

# **CFN Series**

# Profit Point Reference Manual

Version 2.3 and above Version 3.3 and above

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U. L. File#	Products listed with U. L.	NYFD C of A #	Product	Executive Order#	Product
MH4314	All dispensers and self-contained pumping	4823	9100A, 9140A, 9152A, 9153A,	G-70-52-AM	Balance Vapor Recovery
	units 9800A, 9840A, 9850A, 9852A,		9800A, 9840A, 9850A, 9852A, 9853A, 9140	G-70-150-AE	VaporVac
MH6418	Power operated Transfer Pump Models 25, 25C, 26, 27, 28, 72, 72S, 72SP, 72X, 73 and	4997	9822A, 9823A		
	1820	5046	9100Q, 9140Q, 9152Q, 9153Q,		
MH7404	Hand operated Transfer Pump Models 1230 Series, 1243 Series, 1520 and 1720 Series		9800Q, 9840Q, 9852Q, 9853Q		
MH10581	Key control unit, Model GKE-B Series				
	Card reader terminals, Models 1000, 1000P				
	Site controller, Model 2000S CFN Series				
	Data entry terminals, Model TPK-900 Series				
	Fuel Point Reader System				

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COC#	Product	Model #	COC#	Product	Model #	COC#	Product	Model #
95-179A2	Dispenser	9100 Retail Series, 8700 Series, 9700 Series	91-019A2	Dispenser	9100 Commercial Series			
95-136A5	Dispenser	9800 Series	91-057A3	Controller	1000 Series FMS, 2000S-CFN Series			

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5,257,720

#### Point of Sale/Back Office Equipment

D335,673

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Consola <sup>TM</sup>	Fuel Point®	
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	Keytrol®	pending.
	Slimline®	Other brand or product names shown may be trademarks or registered trademarks of their respective holders.
		Additional U.S. and foreign patents pending.



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# 1 - The Profit Point

There are two Profit Point manuals. MDE-4355 Profit Point Clerk's Manual describes all of the point-of-sale (POS) operations. Point-of-sale operation is one entry on the Profit Point's main menu. This Manual describes all the other entries on the main menu.

### **Modular Profit Point PLUS**

### **Turning on the Profit Point**

When you turn the Profit Point on (no diskette in floppy drive; power switch on back turned on; on/off switch on front turned on), it will proceed through its power-up checklist. At the end of the checklist, the display changes. The new screen shows the Gasboy copyright notice and the instruction *Press CLEAR MENU to continue; Press ESCAPE if using a PC keyboard*. If you press any other key besides **CLEAR MENU** or **ESC**, the program will not recognize it and will again display the *Press CLEAR MENU/ESCAPE* message.

When you press **CLEAR MENU** the message changes to *Initializing, Please wait*. The initializing process may take up to 15 seconds. (If the site is down, that fact will be reported on the screen.) If the Site Controller is operating (and the POS is connected to it through the RS-422 converter, and the POS distribution box is connected and operating), the default display appears on the Profit Point screen. At this point, you are ready for business. If the Profit Point does not start automatically, double click the picture of the Profit Point Terminal to start up Profit Point.

Depending on how the Site Controller at your site is configured, you may first be required to enter a user ID number and a password. If this is the case, the Profit Point will prompt you for the information.

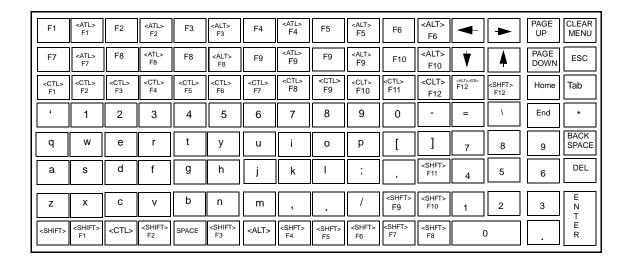
If the site is running, the POS program is loaded, and you can perform any of the operations described in MDE-4355 Profit Point Clerk's Manual.

# How To Go from POS Operations to the Main Menu

When you have finished with point-of-sale operations, press **SPEC FUNC**. The display changes to the POS special functions menu. Press **0** to select *Exit to main menu*, and press **ENTER**. The main menu will appear.

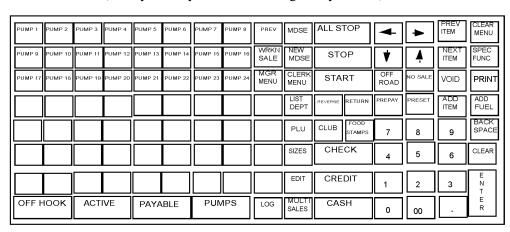
# Typing on the Profit Point Keyboard

To type on the Profit Point keyboard, note a key's alphabetic value, which is printed in a small character in the lower right corner of the appropriate key. Here is a chart of the keyboard's alphabetic layout.

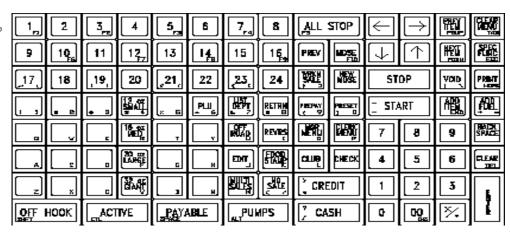


The keyboard arrangements for the two possible Profit Point keyboards are as follows (the layout may have been changed at your site):

# Preh® keyboard



Ultimate Technology® keyboard



#### How To Go from the OS to the Main Menu

If the Profit Point is already turned on and at the OS prompt (C: $\gt or$  A: $\gt \gt$ ), the main menu will appear when you type *MENU* and press **ENTER**.

#### Screen Saver

This feature prevents the damage to the screen that would result if the same display were on screen for a long time.

#### **Profit Point**

The screen will start erasing its display whenever five minutes have passed since the last action at either the keyboard or the pumps. When the screen is fully erased, a Profit Point-Gasboy notice appears; its location on the screen changes once every several minutes.

To restore a full screen display, press **ENTER**.

#### **Profit Point PLUS**

Profit Point PLUS uses the Windows NT screen saver, which is activated anywhere from 1 to 60 minutes after the last action at either the keyboard or the pumps. The activation time and screen saver to be used are selected from the Screen Saver tab at Desktop > My Computer > Control Panel > Display.

To clear the screen saver after it has started, move the mouse (if present) or press any key.

### **Beeper**

Sound card support is now available for the modular Profit Point to play sounds on the beeper. It does not not play wave files but produces the same sound that is made on the speakers. The sound card must be soundblaster compatible with DOS support.

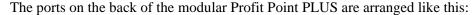
To use a sound card:

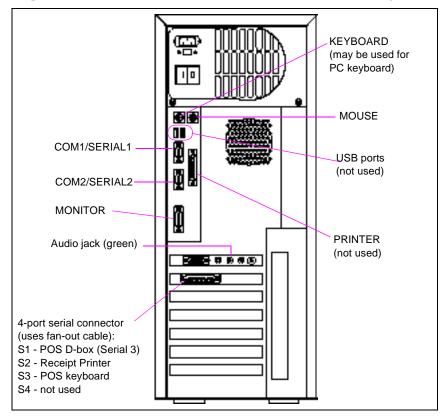
- 1 Update the Profit Point with the newest version (2.2 or above). It is important that you have the latest autoexec.bat file.
- **2** Plug in the sound card.
- **3** Install the drivers from the disk that came with the sound card. This will update the autoexec.bat file to enable the sound card.
- 4 Reboot to put the changes into effect.
- **5** The Profit Point will now make sounds on the sound card.

If you install the sound card before updating the Profit Point software, you will need to re-install the sound card. If the sound card stops working after a future Profit Point update, this indicates that the "autoexec.bat" file was changed. The soundcard settings which are saved in this file have been lost and the sound card must be re-installed.

Do not install the wave files in the \POS directory if you do not have a sound card. The Profit Point will attempt to play the sound and only a generic error beep will result.

#### The Back of the Profit Point PLUS Minitower





Note: A serial port is the same as a COM port, so SERIAL1 is also known as COM1, SERIAL2 is also known as COM2, etc.

The ports shown in the drawing above are:

- The KEYBOARD port can be used for an optional PC keyboard.
- The MOUSE port is used.
- The two USB ports are not used.
- The COM1/SERIAL1 port connects to an RS-485/422-232 converter. The converter's part number is C05897, and the cable that goes from COM1/SERIAL1 to the converter is part number C09197.
- COM2/SERIAL2—and, optionally, COM3/SERIAL3 (S1 on the fan-out cable)—connect to the POS distribution box (shown in the following diagram) through two cables, both of which are C05991.
- The PRINTER port is not used.
- The MONITOR port goes to the LCD monitor. The 9-inch monitor is part number PA03390103. The 14-inch black-and-white monitor is C09503, and the 14-inch color monitor is C09504.
- The audio jack (green) goes to the built-in speakers in the monitor by stereo audio cable (12 feet) part number Q13240-10.
- The COM4/SERIAL4 port (S2 on fan-out cable) connects to an Epson® Printer (part number PA035300003) with a cable whose part number is C01303. The assembly that consists of the receipt printer, paper, and cable is Q13869-04.

- The COM5/SERIAL5 port (S3 on fan-out cable) goes to the POS keyboard, which is part number C09501.
- The COM6/SERIAL6 port (S4 on fan-out cable) is not used.

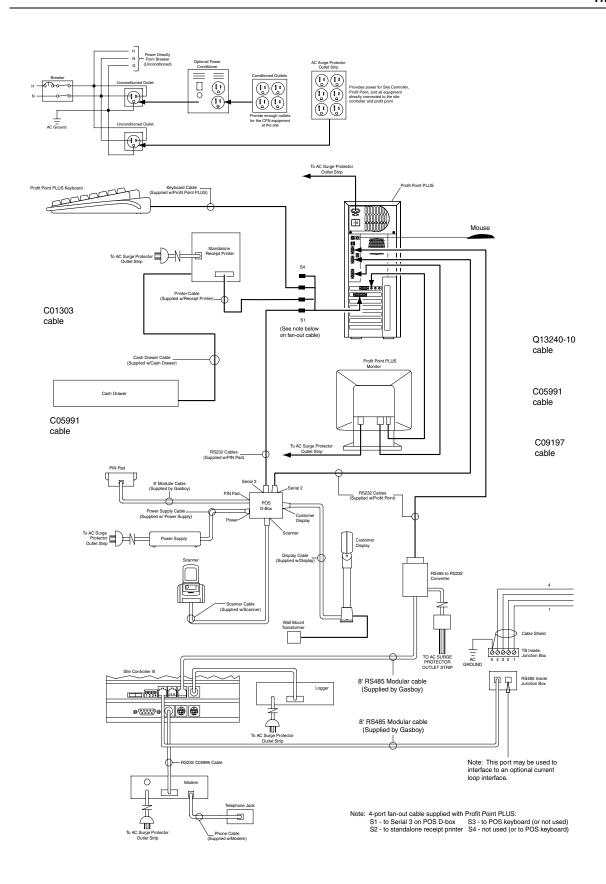
#### **Profit Point PLUS Part Numbers**

C06492 is the number for the assembly that consists of the Profit Point terminal, customer display, cash drawer, and accessories such as the cables to the POS distribution box.

- The customer display by itself is PA03270103.
- The POS distribution box is C06979.
- The PIN pad is M05114A001.
- The cash drawer is part number PA01570073.
- The barcode scanner part number is PA02710203. The cable from the POS distribution box to the scanner is C05992. The assembly that consists of the barcode scanner and cable is C06980.

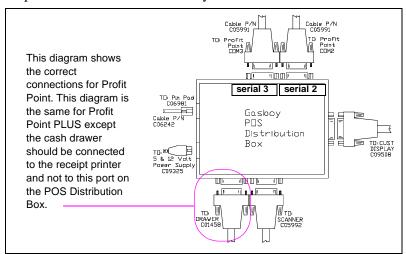
#### **Profit Point PLUS Connections**

The following diagram shows how the components and cables of the modular Profit Point are to be connected.



#### The POS Distribution Box

Use the following diagram to verify that all of your modular Profit Point's components are connected correctly.



# **Integral Profit Point**

The Integral Profit Point is only available on a CFN3 running version 3.0 and above, and is an optional feature.

Referring to the diagram above:

- Com2 of the computer is cabled to serial 2 of the POS distribution box.
- Com3 of the computer is cabled to serial 3 of the POS distribution box, using the C05991 cable.

# **Turning on the Integral Profit Point**

Turn on your CFN III (power switch on back and on/off switch on front). When it has completed its startup (booting), the desktop will display the Profit Point icon along with others. The integral Profit Point will start automatically. Should you need to start the program manually from the desktop, use the following instructions.

To start the Profit Point,

1 double click on the CFN3 icon.



This will start the site controller. The site controller window will open and display the logon. Log on with your name and password. Once open, minimize the window which removes it from the desktop but does not close the window; the CFN3 remains operational *and must be running for Profit Point to operate*.

To minimize the window, click once on the "-" minus sign in the upper right corner.

2 Double click on the Profit Point icon.



The Profit Point screen will appear and it will proceed through its checklist.

- **3** At the end of the checklist, the display changes. The new screen shows the Gasboy copyright notice and the instruction *Press CLEAR MENU to continue; Press ESCAPE if using a PC keyboard.* Press the **ESC** key.
- 4 Select 1, Operate Point-Of-Sale terminal, using the arrow keys and press **ENTER** to start.

An *Initializing Please Wait* message is displayed for several seconds. (If the site is down, that fact will be reported on the screen.) If the Site Controller is operating (and the POS is connected to it through the RS-422 converter, and the POS distribution box is connected and operating), the default display appears on the Profit Point screen. At this point, you are ready for business. If the Profit Point does not start automatically, double click the CFN3 icon to start up Profit Point. If Profit Point was shut down after starting, double click on the Profit Point icon.

# **Exiting the Integral Profit Point**

To exit the Profit Point, select "0 Exit to OS" on the main menu. The Integral Profit Point will close; the CFN3 desktop will be displayed.

### **Beeper**

The Integral Profit Point will play sounds on the sound card if it is installed and the corresponding wave files exist in the \POS directory. The default sounds are loaded with the SC3 installation for NT but they can be changed by copying the desired wave file into the \POS directory and giving it the appropriate name listed below. If your system does not have a sound card, do not put any wave files in the \POS directory.

The following wave files are available:

- alert.wav sounds at startup or when site sends beep in message
- finished.way sounds when a sale become payable
- offhook.way sounds when there is a pump offhook
- blowaway.wav sounds when ALL VOID or NO Sale are done
- · goofed.way error sound
- moreinfo.way sounds when price or size is required for PLU

If more volume is required, additional amplified speakers can be added. See your Gasboy Representative for more information about sound cards and amplified speakers.

#### Windows NT® Information

For more information about Windows NT and the desktop, refer to the manuals that came with your NT system and MDE-4315 CFN III Manager's Manual for Windows NT Version 3.4.

# 2 - Main Menu

The main menu has eight items.

```
0. Exit to OS
1. Operate Point-Of-Sale terminal
2. PLU maintenance
3. Utility
4. Configuration
5. Self-test
6. Back up files to diskettes
7. Restore files from diskettes
```

As you use the arrow keys to move the selection box among the items, a summary of the currently selected item appears above the first item.

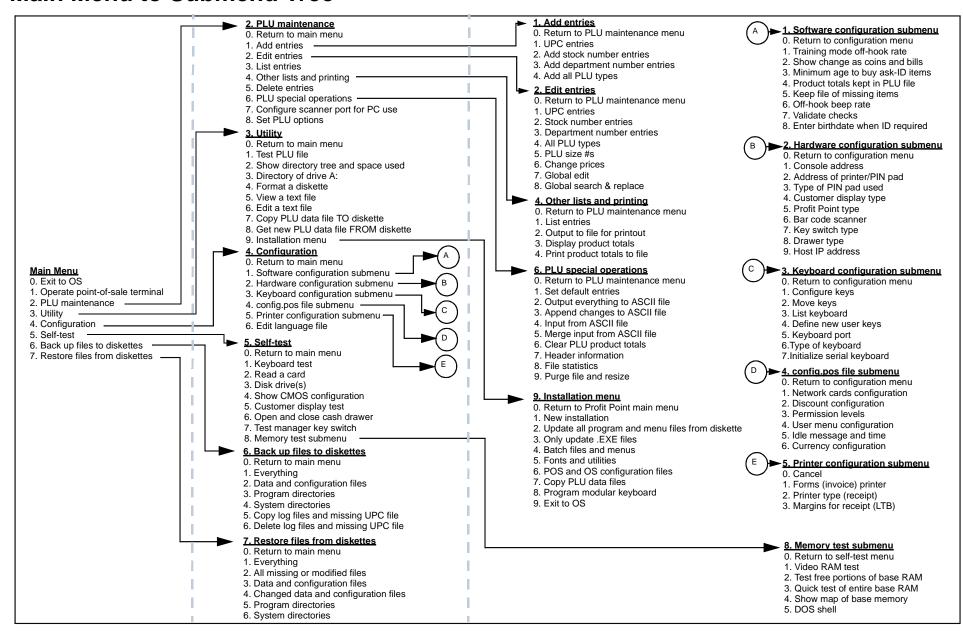
To select an entry, press either the number of that entry or the letter it begins with. For example, to select the utility menu, press either 3 or U.

To activate a selected entry, press **ENTER**.

Refer to "Main Menu to Submenu Tree" on page 12 for a quick view of the menu/submenu structure.

Refer to Main Menu to Submenu Details starting on page 13 for detailed information on the menu/submenu items.

## Main Menu to Submenu Tree



# Main Menu to Submenu Details

If an option is grayed out on any menu, that option is not available for the particular version of software and/or hardware being used.

#### 0. Exit to OS

Press **0** or **E** and **ENTER** at the main menu to go to the OS prompt. If you are using the CFN3, you will return to the desktop.

#### **Return to Main Menu from OS**

DOS system: At the OS prompt (which is either C:\> or A:\>), type MENU and press ENTER to bring up the Profit Point main menu.

NT system: On The CNF3, you must double click on the Profit Point icon to start the Profit Point.

(Reminder: To type on the Profit Point keyboard, note the keys' alphabetic values, which are printed in small characters on top of the key caps.)

### 1. Operate Point-Of-Sale Terminal

When you press 1 or **O** (the letter O, not zero) and **ENTER** at the main menu, the POS program loads itself, and you can perform any of the operations described in MDE-4355 Profit Point Clerk's Manual.

When the POS display first appears, the words *PLU Merge* are shown on the menu bar, at the right side. This means the POS program is automatically compiling the indexes it uses to the MASTER.PLU file. This compilation is done in the background, and you are free to go ahead and ring up sales. The only discrepancy you may notice is that the **LIST DEPT** and group keys might not be completely up to date during the 90 seconds or so that the PLU merge process takes. When the process is complete, *PLU Merge* vanishes from the menu bar.

When you have finished with point-of-sale operations, press **SPEC FUNC**. The display changes to the POS special functions menu. Press **0** (zero) to select *Exit to main menu*, and press **ENTER**. The main menu will appear.

#### 2. PLU Maintenance

Parts of the PLU maintenance program involve large files and time-consuming processes. We, therefore, recommend that you run it on a PC, though the entire program can be run on the Profit Point.

If you use a PC, you can attach a scanner to the PC and scan in the UPC (Universal Product Codes) codes you want to add or edit. (UPC codes are sometimes called bar codes since they look like black bars on a white background.)

#### **PLUs**

Why use PLUs? PLUs (Price Look-Ups) increase accuracy and save time. With scanning, the accurate code is read and the correct price is charged. Clerks can ring up merchandise quicker. Plus, a PLU system allows you to quickly update item prices without having to label or relabel each item.

#### **PLU Codes**

A PLU code is a number that identifies a specific product or department. The number can have 2, 5, 6, or 11 digits—including leading zeros, if any.

- A 2-digit PLU code is a department code (if you want to use a single digit for a department's code, precede that digit by a zero—for example, use 04, not 4).
- A PLU code of 3-5 digits is a stock number.
- A PLU code of 6-11 digits is a UPC code printed on a specific product.

If you scan items, those items' PLU codes are identical to their UPC codes. If you do not scan items, you can assign a stock number to an item and the stock number becomes that item's PLU code.

Department PLU codes are for those cases where the clerk has to manually enter the price of an item. This can include items whose UPC code cannot be read (maybe the label is torn over the bar code), or items without UPC codes that you have not assigned a stock number.

Since the point of using PLUs is that the clerk does not have to enter or look up the price of an item, using department PLU codes to ring up items is not efficient. Use department codes to ring up items only when you cannot scan items or enter their stock numbers.

#### **PLU Command**

You can run the PLU maintenance program from either the Profit Point or a PC. On either machine, you can call up the program either from the Profit Point main menu by selecting 2. *PLU maintenance* or from the OS prompt by typing *plu*.

If you run the PLU maintenance program on the Profit Point (not on a PC), run it from the main menu, not from the OS prompt. The main menu gives you a better screen display and helpful hints. Also, if you have remapped the keys on the Profit Point's keyboard, those changes will not be reflected if you try to run the PLU maintenance program on the Profit Point from the OS prompt.

If for some reason you cannot run the PLU maintenance program from the main menu, at the OS prompt type *plu* (and, optionally, the name of a PLU file other than MASTER.PLU; if you do not type a filename, the utility assumes you mean the MASTER.PLU file).

When you press **ENTER**, this message appears:

If you are using a Profit Point keyboard, please press CLEAR MENU to continue. If you are using a PC-style keyboard, please press ESC to continue. (At the Profit Point keyboard, if pressing **CLEAR MENU** does not work, try pressing **ESC**).

When you respond to that message, the PLU maintenance menu (shown below) appears, with one exception: the first item is *Exit PLU program*, and not *Return to main menu*.

At the OS prompt, if you want to create a new PLU file, enter the PLU command with the new file's name. After you respond to the message about which keyboard you are using, the screen

```
displays this prompt:

Searching for PLU file . . .

Problem with PLU file: filename.PLU (File Unopenable)

Create new PLU file filename.PLU (Y, N)?
```

Press **Y** and **ENTER** to have the program create the new PLU file. Note, however, that the Profit Point will only use MASTER.PLU while in selling mode. You must enter the size of the file (number of records to be contained). Enter a number between 110 and 60000. The file will be created using this specified number of records.

