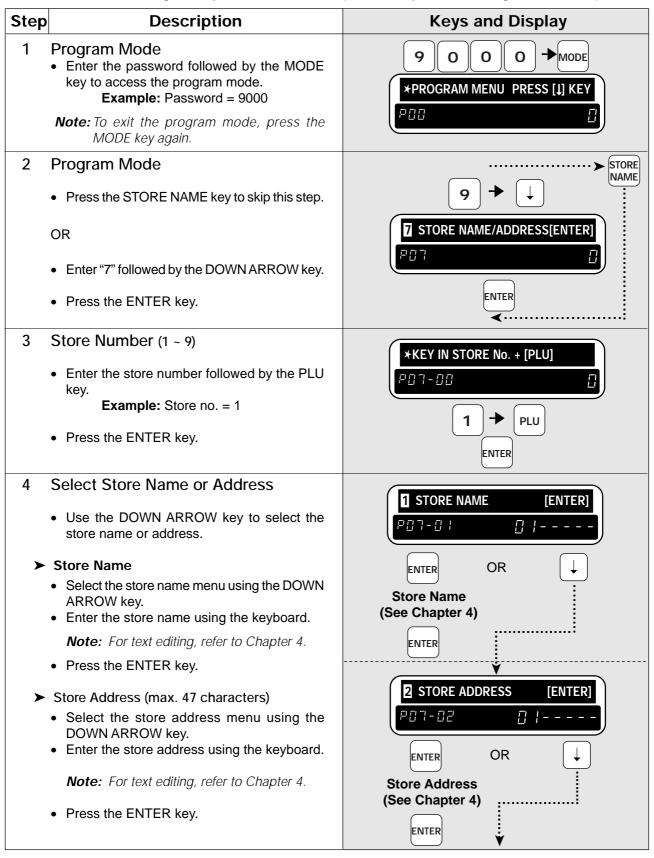
Step	Description	Keys and Display
	 Repeat Repeat steps 3 and 4 for any other messages to be created/edited. 	
	 Return to Operation Mode When all desired messages have been programmed, press the END key. Press the MODE key to return to the operation mode. 	END → MODE KEY IN ITEM No. 0.00 0.00 0.00

3.6 Date and Time



3.7 Store Names and Addresses

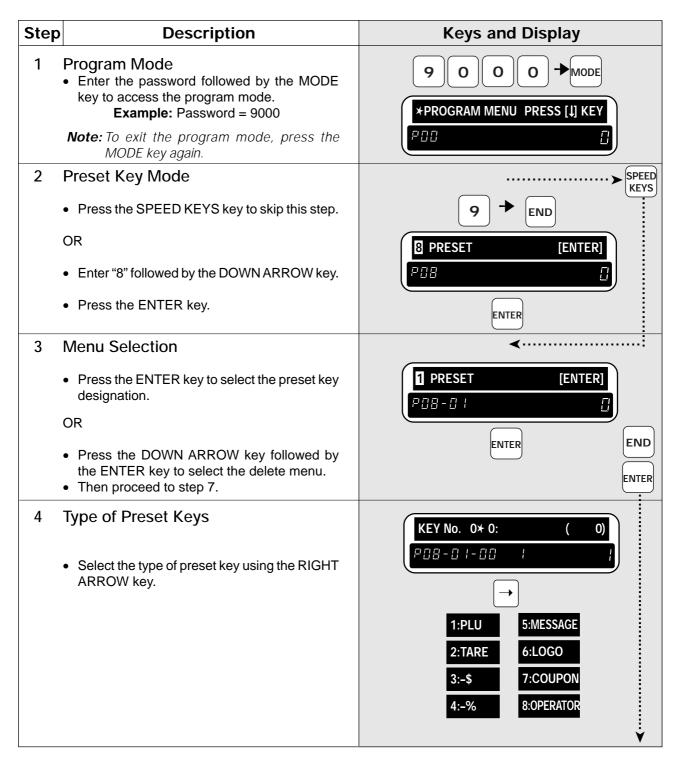
The DP-3000 can be programmed with store names and addresses, which allow the operator to select which store information is to be printed on labels. The following procedure shows how to program store name and address information.

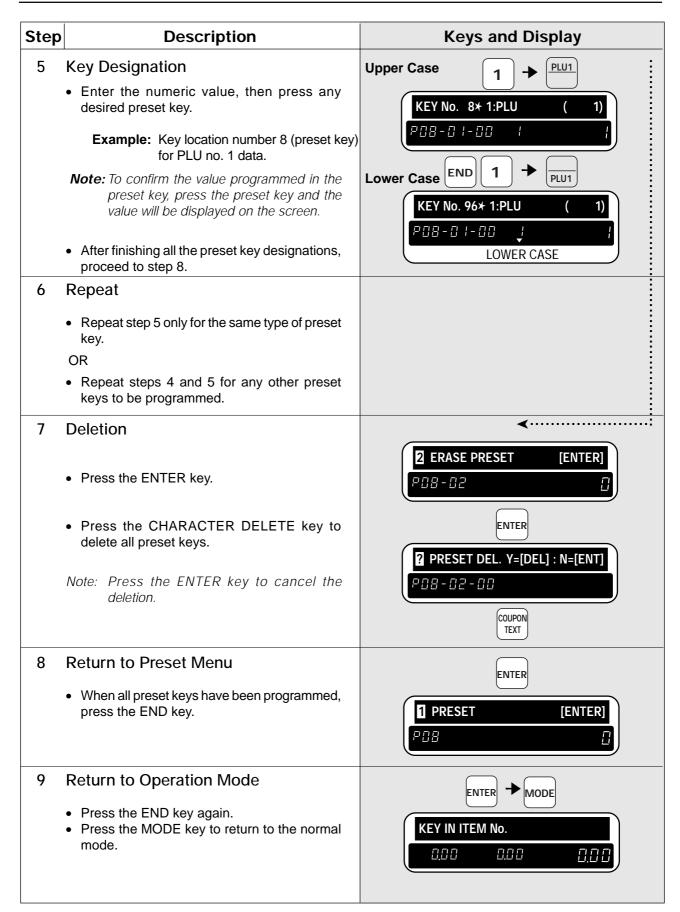


Step	Description	Keys and Display
>	DeleteSelect the delete mode using the DOWN ARROW key.	B ERASE STORE [ENTER] PDDDDDD DDDDDD DDDDD
	• Press the CHARACTER DELETE key to delete the store data.	ENTER
	Note: Press the ENTER key to cancel the deletion.	Image: Store del.y:[del] : N:[ENT] Image: P Im
		DELETE
5	Repeat	
	• Repeat steps 3 and 4 for any other store data.	
6	 Return to Operation Mode When all store names and addresses have been programmed, press the END key. Press the MODE key to return to the operation mode. 	ENTER → MODE KEY IN ITEM No.

3.8 Preset Keys

The DP-3000 has 88 one-touch preset keys. Each preset key can be assigned two items using the convenient SHIFT key, for a total of 176 presets. The following steps indicate how to program preset keys.

