MDE 1905

Gilbarco

T-12C

Manager
Manual

WARNING

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* All pumps must be idle before programming console

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CAUTION

In an emergency (spillage, etc.): Remove all station power by activating the station emergency power cut-off switch (if available). If not available, turn off all breakers controlling power to the forecourt and to the STP.
REASON: The EMERGENCY STOP key will not stop the pumping action of the pumps submerged in tanks, and may not stop the flow of fuel from the hose in all conditions.

TRANSAC 12C CONSOLE LAYOUT

LEVEL 1-4 INDICATORS

PUMP NUMBER DISPLAY

GRADE LEVEL INDICATORS

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OFF
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ON STEADY
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STOPS INDIVIDUAL PUMPS

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TRANSAC 12C

PUMP TOTALS

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1.1 OVERVIEW

The T12C Console is a fuel dispenser controller which interfaces directly with Gilbarco Two-Wire dispensers. It incorporates many enhancements over its predecessors, the T12A and the T12B.

This manual has been developed for the T12C Console Programmer. It provides a comprehensive guide to the programmable features of the console.

For T12C Operating Instructions, see MDE1907A.

For T12C Installation Instructions, see MDE1908A.

For T12C Service Information, see MDE2065.

MDE1906 is an Operator's Quick Reference Flip Chart which the operator may find useful for day to day reference.

The T12C can be a valuable tool for monitoring inventory as well as controlling gasoline pumps. The Station Totals function will show gallons to the one-hundredth and dollars to the penny.

1.2 FEATURES

● The T12C can control up to 12 pump identifications or up to six MPD units.

● It has programmable low level inventory warning.

● It will handle prepay or postpay sales.

● It will read the dollar and volume amount of each purchase.

● It has status indicators for each pump.

● Central Price Setting for all pumps.

● Buffer memory capabilities (This allows back-to-back sales on the same hose with the console retaining the sale amounts of each sale.)

● EMERGENCY STOP key allowing the operator to stop all deliveries and a PUMP STOP key allowing the operator to stop individual pumps.

● The console has the capability for automatic de-authorization of a pump if the pump has not been used within a programmed time period.

● Provides SHIFT and STATION TOTALS by grade and level as well as CASH and CREDIT totals.

● Equipped with a battery backup system to retain all totals and inventory information for a minimum of 72 hours if the AC power is interrupted.

● The console can be used to place any or all pumps in a MANUAL or SELF SERVICE mode while still retaining full totals and inventory data.

In addition to the standard features previously mentioned, the T12C incorporates the following new features:

● ● **Four level pricing** - Cash/Credit, Day/Night, Split Island.
● ● **Six grade capability** - Each pump can be set for any of 6 grades.
● ● **Real time money display** - Displays money amount while pumping.
● ● **RECOMPUTE key** - Changes CASH display to CREDIT or L1 to L2.
● ● **Programmable security code** - Limits access to programmable variables.
● ● **PRESET ONLY mode** - programmable for preset transactions exclusively.
● ● **VOID key** - cancels prepay preset authorization.
● ● **CHANGE key** - computes change from amount tendered.
● ● **Assignable grades** - Any grade can be assigned to any pump.
● ● **Enhanced station totals**

1.3 DISPLAY

(1) **L1-L4**   This group of four LED's indicates the price level being used at any particular time. L1 is used if only one price is programmed. These LED's also indicate the method of payment immediately after a transaction is paid out. For CASH, L1 and L3 are on. For CREDIT, L2 and L4 are on.

(2) **PUMP**   This display shows the pump number of the pump selected.

(3) **G1-G4**   This group of four LED's indicates one of six possible grades being used at any given time. (Grade 5 is indicated when G4 and G1 are on; Grade 6 is indicated when G4 and G2 are on.)

(4) **A/B**   When MEMORY A is lit, the first memory of a transaction on the
     MEMORY   selected pump is displayed. Single memory has MEM A only.

                     When MEMORY B is lit, the second memory of a transaction on the same selected pump is displayed. Dual memory only.

(5) **MONEY ($)** When the money indicator is lit, it indicates that the display shows a dollar amount.

(6) **VOL**   When this indicator is lit, it indicates that the display is showing a volume amount.

(7) **DISPLAY**   The red 6-digit, 7-segment display displays either the dollar amount, a volume amount, or a mnemonic indicating the mode for which the console is set.
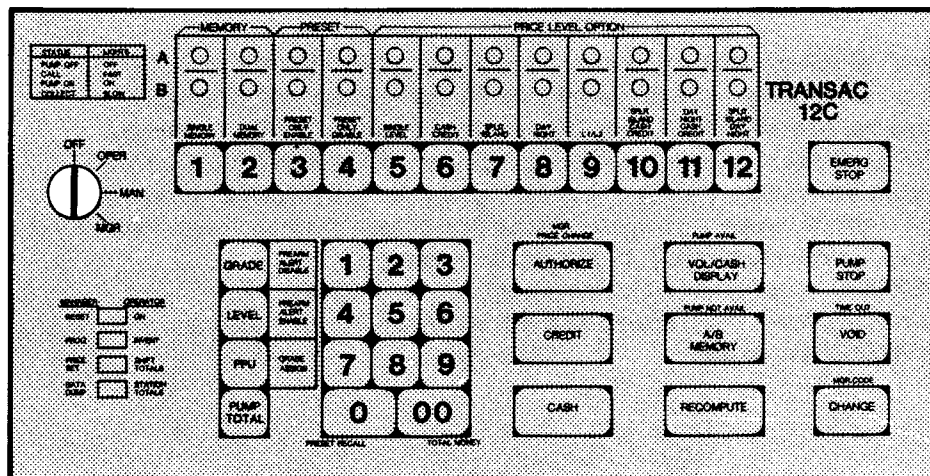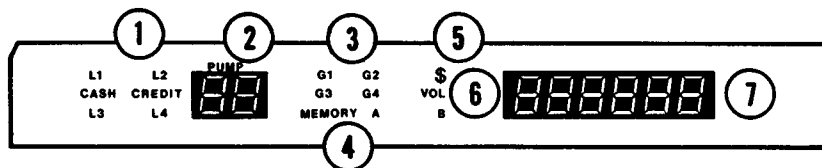
1.4 KEYBOARD

① STATUS LEDs   These indicators show the status of the pump. These indicators also show the options that are selected in the programming mode.

   1) OFF - Pump is idle. (De-authorized)
   2) FAST FLASH - Pump Call (Nozzle out)
   3) STEADY ON - Pump is authorized.
   4) SLOW FLASH - Payment due (Nozzle in)

② PUMP SELECT KEYS These keys select the appropriate pump to be authorized, stopped, paid out, etc. These keys also select memory, preset, and price level options when the console is in the programming mode.

③ FUNCTION KEYSWITCH   This switch selects the following functions:

   1) OFF   Console is inoperable. Can be placed in diagnostics mode.
   2) OPER   Normal position
   3) MANUAL Full/Self Mode programming position
   4) MGR   Security position for manager functions, accessible with Manager key only.

There are two keys for this keyswitch, the OPERATOR key and the MANAGER key. The Manager key has access to all functions, but the Operator key will access only the OFF, OPERATOR, and MANUAL positions.
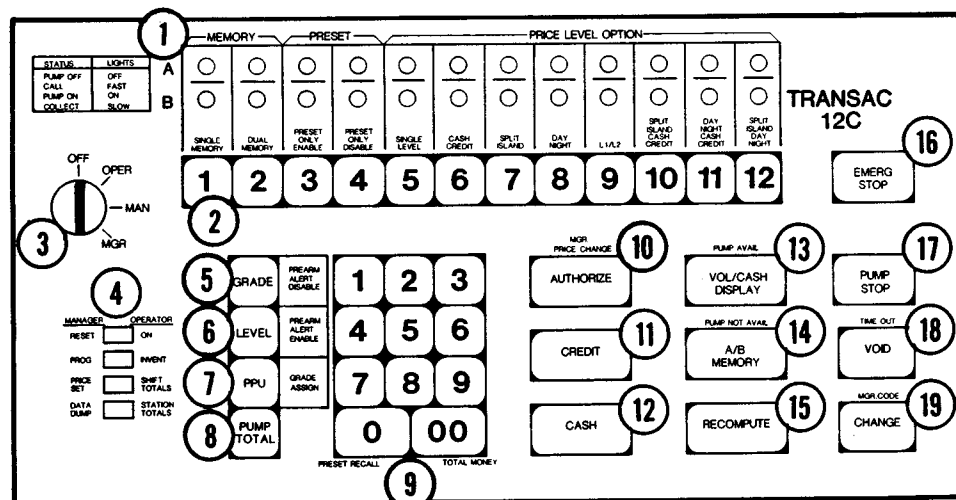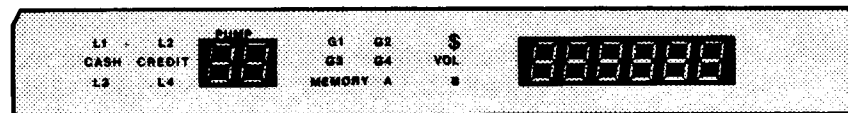
1.4 KEYBOARD Cont'd

(4) MANAGER/OPERATOR MODE SELECT BUTTONS

Each button has a dual function depending on the position of the Function Keyswitch. The left side denotes the manager functions and the right side denotes the operator functions. Full details will be discussed later.