#### **PLU Maintenance Menu**

At the main menu, if you press 2 or P and ENTER, the PLU maintenance menu appears.

```
0. Return to main menu
1. Add entries
2. Edit entries
3. List entries
4. Other lists and printing
5. Delete entries
6. PLU special operations
7. Configure scanner port for PC use
8. Set PLU options
```

#### **How to Work with Entries**

Half the items on the PLU maintenance menu deal with entries. To add or edit an entry, you start by entering a PLU code at the first line of the entry display. The entry display looks similar to this:

```
IIPC PLII code
                       : 00
PLU dept. #
                        : 0
PLU stock #
                        : 0
group #
vendor #
                        : 0
description
wholesale cost
                       : $0.00
          per
                       : each
retail price
                       : $0.00
          per
                       : each
cost+ markup %
                       : NA
                       : (up to 5 or 9)
rounding
flag values
                       * (calc. markup)
food stamps
                      : (allowed)
tender type
                       : (all allowed)
                       : (allowed)
discounts
customer ID
                       : (not required)
                       : (not allowed)
price override
       [prompts and instructions appear here]
CLR MENU=exit, \uparrow/\downarrow=move cursor, \rightarrow=done, ENTER=default
Function: Add UPC
                                     Status: New
```

The program checks to see if a record already exists for the PLU you entered. If the record does exist, you can replace or edit it. If it does not already exist, you should fill in as many of the fields as possible.

- The fields are listed and explained immediately below in the section, *PLU fields*.
- The prompts and instructions on how to fill in each field are shown in "Prompts for PLU Fields" on page 18.

#### **CLR MENU or ESCAPE**

In the example above, you are instructed to press CLR MENU to exit from that display. CLR MENU appears when you are running the PLU program on the Profit Point. If you are running it on a PC, the instruction here and in other examples is to press ESCAPE to exit.

#### **PLU fields**

There are several PLU fields. Not every field is included in every display. The fields are:

PLU code The Price Look-Up code; it can be a UPC (6 - 14 digits), department type (1 - 2 digits), or stock (item) number (3 - 5 digits).

PLU dept. # There can be up to 99 departments.

PLU stock # There can be up to 65,530 stock codes.

group # There can be up to 250 groups. This is your own organizational scheme, separate from all other categories. You can search for all items in a group. As a suggestion, a group might contain the items you most frequently put on sale.

PLU size # Size numbers differentiate between up to 4 sizes of otherwise virtually identical products.

default size The size that is initially selected when a multi-size item is being rung up.

vendor # There can be up to 250 vendors.

description The description of the PLU number can be up to 16 characters.

price ceiling (This applies only to departments.) The maximum price that a clerk can enter for an item in this department. Any higher amount is rejected.

price floor (This applies only to departments.) The minimum price that a clerk can enter for an item in this department. Any lower amount is rejected.

wholesale cost The cost of the item to you.

per The number of units (or pounds) for the above wholesale cost; can include

decimals.

retail price The price you charge the customer for the item.

per The number of units (or pounds) for the above retail price; can include decimals.

cost+ markup% The cost+ markup% is the difference between wholesale cost and retail price expressed as a percentage of the wholesale cost. For example, if the wholesale cost of an item is \$2.00 and the retail price is \$3.00, the cost+ markup% for that item is 50% (because \$1.00, which is the difference between \$2.00 and \$3.00, is 50% of \$2.00). Expressed in a formula, the cost+ markup % works like this: retail = cost + (cost x markup %).

Should the retail price be less than the wholesale cost, the Profit Point will display *Loss Leader* as the cost+ markup %.

rounding Two choices: no rounding, or rounding up to 5 or 9 (whichever is next).

flag values In \*(calc. markup), the asterisk indicates this field cannot be altered; calc. markup means the program determined the markup percentage after you entered the wholesale cost and retail price; in calc. price it determined the retail price after you entered the wholesale cost and markup percentage.

food stamps Allowed or not allowed for an item.

tender type Cash only or all tender types. Only available with version 2.2 of the site

controller.

discounts Allowed or not allowed for an item.

customer ID Required or not required to purchase an item, such as beer.

price override Allowed or not allowed for an item.

Between each field name and that field's value, there is either a colon (:) or an asterisk (\*). The colon indicates the field can be changed. The asterisk indicates the field cannot be changed for this record or in the current menu. For example, in the Change Prices menu, you cannot change fields that are not related directly to price.

#### **Department and Group**

Two of the PLU fields are department and group.

- *Departments* usually consist of obviously related items, such as dairy, wine and beer, candy bars, or tobacco.
- *Groups* usually consist of items that are not so obviously related, such as items that are frequently put on sale, items from one vendor, or similar items where some are taxable and some are not. A group usually cuts across department lines.

If you want to access several items from the Profit Point with a single key (which would bring up a menu showing all these items), put those items in a group or department.

#### **Prompts for PLU Fields**

As you will see, many of the PLU displays described in this chapter have prompts below them that change as you use the cursor keys to move up and down the list. Here is a table of all entries and their corresponding prompts:

Entry **Prompt** PLU code Please type the PLU code (department, UPC, or stock) (UPC codes may be entered by scanner) PLU dept. # Please type the department number for this item PLU stock # Please type the stock number of this item group # Please type the group number for this item PLU size # Please type the item size: Is this the default size for this item? default size 0:No, 1:Yes vendor# Please type the vendor number for this item description Please type the item modifier and description (16 characters, in the form modifier | description (| separates)) price ceiling Please type the ceiling price price floor Please type the price floor wholesale cost Please type the cost (to you) of this product per Please type how many items per your cost

retail price Please type the product price

per Please type how many items per the price

cost+ markup % Please type the cost+ product markup (%)

rounding Do you want the cost+ product markup to round to: 1: Round up to nearest cent; 2: Round up to 5 or 9 cents (1,2):

food stamps Do you want to prevent the use of food stamps for this item? 1:Do not accept food stamps, 2:Accept food stamps

tender type Do you want to only allow CASH payment for this item? 1: Cash only 2: Any tender OK (1,2):

discounts Do you want to prevent discounts for this item? 1:Prevent discounts, 2: Allow discounts

customer ID Is customer ID required to purchase this item? 0:No, 1:Require low ID, 2:require high ID (0,1,2):

price override Do you want to allow operator override of the price field? 1:Allow override, 2:Do not allow override (1,2):

Instructions at the bottom of the display instruct you to press:

- **CLEAR MENU** to cancel and exit (does not save changes). If you are running the program on a PC, you are instructed to press **ESC** (escape) to cancel and exit without saving changes.
- $\uparrow$  or  $\downarrow$  to move the cursor up and down the list of fields.
  - → when you have finished making changes. This saves your changes when you press 1 and ENTER in response to the prompt

*Is the above correct? Type 1 for yes, 2 for no ([1], 2).* 

Once you accept the changes, the entries do not change; they remain on the screen because, in all probability, the next record you want to create or edit will contain some identical fields. (You can change this set-up if you want a different default; see *Set default entries* later in this chapter.)

• ENTER to accept the default setting for a line and move to the next line.

#### **Notes:**

- You cannot use the 00 key to enter PLU prices.
- You must enter the decimal point; the Profit Point will not automatically insert it.
- Brackets around a number in a list of choices indicate that this number is the default choice; you do not have to enter it if it is your choice. Simply press ENTER.

#### 0. Return to Main Menu

At the PLU maintenance menu, pressing 0 or **R** and **ENTER** returns you to the Profit Point main menu.

#### 1. Add Entries

At the PLU maintenance menu, pressing 1 or A and ENTER brings up this menu.

0. Return to PLU maintenance menu
1. UPC entries
2. Stock number entries
3. Department number entries
4. All PLU types

Items 1-3 let you add one of the three PLU types—UPC, stock, or department numbers, respectively—and item 4 lets you add any of the three types. Items 1-3 are restricted to one type each so that when you are working with only one type, you can use a restricted menu that prevents a misidentification of the type of the PLU number you are entering.

If you try to add a new entry with a PLU code that already exists, the screen will show the existing record so you can decide if you want to overwrite it.

Note: You will discover some shortcuts in adding entries. For example, if you enter the wholesale cost and the cost+ markup percent of an item, the Profit Point will calculate that item's retail price for you. If you have rounding set to either 5 or 9 cents, the rounding will also automatically be included in the retail price.

#### 0. Return to PLU Maintenance Menu

At the add entries menu, pressing 0 or R and ENTER returns you to the PLU maintenance menu.

#### 1. UPC Entries

At the add entries menu, pressing 1 or U and ENTER brings up a display whose top part is *similar* to this:

```
HPC PLH code
PLU dept. #
                      : 00
PLU stock #
                      : 0
group #
                      : 0
vendor #
                      : 0
description
                      : $0.00
wholesale cost
         per
                      : each
                     : $0.00
retail price
                     : each
         per
cost+ markup %
                     : (up to 5 or 9)
* (calc. markup)
rounding
flag values
food stamps
                      : (allowed)
tender type
                      : (all allowed)
                      : (allowed)
discounts
customer ID
                      : (not required)
price override
                      : (not allowed)
```

To add a UPC entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press  $\rightarrow$  when you are finished.

A reminder: an asterisk (seen in the above display after *flag values*) means a field cannot be changed in that menu. That field is there only for informational purposes.

#### 2. Add Stock Number Entries

At the add entries menu, pressing **2** or **S** and **ENTER** brings up a display whose top part is *similar* to this:

```
stock PLU code
PLU dept. #
                     : 00
group #
                     : 0
vendor #
                     : 0
description
                     : $0.00
wholesale cost
        per
                     : each
retail price
                     : $0.00
                     : each
        per
cost+ markup %
                     : NA
rounding
                     : (up to 5 or 9)
flag values
                     * (calc. markup)
food stamps
                     : (allowed)
tender type
                     : (all allowed)
discounts
                     : (allowed)
customer ID
                     : (not required)
price override
                      : (not allowed)
```

To add a stock number entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press  $\rightarrow$  when you are finished.

#### 3. Add Department Number Entries

At the add entries menu, pressing **3** or **D** and **ENTER** brings up a display whose top part is *similar* to this:

```
dept. PLU code
group #
                          : 0
vendor #
                          : 0
description
price ceiling
price floor
                          : $0.00
                          : $1.00
                          : $0.00
retail price
         per
                          : each
cost+ markup %
                          : NA
                          : (up to 5 or 9)
rounding
flag values
                          * (calc. markup)
                          : (allowed)
food stamps
tender type
                          : (all allowed)
discounts
                          : (allowed)
customer ID
                           : (not required)
price override
                             (not allowed)
```

To add a department number entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.)

Press  $\rightarrow$  when you are finished.

Note: For any departments you add on the Profit Point, you must load corresponding department numbers on the Site Controller with the LOAD PRODUCT (LO PRO;a) command. If a clerk tries to enter a department number on the Profit Point and there is not a corresponding department number on the Site Controller, the Site Controller will not accept the entry. Also, once the department(s) is loaded on the Site Controller, the department(s) can be loaded to all Profit Point terminals on the system by executing a POS.CMD command at the Site Controller which would eliminate the need to use this menu item. See MDE-4311/MDE-4313/MDE-4315 Manager's Manual for more information.

#### 4. Add All PLU Types

At the add entries menu, pressing **4** or **A** and **ENTER** brings up a display whose top part is similar to this:

```
PLU code
PLU dept.
                          : 00
PLU stock #
                          : 0
                          : 0
group #
vendor #
                          : 0
description
                          : $0.00
wholesale cost
                          : each
        per
retail price
                          : $0.00
                          : each
        per
cost+ markup %
                          : NA
                          : (up to 5 or 9)
* (calc. markup)
rounding
flag values
food stamps
                          : (allowed)
tender type
                          : (all allowed)
discounts
                          : (allowed)
customer ID
                          : (not required)
price override
                          : (not allowed)
```

To add a PLU entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press  $\rightarrow$  when you are finished.

The *dept*. in the first line of the above menu may be missing in your display or may be *UPC* or *stock*, depending on which type of number you last entered.

When you enter the PLU code, the display may change, depending on which type of code (stock number, UPC, or department) you entered.

#### 2. Edit Entries

At the PLU maintenance menu, pressing 2 or E and ENTER brings up this edit entries menu.

```
0. Return to PLU maintenance menu
1. UPC entries
2. Stock number entries
3. Department number entries
4. All PLU types
5. PLU size #s
6. Change prices
7. Global edit
8. Global search & replace
```

As in the add entries menu, items 1-3 on the edit entries menu are each restricted to one type of PLU code. The fourth item lets you edit all three types of PLU codes. The last four items are explained in their respective sections below.

#### 0. Return to PLU Maintenance Menu

At the edit entries menu, pressing **0** or **R** and **ENTER** returns you to the PLU maintenance menu.

#### 1. UPC Entries

In adding new entries, you fill in the fields for the first time. Editing entries is very similar: you simply change the existing information in the fields. As with new entries, prompts and instructions appear on the bottom half of the screen, and you press  $\rightarrow$  when you are finished.

At the edit entries menu, pressing 1 or U and ENTER brings up a display whose top part is *similar* to this:

```
UPC PLU code
PLU dept. #
                       : 00
PLU stock #
                       : 0
group #
                       : 0
vendor #
                       : 0
description
                       : $0.00
wholesale cost
        per
                       : each
retail price
                       : $0.00
        per
                       : each
cost+ markup %
                       : NA
                       : (up to 5 or 9)
* (calc. markup)
rounding
flag values
food stamps
                       : (allowed)
tender type
                       : (all allowed)
                       : (allowed)
discounts
customer ID
                       : (not required)
price override
                       : (not allowed)
```

To edit a UPC entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press → when you are finished.

#### 2. Stock Number Entries

At the edit entries menu, pressing 2 or S and ENTER brings up a display whose top part is *similar* to this:

```
stock PLU code
PLU dept. #
                                 : 00
                                : 0
group #
vendor #
                                 : 0
description
                               : $0.00
: each
wholesale cost
per retail price
                            : each
: $0.00
: each
: NA
: (up to 5 or 9)
* (calc. markup)
: (allowed)
: (allowed)
          per
cost+ markup %
rounding
rounding
flag values
food stamps
tender type
tender type
discounts
customer ID
price override
                                 : (allowed)
                               : (not required)
                                 : (not allowed)
```

To edit a stock number entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press → when you are finished.

#### 3. Department Number Entries

At the edit entries menu, pressing **3** or **D** and **ENTER** brings up a display whose top part is *similar* to this:

To edit a department number entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press when you are finished.

#### 4. All PLU Types

At the edit entries menu, pressing 4 or A and ENTER brings up a display whose top part is similar to this:

```
PLU code
PLU dept. #
                        : 00
PLU stock #
                        : 0
group #
                        : 0
vendor #
                        : 0
description
                        : $0.00
wholesale cost
                        : each
        per
retail price
                        : $0.00
                        : each
        per
cost+ markup %
                        : NA
                        : (up to 5 or 9)
* (calc. markup)
rounding
flag values
food stamps
                       : (allowed)
                        : (all allowed)
tender type
                        : (allowed)
discounts
customer ID
                        : (not required)
price override
                          : (not allowed)
```

To edit a PLU entry, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Press → when you are finished.

The *dept*. in the first line of the above menu may be missing in your display or may be *UPC* or *stock*, depending on which type of number you last entered.

When you enter the PLU code, the display may change, depending on which type of code (stock number, UPC, or department) you entered.

#### 5. PLU Size #s

You may have heard size numbers also referred to as modifiers. Size numbers are used to differentiate between two or more (2-4) different sizes of virtually identical items. For instance, a single can of Pepsi has the same UPC as a six-pack. The size number lets you tell the Profit Point this, by assigning different sizes to the same PLU item. Then, instead of your having to ring up a six-pack as six individual cans, when you select or scan Pepsi, the Profit Point will automatically ask which size.

A similar example applies to an item that has its own key on the keyboard—coffee, for instance. When a customer brings a cup of coffee to the counter and the clerk presses **COFF**, the size menu appears on the display in front of the clerk because you have previously used the PLU size menu to set up different sizes for coffee.

At the edit entries menu, 5 or P and ENTER first brings up a display that includes lines similar to these.

```
dept. PLU code ->:
PLU type : d (dept. number)
description *
```

The *dept*. in the first line of the above menu may be missing in your display or may be UPC or *stock*, depending on which type of number you last entered.

Enter the code of the product you want to add a modifier to and, if necessary, specify the PLU type and press  $\supset$ .

If the *entry not found* message appears, you have entered a PLU code that is not contained in the PLU file. Re-enter the number to correct a typo, or go to the add entries menu to create a record of the new PLU code.

At the *Modify this item? Type 1 for yes, 2 for no ([1], 2)* prompt, press **ENTER** to select the default choice of 1 and bring up the second display, which will look *similar* to this sample:

```
* 11
stock PLU code
                         * 22412
                                                 PLU dept. #
                         * 22412
                                                                * 0
PLU stock #
                                                 group #
PLU size #
                       ->: 0
                        : (no)
default size
Unit of Meas.
                         : 0
                         : pack | Winstons
description
price ceiling
                         : $0.00
price floor
                         : $0.00
retail price
                         : $1.50
                         : each
cost+ markup %
                        : 100.0%
                         : (up to 5 or 9)
rounding
flag values
                         * (calc. markup)
food stamps
                         : (allowed)
tender type
                         : (all allowed)
customer ID
                         : (allowed)
                         : (not required)
price override
                         : (not allowed)
Please type the item size:
Size #s used: None.
```

In addition to the usual editing keys (for example, the arrow keys) listed at the bottom of the screen, this display also instructs you to press **NEXT ITEM** or **PREV ITEM** (if you are using a PC, the keys to press are **PG UP** or **PG DN**) for the next size number. These keys are for scrolling through the size numbers you have already entered. If you want to enter a new size, type its number next to the PLU *size* # prompt.

To delete size numbers, enter **0** on the PLU size # line. This will delete all size numbers for that PLU code. Use the delete-entries function (described later in this chapter) to delete only some of the sizes for a PLU code.

When you have completed the fields, a prompt asks *Is all the above correct? Type 1 for yes, 2 for no ([1], 2).* 1 is the default (indicated by the square brackets), so to select it, simply press **ENTER**. Note that the prompt question applies to *all* the sizes for the given PLU code, not just to the last one you entered (which is the one shown on the screen).

#### 6. Change Prices

This functions only allows you to change prices; you cannot add or delete records with it.

At the edit entries menu, pressing 6 and ENTER brings up a display that includes these lines.

```
PLU code
PLU dept. #
                       * 00
PLU stock #
                       * 0
group #
                       * 0
PLU size #
                       * (no)
default size
description
wholesale cost
                       : $0.00
        per
                       : each
retail price
                       : $0.00
                       : each
        per
cost+ markup %
```

You may change prices for all PLU types, including PLUs with multiple sizes. You first enter the PLU code requiring the price change. Then the appropriate price-change screen (stock, UPC, or department) appears. Enter the price changes and press ⊡. After you verify that the changes are correct, you are asked to enter the PLU code for the next price change. Press ⊡ at the PLU code prompt to quit.

When changing prices for items with multiple sizes, you cannot enter the size numbers, but you can use are **PG UP** or **PG DN** to select the sizes already loaded.

#### 7. Global Edit

#### **Search Template**

A search template is a list of one or more specific entries (such as a PLU department number or a group number) that you tell the PLU program to search all its records for. The search fields are first shown as *any*, and you change one or more fields to specific entries.

As an example, you can have the program find the records for all products in department 35. To narrow the search, you can look for all products in department 35 that have a retail price of, say, \$1.99. You could narrow the search even further by specifying all products in department 35 with a price of \$1.99 that come from vendor number 12.

The PLU program uses search templates in global edit, global search and replace, delete, and list functions. When using one of these functions, you first create a search template by filling in one or more of the fields to specify which records you are interested in. The PLU program then searches through all its records. It pauses whenever it finds a record that meets the search criteria, and it displays that record on the screen.

# **Global Edit Display**

At the edit entries menu, pressing **7** and **ENTER** brings up an initial display that includes lines *similar* to these.

```
PLU code ->: (any)
PLU type : (any)
PLU dept. # : (any)
PLU stock # : (any)
group # : (any)
description : *
retail price : (any)
per : (any)
vendor # : (any)
```

The *any* search criteria is the default. When you remove the *any* from a field by filling in a specific number and pressing **ENTER**, any (and every) record matching the field you specified will be subsequently displayed unless you fill in one or more of the other fields to limit the search.

For example, on line 3 assume you enter a PLU department number of 11 (used for the tobacco department in a previous example) and leave all the other fields at *any*. Once you press  $\rightarrow$ , subsequent displays will, one by one, show you the records of all items in the tobacco department. If you also enter a specific vendor number, you will be shown only the records of the tobacco items that come from that vendor.

Note that if you enter 11 on the first line for the PLU code (not the PLU department number on line 3) and leave the other fields at *any*, you will see only the record for the tobacco department itself, and not any of the items in it.

As each record is displayed, you are asked if you want to edit that item. You can make changes or go on to the next item.

Note: The program remembers the last search template you used (if you have not turned the Profit Point or PC off in the meantime or exited the program), and starts out with those values already entered in case you want to use the same criteria again.

# 8. Global Search & Replace

(Before reading this section for the first time, you should already have read "Search Template" on page 28.)

At the edit entries menu, pressing **8** and **ENTER** brings up a display that includes lines similar to these.

```
PLU code
                         ->: (any)
PLU type
                             (any)
PLU dept. #
                             (any)
PLU stock #
                             (any)
group #
                          : (any)
description
retail price
                          : (any)
                             (any)
        per
vendor #
                             (any)
```

Enter the values you want to search for, then press  $\rightarrow$ . The display changes to one similar to this:

```
search for
                                              replace with
PLU code
                                              * (leave alone)
                            (anv)
PLU type
                            (any)
                                             : (leave alone)
PLU dept. #
                             11
                                             : (leave alone)
PLU stock #
                            (anv)
                                             : (leave alone)
                                             : (leave alone)
group #
                            (any)
vendor #
                            (any)
                                             : (leave alone)
description
                            (any)
                                             : (leave alone)
wholesale cost
                            (any)
                                             : (leave alone)
        per
                            (any)
                                             : (leave alone)
retail price
                                             : (leave alone)
                            (any)
                                             : (leave alone)
        per
                            (any)
cost+ markup %
                            (any)
                                             : (leave alone)
rounding
                            (any)
                                              : (leave alone)
flag values
                            (any)
                                              * (leave alone)
```

For each field in the replace with column, the program asks *Do you want to* 1:Replace this field, 2:Leave this field alone (1,2)? If you respond that you want to replace a leave alone designation, you are asked to enter the replacement value.

Make whatever changes you want in the *replace with* column, following the instructions at the bottom of the screen. When you press → to begin the global search and replace, you are asked to verify that all entries in the *replace with* column are correct.

Once you verify their correctness, the screen will display the first item that meets the search qualifications. You are asked if you want to replace the fields for just this one item or replace the fields in *all* matching items. Follow the screen prompts to make changes.

If you indicate you want to change all matching items, the program will find each record that matches the *search for* field(s) and make the changes with no further prompting. When the program finishes making the changes, it will tell you how many records were changed.