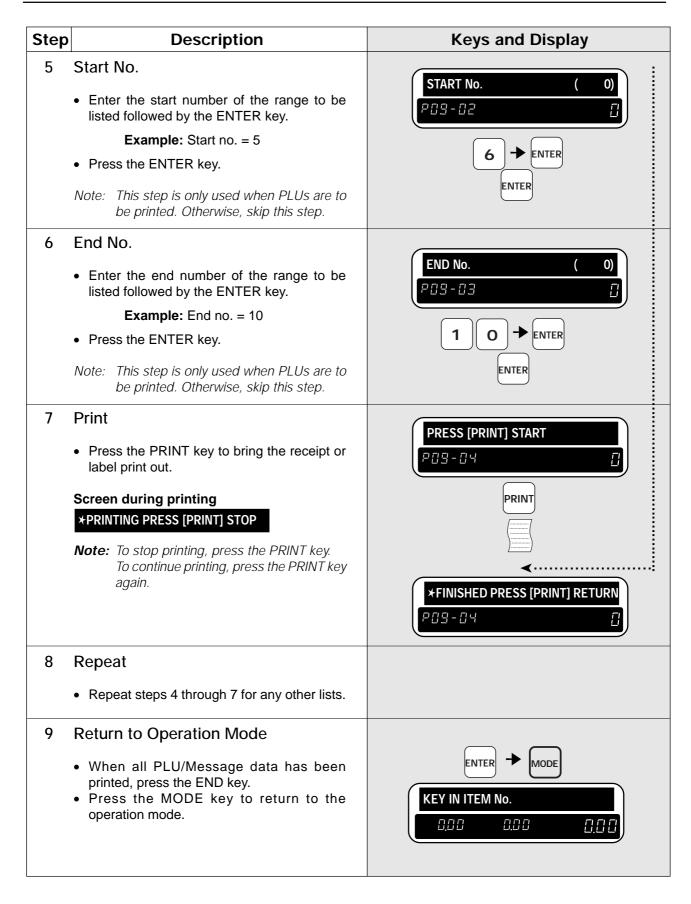




3.9 Printing PLU/Message Information

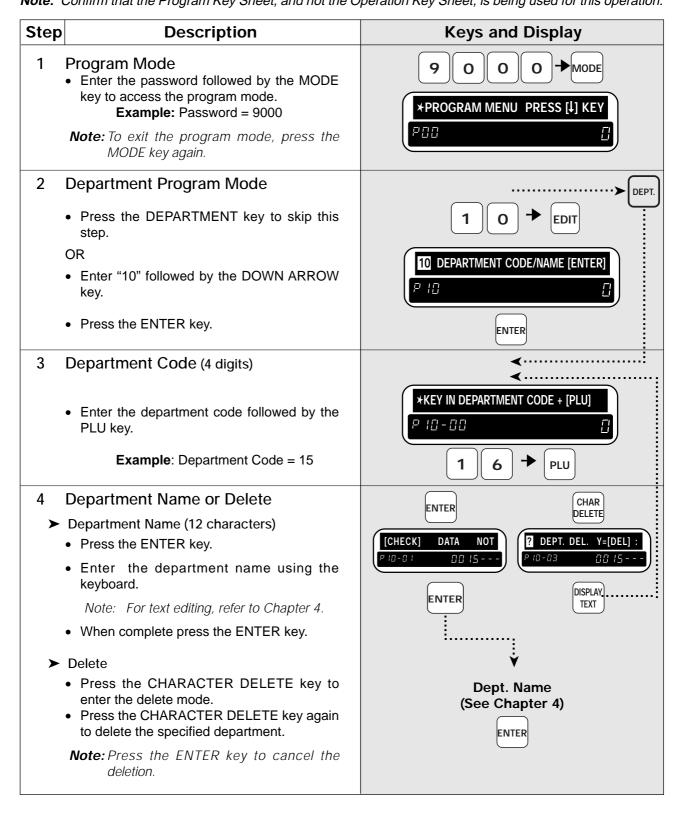
Stored information can be printed on labels or receipt paper. The following steps indicate how this is done. *Note:* Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	9000 → MODE *PROGRAM MENU PRESS [↓] KEY P [] [] []
2	 List Mode Press the PLU LIST key to skip this step. OR Enter "9" followed by the DOWN ARROW key. Press the ENTER key. 	PLU 9 → END PLU LIST [ENTER] PBB ENTER
3	 Print All PLUs/Messages To print all of the stored data, press the PRINT key. Otherwise skip this step. labels for checking PLU barcodes will be issued when the label is set, or programmed PLU data and messages will be printed when the receipt paper is set. Note: To stop printing, press the PRINT key. To continue printing, press the PRINT key again. OR Press the ENTER key to skip this step. Proceed to step 9. 	PRINT MODE [LABEL] POB - OD OR PRINT MODE [RECEIPT] POB - OD Image: second se
4	 List Selection Press the ENTER key. Use the LEFT ARROW or RIGHT ARROW key to view the type of list. Select the type of list by entering an appropriate number. Example: Message 	PRINT MODE $\rightarrow 0:PLU (0)$ $P \square B - \Box \uparrow$ \Box \leftarrow \rightarrow $\rightarrow 0:PLU$ $\rightarrow 3:CAMPAIGN$ $\rightarrow 1:MESSAGE$ $\rightarrow 4:NUTRITION$ $\rightarrow 2:COUPON$ $\rightarrow 4:NUTRITION$ $1 \rightarrow ENTER$ PRINT MODE $\rightarrow 1:MESSAGE (1)$ $P \square B - \Box \uparrow$ $P \square B - \Box \uparrow$ \uparrow



3.10 Department Codes and Names

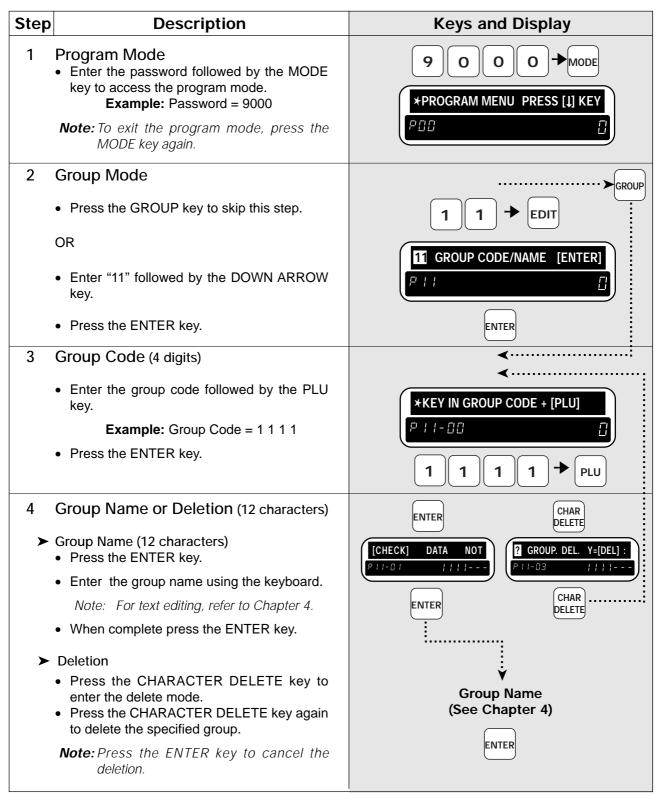
Departments are used to link similar products together into a category for report purposes. The following steps show how to program a name for the reference code entered when PLUs are programmed. *Note:* Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.