(5) GRADE

Used for grade selection operation. Also disables the Prearm Alert in the programming mode.

(6) LEVEL

Used to assign the price level to any pump, or to change the price level of a pump. Also enables the Prearm Alert in the programming mode.

(7) PPU

Used to display PPU information, for One Time Price Change function, and to program grade assignments.

(8) PUMP TOTAL

Used to display money and running volume totals, and to activate printout with Dot-2.

(9) NUMERIC KEYBOARD--Used for entering numeric information.

(10) AUTHORIZE

For authorization of a selected pump.

(11) CREDIT

Used to complete a sale if the payment is by CREDIT.

(12) CASH

Used to complete a sale if the payment is by CASH.

(13) VOL/CASH DISPLAY

Changes the displayed transaction information from CASH to VOLUME or VOLUME to CASH.

(14) A/B MEMORY

Used to recall Alternate Memory A or Memory B. When pressed once, alternate memory is recalled.

(15) RECOMPUTE

Recalculates CASH price of last transaction to CREDIT or CREDIT to CASH.
Recalculates Level 1 price of last transaction to Level 2 or Level 2 to Level 1.

(16) EMERGENCY STOP

When pressed, will STOP all pumps. All status lights and displays will flash.

(17) PUMP STOP

Used to STOP individual pumps. Also used to override a pre-authorized pump or to de-authorize a pump authorized in error.

(18) VOID

Cancels prepaid authorization.

(19) CHANGE

Shows change due from an incomplete prepay preset and computes change from amount tendered.

1.5 DISTRIBUTION SYSTEM

The console is supplied with a Two-Wire distribution box. All pumps must connect to the terminal strip below the switches. To disconnect any pump from the system, simply place the switch for that pump in the ISOLATE position.

If the Two-Wire circuit is complete, the loop indicator will be on. If this indicator does not light, place all switches in the ISOLATE position. The light should come on at this point. If not, there is a problem with the console. Ensure that the console is on and the wires to the distribution box are complete.

If the console checks OK when all switches are placed in ISOLATE position, the operator should place each switch one by one, in the normal position. If there is a problem with any pump's Two-Wire circuit, the loop indicator will go off when the switch to that pump is placed in the NORMAL position. The failed pump can remain isolated while the others are operated normally.
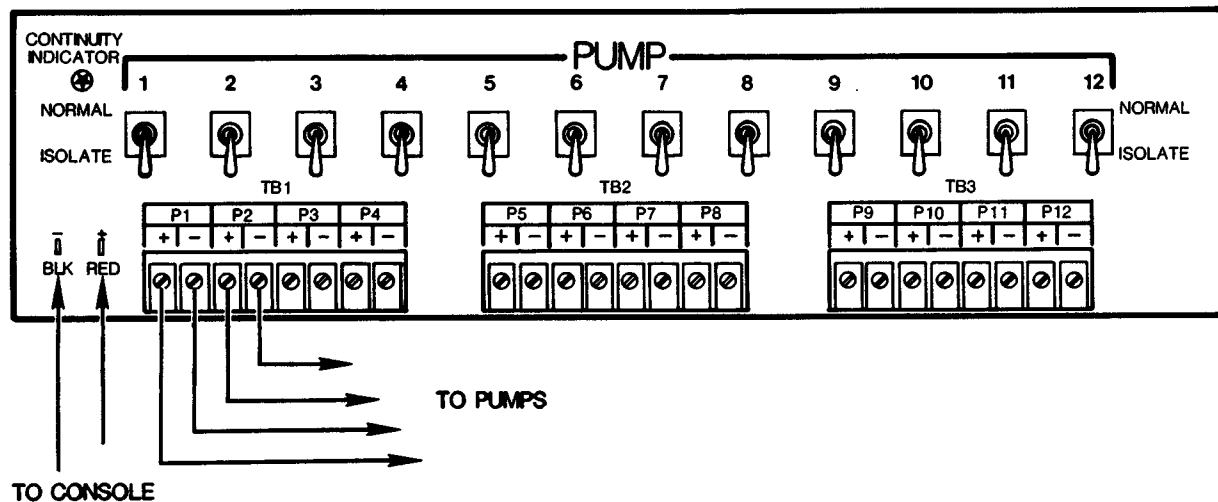
1.6 INITIAL POWER-UP

CAUTION

CHECK THE PART NUMBER OF THE PROCESSOR BOARD ON THIS T-12C
CONSOLE BEFORE POWERING UP.

IF THE PROCESSOR BOARD NUMBER IS T15899-G1, MOVE JUMP JACK JP5 TO
JP4 BEFORE APPLYING POWER TO THE CONSOLE.

IF THE PROCESSOR BOARD ASSEMBLY NUMBER IS T16249 OR T16322 AND
THE T12C IS NOT UP AND RUNNING, SEE MDE2065: T12C SERVICE MANUAL.

2.0 MANAGER FUNCTIONS

2.1 PROGRAM MODE *

2.2 PROGRAMMING OPTIONS

2.3 DATA DUMP MODE

2.4 SECRET CODE PROGRAMMING

2.5   PRICE SET MODE

2.6 GRADE ASSIGNMENT

2.7 RESET MODE

2.8 PERIPHERAL PROGRAMMING

* All dispensers must be idle and all customer transactions must be completed before programming Console. Otherwise Console will display "NO NO".

2.1 PROGRAM MODE

The programmable options of the T12C can now be set as follows:

1. Turn the Function Keylock to the MGR position.

2. Press the PROG mode select button. The word PROG will be displayed
   and the present program status will be indicated by the LED's above the
   PUMP SELECT keys.

3. Locate the desired special options, which are printed above the PUMP
   SELECT keys.   Press the appropriate PUMP SELECT key, then
   AUTHORIZE for each desired option. The console will acknowledge
   with a single beep, and the LED above the selected option will turn on.

4. After all the desired options are selected, press the RESET Mode Select
   button then return the Function Keyswitch to the OPERATOR position.

NOTE: The T12C will default to a certain set of programming options on initial
power up, or after a complete memory reset. These defaults are as follows:

OPTION   DEFAULT

MEMORY...Single Memory
PRESET ....Preset Only Disabled
PRICE LEVEL .... Single Level
PREARM ALERT...Disabled
PUMP DEAUTHORIZATION TIMEOUT...0 (No Timeout)
MANAGER PRICE CHANGE CODE ....No code
PRINTER...ECR
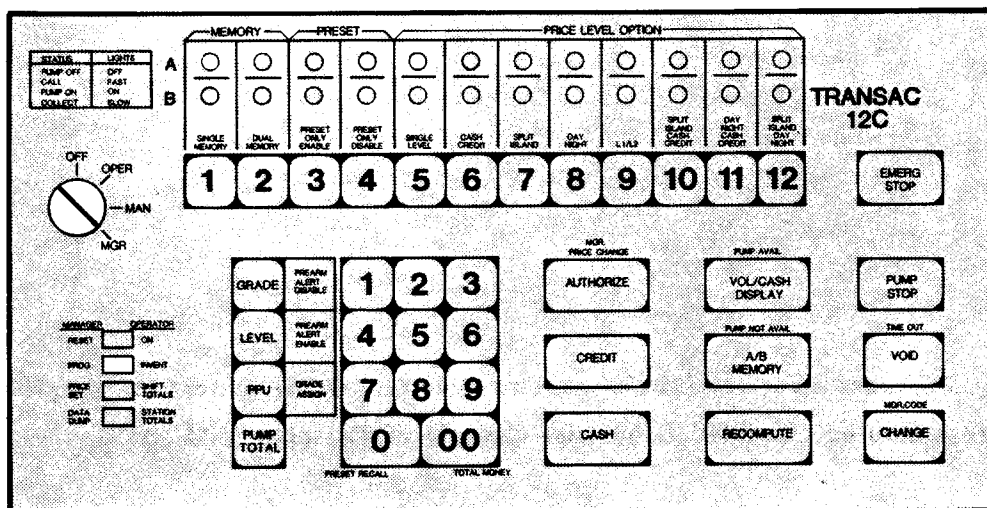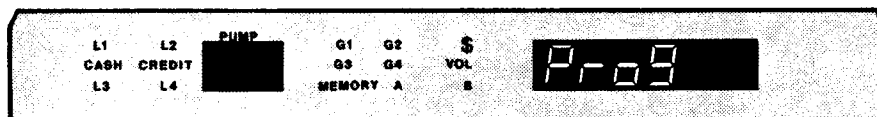
2.2 PROGRAMMING OPTIONS

BUFFER MEMORY OPTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

The Dual Memory option allows a second pump authorization before the first transaction has been paid out. The console will keep track of both transactions.