#### 3. List Entries

(Before reading this section for the first time, you should already have read "Search Template" on page 28.)

The list-entries feature lets you quickly scroll through all the items in a department or check, say, the price of a specific item. The feature also lets you "pre-check" a group of items that you propose to delete in order to be sure that you will be deleting only the items you want to get rid of and not any others you want to keep.

At the PLU maintenance menu, pressing **3** and **ENTER** brings up a display whose top part is *similar* to this.

```
PLU code
PLU type
                             (any)
PLU dept. #
                           : (any)
PLU stock #
                           : (any)
group #
                           : (any)
description
retail price
                           : (any)
         per
                             (any)
vendor #
                             (any)
```

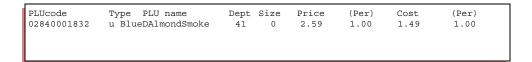
This entry is identical to *List entries* below under *Other lists and printing*. It is duplicated here for your convenience.

If you enter a PLU department number (on line 3) and leave all the other fields at any, once you press  $\rightarrow$ , the subsequent display will, line by line, show you the items in that department. However, if you enter the department's number for the PLU code (on line 1) and leave the other fields at *any*, you will see only the record for that department itself, and not any of the items in it.

When you press  $\rightarrow$ , the display changes to one *similar* to this (your display will undoubtedly have different items):

PLUcode	Type PLU name	Dept Size	Price	(Per)	Cost	(Per)
41	d Snacks	41 0	0.00	1.00	0.00	1.00
02840001832	u DoritosRanch9.50	41 0	2.99	1.00	0.00	1.00
00410	s Cookie	41 0	0.59	1.00	0.00	1.00
B2100006694	u Cheez'CrackeKraf	41 0	0.39	1.00	4.93	15.00
00165	s Small Coffee	41 1	0.49	1.00	0.00	1.00
00165	s Medium   Coffee	41 2	0.59	1.00	0.00	1.00
00165	s Large Coffee	41 3	0.69	1.00	0.00	1.00
 B7920046612	u D+SClipStripPack	41 0	0.89	1.00	3.84	4.00
B7115900175	u CornnuChilePican	41 0	0.55	1.00	5.77	18.00
00411	s Brownie	41 0	0.75	1.00	5.00	12.00
B4157001590	u BlueDAlmoSmoke	41 0	2.59	1.00	1.49	1.00

Taking the last item in the above display as another example, if you enter 4157001590 (note that you do not enter the initial  $\mathbf{B}$ ) as the PLU code, when you press  $\rightarrow$ , the display would change to:



Note: Where the PLU code is a department, the amount shown under Cost is the price ceiling for that department, and the amount shown under Per (the column to the right of Cost, not to the left) is the price floor for that department. If you specify department for PLU type, the headings Cost and Per are replaced by Ceiling and Floor.

# 4. Other Lists and Printing

At the PLU maintenance menu, pressing **4** or **O** and **ENTER** brings up this lists and printing menu.

0. Return to PLU maintenance menu
1. List entries
2. Output to file for printout
3. Display product totals
4. Print product totals to file

### 0. Return to PLU Maintenance Menu

At the lists and printing menu, pressing **0** or **R** and **ENTER** returns you to the PLU maintenance menu.

#### 1. List Entries

This is the same entry explained earlier in "3. List Entries" on page 31. It is repeated on the lists and printing menu for your convenience.

# 2. Output to File for Printout

At the lists and printing menu, pressing 2 or O and ENTER brings up the search template, then this message:

WARNING: this output is for printouts only.

Data cannot be re-inputted from this file.

Please type the name of the output file (including the drive and directory if the file is not in the current path) and press ENTER (.PRT extension assumed):

Enter a filename *without* an extension. The program will automatically add a .PRT extension.

When you enter the filename, the Profit Point processes the records you indicated in the search template, sorts them into departments (primary) and PLU types (secondary), records the sorts, and writes the output to the new file. At the conclusion of the process, the display reports the total number of records sorted.

This can be a lengthy process, especially if you are doing it on the Profit Point or an older PC. You can shorten the time required by having the new file written to the same hard disk drive where the PLU file is; once the file is created, you can copy it to the floppy drive if you wish.

Press **CLEAR MENU** or **ESC** if you want to cancel the process.

If you see the message *Not enough memory*, you can increase the available memory by running the PLU program under OS (to do this, enter *PLU* at the OS prompt), not under the Profit Point main menu. If you are performing this operation on a PC, make sure you do not have any terminate-and-stay-resident (TSR) programs running.

The ASCII file produced has the same format as the list display of department 41 on page 32. From the Site Controller or a PC, you can print out this text file to obtain a printed record of all the entries in the PLU file.

# 3. Display Product Totals

(In order for there to be product totals to display, you must first have configured the Profit Point to keep such totals. See "4. Product Totals Kept in PLU File" on page 57.)

At the lists and printing menu, pressing **3** or **D** and **ENTER** brings up a display that contains lines similar to these.

```
PLU code ->: (any)
PLU type : (any)
PLU dept. # : (any)
PLU stock # : (any)
group # : (any)
description : *
retail price : (any)
per : (any)
vendor # : (any)
```

This is the same initial display seen in *List entries* and you make changes to the any fields in the same way.

When you press →, the Profit Point reads the PLU file and displays product totals in this format:

PLU code	PLU name	Sales (carry)	Sold (c)	Income (c)	Er	
37 45	Lottery Pay Oil/Additive	18 170	18.00 250.00	62.25 1076.97	U	
B1580003011	C&HSugarGranul	1	1.00	.09		
00410 20002000000	Cookie TaterBabies	0 12	0.00 13.00	0.00 11.57		
B2820000866	MarlboLt	28	33.00	71.61		
00165	SmallCoffee	252	269.00	159.91		
CLR MENU:exit; ENTER:next item; PAYABLE:next page; other keys:continue/halt						

In the heading for this display, *Sales* indicates how many sale transactions a PLU code has been involved in since the product totals were last cleared (see "6. PLU Special Operations" on page 36 for instructions on clearing product totals). If a sold item is subsequently returned, the Sales product total for that item is decremented.

- A *C* in the (*carry*) or (*c*) column indicates that the maximum for that product total has been passed and the total has rolled over (like the odometer on a car that has gone more than 99,999 miles/kilometers).
- Sold indicates the number of units sold, in hundredths.
- *Income* is the total dollar amount collected for that PLU code.
- A *U* in the *Er* column indicates an underflow in that product total. It also means the sales, sold, and income figures for that PLU code are *not* reliable. This is exceedingly rare.

#### 4. Print Product Totals to File

At the lists and printing menu, pressing **4** or **P** and **ENTER** brings up the search template, then this message:

WARNING: this output is for printouts only.

Data cannot be re-inputted from this file.

Please type the name of the output file (including the drive and directory if the file is not in the current path) and press ENTER (.PRT extension assumed):

Enter a filename *without* an extension. The program will automatically add a .PRT extension.

When you enter the filename, the Profit Point processes, sorts, records, and writes the product total data to the file whose name you specified.

If you subsequently print out the file, you will see an eight-column format: PLU code, PLU name, department, size, number of sales involving that PLU code, number of units sold, income, and error.

Press **CLEAR MENU** or **ESC** if you want to cancel the process.

#### 5. Delete Entries

(Before reading this section for the first time, you should already have read "Search Template" on page 28.)

At the PLU maintenance menu, pressing 5 or **D** and **ENTER** brings up a display that includes lines similar to these:

```
PLU code
PLU type
                                (any)
PLU dept. #
                                (any)
PLU stock #
                                (any)
group #
                               (any)
description
{\tt retail}^{\bar{}}\,{\tt price}
                             : (any)
                                (any)
           per
vendor #
                               (any)
```

This is the same initial display seen in *List entries* and you make changes to the *any* fields in the same way.

When you press , the Profit Point reads the PLU file and displays the PLU codes to be deleted. As an example, if you want to delete stock number 09567, the format looks like this:

```
search for
                                                         found
stock PLU code
                              09567
                                                         * 09567
PLU type
                              (stock number)
                                                         : s (stock number)
PLU dept. #
                                                         : 37
                              (any)
PLU stock #
                              09567
                                                         : 09567
                                                         : 0
group #
                              (any)
description
                              (any)
                                                         : Cookie
wholesale cost
                              (any)
                                                         : $0.59
per
vendor #
                                                         : each
                               (any)
                               (any)
                                                         : 0
PLU size #
                                                         : 0
                               (any)
default size
                               (any)
                                                         : (no)
Delete this item? Type 1 for Yes, 2 for No,
3 to delete ALL matching items ([1], 2, 3):
```

To delete an item, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.)

Caution: Be very careful with this function; it can erase *all* entries (if you press 3 and **ENTER**, that may not be what you were trying to do).

If you realize you are deleting the wrong PLU codes, you can press **CLEAR MENU** (or **ESC** if on a PC) to halt the deleting process. This will not restore what has already been deleted, but it will cancel further deletions.

# 6. PLU Special Operations

At the PLU maintenance menu, pressing 6 or P and ENTER brings up the PLU special operations menu.

```
O. Return to PLU maintenance menu
1. Set default entries
2. Output everything to ASCII file
3. Append changes to ASCII file
4. Input from ASCII file
5. Merge input from ASCII file
6. Clear PLU product totals
7. Header information
8. File statistics
9. Purge file and resize
```

Items 2-6 on this menu can be time-consuming tasks with several steps. If you should want to halt one of these tasks before it is completed, press **CLEAR MENU** twice. The step (processing, sorting, etc.) that is currently underway will be completed, further steps will be canceled, and the screen display will return to the menu.

# **Updating MASTER.PLU File**

On the PLU special operations menu, items 2 and 3 involve creating or updating an ASCII file, and items 4 and 5 involve updating MASTER.PLU files. You use the ASCII file to update MASTER.PLU files.

Items 2-6, in general, apply to sites with more than one Profit Point or companies with more than one site. These items update MASTER.PLU files with an ASCII file so that the same information is in all MASTER.PLU files on all Profit Points at a site or in a company.

Do not update your MASTER.PLU file by simply copying a newer file with that same name over the existing file. Replacing one file with another can change your default entries and scanner-port configuration, and you probably do not want to do either of those. Instead, you should use these special-operations items to update MASTER.PLU files. These items allow you to maintain your current MASTER.PLU file structure while updating some or all of the data in it.

#### 0. Return to PLU Maintenance Menu

At the PLU special operations menu, pressing **0** or **R** and **ENTER** displays the PLU maintenance menu.

#### 1. Set Default Entries

This function is useful when you will be creating several similar PLU records.

Normally, when you start to add a new item, the fields are already filled with the entries (such as the department number, price ceiling, etc.) you made when you created the last entry. (This system helps speed new entries because many of the fields for the new entry will probably be the same as for the previous entry.)

An entry carried over from the last item is called the "last entry," and it becomes the temporary default entry. *Set default entries* lets you change the defaults.

At the PLU special operations menu, pressing 1 or S and ENTER brings up a display *similar* to this:

- *Use last entry* means that the last entry you made in this field will appear as the default when you start to add a new item.
- **Designated entry** is a specific entry that you make here so it will appear as the default when you start to add a new item. If you change this default for an exception item, it will still reappear when you start the next item.
- *Skip* means that the arrow cursor will skip over this field when you are adding a new item. You can go back up to this field by pressing 1.
- To set the default entries, follow the prompts and instructions on the bottom half of the screen. (If you have any questions, see "How to Work with Entries" on page 15.) Once you finish entering changes, the default-entry screen will look *similar* to this (at least some of your entries may be different):

```
->: (use last entry)
: d (dept. number)
: (use last entry and skip)
: (use last entry and skip)
: 99
: (use last entry)
: (use last entry)
: $100.00 (skip)
: $0.50 (skip)
: (use last
dept. PLU code
PLU type
PLU dept. #
PLU stock #
group #
vendor #
description
price ceiling
price floor
                                        : (use last entry and skip)
: (use last entry and skip)
: (use last entry and skip)
retail price
            per
cost+ markup %
rounding
                                          * (up to 5 or 9)
flag values
                                          * (calc. markup)
 Is all the above correct? Type 1 for yes, 2 for no ([1], 2):_
```

When you accept the display as correct, you are returned to the special operations menu.

# 2. Output Everything to ASCII File

#### **ASCII Files**

This item lets you create an ASCII file from the data in the MASTER.PLU file. The item "3. Append Changes to ASCII File" on page 40 lets you update an existing ASCII file that was created from the data in the MASTER.PLU file. The ASCII file can then be used to update the data in MASTER.PLU files on other Profit Points.

When you create or update the ASCII file, the first display you see lists the PLU fields. For each field, you are asked if you want to replace that field's data or leave the data as it is. This replace/leave choice does not affect the data to be included in the ASCII file. Instead, the replace/leave choice designates whether or not the data for a given field in the ASCII file will overwrite the data for that same field when the ASCII file is used to update a MASTER.PLU file on another Profit Point.

# **Output Procedure**

At the PLU special operations menu, pressing 2 or O and ENTER brings up this display:

```
replace PLU size #
                                     replace wholesale cost
replace PLU dept. #
                                     replace
                                                                 per
replace PLU stock #
                                     replace cost+ markup %
replace group #
                                     leave $ total sold
replace vendor #
                                     leave number of sales
replace description
                                     leave number sold
                                     replace date last sold
replace retail price
replace
                       per
                                     replace PLU attributes
Is all the above correct? Type 1 for yes, 2 for no ([1],2):
```

- *Replace* means that, when you use the ASCII file for input, the data for that field in an existing MASTER.PLU will be overwritten by the data for that field in the ASCII file.
- *Leave* means that, when you use the ASCII file for input, the data for that field in an existing MASTER.PLU will not be changed by the data for that field in the ASCII file.

To change this default display, press 2 and ENTER. Then for each field, you can specify if you want to replace the field's data with data from the ASCII file or leave the data the way it currently is.

When each field looks the way you want it to, follow the instructions to accept the display as correct, and this prompt appears:

This will write all PLU records to a file. Please type the name of the output file (including the drive

and directory if the file is not in the current path)

and press ENTER (.ASC extension assumed):

Enter a filename without an extension. The program will automatically add an .ASC extension.

Type in a filename, up to eight characters. Do not add an extension; an .ASC extension will be automatically added by the program.

The program processes the data and copies the PLU data to the output file. When finished, it displays the number of records processed, which is also the number of records in the source file.

Press any key to return to the PLU special operations menu.

If the program encounters a problem in creating the output file, this message appears: *Error writing to file. File was only written partially*. The most common problem is a full disk, especially if the output file is on a floppy diskette. Check the disk or diskette, delete some files if necessary, and recreate the output ASCII file.

# 3. Append Changes to ASCII File

(Before using this item, read "ASCII Files" on page 39 under "2. Output Everything to ASCII File" on page 39.)

This item appends to the ASCII file all changes that have occurred in the MASTER.PLU file since the last time you used "2. Output Everything to ASCII File" on page 39 or "3. Append Changes to ASCII File" on page 40 (this item).

At the PLU special operations menu, pressing 3 or A and ENTER brings up this display:

```
replace PLU size #
                                     replace wholesale cost
replace PLU dept.
                                     replace
                                                                 per
replace PLU stock #
                                     replace cost+ markup %
replace group #
                                     leave $ total sold
replace vendor #
                                     leave number of sales
replace description
                                     leave number sold
replace retail price
                                     replace date last sold
                                     replace PLU attributes
replace
Is all the above correct? Type 1 for yes, 2 for no ([1],2):
```

- *Replace* means that, when you use the ASCII file for input, the data for that field in an existing MASTER.PLU will be overwritten by the data for that field in the ASCII file.
- *Leave* means that, when you use the ASCII file for input, the data for that field in an existing MASTER.PLU will not be changed by the data for that field in the ASCII file.

Follow the instructions to make any changes to the display. When you accept the display as correct, this prompt appears:

This will append changed PLU records to a file. Please type the name of the output file (including the drive and directory if the file is not in the current path) and press ENTER(.ASC extension assumed):

Enter a filename, up to eight characters, *without* an extension. The program will automatically add an .ASC extension.

The Profit Point processes the data and copies any changes from MASTER.PLU to the output file. When finished, it displays the number of records processed, which is also the number of records in MASTER.PLU whose data has been changed since the output file was created or last updated.

Press any key to return to the PLU special operations menu.

# 4. Input from ASCII File

At the PLU special operations menu, pressing 4 or I and ENTER brings up this display:

```
replace PLU size #
                                     replace wholesale cost
replace PLU dept.
                                     replace
                                                                 per
replace PLU stock #
                                     replace cost+ markup %
replace group #
                                     leave $ total sold
replace vendor #
                                     leave number of sales
replace description
                                     leave number sold
replace retail price
                                     replace date last sold
replace
                                     replace PLU attributes
                       per
Is all the above correct? Type 1 for yes, 2 for no ([1],2):
```

- *Replace* means that the current data for that field in MASTER.PLU will be overwritten by the data for that field in the ASCII file.
- *Leave* means that the data for that field in MASTER.PLU will not be changed by the data for that field in the ASCII file.

To change this default display, press 2 and ENTER. Then for each field, you can specify if you want to replace the field's data with data from the ASCII file or leave the data the way it currently is.

When each field looks the way you want it to, follow the instructions, and this prompt appears:

Please type the name of the input file to merge (including the drive and directory if the file is not in the current path) and press ENTER(.ASC extension assumed):

Enter a filename *without* an extension. The program will automatically add an .ASC extension.:

If the file extension is .ASC, you need type only the file name. The .ASC extension is automatically assumed by the Profit Point.

The Profit Point processes the data and copies it to MASTER.PLU from the ASCII file. When finished, it displays the number of records processed, which is also the number of records in the ASCII file.

Press any key to return to the PLU special operations menu.

### 5. Merge Input from ASCII File

When in Operate POS mode, the Profit Point program will automatically detect a merge file named NEW\_PLU.ASC. If detected, the data contained in that file will be merged into the MASTER.PLU file. This is done with no user intervention. This is one way to remotely manage a PLU file on a PC then send the changes to the Profit Point and make the changes effective immediately.

#### Replace/Leave Data in MASTER.PLU

At the menu item "4. Input from ASCII File" on page 41, you use the item's replace/leave display to designate which fields in the MASTER.PLU file will have their data overwritten by the ASCII file, and which will be left unchanged.

In this item (*Merge Input from ASCII File*), you are not given this replace/leave choice. Instead, if you look at "2. Output Everything to ASCII File" on page 39 and "3. Append Changes to ASCII File" on page 40, you will see that the replace/leave choices are made when the ASCII file is created or updated with appended changes.

In other words, "4. Input from ASCII File" on page 41 lets you override the replace/leave choices that were made when the ASCII file was created. This item (*Merge Input from ASCII File*) does not let you override those choices.

# **Merge-input Prompt**

At the PLU special operations menu, pressing **5** and **ENTER** brings up this prompt:

This function merges fields specified in the input file. Please type the name of the input file to merge (including the drive and directory if the file is not in the current path) and press ENTER (.ASC extension assumed):

Enter a file name *without* an extension. The program will automatically add an .ASC extension. Press **ESC** to exit without entering a input file name.

When you enter the file name (.ASC is assumed as the extension, so you do not need to enter it) and press **ENTER**, the Profit Point processes the data and copies it to MASTER.PLU from the ASCII file. When finished, it displays the number of records processed, which is also the number of records in the ASCII file.

Press any key to return to the PLU special operations menu.

#### 6. Clear PLU Product Totals

At the PLU special operations menu, pressing **6** or **C** and **ENTER** brings up a display that includes lines *similar* to these.

```
PLU code
                       ->: (any)
PLU type
                           (any)
PLU dept. #
                           (any)
PLU stock #
                           (any)
group #
                           (any)
description
retail price
                         : (any)
                           (any)
         per
vendor #
                           (any)
```

This is the same initial display seen in "1. List Entries" on page 32 and you make changes to the *any* fields in the same way.

When you press ⊡, the Profit Point searches through the PLU file and clears the product totals that match the fields you specified. Clearing a product total sets it back at zero.

This function makes global changes. Be cautious in using it. If you do clear some product totals in error, use your backup copies to correct the mistake.

#### 7. Header Information

At the PLU special operations menu, pressing 7 or **H** and **ENTER** displays header information for the PLU file.

When you press **7** or **H** and **ENTER**, a display appears containing information about the PLU file.

A typical display looks like this:

File type: PLUD
File version: 1.00
Interpreter version: 1.00

Embedded name:

Master flag value: 0

Creation date: (685663790) Mon Sep 23 15:09:50 1993 Modification date: (692488914) Wed Dec 11 14:01:54 1993

Total records: 9998
# of dept. records: 100
Record length: 64
Hash mod offset: 10000
Hash dept. offset: 100

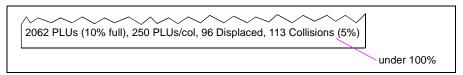
Extra: 0, 0, 0, 0, 0, 0, 0, 0, 0

Checksum: 2471

You may find some of this information helpful, such as total records and number of department records. However, the main purpose of this information is for Gasboy technicians in case something is wrong with the PLU file.

#### 8. File Statistics

At the PLU special operations menu, pressing **8** or **F** and **ENTER** displays a full screen histogram showing how full each section of the file is, and the relative number of reach record type in each section. The purpose is to determine if the file is getting so full or so fragmented that the file has reached the point where it is becoming inefficient. If you see a collision percentage of 100% or more at the end of the last line of output (may start to happen when PLU file is more than 50% full), it is probably time to optimize the PLU file. The last line of output may look like this.



When you press **8** or **F** and **ENTER**, the screen blanks, then slowly fills in with a schematic representation of the PLU file. This information is for diagnostic purposes only for Gasboy technicians in case something is wrong with the PLU file.

# 9. Purge File and Resize

At the PLU special operations menu, pressing **9** or **P** and **ENTER** runs this utility. This utility is used to help optimize the PLU file. The PLU file needs to be optimized when a collision percentage of 100% or more appears at the end of the last line of output from "8. File Statistics" above.

Prior to running this utility in the steps below, see "2. Output Everything to ASCII File" on page 39 and "5. Merge Input from ASCII File" on page 42.

In order to optimize the PLU file, do the following from the PLU special operations menu.

- 1. Select "2. Output Everything to ASCII File" to save the current data.
- 2. Select "9. Purge File and Resize" to optimize the PLU file.
- 3. When prompted for the number of records, enter a number at least twice as large as the number shown in the "Output Everything to ASCII File" result (to stay below 50% full after data is restored).
- 4. Select "5. Merge Input from ASCII File" to load the data previously saved.

# 7. Configure Scanner Port for PC Use

This information is for the Profit Point bar code scanner connected to the PC. (For configuring the Profit Point PLUS scanner, see "6. Bar Code Scanner" on page 62.)