Step	Description	Keys and Display
5	Repeat	
	 Repeat steps 3 and 4 for any other departments. 	
	 Return to Operation Mode When all department data has been programmed, press the END key. Press the MODE key to return to the operation mode. 	ENTER → MODE KEY IN ITEM No.

3.11 Group Codes and Names

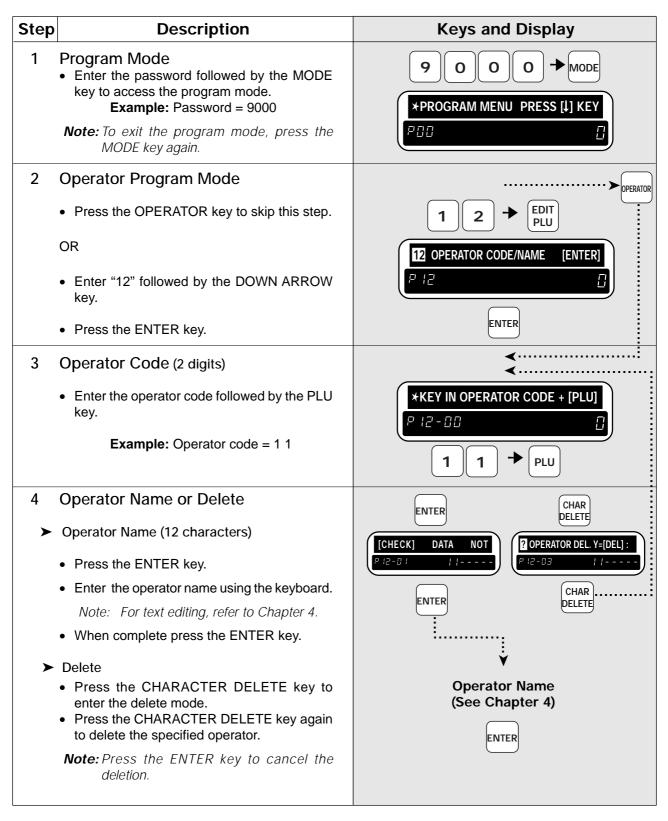
Groups are used to link similar products together into a category for report purposes. The following steps show how to program a name for the reference number.



Step	Description	Keys and Display
5	RepeatRepeat steps 3 and 4 for any other group.	
	 Return to Operation Mode When all group data has been programmed, press the END key. Press the MODE key to return to the operation mode. 	ENTER + MODE KEY IN ITEM No.

3.12 Operator Codes and Names

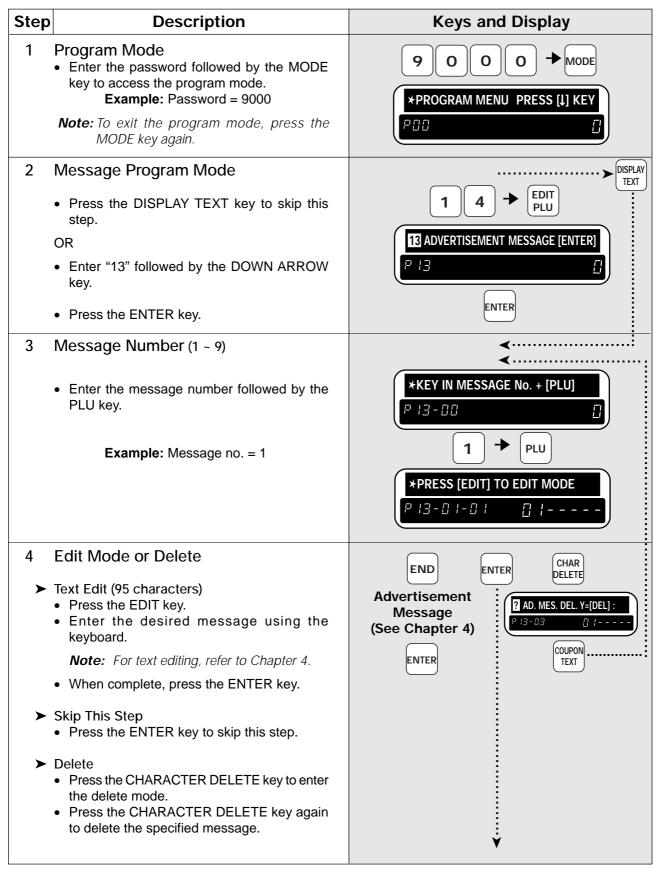
The following steps show how to program operator codes and names used in the operator system. *Note:* Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

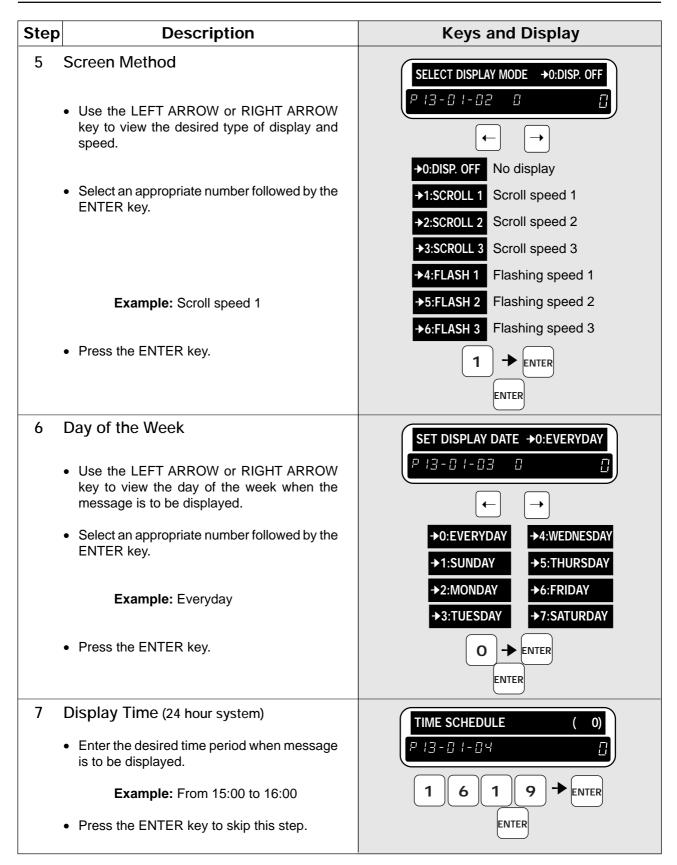


Step	Description	Keys and Display
	RepeatRepeat steps 3 and 4 for any other operator .	
	 Return to Operation Mode When all operator data has been pro- grammed, press the END key. Press the MODE key to return to the operation mode. 	ENTER

3.13 Advertisement Messages

Up to 9 messages can be programmed and displayed (flashing or scrolling display). This procedure is used to program these messages and the times when the messages are to be displayed.