Press **PUMP SELECT 1** for **SINGLE MEMORY** or:
Press **PUMP SELECT 2** for **DUAL MEMORY.**
Press **AUTHORIZE.**
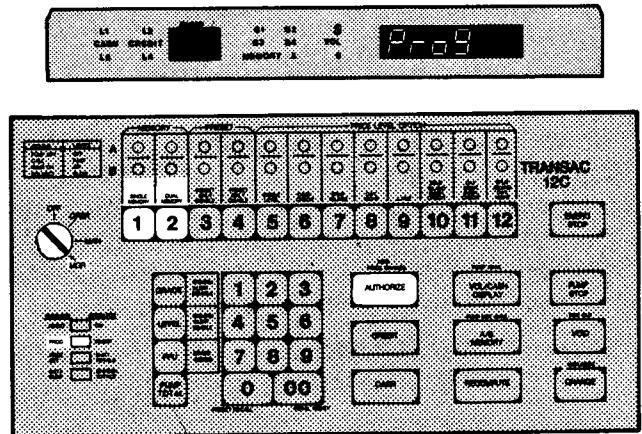
PRESET ONLY OPTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

This option, when enabled, limits system operation to preset money transactions exclusively.

Press **PUMP SELECT 3** to **ENABLE PRESET** or:
Press **PUMP SELECT 4** to **DISABLE PRESET.**
Press **AUTHORIZE.**
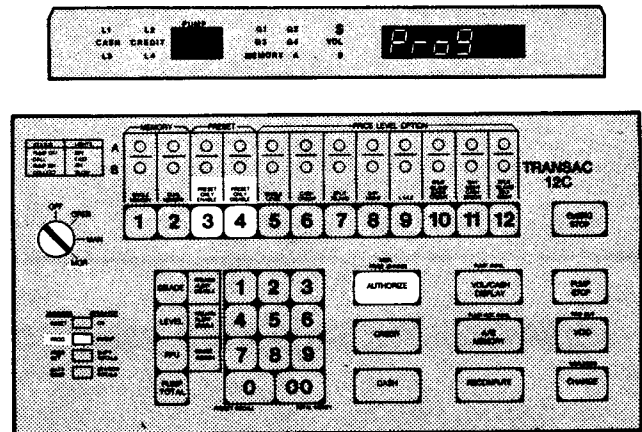
PRICE LEVEL OPTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

To select different prices for various options. Press **PUMP SELECT** keys as designated below for each option desired and press **AUTHORIZE.**

6 = CASH and CREDIT
7 = A SPLIT ISLAND
8 = DAY and NIGHT
9 = L1 and L2

2 options, use **PUMP SELECT** keys 10, 11, 12 and press **AUTHORIZE.**

10 = SPLIT ISLAND + CASH/CREDIT
11 = DAY/NIGHT + CASH/CREDIT
12 = SPLIT ISLAND + DAY/NIGHT
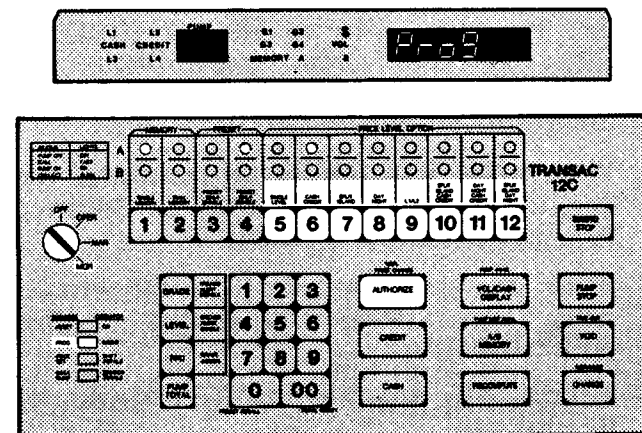
For **SINGLE PRICE** level, press **PUMP SELECT 5** <and **AUTHORIZE**>.

PREARM ALERT

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

If the hoses are left **AUTHORIZED** and the Operator wishes to be alerted when a customer arrives at the hose, then the Prearm Alert (Beeper) should be enabled. If enabled, the console will beep 3 times when a pre-authorized hose is turned on.

Press **LEVEL (ENABLE)**
  or **GRADE (DISABLE).**

Press **AUTHORIZE.**
The console will acknowledge with a single beep.
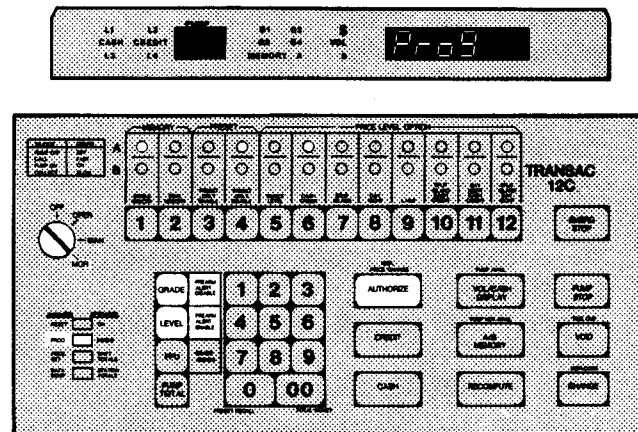
PUMP DEAUTHORIZATION TIMEOUT

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

With this option selected, the pump will remain **AUTHORIZED** for a selectable time period, or until the nozzle is replaced. After that time, the status **LED** will go off and the pump will be **DE-AUTHORIZED.** The Operator can repeatedly **RE-AUTHORIZE** the pump by pressing the pump key and the **AUTHORIZE** key.

Press **VOID** (the timeout programming key) and the current timeout will be displayed. (The default is **NO TIMEOUT**).

Enter the new timeout (1 - 255 seconds) using the numeric keyboard.   Press **AUTHORIZE.**

Console will beep and the word **PROG** will be displayed.
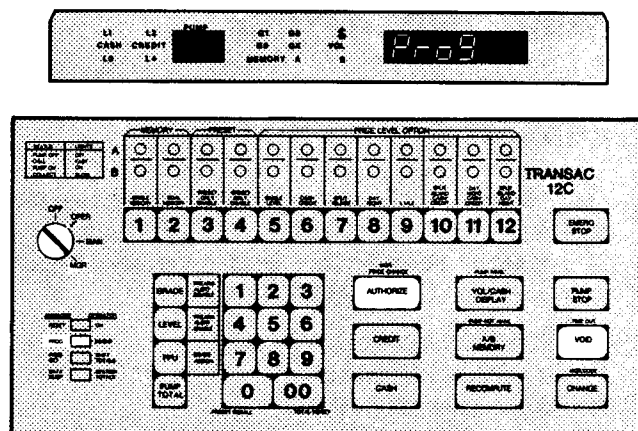
MANAGER PRICE CHANGE OPTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

This option allows the the manager to enter a 5-digit Master Price Change code. The Master Price Change code can be used **ONE TIME** to change prices without the Manager Key.

Press **CHANGE** key and the previous Manager Code will be displayed.

Enter the new 5-digit Manager Code using the numeric keyboard. (*Must be a 5-digit number.*)

Press **AUTHORIZE.**

The console will beep, then the word PROG will be displayed.
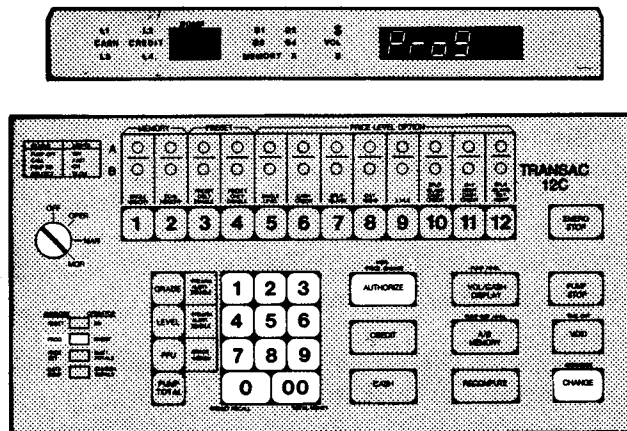
PUMP AVAILABILITY OPTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

The T-12C will not communicate with a pump that has been selected by the Manager as a "Pump Not Available."
Press **A/B MEMORY** key.

Press the desired **PUMP SELECT** key.

Press **AUTHORIZE.**

The console will beep, then the word **PROG** will be displayed.

To **CANCEL** this function for any dispenser:

Press **VOL/CASH DISPLAY.**

Press desired **PUMP SELECT** key.

Press **AUTHORIZE.**
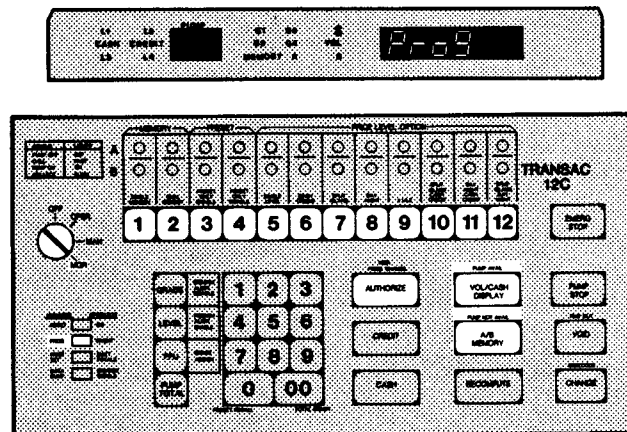
2.3 DATA DUMP MODE

KEYLOCK: **MGR**
MODE SELECT BUTTON: DATA DUMP

PRINT TOTALS

Press the **PUMP TOTAL** key.
This will instruct the printer to print out
the **STATION TOTALS, SHIFT TOTALS,**
PPU (twice), and INVENTORY DATA.