At the PLU maintenance menu, pressing **7** or **C** and **ENTER** brings up a display that includes these lines.

```
scanner port ->: com 2
port data bits : 8
stop bits : one
parity : none
baud rate : 1200 bps

Please type the com port number for the scanner
0:No scanner, 1:Com 1, 2:Com 2, 3:scanner port (0,1,2,3)
```

Note: The default values are shown.

If your scanner is attached to a personal computer, change the port number, if necessary. Set the baud rate to 9600 if the IEE (black) customer display (determines scanner baud rate) is used; set the baud rate to 1200 if the Ultimate Technology (biege) customer display is used. The other default values will almost certainly work. Change the default values ONLY if you cannot alter the scanner's baud rate.

#### Scanner Bar Codes

Use the bar codes that came with your scanner or the instructions in MDE-4354 Setting Up Bar Code Scanner for Profit Point PLUS POS Terminal.

# 8. Set PLU Options

This information is used to set up and/or verify mode options for Profit Point PLUS bar code scanners.

Profit Point PLUS can now accept 14-digit UPC codes with check digits. This new functionality affects three major types of UPC codes:

- EAN-13
- UPC-A (also includes UPC-E)
- EAN-8

#### **How To Handle Old Codes**

### **Convert to 14-Digit Code**

If an existing EAN-13 UPC code customer is changing to 14-digit UPC codes, all the old EAN-13 codes must be reloaded. The old codes cannot be converted.

If an existing UPC-A/UPC-E or EAN-8 UPC code customer is changing to 14-digit UPC codes, convert the old codes as follows:

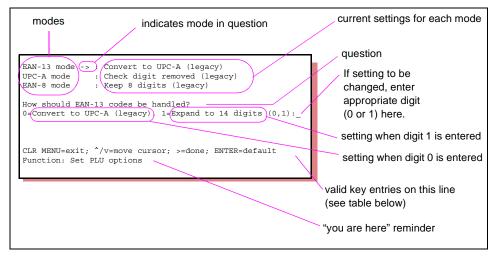
- 1 Save the current data (see "2. Output Everything to ASCII File" on page 39).
- **2** Change the desired mode to "Expand to 14 digits" (see Access "Set PLU options" Screen below).
- **3** Purge the file and resize (see "9. Purge File and Resize" on page 44).
- 4 Merge the input from the ASCII file to load the previously saved data in the new format (see "5. Merge Input from ASCII File" on page 42).

# Leave Old Code "As Is"

If not using 14-digit UPC codes, legacy settings are provided.

# Access "Set PLU options" Screen

At the PLU maintenance menu, press 8 or S and ENTER to bring up the following display.



Key	Function	
CLR MENU	returns to PLU Maintenance Menu without saving changes	
٨	moves scrolling indicator up to desired mode	
(up arrow)		
<b>v</b> (down arrow)	moves scrolling indicator down to desired mode	
> (right arrow)	saves settings and returns to PLU Maintenance Menu	
ENTER	when pressed after entering a 0 or 1 in response to code handling question, the value entered is saved and the mode indicator move to the next setting (if ENTER key only pressed one or two times)     when pressed for the third time, saves changes and returns to PLI Maintenance Menu	

# 3. Utility

At the Profit Point main menu, pressing 3 or U and ENTER displays the utility menu.

```
0. Return to main menu
1. Test PLU file
2. Show directory tree and space used *
3. Directory of drive A: *
4. Format a diskette *
5. View a text file
6. Edit a text file *
7. Copy PLU data file TO diskette
8. Get new PLU data file FROM diskette
9. Installation menu
```

### 0. Return to Main Menu

At the utility menu, pressing 0 or **R** and **ENTER** returns you to the Profit Point main menu.

<sup>\*</sup> Selections 2, 3, 4, and 6 are for the DOS version of Profit Point only.

#### 1. Test PLU File

At the utility menu, pressing **1** or **T** and **ENTER** brings up a display *similar* to this:

```
PLU Entries With Problems:

PLU CODE NAME CENTS: DEPT NAME ERROR

01 Diesel #2 0: 1 DIESEL FUEL NO-OVERRIDE DEPT!

B7161040005 Muriel Coro neBx 25: 11 TOBACCO PRICE BELOW FLOOR!

B2389459687 MilkWhole1Gal 199: 34 DAIRY NO-OVERRIDE DEPT!

B5863303130 UnidenScanniInfo 10999: 47 ELECTRONICS PRICE ABOVE CEILING!

Press any key to continue
```

If there is more than one page to the list of problems, the Page # will be at the top and the prompt will read C) ontinue, S) kip, Q) uit? ([C]SQ):, where # is the number of the page. Press C to continue, S to skip or Q to Quit. At the last page the prompt will read Press ENTER to continue.

- No-Override Dept: This error message means that you have used the LOAD PRODUCT command on the Site Controller to set up a department with no price override. Only fuel products—or a department with no items in it should be no-override.
- *Price Below Min/Price Above Max:* There is a price minimum or maximum conflict between an item and its department.

The **B** seen in the PLU codes above is automatically inserted by the Profit Point when a UPC code has 10 characters instead of the more normal 11. The B is a wild card character that matches any digit. You cannot, and should not, insert this B yourself.

When you press a key to continue, you see a display similar to this:

```
4 PLU errors
Departments with problems:

# Min Max Name Error
9 0 0 SCALE NO-OVERRIDE DEPT!
11 100 10000 TOBACCO PRICE BELOW FLOOR!
34 0 10000 DAIRY PRICE ABOVE CEILING!
47 100 10000 ELECTRONICS PRICE BELOW FLOOR! PRICE ABOVE CEILING!
Press any key to continue
```

When you press a key to continue, a summary report appears, *similar* to this one:

```
10 PLU errors
5 department errors
No missing departments on the Site Controller
Press ENTER to continue
```

When you press **ENTER** to continue, you are returned to the utility menu.

# 2. Show Directory Tree and Space Used

At the utility menu (DOS only), pressing 2 or S and ENTER brings up a display *similar* to this:

```
bytes
                                files
                                             path
               230,964
                                             c:\
              1,905,108
                               99
                                                  drdos
                                0
                                                  temp
              1,025,293
                                30
                                                 bin
              5,505,270
                               56
                                                  pos
               241,865
                                                  util
                               6
                                                 old
otal files xxx
                               total bytes ...
Press ENTER to continue
```

You cannot make any changes on the display; it is for informational use only. When you press **ENTER** to continue, the display returns to the utility menu.

# 3. Directory of Drive A:

At the utility menu (DOS only), pressing **3** or **D** and **ENTER** brings up a directory of the diskette in drive A. The directory entry works just like the DIR command in DOS.

#### 4. Format a Diskette

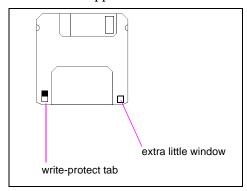
At the utility menu (DOS only), pressing 4 or F and ENTER brings up this display.

```
0. Return to utility menu
1. Format a 720K diskette
2. Format a 1.44M diskette
```

Type the number of your choice, press ENTER, and follow the prompts to format one or more diskettes.

The format entry works just like the FORMAT command in DOS.

If you are not sure what size your diskette is, look at the bottom of it. Both sizes have a write-protect tab in a lower corner. High-density, 1.44 megabyte diskettes also have an extra little window in the opposite lower corner.



#### 5. View a Text File

At the utility menu, pressing 5 or V and ENTER brings up this display.

```
Fileviwer (c) Gasboy International, Inc. 2000
Enter filename
```

Enter the name of the file you wish to view (if file not in c:\pos, use full path name). Use the commands listed at the bottom of the page to display your file. These are:

C=continue Q-quit ENTER=next line other= next page

Press **ENTER** to return to the Utility menu without entering a file name.

#### 6. Edit a Text File

At the utility menu (DOS only), pressing 6 or E and ENTER brings up this prompt:

Please enter the name of the text file you wish to edit.

If the file does not already exist it will be created.

Press the Esc key to leave this program.

File name?

When you enter a file name and press **ENTER**, that file is displayed and you can edit it.

Other editing instructions appear when you press **CTRL** - **J**. In selecting editing functions, note that the letters used with the control character (^) are casesensitive.

# 7. Copy PLU Data File TO Diskette

At the utility menu, press **7** or **C** and **ENTER** to copy the PLU data file to a floppy diskette. This prompt appears:

Please insert formatted diskette in drive A:

Press any key to continue.

When the MASTER.PLU file has been copied from the hard disk to the floppy diskette, you are prompted to press any key to return to the utility menu.

If the diskette does not have room for the file, a *disk full* message will appear.

#### 8. Get New PLU Data File FROM Diskette

At the utility menu, press 8 or G and ENTER to copy the PLU data file from a floppy diskette. This prompt appears:

Please insert diskette containing MASTER.PLU in drive A: Press any key to continue.

The Profit Point first backs up the current MASTER.PLU file on the hard disk, then copies the new one from the floppy diskette.

When the MASTER.PLU file has been copied from the floppy diskette to the hard disk, you are prompted to press any key to return to the utility menu.

### 9. Installation Menu

At the utility menu, pressing 9 or I and ENTER brings up this prompt:

Please insert Profit Point installation disk and enter drive letter and directory name:

Strike a key when ready.

When you continue, you are first asked to verify the date and time, then this menu appears:

- 0. Return to Profit Point main menu
- 1. New installation
- 2. Update all program and menu files from diskette
- 3. Only update .EXE files
- 4. Batch files and menus
- 5. Fonts and utilities
- 6. POS and OS configuration files
- 7. Copy PLU and Custom data files
- 8. Program Modular Keyboard:
- 9. Exit to OS

#### 0. Return to Profit Point Main Menu

At the installation menu, pressing  ${\bf 0}$  or  ${\bf R}$  and  ${\bf ENTER}$  returns you to the Profit Point main menu.

#### 1. New Installation

New installation copies all the files from the two installation diskettes (called installation diskette and PLU data diskette) to the hard disk in drive C.

At the installation menu, pressing **1** or **N** and **ENTER** brings up a display showing each file as it is copied from drive A to a directory on drive C (the program automatically selects the appropriate directory).

When all the files on the installation disk have been copied, you are prompted to insert the PLU data disk in drive A. When the files have been copied from A to C:\POS, press any key to return to the installation menu.

# 2. Update All Program and Menu Files from Diskette

*Note: This menu item is used for most software upgrades.* 

Item 2 on the installation menu is composed of items 3-6. When you select item 2, the program first runs item 3, then 4, 5, and 6. Items 3-6 also have their own separate listing on the menu in case you want to update only some files, not all.

At the installation menu, pressing 2 or U and ENTER causes the program to check the dates of all program and menu files on the diskette in drive A. If a program or menu file on the diskette is newer than an identically named file on the hard disk, that file is automatically copied from the diskette to the disk. When all files have been copied, press any key to return to the installation menu.

# 3. Only Update .EXE Files

This item works exactly like item 2 except that it updates only executable files (those ending in an .EXE extension).

At the installation menu, pressing 3 or O and ENTER causes the program to check the dates of all executable files on the diskette in drive A. If an executable file on the diskette is newer than an identically named file on the hard disk, that file is automatically copied from the diskette to the disk.

When all appropriate files have been copied, press any key to return to the installation menu.

#### 4. Batch Files and Menus

This item works exactly like item 2 except that it updates only batch and menu files.

At the installation menu, pressing 4 or B and ENTER causes the program to check the dates of all batch and menu files on the diskette in drive A. If a batch or menu file on the diskette is newer than an identically named file on the hard disk, that file is automatically copied from the diskette to the disk.

When all appropriate files have been copied, press any key to return to the installation menu.

#### 5. Fonts and Utilities

This item works exactly like item 2 except that it updates only font and utility files.

At the installation menu, pressing **5** or **F** and **ENTER** causes the program to check the dates of all font and utility files on the diskette in drive A. If a font or utility file on the diskette is newer than an identically named file on the hard disk, that file is automatically copied from the diskette to the disk.

When all appropriate files have been copied, press any key to return to the installation menu.

# 6. POS and OS Configuration Files

This item works exactly like item 2 except that it updates only POS and OS configuration files.

At the installation menu, pressing 6 or P and ENTER causes the program to check the dates of all POS and OS configuration files on the diskette in drive A. If a POS or OS configuration file on the diskette is newer than an identically named file on the hard disk, that file is automatically copied from the diskette to the disk.

When all appropriate files have been copied, press any key to return to the installation menu.

# 7. Copy PLU and Custom Data Files

At the installation menu, pressing 7 or C and ENTER brings up this prompt: Please insert PLU data disk in drive A: Strike a key when ready.

When all appropriate files have been copied, press any key to return to the installation menu.

Note: This item does not check to see which files are newer. Be careful that you do not overwrite current files with older versions.

# 8. Program Modular Keyboard

Note: This only applies to the Ultimate Technology keyboard connected to the keyboard port on the DOS version of Profit Point.

- 1 At the installation menu, pressing 8 or D and ENTER automatically downloads the default keyboard scan codes to the keyboard from the installation diskette.
- **2** When the process is completed, press **ENTER** to return to the installation menu.
- **3** Verify that the keyboard functions properly.

~ OR ~

- 1 Insert the Profit Point software diskette for MSDOS into the Profit Point diskette drive. Close all programs and reboot the PC.
- **2** Follow the instructions to reload the keyboard scan codes, then reboot the PC.
- **3** Verify that the keyboard functions properly.

#### 9. Exit to OS

At the installation menu, pressing **9** or **E** and **ENTER** blanks the screen and brings up the C:\ prompt.

To return to the Profit Point main menu, type *menu* at the C:\ prompt and press **ENTER**.

# 4. Configuration

At the Profit Point main menu, pressing 4 or C and ENTER displays the configuration menu.

O. Return to main menu
Software configuration submenu
Hardware configuration submenu
Keyboard configuration submenu
Config.pos file submenu
Printer configuration submenu
Edit Language file

As you use the arrow keys to move the selection box among the items, a summary of the currently selected item appears above the first item.

#### 0. Return to Main Menu

At the configuration menu, pressing **0** or **R** and **ENTER** returns you to the Profit Point main menu. There is a delay of a few seconds before the main menu appears.

#### 1. Software Configuration Submenu

At the configuration menu, pressing 1 or S and ENTER displays the software configuration submenu:

```
0. Return to configuration menu
1. Training mode off-hook rate
2. Show change as coins and bills
                                         = Yes
3. Minimum age to buy ask-ID items
                                          = 21 18
4. Product totals kept in PLU file
                                         = No
5. Keep file of missing items
                                         = Yes
6. Off-hook beep rate
                                          = 15 seconds
7. Validate checks
                                          = No
8. Enter birthdate when ID required
                                          = No
9. Head Clerk Sign on
```

# 0. Return to Configuration Menu

At the software configuration menu, pressing 0 or R and ENTER returns you to the configuration menu.

# 1. Training Mode Off-hook Rate

The training mode off-hook rate governs how quickly or slowly off-hook requests occur while the Profit Point is in training mode. The rate should be adjusted for trainees: slower for beginners, and then faster as they acquire confidence.

At the software configuration menu, pressing 1 or T and ENTER displays a screen *similar* to this.

```
Current training mode off-hook rate = 5
Select new training mode off-hook rate:

0. Cancel
1. Slowest
2. Very slow
3. Slow
4. Moderately slow
5. Moderate
6. Moderately fast
7. Fast
8. Very fast
9. Fastest

Type number of choice and press ENTER:
```

Follow the directions to change the rate or to leave it unchanged.

# 2. Show Change as Coins and Bills

When you ring up a cash sale on the Profit Point with change due, the Profit Point can either simply prompt with the amount of change due, or it can actually show the number required of each denomination of coins and bills to make up that amount of change.

At the software configuration menu, pressing 2 or S and ENTER displays a screen *similar* to this.

```
Currently showing change
Please choose:

0. Cancel
1. Show change
2. Do not show change
Type number of choice and press ENTER:
```

Follow the directions to alter the change display or to leave it as is.

# 3. Minimum Age to Buy Ask-ID Items

All states have minimum ages for purchasing alcoholic beverages and tobacco products. These minimums may vary according to type of product; for instance, 18 for cigarettes, and 21 for hard liquor.

To help ensure that clerks at your site check the ID of customers who may not be old enough to legally buy such products, the Profit Point can be configured to display an ID-required prompt.

At the software configuration menu, pressing 3 or M and ENTER brings up this display:

```
First minimum age is 18
Second minimum age is 21
Enter first minimum age, or just press ENTER to skip:
```

Note: The first minimum age is the LOW age; the second minimum age is the HIGH age.

Follow the directions to change the required age or to leave it as is. After you enter the first minimum age, you are prompted to enter the second.

Once you enter a required age, the *ID-required* prompt appears whenever a clerk rings up an item that requires a minimum age for purchase. If the required minimum age is, say, 21, then the prompt states the birth date on the ID must be on or before the current day's date, minus 21 years; for example, if today is September 23, 2005, then the birth date displayed is September 23, 1984.

# 4. Product Totals Kept in PLU File

At the configuration menu, pressing 4 or P and ENTER brings up this display.

```
PLU product totals are NOT being updated Select total update status:

0. Cancel
1. Update product totals in PLU files
2. Do not update PLU totals

Type number of choice and press ENTER
```

If you select *I. Update product totals in PLU files*, you can then see the product totals in the PLU maintenance program with the *Display product totals* function. If you select number 2, the *Display product totals* function will be meaningless.

Follow the directions to change the update status of PLU file totals.

# 5. Keep File of Missing Items

At the configuration menu, pressing 5 or K and ENTER brings up this display.

```
Currently making file of missing scanned items Please choose:

0. Cancel
1. Make file of missing scanned items
2. Do not make file of missing scanned items
Type number of choice and press ENTER
```

Follow the directions to change the file-creation status of missing scanned items.

The first time an item that has not been loaded in the PLU file is scanned, the item may be sold as a departmental-type item (for example, \$5.00, grocery) with a price manually entered by the clerk. If you select *1. Make file of missing scanned items*, records for these missing scanned items will be written to a file named MISS\_PLU.ASC.

The records will contain the department the item was sold under, the price that was rung up, and an optional description. If you have a receipt printer, a ticket is printed showing this information.

Later, when the missing item is scanned again, the program automatically rings it up as a departmental-type item with the same price the clerk entered the first time.

At any point, you can review the MISS\_PLU.ASC file and make changes to it by hand or have the program merge it into the MASTER.PLU file (see "5. Merge Input from ASCII File" on page 42). After the files are merged, the item will be sold as a UPC scanned item instead of as a departmental-type item.

#### 6. Off-hook Beep Rate

This feature lets you configure the amount of time between 3-beep signals that a pump has been taken off-hook. The default is 15 seconds. You may want to shorten the interval.

At the configuration menu, pressing 6 or O (the letter O, not zero) and ENTER brings up this display.

```
Currently 15 seconds between off-hook beeps
Enter number of seconds between off-hook beeps
or just press ENTER to skip:
```

Follow the directions to change the rate or leave it unchanged.

#### 7. Validate Checks

This feature lets you specify whether clerks will be required to validate checks presented as tender by customers.

At the configuration menu, pressing 7 or V and ENTER brings up this display.

```
Currently NOT validating checks
Please choose:

0. Cancel
1. Validate checks
2. Do not validate checks
Type number of choice and press ENTER:
```

Follow the directions to change the check-validation status or leave it unchanged.

If the Site Controller is configured to require check verification or to allow check verification as optional, the Profit Point will prompt the clerk to enter the check amount number from the check whenever CHECK tender is used. The clerk may be required to enter the account number or allowed to press ENTER to skip the account number, depending on the site configuration. If an account number is entered, the site verifies the check via the router and may ask for additional data to be entered. The Profit Point allows checks above the total amount only if the site is configured to allow above amount checks.

# 8. Enter Birthdate when ID Required

This menu configuration gives you the option of requiring a birth date to be entered when an item requiring an ID is sold or if the clerk should simply check the date and press ENTER if it is OK.

```
Currently NOT requiring birthdate when ID required Please choose:

0. Cancel
1. Require birthdate to be entered when ID required
2. Do not require birthdate to be entered when ID required
Type number of choice and press ENTER:
```

If the option to require a birth date to be entered is selected, the clerk must enter the birth date from the customer's ID before selling an item that requires an ID. The birth date must be entered in the format MMDDYYYY where the year is 4 digits, that is 01011997 is Jan 1, 1977. The system will automatically compare the dates for the clerk and allows the sale if the customer is of age. If the customer is under age, an error message is displayed that asks the clerk to reenter the date or cancel the item.

# 9. Head Clerk Sign On

This configuration setting allows the user ID and password to be loaded for the "head clerk." When the key switch on the Preh keyboard is turned to position 2, the Profit Point attempts to sign on the head clerk by using the user ID and password loaded in this field. The head clerk is someone who has a higher permission level than the normal clerk, but may not be as high as the supervisor (permission level 4) or manager (permission level 8). The permission level for the head clerk is assigned to the head clerk's user ID in the site controller.

# 2. Hardware Configuration Submenu

At the configuration menu, pressing 2 or H and ENTER displays the hardware configuration submenu:

```
0. Return to configuration menu
1. Console address
2. Address of printer/PIN pad
3. Type of PIN pad used
                                  = Ingenico on PIN pad port
4. Customer display type
                                  = Gsite (black)
5. Profit Point type
                                  = Modular, site on COM1
6. Bar code scanner
                                  = Scanner on scanner port
7. Key switch type
                                  = 5 position
8. Drawer type
                                  = Drawer on printer
9. Host IP address
                                   = None
```

# 0. Return to Configuration Menu

At the hardware configuration menu, pressing  ${\bf 0}$  or  ${\bf R}$  and  ${\bf ENTER}$  returns you to the configuration menu.

#### 1. Console Address

At the hardware configuration menu, pressing 1 or C and ENTER brings up this display.

```
Current console number is 2
Select new console number:

0. Cancel
1. Console #1
2. Console #2
3. Console #3
4. Console #4

Type new console number and press ENTER:
```

Follow the directions to change the console number.

#### 2. Address of Printer/PIN Pad

At the hardware configuration menu, pressing 2 or A and ENTER brings up this display.

```
Current printer/PIN pad address is 1
Enter printer/PIN pad number, or just press ENTER to skip:
```

Follow the directions to change the address of the printer/PIN pad. The highest valid number is 32.

# 3. Type of PIN Pad Used

This display lets you inform the Profit Point what type of PIN-entry pad is being used.

At the hardware configuration menu, pressing **3** or **T** and **ENTER** brings up a display similar to this.

```
Currently using Verifone PIN pad port
(The scanner is on scanner port)
Select new PIN pad type:

0. Cancel
1. Local (keyboard)
2. Verifone (hand-held)
3. Ingenico (hand-held)
4. No PIN pad

Type number of choice and press ENTER:
```

Follow the directions to change the PIN pad type.

