GEMSTONE Ruby SuperSystem

Buypass

Manager Reference

Software Version: 6.00
Part Number: 55334-00
Revision: A00

VeriFone
THE WAY TO PAY™

Buypass Manager Reference

November 22, 2011

VeriFone®, Inc.
2099 Gateway Place
Suite 600
San Jose, CA 95110
Telephone: 408-232-7800
http://www.verifone.com

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Before We Start

EASY ID

EASY ID is a part of a comprehensive retailer awareness program to ensure the legal sale of age-restricted products. Do not rely on EASY ID as the only source of information. It does not take the place of a trained, aware, and conscientious retailer and cashier.

EASY ID should only be used in states which permit the electronic verification of information from drivers' licenses. Retailers should determine that electronic verification is permitted in their states. Drivers' licenses from all other states require the use of the "manual" function.

Note: *All software is provided as is, without any warranty of any kind, whether direct, indirect, exemplary, special, consequential, incidental, or otherwise with regard to any use of EASY ID.*

1. Make sure the current date and time are correctly set. If the date and time are not set correctly, the unit may not display the correct information when an identification is checked.
2. Make sure the lamination (plastic) surrounding the identification is intact and clear.
3. Make sure the picture and/or description match the customer.
4. Make sure the words are all legible and clear.
5. Make sure any holograms or watermarks are visible.

Weights and Measures

Support for cash and credit pricing at the dispenser requires explicit cash and credit selections on the dispenser. This is in compliance with the *Weights and Measures Guidelines for Selectable Unit Price Capability*, section G-S.5.1.

Note: *This Ruby software supports a POP Discount feature, which allows a point-of-purchase discount on fuel based on the purchase meeting certain pre-defined transaction criteria. It is possible that the Weights and Measures department in your state may consider this POP Discount feature, when used in a post-pay scenario, to be in violation of state regulations.*
YOUR IMPLEMENTATION OF THE POP DISCOUNT FEATURE IS DONE AT YOUR OWN RISK. VERIFONE EXPRESSLY DISCLAIMS ANY LIABILITY FOR CLAIMS, FINES OR DAMAGES RESULTING FROM IMPLEMENTATION OF THE POP DISCOUNT FEATURE IN A LOCALE WHERE IT IS DEEMED A VIOLATION OF LOCAL OR STATE REGULATIONS. YOU SHOULD CONSULT YOUR LOCAL WEIGHTS AND MEASURES ENFORCEMENT GROUP BEFORE IMPLEMENTING THE POP DISCOUNT FEATURE.

Buypass Manager Reference Revision History		
Version	**Date**	**Description**
1.00	October 25, 1996	Original release of software and documentation.
1.01	January 31, 1997	Updates to documentation and software.
1.02	March 16, 1998	Updates to documentation and software.
1.03	May 14, 1998	Updates to documentation and software.
1.04	September 9, 1998	Updates to documentation and software.
1.04	August 6, 1999	Production release of documentation and software.
1.05	August 17, 1999	Updates documentation and software to add money orders and additional credit cards.
1.06	October 15, 1999	Updates to documentation and software to add Cenex card and VeriPASS.
2.00	September 5, 2000	Added “VeriPASS Functions” chapter; moved activate and print VeriPASS tag functions from “Network Functions” chapter to new “VeriPASS Functions” chapter; added VeriPASS features to “Product Entry,” “Discounts,” “Payment,” “Refunds,” and “Dispenser Card Reader” chapters; added open PLUs; added new “Print Installation Information” function to Maintenance mode; safe drop cancels now appear in the Summary and Cashier Reports; flash printing of individual departments and PLUs is now possible; format of numbered error messages changed; format of Money Order Report changed; amount and count of unsettled suspends now appears in close period reports; added force-ticket print parameters to Sales Configuration and MOP File; added support for deal pricing, which includes combo and mix ’n match sales; tax break points now stop printing when they reach a zero value; added “Debit Encryption Type” parameter to Fuel Site Parameters; added HPV-20 functions to *Manager Reference*
2.00	January 31, 2001	Production release of software and documentation. Replaced VeriPASS and HPV-20 sections with updated files.

Buypass Manager Reference Revision History *(Continued)*

Version	Date	Description
2.02	July 31, 2001	Documentation reflects that the application added: cash acceptors, Bennett DCRs, HPV-20, In-House Accounts, Western Union money order printers, quantity-only receipt printing, UCC Honor All card process, e-mail between Ruby terminal and host, POP fuel discounts, and stored value cards. New functions include Outdoor Enable for Car Wash Manager.
2.03	November 9, 2001	Documentation reflects that the application added: POP associated parameters in Sales Configuration and Fuel Site Parameters.
2.03	December 20, 2001	Production version. Documentation reflects the dual POP configuration fixes. POP scanners made operational for Dresser/Wayne & Gilbarco.
2.04	August 9, 2002	Documentation reflects enhancements to HPV-20 and POP discount membership card scanning.
2.08	August 8, 2003	Production release of software and documentation. Added Category Tracking File. Added Current Cashier Report. Added One Cashier per Drawer to Sales Configuration. Changed the number of departments that can be set up for tracking from 10 to 30. Added Debit Encryption Method to Debit Cashback Configuration.
3.03	October 31, 2003	Documentation reflects that the application added: support for the Sapphire Site Controller, Department Mix File, Fuel Tax Exemption File, Fuel Tax Receipt File, Open Drawer Alarm Timer, Lottery and Honor All methods of payment, and the Address Verification System (AVS). Also added: the option to not print card expiration dates on the Merchant and Journal copy, DCR Debit Prompt Swipe and DCR Debit Prompt Key. The DCR receipt header and trailer have been increased to five lines, and individual Controllers or Workstations can be designated to print money orders.

Buypass Manager Reference Revision History *(Continued)*		
Version	**Date**	**Description**
4.01	January 17, 2006	Updated documentation to remove support for VeriPASS, add Exacta car wash, enhanced POP Discounts, prepaid card activations and recharges, and support for five pure Wayne products. Production release of software and documentation.
4.06	September 25, 2006	Documentation reflects application updates to MOPs and product codes.
4.06	June 22, 2007	Production release of software and documentation.
4.08	October 15, 2007	Production release of software and documentation.
5.04	September 15, 2008	Production release of software and documentation.
6.00	August 20, 2010	Documentation reflects base updates and application updates to MOPs and product codes.
6.00	November 22, 2011	Production release of software and documentation.

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5. Maintenance

1 Introduction

This manual is part of the Ruby SuperSystem reference manual set and provides information on all the manager functions needed to set up and maintain the VeriFone® Ruby SuperSystem®.

The reference manual set consists of the following:

- **Sales Reference**
- **Manager Reference**
- **Reports Reference**
- **Glossary**

How to Use this Manual

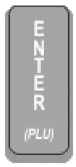
This manual uses a number of methods to display special information. Review these methods before continuing with the manual.

Terms

All terms used in this manual are defined in the *Glossary*. The following terms are frequently used and should be reviewed before using this manual.

Terms	
Menu	A list of numbered functions to choose from.
Mode	A main menu item at the switcher including Manager, Fuel Manager, Maintenance, Network Mgr, and Car Wash Manager. An employee ID and password are required to enter a mode.
MOP	Method of payment.
Parameter	A numbered item that usually can be changed to determine how a certain function works. For example, if the value of "Total in Double," a parameter in the Sales Configuration function, is set to 'Y', then the sales total prints in double-wide characters on the receipt. However, if the value is set to 'N' the sales total prints in single-wide characters on the receipt.
Record Numbers	*System record numbers* are standard numbers that cannot be changed, deleted, or added to, but the record information can be changed. For example, the Employee File uses a three-digit number (001 - 060) to identify each employee. *User record numbers*, however, are chosen by the user. For example, you can create up to 100 departments in the range 0 to 9999, and numbers can be added or deleted, and the record information can be changed.
Switcher	The Ruby terminal's main menu that lists the modes. To reach the switcher, press `[EXIT]` until `[ SALES ]` displays.
Value	A number, string of characters, or predefined option that can be assigned to a parameter. The following are possible values for each parameter: – *Number:* In the Security Control function, assign each parameter a numeric value of 0 through 9. – *String of Characters:* In the Employee File function, the "Name" parameter for each employee is a string of letters or numbers 1 to 30 characters long. – *Predefined Option:* In the Pump Configuration, Attributes function, the "Blend type" parameter accepts one of the following predefined values: 'ELEC', 'FIX', 'MECH', 'NONE', or 'VARI'. These values are written in the text in single quotes as displayed.

Getting Around



Enter Key

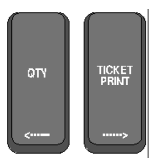
Use the [ENTER] key in the following situations:

- To complete the entry of data. For example, after keying an employee’s name into the Employee File, press [ENTER].

Select Key

This manual uses [Select] as a standard to make a selection.

- Use the arrow keys to find a mode or a menu item press either [ENTER] or [Select] to choose it.
- Key the menu item or parameter number and press [Select].



Arrow Keys

Use the left ([<--]) and right ([-->]) arrow keys to move backwards or forwards through a menu, list of parameters, or list of values.

Keys

Keys are displayed in brackets. To make changes, press [ENTER].

- Keys with specific functions are labeled. The [EXIT] key is a black key with the word “EXIT” on it. When pressed, the application goes back one menu level.

- Some keys have more than one function. For example, the [List] key is stationary. If the [SUSP] key is assigned to the soft key that has the List function, then this key has two functions. In Sales mode, this key suspends the current transaction or recalls a previously suspended transaction. In Manager mode, this key prints a listing of the current Manager function.

2 Setting Up Your System

If you are setting up your system for the first time, use the following check lists to enter the necessary start up information. If your site uses the Sapphire as a controller, see the “Sapphire Site Controller” chapter for additional setup information.

Considerations

- These lists do not include every file or function, but only those that are necessary to begin to use the Ruby terminal.
- Follow the steps in the order they are given.
- Some steps may not apply. For example, if only one type of currency is accepted, then it is not necessary to set up a second currency in the Currency File.
- In a multiterminal system, set up the controller first. Many of the data files you set up automatically download to the workstations.

Controller Setup

Note: *Follow these steps if you are setting up a controller terminal for the first time. Check off each step as you complete it.*

Maintenance Mode

Maintenance Mode Setup

✔	Step	Function: Description
	1	**Set Date and Time:** See “Set Date and Time.”
	2	**Set Store Telephone Number**: See “Set Store Telephone Number.”
	3	**Set Store Postal Code**: See “Set Store Postal Code.”
	4	**Registration Information**: See “Registration Information.”

Manager Mode

Manager Mode Setup

✔	Step	Function: Description
	1	**MOP File**: Set up the methods of payment that are accepted.
	2	**Currency File**: Set up an alternate currency, if your site accepts foreign currency.
	3	**Check Franking File**: Set up the information to be printed on the back of a check, if your site accepts checks and has a TM930 slip printer.
	4	**Employee File**: Set up employee records.
	5	**Sales Configuration File**: Set up general sales operating values.
	6	**Tax Rate File**: Set up the taxes your site is responsible for collecting.
	7	**Customer ID Information**: Set up required age checks for the purchase of certain items, such as tobacco and alcohol.
	8	**Logo/Slogan File**: Set up the text to appear on the top and bottom of receipts.
	9	**Create Banner**: Set up the Customer Display information that displays when no sales transactions are in progress.
	10	**Print Product Codes**: Print out a list of product codes from **Network Manager** mode to see when setting up the next few files.
	11	**Category File**: Set up categories for reporting totals for groups of departments.
	12	**Blue Law File**: Set up any local government time periods that restrict sales on certain items during defined periods of time. Set the corresponding “Apply Blue Law” parameters to ‘Y’ in the PLU File and the Department File.

Manager Mode Setup *(Continued)*

✔	Step	Function: Description
	13	**Department File**: To keep totals on fee/charge transactions, create a department for fees and charges before setting up the Fee/Charge File. Do not set up any other departments until you have set up the Fee/Charge File.
	14	**Fee/Charge File**: Set up pricing for fees and charges to be added automatically to certain PLU and department purchases.
	15	**Department File**: Set up departments for sales and for groups of PLUs that are included in the report totals for that department.
	16	**PLU File**: Set up single PLU items for sales and reporting.
	17	**PLU Promotion File**: Set up PLU items on promotion. For car wash item promotions, first see “Car Wash Manager Mode Setup Steps.”
	18	**PLU Tracking File**: Set up the PLU sales to track.
	19	**Department Tracking File**: Set up the department sales to track.
	20	**Menu File**: Set up menus of PLU items for easy access for sales.
	21	**Soft Key File**: Set up keys on the keyboard to perform special functions such as selling an item by PLU, department, or menu, or accepting a method of payment.
	22	**Security Control**: Set up employee access values for each system function.
	23	**Log In/Out Prompt**: Set up message to display when cashier logs in or out of Sales mode.
	24	**Combo File**: Set up combinations of PLUs to sell at a single discount price.
	25	**Mix File**: Set up groups of PLUs (10 PLUs maximum) to use in a Match File.
	26	**Department Mix File**: Set up department mixes to use in a Match File.
	27	**Match File**: Set up matches using groups of mix files for discount pricing.
	28	**POP Transaction File**: Set up Sales Configuration file POP definition values. Set up transaction requirements to earn Point of Purchase (POP) Discounts. Set up Fuel Manager to enable POP discounts.
	29	**POP Discount Coupon File**: Set up coupon text to be generated at the DCR or inside at the Ruby terminal. This requires that the POP discount feature in Manager is enabled.
	30	**Fuel Tax Exemption File**: Set up fuel tax exemption records that allow removal of taxes from a post-pay fuel sale.
	31	**Fuel Tax Receipt File**: Set up information to identify a fuel tax exempt customer and provide a signature line.
	32	**Category Tracking File**: Set up the categories you want to track.
	33	**Secure Employee File**: Set up secure employee records.

Car Wash Manager

Car Wash Manager Mode Setup		
✔	Step	Function: Description
	1	**Department Setup**: Set the department number for car wash sales. The car wash department must be set up in **Manager** mode first.
	2	**Car Wash Key Setup**: Set up car wash keys on the car wash controller. The car wash PLUs must be set up in **Manager** mode first.
	3	**DCR Display Setup**: Set up the DCR display for car wash sales.
	4	**Car Wash Code Days Valid**: For Unitec car wash controllers, set up the number of days the car wash code is valid.
	5	**Car Wash Controllers**: For Unitec car wash controllers, set up car wash availability.
	6	**PLU Promotion File**: To set up promotions on car wash keys, set up the promotion(s) in the PLU Promotion File in **Manager** mode.

Fuel Manager Mode

Fuel Manager Mode Setup		
✔	Step	Function: Description
	1	**Tank Names**: Set up names for the fuel tanks at your site.
	2	**Product Configuration**: Set up the fuel products your site sells.
	3	**Product Code Setup**: Set up product codes for the fuel products.
	4	**Product Department Setup**: Set up the department number for fuel sales.
	5	**Product ID Setup**: Set up ID numbers for fuel products, if desired.
	6	**Pump Configuration**: Set up the operating attributes and hose assignments for each pump.
	7	**Site Parameters**: Set up operating procedures that affect pumps, DCRs, and cash acceptors.
	8	**Fuel Product Prices**: Set up prices for each fuel product.
	9	**DCR Configuration**: If you have DCRs at your site, set up DCR parameters.
	10	**Cash Acceptor Configuration**: If you have cash acceptors at your site, set up the parameters in Cash Acceptor Configuration and Cash Acceptor Site Parameters.
	11	**POP Discount:** Set up discount prices for the grades of fuel using the POP discount and definition tables. See “POP Discount.”
	12	**Initialize DCRs**: Send the information set up in this section to the DCRs.
	13	**Initialize Fuel**: Send the information set up in this section to the pumps.

Network Manager Mode

Network Manager Mode Setup		
✔	Step	Function: Description
	1	**Configuration**: Set up parameters in Batch Configuration, Dealer Configuration, and Debit Configuration.

Loyalty Manager Mode

Loyalty Manager Mode Setup		
✔	Step	Function: Description
	1	**Name Detail**: Set up the name of the loyalty program.
	2	**Merchant ID#**: Enter the Merchant ID# provided by the third-party loyalty provider.
	3	**Loyalty Parameters**: Set up the loyalty parameters.

Reports Mode

Reports Mode Setup		
✔	Step	Function: Description
	1	**Report Configuration**: Set up report period names and the report sections that print for each period.
	1	**AEOD Configuration**: Set up the Automatic End of Day function to perform a close daily automatically.

Workstation Setup

Note: *These steps should be done on each workstation at your site. Perform the initial setup in each indicated section, and then go on to the next step in this list.*

Maintenance Mode Setup Steps

Maintenance Mode Setup		
✔	Step	Function: Description
	1	**Set Date and Time**: See “Set Date and Time.”

Manager Mode Setup Steps

Manager Mode Setup		
✔	Step	Function: Description
	1	**Register Configuration**: Set up specific files to be downloaded from the controller.
	2	**Check Franking File**: Set up the information to be printed on the back of a check, if your site accepts checks and has a TM930 slip printer.
	3	**Logo/Slogan File**: Set up the information that prints at the top and bottom of receipts, if the workstation has different receipt information than the controller.
	4	**Create Banner**: Set up the information that appears on the Customer Display when no sales transactions are in progress, if the workstation has different text on the Customer Display than the controller.
	5	**Menu File**: Set up menus of PLU items for easy access for sales, if the workstation has different menus than the controller.
	6	**Soft Key File**: Set up keys on the keyboard to perform special functions such as selling an item by PLU, department, or menu, or accepting a method of payment, if the workstation has a different keyboard layout than the controller.

3 Manager

Manager mode contains functions that define general sales and system operating conditions:

- Security Control
- Employee File
- Configuration
- *Register Configuration
- *Check Franking File
- *Logo/Slogan File
- MOP File
- Currency File
- Tax Rate File
- Fee/Charge File
- Category File
- Department File
- PLU File
- PLU Promotion File
- PLU Tracking File
- Department Tracking File
- *Soft Key File
- Menu File
- Customer ID Info
- *Training Mode
- *Create Banner
- Blue Law Setup
- Log In/Out Prompt
- Combo File
- Mix File
- Department Mix File

- Match File
- POP Transaction File
- POP Discount Coupon File
- Fuel Tax Exemption File
- Fuel Tax Receipt File
- Category Tracking File
- Secure Employee File

* *The security level determines the employees who can access these functions on Ruby workstations that use the Sapphire Site Controller.*

File Maintenance

Most Manager functions change system or sales values. There are several procedures used to maintain these functions:

- List
- Add a Record
- Change a Record
- Delete a Record

The procedures that apply to each function are included in that function's section.

Note: *Changes to functions in Manager mode may not take effect until Manager mode is exited.*

Start Manager Mode Steps

1. Press [EXIT] until you reach the switcher.

```
               [ SALES ]
```

2. Arrow to the Manager mode.

```
              [ MANAGER ]
```

3. Press [Select].

```
Enter I.D. ? _
```

4. Key your employee ID and press [ENTER].

```
Enter Password _
```

5. Key your personal password and press [ENTER].

```
 1. SECURITY CONTROL                    _
** Use Arrow Keys **

                  *MANAGER MENU*
```

6. Arrow to the appropriate Manager function.
7. Press [Select].

Security Control

Note: *This function is available only on controlling terminals.*

Security Control relates security levels to management functions. Security levels range from zero (lowest) through nine (highest).

Security Control contains the following sections:

- System Manager Functions
- Fuel Manager Functions
- DCR Configuration Functions
- Configuration Functions
- Report Functions
- Flash Report Functions
- Maintenance Functions
- Security Functions
- Car Wash Functions
- Network Manager Functions

Considerations

Security Level Structure

Ten security levels are available ranging from 0 through 9. Set up the levels to reflect job responsibility. Following is a sample security level set up:

Corporate	8 - 9
Manager	6 - 7
Assistant Manager	4 - 5
Cashiers	0 - 3

Assign a security level to each Security Control function based on the level assigned to the employee who performs the function.

Employee File

In the Employee File, assign a security level to each employee based on the security level structure of the site.

- If an employee’s security level is equal to or higher than the security level assigned to a function, then the employee can perform that function.
- If an employee’s security level is lower than the security level assigned to a function, then the employee cannot perform that function.

Note: *Employee 001 is permanently assigned security level 9. This cannot be changed.*

Security Control Steps

1. At the Manager mode menu, arrow to Security Control.
2. Press [Select].

```
 1. SYSTEM MANAGER FUNCTIONS          _
** Use Arrow Keys **

                *SECURITY CONTROL MENU*
```

3. Arrow to the appropriate Security Control function.
4. Press [Select].
5. Key the new security level.
6. Press [ENTER].
7. Repeat steps 3 through 6 to set up another security level, or press [EXIT] to return to the Security Control menu.

System Manager Functions Steps

System Manager Functions in Security Control contains a list of the main functions (menu items) in Manager mode.

1. Arrow to System Manager Functions.
2. Press `[Select]`.

```
1. SECURITY CONTROL            SL: _
```

3. Arrow to the menu item to set the security level.

- Security Control
- Employee File
- Configuration
- *Register Configuration
- *Check Franking File
- *Logo/Slogan File
- MOP File
- Currency File
- Tax Rate File
- Fee/Charge File
- Category File
- Department File
- PLU File
- PLU Promotion File
- PLU Tracking File
- Department Tracking File
- *Soft Key File
- *Menu File
- Customer ID Info
- *Training Mode
- *Create Banner
- *Blue Law Setup
- Log In/Out Prompt
- Combo File
- Mix File
- Department Mix File
- Match File
- POP Transaction File
- POP Discount Coupon File
- Fuel Tax Exemption File
- Fuel Tax Receipt File
- Category Tracking File
- Secure Employee File

* The security level determines which employees can access these functions on Ruby workstations in sites that use the Sapphire Site Controller.

4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

Fuel Manager Functions Steps

Fuel Manager Functions in Security Control contains a list of the main functions (menu items) in Fuel Manager mode.

1. Arrow to Fuel Manager Functions.
2. Press `[Select]`.

```
1. TANK NAMES                    SL: _
```

3. Arrow to the menu item to set the security level.

- Tank Names
- Product Configuration
- Product Code Setup
- Product Dept Setup
- Product ID Setup
- Pump Configuration
- Fuel Product Prices
- DCR Configuration
- Cash Acceptor Configuration
- Site Parameters
- Initialize Fuel
- Initialize DCRs
- Clear Pumps On Hold
- Reset Controller
- RFID Configuration
- POP Discount

4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

DCR Configuration Functions Steps

DCR Configuration Functions in Security Control contains a list of the main functions (menu items) in the DCR Configuration function in the Fuel Manager mode.

1. Arrow to DCR Configuration Functions.
2. Press [Select].

```
1. DCR ATTRIBUTES               SL: _
```

3. Arrow to the menu item to set the security level.
   - DCR Attributes
   - DCR Receipt Header
   - DCR Receipt Trailer
   - Fueling/Promo Message
   - DCR Enable/Disable
4. Key the new security level.
5. Press [ENTER].
6. Repeat steps 3 through 5 to set up another security level, or press [EXIT] to return to the Security Control menu.

Configuration Functions Steps

Configuration Functions in Security Control contains a list of the main functions (menu items) in Configuration Functions in Manager mode.

1. Arrow to Configuration Functions.
2. Press `[Select]`.

```
1. SYSTEM CONFIG                SL: _
```

3. Arrow to the menu item to set the security level.
   - System Config
   - Sales Config
   - Gemcom Config
4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

Report Functions Steps

Report Functions in Security Control contains a list of the main functions (menu items) in Reports mode.

1. Arrow to Report Functions.
2. Press `[Select]`.

```
1. CLOSE CASHIER TOTALS        SL: _
```

3. Arrow to the menu item to set the security level.

- *Close Cashier Totals
- *Print Cashier Report
- *Print Worksheet
- Close Shift
- Close Daily
- Close Monthly
- Close Yearly
- Current Shift
- Current Daily
- Current Monthly
- Current Yearly
- Print Shift Report
- Print Daily Report
- Print Monthly Report
- Payroll Report
- Previous Shift Safe Drop Report
- Flash Reports
- PLU Total Configuration
- Report Configuration
- Current Cashier Report
- AEOD Configuration

* The security level determines which employees can access these functions on Ruby workstations in sites that use the Sapphire Site Controller.

Note: *The period name in some of the items (for example, 'Shift' in 'Close Shift') is user defined. If the name of a period is changed in **Reports > Report Configuration**, the new name appears instead.*

4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

Flash Report Functions Steps

Flash Report Functions in Security Control contains a list of the main functions (menu items) in the Flash Reports function in Reports mode.

1. Arrow to Flash Report Functions.
2. Press `[Select]`.

```
1. SUMMARY REPORT                SL: _
```

3. Arrow to the menu item to set the security level.

- Summary Report
- PLU Report
- PLU Exception Report
- PLU Promo Report
- Deal Report
- Department Report
- Category Report
- Tax Report
- Hourly Report
- N/W Product Report
- Network Report
- Proprietary Report
- SL/Price Level Report
- PR/Price Level Report
- Tier/PR Report
- Tank Report
- Conversion Report
- Autocollect Report
- FP/Hose Report
- FP/Hose Running Report
- Dispenser Report
- Safe Drop Report
- Blend Product Report
- Tank Monitor Report
- Tank Reconciliation
- Car Wash Report
- DCR Statistical Report
- Cash Acceptor Report
- Money Order Report
- FP/Hose Test Report
- POP Discount Report
- POP Discount Def Report
- *Loyalty Report

* Displays only installed.

4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

Maintenance Functions Steps

Maintenance Functions in Security Control contains a list of the main functions (menu items) in the Maintenance mode.

1. Arrow to Maintenance Functions.
2. Press [Select].

```
1. VERSION INFORMATION          SL: _
```

3. Arrow to the menu item to set the security level.

- *Version Information
- *Set Date and Time
- *Display I/O Configuration
- *Data Files Version
- *Enable Printer
- *Disable Printer
- *Flush Printer Queue
- *Get Latest Data
- Set Totals
- Create Files
- *Start Remote Dial-In
- *File Information
- *Feature Information
- Registration Information
- Set Store Telephone Number
- Set Store Postal Code
- *CPU Exception Information
- *Reset Soft Key File
- *Adjust Buzzer Volume
- Reset Modem
- *Printer Error Log
- Reset Tank Delivery
- Backup Print Log
- *Print Installation Info.
- *Reboot System
- *Display IP Stats
- *e-pc Status Report

* The security level determines which employees can access these functions on Ruby workstations in sites that use the Sapphire Site Controller.

4. Key the new security level.
5. Press [ENTER].
6. Repeat steps 3 through 5 to set up another security level, or press [EXIT] to return to the Security Control menu.

Security Functions Steps

Security Functions in Security Control contains a list of the main functions (menu items) in the Security Control function in Manager mode. The security level entered here controls the ability of an employee to set the Security Control levels of the previous sections.

1. Arrow to Security Functions.
2. Press [Select].

```
1. SYSTEM MANAGER FUNCTIONS    SL: _
```

3. Arrow to the menu item to set the security level.

- System Manager Functions
- Fuel Manager Functions
- DCR Configuration Functions
- Configuration Functions
- Report Functions
- Flash Report Functions
- Maintenance Functions
- Security Functions
- Car Wash Functions
- Network Manager Functions

4. Key the new security level.
5. Press [ENTER].
6. Repeat steps 3 through 5 to set up another security level, or press [EXIT] to return to the Security Control menu.

Car Wash Functions Steps

Note: *Car wash is an optional feature that requires a Ruby Card. This function is enabled only if you have the car wash option.*

Car Wash Functions in Security Control contains a list of the main functions (menu items) in Car Wash Manager mode.

1. Arrow to Car Wash Functions.
2. Press `[Select]`.

```
1. DEPARTMENT SETUP            SL: _
```

3. Arrow to the menu item to set the security level.

   - Department Setup
   - Car Wash Key Setup
   - DCR Display Setup
   - Disable Car Wash
   - Enable Car Wash
   - Car Wash Code Days Valid
   - Outdoor Enable

4. Key the new security level.
5. Press `[ENTER]`.
6. Repeat steps 3 through 5 to set up another security level, or press `[EXIT]` to return to the Security Control menu.

Network Manager Functions Steps

Network Manager Functions in Security Control contains a list of the main functions (menu items) in Network Manager mode.

1. Arrow to Network Manager Functions.
2. Press [Select].

```
1. PRE-AUTHORIZATION          SL: _
```

3. Arrow to the menu item to set the security level.

- *Pre-Authorization
- *Get Network Mail
- *SVC Functions
- Host Totals Report
- Comm Statistics
- Print Network Log
- Buypass Journal Log
- Print Parameters
- Network Configuration
- Print Product Codes
- Store and Forward
- Configuration

* The security level set here applies to the function in both Network Manager and Sales mode.

4. Key the new security level.
5. Press [ENTER].
6. Repeat steps 3 through 5 to set up another security level, or press [EXIT] to return to the Security Control menu.

File Maintenance

While in Security Control, press `[List]` to print a list of the submenus.

Note: *Only functions that apply to your system appear in the list.*

```
03/25/06                              10:07
Store# AB123 Register ID# 1
SECURITY CONTROL
--------------------------------------

 1. SYSTEM MANAGER FUNCTIONS
 2. FUEL MANAGER FUNCTIONS
 3. DCR CONFIGURATION FUNCTIONS
 4. CONFIGURATION FUNCTIONS
 5. REPORT FUNCTIONS
 6. FLASH REPORT FUNCTIONS
 7. MAINTENANCE FUNCTIONS
 8. SECURITY FUNCTIONS
 9. CAR WASH FUNCTIONS
10. NETWORK MANAGER FUNCTIONS
```

Sample Security Control Menu Listing

While in a Security Control submenu, press `[List]`.

```
03/25/06                              10:07
Store# AB123 Register ID# 1
SYSTEM MANAGER FUNCTIONS
--------------------------------------

 1. SECURITY CONTROL                  9
 2. EMPLOYEE FILE                     7
 3. CONFIGURATION                     7
 4. REGISTER CONFIGURATION            5
 5. CHECK FRANKING FILE               5
 6. LOGO/SLOGAN FILE                  7
 7. MOP FILE                          7
 8. CURRENCY FILE                     5
 9. TAX RATE FILE                     7
10. FEE/CHARGE FILE                   5
11. CATEGORY FILE                     7
12. DEPT FILE                         7
13. PLU FILE                          7
14. PLU PROMOTION FILE                5
15. PLU TRACKING FILE                 5
16. DEPARTMENT TRACKING FILE          5
17. SOFT KEY FILE                     5
18. MENU FILE                         5
19. CUSTOMER ID INFO                  7
20. TRAINING MODE                     7
21. CREATE BANNER                     3
22. BLUE LAW SETUP                    7
23. LOG IN/OUT PROMPT                 7
24. COMBO FILE                        5
25. MIX FILE                          5
26. DEPARTMENT MIX FILE               5
27. MATCH FILE                        5
28. POP TRANSACTION FILE              5
29. POP DISCOUNT COUPON FILE          5
30. FUEL TAX EXEMPTION FILE           5
31. FUEL TAX RECEIPT FILE             5
32. CATEGORY TRACKING FILE            5
33. SECURE EMPLOYEE FILE              7
```

Sample Security Control Submenu Listing

Employee File

The Employee File contains either 30 (001 through 030) or 60 (001 through 060) records, as selected during Ruby software installation. These numbers cannot be changed. Employees do not need to be assigned to record numbers in order.

The information in this file is used for the Payroll Report, Cashier Report, and security level access checks.

Note: *This function is available only on controlling terminals.*

Considerations

Login Priorities

- Cashiers are considered active on a register from the time they log in until they close out their totals. If the "One Cashier per Drawer" parameter in **Configuration > Sales Config** is set to 'Y', store personnel with security levels equal to or below the security level of the first cashier cannot log in. The error message "E1255 OPERATOR# <nnn> IS ACTIVE" displays if someone attempts to log in.
- Employees with security levels above that of the first cashier can log in by keying `[Y]` in response to the following message: "E1255 OPERATOR # <999> IS ACTIVE, LOGIN OVERRIDE? [Y/N]."
- The number of times an operator is overridden appears in the memo section of the appropriate cashier report and in the Summary Report. Any activity performed by the overriding employee logs to the journal, and sales transactions made by the overriding employee appear in that employee's Cashier Report.

Note: *The override prompt does not display if two or more cash drawers are connected.*

Employee File Steps

1. Arrow to the Employee File function.
2. Press [Select].

```
001 Name CORPORATE


                *MANAGER MENU*
```

3. Arrow to the desired employee system record.
4. Enter the indicated information for each item. The variable ‘nnn’ in each item is the record number. (The employee keys this number when asked for an ID.)

---

nnn Name

Description: Enter all names in the same way. For example, enter first name then last name (John Doe) or last name, comma, first name (Doe, John). Employees cannot clock in or out without having a name assigned.

Values: Alphanumeric, 1 - 30 characters.

Steps: Do one of the following:

–Key [*] [ENTER] to delete all information for the current employee system record number.

–Key the new name and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

---

nnn Emp #

Description: A number, such as a social security number or company-assigned ID, that identifies the employee for internal or payroll purposes.

Values: Alphanumeric, 1 - 11 characters.

Steps: Do one of the following:

–Key the new ID and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

---

nnn Security Level

Note: *Employee system record number 001 is permanently assigned security level 9. This cannot be changed. This item does not appear for employee 001.*

Description: The employee’s security level that allows access to all functions that have a security level less than or equal to the security level assigned here.

Values: Numeric, 0 - 8.

Note: *Employees assigned a security level of 0 can access only parameters set to 0.*

Steps: Do one of the following:

–Key the new security level and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

nnn Password

Description: A string of characters (letters and/or numbers) the employee must enter to sign on or clock in or out.

Values: Alphanumeric, 1 - 8 characters.

Steps: Do one of the following:

–Key the new password and press `[ENTER]`.

–Key the new password again and press `[ENTER]` to go to the next item. When changed successfully, “PASSWORD CHANGED” appears.

–Press `[ENTER]` to make no changes and go to the next item.

nnn Cashier?

Description: Determines whether the employee can perform cashier functions in Sales mode.

Values: Yes or No.

Yes: The employee can perform cashier functions in Sales mode.

No: The employee can clock in and out, but cannot sign on as a cashier to perform sales functions.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the first item.

–Press `[ENTER]` to make no changes and go to the first item.

5. Repeat steps 3 and 4 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Employee File, press [List].

Note: *Employee passwords print only with the aid of the VeriFone Technical Support Center.*

```
03/25/06                           10:07
Store# AB123 Register ID# 1
EMPLOYEE FILE

ID#      EMPLOYEE NAME
EMP#       SL      CSH     PASSWORD
--------------------------------------
001 CORPORATE
1           9       Y      *****
002 STORE MANAGER
2           7       Y      *****
003 ASST MGR
3           5       Y      *****
004 CASHIER
4           3       Y      *****
```

Sample Employee File Listing

Add/Change a Record

Adding a record is the same as changing a record.

1. Arrow to the desired employee record.
2. Press [Select].
   - If the record does not exist, "BAD RECORD NUMBER" appears. Key another record number.
   - If the record exists, it appears. Enter a new name or change the desired values.

Delete a Record

1. Arrow to the desired employee record.
2. Press [Select].
   - If the record does not exist, "BAD RECORD NUMBER" appears. Key another record number.
   - If the record exists, it appears.
3. At the "Name" parameter, key [*] [ENTER].

Configuration

The Configuration function defines general system operating methods. It contains the following sections:

- System Configuration
- Sales Configuration
- Gemcom Configuration

Note: *This function is available only on controlling terminals.*

Configuration Steps

1. At the Manager mode menu, arrow to Configuration.
2. Press `[Select]`.

```
 1. SYSTEM CONFIG                      _
** Use Arrow Keys **

                *CONFIGURATION MENU*
```

3. Arrow to the appropriate Configuration function.
4. Press `[Select]`.

System Configuration Steps

The System Configuration function contains parameters that set major system values.

Note: *Available only with the aid of the VeriFone Technical Support Center.*

1. At the Configuration menu, arrow to System Config.
2. Press [Select].

```
01 Initialize all files                      _

              *CONFIGURATION MENU*
```

3. Enter a value for each parameter.

---

01 Initialize all files

Description: This procedure is usually set to ‘Y’ as part of the original system set-up.

Values: Yes or No.

Yes: All system files are reset. Sales mode cannot be entered.

No: Standard setting to allow normal operations.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

---

02 Maximum PLUs

Description: Sets the maximum number of PLUs the system can hold. To get current Ruby terminal’s totals, run the Close Shift function. The maximum number depends on the configuration.

Note: *The default is 5,000 or less. Selection of over 3,000 PLUs requires a Ruby Card. Changing the number requires the aid of the VeriFone Technical Support Center. A Ruby Card is required when HPV-20 is installed.*

Values: Numeric, 10,000 or less.

Steps: Do the following:

1. Key the new value and press [ENTER] or press [-->] to make no changes and go to the next item.

```
ALL TOTALS WILL BE LOST, CONTINUE? [Y/N]
```

2. Press [Y] to continue or press [N] to go to the next item. The following screen appears briefly before going to the next item.

```
PLU file change done._
```

03 PLU Totals Storage Media

Note: *This parameter applies only to systems with more than 5,000 PLUs.*

Description: Allows storage of PLU total sales data on external media.

Values: Numeric, 1 or 2.

1: Static RAM.

2: Card.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

04 Maximum PLUs promo

Description: Sets the maximum number of promotions the system can hold. The maximum number depends on your configuration.

Note: *If the value changes, update the file in **Maintenance > Create Files**.*

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

06 Maximum no of saved trans

Note: *Requires a Ruby Card with the fast food option to save more than 10 transactions.*

Description: Sets how far back transaction receipts print using the ticket print function.

Values: Numeric, 2 - 50.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

07 Maximum no of pending trans

Note: *Requires a Ruby Card with the fast food option to suspend more than one transaction. The number of pending transactions must be less than or equal to the value of the "Maximum no of saved trans" parameter.*

Description: Sets the number of sales transactions that can be suspended.

Values: Numeric, 1 - 50.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first item.

–Press `[-->]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Configuration menu.

Sales Configuration Steps

The Sales Configuration function contains parameters that set overall sales operations values.

1. At the Configuration menu, arrow to Sales Config.
2. Press `[Select]`.

```
01 PLU not found department #          _


                *CONFIGURATION MENU*
```

3. Enter a value for each parameter.

`01 PLU not found department #`

Description: Sets a department number to assign to PLUs that are not in the PLU File and are entered as a sale. This department number must also be assigned as the "PLU not found department" in the Department File.