The word **BUSY** will be displayed while the
data is being sent to the printer.

The word **DONE** will be displayed when the
operation is finished.
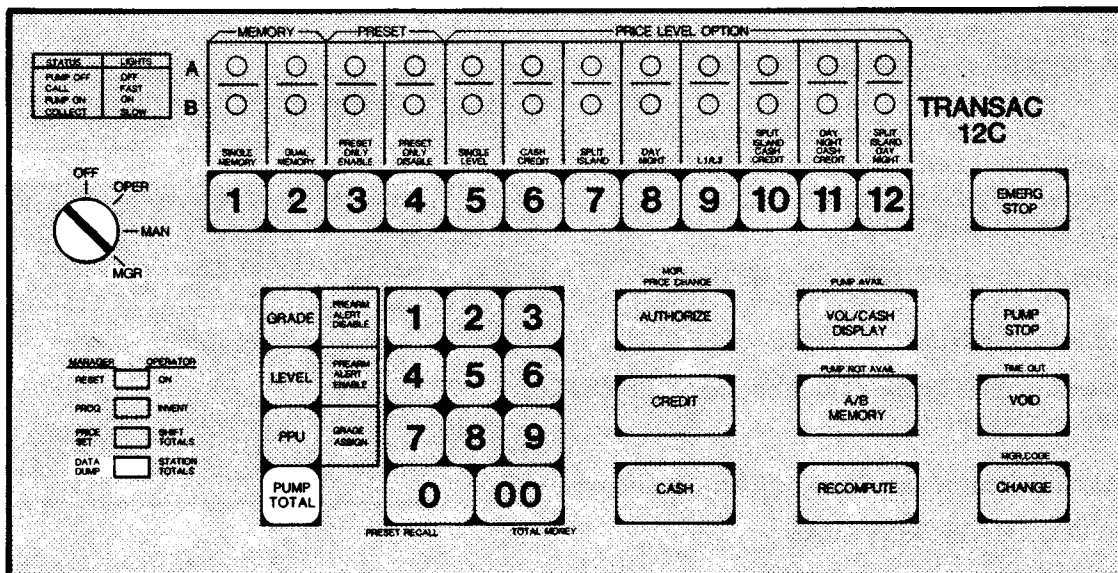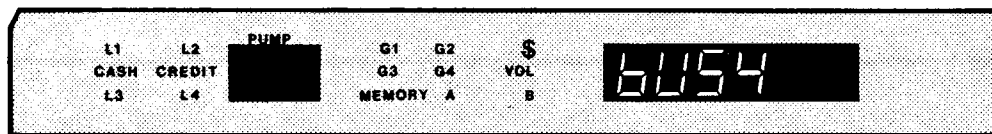
2.4 SECRET CODE PROGRAMMING

A secret code can be used to add security to management data and price programming. Any or all of the following modes can be protected with a secret code. Each mode is accessed by the **PUMP SELECT** key corresponding to the number assigned to the mode:

MODE	PUMP SELECT KEY
RESET MODE	1
PRICE SET MODE	2
DATA DUMP MODE	3
INVENTORY MODE	4
SHIFT TOTALS MODE	5
STATION TOTALS MODE	6
PROGRAMMING MODE	7
MANUAL PUMP MODE	8
PRINTER MESSAGE PROGRAMMING	9
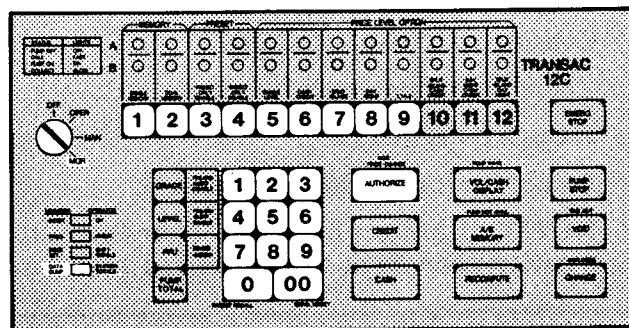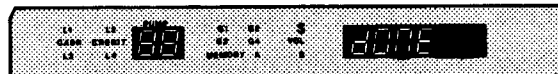
A five digit secret code is programmed into the console. The first four digits of that code are used to access the protected mode during normal operation. All five digits must be used to remove the secret code.

PROGRAMMING THE CODE

KEYLOCK: MGR
MODE SELECT BUTTON: DATA DUMP

Display will show **"done"**.

Press **AUTHORIZE**.

Enter **FIVE** digit secret code on numeric keypad (00 double zero counts as **ONE** digit. It is not the same as pressing the zero key twice.)

Press **PUMP SELECT** key corresponding to the numbered modes above.
Console will "beep" but display remains **"done"**.

Repeat instructions above for each mode to be protected by a secret code.

Be sure to record the codes and keep in a safe place.
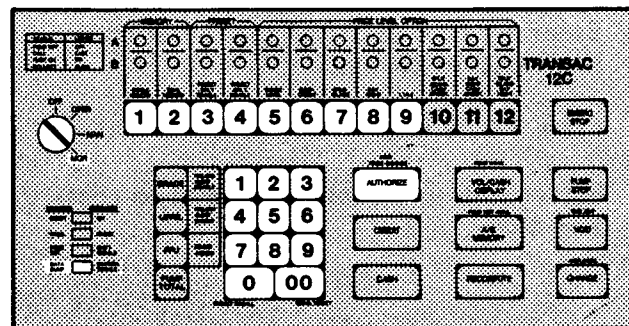
USING THE CODE

KEYLOCK: VARIOUS
MODE SELECT BUTTON: VARIOUS

Turn **KEYLOCK** to desired position.

Press **MODE SELECTION** button for the desired MODE.

Console will display **CODE?**

Enter first four digits of secret code.

Press **AUTHORIZE**

Proceed with selected function.

NOTE: If an error is made in entering the code, switch the KEYLOCK to a different position then back to the desired position before reentering the code.
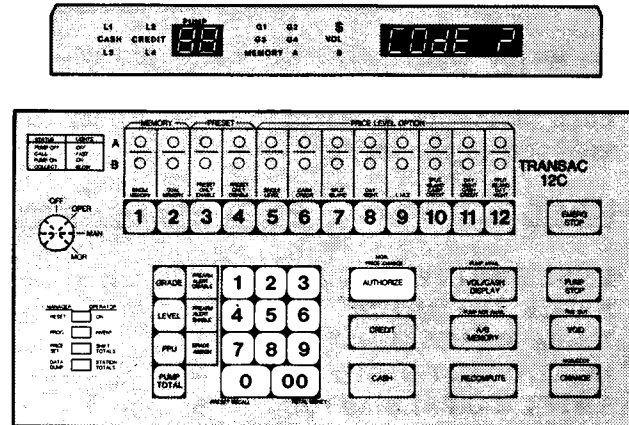
REMOVING THE CODE

KEYLOCK: VARIOUS
MODE SELECT BUTTON: VARIOUS

Turn **KEYLOCK** to desired position.

Press the **MODE SELECTION** button to enter mode for which code is to be deleted.

Enter all five digits of the secret code on the numeric keypad.

Press **VOID** key.

Secret code is no longer needed to enter this mode.
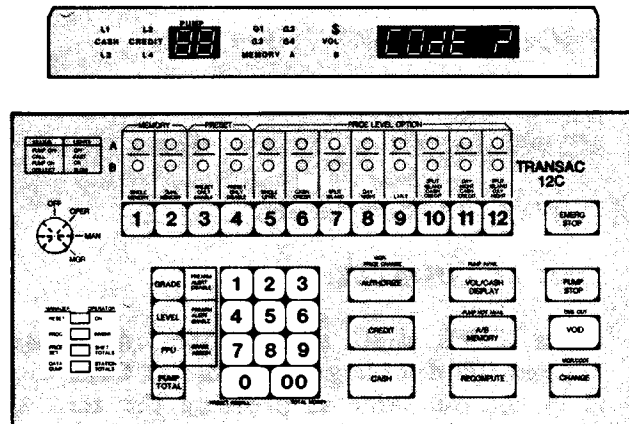
SECRET CODE PROGRAMMING EXAMPLE

Suppose the Manager wants to make the **PROGRAMMING FUNCTION** accessible only to himself with a secret code of **1234**.

1. Turn the **KEYLOCK** to MGR position.

2. Press the **DATA DUMP** button. The word "**done**" will be displayed.

3. Press **AUTHORIZE**.

4. Using the numeric keyboard, enter the 4-digit secret code "**1234**" plus another digit which will be used to delete the code if necessary - "**9**" will be used in this example. (The display will not change.)

5. Referring to the chart, the Pump Select key assigned to the **PROGRAMMING** function is **PUMP SELECT** key #7. Press 7.