Note: Some current versions of Site Controller software allow the Local PIN pad type as long as the PIN pad is not encrypted.

# 4. Customer Display Type

At the hardware configuration submenu, pressing **4** or **P** and **ENTER** brings up this display:

```
Select new customer display type:

0. Cancel
1. Ultimate customer diaplay (beige)
2. IEE customer display (black)

Type number of choice and press ENTER:
```

Follow the directions to change the customer display type.

# 5. Profit Point Type

This is a modular Profit Point POS console.

At the hardware configuration submenu, pressing 5 or **B** and **ENTER** brings up this display.

```
Select new Profit Point type:

0. Cancel
1. Modular
2. Integral
```

Type number of choice and press **ENTER**.

#### 6. Bar Code Scanner

This information is for the Profit Point PLUS bar code scanner. (For configuring the PC scanner port, see "7. Configure Scanner Port for PC Use" on page 45.)

At the hardware configuration menu, pressing 6 or **B** and **ENTER** brings up this display.

```
The scanner is enabled on scanner port
Select new scanner configuration:

0. Cancel
1. Scanner enabled on scanner port
2. No scanner (disabled)

Type number of choice and press ENTER:
```

Follow the directions to enable or disable the scanner port.

# 7. Key Switch Type

The modular Profit Point has a 3-position or 5-position keyswitch; some sites use 3 positions—on, off and manager; some sites use 5 positions—off, supervisor, manager, general clerk, and clerk 2. This entry lets you designate the appropriate switch.

At the hardware configuration menu, pressing 7 or **K** and **ENTER** brings up this display.

```
Current manager key switch type is 5 position
Select new manager key switch type:

0. Cancel
2. 2-position switch (or none)
3. 3-position switch (or none
5. 5-position switch (or none
Type new manager key switch type and press ENTER:
```

Follow the directions to change the key switch type.

# 8. Drawer Type

At the hardware configuration menu, pressing **8** or **D** and **ENTER** brings up this display.

```
Current setting: Switch open = drawer closed
Please choose:

0. Cancel
1. Switch open (or disconnected) = drawer open
2. Switch open (or disconnected) = drawer closed
3. Drawer on printer (requires Epson serial printer)
4. No cash drawer
Type number of choice and press ENTER:
```

Follow the directions to change the cash drawer setting.

#### 9. Host IP Address

At the hardware configuration submenu, pressing 9 or B and ENTER brings up this display.

```
Currently not using host IP Address
Only set this if connecting to CFN 4
Enter host IP address and press ENTER:
```

Follow the directions concerning the host IP address.

# 3. Keyboard Configuration Submenu

At the configuration menu, pressing  $\bf 3$  or  $\bf K$  and  $\bf ENTER$  displays the keyboard configuration submenu.

```
0. Return to configuration menu
1. Configure keys
2. Move keys
3. List keyboard
4. Define new user keys
5. Keyboard port
6. Type of keyboard
7. Initialize serial keyboard
```

### 0. Return to Configuration Menu

At the keyboard configuration submenu, pressing  ${\bf 0}$  or  ${\bf R}$  and  ${\bf ENTER}$  returns you to the configuration menu.

# 1. Configure Keys

You can configure the Profit Point keys from a PC keyboard, using the computer's arrow keys to move around the displayed schematic and to select a key. This process, however, is slow on a PC, so we recommend that you run this part of the configuration program on the Profit Point itself.

If you do use a PC to configure the keyboard, your changes will be saved in the KEY\_LAY.POS file. After making your changes, you need to copy this file from the PC to the POS directory on your Profit Point.

There is a batch program available on the release disk that allows you to configure the POS keyboard layout from a PC without having to install the program on the PC. Enter the command:

a:key

with Installation disk in the A: drive. There are choices for configuring all the possible keyboard types. The file "key\_lay.pos" on the A: drive contains the changes and can be copied into the POS directory of the Profit Point. More information can be found in Appendix A on "Appendix A: Reconfiguring the Keyboard" on page 1.

# **How to Configure Keys**

At the keyboard configuration menu, pressing 1 or C and ENTER displays a schematic of the Profit Point's keyboard showing each key. The prompt directs you to:

```
Press a key to select, then press ENTER to change it
Press any key twice quickly to exit
Press CONTROL-SHIFT to access keys via arrows
```

When you press a key on the Profit Point keyboard, that key becomes highlighted in the schematic. When you press **ENTER**, the prompt changes to:

```
Select from menu q then press ENTER. Press CLEAR MENU to cancel.

Press ENTER without making a selection to go back to previous display.

1 Payment 2 Product 3 Selection 4 Function
5 Editing 6 Keypad 7 Delete key
```

If you have previously used "4. Define New User Keys" on page 71 on the keyboard configuration submenu, the selection above will also contain 8 *User key*.

If you select a key, such as **ENTER** or **CLEAR MENU**, that cannot be changed, a message will appear stating the key cannot be changed.

Select the type of key you want to add. When you select a key type, a menu appears showing the possible choices.

**Note**: In the listings of keys below, the number of question marks indicates how many numerals should be entered. For example, Pump ?? indicates that a two-digit pump number is needed. Leading zeros, however, can be omitted.

The available *payment* keys are as follows.

1. Credit
2. Cash
3. Debit
4. Club
5. Food Stamps
6. Prepay
7. Check
8. Tender
9. Tender ???
10. Tender ????

The three question marks in Tender ??? and the first three question marks in Tender ???:?? stand for a 3-digit code. The first digit is the tender type, and the next two digits are the tender subtype, which combine to form the codes in Table 1 on page 66.

**Table 1: Code-Tender List** 

Code	Tender	Code	Tender
000	Gasboy club card	332	Tesoro <sup>sm</sup>
001	Country Energy <sup>sм</sup> regional club card	333	Sinclair® Fleet
002	Country Energy local club card	334	Gascard
005	Attendant/Access card	335	Amerada Hess <sup>sM</sup>
100	Debit checking	336	Voyager
200	Debit savings	337	JCB <sup>SM</sup>
300	Bank credit card	338	Gulf®
301	Hand Authorized credit card	339	Fuelman <sup>sm</sup>
302	Wright Express <sup>sм</sup> card	340	IAES
303	American Express® card	341	Country Mark
304	VISA® card	342	Southern States
305	MasterCard®	343	Amoco® Multi card
306	Discover <sup>sм</sup> card	344	Amoco Torch
307	FINA® card	345	Amoco Transi card
308	AMOCO® card	346	MasterCard Fleet
309	CITGO® Plus card	347	VISA Fleet
310	Diamond Shamrock <sup>sм</sup> card	348	Amoco Co Brand
311	Texaco® card	349	API
312	Sinclair card	350	Citgo Fleet
313	Carte Blanche <sup>sм</sup> card	351	Gasboy Fleet One
314	Diners Club <sup>sм</sup> card	352	Gasboy Debit
315	customer charge	353	Gasboy Program 1
316	employee charge	354	Gasboy Program 2
317	Phillips 66 <sup>SM</sup> card	355	Gasboy Program 3
318	Comdata™ card	356	SPS Fleet
319	CCIS card	357	T-Chek
320	Coastal® card	358	Shell® Go
321	Buypass <sup>sм</sup> Fleet card	359	United Farmers Association (UFA)
322	Generic fleet card	360	Ultramar <sup>sм</sup> Diamond Shamrock Fleet
323	PHH Fleet Amer card	361	Quarles <sup>SM</sup>
324	CITGO Red card	365	Citgo PrePaid
325	CITGO Silver card	366	Citgo Black (Plus)
326	Quick Fuel <sup>sM</sup>	400	cash
327	Transcash	401	food stamps
328	NTS Fuel	402	checks
329	TIC	403	full-serve
330	EFS	500	unpaid
331	Trendar	501	Instant-on denial

Note: The Code (tss) consists of the tender type (t) and tender subtype (ss). Appendix B: CUST.EXE contains information on their use in the CUST.DTA file.

The last two question marks in Tender ???:?? are the price level. The price level is a 1- or 2-digit code that determines what price will be charged per gallon. The defined codes are 0=default; 1=cash price; 2=credit price; 3=other, usually debit price; you can use any other 1- or 2-digit code for whatever other price levels you might want. All price levels are entered with the LOAD PRICE command.

The available *product* keys are as follows.

```
1. Item w/price
2. Dept w/o price
3. Size ?
4. Group ???
5. List Dept ??
6. List Dept
7. PLU
8. Sizes
9. Price
10. Quant
11. Group
```

The *selection* keys are as follows.

```
1. Pump ??
2. Pumps
3. Off Hook
4. Active
5. Payable
6. Log
7. Prev
8. Merchandise
9. New Mdse
10. Working Sale
```

The *function* keys are as follows.

```
1. Spec Func ??
2. Spec Func ??:?
3. Spec Func
4. Start
5. Stop
6. All Stop
7. Void
8. Preset
9. Print
10. No Sale
11. Add Item
12. Add Fuel
13. Tax Exempt
```

Note: For Spec Func ??:?, the ??:? indicates the two-digit number of a selection from the special-functions menu, followed by the selection of a one-digit item from the menu. For Tax Exempt, enabling product type 10 in the site makes a department tax exemptable.

The *editing* keys are as follows.

```
1. Clear Menu
2. Backspace
3. Clear
4. Prev Item
5. Next Item
6. --->
7. <---
8. Up Arrow
9. Down Arrow
10. Edit
```

The *keypad* keys are as follows: Numeric 0-9, 00, X/., and Enter.

```
1. 0
2. 1
3. 2
4. 3
5. 4
6. 5
7. 6
8. 7
9. 8
10. 9
11. 00
12. X
13. .
14. Enter
```

The *delete* key is its only selection. Deletes selected key. It does not define a *delete* key.

For *user* keys, see "4. Define New User Keys" on page 71.

When you have finished making changes on the keyboard, quickly press any key, except **ENTER** twice to exit. This prompt appears:

```
Save these changes?
Press ENTER to save changes
Press CLEAR_MENU to discard changes (ESC for PC)
```

Hitting any other key will send you back to the previous screen. Follow the instructions to save or cancel your changes.

#### All Start

A key called ALL START has been added to the "Function" sections of the keyboard configuration. When this key is pressed, all the sales in the OFFHOOK menu are started if there are no errors. If one of the "starts" fails, it will stop at the first pump with an error and displays the error message. In this case some of the pumps may not be started and may need to be started individually. To set up an All Start key:

- 1 Select option 4 Define new user keys.
- 2 Then #4 Function.
- 3 Select #15 All Start.

#### **Invoice Printing**

To set up a Print Invoice key:

- 1 Select option 4 Define new user keys.
- 2 Then #4 Function.
- **3** Select #14 Print Form. (key action code 0x93)

This key will request a receipt on the form printer. Note that you must also set up the Invoice printer option. See "5. Printer Configuration Submenu" on page 81 for more information. See MDE-4315 CFN III Manager's Manual for Windows NT Version 3.4 for information about setting up the site controller to print invoices.

#### Wide Keys

Wide keys can be moved. In item 1, Configure keys, of the keyboard configuration menu, configure two adjacent keys as the same thing. This creates a wide, or double, key.

To get rid of a wide key, change it or delete it. The change only applies to half the key and will cause two keys to appear, each of which now has a different action.

#### 2. Move Keys

At the keyboard configuration submenu, pressing **2** or **M** and **ENTER** displays a schematic of the Profit Point keyboard showing each key. This allows you to swap the configuration of any two keys of either size (single or double-wide). This prompt is displayed:

Press 2 keys to select, then press ENTER to swap. Press any key twice quickly to exit. Press CONTROL SHIFT to access keys via arrows.

When you press a key on the Profit Point keyboard, the number or name of that key in the schematic is highlighted. When you press the second key, it, too, is highlighted. Press **ENTER** to swap the functions of the two highlighted keys.

If you select a key, such as **ENTER** or **CLEAR MENU**, that cannot be moved, you will see the message: *You must select 2 keys before you can swap*.

When you finish swapping pairs of keys, quickly press any key except **ENTER** twice to exit. This prompt appears:

Save these changes?
Press ENTER to save changes
Press CLEAR\_MENU to discard changes (ESC for PC)

Follow the instructions to save or cancel your changes.

#### 3. List Keyboard

At the keyboard configuration menu, pressing **3** or **L** and **ENTER** brings up a schematic of the Profit Point keyboard showing the number or name of each key. This prompt is displayed:

Press a key to see what it is Press any key twice quickly to exit Press CONTROL SHIFT to access keys via arrows.

When you press a key, its name is displayed along with its actions and its command-mode value (which is usually its alphabetic character). For example, the command-mode value of the left key above **OFF HOOK** is Shift.

You cannot make any changes in *List keyboard*. It is for information purposes only.

#### 4. Define New User Keys

At the keyboard configuration submenu, pressing 4 or **D** and **ENTER** displays this warning:

```
WARNING: This program to be used under the supervision of Gasboy Technical Service ONLY!

Press ENTER to start program
Press any other key to quit
```

**Important!** Do **not** use this program without the help of a Gasboy technician, who will give you instructions.

#### 5. Keyboard Port

At the keyboard configuration submenu, pressing 5 or **K** and **ENTER** displays this screen:

```
Current setting: COM4
Please choose:

0. Cancel
1. Keyboard port
2. COM 1
3. COM 3
4. COM 4
5. COM 5
6. COM 6

Type number of choice and press ENTER:
```

Follow the directions concerning the Keyboard port entry.

# 6. Type of Keyboard

At the keyboard configuration submenu, pressing 6 or T and ENTER displays this screen:

```
Current setting: 8X16 Preh without LCD
Please choose:

0. Cancel
1. 5X13 with LDC
2. 8X14 without LCD
3. 8X16 Preh with LCD
4. 8X16 Preh without LCD
5. other type (or on keyboard port)

Type number of choice and press ENTER:
```

Follow the directions concerning the Type of keyboard entry.

#### 7. Initialize Serial Keyboard

At the keyboard configuration submenu, pressing 7 or I and ENTER initializes a serial keyboard.

#### 4. config.pos File Submenu

The CONFIG.POS file lets you specify:

- Which special network cards (special function 68) your site accepts.
- What user-defined menus you might want.
- What sale discounts you offer (special function 69).
- The permission level required to use each of the Profit Point special functions.
- Idle messages for display.
- Currency configuration.

Previously this information was configured by editing the text file. Now this is done using the following menu driven screens. A sample CONFIG.POS text file can be reviewed at "Sample CONFIG.POS File" on page 73.

At the configuration menu, pressing **4** and **ENTER** displays the CONFIG.POS menu illustrated next:

# Set up config.pos file Type number of choice and press ENTER 0. Return to Configuration Menu 1. Network cards configuration 2. Discount configuration 3. Permission levels 4. User menu configuration 5. Idle message and time 6. Currency configuration

You can also use the arrow keys to scroll down the list. When the required selection is highlighted with a box, press the **ENTER** key to go to that configuration.

For the PC, use the **ESC** key to exit a menu. This will move you back one menu in the series.

You can still use the *Edit a text file* function on the Utility menu to make changes to the file. When adding items, make sure you follow the format of similar, already-existing items.

You can copy the CONFIG.POS file to the Site Controller. For SC III, place the file in the root of R: For SCII, place in the root of C:. Then, when you run the POS command, CONFIG.POS will automatically be downloaded to all Profit Points connected to that Site Controller. This lets you duplicate changes on all Profit Points without having to copy the file to each one manually.

#### Sample CONFIG.POS File

Here is an example of the CONFIG.POS file. Yours will probably be similar, except for the list of special network cards.

Remember that an asterisk as the first character on a line means that this line is a comment only, not the instructions to the Profit Point.

\* This is a Profit Point configuration file that can be modified with

```
* any text editor. Leading spaces on any line are ignored. A "*
* character in the first column indicates a comment and can be used
* to disable any configuration found in the file. The Profit Point
* looks for the key phrase at the beginning of each line and applies
* the configuration options as they are found.
* This is a list of the special network cards you take at your site.
* Do not alter any of the Network lines except to put a '*' characte
                                                             character
* in the first column of network cards you do not use.
* The text between "Network " and "=" is the name of the card which is
* shown on the Profit Point screen when the network card is used via
* special function 68.
Network Petrofina card=97
Network Diamond Shamrock card=98
Network Wright Express card=99
Network Citgo card=96
Network Texaco card=95
* Network Phillips card=95
Network Cenex card=94
Network Coastal card=93
Network Tesoro card=92
Network PHH card=91
* This is a list of discounts available on the Profit Point via special
* function 69. The first word should be "Discount", the second word
\star is a 2 digit discount number, and the text between that and the "="
* character is the name of the discount which is displayed on the
* Profit Point screen while the discount is in effect.
* The text after "=" is the discount rate with a "%" character
* indicating percent. The Profit Point applies the discount to
* each item as it is entered. It does not apply the discount to
* items already shown on the ticket when the discount is selected.
* Add your own discounts and rates in the same format. Your line
* should look like this (without the `*' character in the first column).
* Discount 01 Employee 10% discount=10%
* There is another type of discount available. This is an entire sale
\star discount and applies to all items on the sale regardless of when the
* items are added (unless the item is marked as cannot discount in the
PLU file). To use this append the text "Dept xx" (where xx is the
* department number on the site that should be used for the discount).
\mbox{\ensuremath{^{\circ}}} The discount is added to the ticket as a separate item. Make sure
* the department exists on both the site and in the Profit Point PLU
file. Also make sure the department is enabled as a "refund". An
* example may be Discount 01 Employee 10% discount=10% Dept 10.
Discount 01 Employee 10% discount=10%
\star This is a list of permission levels required to perform special
* functions on the Profit Point. Each line starts with "Spec func".
* The next word is the special function number followed by the "="
* character. The permission level required follows. A second
* permission level may be added that specifies the level required
* to access the special function by a key macro, that is, a key that
* has the specific special function assigned to it. If only one
* level is specified it is used in both cases. An example would be
* Spec func 36 = 8 1
* It is also possible to specify permission levels for sub-functions of
* special function menus. The format is the same as the normal case
* except the special function is identified by 2 numbers separated by a `:'
* An example may be "Spec func 58:1 = 8 4" which specifies the permissions
* for special function 58 sub-function 1. The permissions assigned to the
* special function menu (i.e. spec func 58 in this example) also apply.
* In other words you cannot get to spec func 58:1 unless you can first
* get into spec func 58.
```

```
Spec func 0 = 1
Spec func 1 = 1
Spec func 2 = 4
Spec func 3 = 4
Spec func 4 = 4
Spec func 5 = 4
Spec func 6 = 4
Spec func 7 = 8
Spec func 9 = 1
Spec func 11 = 1
Spec func 12 = 1
Spec func 13 = 4
_{\rm Spec} func 30 = 4
Spec func 31 = 4
Spec func 32 = 4
Spec func 33 = 4
Spec func 34 = 4
Spec func 35 = 4
Spec func 36 = 4
Spec func 37 = 4
Spec func 50 = 8
Spec func 51 = 8
Spec func 52 = 8
Spec func 53 = 8
Spec func 54 = 4
Spec func 55 = 4
Spec func 56 = 4
Spec func 57 = 4
Spec func 58 = 4
Spec func 59 = 8
Spec func 60 = 8
Spec func 61 = 8
Spec func 62 = 8
Spec func 63 = 8
Spec func 64 = 8
Spec func 65 = 8
Spec func 66 = 1
Spec func 67 = 1
Spec func 68 = 1
Spec func 69 = 1
Spec func 70 = 1
Spec func 71 = 1
Spec func 72 = 1
\mbox{\ensuremath{\star}} The following line sets the required permission for an item void or
\mbox{\scriptsize \star} total sale void. Put in whatever permission level you want. If a
* second level is specified it is the permission level required to
\star do a void when it is part of a key macro (that is, other functions also
* assigned to the key). Permissions can also be set for nosale.
Perm void = 1
Perm nosale = 1
* Up to 5 user menus can be defined that contain up to 9 items.
\boldsymbol{\star} These menus can be assigned to special functions 56-58 and 70-71. The
* syntax is "Menu " followed by the name of the menu. Following that is
* an equal sign (=) and the special function number to use for the menu.
* Subsequent lines starting with "Item " are taken to be the items in the menu.
* The name of the item is given followed by an equal (=) sign. Following
* that is the site command to execute. If the item is a special function,
* put "Spec func " followed by the special function number after "Item ".
* You many put a user defined key in the menu also. After the word "Item"
 put "userkey" followed by a description of the action and an equal sign.
 After the equal sign (=) put the name of the key as defined in the
* keyboard configuration menu under "Define new user keys". For example
* Item Userkey open drawer and count cash=open cash
* The menu description is "open drawer and count cash" and the user key
* it executes is "open cash".
* You may add messages that will be displayed on the idle Profit Point screen
\mbox{\scriptsize \star} by entering the information in this file. The format is a series of lines:
* Idle <text>=<display time in seconds>"
* For each line (in the order found), the Profit Point displays <text> on the
* customer display for the specified number of seconds. When all such lines
* are processed, it starts over again. The sequence starts (with the first
 message found) when the selected sale is DONE or PAID and there have
\star been no keystrokes for 15 seconds. If a key is pressed the display returns
```

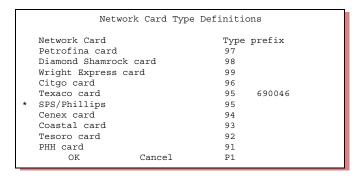
```
* to the normal display (showing sale data).
* These are the old style shift and clerk menus. If you want to continue to * use these, delete the '*' in front of the lines and comment out the new
* style clerk menu using `*'s.
* Menu Shift change menu = 58
* Item Begin 1st shift of the day = nextday
* Item Begin next shift = nextshft
* Item Record finished shift cash count and safe drop = count
* Item Print report for finished shift = report
* Menu Clerk change menu = 70
* Item New clerk and drawer during shift = newclerk
* Item Record old drawer count and print clerk report = clerkrpt
* Item Safe drop to current shift = safedrop
* Item Spec func 72
* These are the new style clerk and manager menus. They are accessed
* as special functions 70 and 58.
Menu Clerk menu = 70
 Item End the day and print report = nextday
 Item End the shift and print report = nextshft
 Item Record safe drop = safedrop
 Item Add change to drawer = addrawer
 Item Load starting drawer balance = lddrawer
 Item Spec func 72
 Item Record cash in drawer and final safe drop = count
 Item Reprint last report = reprint last
 Item Reprint last end-of-day report = reprint day
Menu Manager menu = 58
 Item Regenerate last end-of-day report = report yday
 Item Regenerate shift report for current day = report shft
 Item Regenerate a previous end-of-day report = report pday
 Item Regenerate shift report for a previous day = report pshft
Item Reprint any end-of-day report = reprint pday
Item Reprint shift report = reprint shft
```

### 0. Return to Configuration Menu

At the keyboard configuration menu, pressing  ${\bf 0}$  or  ${\bf R}$  and  ${\bf ENTER}$  returns you to the configuration menu.