Values: Numeric, 0 - 9999.

0000: Disables the PLU Not Found department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`02 Maximum quantity`

Description: The maximum quantity of any one item that can be sold in one transaction.

Note: *If the value is less than one, the item cannot be sold.*

Values: Numeric, 1 - 9999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`03 Maximum amount`

Description: Sets the maximum amount any one department item can cost if the **Manager > Department File > "Dept Max"** parameter is set to '0'. The "Dept Max" parameter value, overrides the value set here.

Note: *This parameter applies only to department items, not to PLU items.*

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

04 Minimum amount

Description: Sets the minimum amount that any one department item can cost if the **Manager > Department File > "Dept Min"** parameter is set to '0'. If the "Dept Min" parameter is not '0', its value overrides the value set here.

Note: *This parameter applies only to department items, not to PLU items.*

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

05 Maximum discount

Description: The maximum discount (either percent or dollar amount as set in "Discount (P, A)") that can be applied to an item when using the [DISC] key.

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

06 Minimum discount

Description: The minimum discount (percent or dollar amount as set in "Discount (P, A)") that can be applied to an item when using the [DISC] key.

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

07 Discount per/G
FUEL DISCOUNT

Description: Dollar amount per gallon discount applied when a fuel discount key is used. Also allows a descriptive discount name to be applied.

Values: Numeric, 0.00 - 99.99.
Up to 30 characters for the name.

Note: *To rename a discount, you must enter a value or re-enter the current value.*

Steps: Do one of the following:

–Key the new value and press [ENTER]. Key the new discount name and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

08 Discount (P, A)

Description: Discount type (percent or dollar) that applies when the [DISC] key is used.

Values: P(ercent) or A(mount).

P: The amount entered calculates as a percentage of the price which subtracts from the price of the item.

A: The amount entered subtracts as a dollar amount from the item's price.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

09 Fixed discount (Y/N)

Description: Determines whether all discounts are automatically entered at the value set in the "Discount (P, A)" parameter and for the amount set in the "Fixed disc. rate" parameter when the [DISC] key is used.

Values: Yes or No.

Yes: All discounts are fixed at the rate set in the "Fixed disc. rate" parameter.

No: All discounts must be entered as individual amounts.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

10 Fixed disc. rate

Description: If "Fixed discount (Y/N)" is set to 'Y', the amount set here applies when the [DISC] key is used. The value is set in the "Discount (P, A)" parameter.

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

11 Refund security

Description: Sets the security level required to perform a refund transaction.

Values: Numeric, 0 - 9.

0: Refunds do not require a security level check.

1 - 9: Refunds require a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

12 Void line security

Description: Sets the security level required to perform a void line transaction.

Values: Numeric, 0 - 9.

0: Void lines do not require a security level check.

1 - 9: Void lines requires a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

13 Void transaction security

Description: Sets the security level required to perform a void ticket transaction.

Values: Numeric, 0 - 9.

0: Void tickets do not require a security level check.

1 - 9: Void tickets requires a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

14 No sale security

Description: Sets the security level required to use the [NO SALE] key.

Values: Numeric, 0 - 9.

0: No sales do not require a security level check.

1 - 9: No sales requires a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

15 Vendor payment security

Description: Sets the security level required to use the [PAY OUT] key. See the Soft Keys section in the Manager Reference for vendor "Pay Out" steps.

Values: Numeric, 0 - 9.

0: Pay Outs do not require a security level check.

1 - 9: Pay Outs requires a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

16 Cash drawers connected

Description: Sets the number of cash drawers. In a multiterminal system, the number set here applies to all terminals.

Values: Numeric, 0 - 2.

0: No cash drawers are connected.

1: No more than one cash drawer is connected to each terminal.

2: Two cash drawers are connected. Cashier and cash drawer numbers must be entered before each sale.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

17 Cashier # required each sale

Description: Determines whether a cashier number is required before starting each sale. This parameter is usually set to 'Y' when a single Ruby terminal has more than one cashier and one cash drawer.

Values: Yes or No.

Yes: Requires cashier number and password before starting each sale.

No: Cashier number and password is not required before each sale.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

18 Subtotal required

Description: Determines whether the `[TOTAL]` key must be pressed before the MOP is chosen.

Values: Yes or No.

Yes: The `[TOTAL]` key must be pressed before the MOP is chosen. A soft key must be defined for the Total function.

No: The `[TOTAL]` key does not have to be pressed before the MOP is chosen.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

19 Total in double

Description: Determines whether a transaction total prints in double-wide letters on the receipt.

Values: Yes or No.

Yes: Total prints in double-wide letters on receipts and in the journal.

No: Total prints in single-wide letters on receipts and in the journal.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

20 Print receipt

Note: *When this parameter is set to 'N', the "Force Ticket Print" parameter appears in the MOP configuration file. To override the 'N' setting in this parameter, set "Force Ticket Print" in the MOP File to 'Y'.*

Description: Determines whether a receipt is printed for every transaction or only for specific transactions.

Values: Yes or No.

Yes: Print a receipt for every transaction.

No: A receipt prints for No Sale, Pay In, Pay Out, Clock In/Out, void, car wash, POP Discounts, and credit transactions or when requested using the `[TICKET PRINT]` key. When set to 'N' the parameters - Force VOID LINE, VOID TICKET, NO SALE, and REFUND print appear.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

21 Force VOID LINE print [Y/N]

Note: *Appears only if the "Print receipt" parameter is set to 'N'.*

Description: Determines whether "VOID LINE" prints on the receipt when the cashier voids a line in Sales mode.

Values: Yes or No.

Yes: "VOID LINE" prints on the receipt and the journal when the cashier voids a line.

No: "VOID LINE" does not print when the cashier voids a line.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

22 Force VOID TICKET print [Y/N]

Note: *Appears only if the "Print receipt" parameter is set to 'N'.*

Description: Determines whether "VOID TICKET" prints on the receipt when the cashier voids a ticket in Sales mode.

Values: Yes or No.

Yes: "VOID TICKET" prints on the receipt and the journal when the cashier voids a ticket.

No: "VOID TICKET" prints on the journal only.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

23 Force NO SALE print [Y/N]

Note: *Appears only if the "Print receipt" parameter is set to 'N'.*

Description: Determines whether "NO SALE" prints on the receipt when the cashier keys `[NO SALE]`.

Values: Yes or No.

Yes: "NO SALE" prints on the receipt and the journal when the cashier keys `[NO SALE]`.

No: "NO SALE" prints on the journal only.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

24 Force REFUND print [Y/N]

Note: *Appears only if the "Print receipt" parameter is set to 'N'.*

Description: Determines whether a refund receipt prints when a refund is performed in Sales mode.

Values: Yes or No.

Yes: A refund receipt is printed.

No: Refund prints on the journal only.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

25 Idle prompt displays due sales

Description: Sets the idle sales message to display when the terminal is not performing a transaction.

Values: Yes or No.

Yes: "NO DUE SALES" displays if the terminal is idle and no fuel transactions are due. Due fuel sales display if one or more fuel sales are due.

No: "Ready for sale" displays if the terminal is idle. Press `[VIEW]` to display due fuel sales.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

26 Drawer open during sale

Description: Determines whether a drawer can remain open during a transaction.

Values: Yes or No.

Yes: Cash drawer can remain open during transactions.

No: Cash drawer must be closed. If a sale is attempted when the cash drawer is open, the message "Close Cash Drawer" appears and the Ruby terminal beeps every two seconds.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

27 Reset display on drawer close

Description: Sets when the idle sales message displays after a transaction is complete. See the “Reset Display Values” table below for operational values.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

28 Reset display on time-out

Description: Sets when the idle sales message returns after a transaction is complete.

Values: Yes or No. See the “Reset Display Values” table below for operational values.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

Reset Display Values

On Drawer Close	On Time-out	Ready for sale message returns...
Yes	Yes	When the drawer closes or the time-out elapses.
Yes	No	When the drawer closes.
No	Yes	When the time-out elapses or the drawer closes and a key is pressed.
No	No	Immediately.

29 Reset display time-out value

Description: Sets the time, in seconds, when the idle sales message returns to the Operator Display after a transaction is complete. If the “Reset display on time-out” parameter is set to ‘Y’, a value must be entered here.

Values: Numeric, 0 - 3600.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

30 Canadian GST

Description: Identifies whether parameters related to Canadian Goods and Services Tax (GST) appear in the Tax Rate File.

Values: Yes or No.

Yes: The site collects Canadian GST. If set to ‘Y’, the “Reg. #” and “Fuel Includes Tax” parameters appear in the Tax Rate File, and the Canadian GST percentage appears on the receipt.

No: The site does not collect Canadian GST.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

31 Value Added Tax - VAT

Description: Determines whether the receipt shows that VAT is included in the price of an item. U.S. and Canadian sites usually do not collect VAT.

Values: Yes or No.

Yes: “VAT INCLUDED” appears at the bottom of the receipt. To apply the tax, the “Price Includes Tax” parameter in the Tax File must be set to ‘Y’.

No: “VAT INCLUDED” does not appear on the receipt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

32 Store number

Description: Number or name that identifies the store and prints on all receipts, listings (`[List]`), and reports.

Values: Alphanumeric, 1 - 5 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

33 Enable Fast Credit

Description: Determines whether to allow fast credit sales which pre-authorizes credit card fuel purchases but charges only for the amount of fuel dispensed.

Values: Yes or No.

Yes: Enable fast credit.

No: Do not enable fast credit.

Note: *If ‘No’ is selected, prepay fuel sales require the selection of a fuel type.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

34 Check drawer amount on safe drop

Description: Determines whether the Ruby terminal compares the amount of the MOP entered to the calculated amount currently in the drawer.

Values: Yes or No.

Yes: The Ruby terminal compares the amounts and warns if not enough of the MOP is calculated to be in the drawer.

No: The Ruby terminal does not compare the amounts.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

35 Money Order Low Check Limit

Description: Sets the number of checks remaining before an alarm message is triggered to load more checks.

Note: *This parameter appears only if Money Order is installed.*

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

–

36 POP Discount Enable [Y/N]

Description: Enables the POP discount feature.

Values: Yes or No.

Yes: POP discount feature is enabled and the feature can be configured.

No: POP discount is disabled.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

37 POP Discount Mode [0,1,2]

Note: *This parameter appears only if 'POP Discount Enable' is set to 'Y'.*

Description: Determines the type of POP discount mode.

Values: Numeric, 0, 1, 2.

0 - Basic: Discounts the price of fuel when it is bought, or gives out site-specific coupons.

1 - Basic+Codes: Discounts combine Basic POP discount features (fuel price breaks or discount coupons) with the ability to award site-specific codes redeemable for future fuel discounts.

2 - Basic+Membership: Provides instant fuel discounts through use of a scannable or swipeable POP Membership Card that must be chosen to receive a POP Discount.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

38 Number of Days POP Code Valid

Note: *This parameter appears if the 'POP Discount Mode' parameter is set to '1'.*

Description: Determines the number of days a POP code is valid.

Values: Numeric, 0 - 30.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

39 Discount ID for Free Code

Note: *This parameter appears if the 'POP Discount Mode' parameter is set to '1'.*

Description: Designates the POP Discount Definition ID that determines the grade of fuel to list on free POP Code award.

Values: Numeric, 1 - 10. (See the POP Definition Table in Fuel Manager). Default value '0' indicates no discount and cannot be re-entered.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

40 Free Award Security

Note: *This parameter appears if 'POP Discount Enable' is set to 'Y'.*

Description: Sets the security level required to issue a free POP award code or coupon.

Values: Numeric, 0 - 9.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

41 Prompt for POP Recalc

Note: *This parameter appears if 'POP Discount Enable' is set to 'Y'.*

Description: Alerts the cashier that a postpay transaction is being adjusted for a discount.

Values: Yes or No.

Yes: The cashier is alerted about the total being adjusted.

No: The total adjusts for the discount, with no alert to the cashier.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

42 POP Disc Program Name MEMBER ID

Note: *This parameter appears if the 'POP Discount Mode' parameter is set to either '1' or '2'.*

Description: Determines the name of the membership program.

Values: Alphanumeric, 1 - 15 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

43 POP Receipt Promo Type

Description: Determines whether the discount is printed on the POP Discount transaction receipt as savings per gallon or total savings.

Values: 1 = Price Discount Per Gallon/Liter.

2 = Total Savings.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

44 POP Fuel Low Limit

Description: Determines the lowest dollar amount to which the "POP Fuel Limit" parameter can be set in **Manager > POP Transaction File**.

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

45 One Cashier per Drawer

Description: Determines whether a single cash drawer can be shared by more than one cashier.

Values: Yes or No.

Yes: Limits log in to one cashier per cash drawer until totals are closed. This can be overridden by personnel with higher security levels than the cashier.

Note: *Journal logs activity performed by someone with a higher security level. Transactions made by overriding personnel in Sales mode print in the Cashier and Summary Reports.*

No: More than one cashier is allowed per cash drawer.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

46 Force DOB on ID Check? [Y/N]

Description: Determines whether to force ID checks by displaying messages, beeping, and restricting sales until a birthdate is either entered, scanned or swiped.

Values: Yes or No.

Yes: Forces an ID check by restricting sales.

No: Does not force an ID check.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

47 Error Msg Prompt Timer [2-30]

Description: Determines how many seconds error messages display on the Ruby terminal.

Values: Numeric, 2 - 30.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

48 Register Time-Out Timer (Min)

Description: Sets the time when an idle Ruby terminal automatically switches out of sales mode and back to the `[SALES]` switcher.

Values: Numeric, 000 (remains in Sales mode) - 999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

49 Prevent Modify Key Cycling? [Y/N]

Description: Determines whether cycling through PLU modifiers from the lowest priced modifier to the highest priced is allowed.

Values: Yes or No.

Yes: Cycling through the modifiers of a PLU is prevented.

No: Cycling through the modifiers of a PLU is allowed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

50 Error Correct security

Description: Sets the security level required to perform an `[ERROR CORR]` on an item in a transaction.

Values: Numeric, 0 - 9.

0: Error corrects do not require a security level check.

1 - 9: Error corrects require a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

51 Open Drawer Alarm Timer (sec)

Note: *The "Drawer open during sale" parameter must to set to 'N' in order for this parameter to display.*

Description: Determines how long a cash drawer can remain open before a buzzer and error message displays on the controller and workstations.

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

52 Enforce Grade/Prompting Inside

Note: *Dresser/Wayne, Gilbarco, and Tokheim DCRs only.*

Description: Determines whether grade restriction prompt displays on the Ruby terminal.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

53 Release Terminal During Close

Note: *This function is available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether Sales mode is available while a Close Daily or Close Shift is underway.

Values: Yes or No

Yes: Cashiers must exit Sales, but instead of waiting until the close shift or close daily is complete, they can log back into Sales immediately.

No: Cashier must be logged out of Sales mode until the close shift or close daily is completed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

54 Enable Auto Refund

Description: Determines whether a refund is automatically issued at the Ruby terminal on a prepaid fuel sale when an underrun occurs (less fuel dispensed than paid for). The refund is put on the credit card used to prepay the fuel sale when the cashier puts the underrun onto a receipt for the transaction.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

55 Auto Settle Fuel Overrun

Description: Determines how an overrun is handled. An overrun is the difference in price between the amount of fuel that was approved and the amount that was dispensed.

Values: Yes or No.

Yes: The amount sent to the network for collection includes the overrun.

No: The amount sent to the network does not include the overrun. The overrun amount comes due inside.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

56 Discount Security Level

Description: Determines the security level that can be set to allow discounts.

Values: Numeric, 0 - 2.

0: Employee at any security level can allow discounts.

1: Employees with a security level of ‘1’ can allow discounts.

2: Employees with a security level of ‘1’ or ‘2’ can allow discounts.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`57 Price Override Security Level`

Description: Determines the security level that can be set to allow overrides.

Values: Numeric, 0 - 2.

0: Employee at any security level can perform a price override.

1: Employees with a security level of ‘1’ can perform price overrides.

2: Employees with a security level of ‘1’ or ‘2’ can perform price overrides.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`58 Prepaid Card Activate dept #`

Description: Assigns a department number for Prepaid Card activations.

Note: *This parameter replaces “Stored Value Card Department? [Y/N]” in* ***Manager > Dept File****.*

Values: Numeric, 0 - 9999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`59 Prepaid Card Recharge dept #`

Description: Assigns a department number for Prepaid Card recharges.

Values: Numeric, 0 - 9999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`60 Fast Credit Merchandise Allowed`

Description: Determines whether merchandise can be added to fuel items on the same receipt.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

61 Auto Fast Credit Prepay Cashout

Description: When enabled with the "Fast Credit Merchandise Allowed" parameter and a customer dispenses all of the preauthorized fuel, the completion is sent automatically from the Ruby to the network and no further receipts are printed. If this parameter is set to 'N', the Ruby sends the completion to the network after the cashier claims the fuel sale.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

62 Reminder to use Imprinter[Y/N]

Description: Determines whether a message is displayed that reminds the cashier to use the imprinter after completing a transaction using the manual credit MOP.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

63 Safedrop correction security level

Note: *Available only to the store manager or higher security level.*

Description: Sets the security level required to make a correction to a previously entered safe drop amount.

Values: Numeric, 0 - 9.

0: Safe drop corrections do not require a security level check.

1 - 9: Safe drop corrections require a security level of at least this number.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first item.

–Press `[-->]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Configuration menu.

Gemcom Configuration Steps

Use the Gemcom Configuration function to set the password for Gemcom communications with the Ruby terminal. In order to send data to the Ruby terminal from a back office computer, the password set up here must be used.

1. At the Configuration menu, arrow to Gemcom Config.
2. Press `[Select]`.

```
Set Gemcom Pwd: 1234567890
```

3. Key the new password (up to 10 digits).
4. Press `[ENTER]`.
5. Press `[EXIT]` to return to the Configuration menu.

File Maintenance

While in Configuration, press `[List]` to print a list of the submenus.

```
03/25/06                           10:07
Store# AB123 Register ID# 1
CONFIGURATION FUNCTIONS
--------------------------------------

 1. SYSTEM CONFIG
 2. SALES CONFIG
 3. GEMCOM CONFIG
```

Sample Configuration Menu Listing

While in a Configuration submenu, press `[List]`.

```
03/25/06                           10:07
Store# AB123 Register ID# 1
SYSTEM CONFIG PARAMETERS

--------------------------------------
01 Initialize all files      N
02 Maximum PLUs              1000
03 PLU Totals Storage Media  2
04 Maximum PLUs promo        0050
06 Maximum no of saved trans 0010
07 Maximum no of pending tra 0010
```

Sample System Configuration Submenu Listing

Sample Sales Configuration Submenu Listing

```
03/25/06                           10:07
Store# AB123 Register ID# 1
SALES CONFIG PARAMETERS

----------------------------------------
01 PLU not found department #       0014
02 Maximum quantity                 0000
03 Maximum amount                 999.99
04 Minimum amount                   0.01
05 Maximum discount                80.00
06 Minimum discount                 1.00
07 FUEL DISCOUNT                    0.05
08 Discount (P, A)                     P
09 Fixed discount (Y/N)                N
10 Fixed disc. rate                 0.00
11 Refund security                     5
12 Void line security                  0
13 Void transaction security           5
14 No sale security                    7
15 Vendor payment security             7
16 Cash drawers connected           0001
17 Cashier # required each sale        N
18 Subtotal required                   Y
19 Total in double                     Y
20 Print receipt                       N
21 Force VOID LINE print               Y
22 Force VOID TICKET print             Y
23 Force NO SALE print                 Y
24 Force REFUND print                  Y
26 Idle prompt displays due sale       N
26 Drawer open during sale             N
27 Reset display on drawer close       Y
28 Reset display on time-out           N
29 Reset display time-out value     0020
30 Canadian GST                        N
31 Value Added Tax - VAT               N
32 Store number                    AB123
33 Enable Fast Credit                  N
34 Check drawer amount on safe d       Y
35 Money Order Low Check Limit         9
36 POP Discount Enable [Y/N]           Y
37 POP Discount Mode               BASIC
38 Number Days POP Code Valid (0-30)  30
39 Discount ID for Free Code        0001
40 Free Award Security                 5
41 Prompt for POP Recalc               Y
42 POP Disc Program Name       MEMBER ID
43 POP Receipt Promo Type             01
44 POP fuel Low Limit              10.00
45 One Cashier per Drawer              Y
46 Force DOB on ID Check? [Y/N]        N
47 Error Msg Prompt Timer [2-30]      03
48 Register Time-Out Timer (Min)    0000
49 Prevent Modify Key Cycling? [Y/N]   N
50 Error correct security              0
51 Open Drawer Alarm Timer (sec)     000
52 Enforce Grade/Prompting Inside      N
53 Release Terminal During Close       N
54 Enable Auto Refund                  N
55 Auto Settle Fuel Overrun            N
56 Discount Security Level             5
67 Price Override Security Level       5
58 Prepaid Card Activate dept #     9965
59 Prepaid Card Recharge dept #     9965
60 Fast Credit Merchandise Allowed     Y
61 Auto Fast Credit Prepay Cashout     Y
62 Reminder to Use Imprinter           N
63 Safedrop Correction Security Level  5
```

Register Configuration

Note: *This function is available only on workstation terminals, and can be accessed only by employees with an appropriate security level.*

Register Configuration sets specific data files to be downloaded from the controller to the workstation.

- Banner File
- Check Franking File
- Logo/Slogan File
- Soft Key File

To set up the workstation in the same way as the controller, make the needed changes and download these data files from the controller. When the workstation goes into Sales mode, it automatically downloads any changes made to the data files on the controller.

Workstations may be set up differently, for example to sell only lottery tickets. The controller's customer display banner can display "THANK YOU/COME AGAIN" and the lottery only terminal can display "GOOD LUCK."

Some terminal configurations may require that the workstation be set up differently. For example, if the controller has 65 keys and the workstation has 120 keys, the Soft Key File would need to be set up separately.

Considerations

Banner File

- To set up each workstation to have the same Banner File (Customer Display information) as the controller, choose 'Y' at the "Download Banner File" prompt.
- To set up a different banner on the workstation than that used on the controller, choose 'N' at the "Download Banner File" prompt. *See "Create Banner" for more details.*

Check Franking File

- Decide if you want each workstation to have the same Check Franking File as the controller. If you do, choose 'Yes' at the "Download Check Franking File" prompt.
- If you do not want each workstation to have the same Check Franking file as the controller, choose 'No' at the "Download Check Franking File" prompt. *See "Check Franking File" for more detailed information.*

Logo/Slogan File

- To set up each workstation to have the same Logo/Slogan File (receipt header and footer) as the controller, choose ‘Y’ at the “Download Logo/Slogan File” prompt.
- To set up a different logo or slogan on the workstation than that used on the controller, choose ‘N’ at the “Download Logo/Slogan File” prompt. *See “Logo/ Slogan File” for more details.*

Soft Key File

- Decide whether you want each workstation to have the same keyboard configuration (Soft Key File) as the controller. If you do, choose ‘Yes’ at the “Download Soft Key File” prompt.
- If a workstation has a different keyboard layout (for example, 65-key vs. 120-key) then the workstation should not download the Soft Key File from the controller. Choose ‘No’ at the “Download Soft Key File” prompt. *See “Soft Key File” for more detailed information.*

Register Configuration Steps

1. Arrow to the Register Configuration function.
2. Press [Select].

```
Download Soft Key File [Y/N]        _
```

3. Press [Yes] or [No] and then [ENTER]. Press [-->] to go to the next item.

```
Download Logo/Slogan File  [Y/N]   _
```

4. Press [Yes] or [No] and then [ENTER]. Press [-->] to go to the next item.

```
Download Banner File  [Y/N]         _
```

5. Press [Yes] or [No] and then [ENTER]. Press [-->] to go to the next item.

```
Download Check Franking File [Y/N]
_
```

6. Press [Yes] or [No] and then [ENTER].
7. Press [EXIT] to return to the Manager menu.

File Maintenance

While in Register Configuration, press [List].

```
03/25/06                        10:07
REGISTER CONFIG PARAMETERS

--------------------------------------

Download Soft Key File            N
Download Logo/Slogan File         Y
Download Banner File              Y
Download Check Franking File      N
```

Sample Register Configuration Listing

Check Franking File

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Check Franking File function defines up to seven lines of information that can be automatically printed on the back of checks in systems that use a slip printer.

The following information prints on the reverse side of the check.

- **Line 01 Information**: User entered text
- **Line 02 Information**: User entered text
- **Line 03 Information**: User entered text
- **Line 04 Information**: User entered text
- **Line 05 Information**: User entered text
- **Line 06 Information**: fixed
  - Register number
  - Cashier number
  - Transaction number
  - Amount of the check
- **Line 07 Information**: fixed
  - Date
  - Time

```
        FOR DEPOSIT ONLY
     TO THE FOLLOWING ACCOUNT
         183475913847519
       SAMPLE CREDIT UNION
       CLEARWATER FLORIDA
      0001 001 10005    12.58
       03/25/06  16:33:36
```

Sample Check Franking File Listing

Check Franking File Steps

1. Arrow to the Check Franking File function.
2. Press `[Select]`.

```
LN01 _
```

3. Do one of the following:
   – Key the line of information (1 - 19 characters) to be printed on the back of the check. Press `[ENTER]`. The text automatically centers itself on the line.
   – To delete the text, key `[*] [ENTER]`.
4. Repeat steps 2 and 3 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in Check Franking, press `[List]`.

```
03/25/06                             10:07
Store# AB123 Register ID# 1
CHECK FRANKING PARAMETERS

--------------------------------------
LN01      FOR DEPOSIT ONLY
LN02
LN03   ACCOUNT 123412312345
LN04    SAMPLE CREDIT UNION
LN05    CLEARWATER FLORIDA
```

Sample Check Franking File Listing

Logo/Slogan File

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Logo/Slogan File contains the information that prints in the header (logo) and footer (slogan) of your receipts.

Considerations

Logo

Note: *The logo lines may be overwritten in some applications by a logo downloaded from the network.*

The logo can contain up to five lines of information. Each line can be 40 single-wide characters or 20 double-wide characters.

Usually the store name and welcome are placed here.

Example: WELCOME TO
JOE'S FUEL STOP

Slogan

The slogan can contain up to five lines of information. Each line can be 40 single-wide characters or 20 double-wide characters.

Usually a thank you message and request for return service is placed here.

Example: THANK YOU
PLEASE COME AGAIN

Logo/Slogan File Steps

1. Arrow to the Logo/Slogan File function.
2. Press `[Select]`.
3. Arrow to the desired logo (lines 1 - 5) or slogan (lines 6 - 10) line.
4. Enter the indicated information for each line. The variable 'nn' in each item represents the current line number.

`LNnn Mode (D,S)`

Description: Determines the size of the letters printed on the receipt for this line.

Values: D, S, *.

D: Double-wide characters. Up to 20 characters can be printed on the line.

S: Single-wide characters. Up to 40 characters can be printed on the line.

*****: Do not print this line.

Steps: Do one of the following:

–Key the print size value and press `[ENTER]` to go to the next line entry item.

–Press `[-->]` to make no changes to this logo/slogan line and go to the next line.

`LNnn`

Description: The words that are to be printed on this line of the receipt.

Values: Alphanumeric, 0 - 20 or 0 - 40 characters.

0 - 20: If you chose double-wide characters in the last step, enter up to 20 characters for this line.

0 - 40: If you chose single-wide characters in the last step, enter up to 40 characters for this line.

Steps: Do one of the following:

–Starting at the left, key the words that should appear on this line of the receipt. The words are automatically centered. Then press `[ENTER]` to go to the next line number.

–Press `[-->]` to make no changes to this logo/slogan line and go to the next line.

5. Repeat steps 3 and 4 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Logo/Slogan File, press [List].

```
03/25/06                                   10:07
Store# AB123 Register ID# 1
LOGO/SLOGAN FILE

--------------------------------------
TICKET LOGO:

          WELCOME TO
       JOE'S FUEL STOP

TICKET SLOGAN:

          THANK YOU
     PLEASE COME AGAIN
```

Sample Logo/Slogan File Listing

MOP File

The MOP File contains a description of every method of payment (MOP) type the store accepts.

Note: *This function is available only on controlling terminals.*

Considerations

Changing/Deleting Used MOP Types

After an MOP has been defined and used in your system, it should not be changed or deleted. Changes or deletions affect the accuracy of the period reports.

Key Assignment

Assign as many MOPs as possible to a soft key. The `[OTHER MOP]` key is used when not enough space exists on the keyboard for every MOP used by your site. With the repeated keying of the `[OTHER MOP]` key, the Ruby terminal cycles through each MOP defined in the MOP File that is not assigned to a soft key. These MOPs appear in the order they are assigned in the MOP File. You can minimize keystrokes by defining the most often used MOPs before those used less often.

MOP Types

Write down all the types of payment you accept in exchange for merchandise. For example, you may accept cash, credit, checks, debit, and coupons. Then review the MOP File parameters and decide how you would like each MOP to work.

A MOP system record number is almost always different from a MOP code. It is standard to set MOP system record number 01 to be Code ‘00’ which is the cash type.

Note: *MOP codes 0 to 9 display on the Ruby terminal without a leading zero, but they list with a leading zero as “00” to “09”.*

MOP File Steps

1. Arrow to the MOP File function.
2. Press [Select].

```
MP01 Dsc CASH


                 *MANAGER MENU*
```

3. Enter a value for each parameter. The variable 'nn' in each item represents the MOP number.

MPnn Dsc

Description: Description of the method of payment that appears on reports and receipts.

Values: Alphanumeric, 1 - 14 characters.

Steps: Do one of the following:

–Key the MOP description and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

MPnn Code

Description: Method of payment type that determines how the MOP works. The "MPnn Dsc" parameter determines the name for the MOP that appears in the Cashier Report and in the "Cashier Details" section of the Summary Report. In other reports, some MOPs are referred to differently, as described below.

Values: Numeric, 0 - 19, 28, or 29.

00 CASH: To avoid confusion, set the "MPnn Dsc" parameter to "CASH" for the first MOP that uses this code. In the Cashier and Summary Reports, this MOP appears by the "Name" set in the Currency File under "CASH." In other reports, it may appear as "CASH."

01 CREDIT: Use for credit cards sent through a credit card network. The "MPnn Tender amount required" and "MPnn Force Ticket Print" parameters do not appear. In some reports, this MOP may appear as "CHARGES" or by card name.

02 DEBIT: Use for debit cards sent through a credit card network. The "MPnn Tender amount required" and "MPnn Force Ticket Print" parameters do not appear. In reports, this MOP appears as a "DEBIT" item.

03 MANUAL CREDIT: To avoid confusion, set the "MPnn Dsc" parameter to "MAN CRED" for the first MOP that uses this code. Use for credit cards *not* sent through a credit card network, such as those for House Credit. A voice authorization, imprinting, or other procedure may be required to process the card. The "MPnn Tender amount required" parameter does not appear.

04 MANUAL DEBIT: Use for debit cards *not* sent through a credit or debit card network. A voice authorization, imprinting, or other procedure may be required to process the card. The “MPnn Tender amount required” parameter does not appear.

05 LOTTO: Use for winning lotto tickets tendered as MOPs.

06 CHECK: Use for checks. If customers are not permitted to write checks for more than the amount of purchase, set “MPnn Change allowed” to ‘N’.

07 COUPON: Use for product coupons as MOPs. The “MPnn Change allowed” parameter does not appear.

08 $1 CASH: Automatically expects a one dollar bill as payment and calculates change based on that. In the Cashier and Summary Reports, this MOP appears by the “Name” set in the Currency File under “CASH.” In other reports, it may appear as “CASH.”

09 $5 CASH: Automatically expects a five dollar bill as payment and calculates change based on that. In the Cashier and Summary Reports, this MOP appears by the “Name” set in the Currency File under “CASH.” In other reports, it may appear as “CASH.”

10 $10 CASH: Automatically expects a ten dollar bill as payment and calculates change based on that. In the Cashier and Summary Reports, this MOP appears by the “Name” set in the Currency File under “CASH.” In other reports, it may appear as “CASH.”

11 $20 CASH: Automatically expects a twenty dollar bill as payment and calculates change based on that. In the Cashier and Summary Reports, this MOP appears by the “Name” set in the Currency File under “CASH.” In other reports, it may appear as “CASH.”

12 $50 CASH: Automatically expects a fifty dollar bill as payment and calculates change based on that. In the Cashier and Summary Reports, this MOP appears by the “Name” set in the Currency File under “CASH.” In other reports, it may appear as “CASH.”

13 FOOD STAMP: Use for paper food stamps only. Amounts must be entered as whole dollars for this MOP. The “MPnn Change allowed” parameter must be set to ‘Y’. The “MPnn Tender amount required” parameter does not appear.

14 DRIVE OFF: Use to set up an MOP for clearing fuel sales for customers that drive off without paying for dispensed fuel. The “MPnn Change allowed” parameter does not appear.

15 SPECIAL DISCOUNT: A special discount is a discount which works as an MOP. The cashier applies it after pressing `[TOTAL]`. A site may set up this discount for special situations or groups of customers, such as students or seniors.

The Dept File and PLU File functions have “Special Discount [Y/N]” parameters which enable the discount for specific departments or PLUs. The “MPnn Special Discount (P)” parameter sets the percentage rate of the discount. Only the “MPnn Dsc,” “MPnn Code,” “Allow Money Order Purchase,” and “Force Ticket Print” parameters appear. These amounts do *not* appear with promotions in the “DISCOUNTS” item in the Summary Report.

16 MANUAL EBT FS: Electronic, non-paper food stamps. Amounts for this MOP can be entered as dollars and cents. This is usually used with food stamp transactions performed with a standalone EBT terminal when the network is offline. The “MPnn Tender amount required” parameter and the “MPnn Allowed without sale” do not appear.

17 LOTTERY: Use for scratch-off lottery tickets tendered as MOPs.

18 IN-HOUSE: Store credit extended to local customers and set up outside the network and the Ruby terminal. The Ruby terminal provides receipts for transactions and reports sales on the Cashier and Summary reports. “Enter Account Number” displays when the `[In House]` key is used for a transaction. An alpha-numeric account number, up to ten digits, MUST be entered. When the customer comes in to pay on the account, press `[Pay In]`, at which time you are prompted “House Account? [Y/N].” Enter ‘Y’ and the prompt, “Enter Amount” displays. After entering an amount and pressing `[ENTER]`, the prompt, “Enter House Acct#” displays. If In-House MOP is selected, the “MPnnTender amount required” and “Force Ticket Print” parameters do not appear.

19 PUMP TEST: The Pump Test MOP closes out a sale where the store pumps a test amount of fuel into a container and it is rung up as a sale. When the fuel is returned to the tank, the sale is actually treated as a No Sale. Pump Test MOP can only be used on post-pay fuel sales.

20 EBT FOOD STAMP: Not in use.

21 EBT CASH BENEFIT: Not in use.

22 MANUAL EBT CB: Not in use.

23 ECHECK: Use for checks that can be converted to electronic checks using the TeleCheck Electronic Check Acceptance® (ECA®) service or the convenience of electronic check deposits using an Electronic Check Acceptor and a host.

24 SV CARD: Use when a customer wants to pay for a transaction with a Stored Value Card. A preset limit is stored on the card. When the transaction exceeds the value of the card, an alternate MOP is needed.

29 HONOR ALL: Use to complete a sale with a credit card that is not supported.

Note: *A House Charge MOP may be created in an empty MOP slot. As House Charge is a form of manual credit, it uses the MOP code of 3.*

Steps: Do one of the following:

–Key one of the MOPs above and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Special Discount (P) nn.nn    nn.nn`

Note: *This parameter only appears for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Description: The amount of the special discount.

Values: Numeric, 00.00 - 99.99 percent.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the "Allow Money Order Purchase" parameter.

–Press `[ENTER]` to make no changes and go to the "Allow Money Order Purchase" parameter.

–Arrow to another MOP number (nn).

`MPnn Min`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Description: The minimum amount accepted for this MOP. For example, some businesses may have a credit card minimum.

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the minimum and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Max`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Description: The maximum amount accepted for this MOP. For example, some businesses may not accept more than $50 in cash for any one transaction.

Values: Numeric, 0.00 - 9999.99.

0.00: This MOP does not have a maximum amount.

Steps: Do one of the following:

–Key the maximum and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Lim`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Note: *The setting of the "Force safe drop" parameter determines whether a safe drop must be performed.*

Description: Determines whether the cashier is signaled with a "DROP (*MOP*)" message on the display when the amount of the MOP entered here is in the drawer.

Values: Numeric, 0.00 - 9999.99.

0.00: This MOP does not require a safe drop.

0.01 - 9999.99: The "DROP (*MOP*)" message appears on the display when the amount entered here is in the drawer.

Steps: Do one of the following:

–Key the limit and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Force safe drop [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT', or '19 PUMP TEST'.*

Note: *The journal records time, date, and cashier number when the cashier enters the Safe Drop function and the drawer opens.*

Description: After the amount set in the "MPnn Lim" parameter is reached, this parameter determines whether sales may continue or a safe drop of the MOP must be performed first.

Values: Yes or No.

Yes: A "DROP MONEY FIRST" message appears and the cashier cannot continue sales functions until he or she has dropped the required amount of the MOP in the safe.

No: Sales transactions can continue without the cashier performing the recommended safe drop.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Open drawer on sale [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT', or '19 PUMP TEST'.*

Values: Yes or No.

Yes: Open the cash drawer when this MOP is chosen.

No: Do not open the cash drawer when this MOP is chosen.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Tender amount required [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '01 CREDIT', '02 DEBIT', '03 MANUAL CREDIT', '04 MANUAL DEBIT', '13 FOOD STAMP', '15 SPECIAL DISCOUNT', '16 MANUAL EBT FS', '18 IN-HOUSE', or '19 PUMP TEST'.*

Note: *This parameter cannot be changed to 'N' for MOPs with an "MPnn Code" value of '16 MANUAL EBT FS'.*

Values: Yes or No.

Yes: The amount of this MOP must be entered before choosing the MOP.

No: The amount of the MOP does not have to be entered before choosing the MOP.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Allowed without sale [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT', '16 MANUAL EBT FS', or '19 PUMP TEST'.*

Description: Determines whether a MOP can be accepted without a purchase. Set this to 'Y' for "MPnn Code" values of '05 LOTTO' and '17 LOTTERY' to redeem lottery tickets, '06 CHECK' to cash a check, and '02 DEBIT' and '04 MANUAL DEBIT' to allow cash back on a debit card without a purchase.

Values: Yes or No.