Now when the programming mode is selected, the display will read **CODE?**. At this point the manager should enter "**1234**" and press **AUTHORIZE**. The word **PROG** will then be displayed.
To delete the code, enter the entire 5-digit code, **12349**, in Step 4, then press **VOID** when display reads **CODE ?**.

2.5 PRICE SET MODE
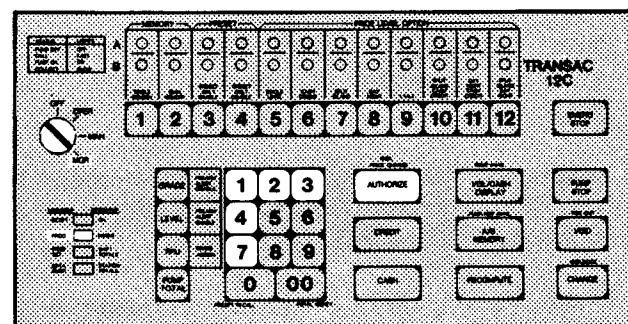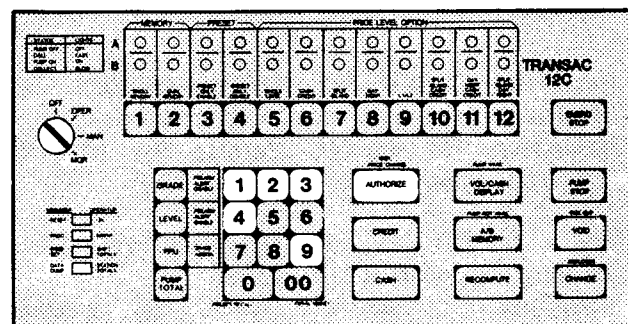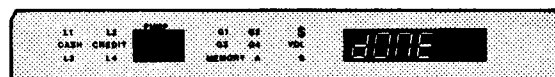
SETTING THE PPU

KEYLOCK: MGR
MODE SELECT BUTTON: PRICE SET

Press the **GRADE** key and the present **PPU** at grade 1, level 1, will be displayed.
Sequence to desired grade by pressing **GRADE** repeatedly.

Press **LEVEL** key and the next level of the same grade will be displayed.
Sequence to desired level by pressing **LEVEL** repeatedly.

Enter new PPU (4 digits max.) using the numeric keyboard.
(The **MONEY ($)** indicator will be off.)

Press **AUTHORIZE**.

Press **GRADE** and/or **LEVEL** keys to sequence through all desired prices (max 24).

After all the pumps are programmed, the last **PPU** entered will be displayed and the **MONEY ($)** indicator will be on.

Press **PUMP TOTAL** and a printout of all PPU's can be obtained.

In case of error, press **VOID** and the process will restart.

NOTES:

1. Console will automatically send price information to printer when **KEYLOCK** is turned back to **OPERATOR** and mode ON is pressed.

2. If, due to power outage, prices at pumps are lost but are retained at console they can quickly be restored as follows:
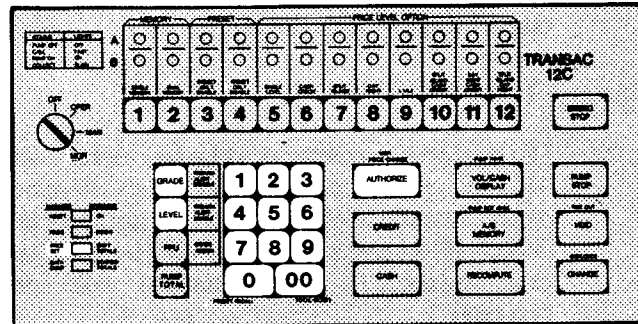
   Turn **KEYLOCK** to MGR.
   Press **PUMP SELECT** keys 5-12.
   Press **AUTHORIZE**.

PRICE LEVEL CHART

	L1	L2	L3	L4
SINGLE LEVEL PRICE OPERATION	ALL PRICES ARE L1	NOT USED	NOT USED	NOT USED
L1/L2 PRICE OPERATION	LEVEL 1 PRICE	LEVEL 2 PRICE	NOT USED	NOT USED
DAY/NIGHT PRICE OPERATION	DAY PRICE	NIGHT PRICE	NOT USED	NOT USED
SPLIT ISLAND PRICE OPERATION	SELF SERVICE PUMPS	FULL SERVICE PUMPS	NOT USED	NOT USED
CASH/CREDIT PRICE OPERATION	CASH PRICE	CREDIT PRICE	NOT USED	NOT USED
DAY/NIGHT CASH CREDIT PRICE OPERATION	DAY CASH PRICE	DAY CREDIT PRICE	NIGHT CASH PRICE	NIGHT CREDIT PRICE
SPLIT ISLAND DAY/NIGHT PRICE OPERATION	DAY SELF SERVICE PRICE	DAY FULL SERVICE PRICE	NIGHT SELF SERVICE PRICE	NIGHT FULL SERVICE PRICE
SPLIT ISLAND CASH/CREDIT PRICE OPERATION	SELF SERVICE CASH PRICE	SELF SERVICE CREDIT PRICE	FULL SERVICE CASH PRICE	FULL SERVICE CREDIT PRICE

2.6 GRADE ASSIGNMENT

A given hose on the Transac 12C will normally assume the grade assignment given to it by the hardware jumper on the logic board in the pump. The hardware grade assignment may be over written by the console software if desired. For example, with older model MPD's hardware grade assignments are fixed and increment up from left to right on the A Side.

It may be desirable to make grade assignments which differ from those hardware assignments. Therefore, software re-assignment of grades will be required in order to maintain correct management information.

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

Press **GRADE ASSIGN. (PPU key)**.

Press **PUMP SELECT** key.

Grade **LED** in display panel will indicate hardware grade selection being read from pump.

To overwrite a hardware grade selection:

A. Enter **PUMP LOGIC** grade setting (indicated on display LED) on numeric keypad (one digit).

B. Enter **GRADE SETTING** you want on numeric keypad (one digit).

C. Press **AUTHORIZE**.
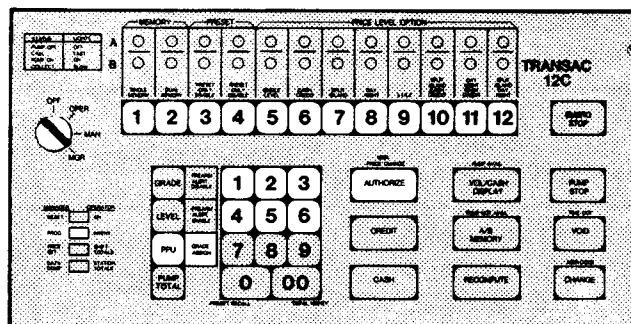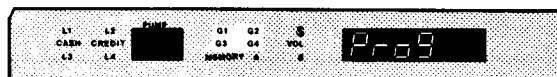
IMPORTANT

DO NOT use a grade selection more than ONCE on a given pump selection number.

Example: Do not assign Pump Logic grade 2 as GRADE 2 and Pump Logic grade 3 as GRADE 2.

2.7 RESET MODE

INVENTORY RESET

KEYLOCK: MGR
MODE SELECT BUTTON: RESET

Resets inventory for all grades.

When the **RESET** button is pressed, the word **RESET** is displayed.

Press the **GRADE** key.

Press **AUTHORIZE**.

The word "done" will be displayed. **INVENTORY** totals are now reset to 0.
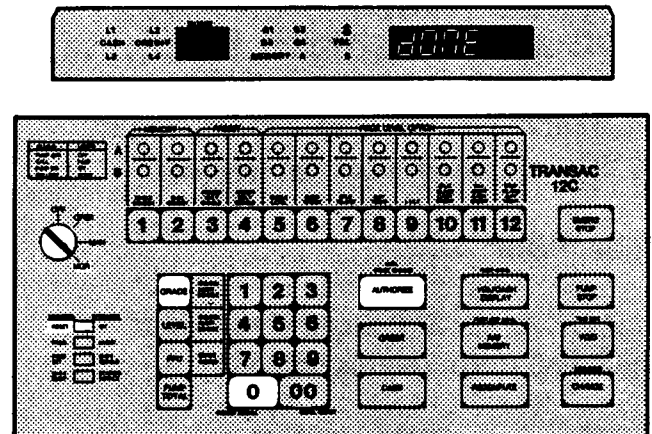
STATION TOTALS RESET

KEYLOCK: MGR
MODE SELECT BUTTON: RESET
Resets all station totals, grade and money data.

Press the **GRADE** key.
Press 00.
Press **AUTHORIZE**.

The word "done" is displayed.
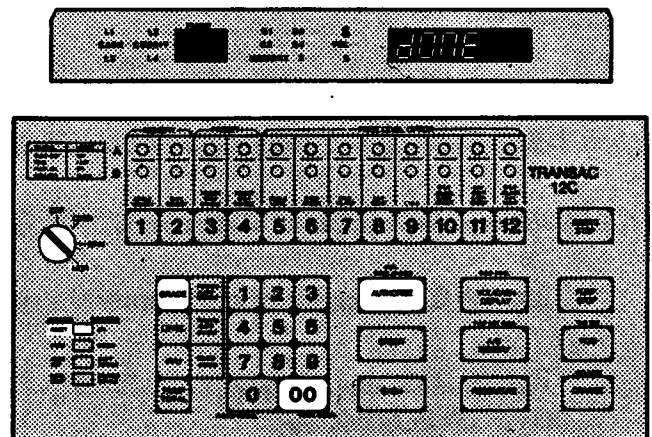
2.8 PERIPHERAL PROGRAMMING

PRINTER/ECR SELECTION

KEYLOCK: MGR
MODE SELECT BUTTON: PROG

If a printer is being used with the **T-12C**,
the type of printer must be selected.