#### 1. Network Cards Configuration

This is a list of the special network cards you take at your site. Any cards with an "\*" before their name are not used.



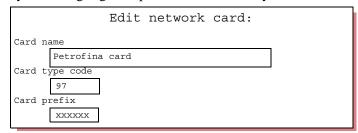
Shortcut keys:		
Comment	Alt-c	
Delete	Alt-d	
Edit	Return	
Insert	Alt-i	
Put	Alt-p	
DOWN	Dn arrow	
UP	Up arrow	
PgUp	Page Up	
PgDown	page Dwn	
OK/Save	0	
Cancel	ESC/clr	

Note: Refer to Appendix D: Trademark Information for trademark types for the network cards.

On the right side of the screen is a key stroke information box that list the key combinations that are used to edit/change the information in the screen. If there are cards listed that you do not use, comment them out by placing an asterisk at the beginning of the line as illustrated in the above picture. This prevents your site from taking the card. You do not need to remove them from the list.

To comment out a card press the **ALT** key and, while holding down this key, press the **C** key. This will place an "\*" at the beginning of the line.

To edit the network card, scroll down to the card you want to edit by using the arrow down key. Once highlighted, press the **ENTER** key and the following screen appears.



Use the delete key to remove text from the field and type in the information that you need to change. When you have completed your changes, use the  $\bot$  key to move to the word OK and press **ENTER**. If you do not want to save any of your changes, use the  $\bot$  key to the word Cancel and press **ENTER** or press the **ESC** key.

You may add network cards in this screen. Enter the name of the card, the card type code and prefix information as needed by your network (refer to your appropriate network manual, supplied with your site or software upgrade). If the code is greater than or equal to 90 then it is a price level as before, but if less than 90 it is a tender subtype. Tender subtypes can be found in the table on page 65.

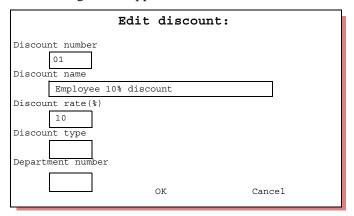
#### 2. Discount Configuration

Scroll down to menu item number 2, Discount Configuration, and press **ENTER** to display the following screen.





To edit the discount item, highlight the discount line and press the **ENTER** key. The following screen appears.



Use the delete key to remove the text in the fields. Enter new text. Use the arrow down key to move between text fields. When you have completed your changes, use the \(\begin{align\*} \text{L} \text{ key to move to the word OK and press **ENTER**. Or arrow down to the word Cancel and press **ENTER** to leave this screen without making changes.

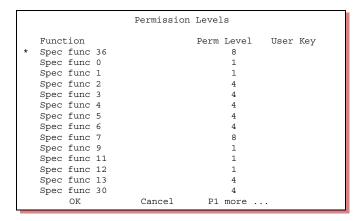
Discount types can be applied for merchandise and fuel, and just fuel. The fuel discount applies only if the sale is paid with CASH. This is in addition to the existing discount for just merchandise. Additional text on the discount menu indicates if the discount is for merchandise only, CASH fuel only or both.

To assign discounts, assign type "f" for just cash fuel, "fm" for cash fuel and merchandise, and "m" for just merchandise in the Discount type field.

Note: To have the discount properly applied to the sale, the Discount Department must be set up as a refund product on the Site Controller (see Enable Product in Site Controller).

#### 3. Permission Levels

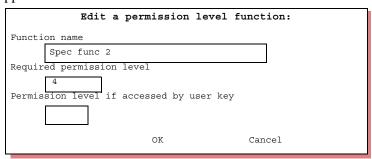
This is a list of the permission levels required to perform special functions on the Profit Point.





Note that each line must start with SPEC FUNC if you make any changes. To deactivate a special function, comment out the SPEC FUNC. Highlight the line and place an "\*" at the beginning of the line by using the **ALT-C** keys. You do not need to remove the line from the list.

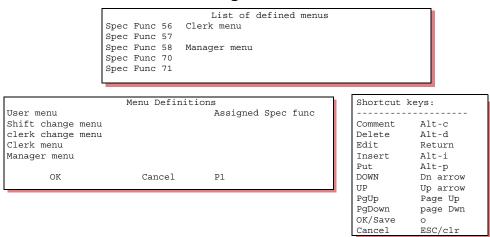
Edit any SPEC FUNC selecting and pressing enter. The following screen appears.



Use the delete key to remove the text in the fields. Enter new text. Use the \( \subseteq \) key to move between text fields. When you have completed your changes, use the \( \subseteq \) key to move to the word OK and press **ENTER**. Or, arrow down to the word Cancel and press **ENTER** to leave this screen without making changes.

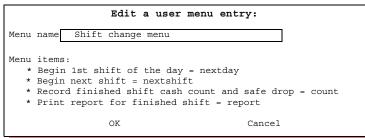
To configure a NO SALE display with a payable sales requires a minimum permission level. Scroll through the list of Special Functions to reach the No Sale option. Setting the permission to 0 equals no restrictions.

#### 4. User Menu Configuration



Up to 5 user menus can be defined that contain up to 9 items. These menus can be assigned to special functions 56-58 and 70-71.

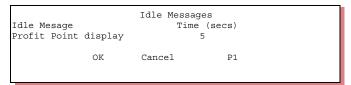
Instructions for editing the information is listed on the right side of the screen. To edit the defined menu, highlight the menu to be edited and press the **ENTER** key.



Use the instructions at the bottom of the screen to edit the information. Use the down arrow key to scroll through the list.

#### 5. Idle Message and Time

Messages to be displayed on the Profit Point Customer display can be entered using this menu screen.

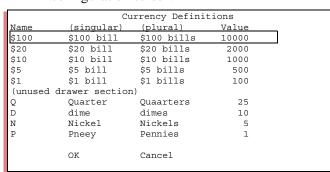




What is currently being displayed will be in the text box. To change the message, press the **ENTER** key and return. Enter the text and the time in seconds that you want it displayed. Arrow down to the word OK and then press the **ENTER** key.

#### 6. Currency Configuration

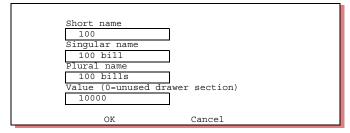
Selecting currency configuration allows setting of various denominations of currency for the particular country. Names are loaded in the native language. Selecting option 6 brings up the configuration screen.





Enter the currency types in the cash drawer, each corresponding to one section in the drawer. Starting at the top left section with the largest value. Each value is a multiple of the lowest value, which should be 1. For an unused section, enter a value of 0.

Use the arrow keys to select a definition. Press enter to display the editing screen.



Use the arrow keys to move between fields.

#### 5. Printer Configuration Submenu

The printer configuration submenu gives you the option of selecting a forms (or invoice) printer, printer type, and margins for receipt.

```
Type number of choice and press ENTER

0. Cancel

1. Forms (invoice) printer = None

2. Printer type (receipt) = None

3. Margins for receipt (LTB) = 4 2 10
```

#### 1. Forms (invoice) Printer

Selecting 1. Forms (invoice printer) brings up the submenu with the following selections.

```
No forms printer
Select new forms printer configuration:

0. Cancel
1. Forms printer on LPT1
2. Forms printer on LPT2
3. No forms printer
Type number of choice and press ENTER
```

Follow the directions to select which printer option you will be using for your invoices.

You must also set up a dedicated key to use to print - the default is the "N" key. Please refer to "3. Keyboard Configuration Submenu" on page 63.

# 2. Printer Type (receipt)

Selecting 2. *Printer Type (receipt)* brings up the submenu with the following selections.

```
Currently using no printer
Select new printer type:

0. Cancel
1. Star parallel printer
2. Star serial printer
3. Star serial on keyboard
4. Star parallel graphic printer
5. Star serial graphic printer
6. Star serial graphic on keyboard
7. Epson parallel
8. Epson serial
9. No printer

Type number of choice and press ENTER:
```

Note: Star® is a registered trademark of Star Micronics America, Inc.

Select the number that corresponds to the printer type connected to the Profit Point PLUS console and press **ENTER**.

#### 3. Margins for Receipt (LTB)

This function sets the left (L), top (T), and bottom (B) margins on the receipt printer, if one is attached. Selecting 3. Margins for receipt (LTB), or pressing **B** and **ENTER** brings up the submenu with the following selections.

```
Left margin is 4
Right margin is 5
Bottom margin is 10
Enter left margin, or just press ENTER to skip:
```

Follow the instructions on the screen to change the printer margins.

#### 6. Edit Language File

The Profit Point can operate in English and one other language. The mode can be toggled at any time by pulling down the Settings menu and selecting "Language translation on/off." It is possible for some clerks to operate in English and others in the alternate language. Currently the Language File has been set up for a Spanish translation. However, you can edit the Language File and insert any translated word after the equal sign.

Note: If the Language Translation file (language.dta) is missing under the Site Controller's POS folder, a copy can be obtained from Gasboy Technical Support.

Selecting 6. *Edit Language file* from the Configuration Menu brings up the following file to edit:

```
The following lines set characteristics of the language
              Does this language read right to left? = N
              Is the money symbol to the right of the number? = N
Is the negative symbol to the right of the number? =
Answer
questions
              money symbo_1 = $
             * List normal word or phrase translations below.
             * Add new words or phrases or modify existing lines as needed.
             jan=
feb=
             mar=
             apr=
             mav=
             jun=
             ju]=
             ăuq=
             sep=
             oct=
             dec=
```

The *language.dta* file contains the various English phrases used by the Profit Point with their translations. Accent marks can be entered using ALT-BACKSPACE or INSERT. As you scroll down the file using the arrow keys, each line is highlighted individually.

When the one of the 4 question lines is highlighted, press enter and this type of screen appears to edit the line.

```
Answer the question below.

Y = Yes, N (or anything else) = No

Is the money symbol to the right of the number N
```

When the phrase translation line you wish to edit is highlighted, press enter and this screen appears showing the English word at the top. The cursor is at the beginning of the line to enter the translation.

```
jan
Should be translated to ...

Ene
Use ALT-BACKSPACE or INSERT for accent marks.
```

The following is an example file illustrating sample word and phrase translation.

```
The following lines set characteristics of the language
             Does this language read right to left? = N
             Is the money symbol to the right of the number? = N
Answer
             Is the negative symbol to the right of the number? = N
auestions
             money symbol = $
            * List normal word or phrase translations below.
* Add new words or phrases or modify existing lines as needed.
            $ preset=prefijar $
            jan=Ene
            feb=
            mar=
            apr=Abr
            may=
            jun=
            ju]=
            aug=Ago
            sep=
            oct=
            nov=
            dec=Dic
            am=
            pm=
            sun=Dom
            mon=]un
            tue=mar
            wed=m;e
            thu=jue
            fr<sub>i</sub>=v<sub>i</sub>e
sat=sab
            # so1d=
            $ amount=
            $ amount received=cantidad recibida
            $ amt=$CANT
            a department key=una tecja departamento
            a dept key =tecja dpto.
            a description=una descripción
            a different saje=una venta diferente
```

#### 5. Self-test

The self-test menu lets you test several of the Profit Point operations to make sure they are performing correctly.

At the Profit Point main menu, pressing 5 or S and ENTER displays the self-test menu.

```
0. Return to main menu
1. Keyboard test
2. Read a card
3. Disk drive(s) *
4. Show CMOS configuration *
5. Customer display test
6. Open and close cash drawer
7. Test manager key switch
8. Memory test submenu *
```

\* Selections 3, 4, and 8 are for the DOS modular Profit Point only. These are not available on the Integral version.

#### 0. Return to Main Menu

At the self-test menu, pressing 0 or R and ENTER returns you to the Profit Point main menu.

#### 1. Keyboard Test

At the self-test menu, pressing 1 or K and ENTER displays a schematic of the Profit Point with the prompt

Press a key to see what it is Press ENTER to exit.

When you press a key on the Profit Point keyboard, that key is highlighted in the schematic, and a message appears giving the name of the key, what action is performed when that key is pressed, and its command-mode value. If you want to test the **ENTER** key, do so last because you will be returned to the self-test menu.

#### 2. Read a Card

At the self-test menu, pressing 2 and ENTER displays this prompt: Slide card through reader. or press ENTER to exit.

After you slide the card, the card fields appear, similar to this example:

Card = 376125401329080-8904 *Note: A dash is a field separator.* 

To return to the self-test menu, press **ENTER**.

#### 3. Disk Drive(s) - DOS Modular Profit Point Only

At the self-test menu, pressing **3** or **D** and **ENTER** displays this prompt: Enter drive to test (0-skip, 1-floppy A, 3-hard)

Pressing **0** and **ENTER** returns you to the self-test menu.

To test the floppy drive, put a diskette in the drive and press 1. For a 720 Kbyte diskette, you might see a report *similar* to the following on the screen as the diskette is read:

Absolute sector read test. Press any key to stop.

Drive A: Sectors/track 9, Tracks/Side 80, Heads 2 Head 1, track 79, sectors 1-10: OK 80 tracks checked. 0 errors detected. Press any key to continue.

During the test, pressing a key will halt the test. Pressing another key will return you to the self-test menu.

#### 4. Show CMOS Configuration - DOS Modular Profit Point Only

At the self-test menu, pressing 4 or S and ENTER displays this report.

```
- - - CMOS DATA - - -
CMOS Diagnostics Status:
Time : OK
Hard Dr : OK
Memory : OK
CnfInfo : OK
Chksum : OK
PwrOK : OK
```

This is an information-only display. You cannot change any of the settings shown on the screen.

When you press a key to continue, the display changes to one similar to this.

When you press any key to continue, you are returned to the self-test menu.

#### 5. Customer Display Test

At the self-test menu, pressing 5 or C and ENTER displays this prompt: Testing customer display. Press any key to stop.

Various numbers, letters, and patterns are sequentially displayed on the customer display. When the cycle finishes, you are automatically returned to the self-test menu.

#### 6. Open and Close Cash Drawer

At the self-test menu, pressing 6 or O and ENTER opens the cash drawer and displays this message:

Testing cash drawer. Press any key to stop. Drawer 1 is now OPEN.

When you close the drawer, the message changes to Drawer 1 is now CLOSED, then the drawer is automatically opened again and the message changes back.

At any point, you can press any key to halt the test and return to the self-test menu.

#### 7. Test Manager Key Switch

At the self-test menu, pressing 7 or T and ENTER displays a message similar to this:

Testing key switch. Turn key to test.

Press any key on the keyboard to stop.

Key in position 3

Press **ENTER** to return to the self-test menu.

#### 8. Memory Test Submenu - DOS Modular Profit Point Only

At the self-test menu, pressing 8 and ENTER displays the memory test menu.

```
0. Return to self-test menu
1. Video RAM test
2. Test free portions of base RAM
3. Quick test of entire base RAM
4. Show map of base memory
5. DOS shell
```

#### 0. Return to Self-test Menu

At the memory test menu, pressing 0 or R and ENTER returns you to the self-test menu.

#### 1. Video RAM Test

At the memory test menu, pressing 1 or V and ENTER displays a message *similar* to this: Testing Video RAM

VGA in use.

Mode 18 is the highest resolution graphics mode Mode 3 is the text mode.

Video mode = 7. Testing from A000:0000 to A000:FFFF.

Press any key to continue.

When you press a key to continue, the Profit Point rapidly runs through fill, block shift, incrementing crosstalk, pseudo-random, and persistence tests.

At the end of the tests, press ENTER to return to the memory test menu.

#### 2. Test Free Portions of Base RAM

At the memory test menu, pressing 2 or T and ENTER displays:

Testing Free Main RAM

You may press any key to stop test before it finishes.

Press any key to continue.

When you press any key, the test begins, and its progress is displayed on the screen. This test takes several minutes. You can halt it by pressing any key.

At the end of the test, press **ENTER** to return to the memory test menu.

#### 3. Quick Test of Entire Base RAM

At the memory test menu, pressing **3** or **Q** and **ENTER** displays: Testing RAM from 023D:0000 to A000:0000

At the end of the test, press **ENTER** to return to the memory test menu.

#### 4. Show Map of Base Memory

At the memory test menu, pressing 4 or S and ENTER displays a main memory map. This display is for information only. You cannot make any changes.

Press **ENTER** to return to the memory test menu.

#### 5. DOS Shell

At the memory test menu, pressing **5** or **D** and **ENTER** displays the DOS copyright notice and the prompt, usually C:\POS. You can perform any functions you normally would at the DOS prompt.

When you want to return to the Profit Point menu program, type exit at the DOS prompt, press **ENTER**, and the memory test menu reappears.

# 6. Back Up Files to Diskettes

At the Profit Point main menu, press 6 or **B** and **ENTER** to copy files from the hard disk to a diskette. The backup menu appears.

```
0. Return to main menu
1. Everything
2. Data and configuration files
3. Program directories
4. System directories
5. Copy log files and missing UPC file
6. Delete log files and missing UPC file
```

If you want to halt one of the back-up processes after it begins and before it finishes, press any key. A prompt asks *Do you want to quit?* (y or n). Press the appropriate key to quit or continue.

#### 0. Return to Main Menu

At the backup menu, pressing **0** or **R** and **ENTER** returns you to the Profit Point main menu.

#### 1. Everything

The Profit Point can do an initial backup of every file on its hard disk, or it can back up every file that has changed since the last backup.

#### **Initial Backup**

Backing up all the files on any computer can be a lengthy process, 30 minutes or so, depending on the number of files on the hard disk.

Before backing up every file for the first time, make sure you have several formatted, blank diskettes available. The exact number needed depends on whether the disks are high-density and on the total number of bytes used on drive C.

Number the diskettes consecutively, and put each diskette's number on its label. You MUST keep track of the order and numbers of these diskettes so you can use them for subsequent partial backups and to restore files.

To backup all files on the Profit Point to floppy disks, put a blank, formatted diskette in drive A. At the backup menu, press 1 or E and ENTER. This prompt appears:

Backing up files in all directories

Insert the highest numbered backup diskette or a blank diskette.

Press any key to continue.

Insert the first blank, formatted diskette in drive A. This prompt appears: **This is not a backup disk. Start a new backup with it?** (y or n). When you press Y to start the backup operation, the display lists the files as they are copied to the diskette in drive A. Press Q or q to exit this program if you do not have a diskette.

When the first diskette is filled, you are prompted to insert the second, and so forth. On each diskette, the Profit Point includes a file, FILELIST.POS, that contains an index to all the files backed up so far and the number of the diskette each is on. The last diskette will, of course, contain the only complete index in FILELIST.POS to all files.

When the backup operation is complete, this message appears (the number of files will probably be different on your screen):

Backup complete 198 files updated Press ENTER to continue.

When you press **ENTER**, the backup menu reappears.

If you need to halt this process before all files are backed up, press any key and follow the prompt to quit or continue.

#### **Backing Up All Changed Files**

To back up all files that have changed since your initial backup or since you last backed up, insert the backup diskette with the highest number in drive A.

At the backup menu, press 1 or E and ENTER. This prompt appears:

Insert the highest numbered backup diskette or a blank diskette.

Press any key to continue.

When you press a key to continue, the Profit Point begins checking the dates of the filenames on the hard disk and the same filenames on the diskette. If the dates are the same, the file is not recopied to the diskette. Any files that have been created on the hard disk since the last backup are not listed in the index file, so they are automatically copied to the last diskette. Press Q or q to exit this program if you do not have a diskette.

When the files on the last diskette have been checked, you are prompted to insert the next-to-the-last diskette, and so forth.

When the backup is completed, the Profit Point tells you how many files were updated, and how many were already current. Press **ENTER**, and the backup menu reappears.

#### 2. Data and Configuration Files

As with your backup of all files, you can backup either all data and configuration files or only those that have changed since the last backup.

- To back up all data and configuration files on the Profit Point's hard disk, insert a blank, formatted diskette in drive A. At the backup menu, press 2 and **ENTER**. At the prompt, press any key to continue. Only data and configuration files will be copied to the diskettes.
- If you already have a backup set of diskettes (either for all files or just for data and configuration files), insert the highest numbered diskette in the set in drive A. At the backup menu, press 2 and ENTER. At the prompt, press any key to continue. Only data and configuration files that are newer than the ones already on the diskette will be copied from the hard disk to the diskette.

When the backup process is complete, press **ENTER**, and the backup menu reappears.

#### 3. Program Directories

As with your backup of all files, you can backup either all files in the program directories (\BIN and \UTIL) or only those files that have changed since the last backup.

- To back up all program files in \BIN and \UTIL on the Profit Point's hard disk, insert a blank, formatted diskette in drive A. At the backup menu, press 3 or P and ENTER. At the prompt, press any key to continue. Only program files will be copied to the diskettes.
- If you already have a backup set of diskettes (either for all files or just for files in the program directories), insert the highest numbered diskette in the set in drive A. At the backup menu, press 3 or P and ENTER. At the prompt, press any key to continue. Only program files that are newer than the ones already on the diskette will be copied from the hard disk to the diskette.

When the backup process is complete, press **ENTER**, and the backup menu reappears.

#### 4. System Directories

As with your backup of all files, you can backup either all system files in the system directories (the root directory and \DRDOS - for DOS systems only) or only those files that have changed since the last backup.

- To back up all system files in the root and \DRDOS on the Profit Point's hard disk, insert a blank, formatted diskette in drive A. At the backup menu, press 4 or S and ENTER. At the prompt, press any key to continue. Only system files will be copied to the diskettes.
- If you already have a backup set of diskettes (either for all files or just for system files), insert the highest numbered diskette in the set in drive A. At the backup menu, press 4 or S and ENTER. At the prompt, press any key to continue. Only system files that are newer than the ones already on the diskette will be copied from the hard disk to the diskette.

When the backup process is complete, press **ENTER**, and the backup menu reappears.

#### 5. Copy Log Files and Missing UPC File

At the backup menu, pressing **5** or **C** and **ENTER** brings up a prompt asking you to insert a diskette in drive A. When you do, the files POS.LOG and MISS\_PLU.ASC in the C:\POS directory and INSTALL.LOG in the C: directory are copied to the diskette.

Note: You will have a MISS\_PLU.ASC file only if you have configured the Profit Point to keep a file of missing scanned items; see "4. Configuration" on page 54.

Press **ENTER** to return to the backup menu.

#### 6. Delete Log Files and Missing UPC File

At the backup menu, pressing **6** and **ENTER** deletes the files C:\POS\\*.LOG and C:\POS\MISS\_PLU.ASC from the hard disk.

Press **ENTER** to return to the backup menu.

#### 7. Restore Files from Diskettes

Use the restore function if you accidentally delete some files from your hard disk, suffer a hard disk failure, or replace the hard disk.