Yes: This MOP can be accepted without a purchase.

No: This MOP can only be accepted with a purchase.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Refund allowed [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT', or '19 PUMP TEST'.*

Description: Determines whether this MOP can be given to a customer when an item is refunded. For example, checks cannot be refunded.

Values: Yes or No.

Yes: This MOP can be given to a customer when an item is refunded.

No: This MOP cannot be given to a customer when an item is refunded.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Change allowed [Y/N]`

Note: *This parameter must be set to 'Yes' for MOPs with an "MPnn Code" value of '13 FOOD STAMP'.*

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '07 COUPON', '14 DRIVE OFF', '15 SPECIAL DISCOUNT', or '19 PUMP TEST'.*

Values: Yes or No.

Yes: This MOP may be given to a customer as change when the amount tendered is more than the sale amount.

No: This MOP cannot be given to a customer as change when the amount tendered is more than the amount of the sale. This MOP must be less than or equal to the sale amount.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Cashier Rprt Prmpt [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Description: This parameter defines which MOPs are prompted for when running the Print Cashier Report function in Reports mode. The cashier must enter the drawer totals for these MOPs at the end of each shift.

Values: Yes or No.

Yes: Drawer totals for this MOP are prompted for when performing the Print Cashier Report function.

No: Drawer totals for this MOP are not prompted for when performing the Print Cashier Report function.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Allow $0.00 Entry [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '15 SPECIAL DISCOUNT'.*

Description: This determines whether a drawer total of $0.00 can be entered for this MOP in the Print Cashier Report function in Reports mode.

Values: Yes or No.

Yes: The value '0.00' can be entered as a drawer total for this MOP.

No: The dollar amount must be more than $0.00 for this MOP.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Allow Money Order Purchase? [Y/N]`

Note: *This parameter does not appear for MOPs with an "MPnn Code" value of '19 PUMP TEST'.*

Note: *Money order must be installed for this prompt to appear.*

Values: Yes or No.

Yes: This MOP can be used to purchase money orders.

No: This MOP cannot be used to purchase money orders.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

`MPnn Force Ticket Print [Y/N]`

Note: *This parameter only appears if the "Print Receipt" parameter in **Manager** > **Configuration** > **Sales Config** is set to 'N', and if the MOP does not have an "MPnn Code" value of '01 CREDIT', '02 DEBIT', '14 DRIVE OFF', or '19 PUMP TEST'.*

Note: *This parameter overrides a 'N' setting for the "Print Receipt" parameter in **Manager > Configuration > Sales Config**.*

Description: This function forces a receipt to print when a MOP is used.

Values: Yes or No.

Yes: Prints a receipt when this MOP is used.

No: Does not print a ticket when this MOP is used.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item within this MOP number (nn).

–Arrow to another MOP number (nn).

MPnn Number of Additional Receipts

Description: Sets the number of additional receipts to print for each MOP.

Values: Numeric, 0 - 3.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the first item.

–Press `[ENTER]` to make no changes and go to the first item within this MOP number (nn).

–Arrow to another MOP number (nn).

4. Repeat step 3 to make additional changes, or press [EXIT] to return to the Manager menu.

File Maintenance

While in the MOP File, press `[List]`.

Sample MOP File Listing

Special Discount Percentage

```
03/25/06                            10:07
Store# AB123 Register ID# 1
METHOD OF PAYMENT FILE

PM NAME      CODE   MIN     MAX    LIMIT
----------------------------------------
01 CASH       00    0.00  999.99  200.00
02 CHECK      06    5.00  999.99    0.00
03 CREDIT     01    5.00  999.99    0.00
04 DEBIT      02    5.00  999.99    0.00
.
.
.
10 DRIVE OFF 14     0.00    0.00    0.00
11 COUPON     07    0.05   20.00    0.00

PAYMENT CODES
----------------------------------------
00 CASH
01 CREDIT
02 DEBIT
03 MANUAL CREDIT
.
.
.
28 SV CARD
29 HONOR ALL
                                        F
                                     A  O
                                     L  R
             F     A           C     L  C
             O     M  A        A     O  E
             R     O  L        S    W
             C     U  L  A  A  H        T
             E  O  N  O  L  L     $  M  I
                P  T  W  L  L  R  0  O  C
             S  E        O  O  P  .  N  K
             A  N  R  W  W  W  T  0  E  E
             F     E  /           0  Y  T
             E  D  Q  O  R  C  P
                R  U     E  H  R  E  O  P
             D  A  I  S  F  A  O  N  R  R
             R  W  R  A  U  N  M  T  D  I
             O  E  E  L  N  G  P  R  E  N
             P  R  D  E  D  E  T  Y  R  T
-----------------------------------------
01 CASH      Y  Y  N  N  Y  Y  Y  N  Y  N
02 CHECK     N  N  N  N  N  N  Y  N  Y  N
03 CREDIT    N  N  N  N  Y  N  Y  N  Y  Y
04 DEBIT     N  N  N  N  Y  N  Y  N  Y  Y
.
.
.
10 DRIVE OFF N  N  N  N  N  N  Y  Y  N  Y
11 COUPON    N  N  N  N  Y  Y  N  N  N  N
```

Add an MOP Record

Adding a system record is the same as changing a system record.

1. Arrow to the desired MOP record or an empty MOP record.
2. Enter a new name.
3. Press `[ENTER]`.
4. Enter a new value or change the values.

Note: *Do not delete an existing method of payment record.*

Note: *Do not change the "Code" parameter for an MOP that has already been set up.*

Currency File

The Currency File contains a description of the common currency and one non-common currency and its exchange rate in relation to the common currency.

Note: *This function is available only on controlling terminals.*

Considerations

Currency Maintenance

The exchange rate must be updated daily.

Exchange Rate

Look in your newspaper for a list of the daily rates. The paper may list the rate in two different ways.

Example:

Assume the common currency is U.S. dollars.

Choose the first listing (Foreign currency in U.S.$).

	Fgn. currency in U.S.$	U.S.$ in fgn. currency	
Argentina	0.4474	2.2350	Argentina Peso
Australia	0.5229	1.9124	Australian Dollars
Brazil	0.4059	2.4634	Brazilian Real
Britain	1.4225	0.7029	British Pounds
Canada	0.6300	1.5878	Canadian Dollars
Costa Rica	0.0027	361.9100	Costa Rican Colons
Euro Dollar	0.8744	1.1436	Euro Dollars
Mexico	0.1102	9.0730	Mexican Pesos

If you take payment in Australian Dollars, you would choose the value ‘.5229’.

Alternate Currency Symbol

The symbol defined for the alternate currency should be different from the symbol defined for the base currency so that it is clear which is active on the Operator Display.

Changing the Alternate Currency

After an alternate currency has been defined and used in your system, it should not be changed or deleted; only the exchange rate should be changed. Changes or deletions affect the accuracy of the period reports.

Currency File Steps

1. Arrow to the Currency File function.
2. Press [Select].

```
CURR01 Name                    DOLLAR
```

3. Enter the indicated information for each item.

CURR01 Name

Description: Descriptive name of the base (common) currency. All transactions take place using this currency unless [OTHER CURR] is pressed.

Values: Alphanumeric, 1 - 14 characters.

Steps: Do one of the following:

–Key the descriptive name of the standard currency and press [ENTER] to go to the next item within the currency.

–Press [ENTER] to go to the next item within the currency without making any changes.

–Press [-->] to make no changes and go to the alternate currency.

CURR01 Symbol

Description: Symbol, such as '$' for U.S. currency, that appear on receipts.

Values: Alphanumeric, 1 - 2 characters.

Steps: Do one of the following:

–Key the standard currency symbol and press [ENTER] to go back to the first item within the currency.

–Press [ENTER] to go to the first item within the currency without making any changes.

–Press [-->] to make no changes and go to the alternate currency.

CURR02 Name

Description: Descriptive name of the alternate currency. A transaction uses this currency when the [OTHER CURR] key is pressed.

Values: Alphanumeric, 1 - 14 characters.

Steps: Do one of the following:

–Key the alternate currency descriptive name and press [ENTER] to go to the next item within the currency.

–Press [ENTER] to go to the next item within the currency without making any changes.

–Press [-->] to make no changes and go to the alternate currency.

CURR02 Symbol

Description: Symbol, such as '#' for British currency, that appear on receipts.

Values: Alphanumeric, 1 - 2 characters.

Steps: Do one of the following:

–Key the alternate currency symbol and press `[ENTER]` to go to the next item within the currency.

–Press `[ENTER]` to go to the next item within the currency without making any changes.

–Press `[-->]` to make no changes and go to the alternate currency.

CURR02 Exch

Description: The rate at which the alternate currency is compared to the base currency.

Values: Numeric, 0.000000 - 999.999999.

Steps: Do one of the following:

–Key the exchange rate and press `[ENTER]` to go back to the first item within the currency.

–Press `[ENTER]` to go to the first item within the currency without making any changes.

–Press `[-->]` to make no changes and go to the alternate currency.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Currency File, press `[List]`.

```
03/25/06                          10:07
Store# AB123 Register ID# 1
CURRENCY FILE

NBR CURRENCY NAME   SYM EXCHANGE RATE
----------------------------------------
001 DOLLAR            $     1.000000
002 POUND             #     0.000000
```

Sample Currency File Listing

Tax Rate File

The Tax Rate File contains definitions for up to eight taxes. Each tax defined can be applied to any department or PLU item.

Note: *This function is available only on controlling terminals.*

Considerations

Initial Setup

The Tax Rate File should be set up only when the system is first installed or if the tax rates change.

- If the flat rate method is used, see “Flat Rate Tax Steps.”
- If the break point method is used, see “Break Point Tax Steps.”

Canadian GST

If you use this tax type, the “Canadian GST” parameter must be set to ‘Y’ in the Sales Configuration function.

- If you use the flat rate method, see “Flat Rate Tax with Canadian GST Steps.”
- If you use the break point method, see “Break Point Tax with Canadian GST Steps.”

In this type of tax, the order the taxes are defined is important:

- Tax 1 must be a Canadian GST tax.
- Tax 2 may be collected on Tax 1.
- Tax 3 may be collected on Tax 1 and Tax 2.
- Tax 4 may be collected on Tax 1, Tax 2, and Tax 3.

Department File

Each department can be assigned any combination of the taxes that are defined in the Tax Rate File. Choose these carefully so that the taxes assigned for a department do not conflict with the taxes assigned to the PLUs that use that department.

PLUs can be assigned any combination of the taxes that are defined in the Tax Rate File.

Price Includes Tax and Value Added Tax (VAT)

When “Value Added Tax - VAT” in Sales Configuration is set to ‘Y’ and “Price includes tax” for any tax in Tax File is set to ‘Y’, the phrase “VAT INCLUDED” appears near the bottom of receipts with taxable items. Also, a line prints stating the tax, percentage, and amount that is included. This line prints by itself when “Value Added Tax - VAT” is set to ‘N’.

When the cashier presses [TOTAL], the display shows the tax amount as ‘0.00’ if only items in which the tax is included in the price are purchased. If a tax amount appears, then one or more items were purchased on which a tax is applied that has the “Price includes tax” parameter set to ‘N’.

```
              VERIFONE
         RUBY SUPERSYSTEM
        16001 BAY VISTA DRIVE
         CLEARWATER, FLORIDA
   Descr.            qty        amount
   -------           ---        ------
T  MED SODA            1          0.99
   UNLD CA #02   13.580G         20.11
             @ 1.399/ G
   MILK                1          2.50
                            ----------
               Sub Total         23.60
                     Tax          0.07      Tax
       TOTAL                   23.67
                    CASH  $      25.00
                  Change  $       1.33
T  Includes  7.000% STATE         0.07      Tax Included Notice
             VAT INCLUDED                   VAT Included Notice

          THANK YOU!
          COME AGAIN
  REG# 0001 CSH# 001 DR# 01  TRAN# 10008
  03/25/06  15:16              ST# AB123
```

Tax Types

A tax is defined using either a *flat rate* or a *break point rate*. The rate type is decided by the governing body that collects the tax. If more than one tax is used, they can be different types.

A flat rate tax is calculated by multiplying the taxable amount by the appropriate tax rate. A flat rate tax definition requires the percentage of the tax.

A break point tax is calculated by comparing the taxable amount to a tax table. The amount of tax charged depends on where in that table the taxable amount falls. A break point tax definition requires a table of break points. This process can be difficult for some tax tables. Ask your distributor or company if they have already prepared a table that you can use.

The procedure for entering each type of tax is very different, therefore they are described in separate sections.

Tax Rate File Steps: General

See “Flat Rate Tax Steps” and “Break Point Tax Steps” for steps specific to each tax type.

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.
3. Arrow to the tax you want to set up.
4. Enter the indicated information for each item.

`Taxn Name`

Description: Name of the tax that appears for the remaining steps for this tax and on reports. The ‘n’ is the system record number (1 - 4).

Values: Alphanumeric, 1 - 10 characters.

Steps: Do one of the following:

–Key the tax name and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Indicator`

Description: Character printed on receipts to identify that this tax was applied against the item.

Values: Alphanumeric, 1 character.

Steps: Do one of the following:

–Key the indicator and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Price Includes Tax[Y/N]`

Values: Yes or No.

Yes: The price of the item already includes this tax. A line prints at the bottom of the receipt stating that the tax is included in the amount.

No: The price of the item does not include this tax.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Break Point[Y/N]`

Values: Yes or No.

Yes: This tax contains break points.

No: This is a flat rate tax.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

`(Tax Name) On Tax1[Y/N]`

Note: *If the "Canadian GST" parameter is set to 'Y' in the* ***Manager > Configuration > Sales Config*** *function, "(Tax Name) On Tax1" appears for taxes 2, 3, and 4.*

Description: Determines whether tax is collected on tax 1.

Values: Yes or No.

Yes: This tax is collected on tax 1.

No: This tax is not collected on tax 1.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) On Tax2[Y/N]`

Note: *If the "Canadian GST" parameter is set to 'Y' in the* ***Manager > Configuration > Sales Config*** *function, "(Tax Name) On Tax2" appears for taxes 3 and 4.*

Description: Determines whether tax is collected on tax 2.

Values: **Yes**: This tax is collected on tax 2.

No: This tax is not collected on tax 2.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

(Tax Name) On Tax3[Y/N]

Note: *If the "Canadian GST" parameter is set to 'Y' in the **Manager > Configuration > Sales Config** function, "(Tax Name) On Tax3" appears for tax 4.*

Description: Determines whether tax is collected on tax 3.

Values: Yes or No.

Yes: This tax is collected on tax 3.

No: This tax is not collected on tax 3.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

(Tax Name) Percent

Description: Tax percent rate. This applies only to flat rate taxes and some break point taxes if a percentage is applied above the tax table limit.

Values: Numeric, 0.000 - 99.999.

Steps: Do one of the following:

–Key the percent and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

(Tax Name) Percent Start

Note: *This parameter appears when the "BP table for all amounts" parameter is set to 'Y'. It applies only to flat rate taxes and break point taxes that use a percentage above the table limit.*

Description: The minimum dollar amount that can be taxed.

Values: Numeric, 0.00 - 99999.99.

Steps: Do one of the following:

–Key the beginning dollar amount including two decimal places (cents) and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Min taxable amt`

Note: *This parameter applies only to break point taxes.*

Description: The minimum dollar amount that may be taxed.

Values: Numeric, 0.00 - 999.99.

Steps: Do one of the following:

–Key the dollar amount including two decimal places (cents) and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) BP table for all amounts[Y/N]`

Note: *This parameter applies only to break point taxes.*

Values: Yes or No.

Yes: The break point table applies to all taxable amounts.

No: A percentage is used over the tax table limit.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Percent Start`

Note: *This parameter applies only to break point taxes when the "BP table for all amounts" parameter is set to 'N'.*

Description: Dollar amount at which the break point does not apply and a straight percent is used.

Values: Numeric, 0.00 - 99999.99.

Steps: Do one of the following:

–Key the dollar amount including two decimal places (cents) and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

(Tax Name) Break Point nnn

Note: *This parameter applies only to break point taxes.*

Note: *The "Break Point nnn" and "Tax Increment nnn" parameters repeat until an asterisk (*) is entered for the "Break Point nnn" parameter.*

Note: *A '0' breakpoint value is required for sites in Maryland.*

Description: The dollar amount difference, in cents, between the beginning and ending of this specific break point. The 'nnn' is the number of the break point/tax increment combination.

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the break in cents and press `[ENTER]` to go to the "Tax Increment nnn" parameter for this break point.

–Key `[*] [ENTER]` to end the break point table and go to the "Repeat Start" parameter.

–Press `[-->]` to go to the next tax system record number.

(Tax Name) Tax Increment nnn

Note: *This parameter applies only to break point taxes.*

Note: *The "Tax Increment nnn" and "Break Point nnn" parameters repeat until an asterisk (*) is entered for the "Break Point nnn" parameter.*

Description: Dollar amount, in cents, that the tax is incremented for the break point. The 'nnn' is the number of the break point/tax increment combination.

Values: Numeric, 1 - 999.

Steps: Do one of the following:

–Key the tax increment in cents (usually one cent) and press `[ENTER]` to go to the next "Break Point nnn" parameter (to enter the next break point).

–Press `[-->]` to go to the next tax system record number.

(Tax Name) Repeat Start

Note: *This parameter applies only to break point taxes.*

Description: The number of the first break point (nnn) in the repeating pattern.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the break point number that starts the repeating section and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Repeat End`

Note: *This parameter applies only to break point taxes.*

Description: The number of the last break point (nnn) in the repeating pattern.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the break point number that ends the repeating section and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Reg. #:`

Note: *This parameter appears if the "Canadian GST" parameter is set to 'Y' in the **Manager > Configuration > Sales Config** function.*

Description: Canadian GST ID (registration) number. This number prints on all receipts.

Values: Numeric, up to 17 characters in length. Enter an `[*]` as the first number to delete the registration number.

Steps: Do one of the following:

–Key number and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Prompt for Exemption[Y/N]`

Description: Determines whether pressing the `[TAX EXEMPT]` key causes the Ruby terminal to prompt the cashier to verify whether this tax is to be removed. If an item has more than one tax applied to it, the terminal prompts the cashier to choose which taxes to remove.

Values: Yes or No.

Yes: When the cashier presses the `[TAX EXEMPT]` key, a prompt appears asking the cashier to verify whether this tax is to be removed.

No: When the cashier presses the `[TAX EXEMPT]` key, the terminal automatically removes this tax.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the next parameter within the tax.

–Press `[ENTER]` to go to the next parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

`(Tax Name) Fuel Includes Tax[Y/N]`

Note: *This parameter appears if the "Canadian GST" parameter is set to 'Y' in the **Manager > Configuration > Sales Config** function.*

Description: Determines whether or not the fuel price includes tax.

Values: Yes or No.

Yes: This fuel price includes tax.

No: This fuel price does not include tax.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and press `[ENTER]` to go to the first parameter within the tax.

–Press `[ENTER]` to go to the first parameter in the tax without making changes.

–Press `[-->]` to go to the next tax system record number.

5. Repeat steps 3 and 4 to make additional changes, or press `[EXIT]` to return to the Manager menu.

Break Points vs. Flat Rate

Most break point tax tables are based on a percentage. In fact, some tax tables are merely a flat rate rounded to the nearest cent. If this is the case for your tax table, you may be able to define the tax as a flat rate.

To find out if your tax table is a flat rate rounded to the nearest cent, find out the percentage on which the tax is based and define the tax as a flat rate tax.

After you have defined the flat rate tax, list the tax table.

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Press `[List]`.

```
TAX FILE

NBR NAME        RATE   START PIBOOOPF
                PER-   AMT.  RNPNNNEI
                CENT         TC 123XN
----------------------------------------
1  FLORIDA     7.000  100.00 TNY---NN
2  NOT DEFINED
3  NOT DEFINED
4  NOT DEFINED

BREAK POINT ENTRIES FOR TAX 1
NO. ENTRY TAX-INCREMENT
-----------------------
  1     4   1
  2    13   0
  3    14   1
  4    14   1
REPEAT START:  1
REPEAT END:    7
Min taxable Amount:   0.10
Apply BP table for all amounts: N
```

```
Sample Tax File Listing

PRT = Indicator
INC = Price Includes Tax
BP  = Break Point
ON1 = GST on Tax 1
ON2 = GST on Tax 2
ON3 = GST on Tax 3
PEX = Prompt for Exemption
FIN = Fuel Indicates Tax
```

```
LIST THE ACTUAL TABLE(Y/N)? _
COULD TAKE SEVERAL MINUTES
```

4. Press `[No]` to exit the List function, or press `[Yes]` to print a list of the first 50 increments and calculated tax for each tax defined. Messages are displayed to show you the progress of the calculations.

   Note: *Tax break point entries stop printing when they reach a value of zero.*

```
PRINTING TAX TABLE
COMPUTING TAX FOR     9.99
```

```
TAX TABLE FOR TAX 1
NO.   START     END      TAX
---------------------------
  1    0.00    0.09    0.00
  2    0.10    0.28    0.01
  3    0.29    0.43    0.02
  4    0.44    0.58    0.03
  5    0.59    0.72    0.05
  6    0.73    0.96    0.06
  7    0.97    1.15    0.07
  8    1.16    1.30    0.08
  9    1.31    1.45    0.09
 10    1.46    1.59    0.11
etc. to 50 entries
```

Sample Tax File Actual Table Listing

5. Compare the Actual Table listing to your tax table. If the tables match, your tax table is a straight percent in table form and you may use the flat rate definition. If the tables do not match, see “Determining Break Points.”

Flat Rate Tax Steps

Use this procedure to define a flat rate tax that is not a Canadian GST tax (“Canadian GST” parameter set to ‘N’ in Sales Configuration). See “Tax Rate File Steps: General” for detailed information on each parameter.

Note: *See “Break Point vs. Flat Rate” to decide if the tax table can be entered as a flat rate.*

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Arrow to the desired tax (TAX1, TAX2, TAX3, or TAX4). (TAX1 is used in these steps.)
4. Key the name of the tax (1 - 10 characters) and press `[ENTER]`. (In this example the tax name “FLAT” is used.)

```
FLAT   Indicator _
```

5. Key the letter, number, or symbol that identifies the tax and press `[ENTER]`.

```
FLAT   Price Includes Tax[Y/N] _
```

6. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
FLAT   Break Point[Y/N] _
```

7. Press `[No]` and press `[ENTER]`.

```
FLAT   Percent  9.999  0.000
```

8. Key the tax percentage rate, including three decimal places, and press [ENTER]. (For example, if the percentage rate is 7.5%, key [7] [5] [0] [0] [ENTER].)

```
FLAT   Percent Start     9.99     0.00
```

9. Key the dollar amount below which tax is not applied and press [ENTER]. (For example, if tax begins at 10 cents, key [1] [0] [ENTER].)

```
FLAT Prompt for Exemption[Y/N] _
```

10. Press [Yes] or [No] and then press [ENTER].

```
TAX1 Name FLAT
```

11. Repeat steps 3 through 10 for the next flat rate tax, or press [EXIT] to return to the Manager menu.

Flat Rate Tax with Canadian GST Steps

Use this procedure to define a flat rate tax when Canadian GST is to be collected (“Canadian GST” is set to ‘Y’ in Sales Configuration). See “Tax Rate File Steps: General” for detailed information on each parameter.

Note: *See “Break Point vs. Flat Rate” to decide if your tax table can be entered as a flat rate.*

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Arrow to the desired tax (TAX1, TAX2, TAX3, or TAX4). (TAX1 is used in these steps.)
4. Key the name of the tax (1 - 10 characters) and press `[ENTER]`. (In this example the tax name “FLAT” is used.)

```
FLAT   Indicator _
```

5. Key the letter, number, or symbol that identifies the tax and press `[ENTER]`.

```
FLAT   Price Includes Tax[Y/N] _
```

6. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
FLAT   Break Point[Y/N] _
```

7. Press `[No]` and press `[ENTER]`.
8. This step depends on the tax number you are setting up.
   - If you are setting up tax record number 1, go to step 10.
   - If you are setting up tax system record number 2, 3, or 4, then the following displays.

```
FLAT   On Tax n [Y/N] _
```

9. Repeat this step for each lower-numbered tax (record number) than the one you are defining.
   - If the tax you are defining should be collected on the tax shown on the display, press `[Yes]` and press `[ENTER]`.
   - If the tax you are defining should not be collected on the tax shown on the display, press `[No]` and press `[ENTER]`.
10. The following prompt displays.

```
FLAT   Percent  9.999  0.000
```

11. Key the tax percentage rate, including three decimal places, and press `[ENTER]`. (For example, if the percentage rate is 7.5%, key `[7] [5] [0] [0] [ENTER]`.)

```
FLAT   Percent Start     9.99     0.00
```

12. Key the dollar amount below which tax is not applied and press `[ENTER]`. (For example, if tax begins at 10 cents, key `[1] [0] [ENTER]`.)

```
FLAT Reg.#: _
```

13. Enter the registration number and press `[ENTER]`.

```
FLAT Prompt for Exemption[Y/N] _
```

14. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
FLAT Fuel Includes Tax[Y/N] _
```

15. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
TAX1 Name FLAT
```

16. Repeat steps 3 through 15 for the next flat rate tax, or press `[EXIT]` to return to the Manager menu.

Break Point Tax Steps

Use this section to define a break point tax table that is not a Canadian GST tax ("Canadian GST" parameter set to 'N' in Sales Configuration). See "Tax Rate File Steps: General" for detailed information on each parameter.

To define a break point tax, first gather the following information:

- Starting point
- Various tax break points and their repeating pattern
- Limit of the published tax table
- Tax rate to apply above the limit

See "Determining Break Points."

These steps assume that you have already defined your break point tax table on paper.

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Arrow to the desired tax (TAX1, TAX2, TAX3, or TAX4). (TAX1 is used in these steps.)
4. Key the name of the tax (1 - 10 characters) and press `[ENTER]`. (In this example the tax name "BREAK" is used.)

```
BREAK  Indicator _
```

5. Key the letter, number, or symbol that identifies the tax and press `[ENTER]`.

```
BREAK  Price Includes Tax[Y/N] _
```

6. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
BREAK  Break Point[Y/N] _
```

7. Press [Yes] and press [ENTER].

```
BREAK  Percent  9.999  0.000
```

8. If a percentage is used over the table limit, key the tax percentage rate, including three decimal places, and press [ENTER]. (For example, if the percentage is 7.5%, key [7] [5] [0] [0] [ENTER].)

```
BREAK  Min taxable amt   9.99   0.00
```

9. Key the dollar amount below which tax is not applied and press [ENTER]. (For example, if tax begins at 10 cents, key [1] [0] [ENTER].)

```
BREAK  BP table for all amounts[Y/N] _
```

10. Determine if a percentage is used for taxes above the table limit.
    – Press [Yes] and press [ENTER] if all taxable amounts are defined within the break point table. Go to step 15.
    – Press [No] and press [ENTER] if a percent is used above the tax table limit.

    ```
    BREAK  Percent Start   999.99    0.00
    ```

11. Key the dollar amount which is the upper limit of the tax table, including two decimal places, and press [ENTER]. (For example, if the upper limit is $100.00, key [1] [0] [0] [0] [0] [ENTER].)

    The following appears. (Break point numbers ‘nnn’ start at ‘001’ and go up to ‘099’.)

```
BREAK  Break Point nnn _
```

12. Do one of the following:
    - Key `[*]` to end the break point/tax increment cycle. Go to step 14.
    - Key the difference, in cents, between this break point and the last break point. For example, if this break point is $2.17 and the last break point was $2.11 (a difference of six cents), key `[6]` and press `[ENTER]`.

```
BREAK  Tax Increment nnn _
```

13. Key the amount the tax increases in cents (usually one cent) and press `[ENTER]`. Repeat steps 11 and 12 until all break points are entered.

    The following appears.

```
BREAK  Repeat Start _
```

14. Key the number of the break point where the pattern begins and press `[ENTER]`.

```
BREAK  Repeat End _
```

15. Key the number of the break point where the pattern ends and press `[ENTER]`.

```
BREAK Prompt for Exemption[Y/N] _
```

16. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
TAX1 Name BREAK
```

17. Repeat steps 3 through 16 for the next break point tax, or press `[EXIT]` to return to the Manager menu.

Break Point Tax with Canadian GST Steps

Use this section to define a break point tax table when Canadian GST is to be collected ("Canadian GST" is set to 'Y' in Sales Configuration). See "Tax Rate File Steps: General" for detailed information on each parameter.

To define a break point tax, first gather the following information:

- Starting point
- Various tax break points and their repeating pattern
- Limit of the published tax table
- Tax rate to apply above the limit

See "Determining Break Points."

These steps assume that you have already defined your break point tax table on paper.

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Arrow to the desired tax (TAX1, TAX2, TAX3, or TAX4). (TAX1 is used in these steps.)
4. Key the name of the tax (1 - 10 characters) and press `[ENTER]`. (In this example the tax name "BREAK" is used.)

```
BREAK  Indicator _
```

5. Key the letter, number, or symbol that identifies the tax and press `[ENTER]`.

```
BREAK  Price Includes Tax[Y/N] _
```

6. Press `[Yes]` or `[No]` and press `[ENTER]`.

```
BREAK  Break Point[Y/N] _
```

7. Press `[Yes]` and press `[ENTER]`.

8. This step depends on the tax number you are setting up.
   – If you are setting up tax system record number 1, then go to step 10.
   – If you are setting up tax system record number 2, 3, or 4, then the following displays.

```
BREAK  On Taxn[Y/N] _
```

9. Repeat this step for each lower-numbered tax (system record number) than the one you are defining.
   – If the tax you are defining should be collected on the tax shown on the display, press `[Yes]` and press `[ENTER]`.
   – If the tax you are defining should not be collected on the tax shown on the display, press `[No]` and press `[ENTER]`.
10. The following prompt displays.

```
BREAK  Percent  9.999  0.000
```

11. If a percentage is used over the table limit, key the tax percentage rate, including three decimal places, and press `[ENTER]`. (For example, if the percentage is 7.5%, key `[7] [5] [0] [0] [ENTER]`.)

```
BREAK  Min taxable amt   9.99   0.00
```

12. Key the dollar amount below which tax is not applied and press `[ENTER]`. (For example, if tax begins at 10 cents, key `[1] [0] [ENTER]`.)

```
BREAK  BP table for all amounts[Y/N] _
```

13. Determine if a percentage is used for taxes above the table limit.
   – Press `[Yes]` and press `[ENTER]` if all taxable amounts are defined within the break point table. Go to step 15.
   – Press `[No]` and press `[ENTER]` if a percent is used above the tax table limit.

```
BREAK  Percent Start   999.99     0.00
```

14. Key the dollar amount which is the upper limit of the tax table, including two decimal places, and press `[ENTER]`. (For example, if the upper limit is $100.00, key `[1] [0] [0] [0] [0] [ENTER]`.)
15. The following appears. (Break point numbers ‘nnn’ start at ‘001’ and go up to ‘100’.)

```
BREAK  Break Point nnn _
```

16. Do one of the following:
    – Key `[*]` to end the break point/tax increment cycle. Go to step 18.
    – Key the difference, in cents, between this break point and the last break point. For example, if this break point is $2.17 and the last break point was $2.11 (a difference of six cents), key `[6] [ENTER]`.

    ```
    BREAK  Tax Increment nnn _
    ```

17. Key the amount the tax increases in cents (usually one cent) and press `[ENTER]`.
18. Repeat steps 15 through 17 until all break points are entered.
19. The following appears.

```
BREAK  Repeat Start _
```

20. Key the number of the break point where the pattern begins and press `[ENTER]`.

```
BREAK  Repeat End _
```

21. Key the number of the break point where the pattern ends and press `[ENTER]`.

```
BREAK Reg.#: _
```

22. Enter the registration number and press `[ENTER]`.

```
BREAK Prompt for Exemption[Y/N] _
```

23. Press [Yes] or [No] and press [ENTER].

```
BREAK Fuel Includes Tax[Y/N] _
```

24. Press [Yes] or [No] and press [ENTER].

```
TAX1 Name FLAT
```

25. Repeat steps 3 through 24 for the next break point tax, or press [EXIT] to return to the Manager menu.

Determining Break Points

This section uses an example to demonstrate a method for determining and entering break points.

The following tax table for the "County Tax" cannot be defined as a flat rate tax and is used in the example.

Sample County Retail Sales Tax							
Sale	**Tax**	**Sale**	**Tax**	**Sale**	**Tax**	**Sale**	**Tax**
.00 - .10	.00	2.51 - 2.67	.16	5.18 - 5.34	.32	7.85 - 8.10	.48
.11 - .17	.01	2.68 - 2.84	.17	5.35 - 5.50	.33	8.11 - 8.17	.49
.18 - .34	.02	2.85 - 3.10	.18	5.51 - 5.67	.34	8.18 - 8.34	.50
.35 - .50	.03	3.11 - 3.17	.19	5.68 - 5.84	.35	8.35 - 8.50	.51
.51 - .67	.04	3.18 - 3.34	.20	5.85 - 6.10	.36	8.51 - 8.67	.52
.68 - .84	.05	3.35 - 3.50	.21	6.11 - 6.17	.37	8.68 - 8.84	.53
.85 - 1.10	.06	3.51 - 3.67	.22	6.18 - 6.34	.38	8.85 - 9.10	.54
1.11 - 1.17	.07	3.68 - 3.84	.23	6.35 - 6.50	.39	9.11 - 9.17	.55
1.18 - 1.34	.08	3.85 - 4.10	.24	6.51 - 6.67	.40	9.18 - 9.34	.56
1.35 - 1.50	.09	4.11 - 4.17	.25	6.68 - 6.84	.41	9.35 - 9.50	.57
1.51 - 1.67	.10	4.18 - 4.34	.26	6.85 - 7.10	.42	9.51 - 9.67	.58
1.68 - 1.84	.11	4.35 - 4.50	.27	7.11 - 7.17	.43	9.68 - 9.84	.59
1.85 - 2.10	.12	4.51 - 4.67	.28	7.18 - 7.34	.44	9.85 - 10.00	.60
2.11 - 2.17	.13	4.68 - 4.84	.29	7.34 - 7.50	.45	Use 6% above $10.00.	
2.18 - 2.34	.14	4.85 - 5.10	.30	7.51 - 7.67	.46		
2.35 - 2.50	.15	5.11 - 5.17	.31	7.68 - 7.84	.47		

A Break Point Tax Table worksheet is included on the following page. (Copy the worksheet as needed.)

Complete the worksheet for the first 20 break points in the County tax table. Then see the completed example on the page following the worksheet.

- Note that the first entry in the tax table (.00 - .10) has a tax of .00, so increment number 1 starts at 11 cents and ends at 17 cents. The difference is 17 minus 11 which is six cents. The tax increment is one cent.
- Look for a repeating pattern of differences and increments. If there is one, you can define the table for just the first repeating section instead of the whole table.

Break Point Tax Table Worksheet

Break Point Tax Table Worksheet				
Number	**Start**	**End**	**Difference**	**Increment**
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				

Example: Break Point Tax Table Worksheet for County Tax

County Break Point Tax Table Worksheet				
Number	**Start**	**End**	**Difference**	**Increment**
1	.11	.17	6	1
2	.18	.34	16	1
3	.35	.50	15	1
4	.51	.67	16	1
5	.68	.84	16	1
6	.85	1.10	25	1
7	1.11	1.17	6	1
8	1.18	1.34	16	1
9	1.35	1.50	15	1
10	1.51	1.67	16	1
11	1.68	1.84	16	1
12	1.85	2.10	25	1
13				
14				
15				

Without completing the entire worksheet, you can see that a pattern repeats every six increments: increments 7 through 12 (the difference and the increment) are exactly the same as increments 1 through 6. Therefore, only the first six increments need to be defined.

Entering the Example Break Point Tax

These steps display how to enter the example break point table. In addition to the break points listed above, the following information is important:

- Name: County
- Indicator: C
- Price includes tax: No
- On Taxn: Tax 1 does not use GST tax
- Percent (rate used above the table limit): 6.00
- Percent start: 10.01
- Minimum taxable amount: 0.11

1. Arrow to the Tax Rate File function.
2. Press `[Select]`.

```
TAX1 Name _
```

3. Key `[C] [O] [U] [N] [T] [Y]` and press `[ENTER]`.

```
COUNTY Indicator _
```

4. Key `[C]` and press `[ENTER]`.

```
COUNTY Price Includes Tax[Y/N] _
```

5. Press `[No]` and press `[ENTER]`.

```
COUNTY Break Point[Y/N] _
```

6. Press `[Yes]` and press `[ENTER]`.

```
COUNTY Percent  9.999  0.000
```

7. Key [6] [0] [0] [0] and press [ENTER].

```
COUNTY Min taxable amt   9.99   0.00
```

8. Key [1] [0] and press [ENTER].

```
COUNTY BP table for all amounts[Y/N] _
```

9. Press [No] and press [ENTER] because a percent is used above the tax table limit.

```
COUNTY Percent Start   999.99    0.00
```

10. Key [1] [0] [0] [1] and press [ENTER].

```
COUNTY Break Point 001 0
```

11. Key [6] and press [ENTER] which is the difference for break point 1.

```
COUNTY Tax Increment 001 0
```

12. Key [1] and press [ENTER].

```
COUNTY Break Point 002 0
```

13. Key [1] [6] and press [ENTER] which is the difference for break point 2.

```
COUNTY Tax Increment 002 0
```

14. Key [1] and press [ENTER].

```
COUNTY Break Point 003 0
```

15. Key `[1] [5]` and press `[ENTER]` which is the difference for break point 3.

```
COUNTY Tax Increment 003 0
```

16. Key `[1]` and press `[ENTER]`.

```
COUNTY Break Point 004 0
```

17. Key `[1] [6]` and press `[ENTER]` which is the difference for break point 4.

```
COUNTY Tax Increment 004 0
```

18. Key `[1]` and press `[ENTER]`.

```
COUNTY Break Point 005 0
```

19. Key `[1] [6]` and press `[ENTER]` which is the difference for break point 5.

```
COUNTY Tax Increment 005 0
```

20. Key `[1]` and press `[ENTER]`.

```
COUNTY Break Point 006 0
```

21. Key `[2] [5]` and press `[ENTER]` which is the difference for break point 6.

```
COUNTY Tax Increment 006 0
```

22. Key `[1]` and press `[ENTER]`.

```
COUNTY Break Point 007 0
```

23. Key [*] and press [ENTER].

```
COUNTY Repeat Start 0
```

24. Key [1] and press [ENTER] for the point at which the pattern starts.

```
COUNTY Repeat End 0
```

25. Key [6] and press [ENTER] for the point at which the pattern ends.

```
COUNTY Prompt for Exemption[Y/N] _
```

26. Press [Yes] or [No] and press [ENTER].

```
TAX1 Name COUNTY
```

File Maintenance

While in the Tax Rate File, press `[List]`.

```
TAX FILE

NBR NAME         RATE   START PIBOOOPF
                 PER-   AMT.  RNPNNNEI
                 CENT         TC 123XN
----------------------------------------
1  FLORIDA     7.000  100.00 TNY---NN
2  NOT DEFINED
3  NOT DEFINED
4  NOT DEFINED

BREAK POINT ENTRIES FOR TAX 1
NO. ENTRY TAX-INCREMENT
-----------------------
  1     4   1
  2    13   0
  3    14   1
  4    14   1
REPEAT START:  1
REPEAT END:    7
Min taxable Amount:   0.10
Apply BP table for all amounts: N
```

```
Sample Tax File Listing

PRT = Indicator
INC = Price Includes Tax
BP  = Break Point
ON1 = GST on Tax 1
ON2 = GST on Tax 2
ON3 = GST on Tax 3
PEX = Prompt for Exemption
FIN = Fuel Includes Tax
```

```
LIST THE ACTUAL TABLE(Y/N)? _
COULD TAKE SEVERAL MINUTES
```

Press `[No]` to exit the List function, or press `[Yes]` to print a list of the first 50 increments and calculated tax for each tax defined.

```
PRINTING TAX TABLE
COMPUTING TAX FOR     9.99
```

```
TAX TABLE FOR TAX 1
NO.    START     END     TAX
---------------------------
  1     0.00    0.09    0.00
  2     0.10    0.28    0.01
  3     0.29    0.43    0.02
  4     0.44    0.58    0.03
  5     0.59    0.72    0.05
  6     0.73    0.96    0.06
  7     0.97    1.15    0.07
  8     1.16    1.30    0.08
  9     1.31    1.45    0.09
 10     1.46    1.59    0.11
etc. to 50 entries
```

```
Sample Tax File Actual Table
Listing
```

Fee/Charge File

The Fee/Charge File contains a description of up to 99 fee/charge types. Use this function to add an additional charge (for example, bottle deposits) to an item or a department.