Press **PUMP STOP**

Enter **1**, **2**, or **3** (using the numeric
keyboard) from the following chart:

ENTRY	SELECTION
1	Gilbarco ECR
2	DOT-2, 6 Grade Printer (Gal)*
3	DOT-2, 6 Grade Printer (Lit)*

After entering selection, press
AUTHORIZE.

NOTE: With **ECR** the resulting totals are coded.
Use MDE 1905, pages 23-26 to interpret coded reports.

For proper communications between a **T-12C** and **ECR**, two things are necessary:

The **T-12C** must be programmed to communicate in the **ECR** mode.

The **ECR** must be programmed to communicate in the **T12A** mode. (**ECR**   has
no   **T-12C** mode).

*See Page 27, **Printer Message Programming** for Special Message Programming
Instructions.

DOT-2 Printer logic board jumpers must have JP7 and JP9 installed to operate as a 6 grade
printer.

PROGRAMMING THE ECR

Insert operator A key and turn switch to A position. Insert PR key and turn switch to SET position. Remove dip switch cover located in lower left area of ECR keyboard.(below printer)

Turn on dip switches 1 and 4 press the **number input key (#)** to print out an **option table (fig. 1)** Verify that the options noted in positions K1, K2, K3 and K4 (Fig. 1) are **all zero** (0). If not, reprogram as follows:

A. Enter **option code position identifier** and press ST key. Option values (1 or 0) will reverse from previous value.

B. Repeat for each option code to be changed.

OPTION CODE POSITION IDENTIFIERS FOR K1 THRU K4 ARE

K1 = 25
K2 = 26
K3 = 27
K4 = 28

After each ST key entry, a ticket will be printed indicating the option code value (1 or 0) which has been changed to the opposite (0 or 1) value and the option code position indicator.

When programming is complete, press the **number input key (#)** to print out the option table and verify that programming is correct.(zeros in K1, K2, K3, K4)

Return the dip switch 1 and 4 to the OFF position.

Replace the dip switch cover.

Remove the PR key.

FIGURE 1

```
X   X   X   X   X   X   X   X
X   X   X   X   X   X   X   X
K1  K2  K3  K4  X   X   X   X
X   X   X   X   X   X   X   X
```

X = EITHER 0 OR 1

GILBARCO ECR/T12C
SHIFT AND STATION CODED
TOTALS PRINTOUT FORMAT

VOLUME TOTAL
PRICE LEVEL INDICATOR
1 = LEVEL 1
2 = LEVEL 2
3 = LEVEL 3
4 = LEVEL 4
5 = TOTAL FOR GRADE

THANK YOU
CALL AGAIN

00-00-00
2 1.999.

X   X

** R-1 **

P-00

P-00

GO ► G0   000000.00 G

000000.00

A

33.2 2

DATE

REGISTER NO.

REGISTER REPORT

G COLUMN

TL COLUMN

CASHIER ID

SEQUENTIAL
TICKET NO.

VOLUME TOTAL
GRADE INDICATOR

1 = GRADE 1
2 = GRADE 2
3 = GRADE 3
4 = GRADE 4
5 = GRADE 5
6 = GRADE 6
7X= MONEY TOTAL INDICATOR
        71, G COLUMN = LEVEL 2 TOTAL DOLLARS
        71, TL COLUMN = LEVEL 1 TOTAL DOLLARS
        73, G COLUMN = LEVEL 4 TOTAL DOLLARS
        73, TL COLUMN = LEVEL 3 TOTAL DOLLARS
        75, G COLUMN = CREDIT, TOTAL DOLLARS
        75, TL COLUMN = CASH, TOTAL DOLLARS
        77,   = GRAND TOTAL, MONEY

CONSOLE REPORT TYPE

7 = SHIFT or PPU REPORT
8 = STATION TOTAL
9 = INVENTORY TOTAL

GILBARCO ECR/T12C
INVENTORY CODED TOTALS
REPORT FORMAT

GRADE INDICATOR

1 = GRADE 1
2 = GRADE 2
3 = GRADE 3
4 = GRADE 4
5 = GRADE 5
6 = GRADE 6

DATE

THANK YOU
CALL AGAIN

REGISTER NO.

ALWAYS 9
9 = INVENTORY TOTAL

00-00-00
1.999.

REGISTER REPORT TYPE

X   X

** R-1 **

P-00

P-00

GO ──→ G0   000000.00 G ←── VOLUME DATA

000000.00

A ←── CASHIER ID

CONSOLE REPORT TYPE

33.2 ←── SEQUENTIAL
TICKET NO.

9 = INVENTORY CODE
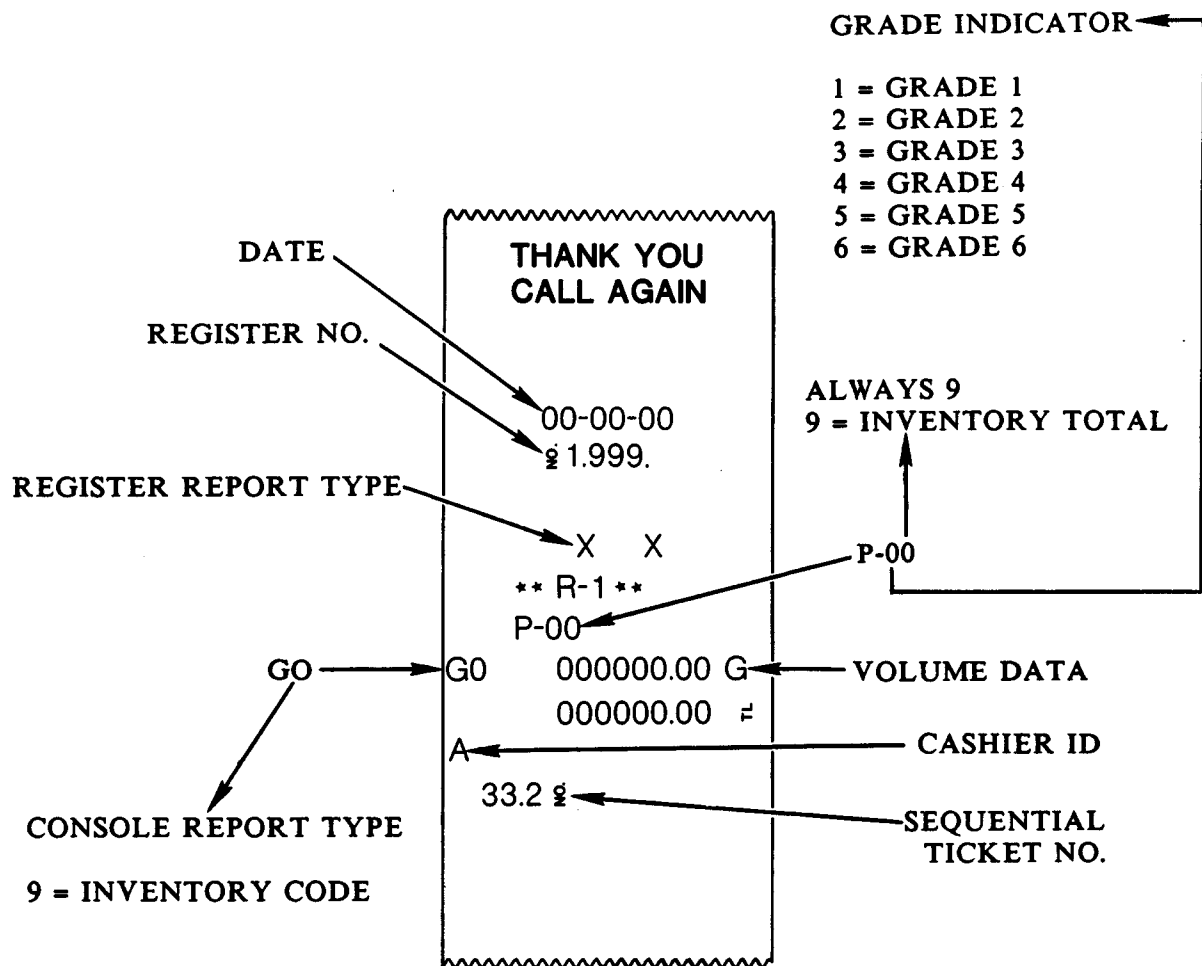
GILBARCO ECR/T12C
PPU CODED REPORT
FORMAT

PRICE LEVEL INDICATOR

7, G COLUMN = LEVEL 1
7, TL COLUMN = LEVEL 2
8, G COLUMN = LEVEL 3
8, TL COLUMN = LEVEL 4

P-00

PRICE GRADE INDICATOR

1 = GRADE 1
2 = GRADE 2
3 = GRADE 3
4 = GRADE 4
5 = GRADE 5
6 = GRADE 6

CASHIER ID

THANK YOU
CALL AGAIN

00-00-00

1.999.