Each item on the restore menu designates a separate category of files to restore. For each of the items on the restore menu, you can tell the program to do one of the following:

- Automatically restore all the designated files without prompting.
- Ignore all current files and prompt you for any other designated file. *Current files* are those whose names, dates, times, and sizes on both A: and C: are identical. The other files include those whose dates, times, and sizes do not match, and those that exist on your diskettes but not on C.

Note: If you have not backed up your hard disk recently, the files on it will almost certainly be more recent and more up-to-date than the corresponding files on your backup diskettes. If this is the case, be very careful in using the restore function as you can easily overwrite your newer files with old, out-of-date files.

#### **Restore Menu**

At the Profit Point main menu, pressing 7 or **R** and **ENTER** displays the restore menu.

```
0. Return to main menu
1. Everything
2. All missing or modified files
3. Data and configuration files
4. Changed data and configuration files
5. Program directories
6. System directories
```

If you want to halt one of the restoration processes after it begins and before it finishes, press any key and follow the prompt to quit or continue.

#### 0. Return to Main Menu

At the restore menu, pressing **0** or **R** and **ENTER** returns you to the Profit Point main menu.

#### 1. Everything

At the restore menu, pressing 1 or E and ENTER displays this message:

Restoring files in all directories from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup disk and press any key.

#### **Restore All Files**

If you press **Y**, this prompt appears:

Restoring files in all directories from backup.

Restoring files, even if they are current.

Please insert the highest numbered backup diskette and press any key.

All files are copied from the diskettes to drive C. When the files on the highest-numbered diskette have been copied to the hard disk, you are prompted to insert the next-highest-numbered diskette, and so forth.

#### **Restore Only Non-current Files**

This feature lets you restore a previous version of a hard-drive file after you have erroneously edited or deleted that file on the hard drive.

If you press **N**, this prompt appears:

Restoring files in all directories from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

For each file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next-highest-numbered diskette, and so forth.

Files that no longer exist on the hard drive can be copied from the backup diskettes.

#### 2. All Missing or Modified Files

At the restore menu, pressing 2 or A and ENTER displays:

Restoring files in all directories from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

For each file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next-highest-numbered diskette, and so forth.

#### 3. Data and Configuration Files

At the restore menu, pressing 3 or **D** and **ENTER** displays:

Restoring files in \POS directory from backup.

This will restore files whether they are current or not.

Is this OK? (y or n)

#### **Restore All Files**

If you press **Y**, this prompt appears:

Restoring files in \POS directory from backup.

Restoring files, even if they are current.

Please insert the highest numbered backup diskette and press any key

All \POS files are copied from the diskettes to drive C. When the files on the highest-numbered diskette have been copied to the hard disk, you are prompted to insert the next-highest-numbered diskette, and so forth.

#### **Restore Only Non-current Files**

If you press N, this prompt appears:

Restoring files in \POS directory from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

For each \POS data or configuration file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next-highest-numbered diskette, and so forth.

Files that no longer exist in the \POS directory on the hard disk can be copied from the diskettes.

#### 4. Changed Data and Configuration Files

At the restore menu, pressing **4** or **C** and **ENTER** displays:

Restoring files in \POS directory from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

For each \POS data or configuration file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next-highest-numbered diskette, and so forth.

Files that no longer exist in \POS on the hard drive can be copied from the backup diskettes.

#### 5. Program Directories

At the restore menu, pressing **5** or **P** and **ENTER** displays:

Restoring files in program directories from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

The program directories are \BIN and \UTIL. For each \BIN or \UTIL file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next highest-numbered diskette, and so forth.

Files that no longer exist in \BIN or \UTIL on the hard drive can be copied from the backup diskettes.

#### 6. System Directories

At the restore menu, pressing 6 or S and ENTER displays:

Restoring files in system directories from backup.

Skipping files that are current and prompting for the rest.

Please insert the highest numbered backup diskette and press any key.

The system directories are \DRDOS (DOS systems only) and the root directory. For each \DRDOS or root-directory file that is not current, the program will tell you whether it is older or newer, and ask if you want to restore it. When the files on the highest-numbered diskette have been checked and copied if necessary, you are prompted to insert the next highest-numbered diskette, and so forth.

Files that no longer exist in \DRDOS and the root directory on the hard drive can be copied from the backup diskettes.

# 3 - Special Functions

This chapter discusses the Profit Point special functions.

When you are in point-of-sale operations, you see the list of special functions available on the Profit Point by pressing the **SPEC FUNC** key, or by entering the number of the function.

You select a special function by entering the function number or using the arrow keys to highlight that function, then pressing **ENTER**.

- 0 **Exit to main menu** Leave point-of-sale operations and go to the Profit Point main menu.
- 1 Cashier sign on/off Clerk signs on/off the Profit Point.
- 2 **Record safe drop** Use during a shift to reduce cash drawer balance when you make a deposit (discussed in "Clerk Menu" on page 101).
- 3 Load drawer total Use to load a beginning balance in your cash drawer.
- 4 **Record unpaid completion (drive away)** Use to complete a sale when you have a drive away.
- 5 **Make payout sale** Use to account for reduced cash drawer balance when you pay cash out to vendors or for refunding deposits.
- 6 **Reverse selected sale** Use when a sale has been paid, and you need to change method of payment or add items.
- 7 **Make return sale** Use to refund payment when you are accepting a return.
- 9 **Pay multiple sales** Allows you to combine two or more payable sales into one sale that must be paid in CASH.
- 11 **Load authorization number for selected sale** Use to enter the authorization number that will complete a previously authorized sale.
- 12 **Apply offroad discount to selected sale** Use to ring up off-road fuel sales, which in most states have different tax rates.
- 30 **Enter site command mode** Enters Site Controller command mode.

You can create files with the sixteen CON0?.CMD files, five of which are shown under 31-35. You can then access those files by entering the appropriate number between 31-35 and pressing **SPEC FUNC**. This procedure allows you to execute five Site Controller command files from the Profit Point. Special function 36 allows you to execute *any* Site Controller command file or command from the Profit Point.

- 31 **User defined function (con01)** Executes the Site Controller's user-defined command file CON01.CMD. Under the default configuration, this file loads the first shift.
- 32 User defined function (con02) Executes the Site Controller's user-defined command file CON02.CMD. Under the default configuration, this file loads the next shift.
- 33 User defined function (con03) Executes the Site Controller's user-defined command file CON03.CMD. Under the default configuration, this file closes the shift.
- 34 User defined function (con04) Executes the Site Controller's user-defined command file CON04.CMD. Under the default configuration, this file prints the shift report.
- 35 **User defined function (con05)** Executes the Site Controller's user-defined command file CON05.CMD. Under the default configuration, this file compiles the site status.
- 36 **Execute remote command** Lets you run any Site Controller command file or command from the Profit Point.

- 37 **Download site configuration** Executes the Site Controller's POS.CMD file. (See "File Transfer" on page 97.)
- 50 Enter training mode Discussed in MDE-4355 Profit Point Clerk's Manual.
- 51 Enter stand-alone mode Discussed in MDE-4355 Profit Point Clerk's Manual.
- 52 **Show communications** Displays the communications monitor, which is a log of communications between the Site Controller and Profit Point. Press **CLEAR MENU** to return to the normal display.
- 53 Communications monitor OFF [ON] Special function 52 activates the communications monitor, which may slow down other processes on the Profit Point. This function turns the monitor off/on.
- 54 End the day and print report Discussed in "Clerk Menu" on page 101.
- 55 End the shift and print report Discussed in "Clerk Menu" on page 101.
- 56 **User defined menu** Discussed in "4. config.pos File Submenu" on page 72 and in MDE-4460 Point of Sale and Shift Change Manual.
- 57 **User defined menu** Discussed in "4. config.pos File Submenu" on page 72 and in MDE-4460 Point of Sale and Shift Change Manual.
- 58 Manager menu Discussed in "Manager Menu" on page 105.
- 59 File transfer menu Discussed in "File Transfer" on page 97.
- 60 **Execute local command** Lets you execute any OS command or executable file on the Profit Point, provided you have enough free memory.
- 61 **Execute PP01** Lets you execute a user-defined file named PP01.BAT (or .EXE or .COM) on the Profit Point.
- 62 **Execute PP02** Lets you execute a user-defined file named PP02.BAT (or .EXE or .COM) on the Profit Point.
- 63 **Execute PP03** Lets you execute a user-defined file named PP03.BAT (or .EXE or .COM) on the Profit Point.
- 64 **Execute PP04** Lets you execute a user-defined file named PP04.BAT (or .EXE or .COM) on the Profit Point.
- 65 **Execute PP05** Lets you execute a user-defined file named PP05.BAT (or .EXE or .COM) on the Profit Point.
- 66 Enter fuel amount for selected sale Lets you ring up sales if a pump is down.
- 67 **Assign patron number for cash sale** Lets you enter a patron number or patron card when ringing up a cash sale.
- 68 **Special network card types** Accepts special credit or debit cards, such as Petrofina, Diamond Shamrock, Wright Express, Citgo, or Texaco.
- 69 **Discounts** Lets you ring up a sale at a special discount, such as 10% off for employees.
- 70 Clerk menu Discussed in "Clerk Menu" on page 101.
- 71 **User defined menu** Discussed in "4. config.pos File Submenu" on page 72 and in MDE-4460 Point of Sale and Shift Change Manual.
- 72 Count cash in drawer Discussed in "Clerk Menu" on page 101.
- 73 Count cash in drawer (opens drawer first) Discussed in "Clerk Menu" on page 101.

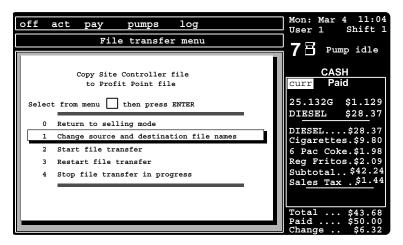
# 4 - File Transfer

Profit Points and the Site Controller can transfer files back and forth among themselves.

# File Transfer at the Profit Point

Before transferring files, make sure the Site Controller and all Profit Points involved are turned on and connected to each other on the RS-485/422 loop.

To initiate file transfer on the Profit Point, first make sure you are in POS operations. Press **SPEC FUNC**, **5**, **9**, **ENTER** to display the file transfer menu, which looks like this:

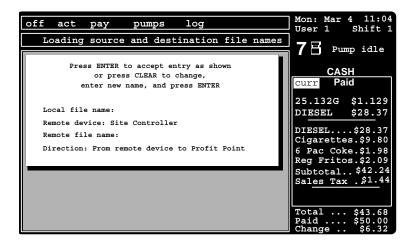


# 0. Return to Selling Mode

If you press **0** and **ENTER** while the file transfer menu is displayed, the Profit Point returns to selling mode.

# 1. Change Source and Destination File Names

Press 1 and ENTER to see the display that lets you designate the file you want to transfer and the name you want to save it under. This display also lets you change the remote device and the direction of transfer. At each of the four lines, you can press ENTER to accept the displayed entry and go on to the next. Or, press CLEAR to erase the displayed entry, type a new entry, and press ENTER to accept your change. If you press CLEAR on the *Direction* line, the display toggles between *From Profit Point to remote device* and *From remote device to Profit Point*. The display looks like this:



When you press **ENTER** while the *Direction* line is selected, the display returns to the file transfer menu.

You can use the  $\square$  and  $\square$  keys to move up and down between the four entries.

#### From Profit Point to Profit Point

You can send and receive files between Profit Points that are connected to the same RS-485/422 loop. To do so, follow the instructions above, but change the name of the remote device from Site Controller to the designation for the other Profit Points (C1 for Profit Point #1, C2 for Profit Point #2, etc.).

#### 2. Start File Transfer

Press 2 and ENTER to start the file transfer.

If the transfer is successful, on the third line of the file transfer menu (below the lines showing the names of the Site Controller and Profit Point files), you will see a percentage display showing how much of the file has been transferred. When the transfer is complete, that line will display *File transfer completed* and show the size of the transferred file.

If the transfer is not successful, the third line of the file transfer menu will display a self-explanatory message—*Write error, Timed out, File not found*, etc.—on why the transfer failed. If the error condition occurred on the Site Controller or the other Profit Point, the message will be preceded by *Remote*, for remote device. Correct the situation, and try the transfer again.

#### 3. Restart File Transfer

If a file transfer is partially completed before it fails or you stop the process, you can press 3 and **ENTER** to restart the transfer at the point where it was halted.

# 4. Stop File Transfer in Progress

If you press **4** and **ENTER** to cancel a file transfer that is in progress, the message *Stopped:* "*User cancel*" is displayed, along with the percentage of the file that was transferred before you stopped the process.

# File Transfer at the Site Controller

#### The SEND FILE Command

Before transferring files, make sure the Site Controller and all Profit Points involved are turned on and connected to each other on the RS-485/422 loop.

The command SEND FILE lets you:

- send a file from the Site Controller to one or more Profit Points
- receive a file on the Site Controller from a Profit Point
- transfer a file from one Profit Point to another Profit Point.

The command looks like this (square brackets enclose optional elements; S stands for source, and D stands for destination):

SEND FILE[;A] [mode] S-device S-filename D-device [D-device . . . ] [D-filename]

The A option causes the command to run in the background. It returns a prompt immediately, without waiting for the transfer to finish. An error message will appear if one of these situations is encountered:

- transaction in progress
- bad data input
- command failed
- succeeded (if the A option process was *started*; it might fail later during execution:

*Mode* stands for transfer mode. It is a single-digit number or the letter e (9 is the default). Only one mode is allowed at a time. Modes are:

- 1 overwrite only (send the file only if the file already exists)
- 3 resume prior send, abort if file does not exist
- 4 do not overwrite, do not make directory
- 5 overwrite ok, do not make directory
- 8 do not overwrite, ok to make directory
- 9 overwrite ok, ok to make directory

For *S-device*, substitute one of the following:

- S Site Controller
- C1 Profit Point #1
- C2 Profit Point #2; etc.

In place of **S-filename**, insert the name (including the path) of the file to be sent.

For *D-device*, substitute one of the following:

- S Site Controller
- C\* all Profit Points
- C1 Profit Point #1
- C2 Profit Point #2; etc.

In place of *D-filename*, insert a new name (and, optionally, the path) if you want the transferred file to have a name different from the source file's name.

Note: Use forward slashes (/) in path names. Case is not significant in the command or its arguments.

#### The SEND COMMAND Command

Besides transferring files, you can also send commands from the Site Controller to one or more Profit Points.

Note: You cannot send commands from a Profit Point to the Site Controller with the SEND COMMAND command. But you can execute commands on the Site Controller from the Profit Point by using special functions 30, which enters site-command mode, or 36, which lets you run any Site Controller command file or command from the Profit Point.

Use SEND COMMAND to send a command from the Site Controller. When the sent command is received by the Profit Point, it is automatically executed by that Profit Point.

The command looks like this:

SEND COMMAND device command

For *device*, substitute one of the following:

C\* all Profit Points

C1 Profit Point #1

C2 Profit Point #2; etc.

For *command*, substitute any of the commands you can enter at a OS prompt—for example, DIR or DEL *filename*.

#### **POS.CMD** File

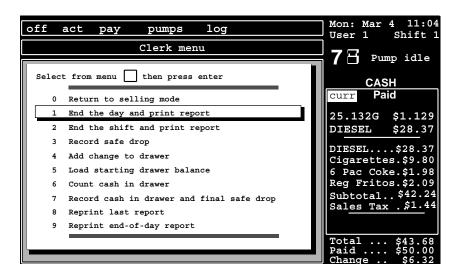
The POS.CMD file is a Site Controller command file, with two purposes:

- It copies the site configuration—pumps, products, prices, etc.—to the Profit Point for use when the Profit Point is in stand-alone mode.
- It automatically copies department information—price, name, price floor and ceiling, allowability of price override—from the Site Controller to the Profit Point. This ensures that identical information is available throughout your site.

Note: Be careful in making department changes. If you make department-information changes on the Profit Point and do not make the same changes on the Site Controller, the Site Controller outdated information will overwrite the changes on the Profit Point the next time you execute the POS command. This probably is **not** what you want.

# 5 - Clerk Menu

Press CLERK MENU (or, if your Profit Point does not have that key, press SPEC FUNC, 7, 0, ENTER) to see the clerk menu, which looks like this:



### 0. Return to Selling Mode

When you have finished with the clerk menu, press **0** and **ENTER** to return to regular Profit Point operations.

### 1. End the Day and Print Report

At the clerk menu, press 1 and ENTER to generate an end-of-shift report on the last shift at each Profit Point and an end-of-day report for the whole site.

This prompt appears: *End the day and print report? Press ENTER to continue. Press CLEAR to cancel.* When you press **ENTER**, the Profit Point begins day-closing functions. If necessary, you will be asked to pay off any pending sales.

When the end-of-day functions are complete and the reports are being printed, this prompt appears: *End of day complete. OK to begin selling*.

The reports that are generated cover fuel sales, merchandise sales, sales adjustments, system tender totals, exceptions (such as voids and reversals), sales analysis, average-sale figures, card processing, and drawer accounting. You cannot change these categories, but you can add and delete the reports' fuel and merchandise items through the Alter utility, which is discussed in MDE-4460 Point of Sale and Shift Change Manual.

This function is also available on the POS special functions menu as function 54. The Site Controller file that executes this function is NEXTDAY.CMD.

### 2. End the Shift and Print Report

At the clerk menu, press **2** and **ENTER** to generate a report on the last shift at the Profit Point where this menu selection is made. Ending the shift also signs off the last clerk and prompts for signing on a new clerk.

This prompt appears: *End the shift and print report? Press ENTER to continue. Press CLEAR to cancel*. When you press **ENTER**, the next prompt directs you to *Change drawer now*, followed by a request for the new clerk's ID and password.

The end-of-shift report covers fuel sales, merchandise sales, sales adjustments, system tender totals, exceptions (such as voids and reversals), sales analysis, average-sale figures, card processing, and drawer accounting. You cannot change these categories, but you can add and delete the report's fuel and merchandise items through the Alter utility, which is discussed in MDE-4460 Point of Sale and Shift Change Manual.

This function is also available on the POS special functions menu as function 55. The Site Controller file that executes this function is NEXTSHFT.CMD.

### 3. Record Safe Drop

At the clerk menu, press 3 and ENTER to record the amount being put in a safe.

This prompt appears: *Record safe drop? Press ENTER to continue. Press CLEAR to cancel*. When you press **ENTER**, you are prompted to enter the drop amount. (Note that you need to enter the decimal point.) After you enter the amount, the Profit Point asks you to confirm it or to re-enter it.

The amount is recorded as an entry in the JOURNAL.LOG file. This amount shows up in drawer accounting in shift reports, but it is not included in the end-of-day report.

Finally, you are asked to press **ENTER** to continue with normal Profit Point selling operations.

This function is also available on the POS special functions menu as function 2. The Site Controller file that executes this function is SAFEDROP.CMD.

### 4. Add Change to Drawer

At the clerk menu, press 4 and ENTER to add change to the cash drawer.

This prompt appears: *Add change to drawer? Press ENTER to continue. Press CLEAR to cancel.* When you press **ENTER**, you are prompted to *Enter change amount*. (Note that you need to enter the decimal point.) After you enter the amount, the Profit Point asks you to confirm it or to re-enter it. Then you are asked to press **ENTER** to continue with normal Profit Point selling operations.

The Site Controller file that executes this function is ADDRAWER.CMD.

### 5. Load Starting Drawer Balance

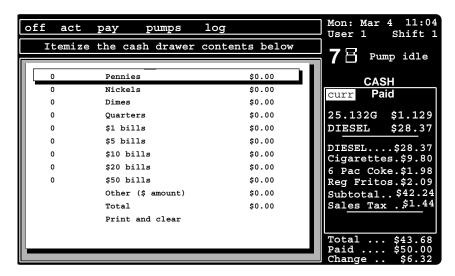
At the clerk menu, press **5** and **ENTER** to record the amount in the cash drawer at the beginning of a shift.

This prompt appears: Load starting drawer balance? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, you are prompted to Load drawer. Enter the starting amount. (Note that you need to enter the decimal point.) After you enter the amount, the Profit Point asks you to confirm it or to re-enter it. Then you are asked to press ENTER to continue with normal Profit Point selling operations.

The Site Controller file that executes this function is LDDRAWER.CMD.

#### 6. Count Cash in Drawer

At the clerk menu, press **6** and **ENTER** to itemize the number of each denomination of coins and bills in the cash drawer. The itemization display looks like this:



Enter the number of each denomination—for example, 23 pennies, 78 nickels, 34 dimes, etc. When you press **ENTER** after each entry, the Profit Point automatically selects the next entry on the next line. Note that the Profit Point keeps a running total as you make your entries.

When you press **ENTER** at the bottom *Print and clear* line, the Profit Point prints a report on the local receipt printer (if one is attached to the Profit Point) and returns you to the default display.

For Profit Point #1, the cash drawer report is automatically saved on the Site Controller in a file named DRAWER1.POS. Profit Point #2's file is DRAWER2.POS, etc. These files may be included in shift reports or printed on the log.

This function is also available on the POS special functions menu as function 72.

### 7. Record Cash in Drawer and Final Safe Drop

At the clerk menu, press **7** and **ENTER** to record the cash in the drawer and do a final safe drop for the shift or day.

When you select this function, this prompt appears: *Record cash in drawer and final safe drop? Press ENTER to continue. Press CLEAR to cancel.* When you press ENTER, you are prompted to *Enter cash count*.

Suppose you enter \$500.00. The screen displays *Cash in drawer:* \$500.00. When you press **ENTER** to confirm the amount, the display changes to *Amount to drop:* \$400.00. The Profit Point has automatically deducted the prearranged (through a parameter in SYS\_PAR) amount that is to remain in the cash drawer as the starting balance for the next shift or day.

If you try to run this function before you have done a shift change, this message appears: *Unable to close (final safe drop must occur after shift change.)*.

The Site Controller file that executes this function is COUNT.CMD.

#### 8. Reprint Last Report

At the clerk menu, press **8** and **ENTER** to reprint the load drawer, add change, safe drop, or last shift report—whichever was printed most recently through a menu selection made at the Profit Point where you are now.

Note: This does not necessarily mean the report which was printed last at the printer attached to this Profit Point.

This function is useful in case the printer jams while you are printing a report.

When you select the reprint function, this prompt appears: *Reprint last report? Press ENTER to continue. Press CLEAR to cancel.* When you press **ENTER**, the last report ordered from that Profit Point is printed.

The Site Controller file that executes this function is REPRINT.CMD with LAST as a command parameter.