Note: *This function is available only on controlling terminals.*

Considerations

Combo File

Any fee or charge for a combo must be defined in the Combo File. Separate PLU fees or charges are ignored.

Department File

Create a department in the Department File for all of the fees/charges before setting up fee/charge types in this file. The “Negative Department ?” parameter in the Department File determines whether the fee/charge is positive or negative.

- **Positive Fees**: In the Department File, set the “Negative Department ?” parameter to ‘N’ to **add** the fee to transaction report totals. For example, to add a deposit to the sale of a soda:
  1.) Set up a department for Bottle Deposits.
  2.) Set up a bottle deposit fee type in the Fee/Charge File.
  3.) In the Department File, set the “Negative Department ?” parameter to ‘N’.
  4.) In the “Fee/Charge Type#” parameter, enter the number of the Bottle Deposit fee (1-99) from the Fee/Charge File.
- **Negative Fees**: In the Department File, set the “Negative Department ?” parameter to ‘Y’ to **subtract** the fee from transaction report totals. For example, to process bottle return refunds:
  1.) Set up a department for Bottle Returns.
  2.) Set the “Negative Department ?” parameter to ‘Y’

Note: *If* ***Department > “Negative Department ?”*** *is set to ‘Y’, the “Fee/Charge Type#” parameter does not display.*

Mix and Match Files

Fees or charges for separate PLUs are set in the PLU File. There is no method for discounting a fee or charge for a PLU.

PLU File

Make a list of the items that have an associated fee/charge. Assign these fee/charge types to PLU items using the “Fee/Charge Type” parameter in the PLU File. When the PLU item is sold, the fee/charge is automatically added to the transaction.

Note: *Fee/charge types applied to PLUs override department fee/charge types.*

Refunding Fees

In the Fee/Charge File, enter ‘Y’ or ‘N’ in the “Refundable” parameter.

Setting Single and Multiple Fees

- To charge one fee for all items in a department, leave the “Range 1 end amount” at its usual value of ‘$999.99’ and enter a fee amount in the “Range 1 fee” parameter.
- To charge different fees for items that cost different amounts, set the “Range 1 end amount” and “Range 1 fee”. Repeat these steps for up to four more ranges.

Some items, such as money orders, lend themselves to setting fees that are charged based on the amount of the item. An example for setting up a range of fees for money orders that cost different amounts is:

Amount	Fee	Range	End Amt	Fee
$00.01 - $10.00	0.50	1	10.00	0.50
$10.01 - $25.00	1.00	2	25.00	1.00
$25.01 - $50.00	2.00	3	50.00	2.00
$50.01 - $75.00	3.00	4	75.00	3.00
$75.01 +	5.00	5		

Note: *The amount printed on the money order does not include the fee.*

While you can set a fee for the fifth range, no parameter appears for a range 5 end amount. Range 5 has a preset value of $.01 more than the “Range 4 end amount” through the maximum for the department. To expand the range beyond the five permitted for each fee, set up two or more money order departments and assign different fees to them.

Taxes

To apply taxes to a fee/charge department, assign a tax type in the Department File. If a fee/charge is applied to a PLU which is taxed, then the same taxes apply to the fee/charge. If a fee/charge is applied to a department which is taxed, then the same taxes apply to the fee/charge.

Fee/Charge File Steps

1. Arrow to the Fee/Charge File function.
2. Press [Select].

```
FEE01 Name SMALL
```

3. Arrow to the desired fee/charge system record number.
4. Enter the indicated information for each parameter. The variable ‘nn’ in each parameter represents the current system record number.

FEEnn Name

Description: Descriptive name of the fee/charge type.

Values: Alphanumeric, 1 - 9 characters.

Steps: Do one of the following:

–Key the fee/charge description and press [ENTER] to go to the next parameter.

–Press [ENTER] to go to the next parameter without making changes.

–Press [-->] to go to the next fee/charge system record number.

FEEnn Dept#

Description: The department in which to assign fee/charge transactions for report totals.

Values: Numeric, 0 - 9999.

Steps: Do one of the following:

–Key the fee/charge department and press [ENTER] to go back to the first parameter.

–Press [ENTER] to go back to the first parameter without making changes.

–Press [-->] to go to the next fee/charge system record number.

FEEnn Refundable? [Y/N]

Description: Determines whether the fee is refunded with the cost if the item is returned.

Values: Yes or No.

Steps: Do one of the following:

–Press [Yes] or [No] and press [ENTER] to go to the next parameter.

–Press [ENTER] to go to the next parameter without making changes.

–Press [-->] to go to the next fee/charge system record number.

FEEnn Range 1 end amount ddd.cc

Description: Sets the highest cost that items in the “Range 1 fee” can be charged.

Note: *The default value for this parameter is '$999.99' and the maximum value is ‘$9999.99’. If it is reset to ‘$9999.99’, two things occur: (1) all items in this department are assessed the “Range 1 fee” and (2) the “Range 2 end amount cannot be set.*

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

FEEnn Range 1 fee d.cc

Description: This fee is charged to all items in this department that are sold costing no more than the “Range 1 end amount.”

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

FEEnn Range 2 end amount ddd.cc

Description: Sets the highest cost that items in the “Range 2 fee” can be charged. This parameter must be set at least $0.01 higher than the “Range 1 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, the parameters for ranges 3, 4, and 5 do not display.*

Values: At least $0.01 > the “Range 1 end amount” through $9999.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

FEEnn Range 2 fee d.cc

Description: This fee is charged to all items in this department that are sold costing no more than the “Range 2 end amount.”

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

`FEEnn Range 3 end amount ddd.cc`

Description: Sets the highest cost that items in the “Range 3 fee” can be charged. This parameter must be set at least $0.01 higher than the “Range 2 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, this and the rest of the parameters for this fee do not display.*

Values: At least $0.01 > the “Range 2 end amount” through $9999.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

`FEEnn Range 3 fee d.cc`

Description: This fee is charged to all items in this department that are sold for no more than the “Range 3 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, this and the rest of the parameters for this fee do not display.*

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

`FEEnn Range 4 end amount ddd.cc`

Description: Sets the highest cost that items in the “Range 4 fee” can be charged. This parameter must be set at least $0.01 higher than the “Range 3 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, this and the rest of the parameters for this fee do not display.*

Values: At least $0.01 > the “Range 3 end amount” through $9999.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

`FEEnn Range 4 fee d.cc`

Description: This fee is charged to all items in this department that are sold for no more than the “Range 4 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, this and the rest of the parameters for this fee do not display.*

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to go to the next parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

`FEEnn Range 5 fee d.cc`

Description: This fee is charged to all items in this department that are sold for no more than the “Range 4 end amount.”

Note: *If a value for the “Range 2 end amount” is not entered, this and the rest of the parameters for this fee do not display.*

Values: Numeric, 0.00 - 99.99.

Steps: Do one of the following:

–Key the value and press `[ENTER]` to go back to the first parameter.

–Press `[ENTER]` to go back to the first parameter without making changes.

–Press `[-->]` to go to the next fee/charge system record number.

5. Repeat steps 3 and 4 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Fee/Charge File, press [List].

```
03/25/06                          10:07
Store# AB123 Register ID# 1
FEE/CHARGE FILE

NBR FEE   DESCR    DEPT# REFUND
 RANGE END     AMOUNT
--------------------------------------
001 BTL DEP        9032   Y
    999.99      10.00
002 6PK. DEP       9032   Y
    999.99       0.30
003 ADF            9036   Y
    999.99       0.01
004 M.O. FEE       9031   N
     10.00       0.50
     25.00       1.00
     50.00       2.00
     75.00       3.00
    125.00       5.00
005 CS DEP         9032   Y
    999.99       1.20
```

Sample Fee/Charge File Listing

Money Orders Charged with Varying Fees Based on Amount

Delete a Fee/Charge Record

1. Key the fee/charge record number you want to delete.
2. Press [Select].
3. Key [*] [ENTER].

Category File

The Category File contains a description of up to 50 categories.

Note: *This function is available only on controlling terminals.*

Considerations

Category File

Decide whether you need to keep totals by category. Defining categories is not needed if keeping totals by category is not necessary.

Department File

Departments can be grouped into categories for reporting purposes. For example, a deli department, a dairy department, and a snack department can be grouped into a ‘Food’ category to display a higher level of totals on reports.

If you use categories, assign *every* department to a category or the totals on the Category Report and Department Report does not match.

Report Configuration

If you do not use categories, set the “Print Category Report” parameter to ‘N’ in each period (Shift, Daily, Monthly, and Yearly) in the Report Configuration function in Reports mode. This prevents a blank report from being printed.

Category File Steps

1. Arrow to the Category File function.
2. Press [Select].

```
Category # 1
```

3. Choose a category to define by one of the following methods:
   – Arrow to the desired existing category number.
   – Key an existing category number (1 - 9999) and press [Select]. If the category exists, it appears. If it does not exist, “BAD RECORD NUMBER” appears briefly. Choose another category number.
   – Key a new category number (1 - 9999) and press [ENTER]. If the category does not exist, it is created and displayed. If it already exists, “RECORD ALREADY EXISTS” appears briefly. Choose another category number.
4. Press [ENTER].

```
Cat Desc _
```

5. Key the category description (up to 16 characters).
6. Press [ENTER].
7. Repeat steps 3 through 6 to set up another category, or press [EXIT] to return to the Manager menu.

File Maintenance

While in the Category File, press [List].

```
03/25/06                           10:07
Store# AB123 Register ID# 1
CATEGORY FILE

 NBR  NAME
--------------------------------------
0001 FOOD
0002 AUTO PARTS
0003 BEER
0004 CANDY
0005 DELI
0006 FOUNTAIN
0007 LOTTO
0008 MISC.
0009 MONEY ORDER
0010 SODA
0011 TOBACCO
0012 PLU NOT FOUND
0014 FUEL
0015 BTL. DEPOSIT
0016 BTL. RETURN
0017 DAIRY
0018 FAST FOOD
0019 HEALTH
9999 FUEL DEPOSIT
```

Sample Category File Listing

Delete a Category Record

1. Key or arrow to the category you want to delete.
2. Key [*] [ENTER].

Department File

The Department File contains a description of up to 300 departments. A department may have no PLUs or may consist of a group of PLUs. Every PLU that is assigned to a department is included in the report totals for that department.

Note: *This function is available only on controlling terminals.*

Considerations

Blue Laws

For items that are prohibited for sale on specific days and/or times, do the following:

1. Set up the **Manager > Blue Law Setup File**.
2. In the Department File, set the "Apply Blue Law - 1" parameter, and, if needed, the "Apply Blue Law - 2" parameter to 'Y'.

Car Wash Department Setup

If the car wash option is installed, do the following to set up car wash sales:

1. Set up a car wash department in the Department File.
2. Enter this department number in the "Car wash department number" parameter in **Car Wash Manager > Department Setup**.

Category File

Departments can be grouped into categories for reporting purposes. For example, a deli department, a dairy department, and a snack department can be grouped into a 'Food' category to display a higher level of totals on reports.

To use categories, set up the **Manager > Category File,** then set up the Department File.

Deleting or Changing Departments

Do not delete or change departments that have been previously defined and used unless:

- All PLU items, PLU promotion items, and PLU soft keys using that department are deleted or reassigned to an existing department, **and**
- A report has been run and totals closed.

Fee/Charge File

To report totals for fees, set up a department for each fee type. Set the "Negative Department ?" parameter in the Department File to indicate if the amount transacted against this department adds or subtracts from report totals.

- **Positive Fees**: In the Department File, set the "Negative Department ?" parameter to 'N' to **add** the fee to transaction report totals. For example, to add a deposit to the sale of a soda:
  1.) Set up a department for Bottle Deposits.
  2.) Set up a bottle deposit fee type in the Fee/Charge File.
  3.) In the Department File, set the "Negative Department ?" parameter to 'N'.
  4.) In the "Fee/Charge Type#" parameter, enter the number of the Bottle Deposit fee (1-99) from the Fee/Charge File.
- **Negative Fees**: Set the "Negative Department ?" parameter to 'Y' to **subtract** the fee from transaction totals. For example, to process cash refunds for empty bottle returns:
  1.) Set up a Bottle Return Department.
  2.) Set the "Negative Department ?" parameter to 'Y'

Note: *If **Department > "Negative Department ?"** is set to 'Y', the "Fee/Charge Type#" parameter does not display.*

Fractional Quantities

For the Ruby terminal to read a quantity keyed for a particular PLU item as a decimal, the "Sold by fractional quantity" parameter must be set to 'Y' in both the Department File and the PLU File. For example, to sell sliced cheese by weight in Dept# 9009 by keying the item with a PLU key or number or a department key or number, do the following:

- Set **Manager > Dept File > "Sold by fractional quantity"** to 'Y'.
- Set **Manager > PLU File > "Sold by fractional quantity"** to 'Y'.

However, if **Manager > PLU File > "Sold by fractional quantity"** is set to 'N', the Ruby terminal reads the quantity keyed as `[1] [5] [0]` for a package of cheese in Dept# 9009 as a whole number or unit.

Note: *Department items sold in fractional quantities cannot be sold using at-for pricing.*

Fuel Deposit/Prepay Fuel Sale

Department 9999 is predefined as a fuel deposit department and cannot be changed or deleted. If a customer prepays for a fuel sale, that sale automatically goes into department 9999. When the customer finishes dispensing fuel, the sale moves to the department of the product dispensed. This prepay fuel sale appears on the period report at the time of a close.

Fuel Tax Addition

To automatically add a fuel tax to a fuel type that displays a tax-free price at the pump, the department must be a fuel department.

- Set the “Fuel Department?” parameter to ‘Y’.
- In the “Fuel Tax Adjustment to make in Sale” parameter, enter the number of the fuel tax exemption (0-5) from the Fuel Tax Exemption File.

This automatic adjustment is available only on postpay fuel sales.

ID Checking

Note: *Checking IDs by swiping or scanning is an optional feature called EASY ID and may require a Ruby Card Bravo. If the Ruby terminal does not have the EASY ID option, enter the birth date manually.*

To restrict the sale of some products by age, do the following to trigger ID checking:

1. Set the parameters in **Manager > Customer ID Info**.
2. Set up the “ID (n) Required” parameters in the Department File.

When set up properly, the Ruby terminal requests birth date information prior to the sale of these products. Also, if **Manager > Configuration > Sales Config > “Force DOB on ID Check? [Y/N]”** is set to ‘Y’, the Ruby terminal beeps and displays a message alerting the cashier that an ID check is pending. The Ruby terminal rejects further entries until the date of birth is entered.

Three methods exists for the cashier to enter the birth date:

- Key the birth date manually.
- Swipe the magnetic stripe on a driver’s license.
- Scan the 2D bar code on a driver’s license. Scanning can take place only when the Ruby terminal is properly configured and an appropriate scanner is installed.

Note: *EASY ID is not a replacement for visually checking the identification to make sure it is legal and valid.*

Local Laws

Consult local laws before setting up the following parameters:

- Apply blue law
- ID required
- Food stamps
- Tax

Money Order Departments

Note: *Selling and printing money orders with third-party equipment is an optional feature that requires a Ruby Card Bravo. If you do not have a Ruby Card Bravo, references to money order equipment do not apply to your system.*

Money orders can be set up to print to a third-party printer through a money order terminal connected to a Ruby controller or workstation.

To set up a department for money orders, select 'Yes' in the "Money Order Department?" parameter. A range of fees can be charged for different money order amounts. See the Fee/ Charge File function for more information on setting up fees.

To allow money order sales, set the following parameters in the Manager mode:

Money Order Setup

Function	Step	Description
MOP File	1	Select the methods of payment that are accepted.
	2	Set the "Allow Money Order Purchase?" parameter to 'Y'.
Dept File	1	Set up a department for selling money orders. a. Enter department number and name. Example settings are, 'MONEY ORDERS' and '9030'. b. Set the "Negative Department?" parameter to 'N'. c. Set the 'Money Order Department?" parameter to 'Y'.
	2	Set up a department for money order fees. a. Enter department number and name. Example settings are 'M.O. FEE' and '9031'. b. Set the "Negative Department?" to 'N'. c. Set the "Money Order Department?" parameter to 'N' (this is to assess a fee, not to sell a money order).
Fee/Charge File	1	Set up a fee to associate to a money order department. a. Assign a fee number and name, such as 'M.O. FEE'. b. Assign the same department used in Dept File, step 2, '9031'. c. Set the "Refundable" parameter to match site policy. d. To charge one fee for all items in a department, leave the "Range 1 end amount" at its usual value of '$999.99' and enter a fee amount in the "Range 1 fee" parameter. e. To charge different fees for items that cost different amounts, set the "Range 1 end amount" and "Range 1 fee". Repeat these steps for up to four more ranges. f. To expand the range beyond the five permitted for each fee, set up two or more money order departments and assign different fees to them.

PLU Not Found Department

If the "PLU Not Found Department #" parameter in the Sales Configuration file is set to a number other than '0', then you must create a PLU not found department with the same number in the Department File.

Product Department Setup

Fuel department files must be set up in the Department File before setting up fuel departments in Fuel Manager mode. Use the same department numbers set up in the Department File in the **Fuel Manager > Product Department Setup** function.

Special Discount

A department or PLU sale is eligible for a special discount if the "Special Discount" parameter is set to 'Y' in either the PLU File or the Department File. For example, if this parameter is set to 'N' in the Department File, and 'Y' in the PLU File, the line item is eligible for a special discount. To ensure that an item does not qualify for a special discount, both the PLU and its corresponding department must have the "Special Discount" parameter set to 'N'.

Soft Keys

Consider which departments to assign to department soft keys and make a note of them. Set up an `[OTHER DEPT]` key in the Soft Key File to sell items that do not have a department key assigned to them.

Department File Steps

1. Arrow to the Department File function.
2. Press [Select].

```
Dept # 1

                  *MANAGER MENU*
```

3. Choose a department to define by one of the following methods:
   - Arrow to the department number.
   - Key an existing department number (1 - 9999) and press [Select]. If the department exists, it appears. If it does not exist, “BAD RECORD NUMBER” appears briefly. Choose another department number.
   - Key a new department number (1 - 9999) and press [ENTER]. If the department does not exist, it is created and displayed. If it already exists, “RECORD ALREADY EXISTS” appears briefly. Choose another department number.
4. Press [ENTER].
5. Enter the indicated information for each parameter.

Dept Desc

Description: A description of the department that appears on the receipts and reports.

Values: Alphanumeric, 1 - 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Product code

Description: A number, set by the network, that categorizes products sold. The numbers assigned to each department may be found in **Network Manager > Print Product Codes**. If a product and a department have different codes, the product code assigned to the department overrides.

Values: Numeric, 1 - 66.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Negative Department? [Y/N]

Description: Determines whether the transaction amount adds or subtracts from receipt and report totals.

Values: Yes or No.

Yes: This is a negative department: sales are subtracted from totals.

No: This is a positive department: sales are added to totals.

Note: *Do not use a PLU assigned a negative department in a mix or combo file.*

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Fuel Department? [Y/N]

Note: *If 'Y' is set for this parameter, set "Negative Department?" to 'N'.*

Description: Determines whether this department is used to sell fuel products.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Money Order Department? [Y/N]

Description: Determines whether this department is used to sell money orders.

Values: Yes or No.

Note: *If 'Y' is set for this parameter, set "Negative Department?" to 'N'.*

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Fee/Charge Type#

Note: *This does not display if the "Negative Department?" parameter is set to 'Y'.*

Description: The fee that is automatically included when this department is entered.

Values: Numeric, 0 - 99.

0: This item does not have a fee/charge.

1 - 99: This record number is defined in the Fee/Charge File.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

`(Tax 1) Tax [Y/N]`

Note: *This appears if tax 1 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 1).*

Description: Determines whether tax 1 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 2) Tax [Y/N]`

Note: *This appears if tax 2 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 2).*

Description: Determines whether tax 2 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 3) Tax [Y/N]`

Note: *This appears if tax 3 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 3).*

Description: Determines whether tax 3 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 4) Tax [Y/N]`

Note: *This appears if tax 4 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 4).*

Description: Determines whether tax 4 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 5) Tax [Y/N]`

Note: *This appears if tax 5 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 5).*

Description: Determines whether tax 5 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 6) Tax [Y/N]`

Note: *This appears if tax 6 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 6).*

Description: Determines whether tax 3 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 7) Tax [Y/N]`

Note: *This appears if tax 7 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 7).*

Description: Determines whether tax 7 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 8) Tax [Y/N]`

Note: *This appears if tax 8 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 8).*

Description: Determines whether tax 8 is added when items in this department are sold.

Values: Yes or No.

Yes: Calculate this tax on items sold in this department.

No: Do not calculate this tax on items sold in this department.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Food Stamps ? [Y/N]

Description: Determines whether food stamps can be used to purchase items in this department.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Category #

Description: Determines in which category this department is assigned. Only categories defined in the Category File can be assigned to a department.

Values: Numeric, 1 - 9999.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Dept Min

Description: Sets the department’s minimum allowable dollar amount for a line item sale.

Values: Numeric, 0.00 - 9999.99.

0.00: No minimum dollar amount is set.

Steps: Do one of the following:

–Key the minimum dollar amount including two decimal places (cents) and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

Dept Max

Description: Sets the department’s maximum allowable dollar amount for a line item sale.

Values: Numeric, 0.00 - 9999.99.

0.00: No maximum dollar amount is set.

Steps: Do one of the following:

–Key the maximum dollar amount including two decimal places (cents) and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(ID 1) Required [Y/N]

Note: *The description defined in the Customer ID Info file replaces (ID 1).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(ID 2) Required [Y/N]

Note: *The description defined in the Customer ID Info file replaces (ID 2).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(ID 3) Required [Y/N]

Note: *The description defined in the Customer ID Info file replaces (ID 3).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(ID 4) Required [Y/N]

Note: *The description defined in the Customer ID Info file replaces (ID 4).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(ID 5) Required [Y/N]

Note: *The description defined in the Customer ID Info file replaces (ID 5).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

`(ID 6) Required [Y/N]`

Note: *The description defined in the Customer ID Info file replaces (ID 6).*

Description: Determines whether this department requires an age check to purchase certain items.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Special Discount [Y/N]`

Description: Determines whether items in this department are eligible for a discount, such as a senior citizen.

Values: Yes or No.

Yes: Special discounts can be applied to items in this department. Make sure a Special Discount MOP is set up in the MOP File.

No: Special discounts are not applied to items in this department.

Note: *A special discount applies if either the PLU or the department is set to 'Y'.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Apply Blue Law - 1 [Y/N]`

Description: Determines whether sale of an item is restricted on a designated day or days as set up in the Blue Law Setup function.

Values: Yes or No.

Yes: The items in this department are restricted by Blue Law 1.

No: The items in this department are not restricted by Blue Law 1.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Apply Blue Law - 2 [Y/N]`

Description: Determines whether sale of an item is restricted on a designated day or days as set in the Blue Law Setup function.

Values: Yes or No.

Yes: The items in this department are restricted by Blue Law 2.

No: The items in this department are not restricted by Blue Law 2.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Sold by Fractional Quantity [Y/N]`

Description: Determines whether an item can be sold in fractional quantities, by weight, for example.

Values: Yes or No.

Yes: If this parameter is also set to 'Y' in the PLU File, the Ruby terminal reads a quantity entered in Sales mode for a particular PLU item as a decimal. For example, to sell 1¼ pounds of cheese, key `[1] [2] [5] [QTY]` for 1.25 pounds.

No: The Ruby terminal reads all quantities entered in Sales mode as whole numbers. For example, keying `[1] [5] [QTY]` is read as 15 items.

Note: *When this parameter is set to 'Y', At-for pricing sales are not allowed.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Fuel Tax Adjustment to make in Sale`

Note: *Parameter appears only if "Fuel Department ? Y/N" is set to 'Y'.*

Description: Automatically adds fuel taxes to a transaction.

Values: Numeric, 0 - 5.

0: makes no tax adjustment.

1-5: automatically adds the fuel taxes set up in **Manager > Fuel Tax Exemption File**.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go back to the first parameter.

–Press `[ENTER]` to make no changes and go back to the first parameter.

Repeat steps 3 through 5 for another department, or press `[EXIT]` to return to the Manager mode menu.

File Maintenance

While in the Department File, press [List].

Note: *Some departments that are hardcoded into the system may display on the listing, but cannot be changed in the Department File function.*

```
03/25/06                            10:07
Store# AB123 Register ID# 1
DEPARTMENT FILE

DEPT#   DESCR     T1 T2 T3 T4 PC# CTG#
FEE#    MIN     MAX                FTAX
FS NEG FUEL MO FQ SD ID1 ID2 B1 B2
----------------------------------------
9001 BAKERY           Y N N N   007 0006
  0     0.00    0.00                   0
 N  N    N   N  N  N   N   N  N  N
9002 CANDY            Y N N N   007 0006
  0     0.00    0.00                   0
 N  N    N   N  N  N   N   N  N  N
9003 HBA              Y N N N   007 0006
  0     0.00    0.00                   0
 N  N    N   N  N  N   N   N  N  N
9995 DIESEL           N N N N   004 9999
  0     0.00    0.00                   0
 N  N    Y   N  N  N   N   N  N  N

etc.
```

```
Sample Department File Listing

Dept# - Department number
DESCR - Description
T1-T4 - Taxes 1 through 4 [Y/N]
PC# - Product code
CTG# - Category number
Fee# - Fee/Charge number
MIN - Minimum dollar amount
MAX - Maximum dollar amount
FTAX- Fuel Tax Adjustment 0-5
FS - Food stamps [Y/N]
NEG - Negative department [Y/N]
FUEL - Fuel department [Y/N]
MO - Money Order department [Y/N]
FQ - Fractional quantity [Y/N]
SD - Special discount
ID1 and ID2 - Age requirement
               [Y/N]
B1 and B2 - Blue law setup [Y/N
```

Delete a Department

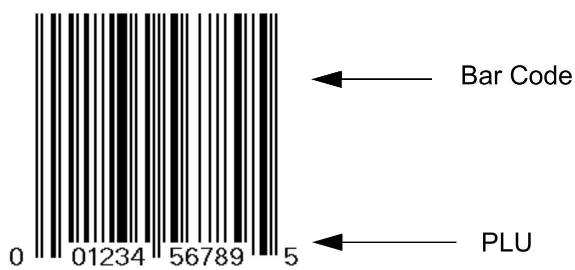
1. Key or arrow to the department you want to delete.
2. Key [*] [ENTER].

PLU File

The PLU File contains a description of every item that can be entered into a transaction. The number of PLUs you can define depends on your system's hardware and the limit set in the "Maximum PLUs" parameter in the System Configuration function.

Note: *This function is available only on controlling terminals.*

A *PLU* is a number that is used to identify a specific product. Some stores assign their own PLUs and other stores use the numbers that appear below the bar code printed by the manufacturer. A *bar code* is a pattern of lines read by a scanner.



Modifiers

A PLU is made up of a PLU number and a modifier number. A single PLU can have up to 255 modified versions. Modifiers let you group similar items into the same PLU number. For example, you might want to group all Coke® products:

Product	PLU	Modifier
Coke - six-pack cans	100	0
Coke - two-liter plastic	100	1
Coke - single can	100	2
Coke - 16-oz. bottle	100	3

By assigning similar items to a single PLU number, you can access an item one of two ways:

- If the item is accessed by the PLU number, then all modified versions of the PLU can be accessed through the one number by pressing `[MODIFY]` until the correct item appears. Only one PLU number needs to be learned.
- If the PLU is assigned to a soft key, then all modified versions of the PLU can be accessed through the one key by pressing `[MODIFY]` until the correct item appears.

The first PLU/modifier combination created must use modifier 0. All other modifiers of the PLU can be any number between 1 and 255. If no modifier is entered during a selection, the modifier is assumed to be 0.

The PLU can be entered into the system by one of the following methods:

- Scan the bar code.
- Key the modifier number, press `[MODIFY]`, and scan the bar code.
- Key the PLU number and press `[ENTER]`.
- Key the modifier number, press `[MODIFY]`, and key the PLU number.

PLU Types

If your store uses PLUs specific to your site, key those numbers into the Ruby terminal.

If your store uses the numbers on the bar code, you must first identify the type of bar code printed on the item. Bar codes print in various patterns. The codes you are most likely to see are referred to as UPC-A, UPC-E, EAN-8, and EAN-13. UPC stands for Universal Product Code. The UPC patterns are the most common bar codes in the United States. EAN stands for European Article Numbering. The EAN patterns are sometimes used in the United States but are much more common throughout the rest of the world.

The PLU in each code must be keyed differently so that the item is entered into the system properly. Look at the arrangement of the numbers and see the following examples to decide how many and which numbers to key.

UPC-A

The UPC-A code has 12 digits: *n 12345 12345 c*. The first digit is a numbering system digit and the last is a check digit. If the numbering system digit, *n*, is a ‘0’, see example 1. If the numbering system digit is not a ‘0’, see example 2.

Example 1:

0 01234 56789 5

If *n* is a ‘0’, do one of the following:

- Key the middle 10 digits.
  `[0] [1] [2] [3] [4] [5] [6] [7] [8] [9]`
- Key the first 11 digits.
  `[0] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9]`

- Key all 12 digits.
  `[0] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [5]`

Example 2:

6 01234 56789 5

If *n* is not a '0', then you must key it. Do one of the following

- Key the first 11 digits.
  `[6] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9]`
- Key all 12 digits.
  `[6] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [5]`

UPC-E

The UPC-E code has eight digits: *n 123456 c*. You can either key the first digit (the numbering system digit, *n*) or not. See example 3.

Note: *Never key the check digit, c, in a UPC-E code. If you do the system confuses it with an EAN-8 code.*

Example 3:

0 012345 7

Do one of the following:

- Key the first seven digits.
  `[0] [0] [1] [2] [3] [4] [5]`
- Key the middle six digits.
  `[0] [1] [2] [3] [4] [5]`

EAN-8

The EAN-8 code has eight digits, seven digits plus a check digit: *1234 123c*.

See example 4.

Example 4:

- Key all eight digits.
  `[4] [0] [8] [2] [2] [7] [7] [8]`

EAN-13

The EAN-13 code has 13 digits (12 digits plus a check digit): *1 123456 12345c*.

See example 5.

Example 5:

- Key all 13 digits.
  `[6] [2] [8] [1] [0] [3] [6] [1] [1] [1] [1] [0] [4]`

Considerations

Blue Laws

If purchase of a PLU is prohibited during specific periods, the days and times must be entered in the Blue Law Setup File and the “Apply Blue Law - 1” and “Apply Blue Law - 2” parameters set to ‘Y’ in the PLU File.

Note: *Both parameters must be set to ‘Y’ for the restriction to take place.*

Car Wash PLUs

If you have the car wash option, set up car wash sale items in the PLU File before setting up Car Wash Manager mode functions.

Note: *Do not assign an Open PLU as a car wash item. An undefined price displays at the dispenser.*

Car Wash-Related PLUs

Car wash-related products, such as coupon books, special promotions and/or discounts can be assigned a PLU that can be tracked as part of the car wash department. Set up the PLU using the parameters in the PLU File, and enter the “000000000000 Dept#” parameter.

Fee/Charge File

Fees, such as bottle deposits, can be assigned to PLU items using the “Fee/Charge Type” parameter. When the PLU item is sold, the fee automatically adds to the transaction. If you assign a fee/charge to a PLU that is taxed, then the same taxes apply to the fee/charge.

Forced Cashier Response

Distinctive beeps and enhanced display messages automatically alert cashiers whenever:

- The PLU entered is not found
- The PLU is an Open PLU, or
- The PLU entered is for an item that cannot be sold because of blue-law restrictions

The warnings force the cashier to respond because the Ruby terminal rejects further entries until a price is entered for Open PLUs or PLUs not found, or if the item is covered by blue-law restrictions.

The length of time the messages display is set in **Manager > Configuration > Sales Config > “Error Msg Prompt Timer”**.

Fractional Quantities

To sell specific department-keyed items by weight (e.g., sliced cheese in a deli) and specific PLU-keyed items as units (e.g., packages of cheese), set the following parameters for the items:

- **Manager > Dept File > "Sold by fractional quantity"** to 'Y'.
- **Manager > PLU File > "Sold by fractional quantity"** to 'N'.

To sell all items of a designated type by weight, whether keyed with a PLU key, PLU number, department key, or department number, set the following parameters for the designated items:

- **Manager > Dept File > "Sold by fractional quantity"** to 'Y'.
- **Manager > PLU File > "Sold by fractional quantity"** to 'Y'.

Note: *If "Sold by fractional quantity" is set to 'Y' in the PLU File, "Sold by fractional quantity" must be set to 'Y' in the Department File. If it is not, then the Ruby terminal reads a quantity keyed for a PLU as a whole number, not as a decimal.*

HPV-20

When HPV-20 is installed, a Ruby Card is required for storing PLU totals.

ID Checking

Note: *The ability to check an ID by swiping or scanning is an optional feature called EASY ID. This option requires that your Ruby terminal have a Ruby Card Bravo. If you do not have the EASY ID option, you can enter the birth date manually.*

Sale of some products is restricted by age. To trigger ID checking during a transaction, set the parameters in the Customer ID Info function then set the "(ID n) Required" parameters in the PLU File. When set up properly, the Ruby terminal requests birth date information be provided prior to sale of these products. If **Manager > Configuration > Sales Config > "Force DOB on ID Check? [Y/N]"** is set to 'Y', the Ruby terminal beeps and displays a message alerting the cashier that an ID check is pending. The Ruby terminal rejects further entries until the date of birth is entered, scanned, or swiped or the transaction is cancelled.

Three methods exist for the cashier to enter the birth date:

- Key the birth date manually.
- Swipe the magnetic stripe on a driver's license.
- Scan the 2D bar code on a driver's license. Scanning can take place only when the Ruby terminal is properly configured and a Symbol LS 4800 hand-held scanner is installed.

Note: *EASY ID is not a replacement for visually checking the identification to make sure it is legal and valid.*

Local Laws

Consult local laws before setting up parameters related to the following:

- Blue laws
- ID checking
- Food stamps
- Local and state taxes
- Refundable items

Open PLUs

The capability exists for keying Open PLUs with no defined price. Set up Open PLUs for items that have frequent price changes. When the Open PLU is keyed, the Ruby terminal prompts the cashier to “Enter item price.”

Promotional Items

If a PLU is on an automatic discount (promotion), the promotion must be defined in the PLU Promotion File. Additionally, the “PLU Promotion” parameter in each PLU/modifier combination affected by the promotion must be set to ‘Y’.

Special Discount

A department or PLU sale is eligible for a special discount if the “Special Discount” parameter is set to ‘Y’ in either the PLU File or the Department File. For example, if this parameter is set to ‘N’ in the Department File, and ‘Y’ in the PLU File, the line item is eligible for a special discount. To ensure that an item does not qualify for a special discount, both the PLU and its corresponding department must have the “Special Discount” parameter set to ‘N’.

Soft Keys

Consider which PLUs to assign to soft keys and make a note of them.

Value-Added Tax (VAT)

See the “Configuration” section earlier in this chapter for information on VAT.

Scanners

With a compatible product scanner, PLU numbers can be scanned in from the bar codes.

1. Key the modifier number.
2. Press `[MODIFY]`.
3. Scan the bar code.
4. Do one of the following:
   – Press `[ENTER]` to create the item.
   – Press `[Select]` to choose an existing item.

PLU File Steps

1. Arrow to the PLU File function.
2. Press `[Select]`.

```
PLU # 000000000012     0
```

3. Choose a PLU to define by one of the following methods:
   – Arrow to the PLU/modifier combination.
   – Key an existing PLU/modifier combination: key the modifier and press `[MODIFY]`, then key the PLU number and press `[Select]`. If the PLU exists, it appears. If it does not exist, "BAD RECORD NUMBER" appears briefly. Choose another PLU.
   – Key a new PLU/modifier combination: key the modifier and press `[MODIFY]`, then key the PLU number and press `[ENTER]`. The PLU number can be up to 12 numbers long and the modifier number can be up to three numbers long. If the PLU does not exist, it is created and displayed. If it already exists, "RECORD Already Exists" appears briefly. Choose another PLU.

   Note: *The Ruby terminal automatically puts leading zeros in front of PLU numbers with fewer than 12 digits.*
4. Press `[ENTER]`.
5. Enter the indicated information for each parameter.

PLU Desc

Description: A description of the item that appears on receipts and reports.