X   X

** R-1 **
P-00
G0   000000.00 G
        000000.00 TL

A

33.2

DATE

REGISTER NO.

REGISTER REPORT TYPE

G0 —CONSOLE REPORT TYPE

7 = PPU REPORT or
SHIFT TOTALS
REPORT

G COLUMN

TL COLUMN

SEQUENTIAL
TICKET NO

PRINTER MESSAGE PROGRAMMING

NOTE: The Gilbarco DOT-2 printer can be configured in one of two modes.

MODE 1:

FOUR grade, TWO price level, for use with T9, T10, T11, T12A and T12B. Version 21 software is used.

Printers may contain a special message within the Version 21 EPROM, if specifically ordered from the factory.

Printer will NOT contain a special message in its Version 90 software. A special message may be programmed into the console for use on transaction tickets (customer message) or management reports (manager message).

MODE 2:

SIX grade, FOUR price level, for use with T12C. Version 90 software is used.

The following information will instruct the programmer on the printer programming procedure.

PRINTER PROGRAMMING OPTIONS

Customer Message

Manager Message

Money Symbol

Decimal Point Location (money & PPU)

Decimal Point Symbol (. or ,)

ENTERING PROGRAM MODE:

KEYLOCK: MAN
MODE SELECT BUTTON: DATA DUMP

FOR:

Customer Message...........CASH
Manager Message...........CREDIT
For money symbol..........VOL/CASH
Decimal Point Location ...A/B MEMORY
Decimal point symbol......RECOMPUTE
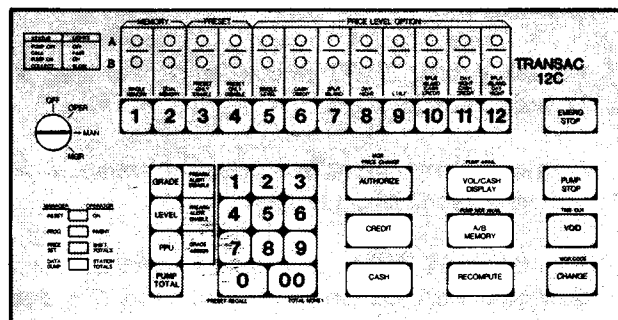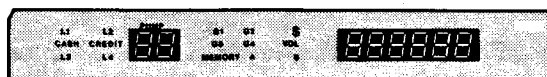
MESSAGE PROGRAMMING:

KEYLOCK: MAN
MODE SELECT BUTTON: DATA DUMP

Press:

CASH for **Customer message** or
CREDIT for **manager message.**

NOTE: 128 characters can be programmed
        in customer message.
        64 characters can be programmed
        in manager message.
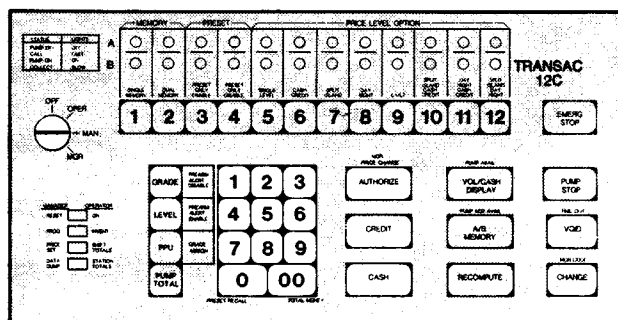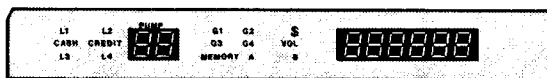
The technique for message programming is the same for both customer and manager messages. **THE MESSAGE IS ENTERED THROUGH THE CONSOLE NUMERIC KEY PAD USING NUMERIC CODES TO EQUAL LETTERS AND SPECIAL CHARACTERS.**

Table 2.1 identifies the number/code equivalent letters and characters. The customer message can be up to **128** characters (including spaces, carriage returns, and end of message code.) The manager message can be up to **64** characters long. Any message line can be up to **21** characters long. The message **must end** with the end of message code, **10,0.**

ENTERING THE MESSAGE:

KEYLOCK: MAN
MODE SELECT BUTTON: DATA DUMP

Press **CASH** (customer) or **CREDIT** (manager).

Enter the code for the first character.

Press **AUTHORIZE.**

Repeat the above two steps for remaining characters.

When message is complete, simply exit the custom message mode by moving **MODE BUTTON** and **KEYLOCK.**
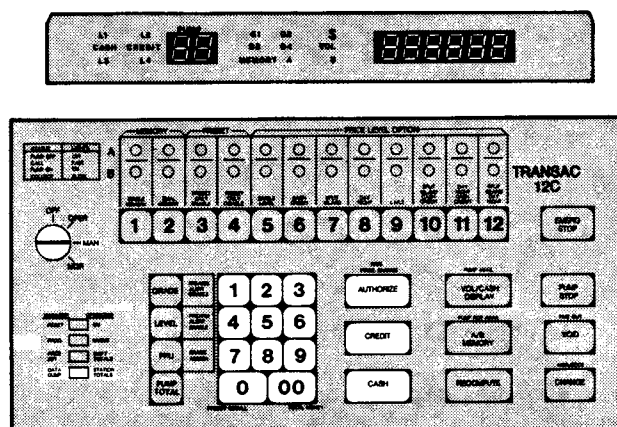
EDITING THE MESSAGE:

TO BACK SPACE
        Press **PUMP SELECT #3.**

TO MOVE FORWARD
        Press **AUTHORIZE.**

TO CLEAR AN ENTRY
        Press **VOID** instead of authorize.
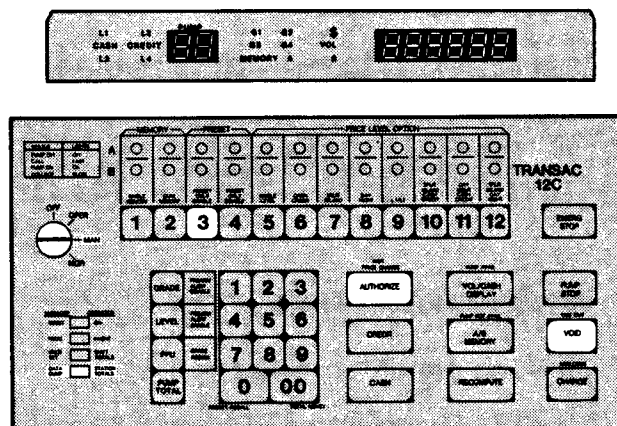
TO MOVE TO A PARTICULAR POSITION IN MESSAGE

Press **PUMP SELECT #4.**

When in position, enter correct numeric equivalents for desired characters on keypad.

Press **AUTHORIZE.**

TO DELETE MESSAGE
        Press **E-STOP.**
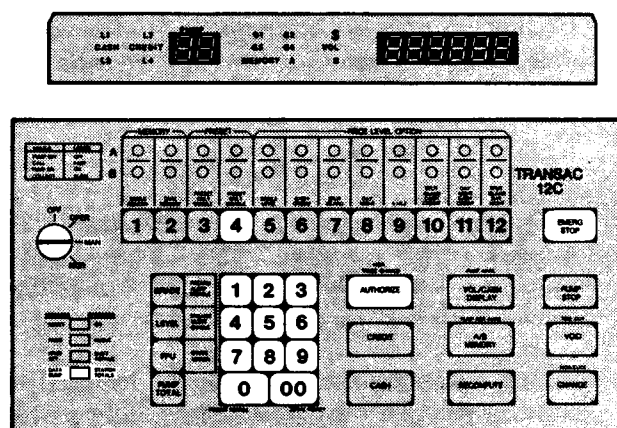
TO MODIFY A CHARACTER

Move to position desired.

Enter new code.

Press **AUTHORIZE**.
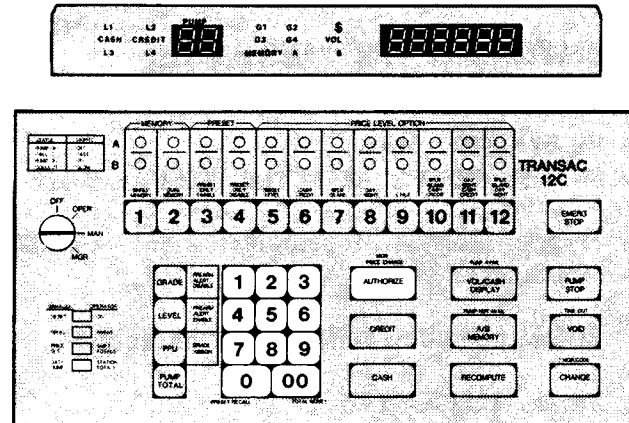
TO INSERT A CHARACTER

Move to position in message.

Press **PUMP SELECT #2**.

(A space character will be entered if no code is chosen).

Enter code for character to be inserted.

Press **AUTHORIZE**.