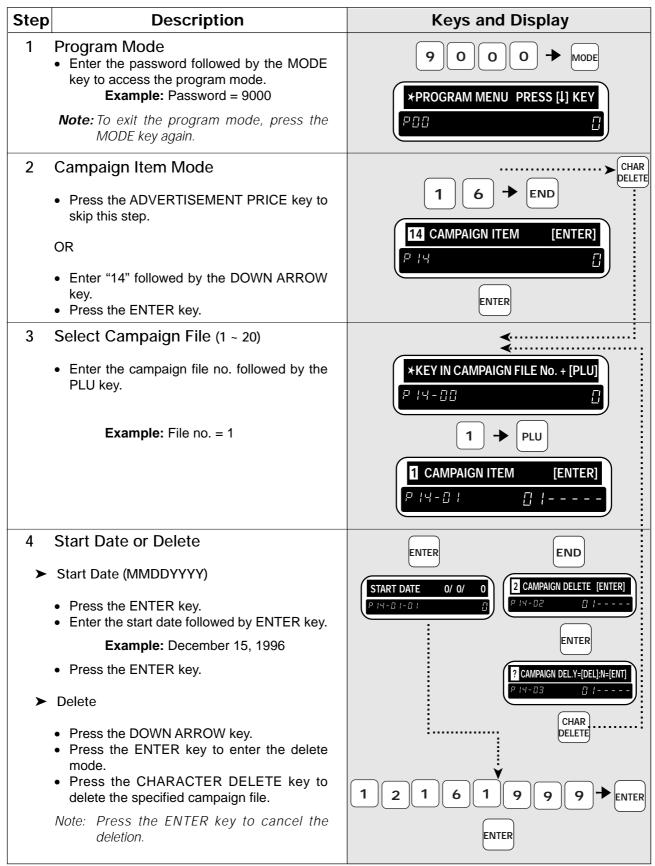


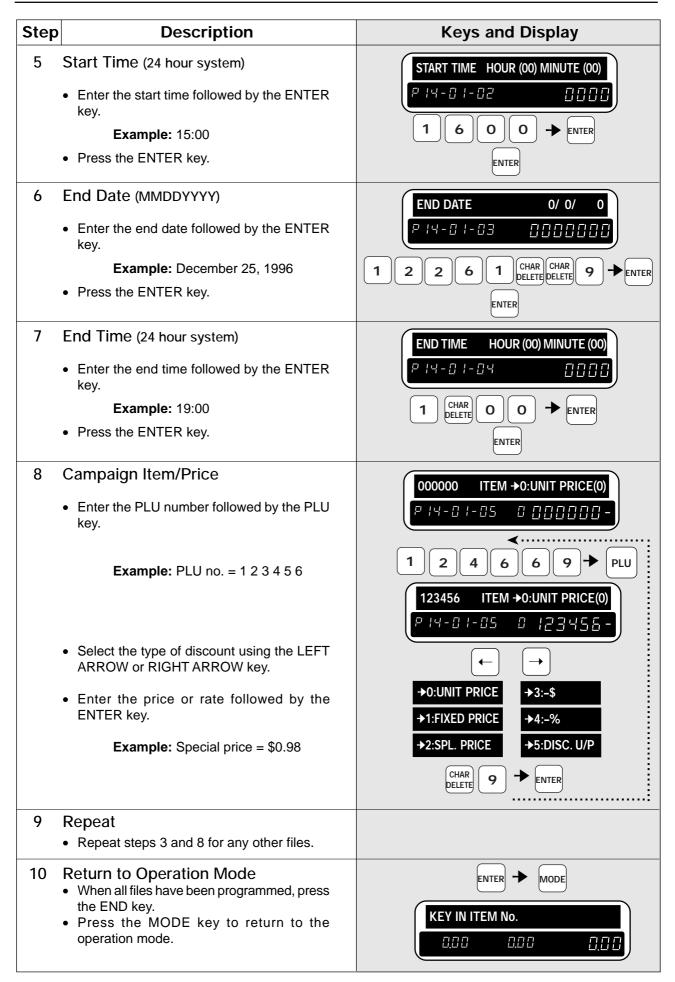


Step	Description	Keys and Display
8	 Scroll Message Change Enter "1" and messages will be scrolled continuously in order. Enter "0" and each message will be scrolled independently for a set period of time. 	CONSECUTIVE MESSAGE Y=1 N=0(0) P +∃ - □ + - □ 5 □ 1 → ENTER ENTER
9	 Return to Operation Mode When the setting has been programmed, press the END key. Press the MODE key to return to the operation mode. 	ENTER MODE KEY IN ITEM No.

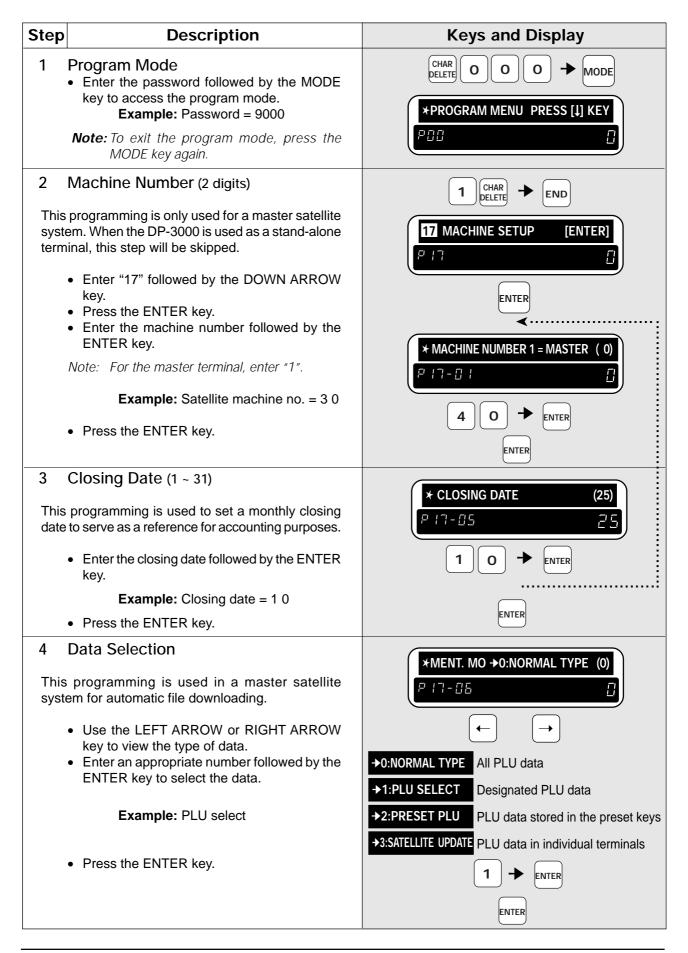
3.14 Campaign Files

Campaign files are used to set a special price for a particular item and the period in which this special price is valid. The following procedure is used to program campaign files.