Values: Alphanumeric, 1 - 16 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

(PLU#) Dept#

Note: *A PLU assigned a negative department cannot be used in a mix or combo file.*

Description: The department number in which the PLU is reported.

Values: Numeric, 1 - 9999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

(PLU#) Product code

Description: A number determined by the network. Use the Print Product Codes function in Network Manager to determine which number to assign to each PLU.

Values: Numeric, 1 - 66.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

Open PLU? [Y/N]

Note: *Set this parameter to 'N' for car wash PLUs.*

Description: Determines whether this is an Open PLU. Each time an Open PLU is used, the Ruby terminal prompts for a price on that item.

Values: Yes or No.

Yes: Identifies an Open PLU where there is no defined price. When this PLU is sold the Ruby terminal requests a price.

No: The PLU has a defined price. When this PLU is sold a price displays on the Ruby terminal.

Steps: Do one of the following:

–Key the price including two decimal positions (cents) and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

Price

Description: The price of one unit of the item. The current price is displayed on the left. The new price is entered on the right.

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the price including two decimal positions (cents) and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

(Tax 1) Tax [Y/N]

Note: *This appears if tax 1 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 1).*

Description: Determines whether tax 1 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

(Tax 2) Tax [Y/N]

Note: *This appears if tax 2 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 2).*

Description: Determines whether tax 2 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(Tax 3) Tax [Y/N]

Note: *This appears if tax 3 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 3).*

Description: Determines whether tax 3 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(Tax 4) Tax [Y/N]

Note: *This appears if tax 4 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 4).*

Description: Determines whether tax 4 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

(Tax 5) Tax [Y/N]

Note: *This appears if tax 5 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 5).*

Description: Determines whether tax 5 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

`(Tax 6) Tax [Y/N]`

Note: *This appears if tax 6 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 6).*

Description: Determines whether tax 6 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 7) Tax [Y/N]`

Note: *This appears if tax 7 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 7).*

Description: Determines whether tax 7 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(Tax 8) Tax [Y/N]`

Note: *This appears if tax 8 in the Tax Rate File is defined. The name assigned in the Tax Rate File replaces (Tax 8).*

Description: Determines whether tax 8 is added when items in this PLU are sold.

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Food Stamps ? [Y/N]`

Description: Determines whether food stamps can be used to purchase items in this department.

Values: Yes or No.

Yes: Food stamps can be used.

No: Food stamps cannot be used.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`PLU Promotion [Y/N]`

Description: Determines whether the PLU can be defined in the PLU Promotion File.

Values: Yes or No.

Yes: This item is on promotion. The item must also be defined in the PLU Promotion File. If 'Y' is set for all items, then when a specific promotion is set up, no other steps are needed.

No: This item is not on promotion.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 1) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID1).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 2) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID2).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 3) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID3).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 4) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID4).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 5) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID5).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`(ID 6) Required [Y/N]`

Description: Determines whether an ID is required to purchase the item. The description in the Customer ID Info file replaces (ID6).

Values: Yes or No.

Yes: The customer must show the necessary ID.

No: The customer is not required to show ID.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Fee/Charge Type`

Description: Determines whether a fee is automatically included when a cashier enters this PLU.

Values: Numeric, 0 - 99.

0: This item does not have a fee/charge.

1 - 99: The fee/charge record numbers are defined in the Fee/Charge File.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`PLU May Be Sold [Y/N]`

Values: Yes or No.

Yes: This item can be sold.

No: This item can not be sold.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`PLU Returnable [Y/N]`

Values: Yes or No.

Yes: This item can be returned for refund.

No: This item cannot be returned for refund.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Special Discount [Y/N]`

Description: Determines whether a PLU is eligible for a discount, such as a senior citizen.

Values: Yes or No.

Yes: This item may have a special discount applied to it. Make sure a Special Discount MOP is set up in the MOP File.

No: This item does not have any special discounts applied to it.

Note: *A special discount applies if either the PLU or the department is set to 'Y'.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Apply Blue Law - 1 [Y/N]`

Description: Determines whether sale is restricted on a designated day or days as set up in the Blue Law Setup function.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Apply Blue Law - 2 [Y/N]`

Description: Blue Law 2 applies to this item.

Note: *Set up Blue Law 2 with the Blue Law Setup function.*

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Sold by Fractional Quantity? [Y/N]`

Description: Determines whether this item can be sold in fractional quantities. Use this parameter to permit items to be sold by weight, for example.

Values: Yes or No.

Yes: The Ruby terminal reads all quantities entered in Sales mode for this PLU as decimals. For example, if the quantity is 1¼ pounds of cheese, key `[1] [2] [5] [QTY]` for 1.25 pounds.

No: The Ruby terminal reads all quantities entered in Sales mode as whole numbers. For example, key 15 items as `[1] [5] [QTY]`.

Note: *If set to 'Y', also set the "Sold by Fractional Quantity" parameter in the Dept File function to 'Y' for this "Dept #."*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first parameter.

–Press `[ENTER]` to make no changes and go to the first parameter.

6. Repeat steps 3 through 5 to make additional changes, or press `[EXIT]` to return to the Manager menu.

Note: *After exiting the PLU File, a "Please Wait..." message appears indicating that the edits are being processed. Continue working on the Ruby SuperSystem after this message disappears.*

File Maintenance

PLUs can be listed in several ways.

1. While in the PLU File, press `[List]`.

```
List by:            Choice: _
1. All PLUs
2. Specific Dept.
```

2. Do one of the following:
   – If you select “All PLUs,” the following display appears:

```
Sort by:                   Choice: _
1. PLU     3. Promo PLU    5. Price
2. Name    4. Dept         6. Product Code
```

   Key the number of the sort method and press `[ENTER]`.

   – If “Specific Dept.” is selected, key the department number of the PLUs and press `[ENTER]`. The following display then appears:

```
List by:             Choice: _
1. PLU        3. Price
2. Name
```

   Key the number of the list method and press `[ENTER]`.

Note: *Applications with greater than 5,000 PLUs print in PLU order.*

```
03/25/06                           10:07
Store# AB123 Register ID# 1
PLU FILE

PLU NUMBER        PC#   DESCRIPTION
DEPT#    FEETYPE FQTY    OPN       PRICE
P S R F S  I I B B  T T T T
R E E / P  D D L L  X X X X
O L T S D  1 2 1 2  1 2 3 4
----------------------------------------
000000000032/000  007   BREAD
9001        0      N      Y          N/A
N Y Y N N  N N  N N  Y N N N

000000000145/000  007   SGL DONUT
9001        0      N      N         0.30
N Y Y N N  N N  N N  Y N N N

000000000145/001  007   DZN DONUTS
9001        0      N      N         4.00
N Y Y N N  N N  N N  Y N N N
etc.
```

```
Sample PLU File Listing

PC# - Product code
Dept# - Department number
FEETYPE - Fee/Charge type
FQTY - Sold by Fractional
        quantity [Y/N]
OPN - Open PLU [Y/N]
PRO - PLU promotion [Y/N]
SEL - PLU may be sold [Y/N]
RET - PLU returnable [Y/N]
F/S - Food stamps [Y/N]
SPD - Special discount [Y/N]
ID1 and ID2 - Age requirement
               check
BL1 and BL2 - Blue law setup [Y/N]
TX1-TX4 - Taxes 1 through 4 [Y/N]
```

Delete a PLU

1. Key the PLU modifier and press [MODIFY].
2. Key the PLU number and press [ENTER].
   – If the PLU does not exist, “BAD RECORD NUMBER” displays. Key another PLU number.
   – If the PLU exists, it displays.
3. Key [*] [ENTER].

PLU Promotion File

The PLU Promotion File contains a description of a time limited discount on a specific PLU/modifier combination. The number of promotions you can define depends on your system's hardware and the limit set in the "Maximum PLUs promo" parameter in the System Configuration function.

Note: *This function is available only on controlling terminals.*

Considerations

Combo File

If a PLU is defined as part of a combo and that PLU is also in promotion, the combo price overrides the price set in the PLU Promotion File.

Discounts on Car Washes

1. If the site's car washes are not set up yet, follow the procedure described at the beginning of "Car Wash Manager."
2. Set **Manager > PLU File > "PLU Promotion"** to 'Y' for every car wash.

   For example, if your site uses the following PLUs for car washes, set "PLU Promotion" to 'Y' for each one:

PLU	Modifier	Car Wash
000000000150	0	Hand Wash
000000000150	1	Deluxe Wash
000000000150	2	Super Wash

3. Enter values for all the **Manager > PLU Promotion File** parameters.
4. Run **Fuel Manager > Initialize Fuel > Full Initialization** to send the changes to the pumps.
5. Run **Fuel Manager > Initialize DCRs** to send the changes to the DCRs.

Mix 'n Match Files

If a PLU in a promotion is assigned to a match, the promotional price for the PLU is charged. When this happens, the PLU is no longer part of the match.

PLU File

A PLU/modifier combination must be set up with the "PLU Promotion" parameter set to 'Y' before it can be entered as a promotion. (See "PLU File" in the "Manager" chapter.)

Scanners

If your site is equipped with a compatible product scanner, PLU numbers can be scanned in from the bar codes. To do this, key the modifier number, press `[MODIFY]`, scan the bar code, and press `[ENTER]` to create the item or `[Select]` to choose an existing item.

PLU Promotion File Steps

1. Arrow to the PLU Promotion File function.
2. Press `[Select]`.

```
PLU # 000000000123      0
```

3. Choose a PLU promotion to define using one of the following methods:
   - Arrow to the desired existing PLU/modifier combination. Press `[ENTER]`.
   - Key an existing PLU/modifier combination: key the modifier and press `[MODIFY]`, then key the PLU number and press `[ENTER]`. If the PLU exists, it appears. If it does not exist, "E3004 INVALID INPUT" appears briefly. Choose another PLU.
4. Enter the indicated information for each parameter.

`Disc Beg Date mmddyy`

Description: The date the discount starts.

Values: Date.

mmddyy: The date must be entered in month/day/year order. If any part of the date is less than 10, a zero must be entered. For example, if the date is January 8, 2002 key `[0] [1] [0] [8] [0] [2]`.

Steps: Do one of the following:

–Key the date and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Disc Beg Time hhmm`

Description: The time the discount starts.

Values: Time.

hhmm: The time must be entered in hours/minutes order. If any part of the time is less than 10, you must enter a zero. Time is calculated in 24-hour time. For example, if the start time is 6:00 A.M., key `[0] [6] [0] [0]`. If the start time is 3:00 P.M., key `[1] [5] [0] [0]`.

Steps: Do one of the following:

–Key the time and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Disc End Date mmddyy`

Description: The date the discount ends.

Values: Date.

mmddyy: The date must be entered in month/day/year order. If any part of the date is less than 10, you must enter a zero. For example, if the date is January 8, 2002, key `[0] [1] [0] [8] [0] [2]`.

Steps: Do one of the following:

–Key the date and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Disc End Time hhmm`

Description: The time the discount ends.

Values: Time.

hhmm: The time must be entered in hours/minutes order. If any part of the time is less than 10, a zero must be entered. Time is calculated in 24-hour time. For example, if the end time is 6:00 A.M., key `[0] [6] [0] [0]`. If the end time is 3:00 P.M., key `[1] [5] [0] [0]`.

Steps: Do one of the following:

–Key the time and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Percent or Amt [P/A]`

Description: The type of discount.

Note: *If the discount type is changed, the "Discount Amount" and "Minimum Value" automatically resets to zero.*

Values: P(ercent) or A(mount).

P: The discount value is calculated as a percent of the item's price.

A: The discount value is calculated as a dollar amount.

Steps: Do one of the following:

–Key `[P]` or `[A]` and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`Disc Value P`

Description: Sets the discount amount by keying the new amount on the right.

Values: Numeric, 0.01 - 99.99.

0.01% - 99.99%: A percent (P) of the item price.

$0.01 - $99.99: An amount (A) is a dollar amount.

Steps: Do one of the following:

–Key the discount including two decimal places and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

Discount Type [1-3]

Note: *This parameter appears only for car wash PLUs.*

Values: Numeric, 1 - 3.

1: The customer receives a discount with the purchase of a minimum quantity of fuel set in the "Minimum Purchase Amount" parameter.

2: The customer receives a discount with the purchase of a minimum dollar amount of the fuel product set in the "Fuel Product ID#" parameter.

3: The customer receives a discount with the purchase of a minimum dollar amount of a fuel or non-fuel product set in the "Minimum Purchase Amount" parameter.

Note: *Discount types 2 and 3 above, apply to post pays only.*

Steps: Do one of the following:

–Key the number of the discount you want to use and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

Minimum Purchase Amount G,$

Note: *This parameter appears only for car wash PLUs.*

Note: *If the "Discount Type" parameter is set to '1', then "Minimum Purchase Amount G" (gallon) appears. If the "Discount Type" parameter is set to '2' or '3', then "Minimum Purchase Amount $" appears.*

Description: The minimum amount that the customer must purchase to receive a discount.

Values: Numeric, 0.01 - 99.99.

Steps: Do one of the following:

–Key the minimum purchase amount including two decimal places and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

Fuel Product ID#

Note: *This parameter appears only for car wash PLUs that have the "Discount Type" parameter set to '2'.*

Description: The type of fuel that the customer must purchase to receive a discount when the "Discount Type" parameter is set to '2'. To review the fuel product IDs entered in your Ruby terminal, use the **Fuel Manager > Product ID Setup** function.

Values: Numeric, 1 - 9.

Steps: Do one of the following:

–Key the product number and press `[ENTER]` to go to the first parameter.

–Press `[ENTER]` to make no changes and go to the first parameter.

5. Repeat steps 3 and 4 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

PLU promotions can be listed by PLU or date.

1. While in the PLU Promotion File, press [List].

```
List by:                    Choice: _
1. PLU
2. Date
```

2. Key the number of the sort method and press [ENTER].

```
03/25/06                          10:07
Store# AB123 Register ID# 1
PLU PROMOTION FILE

PLU NUMBER
BEGIN DISCOUNT
END DISCOUNT
TYPE DISC.    AMOUNT DISC.
CW DISC TYPE   MIN PURCH   PRODUCT
----------------------------------------
000000000054/000
[01/01/01 10:00]
[12/01/01 10:00]
P                  2.50
```

Sample PLU Promotion File Listing

Delete a PLU Promotion

1. Key the PLU modifier, and press [MODIFY].
2. Key the PLU number and press [ENTER].
   - If the PLU does not exist, “BAD RECORD NUMBER” appears. Key another PLU number.
   - If the PLU exists, it displays.
3. Key [*] [ENTER].

PLU Tracking File

The PLU Tracking File allows you to track PLU sales. Set up the PLUs you want to track using this function. Up to 50 separate PLUs can be tracked. A PLU Tracking Report prints at the end of a Cashier Report.

Considerations

PLU File

A PLU/modifier combination must already be set up in the PLU File before it can be tracked.

Cashier Closes

The PLU Tracking File records clear with every fourth Close Cashier Totals performed.

Combo, Mix, and Match Files

PLUs used in the Combo, Mix, and Match functions are tracked in the same way other PLUs are tracked. The PLU Tracking Report does not separately list combo, mix, and match PLUs. The amount listed on the PLU Tracking Report is the total of all sales for that PLU, whether or not it is discounted. Any PLU discount amount is included in its assigned department on the Department Tracking Report.

PLU Tracking File Steps

1. Arrow to the PLU Tracking File function.
2. Press `[Select]`.

```
01. 000000000000   0 UNKNOWN PLU
```

3. Arrow to the desired tracking number.
4. Key an existing PLU/modifier combination: key the modifier and press `[MODIFY]`, then key the PLU number and press `[ENTER]`. If the PLU exists, it appears. If it does not exist, “E3004 INVALID INPUT” appears briefly. Choose another PLU.
5. Repeat steps 3 and 4 to set up another PLU to track, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the PLU Tracking File, press [List].

```
03/25/06                           10:07
Store# AB123 Register ID# 1
PLU TRACKING FILE

    PLU NUMBER        DESCRIPTION
--------------------------------------
01. 000000000051 000  SMALL DRINK
02. 000000000051 001  MED.  DRINK
03. 000000000051 002  LARGE DRINK
04. 000000000026 000  LG.   DECAF
.
.
.
50. 000000000046 003  LOTTO
```

Sample PLU Tracking File Listing

Delete a PLU from the Tracking File

1. Arrow to the desired tracking number and PLU.
2. Key [*] [ENTER].

Department Tracking File

The Department Tracking File allows you to track department sales. Set up the departments you want to track using this function. Up to 30 separate departments can be tracked. A Department Tracking Report prints at the end of a Cashier Report.

Considerations

Cashier Closes

The Department Tracking File records clear with every fourth Close Cashier Totals performed.

Combo, Mix, and Match Files

PLUs used in the Combo, Mix, and Match functions are tracked in the same way other PLUs are tracked. The Department Tracking Report does not separately list departments for combo, mix, and match PLUs. Discounts as a result of selling combos and matches are added to the discounts column of the Department Tracking Report.

Department File

A department must already be set up in the Department File before it can be tracked.

Department Tracking File Steps

1. Arrow to the Department Tracking File function.
2. Press `[Select]`.

```
01. _   0 UNKNOWN DEPARTMENT
```

3. Arrow to the desired tracking number.
4. Key an existing department number and press `[ENTER]`. If the department exists, it appears. If it does not exist, “E3004 INVALID INPUT” appears briefly. Choose another department.

```
01. 0230 MAGAZINES
```

5. Repeat steps 3 and 4 to set up another department to track, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Department Tracking File, press [List].

```
03/25/06                               10:07
Store# AB123 Register ID# 1
DEPARTMENT TRACKING FILE

DEP. NUMBER  DESCRIPTION
----------------------------------------
01. 9001    BAKERY
02. 9012    BEER/WINE
03. 9020    CANDY
04. 9500    COFFEE
.
.
.
30. 9103    FUEL
```

Sample Department Tracking File Listing

Delete a Department from the Tracking File

1. Arrow to the desired tracking number and department.
2. Key [*] [ENTER].

Soft Key File

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Soft Key File defines each key on the keyboard that does not have a fixed function. For example, the [ENTER] key is a fixed key; its use cannot be changed. All the keys that are blank or have just small characters at the bottom of the key are *soft keys*. The following items can be assigned to a soft key:

- PLU
- Department
- Method of Payment
- Menu
- Combo
- Other Keys

Soft keys provide a direct access to often used items.

Up to 103 soft keys can be defined depending on your keyboard layout.

Considerations

Note: *Use caution when changing assigned soft key functions. Preassigned soft key functions can be changed unintentionally.*

Menu File

A menu must already be set up in the Menu File before it can be assigned to a soft key. One soft key should be available for each menu you define. If you define more menus than there are soft keys available, then some of the menus are not available for use.

The Menu File holds up to 50 menus. However, the number of menus you can actually use depends on your keyboard. For example, if you have a 65-key keyboard, you can have up to 49 soft keys. Some of the soft keys are used for MOPs, departments, and PLUs. Determine how many you want to assign as menus and then create that number of menus.

Modify Function

Note: *It is recommended that the Modify function be left on the keyboard as initially installed.*

When an application is installed on a Ruby terminal, the keyboard layout is based on the *release data*. The release data is displayed in the keyboard samples at the end of this section. Release data includes the [MODIFY] key in the location displayed in each picture. Before you change the location of this key, please review the following information.

The Modify function is used in two modes:

- **Manager**: When you create a PLU item in the PLU File, you press `[MODIFY]` to select a specific item within that PLU number. This function of Modify cannot be moved or deleted from the keyboard.
- **Sales**: When you add a PLU to a transaction, you can press `[MODIFY]` to display the next item (modifier number) for that PLU number. This Modify function can be moved on the keyboard. If you move it, please note that the Modify function as used in Manager mode does not move with it.

Multiterminal Systems

In a multiterminal system, soft key setup is usually done separately for each terminal. The controller's current Soft Key File is downloaded to the workstation when it enters Sales mode if both of the following are true:

- The workstation(s) and the controller have the same layout.
- The "Download Soft Key File [Y/N]" parameter in the Register Configuration is set to 'Y'.

Soft Key Assignment

Soft key assignments can be changed by directly accessing the menu list. Be sure that the soft key to be changed is selected.

- **Combo File**: Combo files must be defined before they can be assigned a soft key. When you have more combos to assign than soft keys available, set up an `[OTHER COMBO]` key by using "6. Other Keys."
- **Department File**: A department must already be set up in the Department File before it can be assigned to a soft key. When you have more departments to assign than soft keys available, set up an `[OTHER DEPT]` key "6. Other Keys."
- **Fuel Functions**: If you have more fuel functions to assign than soft keys available, instead of assigning the following functions to separate keys, assign `[OTHER FUEL]` to a key. These functions appear in a menu format when the cashier keys `[OTHER FUEL]`.
  - Convert Price Level
  - Free POP Award
  - Fuel Discount
  - Fuel Tax Addition
  - Fuel Tax Exemption
  - Move Fuel Point (Prepay Move)
  - Preset Fuel

- **MOP File**: A method of payment must already be set up in the MOP File before it can be assigned to a soft key. When you have more MOPs to assign than soft keys available, set up an `[OTHER MOP]` key by using “6. Other Keys.”
- **PLU File**: A PLU/modifier combination must be set up in the PLU File before it can be assigned to a soft key.
- **Sales Management Functions**: If you have more sales management functions to assign than soft keys available, set up an `[OTHER FUNC]` key by using “6. Other Keys.” These functions appear in a menu format when the cashier keys the `[OTHER FUNC].`
  - Clock In/Out
  - Pay In
  - Pay Out
  - Print Previous Transaction
  - Safe Drop
  - Safe Loan
  - View Pending Transactions

Soft Key File Steps

1. Arrow to the Soft Key File function.
2. Press [Select].

```
Soft key #001 (      APPROVE) Choice: 33
1. PLU     3. MOP     5. Combo
2. Dept    4. Menu    6. Other Keys
```

3. Choose a soft key using one of the following methods:
   – Arrow to the desired soft key number.
   – Press the soft key on the keyboard. The soft key number appears.
   – [MODIFY], [QTY], [TICKET PRINT], [List], [<--], and [-->] keys: Press a key next to one of these keys, then arrow to the current name of the key.

   Note: *The number keys cannot be reassigned.*

4. Choose one of the following soft key types (1 - 6) and follow the steps.

1. PLU

Description: Assigns a PLU/modifier combination to a soft key. When this soft key is pressed, the PLU/modifier is entered into the transaction. If there are additional modifiers for this PLU, press [MODIFY] until it displays.

Values: PLU/modifier combinations are defined in the PLU File.

Steps: Do the following:

1. Key [1] [ENTER] to assign a PLU to the soft key.
2. Key the modifier and press [MODIFY].
3. Key (or scan if applicable) the PLU number and press [ENTER]. The PLU, modifier, and description display.
4. Press [ENTER] to return to the soft key screen.

2. Dept

Description: Assigns a department to a soft key.

Values: Departments are defined in the Department File.

Steps: Do the following:

1. Key [2] [ENTER] to assign a department to the soft key.
2. Key the department number and press [ENTER]. The department number and description display.
3. Press [ENTER] to return to the soft key screen.

3. MOP

Description: Assigns a method of payment to a soft key.

Values: MOPs are defined in the MOP File.

Steps: Do the following:

1. Key `[3] [ENTER]` to assign a method of payment to the soft key.
2. Key the MOP number and press `[ENTER]`. The MOP number and description display.
3. Press `[ENTER]` to return to the soft key screen.

4. Menu

Description: Assigns a menu to a soft key.

Values: Menus are defined in the Menu File.

Note: *Select [*] from the menu list and press* `[ENTER]` *to delete a menu assigned to a soft key.*

Steps: Do the following:

1. Key `[4] [ENTER]` to assign a menu to the soft key.
2. Key the menu number or use the arrows keys to point to the menu number and press `[ENTER]` to return to the soft key screen.
3. The menu name and number appears in the soft key description.

5. Combo

Description: Assigns a combo to a soft key.

Values: Combos are defined in the Combo File.

Steps: Do the following:

1. Key `[5] [ENTER]` to assign a combo to the soft key.
2. Key the combo number and press `[ENTER]`. The combo number and description appears.
3. Press `[ENTER]` to return to the soft key screen.

6. Other Keys

Description: Assign a predefined function from a group of choices to a soft key.

Values: See the “Other Keys” table below.

Steps: Do the following:

1. Key `[6] [ENTER]` to assign ‘Other Keys’ to the soft key.
2. Arrow through the available soft keys until the desired soft key appears or press the soft key number and then `[ENTER]` to select the soft key.
3. Press `[ENTER]`.

Other Keys		
Key #	**Name**	**Description**
25	Amount Discount	Discounts the last entered sales item as a dollar amount.
33	Approve	Approves all or a specific pump for fuel dispensing.
35	Clock In/Out	Adds and removes employees from the Ruby terminal's internal timeclock. This is also under `[OTHER FUNC]` key.
10	Convert Cash/ Credit	Changes fuel pricing systems (usually between cash and credit) when different fuel prices are charged based on the method of payment.
24	Discount	Discounts the last entered sales item as a dollar amount or percent depending on the Sales Configuration setup.
40	Food Stamp	Allows the item that is entered to be purchased with food stamps.
43	FREE POP AWARD	Allows the cashier the discretion to issue a free POP code or coupon to a customer (e.g., when a customer returns after being incorrectly charged for an item on a previous visit).
29	Fuel Discount	Discounts a specified quantity of fuel.
15	Fuel Prepay	Allows the customer to pay for a fuel sale before pumping.
14	Fuel Preset	Presets a pump for a specific dollar or quantity. Payment can be made before or after dispensing.
13	Fuel Sale	Enters the most recent fuel sale for the specified pump into the current transaction.
45	FUEL TAX ADD	Adds taxes to a tax exempt fuel transaction.
44	FUEL TAX EXEMPT	Adjusts fuel taxes to allow for tax exemptions.
51	Gift Card Purchase	Allows the purchase of a Gift Card.
52	Gift Card Recharge	Allows the recharge of a Gift Card.
48	KIOSK ORDER	
27	Modify PLU	Modifies the current PLU sales entry so that the next modifier defined for the PLU, if any, displays. **Note:** *Please review the "Considerations" before moving this key.*
31	Network Functions	Contains a menu of functions that relate to your credit card network.
21	No Sale	Opens the cash drawer between sales transactions.

Other Keys *(Continued)*

Key #	Name	Description
42	Other Combo	Allows entry of a combo number that is not already assigned to a specific soft key.
30	Other Currency	Changes the total dollar amount due from the local currency to another currency.
6	Other Dept	Allows entry of a department number for a sales item for all departments not already assigned to a specific soft key.
12	Other Fuel Funct.	Contains a menu of the following functions: Move Fuel Point, Convert Price Level, Fuel Discount, Preset Fuel, Free POP Award, Fuel Tax Exemption.
26	Other Functions	Contains a menu of the following functions: Safe Drop, Safe Loan, Clock In/Out, Pay In, Pay Out.
7	Other MOP	Allows entry of a method of payment number that is not already assigned to a specific soft key.
16	Pay In	Logs that a dollar amount has been added to the cash drawer without a sales transaction. This is also under `[OTHER FUNC]` key.
17	Pay Out	Logs that a dollar amount has been removed from the cash drawer without a sales transaction. This is also under `[OTHER FUNC]` key. **Note:** *To make vendor payments by money order, use the Pay Out function under the `[OTHER FUNC]` key.*
23	Percent Discount	Discounts the last entered sales item as a percent.
28	PLU Price Override	Changes the defined price of a PLU item to the price you enter.
47	POP MEM CARD ENTRY	Allows entry or change of a POP membership card.
11	Prepay Move	Moves a prepay fuel sale to another pump number.
46	PRICE CHECK	Checks the price of an item by scanning or manually entering its PLU after the price check key is pressed.
49	PURGE KIOSK ORDER	
39	Quantity	Indicates that two or more of an item (PLU or department) can be entered.
38	Refund	Allows items from a previous sale to be returned.
48	REST IN GAS	Allows customers to use change from a cash merchandise sale to buy as much fuel as the change pays for.

Key #	Name	Description
19	Safe Drop	Logs that a specific amount of an MOP is removed from the drawer and placed in the safe. This is also under [OTHER FUNC].
20	Safe Loan	Logs that a specific amount of cash was removed from the safe and placed in the cash drawer. This is also under [OTHER FUNC].
53	Safe Drop Correction Security Level	Displays Safe Drop correction security level.
34	Stop	Stops all or a specific pump from dispensing.
22	Suspend Transaction	Suspends one transaction to allow other transactions to be processed.
18	Tax Exempt	Removes one or more taxes from the current item.
8	Ticket Print	Reprints up to the last 50 indoor sales receipts or the last card reader receipt.
32	Total	Adds up the dollar amount of the current transaction.
9	View Fuel Sales	Displays the status of a specific pump or all due sales.
36	Void Line	Removes the specified item from the current transaction.
37	Void Ticket	Deletes the entire current transaction and resets the terminal to start a new one.

5. Repeat steps 3 and 4 to make additional changes, or press [EXIT] to return to the Manager menu.

File Maintenance

While in the Soft Key File, press `[List]` to print the current list of soft keys in key number order.

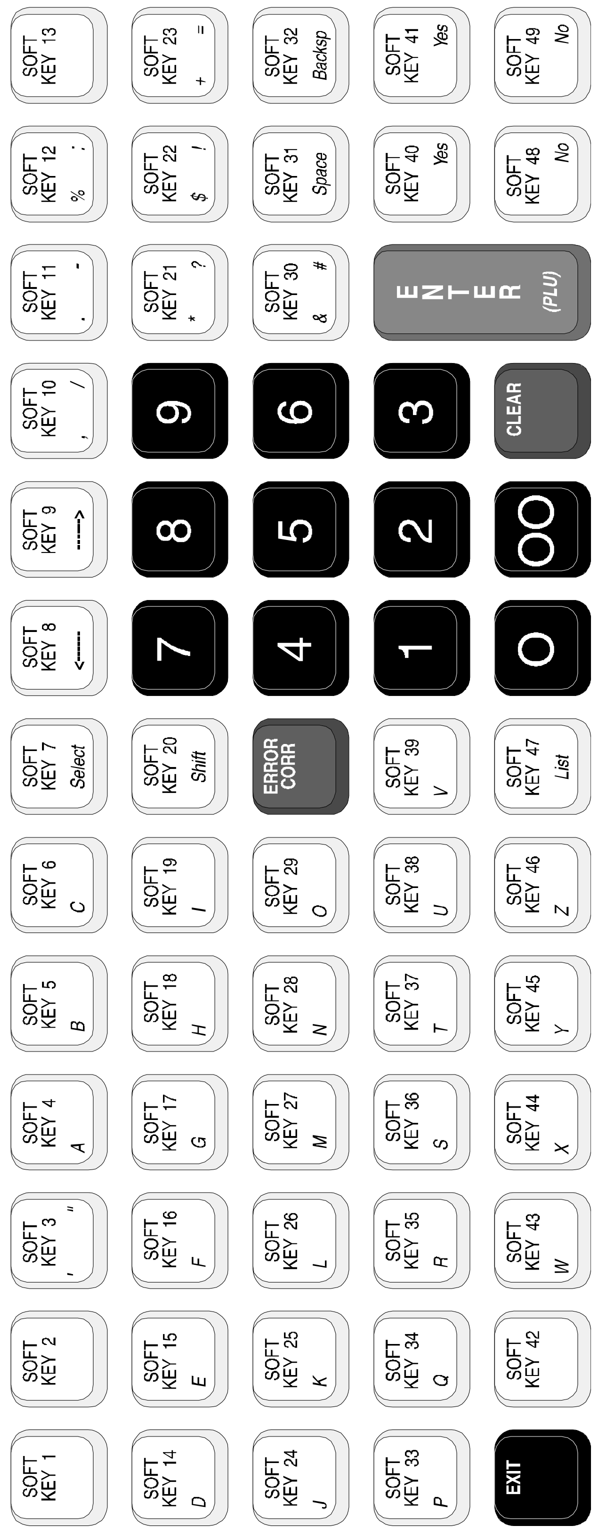
To print the list of Other Keys sorted by key name, key `[6] [ENTER] [List]`.

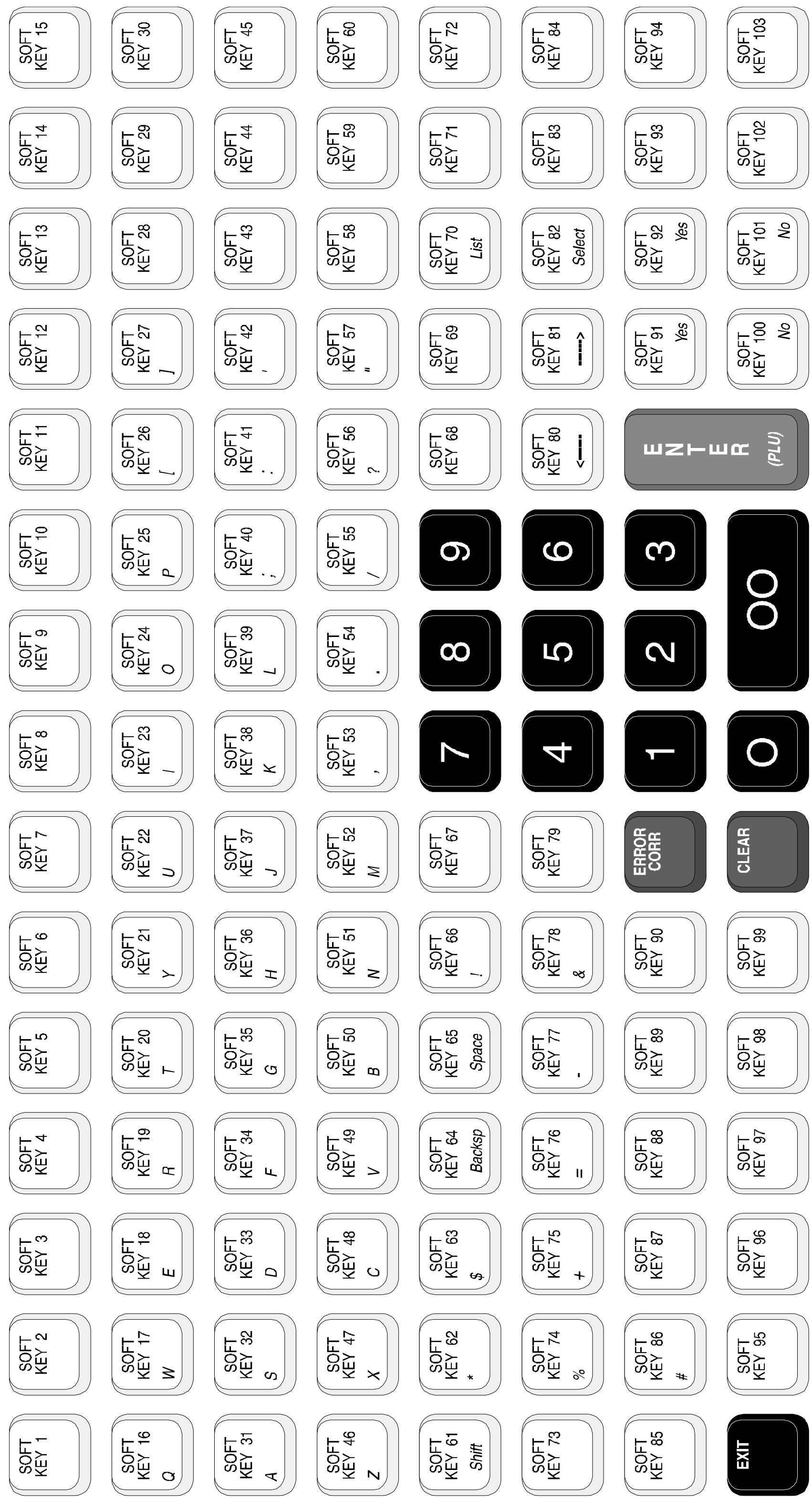
```
03/25/06                            10:07
Store# AB123 Register ID# 1
SOFT KEY FILE

KEY  TYPE   NUMBER            DESCRIPTION
--------------------------------------
01 Unused
02 Approve
03 Prepay
04 Prepay
05 View
06 View
07 Fuel Sale
08 Fuel Sale
09 Other Fuel
10 Price Override
11 Dept     9997                TEST C DEP
12 Dept     9998                MANUAL FUE
13 Other Dept
14 Stop
15 Stop
16 Other Functions
17 PLU      000000000006/000 SODA
18 PLU      000000000013/000 EGG BISCUI
19 PLU      000000000019/001 BREAD
20 PLU      000000009998/000 BOT SODA
21 PLU      000000009997/000 STAMPS
22 PLU      000000009999/000 SAND SPEC

.
.
103MOP      003               CREDIT
```

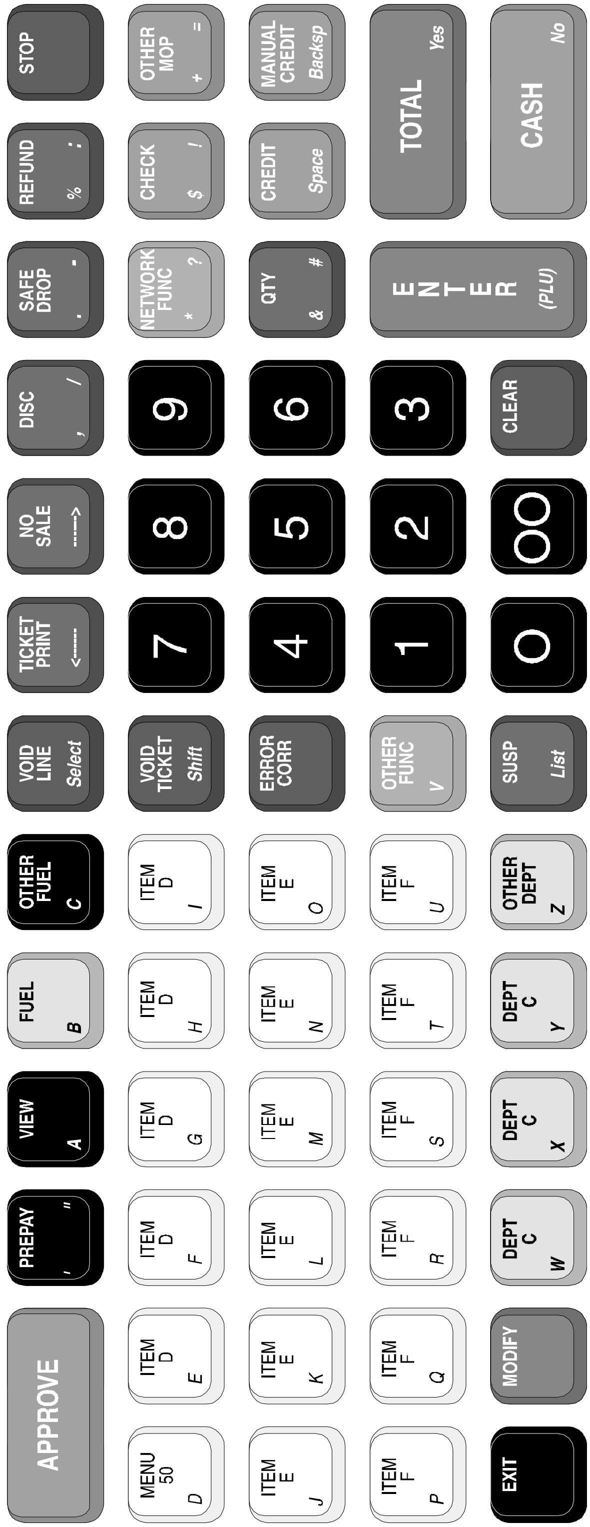
Sample Soft Key File Listing (Key Number Order)

Add/Change a Soft Key

To add or change soft keys, use the steps in “Soft Key File Steps.”