### 9. Reprint End-of-day Report

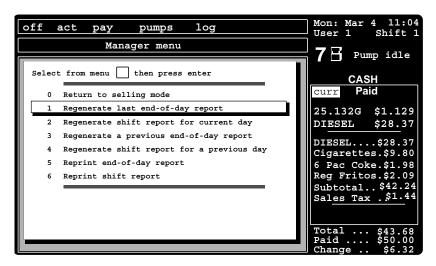
At the clerk menu, press **9** and **ENTER** to reprint the end-of-day report. (To reprint other reports, use the item immediately above, **8**. Reprint Last Report.)

This prompt appears: *Reprint end-of-day report? Press ENTER to continue. Press CLEAR to cancel.* When you press **ENTER**, the last end-of-day report is printed.

The Site Controller file that executes this function is REPRINT.CMD with DAY as a command parameter.

# 6 - Manager Menu

Press MANAGER MENU (or, if your Profit Point does not have that key, press SPEC FUNC, 5, 8, ENTER) to see the manager menu, which looks like this:



### 0. Return to Selling Mode

When you have finished with the manager menu, press **0** and **ENTER** to return to regular Profit Point operations.

### 1. Regenerate Last End-of-day Report

At the manager menu, press 1 and ENTER to have the most recent end-of-day report regenerated by the Site Controller and reprinted.

This prompt appears: *Regenerate last end-of-day report? Press ENTER to continue. Press CLEAR to cancel*. When you press **ENTER**, the report is recompiled. If you have changed the report's format by running SETUP DAY on the Site Controller after you generated the report the first time, this regenerated report will reflect those changes. Otherwise, it will be identical to the first report.

On the clerk menu, the *End the day and print report item* prints shift reports, as well as the end-of-day report. Here on the manager menu, this *Regenerate last end-of-day report* prints only the end-of-day report.

The Site Controller file that executes this functions is REPORT.CMD with YDAY as a command parameter.

### 2. Regenerate Shift Report for Current Day

At the manager menu, press 2 and ENTER to regenerate a shift report for work done at a specified Profit Point.

This prompt appears: Regenerate shift report for current day? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, you are prompted to Enter shift number (1-99). Number 1 is the first shift on a specified Profit Point since the last end-of-day report was compiled; number 2 is the next shift at the same Profit Point, etc. In other words, the shift report you get from this menu selection does not duplicate any shift report that was included in the last end-of-day report, as selected from End the day and print report on the clerk menu.

Once you have entered a shift number, you are prompted to specify a Profit Point by this message: *Enter Profit Point number of report*. Enter the number of the Profit Point where the shift was performed. The report will print.

The Site Controller file that executes this function is REPORT.CMD with SHFT as a command parameter.

### 3. Regenerate a Previous End-of-day Report

At the manager menu, press **3** and **ENTER** to regenerate an end-of-day report for yesterday or for any day preceding yesterday (the number of days that you can go back depends on how you have configured the shift-change package; see MDE-4460 Point of Sale and Shift Change Manual.)

This prompt appears: Regenerate a previous end-of-day report? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, this prompt appears: Enter journal file suffix to regenerate, and a list of appropriate files is shown.

- The report for the previous day is kept in the PREVIOUS.LOG file.
- The reports for the preceding ten days are kept in the PREVIOUS.# files, where # is a number, 1 through 10. The file numbers do not necessarily correspond to the number of days previous. Instead, choose the report you want printed by the *Last modified* date that is shown for each file. For example, the report for three days ago will have a last-modified date of three or two days ago (depending on when it was compiled).

Respond to the *Enter journal file suffix* to regenerate prompt by entering either *LOG* or the number, 1-10, of the file whose report you want. The report will then print.

The Site Controller file that executes this functions is REPORT.CMD with PDAY as a command parameter.

### 4. Regenerate Shift Report for a Previous Day

At the manager menu, press **4** and **ENTER** to regenerate a shift report from a previous day (the number of days that you can go back depends on how you have configured the shift-change package; see MDE-4460 Point of Sale and Shift Change Manual.)

This prompt appears: Regenerate shift report for a previous day? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, this prompt appears: Enter journal file suffix to regenerate, and a list of appropriate files is shown.

- The reports for the previous day's shifts are kept in the PREVIOUS.LOG file.
- The reports for the preceding ten days' shifts are kept in the PREVIOUS.# files, where # is 1 through 10. To select the appropriate file, go by its date, not its numerical extension.

When you have entered the suffix, you are prompted to *Enter shift number* (1-99). Number 1 is the first shift on a specified Profit Point on the specified day; number 2 is the next shift at the same Profit Point, etc.

Once you have entered a shift number, you are prompted to specify a Profit Point by this message: *Enter Profit Point number of report*. Enter the number of the Profit Point where the shift was performed. The report will print.

The Site Controller file that executes this functions is REPORT.CMD with PSHFT as a command parameter.

### 5. Reprint End-of-day Report

At the manager menu, press **5** and **ENTER** to reprint a previous end-of-day report. Unlike the manager-menu items that *regenerate* reports, this item merely *reprints* a report.

This prompt appears: Reprint end-of-day report? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, you see this prompt: Enter report file suffix to reprint, and a list of appropriate files is shown.

- The report for the previous day is kept in the PDAY.RPT file.
- The reports for the preceding seven days are kept in the PDAY.XXX files, where XXX is an abbreviated day of the week, MON through SUN.
- The .RPT file is identical to the most recent file whose suffix is a day of the week.

Enter the appropriate suffix, and the report prints.

The Site Controller file that executes this function is REPRINT.CMD with PDAY as the command parameter.

### 6. Reprint Shift Report

At the manager menu, press 6 and **ENTER** to reprint a previous shift report. Unlike the manager-menu items that *regenerate* reports, this item merely *reprints* a report.

This prompt appears: Reprint shift report? Press ENTER to continue. Press CLEAR to cancel. When you press ENTER, you see this prompt: Enter day of week of shift report to reprint, and a list of appropriate files is shown.

The reports are kept in PSHFT##.XXX files, where ## is the shift number and console number and XXX is an abbreviated day of the week, MON through SUN. Note that there can be several files with the same "day" suffix, each corresponding to a different shift.

When you have entered the suffix, you are prompted to *Enter shift number* (1-99). Number 1 is the first shift on a specified Profit Point on the specified day; number 2 is the next shift at the same Profit Point, etc.

Once you have entered a shift number, you are prompted to specify a Profit Point by this message: *Enter Profit Point number of report*. Enter the number of the Profit Point where the shift was performed. The report will print.

The Site Controller file that executes this function is REPRINT.CMD with SHFT as a command parameter.

# 7 - Appendix A: Reconfiguring the Keyboard

# **Reconfiguring the Profit Point PLUS Keyboard**

This procedure can be used on any serial keyboard type.

- 1 Access the Main Menu.
- **2** From the Main Menu, select 4. Configuration.
- **3** From 4. Configuration, select 3. Keyboard configuration submenu.
- **4** From 3. Keyboard configuration submenu (see "3. Keyboard Configuration Submenu" on page 63), select the following in order:
  - 5. Keyboard port (select port see "5. Keyboard Port" on page 71)
  - 6. Type of keyboard (select type see "6. Type of Keyboard" on page 71)
  - 7. Initialize serial keyboard (see "7. Initialize Serial Keyboard" on page 72)

# Reconfiguring the Ultimate Technology Keyboard on a DOS Profit Point

A program called Key is available on your installation disk for you to use should your IPC or modular keyboard need to be reconfigured.

### Reconfiguring Keyboards from a PC

On the Profit Point Installation disk is a batch program called *Key* that allows keyboards for the Profit Point to be configured using a PC that does not have the Profit Point program on it or configured remotely.

- 1 Insert the Installation disk into the A: drive.
- **2** At a the OS prompt type: A:key.

A Configuration Menu appears with the following options:

- 0. Exit to OS
- 1. IPC 286 Style POS Keyboard
- 2. IPC 386 Style POS Keyboard
- 3. Modular POS Keyboard
- 4. PC 101 Style Keyboard
- 5. Delete Key\_lay.pos

When choices 1-4 are made, the next menu is the keyboard configuration menu, which is the same as the "3. Keyboard Configuration Submenu" on page 63, except that it uses the selected keyboard type. You can use any known keyboard type. Normally you would use a PC keyboard.

If your system already has a customized keyboard, the 'key\_lay.pos' file should first be copied to the diskette. Then, if any changes are made, 'key\_lay.pos' should be copied back to your system.

Option 5 gives you the option of changing keyboard types. If there is a 'key\_lay.pos' file on the diskette, that file assumes a particular keyboard type. You can only configure the keyboard type that was used when 'key\_lay.pos' was created. If you want to use a different type, delete 'key\_lay.pos' first and go back to the defaults. Then you can pick a different keyboard.

### Reconfiguring a Serial Ultimate Technology Keyboard

If the keyboard becomes disabled from a power loss or other event, or if you want to change the connection method to serial keyboard or standard keyboard, follow the applicable steps below.

#### **Keyboard Connected to Serial Port**

To set the POS Keyboard to be used on the serial port of the Profit Point:

1 Using a flat-blade screwdriver, pry off the **CREDIT** keycap.

- **2** Connect the serial keyboard cable between an unused COM port on the Profit Point and the MAIN RS232 port on the keyboard and make sure the power supply is plugged in.
- **3** Swipe the Ultimate Technology Corporation PROGRAM card through the POS keyboard's card reader. You should hear three beeps.
- 4 Press the 8 key. This is the 8 key located on the right side of the keyboard, not the **PUMP #8** key. You should hear a single beep.
- 5 Insert a pen or pencil into the round hole that used to be covered by the **CREDIT** keycap. Press down twice. You should hear two beeps (one beep per press).
- **6** Press the **X**/**.** key. You should hear one beep.
- 7 Swipe the PROGRAM card again.
- **8** Momentarily unplug the keyboard power supply to cycle power to the keyboard.
- **9** Reattach the **CREDIT** keycap.
- **10** Boot the Profit Point software.
- 11 Go to the Configuration menu/Keyboard configuration submenu.
- **12** The parameter Keyboard port should be set to whichever COM port to which the keyboard is connected.
- **13** The parameter Type of keyboard should be set to 8x14 without LCD for C09501 and C09359 keyboards.
- **14** Select Initialize serial keyboard.
- 15 When the process is complete, verify that the keyboard functions properly.

#### **Keyboard Connected to Keyboard Port**

To set the POS Keyboard to be used on the keyboard port of the Profit Point:

- 1 Using a flat-blade screwdriver, pry off the **CREDIT** and **CASH** keycaps.
- **2** Connect the keyboard cable between the keyboard port on the Profit Point and the MAIN K.B. port on the keyboard.
- **3** Swipe the Ultimate Technology Corporation PROGRAM card through the POS keyboard card reader. You should hear three beeps.
- 4 Press the 8 key. This is the 8 key located on the right side of the keyboard, not the **PUMP #8** key. You should hear a single beep.
- 5 Insert a pen or pencil into the round hole that used to be covered by the **CREDIT** keycap. Press down once. You should here a beep.

- **6** Press into the round hole that used to be covered by the **CASH** keycap. You should hear a beep.
- 7 Press the X/. key. You should hear one beep.
- **8** Swipe the PROGRAM card again.
- **9** Momentarily unplug the keyboard cable to cycle power to the keyboard.
- **10** Reattach the **CREDIT** and **CASH** keycaps.
- 11 Boot the Profit Point software.
- **12** Go to the Configuration menu/Keyboard configuration submenu.
- **13** The parameter Keyboard port should be set to Keyboard port.
- **14** The parameter Type of keyboard should be set to other type.
- **15** Insert the diskette labeled Profit Point software V2.x for MSDOS into the Profit Point diskette drive. Close all programs and reboot the PC.
- 16 Follow the instructions to reload the keyboard scan codes, then reboot the PC.
- 17 Verify that the keyboard functions properly.

# 8 – Appendix B: CUST.EXE

CUST.exe is a program that gives the clerk the ability to look up names or phone numbers in the files, such as CUST.DTA and PATRON.LST. The clerk can enter just the last 4 digits of the phone number or the complete number with a "-" between prefix and the last 4 digits.

In order to have the look-up capability, a data file is created using the information under the File Format section below, that contains Last and First Name, Phone number, Network Card Type and menu choice, and Account number. The default file name is CUST.DTA. This data file is called by the CUST.EXE program when the Clerk presses the assigned key (or Special Function 60 and then CUST). The data file is displayed by the program as illustrated below:

```
Or enter phone number (last 4 digits OK)
Enter name
ABBOT
               FRED
                               723-1234
                                             T2 456123987
ABBOT
               PAUL
                               768-5432
                                             T4 162040124
BIXLEY
               DAVID
                               654-8769
                                             T6 1423094U5
CANN
               MARY
                               987-3947
                                             T6 321456670
               COMPUTER
ACCESS
                               793-4244
                                             T6 64123456789
Use UP, DOWN, PAGE UP, PAGE DOWN, HOME, END. Press CLEAR MENU to exit
```

The clerk types the customer's last name first followed by a space and then the first name. A search starts with the entry of the first letter and is refined with each additional keystroke until a match is found. The clerk can also move the cursor to the correct name. When the correct name is selected, pressing **ENTER** loads that number. This will typically be assigned to a key on the Profit Point keyboard. When the clerk presses **ENTER**, the account number is automatically assigned to the working sale.

The account number may start with a '.' to indicate a CLUB card, or '-' to indicate a lookup number as if entered from the keypad. The record may contain an expiration date in the format MMYY. If the date is not given, the clerk will be asked to enter if after the record is selected if used for payment. If it is a patron number, no date is required.

# **Syntax**

CUST [-C[tsspp]] [account\_list\_filename]

where **-C** specifies to charge that account, whereas without the **-C** it will assume that you want to assign the number as a patronage number.

```
suboptions: tsspp and x

t = tender type (3=credit)

ss = tender subtype

pp = price level
```

where [account\_list\_filename] specifies the text file which holds an alphabetically sorted list of account numbers. The default file name is CUST.DTA.

Note: Refer to Invoice Printing beginning on page 69 for more information on tender type, tender subtype and price level information.

#### **Examples:**

CUST<ENTER> This looks up a patron number in CUST.DTA.

Card type, if present, is ignored.

CUST PATRON.LST <ENTER>

This looks up a patron number in PATRON.LST.

CUST -C<ENTER>

This looks up a credit card number in CUST.DTA.

This is the same as using special function 68, type number - if present , and account number; prefix - if present - for network card type is added to account number. If type number not in customer record, CREDIT (tender 3) is used unless the account begins with a "." in which case is uses CLUB

(tender 0).

CUST -C001<ENTER>

This looks up a Country Energy credit card number in CUST.DTA. No network card type prefix, if present, is added to the account number.

### File Format

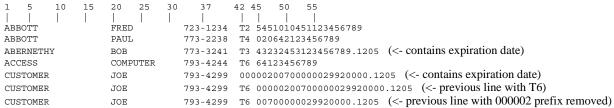
CUST.EXE - OS executable program CUST

CUST.DTA - Default data file

File Format: The file format can be expressed with the following requirements:

- ASCII text file, with each record separated by a <CR><LF>
- Column 1 begins with the last name
- File should be sorted by the last name
- One digit of the phone number must fall in column 37 (the phone number may contain up to 10 digits with no spaces between the numbers)
- Card type indicator (T) and network card menu choice number (see "1. Network Cards Configuration" on page 76) precedes the account number (optional)
- The account number may not have any spaces in it
- The account number may be ended with a space or an end-of-line
- Expiration dates are added to the end of the account number using a '.' and then the expiration date MMYY order

### Example of CUST.DTA File



The following information applies to the last three lines in the example above (the CUST.DTA file would only contain one of the three lines).

- The T6 (for Type 6) means to use menu choice 6 in special function 68 (this is the only difference between the first and second lines of the last three lines in the example above).
- The last line is the same as its previous line with its network card type prefix removed (this is permissible if the prefix is loaded into the Network Card Type Configuration information (see "1. Network Cards Configuration" on page 76).

# **Assigning Key Action on Profit Point**

You need to define a new user action to execute this program and assign it to a key or a menu. You need to:

- 1 Starting at Main Menu, access "Define new user keys" by selecting the following:
  - -> 4. Configuration
  - -> 3. Keyboard configuration submenu
  - -> 4. Define new user keys
- **2** When prompted for the user action, enter CUST.
- **3** Then assign the following operations:
  - 1 Special function 60
  - 8 add user action "CUST -cA0A0"

The new user action shows as:

```
CLEAR SPEC FUNC "60" ENTER "CUST -c" ENTER ENTER
```

- **4** Exit user key area and save key action.
- **5** From the Keyboard configuration submenu, select "1. Configure keys."
- **6** Assign user action 'cust' to a key. Refer to "1. Configure Keys" beginning on page 64 for more information.

# 9 - Appendix C: Labels

This appendix contains labels you can use to label the keys on your Profit Point or Profit Point PLUS keyboard.

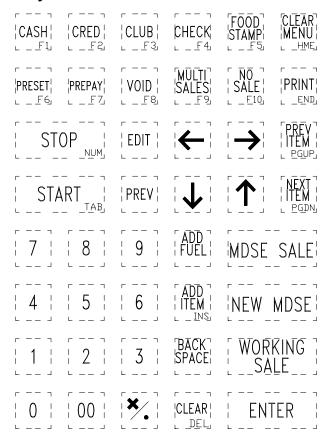
### **Ultimate Technology Keyboard**

There are six sheets of labels.

- The first three sheets include labels containing the names of common key functions, as well as the keys' alphabetical values.
- The last three sheets contain only alphabetical values so you can make up your own labels.

**Hint**: To help clerks quickly differentiate between types of keys, you might want to photocopy these labels onto paper of different colors. That way, you could have, for instance, blue pump keys, yellow pay-off keys, and green menu keys.

#### **Right Keys**

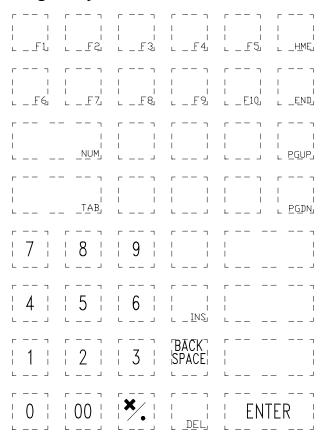


### **Pump Keys**

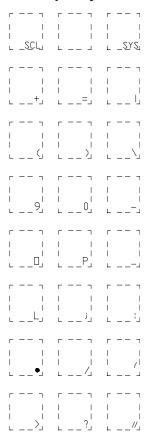
#### **Left Keys**



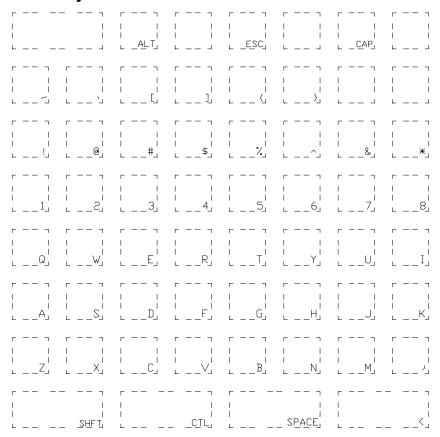
### **Blank Right Keys**



### **Blank Pump Keys**



### **Blank Left Keys**



### **Preh Keyboard**

There are four sheets of labels in color in case you have access to a color printer.

- The first sheet include labels for the default keyboard configuration containing the names of common key functions, as well as the keys' alphabetical values.
- The second sheet include labels for a modified keyboard configuration containing the names of common key functions, as well as the keys' alphabetical values.
- The third sheet contains labels for horizontal double-wide keys with other functions listed.
- The fourth sheet contains the vertical double-wide Enter key.

# All Keys

### **Default Keyboard**

	UMP 1	1	PUI 2			JMP 3 F2		MP 4	PU!		PUN 6		PUN 7		PU!		PRI	EV F5	MDSE	ALL	STOP	+	<b>→</b>	PREV ITEM PG UP	CLR MENU
P	UMP 9	1	PUI 1			IMP 11 F8		MP 2	PU!		PUN 14		PUN 15		PU!		WR SAI		NEW MDSE	ST	ОР	<b>→</b>	<b>*</b>	NEXT ITEM PG UP	SPEC FUNC ESC
	UMP 17	٠	PUI 1			IMP 19		MP 10	PU!		PUN 22		PUN 23		PU!		MN ME		CLRK MENU	ST	ART	OFF ROAD	NO SALE	VOID HOME	PRINT TAB
~			!	1	æ	2	#	3	s	4	%	5	^	6	&	7	*	8	LIST DEPT ( 9	REVE RSE ) 0	RET URN	PRE PAY + =	PRE SET	ADD ITEM END	ADD FUEL
	q			w		e		r		t		у		u		i		0	PLU p	CLUB	DEBIT	7	8	9	BACK SPAC
	а			s		d		f		g		h		j		k		1	SIZES	СН	ECK	4	5	6	CLE AR
	2	ŧ		x		c		v		b		n		m	٧	,	>		EDIT	CRI	EDIT	1	2	3	EN
	OFF HOOK		ACTIVE:		PA	Y	ABL	E	P	UN	MPS	3	LO	)G	MULT SALE	CA	ASH	0	00	•	TER				

# **DEBIT Replaced by FOOD STMP**

PU?		PU	MP 2		MP 3 F2	PU	MP 4	PU?		PUM 6	P	PUN 7		PUN 8		PR	EV F5	MDSE	ALL	STOP	+	<b>→</b>	PREV ITEM PG UP	CLR MENU
PU?		PU 1	MP 0		MP 1 F8	PU.		PU?		PUM 14		PUN 15		PUN 16			KN LE FII	NEW MDSE	ST	ОР	· →	<b></b>	NEXT ITEM PG UP	SPEC FUNC ESC
PU?		PU 1		PU 1	MP 9	PU.	MP 0	PU?		PUM 22		PUN 23		PUN 24		MN ME	GR NU	CLRK MENU	STA	ART	OFF ROAD	NO SALE	VOID HOME	PRINT TAB
~			1	æ	2	#	3	s	4	%	5	^	6	&	7		8	LIST DEPT ( 9	REVE RSE ) 0	RET URN	PRE PAY + =	PRE SET	ADD ITEM END	ADD FUEL
	q		w		e		r		t		у		u		i		0	PLU P	CLUB	FOOD STMP	7	8	9	BACK SPAC
	a		s		d		f		g		h		j		k		1	SIZES	СН	ECK	4	5	6	CLE AR
	z		x		e		v		b		n		m	<	,	۸		EDIT	CRE	EDIT	1	2	3	EN
1	OFF HOOK		F ACTIVE		PA	YA	ABLI	E	P	UN	MPS		LO	)G	MULT SALE	CA	SH	0	00		TER			

# **Double-Wide Keys**

OFF HOOK	ACTIVE
PAYABLE SPACE	PUMPS
" CHECK	CREDIT
CASH	START
STOP CIRL C	ALL STOP

# **Enter Key**



# 10 - Appendix D: Trademark Information

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