3.15 Other Programming



Start Number (6 digits)Enter the PLU start number followed by the	×START NO. (0)
ENTER key.	
Example: Start no. = 1	
 Press the ENTER key. 	
Note: This step is only used when "Normal type" has been selected.	ENTER
End Number (6 digits)	*END No. (0)
 Enter the PLU end number followed by the ENTER key. 	P 17-08
Example: End no. = 9 9	
Press the ENTER key.	
Note: This step is only used when "Normal type" has been selected.	ENTER
Downloading	★MASTER UPDATE →0:OFF (0)
 Use the LEFT ARROW or RIGHT ARROW key to view the type of data. Enter an appropriate number followed by the ENTER key to select the downloading type. 	
Then press the ENTER key	→0:OFF Download to override data
	→1:0N Download after clearing all data
Press the ENTER key.	
Automatic Execution Time (24 hour system)	*TIME (hh:mm) (0:00)
• Enter the time when file downloading is to be automatically executed, followed by the ENTER key.	
Example: Execution time = 21:00	
Return to Operation Mode	
 Press the END key and the MODE key to return to the operation mode. 	KEY IN ITEM No. 0,00 0,00 0,00 0,00 0
	Note: This step is only used when "Normal type" has been selected. End Number (6 digits) • Enter the PLU end number followed by the ENTER key. Example: End no. = 9 9 • Press the ENTER key. Note: This step is only used when "Normal type" has been selected. Downloading • • Use the LEFT ARROW or RIGHT ARROW key to view the type of data. • Enter an appropriate number followed by the ENTER key to select the downloading type. • Then press the ENTER key. Example: Download after clearing all data • Press the ENTER key. Example: Download after clearing all data • Press the ENTER key. Example: Download after clearing all data • Press the ENTER key. Example: Evecution Time (24 hour system) • Enter the time when file downloading is to be automatically executed, followed by the ENTER key. Example: Example: Execution time = 21:00 Return to Operation Mode Press the END key and the MODE key to

3.16 Setting On-line/Off-line

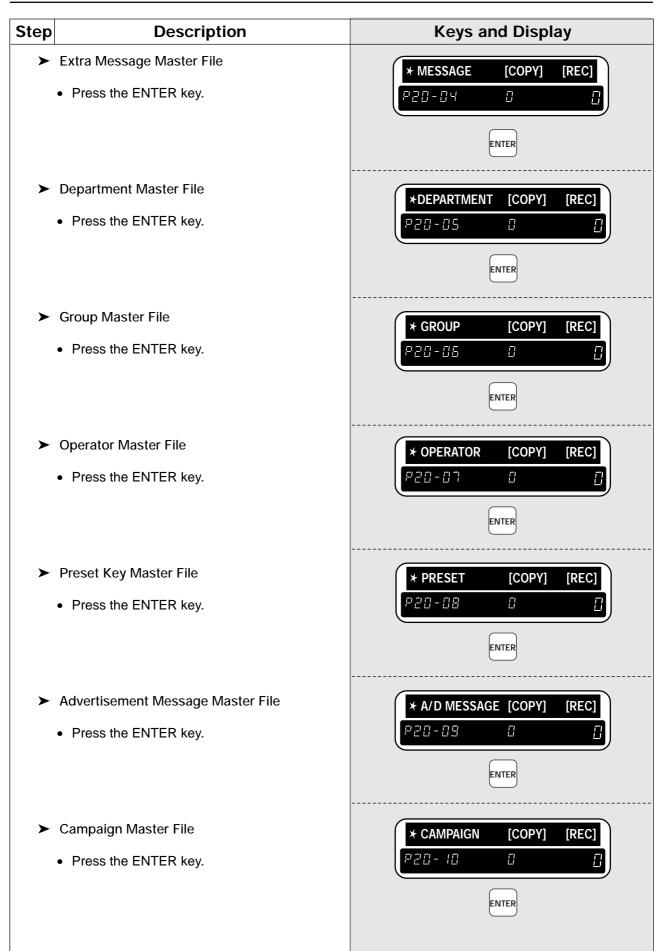
This procedure is used to switch between on-line and off-line programming.

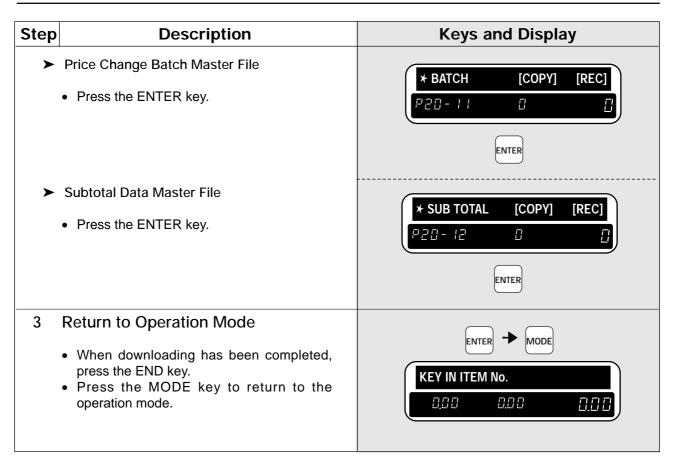
Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	CHAR DELETE O O O → MODE *PROGRAM MENU PRESS [J] KEY P□□
2	 On-line Setup Mode Enter "19" followed by the DOWN ARROW key. 	1 CHAR → END 19 ONLINE SETUP 19 ONLINE SETUP 19 CHAR
	 Press the ENTER key. Use the LEFT ARROW or RIGHT ARROW 	ENTER ★ FLAG SEL. →0:OFFLINE (0) P : B - D : D D D D D D D D D D D D D D D D D
	 key to view either on-line setup or off-line. Enter an appropriate number followed by the ENTER key to select the mode. 	← → +0:OFFLINE +1:ONLINE
	Example: On-linePress the ENTER key.	
3	 Return to Operation Mode When the selected setup has been pro- grammed, press the END key. Press the MODE key to return to the operation mode. 	ENTER -> MODE KEY IN ITEM No.

3.17 Master File Downloading

The DP-3000 can be arranged in a master satellite configuration. With this procedure, designated data can be downloaded from the master file to a specific satellite terminal.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	CHAR DELETE O O O → MODE *PROGRAM MENU PRESS [↓] KEY P □ □ □
2	 Master File Maintenance Enter "20" followed by the DOWN ARROW key. Press the ENTER key. Use the DOWN ARROW or UP ARROW key to select an appropriate screen. PLU Master File Press the ENTER key. 	2 0 → END 20 MASTER MENT. [ENTER] P20 0 ENTER END ↑ * PLU MASTER [COPY] [REC] P20 0 ([REC]) ENTER [REC] Downloading is being executed. [OK] Downloading has been completed. [NG] Downloading has been failed.
>	Store Master File Press the ENTER key. 	* STORE [COPY] [REC] P 2 0 - 0 2 0 1 ENTER
>	Coupon Message Master File Press the ENTER key. 	* COUPON [COPY] [REC] P 2 0 - 0 3 0 0 ENTER