SOFT KEY 1
SOFT KEY 2
SOFT KEY 3 ' "
SOFT KEY 4 A
SOFT KEY 5 B
SOFT KEY 6 C
SOFT KEY 7 Select
SOFT KEY 8 <-----
SOFT KEY 9 ----->
SOFT KEY 10 , /
SOFT KEY 11 . -
SOFT KEY 12 % :
SOFT KEY 13
SOFT KEY 14 D
SOFT KEY 15 E
SOFT KEY 16 F
SOFT KEY 17 G
SOFT KEY 18 H
SOFT KEY 19 I
SOFT KEY 20 Shift
7
8
9
SOFT KEY 21 * ?
SOFT KEY 22 $!
SOFT KEY 23 + =
SOFT KEY 24 J
SOFT KEY 25 K
SOFT KEY 26 L
SOFT KEY 27 M
SOFT KEY 28 N
SOFT KEY 29 O
ERROR CORR
4
5
6
SOFT KEY 30 & #
SOFT KEY 31 Space
SOFT KEY 32 Backsp
SOFT KEY 33 P
SOFT KEY 34 Q
SOFT KEY 35 R
SOFT KEY 36 S
SOFT KEY 37 T
SOFT KEY 38 U
SOFT KEY 39 V
1
2
3
ENTER (PLU)
SOFT KEY 40 Yes
SOFT KEY 41 Yes
EXIT
SOFT KEY 42
SOFT KEY 43 W
SOFT KEY 44 X
SOFT KEY 45 Y
SOFT KEY 46 Z
SOFT KEY 47 List
0
00
CLEAR
SOFT KEY 48 No
SOFT KEY 49 No


SOFT KEY 1
SOFT KEY 2
SOFT KEY 3
SOFT KEY 4
SOFT KEY 5
SOFT KEY 6
SOFT KEY 7
SOFT KEY 8
SOFT KEY 9
SOFT KEY 10
SOFT KEY 11
SOFT KEY 12
SOFT KEY 13
SOFT KEY 14
SOFT KEY 15
SOFT KEY 16 Q
SOFT KEY 17 W
SOFT KEY 18 E
SOFT KEY 19 R
SOFT KEY 20 T
SOFT KEY 21 Y
SOFT KEY 22 U
SOFT KEY 23 I
SOFT KEY 24 O
SOFT KEY 25 P
SOFT KEY 26 [
SOFT KEY 27]
SOFT KEY 28
SOFT KEY 29
SOFT KEY 30
SOFT KEY 31 A
SOFT KEY 32 S
SOFT KEY 33 D
SOFT KEY 34 F
SOFT KEY 35 G
SOFT KEY 36 H
SOFT KEY 37 J
SOFT KEY 38 K
SOFT KEY 39 L
SOFT KEY 40 ;
SOFT KEY 41 :
SOFT KEY 42 '
SOFT KEY 43
SOFT KEY 44
SOFT KEY 45
SOFT KEY 46 Z
SOFT KEY 47 X
SOFT KEY 48 C
SOFT KEY 49 V
SOFT KEY 50 B
SOFT KEY 51 N
SOFT KEY 52 M
SOFT KEY 53 ,
SOFT KEY 54 .
SOFT KEY 55 /
SOFT KEY 56 ?
SOFT KEY 57 "
SOFT KEY 58
SOFT KEY 59
SOFT KEY 60
SOFT KEY 61 Shift
SOFT KEY 62 *
SOFT KEY 63 $
SOFT KEY 64 Backsp
SOFT KEY 65 Space
SOFT KEY 66 !
SOFT KEY 67
7
8
9
SOFT KEY 68
SOFT KEY 69
SOFT KEY 70 List
SOFT KEY 71
SOFT KEY 72
SOFT KEY 73
SOFT KEY 74 %
SOFT KEY 75 +
SOFT KEY 76 =
SOFT KEY 77 -
SOFT KEY 78 &
SOFT KEY 79
4
5
6
SOFT KEY 80 <—
SOFT KEY 81 —>
SOFT KEY 82 Select
SOFT KEY 83
SOFT KEY 84
SOFT KEY 85
SOFT KEY 86 #
SOFT KEY 87
SOFT KEY 88
SOFT KEY 89
SOFT KEY 90
ERROR CORR
1
2
3
ENTER (PLU)
SOFT KEY 91 Yes
SOFT KEY 92 Yes
SOFT KEY 93
SOFT KEY 94
EXIT
SOFT KEY 95
SOFT KEY 96
SOFT KEY 97
SOFT KEY 98
SOFT KEY 99
CLEAR
0
00
SOFT KEY 100 No
SOFT KEY 101 No
SOFT KEY 102
SOFT KEY 103


APPROVE
PREPAY
VIEW A
FUEL B
OTHER FUEL C
VOID LINE Select
TICKET PRINT
NO SALE
DISC
SAFE DROP
REFUND %
STOP
MENU 50 D
ITEM D E
ITEM D F
ITEM D G
ITEM D H
ITEM D I
VOID TICKET Shift
7
8
9
NETWORK FUNC
CHECK $
OTHER MOP
ITEM E J
ITEM E K
ITEM E L
ITEM E M
ITEM E N
ITEM E O
ERROR CORR
4
5
6
QTY & #
CREDIT Space
MANUAL CREDIT Backsp
ITEM F P
ITEM F Q
ITEM F R
ITEM F S
ITEM F T
ITEM F U
OTHER FUNC V
1
2
3
ENTER (PLU)
TOTAL Yes
EXIT
MODIFY
DEPT C W
DEPT C X
DEPT C Y
OTHER DEPT Z
SUSP List
0
00
CLEAR
CASH No


APPROVE
PREPAY
VIEW
FUEL
OTHER FUEL
PRICE OVER
DEPT C
MANUAL FUEL
OTHER DEPT
STOP
OTHER FUNC Q
MENU 50 W
ITEM D E
ITEM D R
ITEM D T
ITEM D Y
ITEM D U
DEPT C I
DEPT C O
DEPT C P
DEPT C [
DEPT C]
DEPT C
DEPT C
DEPT C
DEPT C
SAFE DROP A
ITEM E S
ITEM E D
ITEM E F
ITEM E G
ITEM E H
ITEM E J
DEPT C K
DEPT C L
DEPT C ;
DEPT C :
DEPT C '
DEPT C
DEPT C
DEPT C
DEPT C
NO SALE Z
ITEM F X
ITEM F C
ITEM F V
ITEM F B
ITEM F N
ITEM F M
DEPT C ,
DEPT C .
DEPT C /
DEPT C ?
DEPT C "
NETWORK FUNC
DRIVE OFF
OTHER MOP
SUSP Shift
ITEM F *
ITEM F $
ITEM F Backsp
ITEM F Space
ITEM F !
VOID TICKET
7
8
9
QTY
TICKET PRINT
TAX EXEMPT List
COUPON
STORE CHARGE
REFUND
ITEM F %
ITEM F +
ITEM F =
ITEM F -
ITEM F &
VOID LINE
4
5
6
DISC Select
CHECK
LOTTO
MODIFY
ITEM F #
ITEM F
ITEM F
ITEM F
ITEM F
ERROR CORR
1
2
3
ENTER (PLU)
TOTAL Yes
DEBIT
MANUAL CREDIT
EXIT
ITEM F
ITEM F
ITEM F
ITEM F
ITEM F
CLEAR
0
00
CASH No
CREDIT

Menu File

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Menu File defines sets of one to six PLU items. Each set, or menu, can then be assigned to a soft key for direct access. When the menu soft key is keyed, the description of each PLU item, as defined in the PLU File, displays next to its menu number. The cashier then has to key only the menu number to add the item to the transaction.

Considerations

Menu Items

The PLU items in a menu can be arranged in any order. Numbers can be skipped within a menu if desired. For example, if you arrange the items in all menus in a specific order, you can skip numbers that you do not have products for (i.e., assign products to only numbers 2, 4, and 5).

Number of Menus

The Menu File holds up to 50 menus. However, the number of menus you can actually use depends on your keyboard.

For example, if you have a 65-key keyboard, you can have up to 49 soft keys. Some of the soft keys are used for MOPs, departments, and PLUs. Determine how many you want to assign as menus and then create that number of menus.

PLU File

A PLU/modifier combination must already be set up in the PLU File before it can be assigned as a menu item.

Soft Key File

One soft key should be available for each menu you define. If you define more menus than there are soft keys available, then some of the menus are not available for use.

Soft key assignments can be changed by directly accessing the menu list. Be sure that the soft key you want to change is selected.

Note: *Use caution when changing assigned soft key functions. Preassigned soft key functions can be changed unintentionally.*

Menus can be added, modified, or deleted in the Soft Key File. An entry labeled, ‘*Undefined’, is used to assist in this process.

Menu File Steps

1. Arrow to the Menu File function.
2. Press [Select].

```
MENU #01 Desc LOTTERY
```

3. Arrow to the desired menu.

```
MENU #17 Desc MENU 17
```

4. Key the new menu name and press [ENTER].

```
MENU #17 Desc SPECIAL
```

5. Press [ENTER].

```
MENU #17  ITEM1  PLU# 000000000001   0
```

6. Key an existing PLU/modifier combination: key the modifier and press [MODIFY], then key the PLU number and press [ENTER]. If the PLU exists, it appears. If it does not exist, “E3004 INVALID INPUT” appears briefly. Choose another PLU.
7. Do one of the following:
   – Press [ENTER] to go to the next item in this menu and set up another PLU in the same menu number. Repeat step 6.
   – Repeat steps 3 through 6 to set up another menu.
   – Press [EXIT] to return to the Manager menu.

File Maintenance

While in the Menu File, press [List].

```
03/25/06                          10:07
Store# AB123 Register ID# 1
MENU FILE

NUMBER  DESCRIPTION
  ITEM PLU  NUMBER       DESCRIPTION
--------------------------------------
02      FOUNTAIN DRINKS
    1  000000000051/000  SMALL DRINK
    2  000000000051/001  MED. DRINK
    3  000000000051/002  LARGE DRINK

03         COFFEE
    1  000000000026/000  LG. DECAF
    2  000000000026/005  MED.REG.COFFEE
    3  000000000026/002  LG. REG.COFFEE
    4  000000000026/001  SM.DECAF
    5  000000000026/003  MED.DECAF
```

Sample Menu File Listing

Delete a Menu

1. Arrow to the desired menu.
2. For each menu item you want to delete, do the following:
   a. Key [*] [ENTER]. The PLU/modifier combination is deleted.
   b. Press [ENTER] to go to the next item in this menu.
3. Repeat step 2 to delete another item in the chosen menu or repeat steps 1 and 2 to delete items in another menu.

Customer ID Info

The Customer ID Info function defines two age identification requirements that a customer may have to provide in order to purchase a product.

Note: *This function is available only on controlling terminals.*

Considerations

Department File

The ID check must be set in each department in the Department File to which it applies. For example, if you set up a minimum age check for alcohol, then each department under which alcohol can be sold must have the parameter for an alcohol age check set to 'Y'.

PLU File

The ID check must be set for each PLU in the PLU File to which it applies. For example, if you set up a minimum age check for cigarettes, then each PLU/modifier combination that is a cigarette product must have the parameter for a cigarette age check set to 'Y'.

ID Checking

The cashier can do one of the following to check a customer's ID:

- Manually input birth date information
- Swipe the driver's license on the Ruby terminal
- Scan the bar code on the license.

When **Manager > Configuration > Sales Config > "Force DOB on ID Check? [Y/N]"** is set to 'Y', the Ruby terminal beeps and displays a message alerting the cashier that an ID check is pending. The Ruby terminal rejects further entries until the date of birth is entered.

Note: *The ability to check an ID by swiping or scanning is an optional feature called EASY ID. This option may require a Ruby Card Bravo. If EASY ID is not installed, manually enter the birth date in the Ruby terminal.*

Note: *EASY ID is not a replacement for visually checking the identification to make sure it is legal and valid.*

Customer ID Info Steps

1. Arrow to the Customer ID Info function.
2. Press [Select].

```
CUST ID1 Name _
```

3. Arrow to the customer ID number to change.
4. Enter a value for each parameter.

CUST ID1 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID1 Age.

–Press [ENTER] to make no changes and go to CUST ID1 Age.

–Press the arrow keys to go to another customer ID number.

CUST ID1 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go back to CUST ID1 Name.

–Press [ENTER] to make no changes and go back to CUST ID1 Name.

–Press the arrow keys to go to another customer ID number.

CUST ID2 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID2 Age.

–Press [ENTER] to make no changes and go to CUST ID2 Age item.

–Press the arrow keys to go to another customer ID number.

CUST ID2 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go back to CUST ID2 Name.

–Press [ENTER] to make no changes and go back to CUST ID2 Name.

–Press the arrow keys to go to another customer ID number.

CUST ID3 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID3 Age.

–Press [ENTER] to make no changes and go to CUST ID3 Age.

–Press the arrow keys to go to another customer ID number.

CUST ID3 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go back to CUST ID3 Name.

–Press [ENTER] to make no changes and go back to CUST ID3 Name.

–Press the arrow keys to go to another customer ID number.

CUST ID4 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID4 Age.

–Press [ENTER] to make no changes and go to CUST ID4 Age.

–Press the arrow keys to go to another customer ID number.

CUST ID4 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go back to CUST ID4 Name.

–Press [ENTER] to make no changes and go back to CUST ID4 Name.

–Press the arrow keys to go to another customer ID number.

CUST ID5 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID5 Age.

–Press [ENTER] to make no changes and go to CUST ID5 Age.

–Press the arrow keys to go to another customer ID number.

CUST ID5 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go back to CUST ID5 Name.

–Press [ENTER] to make no changes and go back to CUST ID5 Name.

–Press the arrow keys to go to another customer ID number.

CUST ID6 Name

Description: The name given to the ID check, which usually includes a description of the product being checked.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID6 Age.

–Press [ENTER] to make no changes and go to CUST ID6 Age.

–Press the arrow keys to go to another customer ID number.

CUST ID6 Age

Description: The minimum age of the person who can purchase the item.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to CUST ID6 Name.

–Press [ENTER] to make no changes and go to CUST ID6 Name.

–Press the arrow keys to go to another customer ID number.

5. Repeat steps 3 and 4 to make additional changes, or press [EXIT] to return to the Manager menu.

File Maintenance

While in Customer ID Info, press [List].

```
03/25/06                           10:07
Store# AB123 Register ID# 1
CUSTOMER ID FILE

ID# NAME                AGE
--------------------------------------
 1  ALCOHOL ID CHECK    21
 2  TOBACCO ID CHECK    18
```

Sample Customer ID File Listing

Delete a Customer ID Type

1. Arrow to the customer ID number you want to delete.
2. Key [*] [ENTER].

Training Mode

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Training Mode function changes the terminal so that Sales mode functions can be practiced without creating real transactions or affecting report totals.

Considerations

Fuel Functions

Practicing fuel control or fuel sales functions in Training Mode is not recommended. Fuel control functions are *not* turned off in Training Mode. For example, if Training Mode is on when a pump calls for approval and the cashier keys `[APPROVE]`, then that pump is approved and the customer can dispense fuel.

Operations

While in Training mode, the following occurs:

- The bottom line of the Operator Display displays “TRAINING MODE.”
- The line “Training Mode” prints in double-wide letters on all receipts.
- The date and time Training Mode is turned on or off is logged on the journal.

Manager Functions

In Training Mode, all changes to Manager and Fuel Manager mode data are real.

Network Functions

Note: *This consideration applies only to systems that are connected to a network.*

Because all network processing is performed on the controller, use Training Mode on the controller with caution. When the controller is placed in Training Mode, the workstations and/or dispenser card readers (DCRs) do not handle credit transactions normally. Instead, they are handled as Training Mode transactions. The following procedures are recommended:

- Multiterminal installations should run Training Mode on workstations only.
- Single terminal installations with DCR support should use Training Mode only while the DCRs are not operational.

Reports Functions

You can still close and print period reports while Training Mode is on. Transactions, other than fuel transactions that were created while in Training Mode have no effect on the totals.

Training Mode Steps

1. Arrow to the Training Mode function.
2. Press `[Select]`.

```
Training Mode [Y/N] N
```

3. Press `[Yes]` to turn it on, or `[No]` to turn it off.
4. Press `[ENTER]`.

Create Banner

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in **System Setup > Manager > Security Control**.*

The Create Banner function changes the message displayed on the Customer Display when Sales mode is active but no sales transactions are in process. The Customer Display has two lines. Each line is 20 characters wide.

Considerations

Banner Message

Think carefully about what you want your message to say. Do you want to greet the customer or do you want to thank them for coming and ask them to come again? Make sure that your message is spelled correctly.

Create Banner Steps

1. Arrow to the Create Banner function.
2. Press `[Select]`.
3. Arrow to the line you want to change.

```
LINE1 Message _
```

4. For each message line, do the following:
   a. Key the new message (up to 20 characters). Press `[ENTER]`.

   ```
   LINE1 Rotate[Y/N] _
   ```

   b. Press `[Yes]` to make the line rotate, or press `[No]` to make the line stay still in the center of the display. Press `[ENTER]`.

   ```
   LINE1 Message THANK YOU
   ```

5. Repeat steps 3 and 4 to change another message line, or press `[EXIT]` to return to the Manager mode menu.

File Maintenance

While in Create Banner, press [List].

```
03/25/06                         10:07
Store# AB123 Register ID# 1
BANNER FILE

LINE# MESSAGE              ROTATE
--------------------------------------
  1   THANK YOU           Y
  2   COME AGAIN          Y
```

Sample Banner File Listing

Delete Banner Line

1. Arrow to the line you want to delete.
2. Key [*] [ENTER].

Blue Law Setup

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Blue Law Setup function is used to prevent sales of specific items during specific periods of time. Two separate laws can be set up. Each law can be set up for one or more days of the week. Each day can have up to two periods of time specified for restricting sales.

Considerations

Combo File

The “Blue Law - n check” parameter must be set to ‘Y’ in the Combo File for the restriction to take effect. This setting overrides any parameters set in the PLU File.

Department File

The “Apply Blue Law - n” parameter must be set to ‘Y’ in the Department File for the restriction to take effect for items set up in a department.

PLU File

The “Apply Blue Law - n” parameter must be set to ‘Y’ in the PLU File for the restriction to take effect.

Blue Law Setup Steps

1. Arrow to the Blue Law Setup function.
2. Press [Select].

```
BLUE LAW-1 Restrict on Sun [Y/N]      _
```

3. Arrow to Blue Law 1 or Blue Law 2.
4. Do one of the following:
   - To enter a Blue Law restriction for the day displayed, press [Yes], and then press [ENTER] when that day appears. Key the requested information for each parameter.

   ```
   BLUE LAW-1 SUN Start Time      _
   ```

   - To skip a day, press [ENTER] until the next day in the week appears.
   - To disable a blue law restriction, press [No], and then press [ENTER]. The next day in the week appears.
5. Enter the indicated information for each item.

BLUE LAW-n DAY Start Time 1 0000

Description:	This is the time, on a 24-hour clock, which starts the first period during a day when a product cannot be purchased.
Note:	*The start time cannot be the same as the end time.*
Values:	Numeric, 0000 - 2359.
Steps:	Do one of the following: –Key the start time. Press [ENTER]. –Press [EXIT] to return to the Manager menu.

BLUE LAW-n DAY End Time 1 0000

Description:	This is the time, on a 24-hour clock, which ends the first period during a day when a product cannot be purchased.
Note:	*To set the end time as midnight, key the end time as '2359'. The Ruby terminal displays "End at midnight? [Y/N]." If you press* [Yes] *the end time is set as midnight.*
Values:	Numeric, 0000 - 2359.
Steps:	Do one of the following: –Key the end time. Press [ENTER]. –Press [EXIT] to return to the Manager menu.

BLUE LAW-n DAY Start Time 2 0000

Description: This is the time, on a 24-hour clock, which starts the second period during a day when a product cannot be purchased.

Note: *The start time cannot be the same as the end time.*

Values: Numeric, 0000 - 2359.

Steps: Do one of the following:

–Key the start time. Press [ENTER].

–Press [EXIT] to return to the Manager menu.

BLUE LAW-n DAY End Time 2 0000

Description: This is the time, on a 24-hour clock, which ends the second period during a day when a product cannot be purchased.

Note: *To set the end time as midnight, key the end time as '2359'. The Ruby terminal displays "End at midnight? [Y/N]." If you press* [Y]*, the end time is set as midnight.*

Values: Numeric, 0000 - 2359.

Steps: Do one of the following:

–Key the start time. Press [ENTER] to cycle to the next day in the week.

–Press [EXIT] to return to the Manager menu.

6. Press [EXIT] to return to the Manager menu.

File Maintenance

While in Blue Law Setup, press [List].

```
03/25/06                          10:07
Store# 1     Register ID#1
BLUE LAW FILE

# DAY      REST  PERIOD 1     PERIOD 2
----------------------------------------
1 SUNDAY      Y   0200 - 1300  0000 - 0000
1 MONDAY      N   0000 - 0000  0000 - 0000
1 TUESDAY     N   0000 - 0000  0000 - 0000
1 WEDNESDAY   N   0000 - 0000  0000 - 0000
.
.
.
2 FRIDAY      N   0000 - 0000  0000 - 0000
2 SATURDAY    N   0000 - 0000  0000 - 0000
```

Sample Blue Law Setup Listing

Log In/Out Prompt

The Log In/Out Prompt function provides a means of displaying a message to the cashier while logging in or out of Sales mode. The login prompt displays after the cashier successfully enters the password.

Managers can use this function to leave reminder messages or notices for their employees. The messages display until the cashier keys [ENTER].

Note: *This function is available only on controlling terminals.*

Log In/Out Prompt Steps

1. Arrow to the Log In/Out Prompt function.
2. Press [Select].

```
Enter Log In Prompt Line 1:
YOU MUST CHECK ID FOR ALL PURCHASERS OF
```

3. Arrow to the login prompt or the logout prompt.
4. Do one of the following:
   – Key the first line of the message (up to 40 characters).

   ```
   Enter Log In Prompt Line 1:
   YOU MUST CHECK ID FOR ALL PURCHASERS OF
   ```

   – Key [*] to leave the line blank.
5. Press [ENTER].
6. Do one of the following:
   – Key the second line of the message (up to 40 characters).

   ```
   Enter Log In Prompt Line 2:
   TOBACCO PRODUCTS THAT APPEAR TO BE
   ```

   – Key [*] to leave the line blank.
7. Press [ENTER].

8. Do one of the following:
   – Key the third line of the message (up to 26 characters).

```
Enter Log In Prompt Line 3:
UNDER AGE 27              Press [ENTER]
```

   – Key `[*]` to leave the line blank.

Note: *"Press [ENTER]" is automatically inserted and appears at the end of the third line at login and/or logout in Sales mode.*

Note: *If all lines are blank, no message displays.*

9. Press `[ENTER]`.

```
Display Log In Prompt [Y/N]: N
```

10. Do one of the following:
    – Press `[Yes]` to display the prompt.
    – Press `[No]` to turn the prompt off.
    – Press `[ENTER]` to make no changes.
11. Do one of the following:
    – Arrow to the other prompt.
    – Press `[EXIT]` to return to the Manager menu.

File Maintenance

While in Log In/Out Prompt, press `[List]`.

```
03/25/06                                10:07
Store# 1     Register ID#1
LOG IN/OUT PROMPT FILE


----------------------------------------
LOG IN PROMPT
YOU MUST CHECK ID FOR ALL PURCHASERS OF
TOBACCO PRODUCTS THAT APPEAR TO BE
UNDER AGE 27                Press [ENTER]
DISPLAYED: YES

LOG OUT PROMPT
REMEMBER TO CLOCK OUT ON THE RUBY AT THE
END OF YOUR SHIFT. ALWAYS RUN THE
CASHIER REPORT.             Press [ENTER]
DISPLAYED: YES
```

Sample Log In/Out Prompt Listing

Combo File

The Combo File function sets up time-limited discounts on a group of PLUs that receive a discount when sold as a single item. The file can hold up to 50 combos with up to five PLUs each. The Deal Report lists the number of combos sold. See the “Flash Reports” chapter of the *Reports Reference* for more information.

Note: *The cashier must be trained to recognize the items being sold as a combo and enter them as a single item. Otherwise, the discount does not apply.*

Considerations

Assigning PLUs

When setting up or changing a combo, consider the following:

- Do not mix taxable and non-taxable PLUs in the same combo.
- Do not mix PLUs set up for food stamps with PLUs that are not in the same combo.
- Do not mix PLUs that have blue laws assigned to them with PLUs that do not in the same combo.
- Do not mix PLUs where ‘Refund Allowed’ is set to ‘Y’ with PLUs with that parameter set to ‘N’.
- If a PLU requiring an ID check is sold with PLUs that do not require an ID check, set the “ID n Required” parameter to ‘Y’ for the combo.
- Car wash PLUs can be used as part of a combo. The car wash function must be installed and enabled.
- A PLU with a fee/charge can be assigned to a combo. However, the Ruby software only applies the “Fee Type” assigned in the Combo File.
- Do not use PLUs assigned to a negative department. A negative PLU disables the combo and cannot be sold.
- If the “PLU Promotion” parameter is set to ‘Y’ for a PLU in a combo, the combo price overrides the promotion price.

Limits

The following limits have been established for combos, mix, and match files:

- 100 PLUs set up in any combination
- Maximum of 40 combos, mix, and match discounts per transaction

Local Laws

Consult local laws before setting up the following parameters:

- Blue Law Check
- ID Required
- Pay by Food Stamp
- Tax 1 - Tax 4
- Refund Allowed

Refunds

The ‘Refund Allowed’ setting in the Combo File overrides any separate PLU setting. When accepting a combo return, the cashier must verify all items in the combo are returned. If a partial combo is returned, the cashier must adjust the prices of the items returned so the value of the return does not exceed the original value of the combo.

Scanners

Combos do not have separate bar codes for scanning purposes. Do not use a scanner for combo price entry.

Soft Key Assignment

A specific combo can be assigned to a soft key and a soft key can be set up as an `[OTHER COMBO]` key. The cashier can then sell combos by pressing a key. The procedure is located in the Soft Key File.

Example

A convenience store owner wants to sell a sandwich combo consisting of a sandwich, medium french fries, and a medium soft drink for $3.40 plus 7% sales tax. The discounted price of the individual items excluding tax appears in the table below.

Sandwich Combo Price Comparison

Discounted Item	Original Price	Discounted Price
Sandwich	$2.00	$1.50
Medium French Fries	$1.20	$1.00
Medium Soft Drink	$1.10	$0.90
Total	$4.30	$3.40

The combo discounts the total by $0.90. When the transaction is rung up, the following receipt prints.

```
          WELCOME TO
           OUR STORE
00000125498-00                 BEN'S STORE
1000 VISTA BLVD            CLEARWATER FL


   Descr.             qty         amount
   ------             ---         ------
T  LUNCH COMBO          1           3.40
                                --------
                  Sub Total         3.40
                        Tax         0.24
                 TOTAL         3.64
                      CASH $        5.00
                    Change $       -1.36
       THANKS,COME AGAIN
   REG# 0001  CSH# 001 DR# 01  TRAN# 10001
   03/25/06  15:31:00              ST#     1
```

Combo Setup

1. **PLU File**: Set up the PLUs to be sold in the combo. See "PLU File" for set up instructions.
2. **Combo File**: Create the combo following the steps listed on the next page.
3. **Soft Key File**: Set up the combo to sell from a soft key or the `[OTHER COMBO]` key. See "Soft Key File" for instructions.

PLU Set up → Combo File Set up → Soft Key File Setup

Combo File Steps

1. Arrow to the Combo File function.
2. Press [Select].

```
COMBO01 Desc _
```

3. Do one of the following:
   – Arrow to an empty combo record. Key a new combo name. Press [ENTER].
   – Arrow to the desired existing combo.
4. Enter the indicated information for each parameter.

COMBOxx Begin Date mmddyy

Description: The date the combo starts.

Values: Date.

mmddyy: The date must be entered in month/day/year order. If any part of the date is less than 10, a zero must be entered. For example, if the date is September 1, 2000, key [0] [9] [0] [1] [0] [0].

Steps: Do one of the following:

–Key the date and then press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

COMBOxx Begin Time hhmm

Description: The time the combo starts.

Values: Numeric, 0000 - 2359.

hhmm: The time must be entered in hours/minutes order. If any part of the time is less than 10, enter a zero. Time is calculated on a 24-hour clock. For example, if the start time is 6:00 A.M., key [0] [6] [0] [0]. If the start time is 3:00 P.M., key [1] [5] [0] [0].

Steps: Do one of the following:

–Key the time and then press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

COMBOxx End Date mmddyy

Description: The date the combo ends.

Values: Date.

Steps: Do one of the following:

–Key the date and then press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

`COMBOxx End Time hhmm`

Description: The time the combo ends.

Values: Numeric, 0000 - 2359.

Steps: Do one of the following:

–Key the time and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx Product Code`

Description: A code set up by the network to identify products. Use the Print Product Codes function in Network Manager to decide which number to assign to each combo. If a product and a department have different codes, use the product code assigned to the department.

Note: *Fuel-related products cannot be used in combos.*

Values: Numeric, 1 - 66.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx Price     d.cc     d.cc`

Description: The price of the combo calculated by the Ruby from the price of the PLUs that you enter below. The current price displays on the left.

Note: *This is a read-only value.*

Values: The sum of all PLUs in the combo.

Steps: Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx Fee Type`

Values: Numeric, 0 - 99.

0: This item does not have a fee/charge.

1 - 99: This item has the fee/charge defined in the Fee/Charge File.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (TAX1) Tax[Y/N]`

Note: *This item appears if tax 1 in the Tax Rate File is defined and applies only to inside sales.*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 1).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (TAX2) Tax[Y/N]`

Note: *This item appears if tax 2 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 2).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (TAX3) Tax[Y/N]`

Note: *This item appears if tax 3 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 3).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (TAX4) Tax[Y/N]`

Note: *This item appears if tax 4 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 4).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx (TAX5) Tax[Y/N]

Note: *This item appears if tax 5 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 5).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

COMBOxx (TAX6) Tax[Y/N]

Note: *This item appears if tax 6 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 6).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

COMBOxx (TAX7) Tax[Y/N]

Note: *This item appears if tax 7 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 7).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

`COMBOxx (TAX8) Tax[Y/N]`

Note: *This item appears if tax 8 in the Tax Rate File is defined and applies only to inside sales*

Note: *This tax must agree with the taxes set up for the PLUs in the PLU File.*

Description: The name assigned in the Tax Rate File replaces (Tax 8).

Values: Yes or No.

Yes: Calculate this tax on this item.

No: Do not calculate this tax on this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx Refund Allowed [Y/N]`

Note: *Consult local laws to see whether the item can be returned for a refund.*

Values: Yes or No.

Yes: This item can be returned for refund.

No: This item cannot be returned for refund.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx Food Stamps ? [Y/N]`

Note: *Consult local laws to see whether this item can be paid for by food stamps.*

Values: Yes or No.

Yes: Food stamps can be used to purchase this item.

No: Food stamps cannot be used to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (ID 1) Required [Y/N]`

Description: The description defined in the Customer ID Info file replaces (ID1).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 1 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (ID 2) Required [Y/N]`

Description: The description defined in the Customer ID Info file replaces (ID2).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 2 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (ID 3) Required [Y/N]`

Description: The description defined in the Customer ID Info file replaces (ID3).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 3 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`COMBOxx (ID 4) Required [Y/N]`

Description: The description defined in the Customer ID Info file replaces (ID4).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 4 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx (ID 5) Required [Y/N]

Description: The description defined in the Customer ID Info file replaces (ID5).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 5 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx (ID 6) Required [Y/N]

Description: The description defined in the Customer ID Info file replaces (ID6).

Note: *Consult local laws to see whether this item needs to have an ID check performed. If so, is ID 6 the correct check?*

Values: Yes or No.

Yes: The customer must pass the age requirement necessary to purchase this item.

No: The customer does not have to pass the age requirement to purchase this item.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx Special Discount [Y/N]

Values: Yes or No.

Yes: This combo may have a special discount applied and overrides any special discount applied to PLUs by the PLU File.

No: This combo does not have any special discounts applied.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx Blue Law1 check [Y/N]

Description: Determines whether sale is restricted on a designated day or days as set up in the Blue Law Setup function.

Values: Yes or No.

Yes: Items in this combo are restricted by Blue Law 1.

No: Items in this combo are not restricted by Blue Law 1.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx Blue Law2 check [Y/N]

Description: Determines whether sale is restricted on a designated day or days as set up in the Blue Law Setup function.

Values: Yes or No.

Yes: Items in this combo are restricted by Blue Law 2.

No: Items in this combo are not restricted by Blue Law 2.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx All items on Receipt [Y/N]

Values: Yes or No.

Yes: Prints all PLU information on the receipt.

No: No PLU information prints on the receipt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx PLUn 000000000000 0

Description: The 12-digit PLU number. Key a new PLU/modifier combination: key the modifier and press `[MODIFY]`, then key the PLU number and press `[ENTER]`. The PLU number can be up to 12 numbers long and the modifier number can be up to three numbers long.

Note: *Fuel-related products cannot be used in combos.*

Note: *The letter 'n' after PLU indicates the PLU number of the combo. Each combo can have up to five PLUs.*

Values: Numeric, 000000000000 - 999,999,999,999.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

COMBOxx PLUn Price d.cc d.cc

Description: The discounted price for this PLU.

Note: *"PLUn" indicates the PLU number of the combo. Each combo can have up to five PLUs.*

Values: Numeric, 0.00 - 99999.99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter. Enter up to five PLUs for each combo.

–Press an arrow key to go to the next combo.

5. Press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Combo File, arrow to the combo you want to print, and press [List].

```
03/25/06                                10:07
Store# AB123 Register ID# 1
COMBO FILE

COMBO# DESCR
   BEGIN DISCOUNT - END DISCOUNT
       PC EE ID BL SFR I  TAX        TOTAL
             12 12        1234
PLU#              DESC                PRICE
----------------------------------------
01     SNACK COMBO
   08/01/05 18:00 - 08/31/05 23:59
       07 00 NN NN NNN N  NNNN         0.94
000000000145/002 SGL COOKIE            0.39
000000000145/003 PINT 2% MILK          0.55
```

```
Sample Combo File Listing

Header Details:
  PC: Product code
  EE: Fee type
  ID1-ID2: Identification required
    1: Cust ID 1
    2: Cust ID 2
  BL1-BL2: Blue laws
  S: Special discount
  F: Pay by food stamp
  R: Refund allowed
  I: All items on receipt
  Tax 1234: Tax applied
```

Delete a Combo

1. Arrow to the combo you want to delete.
2. Key [*] [ENTER].

Delete a Reference to a PLU from a Combo

1. Arrow to the correct combo.
2. Press [ENTER] until the PLU you want to delete appears.
3. On the first digit of the PLU number, key [*] [ENTER].

Mix File

The Mix File function allows you to set up a group of PLUs (mixes) that can be used in the Match File. The Mix File holds up to 20 mix records, and each record contains up to 50 PLUs.

Considerations

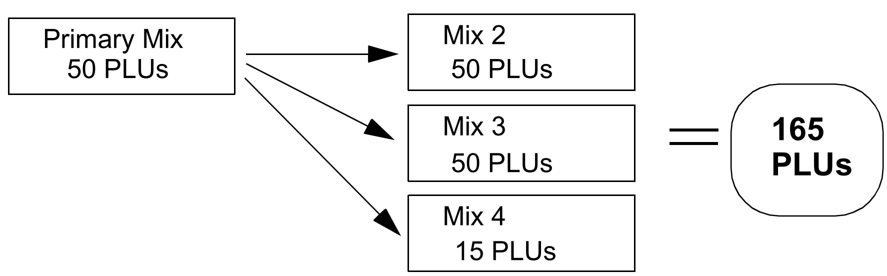
Limits

The following limits have been established for the Mix File:

- Twenty mix records with 50 PLUs in each record are allowed.
- Four mix records containing 50 PLUs each can be linked to a primary mix record with 50 PLUs, allowing up to 250 PLUs to be accessed as if they were in one mix record.

Linking Mixes

By linking up to four mixes to a Primary Mix, you can create a mix with more than 50 PLUs. The following example links three other mixes to a Primary mix, for a total of 165 PLUs. After a mix is linked to a Primary Mix, it cannot be linked to another Primary Mix.



Note: *Department mixes cannot be linked to a mix.*

Note: *After a link is created, you cannot directly reference any of the secondary mix numbers in a match.*

Mix File Setup

1. Set up, or review the setup, for the PLUs to be entered into the mix records. (See “PLU File.”) When assigning PLUs to mix records, keep the following in mind:
   – A PLU can be assigned to only one mix. (However, a mix can be used in multiple matches.)
   – PLUs with fees/charges assigned to them do not receive discounts on the fees/ charges.
   – Use only PLUs that are assigned to departments with the parameter “Negative Department?” set to ‘N’ in the Dept File.

   – Use only PLUs that are not used in a promotion.
   – PLUs used in a combo can be used in a mix. However, during a sales transaction, if the combo is entered as a single item (using a combo soft key), the Ruby terminal charges the combo price, not the price set up in the Match File.

2. Set up, or review the setup, for PLUs within departments to be entered into the mix records. (See “Department File.”)
3. Set up the mix following the steps listed in the Mix File Steps.