All characters will be **SHIFTED** to the right after the insertion.
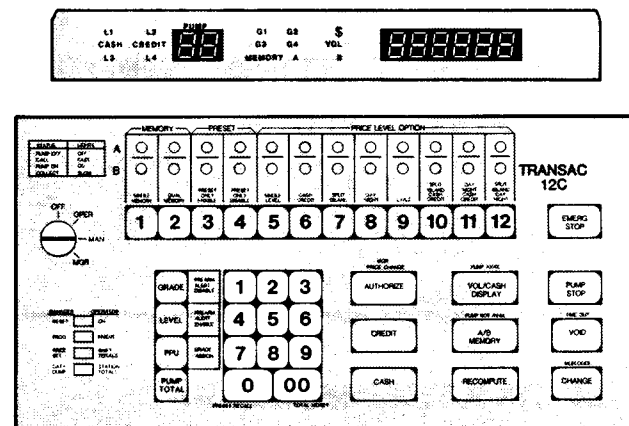
TO DELETE A CHARACTER

Move to position in message.

Press **PUMP SELECT #1**.

All characters to the right. of the deleted character will move to the left by one space.
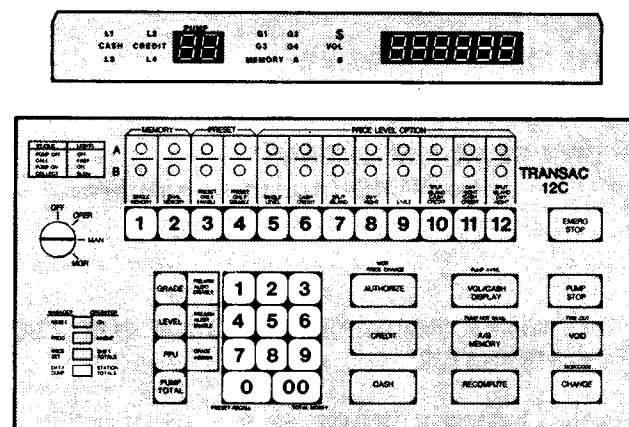
The blank message or organization chart in table 2.2 will help the programmer organize the message. The first 21 character line in each group is intended for message. The second row is for entering the corresponding code for the message above. The third row is the position of the code above.

During the programming cycle, the character position is displayed immediately to the left of the code entry on the console display.

MONEY SYMBOL:

The indicator to the left of the money printout on the ticket can be custom programmed. If no choice is programmed, the system will default to _$ (space dollar sign)

KEYLOCK: MAN
MODE SELECT BUTTON: DATA DUMP

Press **CASH/VOL.**

Enter code for characters desired (two maximum).

Press **AUTHORIZE.**
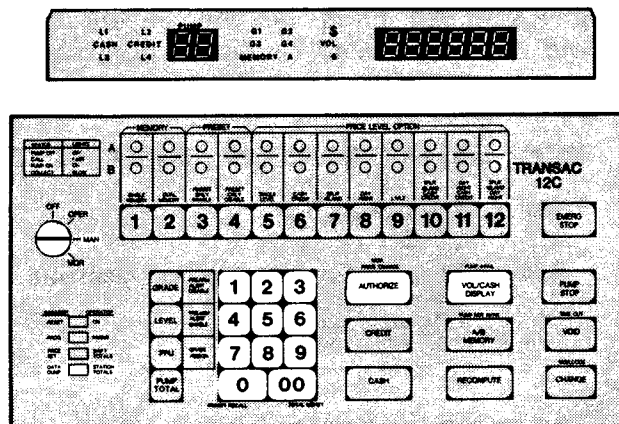
DECIMAL POINT LOCATION:

The decimal point location in the money and PPU fields may be custom programmed.

KEYLOCK: MAN

MODE SELECT BUTTON   DATA DUMP

Press A/B MEMORY.

* Enter the code for the desired position.

Press AUTHORIZE.

* **DECIMAL POINT CODE**

CODE	MONEY POSITION	PPU POSITION
0	XXXX.XX	X.XXX
1	XXXXX.X	XX.XX
2	XXXXXX.	XXX.X

With no programming, the decimal point position will default to choice 0, XXXX.XX, X.XXX.
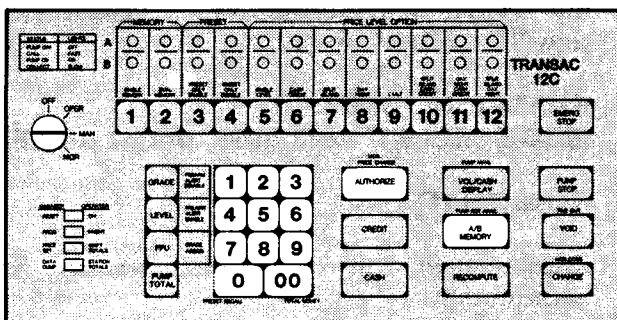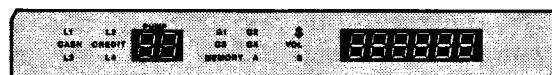
DECIMAL POINT SYMBOL:

Two choices are possible for the decimal symbol, a period (.) and a comma (,).

KEYLOCK: MAN

MODE SELECT BUTTON   DATA DUMP

Press RECOMPUTE key.

* Enter the code for the desired symbol.

Press AUTHORIZE.

CODE	SYMBOL
1	.
2	,
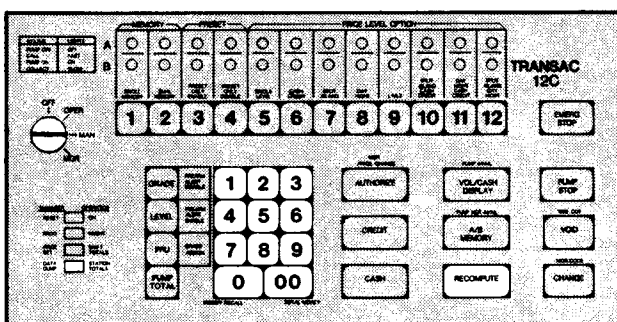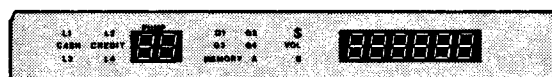
NUMERICAL CODES:

NOTE: 01-09, 11-31, and 91-99 are not used by the DOT-2 printer.

CODE	EQUIVALENT	CODE	EQUIVALENT	CODE	EQUIVALENT
32	SPACE	48	0	65	A
33	!	49	1	66	B
34	"	50	2	67	C
35	#	51	3	68	D
36	$	52	4	69	E
37	%	53	5	70	F
38	&	54	6	71	G
39	'	55	7	72	H
40	(	56	8	73	I
41	)	57	9	74	J
42	*	58	:	75	K
43	+	59	;	76	L
44	,	60	<	77	M
45	-,	61	=	78	N
46	.	62	>	79	O
47	/	63	?	80	P
		64	@	81	Q
				82	R
				83	S
				84	T
10	CARRIAGE RETURN			85	U
00	END OF MESSAGE			86	V
				87	W
				88	X
				89	Y
				90	Z

NOTE: Last two characters of message must be the end of message code, 10,0.

TABLE 2.1

USING MESSAGE ORGANIZATIONAL CHART

The message organization chart, and the character identifiers relate to the message layout on the ticket. To center the message; "space-out"(Code 32) to the beginning of the message and fill the remainder of the 21 character line with spaces.

After the message, carriage return characters (10) may be used (up to a maximum of 128 total characters, to add whole lines of spaces between the message and receipt data.

EXAMPLE:

MESSAGE ORGANIZATION CHART

MSG.	-	-	-	-	-	-	-	-	K	E	N	'	S	-	-	-	-	-	-	-	-
CODE	32	32	32	32	32	32	32	32	75	69	78	39	83	32	32	32	32	32	32	32	32
CHAR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

MSG.	-	-	-	-	-	S	E	L	F	-	-	S	E	R	V	I	C	E	-	-	-
CODE	32	32	32	32	32	83	69	76	70	32	32	83	69	82	86	73	67	69	32	32	32
CHAR	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

MSG.	-	-	-	-	-	1	0	.	M	A	I	N	-	S	T	R	E	E	T	-	-
CODE	32	32	32	32	32	49	48	32	77	65	73	78	32	83	84	82	69	69	84	32	32
CHAR	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63

MSG.	-	-	-	-	-	H	O	M	E	T	O	W	N	,	N	.	C	.	-	-	-
CODE	32	32	32	32	32	72	79	77	69	84	79	87	78	44	78	46	67	46	10	10	10
CHAR	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84

MSG.																					
CODE	0																				
CHAR	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105

MSG.																					
CODE																					
CHAR	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126

MSG.																					
CODE																					
CHAR	127	128																			

MESSAGE ORGANIZATION CHART

MSG.																					
CODE																					
CHAR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

MSG.																					
CODE																					
CHAR	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42

MSG.																					
CODE																					
CHAR	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63

MSG.																					
CODE																					
CHAR	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84

MSG.																					
CODE																					
CHAR	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105

MSG.																					
CODE																					
CHAR	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126

MSG.																					
CODE																					
CHAR	127	128																			

System Configuration

Gilbarco

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