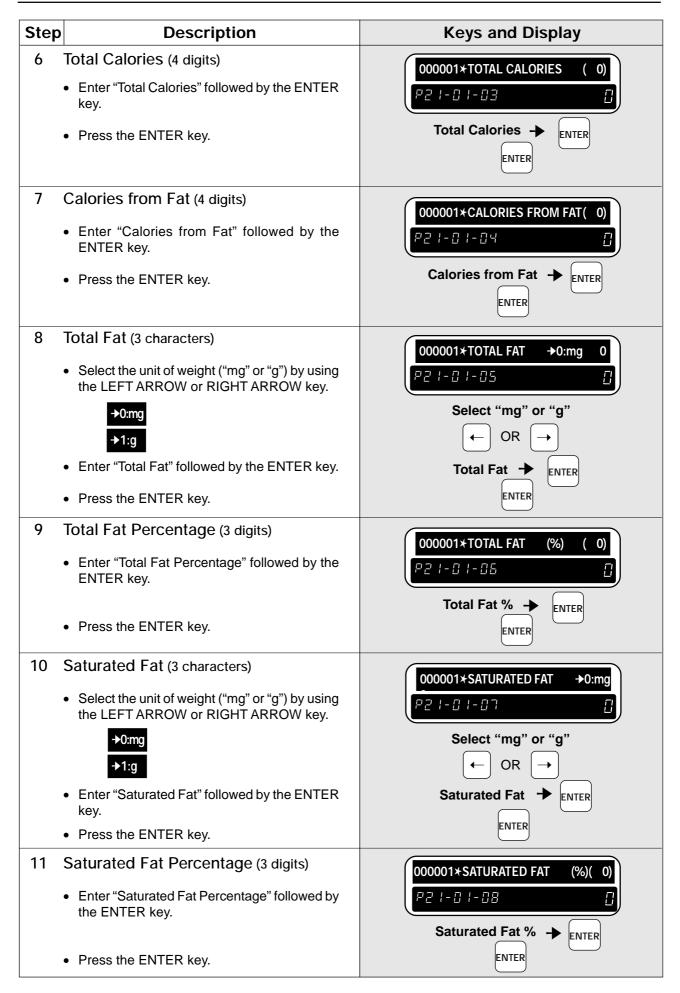


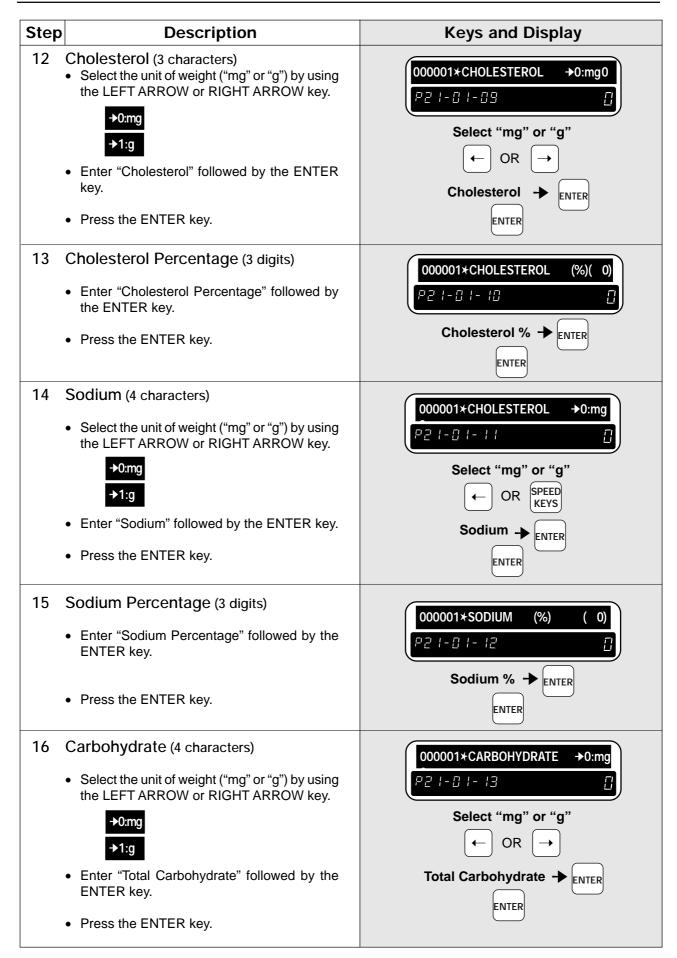
3.18 Nutrition Files

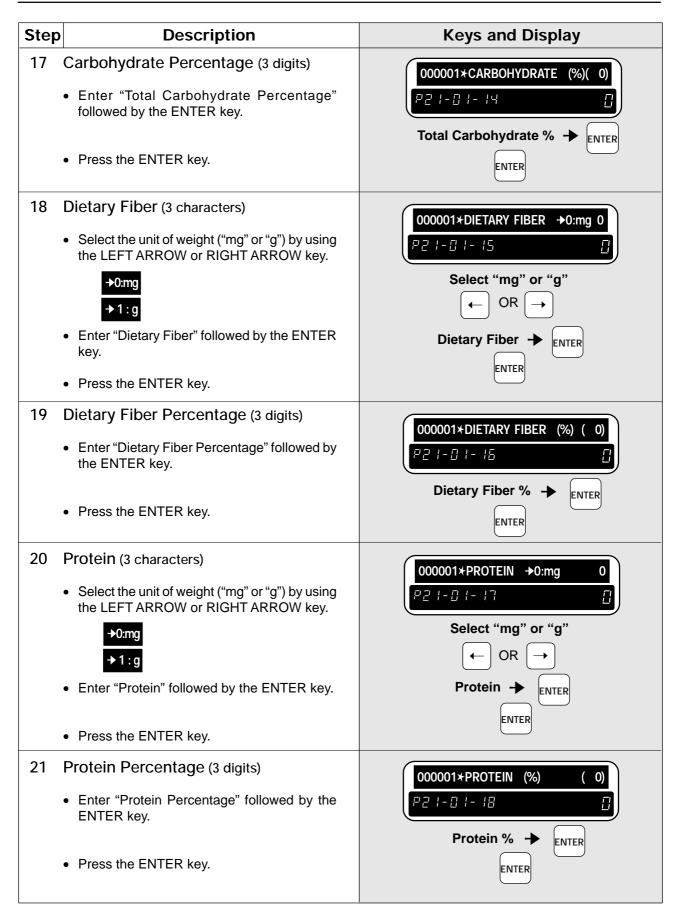
Nutrition Files can be included with each PLU. This procedure is used to program Nutrition Files to be linked with the PLUs.