PLU Set up → Mix Set up → Link Set up

4. Set up, or review the setup, for department mix records to be entered into the match records. (See “Department Mix File.”)
5. Set up, or review the setup, for match records. (See “Match File.”)

Mix File Steps

1. Arrow to the Mix File function.
2. Press [Select].

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                  CHOICE:_
```

Note: *The following sections describe the steps for each of these selections.*

Define Mix Items

"Define Mix Items" allows you to set up mixes that can be used in matches.

1. At the Mix File menu, key [1].

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                  CHOICE:_
```

2. Press [ENTER].

```
MIX01 Desc:                                _
```

3. Key a description (up to 16 characters) of the mix.
4. Press [ENTER].

```
MIX01 PLU01:                               _
```

5. Key the PLU number and press [ENTER]. One of the following occurs:
   – If the PLU exists, the next PLU displays for information entry.
   – If the PLU is already assigned to a mix, "ITEM ALREADY EXISTS IN ANOTHER MIX" appears. Choose another PLU.
   – If it does not exist, "E3004 INVALID INPUT" appears. Choose another PLU.

```
MIX02 PLU2 000000000000   0
```

6. Do one of the following:
   – To set up more PLUs in the same mix file, repeat step 5 until all of the PLUs for the mix are keyed.
   – Press `[EXIT]` to return to the Define Mix Items menu. To set up another mix, repeat steps 3 through 5.
   – Press `[EXIT] [EXIT]` to return to the Manager menu. When exiting, a 'File Change' message with the name of the file logs on the journal.

Link Mixes

"Link Mixes" allows you to define a Primary Mix and link up to four mix records to it, allowing up to 250 PLUs to be accessed.

1. At the Mix File menu, key `[2]`.

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                 CHOICE:_
```

2. Press `[ENTER]`.

```
ENTER PRIMARY MIX NUMBER  _
ACTIVE: NONE
```

Note: *Active Primary Mixes display, or if no Primary Mixes exist, NONE displays.*

3. Key the Primary Mix number and press `[ENTER]`.

   The first mix entered is the Primary Mix for the linkage. Up to four mixes can be added as secondary links. As each is entered, the mix number displays in the "ACTIVE" line in "LINKS". The number of mixes available diminishes by the number in the linked mix. For example, if mixes 2 through 5 are linked to mix 1 (using a total of five mixes), then 15 mixes are available for linking.

4. Key a secondary mix number. If the mix number is not valid, "E3004 INVALID INPUT" displays.

```
ENTER MIX TO LINK TO MIX 1
LINKED:  X   X   X   X     NEW LINK:_
```

5. Press `[ENTER]`.

```
ENTER MIX TO LINK TO MIX 1
LINKED:  2   X   X   X     NEW LINK:_
```

Note: *To clear the links for the Primary Mix, key* `[*] [ENTER]`. *When asked to confirm that you want to clear the links, press 'Y'.*

6. Do one of the following:
   – Repeat steps 4 and 5 to add up to four mixes to the Primary Mix.
   – Press [EXIT] to return to the Primary Mix Number menu.
   – Press [EXIT] [EXIT] to return to the Define Mix Items menu.

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                CHOICE:_
```

Clear All Links

"Clear All Links" allows you to delete the links between mixes without deleting the mixes.

1. At the Mix File menu, key [3].

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                CHOICE:_
```

2. Press [ENTER].

```
CONFIRM: CLEAR ALL MIX LINKS?  [Y/N]    _
```

3. Do one of the following:
   – Press 'Y'. "ALL MIX LINKS REMOVED" appears.
   – Press 'N'. "MIX LINKS NOT REMOVED" appears.

```
1. DEFINE MIX ITEMS
2. LINK MIXES
3. CLEAR ALL LINKS                CHOICE:_
```

File Maintenance

While in Define Mix Items, press [List].

```
03/25/06                          10:07
Store# AB123 Register ID# 1
MIX FILE

MIX# DESCR
PLU#              DESCR
--------------------------------------
01   SOFT DRINK SPECIAL
000000000151/000  SMALL DRINK
000000000241/001  MEDIUM DRINK

02   COFFEE SPECIAL
000000000026/000  LARGE DECAF
000000000026/005  SMALL DECAF
000000000026/006  MEDIUM DECAF
```

Sample Mix File Listing

While in Link Mixes, press [List].

```
03/25/06                          10:07
Store# AB123 Register ID# 1
LINKED MIXES

PRIMARY MIX# DESCR
  LINKED MIXES#  DESCR
--------------------------------------
# 1   SOFT DRINK SPECIAL
  # 2     Deli
  # 3     Candy
```

Sample Linked Mixes File Listing

Primary Mix Number
Secondary Mix Numbers

Delete a Mix

1. Arrow to the mix you want to delete.
2. On the first letter of the name of the mix, key [*] [ENTER].

Delete a Reference to a PLU from a Mix

1. Arrow to the correct mix.
2. Press [ENTER] until the PLU you want to delete appears.
3. On the first digit of the PLU number, key [*] [ENTER].

Department Mix File

The Department Mix File function allows you to set up 10 department mix records to use in the Match File. Each department mix record can include up to 10 departments.

Considerations

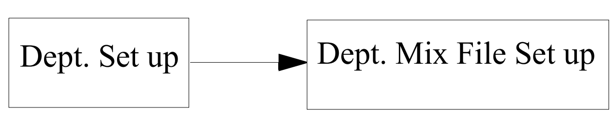
Limits

The following limits have been established for the Department Mix File:

- Up to 10 department mix records can be set up.
- Up to 10 departments can be entered in each department mix record.

Department Mix File Setup

1. Set up, or review the setup, for the PLUs to be entered into the mix records. (See “PLU File.”)
2. Set up, or review the setup, for PLUs within departments to be entered into the mix records. (See “Department File.”)
3. Set up, or review the setup, for mix records to be entered into the match records. (See “Mix File.”)
4. Set up a department mix following the steps listed in the Department Mix File Steps. When assigning departments to department mix records, keep the following in mind:
   - Department mix records are numbered from 21 through 30.
   - The same department cannot be assigned to more than one department mix.
   - Only PLUs qualify for a match. Entering a sale with a dollar amount and department number does not allow the Ruby terminal to find the mix ‘n match price.



5. Set up, or review the setup, for match records. (See “Match File.”)

Department Mix File Steps

1. Arrow to the Department Mix File function.
2. Press [Select].

```
MIX21 Desc BAKED MIX 01
```

3. Do one of the following:
   – **New department mix record**: Arrow to an empty department mix record. Key a name between 1 and 16 characters**.**
   – **Existing department mix record**: Arrow to the desired department mix record.
4. Press [ENTER].

```
DEPTMIX21  DEPT01             _
```

5. Key a department number.
6. Press [ENTER]

   Up to 10 departments can be used in each department mix (DEPTMIX21 to DEPTMIX30). If an invalid department number is entered, "E3004 INVALID INPUT" displays.
7. Do one of the following:
   – Press [ENTER] to set up another department in the same department mix record. Repeat steps 5 and 6 until all the departments for the department mix are keyed.
   – Repeat steps 3 through 6 to set up another department mix.
   – Press [EXIT] to return to the Manager menu.

File Maintenance

While in the Department Mix File, press [List].

```
03/25/06                            10:07
Store# AB123 Register ID# 1
DEPARTMENT MIX FILE

DMIX# DESCR
DEPT# DESCR
----------------------------------------
21.   BAKED MIX
9001   BAKERY

22.  ASSORTED MIX
9003  CANDY
9003  HBA
9004  TAX GROC
```

Sample Dept. Mix File Listing

Delete a Department Mix

1. Arrow to the department mix you want to delete.
2. On the first letter of the name of the department mix, key [*] [ENTER].

Delete a Reference to a Department from a Department Mix

1. Arrow to the correct department mix.
2. Press [ENTER] until the department you want to delete appears.
3. On the first digit of the department number, key [*] [ENTER].

Match File

The Match File allows you to set up special prices on each mix or on the match as a whole. Any mix defined in the Mix File or Department Mix File can be part of a match. (See “Mix File” and “Department Mix File.”)

As sales transactions take place, the Ruby terminal checks for PLUs that qualify for mix ‘n match pricing. When an entire match is satisfied during a transaction, the discount price is applied.

There are two ways to configure a Match File:

- **Price each mix** - A match using mix prices and mix quantities.
- **Price each match** - A match using a match price and mix quantities.

To set up a mix ‘n match, follow the steps in the Match File Steps in this chapter.

Considerations

Limits

The following limits have been established for the Match File:

- The Match File can contain up to 50 match records.
- Each match record can contain up to five mix records.

Processing Refunds

An item is returnable if the “PLU Refundable” parameter in the PLU File is set to ‘Y’. To gain a full refund, all of the following must be true:

- The entire match must be returned.
- The match time period must be in effect.
- The match record must still be in the Match File.

The Ruby terminal recognizes that a match exists and applies the discount price to the transaction. If any of these conditions is not met, the Ruby terminal cannot recognize a match.

Note: *Always follow your site’s policy for processing refunds.*

Setting Match Record Order

The order of match records within the Match File affects the number of matches found during a sales transaction. Position the match that you want to sell most often at the beginning of the file. Set up the next most important one as Match #02, the third most important as Match #03, and so on.

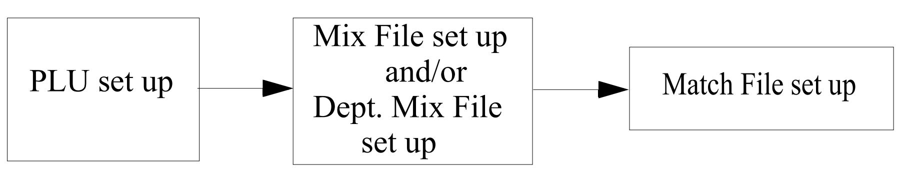
The Ruby terminal searches the matches in record order and applies the discount to the first match it finds. When multiple quantities of an item are sold and only one is required to form a match, the Ruby terminal compares the remaining quantities with other mix ’n match combinations for possible discounts.

Setting Prices

The match’s discount price (the total of the separate PLUs’ discount prices) recalculates when the match standards are changed. For example, if you replace a more expensive PLU with a less expensive one in a mix, the price for the match changes.

Match File Setup

1. Set up, or review the setup, for the PLUs to be entered into the mix records. (See “PLU File.”)
2. Set up, or review the setup, for PLUs within departments to be entered into the mix records. (See “Department File.”)
3. Set up, or review the setup, for mix records to be entered into the match records. (See “Mix File.”)
4. Set up, or review the setup, for department mix records to be entered into the match records. (See “Department Mix File.”)
5. Set up the match records following the steps listed in the Match File Steps. When assigning mixes to a match, keep the following in mind:
   - A mix can be used in multiple matches. However, after a link is created, you cannot directly reference any of the secondary mix numbers in a match. (See “Mix File.”)
   - Mixes defined in the Mix File and/or Department Mix File (using any PLU in the department) can be used in a match.
   - Be sure to place the matches you want to sell the most near the beginning of the Match File.
   - A price can be set for the match as a whole, or on each mix.



Voids and Error Corrections

When `[ERROR CORR]` is used to remove an item from the receipt but that item is needed for a match that the Ruby software had already made, then the items no longer form a match. When this occurs, the Ruby terminal recalculates all the totals and the subtotal.

Note: *The* `[VOID LINE]` *function cannot be used with matches;* `[VOID TICKET]` *must be used instead.*

```
   Descr.              qty          amount
   ------              ---          ------
T  CHEESEBURGER          1            2.00
T  FRENCH FRIES          1            1.20
T  ICED TEA              1            1.10
                                  --------
                      Sub Total       4.30
1                  LUNCH Discount    -0.70
                      Sub Total       3.60
TV FRENCH FRIES          1           -1.20
                                  --------
                      Sub Total       3.10
                            Tax       0.22
                TOTAL          3.32
                         CASH $      10.00
                       Change $      -6.68
```

Examples

The following examples display how mix, department mix, and match files are used:

- **Example 1**: Buy three items and get a discount
- **Example 2**: Buy three items and get one free
- **Example 3**: Buy many items and get a discount on all
- **Example 4**: Buy one item and get another item free
- **Example 5**: Buy two of the same item and get a discount
- **Example 6:** Buy two items and get one free (uses linked mixes)

Example 1: Buy three items and get a discount

A manager wants to sell the combination of any sandwich, any medium side dish, and any medium drink for a reduced price. Sandwich options include a hamburger, cheeseburger, chicken sandwich, or fish sandwich. Medium side dish options include french fries, onion rings, or steak fries. Medium drinks include cola, root beer, lemonade, or iced tea.

1. **Mix File**: Set up three mixes: for sandwiches, side orders, and for drinks.

Example 1 Worksheet			
Item #	**Item Description**	**Original Price**	**Match Price**
Mix 1 - Sandwich			$1.90
1	Hamburger	$2.00	
2	Cheeseburger	$2.25	
3	Chicken Sandwich	$1.99	
4	Fish Sandwich	$2.10	
Mix 2 - Medium Side Dishes			$1.00
1	French Fries	$1.20	
2	Onion Rings	$1.30	
3	Steak Fries	$1.25	
Mix 3 - Medium Drinks			$0.70
1	Cola	$1.10	
2	Root Beer	$1.10	
3	Lemonade	$1.10	
4	Iced Tea	$1.10	

2. **Match File**:
   a. Set “Pricing Option” to ‘0 = Price Each Mix’.
   b. Set “Type” for mix 1 to ‘0 = PLU Mix’.
   c. Key in the sandwich mix number from the Mix File.
   d. Set “Quantity” to ‘1’.
   e. Set “Pricing Type” to ‘0 = Define Price’.
   f. Set “Price” to ‘$1.90’.
   g. Set “Type” for mix 2 to ‘0 = PLU Mix’.
   h. Key in the side dishes mix number from the Mix File.
   i. Set “Quantity” to ‘1’.
   j. Set “Pricing Type” to ‘0 = Define Price’.
   k. Set “Price” to ‘$1.00’.

l. Set “Type” for mix 3 to ‘0 = PLU Mix’.

m. Key in the drinks mix number from the Mix File.

n. Set “Quantity” to ‘1’.

o. Set “Pricing Type” to ‘0 = Define Price’.

p. Set “Price” to ‘$0.70’.

3. **Sales mode**: The cashier sells a cheeseburger, french fries, and an iced tea. The Ruby terminal first displays the total based on the original price. When the Ruby software recognizes that a match has been sold, it applies the discount price to the total. The tax recalculates based on the new, discounted total. An additional line on the receipt prints indicating the name of the match and the amount of the discount.

```
   Descr.              qty          amount
   ------              ---          ------
T  CHEESEBURGER          1            2.00
T  FRENCH FRIES          1            1.20
T  ICED TEA              1            1.10
                                  --------
                        Sub Total     4.30
1                    LUNCH Discount  -0.70
                        Sub Total     3.60
                              Tax     0.25
                 TOTAL          3.85
                           CASH $    10.00
                         Change $    -6.15
```

Example 2: Buy three items and get one free

A manager wants to offer a dessert free when three food items are sold at regular price. This setup assumes that the items you enter into each mix have about the same price.

1. **Mix File**: Set up a mix for the each of the qualifying food items, similar to the items displayed in the table below.

Example 2 Worksheet

Qty #	Item Description	Original Price	Match Price
Mix 1 - Sandwich			$2.99
1	Roast Beef	$3.19	
1	Turkey Breast	$2.99	
1	Tuna Salad	$2.99	
Mix 2 - Salad			$1.79
1	Garden Salad	$1.79	
1	Caesar Salad	$1.89	
Mix 3 - Fried Side			$0.99
1	French Fries	$0.99	
Mix 4 - Dessert			$0.00
1	Apple Pie Slice	$1.00	
1	Carrot Cake Slice	$1.00	

2. **Match File**:
   a. Set “Pricing Option” to ‘0 = Price Each Mix’.
   b. Set “Type” for mix 1 to ‘0 = PLU Mix’.
   c. Key in the sandwich mix number from the Mix File.
   d. Set “Quantity” to ‘1’.
   e. Set “Pricing Type” to ‘1 = Use Original PLU Price’.
   f. Set “Type” for mix 2 to ‘0 = PLU Mix’.
   g. Key in the salad mix number from the Mix File.
   h. Set “Quantity” to ‘1’.
   i. Set “Pricing Type” to ‘1 = Use Original PLU Price’.
   j. Set “Type” for mix 3 to ‘0 = PLU Mix’.
   k. Key in the fried side mix number from the Mix File.
   l. Set “Quantity” to ‘1’.
   m. Set “Pricing Type” to ‘1 = Use Original PLU Price’.
   n. Set “Type” for mix 4 to ‘0 = PLU Mix’.

o. Key in the dessert mix number from the Mix File.

p. Set “Quantity” to ‘1’.

q. Set “Pricing Type” to ‘0 = Define Price’.

r. Set the dessert mix price to ‘$0.00.’

3. **Sales mode**: When the cashier enters the items into a transaction, the Ruby terminal prints the original price for each item then reduces the total by a $1.00 for the Mix 4 - Dessert item.

```
   Descr.              qty          amount
   ------              ---          ------
T  ROAST BEEF            1            2.99
T  GARDEN SALAD          1            1.79
T  FRENCH FRIES          1            0.99
   CHERRY PIE SLICE      1            1.00
                                    ------
                    Sub Total         6.77
 1         LUNCH SPH Discount        -1.00
                    Sub Total         5.77
                          Tax         0.42
                      TOTAL 6.19
                         Cash         7.00
                       Change $      -0.81
```

Example 3: Buy many items and get a discount on all

A manager wants to offer a discount when a customer purchases at least 10 packs of generic cigarettes.

1. **Mix File**: Set up a mix with the generic cigarettes PLU. Assign a quantity of ‘1’ and a price of $2.15.

Example 3 Setup

Item	Qty	Original Price	Match Price
Match 1 - 10 PACK	10	--	$19.00
Mix 1 - Generic Cigs	1	2.15	--

2. **Match File**:
   a. Set “Pricing Option” to ‘1 = Price Match’.
   b. Set “Price” for the match to ‘$19.00’.
   c. Set “Type” for mix 1 to ‘0 = PLU Mix’.
   d. Key in the generic cigarettes mix number from the Mix File.
   e. Set “Quantity” to ‘10’.
3. **Sales mode**: When a customer purchases cigarettes, the cost per pack—up to a quantity of nine—is $2.15. If a customer purchases 10 packs of cigarettes, the price is $1.90 per pack. The Ruby terminal recognizes the match, displays the discounted price, and prints it on the receipt.

```
   Descr.              qty          amount
   ------              ---          ------
T  CIGARETTES           10           21.50
                                  --------
                    Sub Total        21.50
 1              10 PACK Discount     -2.50
                    Sub Total        19.00
                          Tax         1.33
                 TOTAL    20.33
                       CASH $        25.33
                     Change $        -5.00
```

Example 4: Buy one item and get another item free

A manager wants to offer a cigarette lighter free when a carton of cigarettes is sold at regular price. This setup assumes that you have many cigarette carton PLUs under one specific department.

1. **Mix File**: Set up a mix for the cigarette lighter, as displayed in the table below.

Example 4 Mix File Worksheet			
Qty #	**Item Description**	**Original Price**	**Match Price**
Mix 1 - Lighter			$0.00
1	Lighter	$0.99	

2. **Department Mix File**: Set up a department mix for cigarette cartons, as displayed in the table below.

Example 4 Department Mix File Worksheet			
Qty #	**Item Description**	**Original Price**	**Match Price**
Dept. Mix 23 - Cigarette Cartons			$18.99
1	Carton (PLU)	$18.99	

3. **Match File**:
   a. Set "Pricing Option" to '0 = Price Each Mix'.
   b. Set "Type" for mix 1 to '0 = PLU Mix'.
   c. Key in the lighter mix number from the Mix File.
   d. Set "Quantity" to '1'.
   e. Set "Pricing Type" to '0 = Define Price'.
   f. Set "Price" to '$0.00'.
   g. Set "Type" for mix 2 to '1 = Department Mix.'
   h. Key in the carton mix number from the Department Mix File.
   i. Set "Quantity" to '1'.
   j. Set "Pricing Type" to '1 = Use Original PLU Price'.

4. **Sales mode**: When the cashier enters the items into a transaction, the Ruby terminal prints the original price for each item, then reduces the total by a $0.99 for the lighter/carton discount.

```
     Descr.                qty          amount
     ------                ---          -----
  T  LIGHTER                1             0.99
  T  CARTON                 1            18.99
                                        ------
                      Sub Total          19.98
   1        CARTON/LIGHTER Discount      -0.99
                      Sub Total          18.99
                            Tax           1.33
                TOTAL     20.32
                          Cash           20.32
```

Example 5: Buy two of the same item and get a discount

A manager wants to offer two candy bars at a reduced price. This setup assumes that the customer has to buy two candy bars to receive the discount.

1. **Mix File**: Set up a mix for a candy bar, as displayed in the table below.

Example 5 Mix File Worksheet			
Qty #	**Item Description**	**Original Price**	**Match Price**
Mix 1 - Candy Bar			$0.99
1	Candy Bar	$0.69	

2. **Match File**:
   a. Set "Pricing Option" to '1 = Price Match'.
   b. Set "Match Price" to '$0.99'.
   c. Set "Type" for mix 1 to '0 = PLU Mix'.
   d. Key in the candy bar mix number from the Mix File.
   e. Set "Quantity" to '2'.
3. **Sales mode**: When the cashier enters the items into a transaction, the Ruby terminal prints the original price for each item then reduces the total by a $0.39 for the discount.

```
     Descr.                qty          amount
     ------                ---          -----
  T  CANDY BAR              1             0.69
  T  CANDY BAR              1             0.69
                                        ------
                       Sub Total          1.38
   1            CANDY BAR Discount       -0.39
                         Sub Total         .99
                               Tax        0.07
                      TOTAL 1.06
                              Cash        1.06
```

Example 6: Buy two items and get one free (uses linked mixes)

A manager wants to offer a free dessert when two food items (one from either mix 1 or mix 2, plus one from mix 3) are sold at regular price. This setup uses linked mixes and assumes that the items you enter into each mix have about the same price.

1. **Mix File**: Set up a mix for the each of the qualifying food items, similar to the items displayed in the table below. Mix 1 is the Primary Mix. Link Mix 2 to Mix 1. See “Mix File” for information about linking mixes.

Example 6 Worksheet

Qty #	Item Description	Original Price	Match Price
Mix 1 - Sandwich			
1	Roast Beef	$2.99	
1	Turkey Breast	$2.99	
1	Tuna Salad	$2.99	
Mix 2 - Pizza (linked to Mix 1)			
1	Pepperoni Slice	$1.79	
1	Ham Slice	$1.89	
Mix 3 - Drink			
1	20oz. Soda	$0.99	
1	20oz. Coffee	$0.99	
Mix 4 - Dessert			$0.00
1	Apple Pie Slice	$1.00	
1	Carrot Cake Slice	$1.00	

2. **Match File**:

   Note: *In this example, four mixes are set up in the Mix File but only three are set up in the Match File, because mixes 1 and 2 are linked.*

   a. Set “Pricing Option” to ‘0 = Price Each Mix’.
   b. Set “Type” for mix 1 to ‘0 = PLU Mix’.
   c. Key in the sandwich mix number from the Mix File.
   d. Set “Quantity” to ‘1’.
   e. Set “Pricing Type” to ‘1 = Use Original PLU Price’.
   f. Set “Type” for mix 2 to ‘0 = PLU Mix’.
   g. Key in the drink mix number from the Mix File.
   h. Set “Quantity” to ‘1’.
   i. Set “Pricing Type” to ‘1=Use Original PLU Price’.

j. Set “Type” for mix 3 to ‘0 = PLU Mix’.

k. Key in the dessert mix number from the Mix File.

l. Set “Quantity” to ‘1’.

m. Set “Pricing Type” to ‘0 = Define Price’.

n. Set “Price” to ‘$0.00’.

3. **Sales mode**: When the cashier enters the items into a transaction, the Ruby terminal prints the original price for each item then reduces the total by a $1.00 for the discount.

```
   Descr.              qty          amount
   ------              ---          ------
T  ROAST BEEF            1            2.99
T  PEPPERONI SLICE       1            1.79
T  20oz. DRINK           1            0.99
T  APPLE PIE SLICE       1            1.00
                                    ------
                   Sub Total          6.77
 1        FREE DESSERT Discount      -1.00
                   Sub Total          5.77
                         Tax          0.40
                      TOTAL 6.17
                        Cash          7.00
                      Change $       -0.83
```

Match File Steps

1. Arrow to the Match File function.
2. Press `[Select]`.

```
MATCH01 Desc              _
```

3. Do one of the following:
   – Arrow to the desired existing match record.
   – Arrow to an empty match record. Key a name between 1 and 16 characters.
4. Enter or edit the indicated information for each parameter.

`MATCHnn Begin Date mmddyy`

Note: *'nn' is the match file number.*

Description: The date this match configuration starts.

Values: Date.

mmddyy: The date must be entered in month/day/year order. If any part of the date is less than 10, enter a zero. For example, if the date is January 8, 2000, key `[0] [1] [0] [8] [0] [0]`.

Steps: Do one of the following:

–Key the date and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Begin Time hhmm`

Description: The time of day the match begins.

Values: Numeric, 0000 - 2359.

hhmm: The time must be entered in hours/minutes order. If any part of the time is less than 10, enter a zero. Time is calculated on a 24-hour clock. For example, if the start time is 6:00 A.M., key `[0] [6] [0] [0]`. If the start time is 3:00 P.M., key `[1] [5] [0] [0]`.

Steps: Do one of the following:

–Key the time and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

MATCHnn End Date mmddyy

Description: The date the match ends.

Values: Date.

mmddyy: The date must be entered in month/day/year order. If any part of the date is less than 10, enter a zero. For example, if the date is January 8, 2000, key `[0] [1] [0] [8] [0] [0]`.

Steps: Do one of the following:

–Key the date and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

MATCHnn End Time hhmm

Description: The time the match ends.

Values: Numeric, 0000 - 2359.

hhmm: The time must be entered in hours/minutes order. If any part of the time is less than 10, enter a zero. Time is calculated on a 24-hour clock. For example, if the end time is 6:00 A.M., key `[0] [6] [0] [0]`. If the end time is 3:00 P.M., key `[1] [5] [0] [0]`.

Steps: Do one of the following:

–Key the time and then press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

MATCHnn Pricing Option n

Description: Determines whether this match uses mix pricing or match pricing.

Values: Numeric, 0 - 1.

0 = **Price Each Mix**: Uses mix prices and mix quantities by obtaining the combined cost of each of the items in the mix to set the price and specifying a quantity for each mix that must be met to qualify for this price.

1 = **Price Match**: Uses the match price and mix quantities by giving a specific price to the total match and specifying a quantity for each mix that must be met to qualify for this price.

Steps: Do one of the following:

–Key the desired pricing option and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Price     d.cc     d.cc`

Note: *This parameter cannot be changed if the value of '0' (Price Each Mix) is selected in the "MATCHnn Pricing Option" parameter.*

Description: Defines a price for the match if the value of '1' (Price Match) is selected in the "MATCHnn Pricing Option" parameter.

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–If the parameter cannot be changed, press `[ENTER]` to go to the next parameter.

–If the parameter can be changed, key in the value and press `[ENTER]` to go to the next parameter.

`MATCHnn Mix01   Type n`

Description: Determines whether the match that the Ruby terminal calculates is from the Mix File or the Department Mix File.

Values: Numeric, 0 - 1.

0 = PLU MIX: The mix is from the Mix File (mixes 1-20).

1 = DEPT MIX: The mix is from the Department Mix File (department mixes 21-30).

Steps: Do one of the following:

–Key the desired type and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Mix01# nn XXXXX`

Description: Assigns the mix number 'nn' (as set up in the Mix File) to this match record.

Values: Numeric, 01 - 30.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Mix01 Quantity (No Fractions) nn`

Description: Determines the number of mix items needed to qualify for the discount.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Mix01 Pricing Type n`

Note: *This parameter appears only if 'MATCHnn Pricing Option' is set to '0'.*

Description: Determines whether a new mix price or the original PLU price is used.

Values: Numeric, 0 - 1.

0 = DEFINE PRICE: Assign a specific price for the mix.

1 = USE ORIG PLU PRICE: Use the original price of the PLU.

Steps: Do one of the following:

–Key the desired type and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`MATCHnn Mix01 Price    d.cc    d.cc`

Note: *This parameter appears only if 'MATCHnn Mix01 Pricing Type' and 'MATCHnn Pricing Option' is set to '0'.*

Description: Allows you to enter a new price for the mix record.

Values: Numeric, 0.00 - 9999.99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to add another mix to this match record. Each match record can have up to five mixes.

–Press an arrow key to go to the next match record and repeat steps 1 through 4.

5. Press `[EXIT]` to return to the Manager menu.

File Maintenance

While in the Match File, arrow to the match you want to print and press `[List]`.

```
03/25/06                           10:07
Store# AB123 Register ID# 1
MATCH FILE

MATCH# DESCR                      DEAL PRICE
BEGIN DISCOUNT - END DISCOUNT
MIX#   DESCR              QTY    TYPE PRICE
----------------------------------------
01    BUY 3 GET DISC                 3.60
11/01/00 18:00 - 11/30/00 23:59
USE MIX PRICES AND MIX QTY
01    SANDWICH            1   00       1.90
02    SIDE DISH           1   00       1.00
03    MEDIUM DRINKS       1   00       0.70

02    BUY 3 GET 1 FREE         VARIABLE
11/01/00 18:00 - 11/30/00 23:59
USE MIX PRICES AND MIX QTY
01    SANDWICH            1   00   VARIABLE
04    SALAD               1   00   VARIABLE
02    SIDE DISH           1   00   VARIABLE
05    DESSERT             1   00       0.00

03    TEN DISCOUNT                 19.00
11/01/00 18:00 - 11/30/00 23:59
USE MATCH PRICE AND MIX QTY
06    GEN CIGARETTES     10   00   BY-MATCH

04    FREE COFFEE             VARIABLE
11/01/00 18:00 - 11/30/00 23:59
USE MIX PRICES AND MIX QTY
07    COFFEE              1   00       0.00
21    BAKED GOODS         1   01   VARIABLE

05 SAVE ON TWO                       0.99
11/01/00 18:00 - 11/30/00 23:59
USE MATCH PRICE AND MIX QTY
08    BAGEL               2   00   BY-MATCH

06 BUY 2 GET 1 FREE                VARIABLE
11/01/00 18:00 - 11/30/00 23:59
USE MIX PRICES AND MIX QTY
01    SANDWICH            1   00   VARIABLE
03    MEDIUM DRINKS       1   00   VARIABLE
05    DESSERT             1   00       0.00

Repeats for other match records
```

Sample Match File Listing

Delete a Match

1. Arrow to the match you want to delete.
2. On the first letter of the name of the match, key `[*] [ENTER]`.

Delete a Reference to a Mix from a Match

1. Arrow until the correct match appears.
2. Press `[ENTER]` until the mix that you want to delete appears.
3. On the first number of the mix, key `[*] [ENTER]`.

Note: *The cost of the match automatically recalculates when a reference to a mix file is deleted from a match file.*

POP Transaction File

The POP (Point of Purchase) feature allows you to sell fuel at discounted prices on a transaction-by-transaction basis. You can select from several options to configure the requirements for a qualifying transaction and assign the discount that applies. You can also allow a customer to make a qualifying purchase and apply the discount to a subsequent fuel purchase up to 30 days later. Additionally, you can print coupons based on a minimum fuel purchase in order to promote inside sales purchases; these coupons can be configured to print at the DCR or inside at the Ruby terminal.

Standard Configuration

Up to 10 Transaction Definitions can earn a POP Discount, and for each definition, up to nine grades of fuel can be given POP Discount amounts off the street price per gallon (from 0 to 99.9 cents a gallon).

- Set up to two POP Discounts for each grade and type of fuel.
- Set up either of these two discounts for each grade and type of fuel for up to 10 sets of POP Discount definitions.
- Use POP Discounts with cash and credit pricing.

Dispensers.

The Standard Configuration can be used on the following dispensers:

- Dresser/Wayne - HyperPIB 53000 or higher
  - Decade Mode 33 Submode 2 set to 1
  - Duplex Option 07 (Unit Prices/Grade)
    - One PPU set to 0
    - One PPU set to 01
    - Two PPU set to 02

  Note: *Allows cash and credit pricing.*
- Bennett - Horizon 1 and Horizon 2 with a 515 interface box
- Gilbarco - PAM1000 v32.1.60 or higher
- Tokheim - Mode F25 Price Chg Mode set to 1

Alternate Configuration

The **Alternate Configuration** is for use at all sites *except those with Bennett or Schlumberger Centurion dispensers*, and ***should*** be used for sites with any dispensers that encounter performance degradation with the standard configuration. This configuration allows:

- One POP Discount price for each grade and type of fuel.
- The discount price is set using the cents difference set up in the cash/credit pricing parameters.
- Either POP Discounts or cash/credit pricing can be used at any time, but not both together.

POP Discount Configuration Choices

Dispensers	Standard POP Configuration	Alternate POP Configuration
Bennett Horizon 1 and 2 with 515 interface box	Yes	No
Dresser/Wayne with HyperPIB 53000	Yes	Yes
Dresser/Wayne without HyperPIB 53000	No	Yes
Gilbarco with PAM v32.1.60	Yes	Yes
Gilbarco without correct PAM	No	Yes
Schlumberger CardScan 4000	No	Yes
Schlumberger Centurion	No	No
Tokheim	Yes	Yes

Point of Purchase (POP) Fuel Discount Steps

POP Fuel Discount

Manager

1. Configuration > Sales Config
2. POP Transaction File
3. POP Coupons

Fuel Manager

4. DCR Config > DCR Attributes > "Hot DCR mode"
5. Fuel Site Parameters > "Ignore MOP conflict"
6. Initialize Fuel
7. Initialize DCRs

Standard

1. Fuel Site Parameters
   - *Ignore MOP Conflict*
   - *POP Preset Timer*
2. DCR Site Parameters — Membership Settings
   - *Prompt for Member ID*
   - *Enable Postpay Member ID*
   - *Enable Card Member ID*
   - *Enable Scan Member ID*
3. DCR Config > DCR Attributes
5. POP Discount — POP Discount Prices
6. Initialize Fuel
7. Initialize DCRs

Alternate

1. Fuel Site Parameters
   - *Ignore MOP Conflict*
   - *Alternate POP*
2. DCR Site Parameters
   - *Prompt for Member ID*
   - *Enable Postpay Member ID*
   - *Enable Card Member ID*
   - *Enable Scan Member ID*
3. Pump Config > Attributes
4. DCR Config > DCR Attributes
5. Fuel Product Prices
6. Initialize Fuel
7. Initialize DCRs

Setting Up POP Discount Functions

Sales Configuration File

1. In Manager mode, arrow to **Configuration** and press `[ENTER]`.
2. Arrow to **Sales Config** and press `[ENTER]`.
3. Arrow to "POP Discount Enable."

```
38.POP Discount Enable [Y/N]?   Y
```

4. Key 'Y' to enable POP Discount and press `[ENTER]`.

```
39 POP Discount Mode[0,1,2]
0=Basic 2=Basic+Membership
1 = Basic+Codes
```

5. Key 0 - 2 to select the POP Discount mode and press `[ENTER]`.

Note: *Mode determines which parameters display.*

- **Discount Mode 0 = Basic**: Discounts the price of fuel when purchased or generates coupons redeemable for merchandise. *Go to step 6, "42. Free Award Security.*
- **Discount Mode 1 = Basic + Codes**: Awards up to 300 site-specific fuel discount codes per day that can be redeemed for future fuel discounts on a specific grade of fuel for up to 30 days. The grade of fuel that prints on the receipt is the same that identifies the grade of fuel in **Fuel Manager > Product Configuration**. *Go to step 10.*
- **Discount Mode 2 = Basic + Membership**: Provides instant fuel discounts through use of a scannable or swipeable Membership Card that must be chosen to force its use to receive a POP Discount. *Go to step 6 "42. Free Award Security.*"

Note: *To scan cards, set **Fuel Manager > DCR Configuration > DCR Attributes > "Handle Up Calling"** to 'N' for Basic+Membership and set "Enable Scanner" to 'Y'.*

Displays for Basic + Codes POP Discount:

```
40.Number Days POP Code Valid(0-30)
```

a.) Key the number of days (0 - 30) POP Code is valid for a discount and press `[ENTER]`.

```
41. Discount ID for Free Code _
```

b.) Key '1'-'10' to pick **Definition ID** for the grade of fuel to list on free POP Code award and press `[ENTER]`.

Note: *Default value '0' indicates no discount and cannot be re-entered.*

Displays for All Modes

```
42.Free Award Security
```

6. Key security level (0 - 9) necessary to award a free POP Discount coupon and press `[ENTER]`.

```
43.Prompt for POP Recollect /N] Y
```

7. Key 'Y' to alert cashier that the total discount is being applied to a fuel sale and press `[ENTER]`.

Note: *Alerts that total is adjusting as POP Discount applies to a post-pay fuel sale.*

Displays for Basic+Codes or Basic+Membership

```
44.POP Disc Program Name MEMBER ID
```

a.) Key membership program name (1 - 15 characters) or keep default name and press `[ENTER]`.

Displays for All Modes

```
45. POP Receipt Promo Type    _
 1. Price Discount Per Gallon/Liter
 2. Total Savings
```

8. Key ‘1’ to print gallon/liter price, or key ‘2’ to print total savings and press `[ENTER]`.

```
46. POP Fuel Low Limit 10.00 0.00
```

9. Key dollar limit (0.00 to 99.99) for minimum fuel purchase to which POP Discount applies.
10. Press `[EXIT] [EXIT]` to return to the Manager menu.

POP Transaction File

Setting Up POP Transaction Definitions

Defines up to 10 different **POP Discount Transaction Definitions**, the time span of a POP Discount, the type of award, and the basis for giving them.

1. In Manager mode, arrow to POP Transaction File and press `[ENTER]`.

```
POP01 Descr                 CWPLU
```

2. Key a description to define the first of ten POP Discounts (1-10 characters).
3. Press `[ENTER]`.

```
POP01 Schedule Type
1 = By Date  2 = By Day
```

4. Do one of the following:
   – Key ‘1’ to define by date and time and press `[ENTER]`.
   – Key ‘2’ to set up by day and press `[ENTER]`. *(Go to* **“2. By Day**” *step a.)*

```
POP01 Schedule Type
1 = By Date  2 = By Day
```

1. **By Date (POP Schedule Type):**

```
POP01 Beginning Date     010104 _
```

a.) Key date in the *mmddyy* format (Jan. 1, 2004) and press `[ENTER]`.