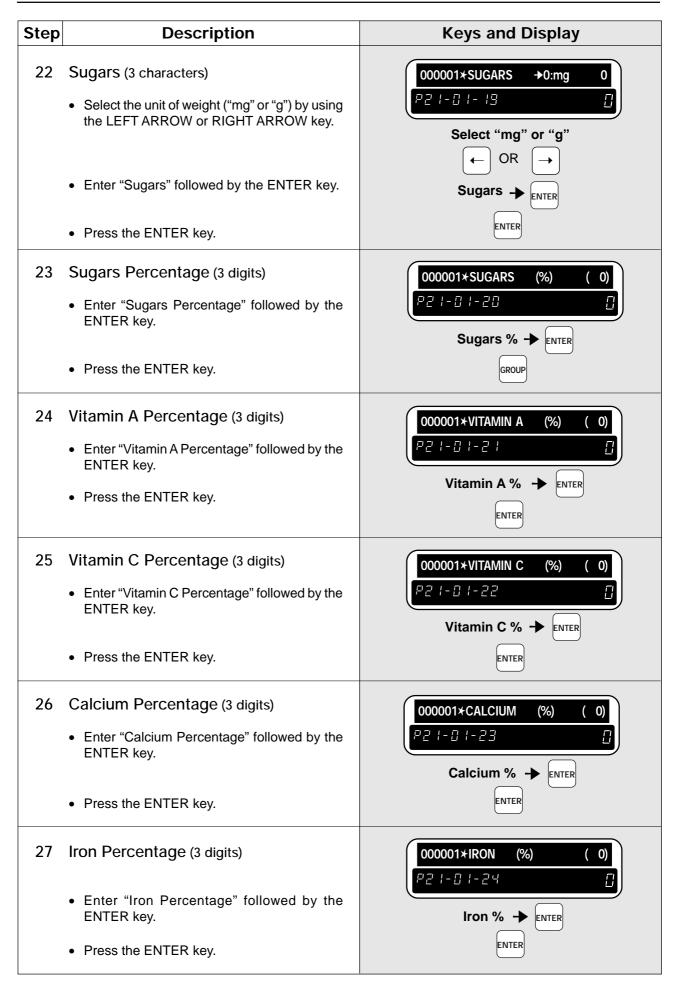
Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	CHAR DELETE O O O MODE *PROGRAM MENU PRESS [1] KEY
2	 Nutrition File Enter "21" followed by the DOWN ARROW key. Press the ENTER key. 	2 1 → END 21 NUTRITION FILE [ENTER] P2 ; ENTER
2	PLU Number	
3	 Enter the PLU number followed by the PLU key. Example: PLU no. = 1 	★KEY IN PLU No. + [PLU] P2 - 00 1 PLU
4 ►	Serving Size or Delete Serving Size (10 characters)	DISPLAY
>	 Enter "Serving Size" followed by the ENTER key. Press the ENTER key. Delete 	000001*SERVING SIZE 0 P2 +- 0 +- 0 + 0 0 P2 +- 0 + 0
	 Press the CHARACTER DELETE key to enter the delete mode. Press the CHARACTER DELETE key again to delete the specified file. Note: Press the ENTER key to cancel the deletion. 	Serving Size
5	 Serving per Container (4 characters) Enter "Serving per Container" followed by the ENTER key. Press the ENTER key. 	000001★SERVING PER CONT. 0 ₽2 +- 0 +- 02 ①
	Note: The entered data will be printed when issuing nutrition label for fixed price items. For the weighed items, "varies" will always be printed.	Serving per Container ENTER ENTER









Description	Keys and Display
Repeat	
• Repeat steps 3 and 27 for any other nutrition files.	
9 Return to Operation Mode	
 When all heres have been programmed, press the END key. Press the MODE key to return to the operation mode. 	KEY IN ITEM No. 0.00 0.00 0.00
	 Repeat Repeat steps 3 and 27 for any other nutrition files. Return to Operation Mode When all files have been programmed, press the END key. Press the MODE key to return to the

3.19 Changing Unit Price/Fixed Price

This procedure is used to change either the PLU unit price or fixed price when the DP-3000 is used on-line. *Note:* Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	CHAR DELETE O O O → MODE ★PROGRAM MENU PRESS [1] KEY P [] []
	 Price Change Mode Press the PRICE CHANGE key to skip this step. OR Enter "22" followed by the DOWN ARROW key. Press the ENTER key. 	3 3 → ENTER 22 UNIT PRICE CHANGE [ENTER] P22 ENTER
	 Price Change Enter the PLU no. followed by the PLU key. Example: PLU no. = 1 Enter the new price followed by the ENTER key. Example: Current unit price = \$1.25 New unit price = \$1.10 	$\begin{array}{c} \bullet & \bullet & \bullet \\ \hline 0 \ U/P & (\ 0.00) (\ 0.00) \\ P22 - 0 \ I & 0.00 \\ \hline 1 \ 0 \ 0.00 \\ I \ 0 \ 0.00 \\ \hline 1 \ 0 \ 0 \ 0 \ 0.00 \\ \hline 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \\ \hline 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \\ \hline 1 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \$
4	RepeatRepeat step 3 for any other prices to be changed.	
5	 Return to Operation Mode When all prices have been changed, press the END key. Press the MODE key to return to the operation mode. 	ENTER → MODE KEY IN ITEM No.

3.20 Label Format Selection

This procedure is used to select one of the four label formats available with the DP-3000.

Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

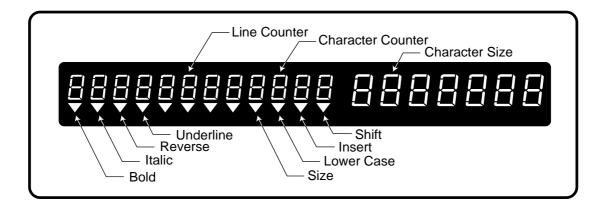
Step	Description	Keys and Display
1	 Program Mode Enter the password followed by the MODE key to access the program mode. Example: Password = 9000 Note: To exit the program mode, press the MODE key again. 	CHAR DELETE O O O → MODE ★PROGRAM MENU PRESS [↓] KEY P [] [] []
2	 Selection Mode Enter "23" followed by the DOWN ARROW key. Press the ENTER key. 	4 5 → ENTER 23 LABEL FORMAT SELECT [ENTER] P23
3	 Select Label Format (1 ~ 4) Enter an appropriate number followed by the ENTER key to select the label format. Example: Label format = 1 Press the ENTER key. 	★SELECT No. 1 to 4 (1) ₽23-0 { 3 ★ ENTER
4	 Return to Operation Mode When the label format has been selected, press the END key. Press the MODE key to return to the operation mode. 	

Chapter 4

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4.1 **7-Segment Indicators**



4.2 Character Size

The following text can be entered while in the Editing mode.

Variable Character Size

- PLU name
- Extra message
- Store name
- Coupon message

Fixed Character Size

- Department name (max. 12 characters)
- Group name

•

- (max. 12 characters) (max. 12 characters)
- Operator name Store address (max. 47 characters)

•	633	(11107. 47	characters)

	Character Size	Print Examples
Size 1	$7 \times 14 \text{ mm}$ (Upper/Lower case) Max. 48 characters/line	SIZE 1
Size 2	$10 \times 20 \text{ mm}$ (Upper case only) Max. 36 characters/line	SIZE 2
Size 3	$15 \times 30 \text{ mm}$ (Upper case only) Max. 25 characters/line	SIZE 3
Size 4	20 × 40 mm (Upper case only) Max. 18 characters/line	SIZE 4
Size 5	$30 \times 60 \text{ mm}$ (Upper case only) Max. 12 characters/line	SIZE 5
Size 6	$40 \times 80 \text{ mm}$ (Upper case only) Max. 9 characters/line	SIZE 6
Size 7	60 × 120 mm (Upper case only) Max. 6 characters/line	SIZE 7

4.3 Text Editing Keys

Use the following Text Editing keys (located on the Program Key Sheet) when creating, editing or deleting text.

Alphanumeric Keys

The Program Key Sheet comes with a typewriter style alpha-numeric keys to enter data into fields available.



SHIFT Used to access the upper character of keys with two characters.



CHARACTER DELETE Used to delete the character where cursor is placed on the display from text field.



INSER

LINE DELETE Used to delete an entire line from text field.



LOWER CASE

Used to change upper or lower case characters.



UP ARROW

Used to move the cursor up one line and over to the left margin. Also used to move up the cursor several lines at one time by first entering the number of lines.



DOWN ARROW

Used to move the cursor down one line and over to the left margin. Also used to move down the cursor several lines at one time by first entering the number of lines.



LEFT ARROW

Used to move the cursor one space to the left. Also used to move several spaces to the left at one time by first entering the number of spaces.



RIGHT ARROW

Used to move the cursor one space to the right. Also used to move several spaces to the right at one time by first entering the number of spaces.



EDIT

Used to enter the text entry mode for any text field.



NEW LINE

Used as a carriage return when in the text edit mode.



BACK SPACE

Used to delete the last entered character.



SIZE

COPY

sizes.

SIZE

Used to copy messages such as product name, extra message, coupon message, etc.

Used in combination with the UPARROW

or DOWN ARROW key to select character



NORMAL

INSERT

field

Used to return to normal type (character size remains unchanged).

Used to change between inserting or

overriding characters in editing of any text



ITALIC

Used to switch to italic type. Also used to return to normal type.



UNDERLINE

Used to switch to underline type. Also used to return to normal type.



BOLD

REVERSE

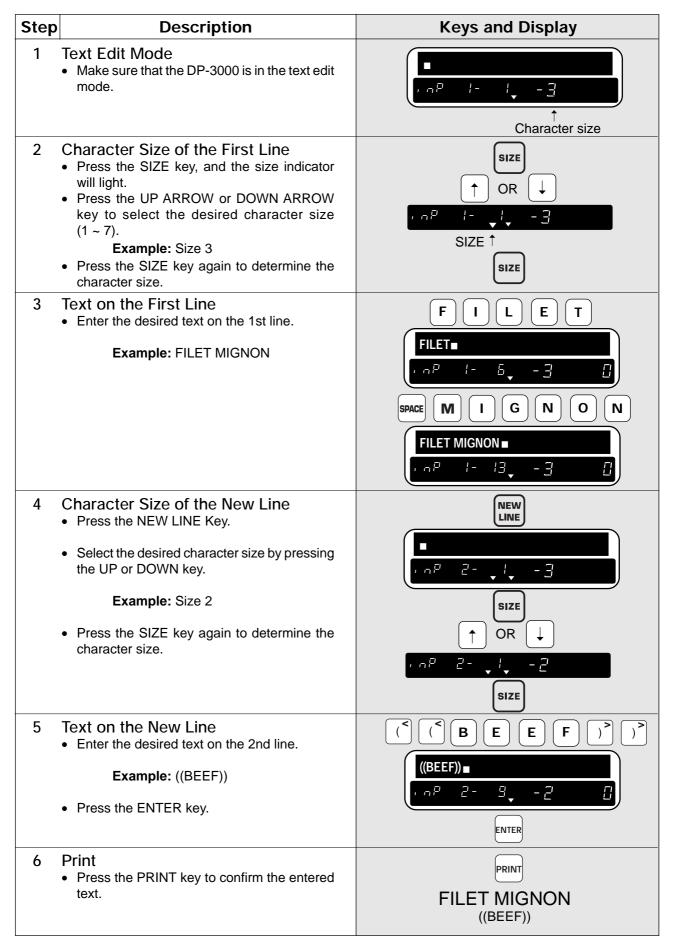
BOLD

Used to switch to reverse type. Also used to return to normal type.

Also used to return to normal type.

Used to switch to bold type.

4.4 How to Create/Edit Text



4.5 How to Reverse/Italic/Underline/Bold Text

Step	Description	Keys and Display
1	 Text Edit Mode Make sure that the DP-3000 is in the text edit mode. 	$ \begin{array}{c c} $
2	 Character Size of the First Line Press the SIZE key, and the size indicator will light. Press the UP ARROW or DOWN ARROW key to select the desired character size (1 ~ 7). Example: Size 3 Press the SIZE key again to determine the character size. 	SIZE ↑ OR ↓ I → I → - ∃ SIZE ↑ SIZE
3	 Reverse Text on the First Line Press the REVERSE key to select text reverse mode, and the REVERSE indicator will light. Note: At this point, ITALIC, BOLD, and UNDERLINE keys can also be used. Enter the desired text on the 1st line. Example: FILET MIGNON Press the NORMAL key, or press the REVERSE key again to return to standard text. 	REVERSE REVERSE f = f = f = f = f f = f = f = f = f = f f = f = f = f = f = f f = f = f = f = f = f = f f = f = f = f = f = f = f = f f = f = f = f = f = f = f = f f = f = f = f = f = f = f = f = f f = f = f = f = f = f = f = f = f = f =
4	 Character Size of the New Line Press the NEW LINE key. Press the UP ARROW or DOWN ARROW key to select the desired character size (1 ~ 7). Example: Size 2 Press the SIZE key again to determine the character size. 	I = I = I = I = I $I = I = I = I$ $I = I = I = I$ $I = I = I = I = I$ $I = I = I = I = I$ $I = I = I = I = I$ $I = I = I = I = I$ $I = I = I = I = I$ $I = I$

Step	Description	Keys and Display
	Text on the New LineEnter in the desired text on the 2nd line.	
	Example: ((BEEF))	((BEEF))■
•	 Press the ENTER key. 	
	 Press the PRINT key to confirm the entered text. 	PRINT PRINT Reverse Bold Italic Underline

4.6 How to Insert Characters

Use the LEFT ARROW or RIGHT ARROW key to place the cursor on the character immediately after the desired location for character insertion. Then type the new character.

Step	Description	Keys and Display
1	 Mistaken Text "FIET" instead of "FILET" was entered by mistake. 	FIET T FIET T
	 Insert Mode Make sure that the INSERT indicator is lit. Note: If this indicator is not lit, press the INSERT key to turn on the INSERT indicator. 	
	 Correction Press the LEFT ARROW key twice to move the cursor two characters to the left. Example: "L" between "I" and "E" Type "L" followed by the ENTER key. 	$\leftarrow \leftarrow$ $FIET =$ $\Box = \Box =$

4.7 How to Change Characters

Use the LEFT ARROW or RIGHT ARROW key to place the cursor on the character to be changed. Then type the new character.

Step	Description	Keys and Display
1	 Mistaken Text "FIMET" instead of "FILET" was entered by mistake. 	FIMET FIMET I MET FIMET Insert
2	 Change Mode Press the INSERT key to turn off the INSERT indicator. Note: Make sure that the INSERT indicator is not lit. 	INSERT FIMET■ I Ω P I - 5 - 3 []
3	 Correction Press the LEFT ARROW key three times to move the cursor three characters to the left. 	$\leftarrow \leftarrow \leftarrow$
	Example: Change from "M" to "L"	L
	 Type "L" followed by the ENTER key. 	

4.8 How to Delete Characters

Use the LEFT ARROW or RIGHT ARROW key to place the cursor on the character to be deleted. Press the CHARACTER DELETE key to delete the selected characters.

Step	Description	Keys and Display
1	 Mistaken Text "FILLET" instead of "FILET" was entered by mistake. 	FILET FILLET fillet
2	Insert ModeMake sure that the INSERT indicator is lit.	
	<i>Note:</i> If this indicator is not lit, press the INSERT key to turn on the INSERT indicator.	
3	 Correction Press the LEFT ARROW key three times to move the cursor three characters to the left. 	
	Example: Delete "L"	FILLET■
	 Press the CHARACTER DELETE key followed by the ENTER key. 	CHAR DELETE
		FILET■
		ENTER