```
POP01 Beginning Time         0900
```

b.) Key time in the *hhmm* 24-hour format (9:00 A.M.) and press `[ENTER]`.

```
POP01 End Date                010105
```

c.) Key date in the *mmddyy* format (Jan. 1, 2005) and press `[ENTER]`.

```
POP01 End Time                  2100
```

d.) Key time in the *hhmm* 24-hour format (9:00 P.M.) and press `[ENTER]`. *(Go to step 5.)*

Note: *There is no time (year) limit for the end date.*

2. By Day (POP Schedule Type):

```
POP01 Promo on Sunday
```

a.) Key ‘Y’ or ‘N’ and press `[ENTER]`.

b.) Repeat *step a* for each day of the week.

```
POP Award Type
1. Discount Only  3. Coupon Only
2. Discount OR Code
```

1.) **Discount Only (POP Award Type)**: POP Discount Transaction Definition offers a discount on fuel only. **Basic, Basic+Codes**, or **Basic+Membership** can use “1. Discount Only.”

2.) **Discount or Code (POP Award Type)**: Can be chosen only when POP Discount Transaction Definition is for a site designated as **Basic+Codes**. This displays as "2. ** UNAVAILABLE **" for the Basic or Basic+Membership modes.

3.) **Coupon Only (POP Award Type)**: POP Discount Transaction Definition offers a discount through a coupon only. The **Basic** and **Basic+Codes** modes can use "Coupon Only."

Note: *See **POP Discount Coupon File** to set up coupon text.*

5. Do one of the following:
   - Key '1' for a fuel discount.
   - Key '3' for a coupon redeemable inside.

   Note: *"2. Discount OR Code" only appears if Mode in Sales Config. is "1 **Basic+Codes**".*

6. Press [ENTER].

```
POP Discount Definition ID     00
```

7. Key which of the **Discount Definition ID** combinations to use (01 - 10) and press [ENTER].

Note: *POP definition set up in **Fuel Manager > POP Discount > POP Definition Table** (e.g., "DEF01"; '01' = Discount Definition ID). POP Discount does not work with a definition ID of '00'.*

```
Discount Type
1. PLU  3.Card Type  5.Min Dep Purch
2. MOP  4.Min Purchase  6.Membership
```

8. Key the Discount Type number that corresponds with this Definition ID and press [ENTER].

Note: *"6. Membership" only displays if **Sales Config. > Basic+Membership** is selected.*

Note: *"2. MOP," "4. Min. Purchase," and "6. Membership" are valid qualifiers for POP Discounts with cash acceptors.*

1.) **PLU (Discount Type)**: Discount is based on specific PLU purchases. *(Buy a Deluxe Car Wash and get a 5 cents-per-gallon discount on a Premium fuel purchase.)* PLUs with a fee/charge can be used, and PLUs used in a PLU Promotion can be used.

Note: *Do NOT use PLUs that are assigned to a negative department.*

```
PLU# 000000000000/  0 UNKNOWN PLU
```

a.) Key (or scan) the PLU that is the basis of the discount and press `[ENTER]`.

```
PLU Qty                                _
```

b.) Key the quantity of the PLU needed for the discount (1 - 10) and press `[ENTER]`.

Displays if 6. Membership is the Discount Type:

```
POP01 Membership Card Requirement?
      0.  None    1.  Any Card
```

c.) Do one of the following:

– Key "0. None" if Membership Card is not required.

– Key "1. Any Card" if valid Membership Card is required.

d.) Press `[ENTER]`.

```
POP Fuel Limit         $10.00    _
```

e.) Key dollar limit subject to discount ($10.00 -$9999.00) and press `[ENTER]`.

Note: *Limit CANNOT be LOWER than limit set in* ***Manager > Configuration > Sales Config. > "Fuel Low Limit."*** *The default is $10.00.*

Note: *Enter '0' to disable the "POP Fuel Limit."*

2.) **MOP (Discount Type)**: Discount based on a specific method of payment *(Pay with cash and receive a discount on select fuel products).*

Note: *Set "MPxx Change allowed [Y/N]" in **Manager > MOP** to 'Y' for a check to be a valid MOP.*

```
MOP Number [NAME automatically fills
in]
```

a.) Key the 2-digit MOP number (*01CASH*) NOT the MOP code and press [ENTER].

Note: *This number appears on the receipt as 'PN' - Payment Number.*

Displays if 6. Membership is the Discount Type:

```
POP01 Membership Card Requirement?
      0.  None    1.  Any Card
```

b.) Do one of the following:

– Key "0. None" if Membership Card is not required.

– Key "1. Any Card" if valid Membership Card is required.

c.) Press [ENTER].

3.) **Card Type (Discount Type)**: Discount for using a specific card type. *(Use "XYZ" card and get 2 cents-per-gallon discount on any fuel purchase.)*

Note: *Set "Hot DCR mode" and "Handle Up Calling" in **Fuel Manager > DCR Configuration > DCR Attributes** for each DCR to* 'N'. *(POP does NOT work on DCRs without a payment key.)*

```
Card Type                    XX: NAME
```

a.) Press arrow keys to locate card type and press [ENTER].

```
POP01 BIN Type(0=None) 1=Mask 2=Range  _
```

b.) Key “0 = None”, if POP by BIN is not required. To reward a selected group of cardholders within a given BIN range of account numbers, do one of the following:

– Key “1 = Mask” if POP by BIN reward according to Mask is offered. Press `[ENTER]` and key up to 12 digits, beginning with the first digit.

```
POP01 BIN Mask                _
```

– Key “2 = Range” if POP by BIN reward according to Range is offered. Press `[ENTER]` and key up to 12 digits for the Begin BIN range and End BIN range. (Enter the lowest and highest digits to include all of the customers to be rewarded.)

```
POP01 Begin BIN               _
```

```
POP01 End BIN                 _
```

Displays if 6. Membership is the Discount Type:

```
POP01 Membership Card Requirement?
      0.  None    1.  Any Card
```

c.) Do one of the following:

– Key “0. None” if Membership Card is not required.

– Key “1. Any Card” if valid Membership Card is required.

d.) Press `[ENTER]`.

4.) **Minimum Purchase (Discount Type)**: Discount for spending a specific amount during a certain period. *(Spend $20.00 in May and get 3 cents-per-gallon off on premium fuel or 2 cents-per-gallon off all other fuel grades.)*

```
Min Purchase                      20
```

a.) Key (1 - 999); for $20.00, key ‘20’ and press `[ENTER]`.

Displays if 6. Membership is the Discount Type:

```
POP01 Membership Card Requirement?
      0.  None    1.  Any Card
```

b.) Do one of the following:

– Key "0. None" if a Membership Card is not required.

– Key "1. Any Card" if a valid Membership Card is required.

c.) Press `[ENTER]`.

5.) **Minimum Dept. Purchase (Discount Type)**: Discount for spending a minimum dollar amount in a specific department. *(Spend $10.00 in the grocery department and get 2 cents-per-gallon off on premium fuel or 1 cent-per-gallon off all other fuel grades [discount applies to net price].)*

Note: *Do NOT use negative departments.*

```
Dept #                            _
```

a.) Key 4-digit department number in which to set up the discount and press `[ENTER]`.

```
Min Type                          _
1. Amount
2. Quantity (Volume)
```

b.) Do one of the following:

– Key "1. Amount" to apply discount to minimum dollar amount.

– Key "2. Quantity" to apply discount to minimum quantity/volume.

c.) Press `[ENTER]`.

```
Min Purchase
```

d.) Key (1 - 999) key '20' for $20; key '10' for 10 gallons and press `[ENTER]`.

Displays if 6. Membership is the Discount Type:

```
POP01 Membership Card Requirement?
      0.  None    1.  Any Card
```

e.) Do one of the following:

– Key “0. None” if a Membership Card is not required.

– Key “1. Any Card” if a valid Membership Card is required.

f.) Press [ENTER].

```
POP Fuel Limit          $10.00     _
```

g.) Key dollar limit subject to discount ($10.00 -$9999.00) and press [ENTER].

Note: *Limit CANNOT be LOWER than limit set in **Manager > Configuration > Sales Config. > “Fuel Low Limit.”** The default is $10.00.*

Note: *Enter ‘0’ to disable the “POP Fuel Limit.”*

6.) **Membership (Discount Type)**: Discounts for using a scannable/ swipeable POP Discount Membership Card. *(Use a Membership Card and get 5 cents-per-gallon off on any fuel purchase.)*

Note: *For more information, see the card documentation.*

```
POPnn Membership ID Type
1. Bar Code
2. Mag Stripe
```

a.) Do one of the following to set up scannable or swipeable cards:

– Key “1. Bar Code” and press [ENTER]. *Go to step 9.*

– Key “2. Mag Stripe” and press [ENTER]. *Go to step d.*

```
POPnn Manual Entry Permitted?
```

b.) Key ‘Y’ to allow manual card entry and press `[ENTER]`.

```
POPnn Member Mask                        _
```

c.) Key 3-digit (UPC) or 4-digit (Visa mag stripe) that starts or ends each card and press `[ENTER]`.

Displays if “2. Mag Stripe” is selected:

```
POPnn Mag Card Track Preference
1. Track 1
2. Track 2
```

d.) Key ‘1’ or ‘2’ to select the track on the mag-stripe card and press `[ENTER]`.

```
POPnn Offset for Track1
```

e.) Key (1 - 99) offsets the number of digits skipped before mag-stripe card track digits are read and press `[ENTER]`.

Note: *Consult the specific card documentation to decide what offset to use.*

9. Use arrow keys to configure up to 10 POP Discount transactions or press `[ENTER]` repeatedly to scroll records.
10. Press `[ENTER]` to return to the Manager mode.

File Maintenance

While in the POP Transaction File, arrow to the POP discount to list and press `[List]`.

```
03/25/06                           10:07
Store# AB123 Register ID# 1
POP TRANSACTION FILE
ID  DESCR      AWD-TYP  DEF ID  TYPE
    DISCOUNT SCHEDULE
    QUALIFYING PURCHASE INFO
----------------------------------------
01  CW DEAL    CODE     01   1-PLU
    DATE: 01/01/02 01:00  06/01/02 13:00
    9039  CAR WASH  MIN PURCH = 1410065

02  ALLOW MOP  NONE     00   2-MOP
    DATE: 01/01/02 01:00  06/01/02 13:00
    LOTTO          NON-DISQUALIFIER

03  VISA DEAL  CODE     04   3-CARDTYPE
    DATE: 01/01/02 01:00  06/01/02 13:00
    VI  VISA

04  DISCOVER   NONE     05   3-CARDTYPE
    DATE: 01/01/02 01:00  06/01/02 13:00
    DS  DISCOVER

05  MIN AMT    CODE     06   4-MIN PURC
    DATE: 01/01/02 01:00  06/01/02 13:00
    9006 SODA       MIN PURCH = 100

06  MIN DEP AM COUP     00   5-DEPT
    DATE: 01/01/02 01:00  06/01/02 13:00
    9005 DAIRY      MIN PURCH = 050 AMT

07  MIN EP QT  COUP     00   5-DEPT
    DATE: 01/01/02 01:00  06/01/02 13:00
    9042 PREM.      MIN PURCH = 005 VOL

08  MILK PLU   NONE     09   1-PLU
    DATE: 01/01/02 01:00  06/01/02 13:00
    000000000031   MILK        QTY=02

09  ALLOW MOP  NONE     00   2-MOP
    DATE: 01/01/02 01:00  06/01/02 13:00
    DEBIT          NON-DISQUALIFIER

10  MC DEAL    NONE     01   3-CARDTYPE
    DATE: 01/01/02 01:00  06/01/02 13:00
    MC MASTERCARD
```

Sample POP TRANSACTION FILE Listing

Header Details:
- ID:
- AWD-TYP: Award type
  1. NONE
  2. CODE
  3. COUPON
- DEF ID: ID definition
  - 01: Cust ID 1
  - 02: Cust ID 2
- TYPE: Discount type
  1. PLU
  2. MOP
  3. Credit Card
  4. Min Purchase
  5. Min Dep Purch
  6. Membership
- DISCOUNT SCHEDULE: Start date and End date

IDs 02 and 09 are set up as “Non-disqualifying” MOPs; their Definition IDs are set to ‘00’.

Note: *The default MOP “non disqualifiers” does not print on this listing; only those manually set up print here.*

Delete a POP Discount

1. Arrow to the POP Discount you want to delete.
2. Key `[*] [ENTER]`.

POP Discount Coupon File

POP Coupon Set Up Steps

Set up a POP Discount Coupon only if "3. Coupon Only" is selected for the award type in step 4 of the **POP Transaction File**.

Note: *One coupon per site can be configured redeemable for discount on a future visit.*

1. Arrow to POP Discount Coupon File and press `[ENTER]`.

```
LINE 1                        _
```

2. Key (1 - 20 characters) to be printed on the first line.
3. Press [-->].

```
LINE 2                        _
```

4. Key the next two lines of text to be printed and press [-->] after each line *(Text automatically centers).*
5. Press `[EXIT] [EXIT]` to return to the switcher.

Note: *POP coupons can be redeemed inside at the Ruby terminal only.*
Note: *Changes to the POP Discount Coupon File print to the journal.*

File Maintenance

While in the POP Discount Coupon function, press `[List]`.

```
03/25/06                                 10:07
Store# AB123 Register ID# 1
POP DISCOUNT COUPON FILE
----------------------------------------
LINE 1       50 CENTS OFF MERCH
LINE 2        PURCHASE OF $10
LINE 3             OR MORE
```

Sample POP Discount Coupon File

Fuel Tax Exemption File

The Fuel Tax Exemption File function allows you to remove taxes from a post-pay fuel sale by setting up one to five fuel tax exemption records using the cents per gallon of tax, and/or using entries from **Manager > Tax File** for sales taxes on fuel sales. Fuel tax exemptions are kept in separate totals.

Considerations

Department

Set up a fuel department in the Department File and set the parameter "Fuel Tax Adjustment to make in Sale".

Fuel Tax Exemption File Steps

1. Arrow to the Fuel Tax Exemption function.
2. Press `[Select]`.

```
FTAXEX01 DESC                                _
```

3. Edit the first line or arrow to the line of information you want to change.
4. Enter the indicated information for each parameter.

FTAXEXnn Desc

Description: A description of the tax exemption that appears on the receipts and reports.

Values: Alphanumeric, 1 - 14 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

FTAXEXnn Tax Amt/Gal G0.000 0.000

Description: Cents per gallon of tax.

Values: Numeric, 0.000 - 99.000.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

FTAXEXnn Entry From Tax File: Tax File Index 1-4; 0 for none

Description: Allows selecting either cents per gallon of tax or using entries from ***Manager > Tax File***.

Values:
0: None.
1: Tax 1.
2: Tax 2.
3: Tax 3.
4: Tax 4.

Note: *See "Tax Rate File."*

Steps: Do one of the following:
–Key the new value and press `[ENTER]` to go to the next parameter.
–Press `[ENTER]` to make no changes and go to the next parameter.

FTAXEXnn Taxes to exempt: 1. Amt/Gal 2. Tax File Entry 3. Both

Description: Sets up the taxes to exempt from either the dollar amount per gallon, taxes applied in the Tax File, or a combination.

Values:
1: Amt/Gal.
2: Tax File Entry (calculated on the fuel price, less the Amt/Gal tax).
3: Both 1 and 2.

Steps: Do one of the following:
–Key the new value and press `[ENTER]` to go to the next parameter.
–Press `[ENTER]` to make no changes and go to the next parameter.

FTAXEXnn Print Signature Line [Y/N]

Description: Enables printing a receipt with a signature line to certify the customer's eligibility for the tax exemption.

Values: Yes or No.

Steps: Do one of the following:
–Key the new value and press `[ENTER]` to go back to the first parameter.
–Press `[ENTER]` to make no changes and go back to the first parameter.

5. Press `[ENTER]` to acknowledge the reminder and move to the next display.

```
FTAXEX01 DESC                                    _
```

6. Repeat steps 3 through 5 to make additional changes, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in Fuel Tax Exemption, press `[List]`.

```
03/25/06                           10:07
Store# AB123 Register ID# 1
FUEL TAX EXEMPTION FILE
                                    T
             SIG     AMT/    TAX    Y
## DESC      LINE    GAL     IND    P
----------------------------------------
01  05        N     0.000/G    1      0
05  01        N     0.000/G    0      0


TYP (TYPE OF TAX ADJUSTMENT)
---
1: ADJUSTMENT BASED ON AMT/GAL. ONLY
2: ADJUSTMENT BASED ON $ AMT AND TAX
   FROM TAX RATE FILE
3: ADJUSTMENT BASED ON BOTH TYPE 1 AND 2
```

Sample Fuel Tax Exemption Listing

Fuel Tax Receipt File

The Fuel Tax Receipt File function sets up to four header lines in a Fuel Tax Exemption Receipt that prints for a fuel sale that is given a fuel tax exemption. The receipt prints a signature line.

Fuel Tax Receipt File Steps

1. Arrow to the Fuel Tax Receipt function.
2. Press `[Select]`.

```
Fuel Tax Receipt Line1                              _
```

3. Edit the first line or arrow to the line of information you want to change.
4. Enter the indicated information for each parameter, or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in Fuel Tax Receipt, press `[List]`.

```
03/25/06                                  10:07
Store# AB123 Register ID# 1
FUEL TAX RECEIPT FILE
--------------------------------------
   COMPANY
   CUST NAME
   TAX ID#
   SIGNATURE
```

Sample Fuel Tax Receipt Listing

Delete Line

1. Arrow to the line you want to delete.
2. Key `[*] [ENTER]`.

Category Tracking File

The Category Tracking File function allows you to track transactions for up to 10 categories. Totals are reported in the Tracking Report section of the Cashier Report and Current Cashier Report.

Considerations

Cashier Closes

The Category Tracking File records clear with every fourth Close Cashier Totals performed.

Category File

A category must already be set up in the Department File before it can be tracked.

Category Tracking File Steps

1. Arrow to the Category Tracking function.
2. Press [Select].

```
01.   1                  FUEL
```

3. Enter the category number to track.
4. Press [ENTER].
5. Repeat steps 3 and 4 to make additional changes, or press [EXIT] to return to the Manager menu.

File Maintenance

While in Category Tracking, press [List].

```
03/25/06                                  10:07
Store# AB123 Register ID# 1
CATEGORY TRACKING FILE

CAT. NUMBER      DESCRIPTION
-----------------------------------------
01   0001        FUEL
02   0002        OTHER FUEL
03   0003        TOBACCO
04   0004        ALCOHOL
05   0005        FAST FOOD
06   0006        TAX GROC.
07   0007        N/TAX GROC.
08   0008        LOTTO
09   0009        MONEY ORDER
10   00010       CAR WASH
```

Sample Category Tracking listing

Secure Employee File

Access to secure functions such as Secure Employee Management and access to sensitive cardholder information (**Network Manager > Store and Forward**) requires Secure Employee login with a PA-DSS compliant password. The Secure Employee login is validated against the Secure Employee File.

All secure passwords must be at least seven characters in length, containing at least one digit and one letter and expire after 90 days. The system does not allow the re-use of the last four secure passwords. A secure session times out after 15 minutes of inactivity. A secure user is locked out after no more than six successive invalid login attempts. The lock-out duration is 30 minutes or until the administrator resets the password.

Secure Employee File Steps

1. Arrow to the Secure Employee File.
2. Press `[Select]`.
3. Enter secure I.D and press `[ENTER]`.
4. Enter secure password and press `[ENTER]`.

```
001   Name      ADMIN
```

5. Enter employee name and press `[ENTER]`.
6. Enter employee number and press `[ENTER]`. This number is used as the User ID.
7. At the change password prompt, select [`Yes`] to enter a secure password for the employee.
8. At the administrator prompt, select [`Yes`] if the employee has administrator rights.
9. Enter [`-->`] to repeat steps 5 through 8 or press `[EXIT]` to return to the Manager menu.

File Maintenance

While in Secure Employee File, press `[List]`.

```
03/07/08                           19:24
Store# AB123 Register ID# 1
SECURE EMPLOYEE FILE

ID#      SECURE EMPLOYEE NAME
SEC_EMP#     Acnt_Lck   Admin
----------------------------------------
001 ADMIN
1           N       Y

002 CASHIER
3           N       N
```

Sample Secure Employee File

4 Fuel Manager

Fuel Manager mode contains functions that define fuel control and sales conditions.

Note: *If you make a change to any of the parameters in the first 10 functions, always run the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send the changes you have made to the pumps and DCRs. Do both steps even if you have only made a change to a fuel parameter or to a DCR parameter, but not to both.*

- Tank Names
- Product Configuration
- Product Code Setup
- Product Department Setup
- Product ID Setup
- Pump Configuration
- Fuel Product Prices
- DCR Configuration
- Cash Acceptor Configuration
- Site Parameters
- Initialize Fuel
- Initialize DCRs
- Clear Pumps On Hold
- Reset Controller
- RFID Configuration
- POP Discount

Note: *Fuel Manager mode is available only on controlling terminals.*

Start Fuel Manager Mode Steps

1. Press `[EXIT]` until you reach the switcher.

```
                 [ SALES ]
```

2. Arrow to the Fuel Manager mode.

```
              [ FUEL MANAGER ]
```

3. Press `[Select]`.

```
Enter I.D. ? _
```

4. Key your employee ID and press `[ENTER]`.

```
Enter Password _
```

5. Key your personal password and press `[ENTER]`.

```
 1. TANK NAMES                     _
** Use Arrow Keys **

                *FUEL MANAGER MENU*
```

6. Arrow to the appropriate Fuel Manager function.
7. Press `[Select]`.

Tank Names

The Tank Names function defines one to nine tanks by name for the fuel tanks at the site and designates which tanks are manifolded.

Note: *This function should be used only when the system is first installed or if changes are made to the available products.*

Considerations

Sending Changes to the Pumps

If the changes to Tank Names are the last ones made in the Fuel Manager mode, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send the changes to the pumps and DCRs.

Manifolded Tanks

If you have manifolded tanks at your site, you must designate the primary tank for each fuel product. The *primary* tank is manifolded to itself. The secondary tank is manifolded to the primary tank.

For your reference when setting up this function, make a list of all primary tanks and the tanks that are manifolded to them.

Naming Tanks

Tank names can be one to six characters long. The name should describe the contents of the tank. For example, if a tank contains diesel fuel, name the tank ‘DIESEL’.

If there are tanks that are not used, **do not name the unused products ‘NONE’**. ‘NONE’ is reserved for indicating that no product is serving a hose in the Hose Assignments function. Give the unused takes a general name or leave them with the default names (‘tank06’, ‘tank07’). For example, if the ninth tank is not used, call it ‘tank09’ or ‘unused’.

Product Configuration

Each product in Product Configuration is defined as either fuel from one tank or a combination of two tanks. The tank names defined in Tank Names create the product.

Reports

- The Blend Product report contains a listing of the blended products and the tank names used to create the products. This is only used by sites that support blended fuel products.
- The Tank Monitor report reads and prints information on the status (level, temperature, etc.) of each tank by tank name. This is used by sites that have tank level sensors.
- The Tank Reconciliation report compares the beginning and ending contents of each tank. This is used by sites that have tank level sensors.

See the *Reports Manual* for more details on these reports.

Tank Names Steps for Non-manifolded Tanks

1. Arrow to the Tank Names function.
2. Press `[Select]`.

```
> 1. tank01 Manifold? [Y/N] N
  2. tank02 Manifold? [Y/N] N
  3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

3. Arrow until the > points to the tank name you want to change.
4. Key the new name (one to six characters) and press `[ENTER]`.

   Note: *Never assign the name 'NONE' to a tank.*

```
>1. UNLD1  Manifold? [Y/N] N
 2. tank02 Manifold? [Y/N] N
 3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

5. Press `[No] [ENTER]` if the tank is not manifolded to another tank.

```
>1. UNLD1  Manifold? [Y/N] N
 2. tank02 Manifold? [Y/N] N
 3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

6. Repeat steps 3 through 5 to change another non-manifolded tank name, or press `[EXIT]` to return to the Fuel Manager mode menu.

Tank Names Steps for Manifolded Tanks

1. Arrow to the Tank Names function.
2. Press [Select].

```
> 1. tank01 Manifold? [Y/N] N
  2. tank02 Manifold? [Y/N] N
  3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

3. Arrow until the > points at the tank name you want to change.
4. Key the new name (one to six characters) and press [ENTER].

Note: *Never assign the name 'NONE' to a tank.*

```
  1. UNLD1  Manifold? [Y/N] N
  2. tank02 Manifold? [Y/N] N
  3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

5. Press [Yes] and [ENTER] if the tank is manifolded to another tank.

Note: *If the tank is not manifolded to another tank, follow the procedure on the previous page.*

6. If necessary, arrow until the name of the primary tank appears in the right column.
7. Press [ENTER].

```
  1. UNLD1  Manifold? [Y/N] Y REGLR1
  2. tank02 Manifold? [Y/N] N
  3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

8. Arrow until the > is in front of the manifolded (secondary) tank for that product.

```
 1. UNLD1  Manifold? [Y/N] Y REGLR1
>2. tank02 Manifold? [Y/N] N
 3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

9. Key the manifolded product name (one to six characters) and press [ENTER].

```
 1. UNLD1  Manifold? [Y/N] Y REGLR1
>2. MREGL1 Manifold? [Y/N] N
 3. tank03 Manifold? [Y/N] N
                * TANK NAMES *
```

Note: *You may want to include an 'M' at the beginning of the secondary tank's name. In this example the primary tank is 'REGLR1' and the secondary tank is 'MREGL1'.*

10. Press [YES] [ENTER] to indicate that the tank is manifolded to another tank.

11. Arrow to the correct primary tank and press `[ENTER]`.

```
 1. UNLD1  Manifold? [Y/N] Y REGLR1
>2. MREGL1 Manifold? [Y/N] Y REGLR1
 3. tank03 Manifold? [Y/N] N
                 * TANK NAMES *
```

12. Repeat steps 3 through 11 to change another manifolded-tank name, or press `[EXIT]` to return to return to the Fuel Manager mode menu.
13. If these are the last changes before exiting Fuel Manager, do the following:
    – **Fuel Manager > Initialize Fuel > Full Initialization**
    – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Tank Names, press `[List]`.

```
03/25/06                          10:07
FUEL TANK NAMES

#  NAME    MANIFOLD    PRIMARY TANK
-----------------------------------------
1. tank01    Y         tank1a
2. tank02    Y         tank2a
3. tank03    Y         tank3a
4. tank04    Y         tank4a
5. tank05    Y         tank5a
6. tank06    N
7. tank07    N
8. tank08    N
9. tank09    N
```

Sample Tank Names Listing

Product Configuration

The Product Configuration function defines one to nine fuel products that are sold at the site.

Note: *This function should be used only when the system is first installed or if changes are made to the available products.*

Considerations for All Dispensers

Sending Changes to the Pumps

If the changes you make to the Tank Names function are the last ones to be made in the Fuel Manager mode, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send changes you have made to the pumps and the DCRs.

Blended Products

If your site uses blended fuels, you can choose a percentage of two different tanks to create the blended fuel. When you set the first tank to a percent less than 100, the second tank choice appears. The second tank is automatically set to 100 minus the percent set for the first tank.

If your site uses Dresser/Wayne dispensers, please see “Dresser/Wayne Product Configuration Considerations” for additional information.

Fuel Product Prices

Prices are defined for each service level/MOP combination for each product defined in the Product Configuration function.

Naming Products

Fuel product names can be one to six characters long. The name should describe the fuel product. For example, if a fuel product contains mostly diesel fuel, name the fuel product ‘DIESEL’ or ‘DIESL’.

If you have products that are not used, do not name the unused products ‘NONE’. This name is reserved for indicating that no product is serving a hose in the Hose Assignments function. Name the unused products something general. For example, if the ninth product is not used, call it ‘prod09’ or ‘unused’.

Pump Configuration: Hose Assignments

The products defined in the Product Configuration function are used to assign a product to each hose that dispenses fuel.

Pure Products

A pure product comes 100% from one tank. If you set a product to 100% from the first tank, the second tank is not displayed.

Reports

- The PR/Price Level Report lists fuel sales by product and method of payment.
- The Tier/PR Report lists fuel sales by price tier and product.
- The FP/Hose, FP/Hose Running, Dispenser, and Blend Product Reports list fuel sales by fueling point and product.

Dresser/Wayne Dispensers Considerations

Sites that use Dresser/Wayne dispensers must set up fuel products in a specific manner. Do the following to configure the Ruby terminal for non-blending and blending dispensers:

1. Assign tank names using the Tank Names function in Fuel Manager mode. Tanks are numbered 1 through 9. Use default tank names (e.g., tank07, tank08) to identify unused tanks.
2. Assign fuel products using the Product Configuration function in Fuel Manager mode. Fuel products are numbered 1 through 9.

Non-blending Dispensers

Use this setup if your system uses only pure, unblended products. Nine products, numbered 1 through 9, are available. See example 1 for a sample setup.

Example 1

A site has the following setup:

Tanks:	4 tanks
Products:	4 pure products - unleaded, midgrade, premium, diesel
Dispensers:	1 three-product dispenser 1 one-product dispenser

1. Set up the tanks in the Tank Names function.
2. Use Product Configuration to set up the products as follows:

Product Configuration			
	First Tank Used		Second Tank Used
Name	Tank Name	Percentage	Tank Name
1. UNLD	UNLD	100	N/A
2. MID1	MID1	100	N/A
3. PREM	PREM	100	N/A
4. DIESEL	DIESEL	100	N/A

Note: *Products 1 through 3 are used by the three-product dispenser. Product 4 is used by the one-product dispenser. Products 5 through 9 are not used and do not need to be defined.*

To print the product configuration, press `[List]`.

```
03/25/06                               10:07
FUEL PRODUCT CONFIGURATION

#  NAME        TANK1      PCT    TANK2
----------------------------------------
1. UNLD      tank01    100%
2. MID1      tank02    100%
3. PREM      tank03    100%
4. MID2      tank04    100%
.
.
.
```

Sample Product Configuration Listing

Blending Dispensers

Use this setup if one or more products are blended. The PIB requires that ALL nine products be defined (product percentages assigned) even if they are not going to be used.

- **Products 1 through 3**: Pure products, if used
- **Products 4 through 5**: Products used to make blended products
  - Product 4 must be 100% from tank 4 and must be the product with the lower of the two grades. Often tank 4 is named “REG” for regular unleaded, low, regular, etc.
  - Product 5 must be 100% from tank 5 and must be the product with the higher of the two grades. Tank 5 is often named “HIGH” for highgrade, premium, supreme high, etc.
- **Products 6 through 9**: Are the result of blending percentages of products 4 and 5.
  - Whether or not they are used, you must assign blended products in order of descending percentages of tank 4. This means that the first blended product (product 6) has the highest percentage of product 4. Product 7 has the next highest percentage of tank 4. Product 8 has the next highest and product 9 has the lowest percentage of tank 4. (See examples 2, 3, and 4 below.)

- If the site uses pure products, assign positions 1, 2, or 3. Draw from the tank in the same position.

Example 2

A site has the following setup:

Tanks:	2 tanks
Products:	2 pure products - unleaded, premium 1 blended product - midgrade 1 unleaded
Dispensers:	1 three-product dispenser

1. Set up the tanks in the Tank Names function.

Tank Names			
Number	**Name**	**Number**	**Name**
TANK01	TANK01	TANK06	TANK06
TANK02	TANK02	TANK07	TANK07
TANK03	TANK03	TANK08	TANK08
TANK04	UNLD	TANK09	TANK09
TANK05	PREM		

2. Use Product Configuration to set up the products as follows:

Product Configuration			
	First Tank Used		Second Tank Used
Name	**Tank Name**	**Percentage**	**Tank Name**
4. UNLD	UNLD	100	N/A
5. PREM	PREM	100	N/A
6. MID1	UNLD	60%	PREM
7. PROD07	UNLD	50%	PREM
8. PROD08	UNLD	40%	PREM
9. PROD09	UNLD	30%	PREM

Note: *Products 1 through 3 are not used. Products 7 through 9 are uniquely defined but not used.*

To print the product configuration, press [List].

```
03/25/06                                 10:07
FUEL PRODUCT CONFIGURATION

#  NAME       TANK1     PCT    TANK2
-----------------------------------------
1. PROD1      tank01   100%
2. PROD2      tank02   100%
3. PROD3      tank03   100%
4. UNLD       UNLD     100%
5. PREM       PREM     100%
6. MID1       UNLD      60%    PREM
7. PROD07     UNLD      50%    PREM
8. PROD08     UNLD      40%    PREM
9. PROD09     UNLD      30%    PREM
```

Sample Product Configuration Listing

Product Configuration Steps

1. Arrow to the Product Configuration function.
2. Press [Select].

```
>1. UNLD   T1 tank01 PCT 100%
 2. MID1   T1 tank02 PCT 100%
 3. PREM   T1 tank03 PCT 100%
                * PRODUCT CONFIGURATION *
```

3. Arrow to the product to change.
4. Key the new name (one to six characters) and press [ENTER].

```
 1. UNLD   T1 tank01 PCT 100%
>2. MID2   T1 tank02 PCT 100%
 3. PREM   T1 tank03 PCT 100%
                * PRODUCT CONFIGURATION *
```

Note: *Correct spelling of the fuel product name is very important for proper operation of the Ruby terminal software. For example, if the site dispenses diesel, always spell it as 'DIESEL' or 'DIESL'.*

Note: *If a name change is the only operation performed, proceed to step 8.*

5. Arrow to the correct tank and press [ENTER].

```
 1. UNLD   T1 tank01 PCT 100%
>2. MID2   T1 tank02 PCT 100%
 3. PREM   T1 tank03 PCT 100%
                * PRODUCT CONFIGURATION *
```

6. Key the percent of the tank that is used to create the product.
   – If the product is a pure product, key [1] [0] [0] [ENTER]. Go to step 7.
   – If it is a blended product, key the percent of this first tank and press [ENTER].

```
 1. UNLD   T1 tank01 PCT 100%
>2. MID2   T1 tank02 PCT  80% T2 NONE
 3. PREM   T1 tank03 PCT 100%
                * PRODUCT CONFIGURATION *
```

7. A second tank appears. Arrow to the correct second tank and press `[ENTER]`.

```
 1. UNLD   T1 tank01 PCT 100%
 2. MID2   T1 tank02 PCT  80% T2 SUPER
>3. PREM   T1 tank03 PCT 100%
                * PRODUCT CONFIGURATION *
```

8. Repeat steps 3 through 7 to change another product, or press `[EXIT]` to return to the Fuel Manager mode menu.
9. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

Change Product Order Steps

Some software applications preset products or product names and cannot be changed. Some dispenser systems require products be in a specific order. To change the product order, do the following:

1. Arrow to the Product Configuration function.
2. Press `[Select]`.

```
>1. UNLD   T1 tank01 PCT 100%
 2. MID1   T1 tank02 PCT  80% T2 SUPER
 3. PREM   T1 tank03  PCT 100%
                * PRODUCT CONFIGURATION *
```

3. Arrow to the first product you want to switch. Press `[Select]`.

```
>1. UNLD   T1 tank01 PCT 100%
 2. MID1   T1 tank02 PCT  80% T2 SUPER
 3. PREM   T1 tank03  PCT 100%
                 * Product 1 Selected *
```

4. Arrow to the second product you want to switch with the first. Press `[Select]`.

```
  1. UNLD   T1 tank01 PCT 100%
> 2. MID1   T1 tank02 PCT  80% T2 SUPER
  3. PREM   T1 tank03 PCT 100%
                * Swapping Prods 2 and 1
```

5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Product Configuration, press [List].

```
03/25/06                          10:07
FUEL PRODUCT CONFIGURATION

#  NAME       TANK1     PCT    TANK2
----------------------------------------
1. UNLD       tank01   100%
2. MID1       tank02   100%
3. PREM       tank03   100%
4. MID2       tank04   100%
.
.
.
```

Sample Product Configuration Listing

Product Code Setup

This function defines product codes for fuel products and service levels.

Considerations

Sending Changes to the Pumps

If the changes you make to the Product Code Setup function are the last ones to be made in the Fuel Manager mode, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send changes you have made to the pumps and the DCRs.

Product Configuration

Set up fuel product names in the Product Configuration file before entering product codes.

Product Code Setup Steps

1. Arrow to the Product Code Setup function.
2. Press `[Select]`.

```
> 1. UNLD   SELF 002  FULL 012
  2. MID1   SELF 016  FULL 017
  3. PREM   SELF 003  FULL 013
                 * PRODUCT CODE SETUP *
```

3. Arrow until the > points at the fuel product whose product code and service level you want to change.
4. Key the product code for the self-service fuel product (one to three digits) and press `[ENTER]`.

```
  1. UNLD   SELF 002  FULL 012
> 2. MID1   SELF 016  FULL 017
  3. PREM   SELF 003  FULL 013
                 * PRODUCT CODE SETUP *
```

5. Key the product code for the full-service fuel product (one to three digits) and press `[ENTER]`.
6. Repeat steps 3 through 5 to change another product code, or press `[EXIT]` to return to the Fuel Manager mode menu.
7. If these are the last changes before exiting Fuel Manager, do the following:
   - **Fuel Manager > Initialize Fuel > Full Initialization**
   - **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Product Code Setup, press `[List]`.

```
03/25/06                                10:07
PRODUCT CODE CONFIGURATION

#  NAME   SELF   FULL
----------------------------------------
1. UNLD   002    012
2. MID1   016    017
3. PREM   003    013
4. MID2   025    026
5. MID3   027    028
6. MID4   027    031
7. DIESL  006    032
8. KERSN  005    005
9. REG    001    011

AVAILABLE FUEL PRODUCT CODES

001 UNLEAD REGULAR
002 UNLEAD PLUS
003 UNLEAD SUPER
004 UNLEAD 4
005 UNLEAD 5
006 UNEADL METH 5.7
011 UNL ETH 5.7 BLD
012 UNL PLUS ETH 5.7

etc.
```

Sample Product Code Listing

Product Department Setup

The Product Department Setup function defines the department numbers for fuel products.

Considerations

Sending Changes to the Pumps

If the changes to the Product Department Setup function are the last in Fuel Manager mode, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send changes to the pumps and DCRs.

Department File

Fuel department files must be set up in the Department File before entering information in Product Department Setup. The Product Department Setup numbers should be the same as the fuel department numbers.

Product Configuration

Set up product names in Product Configuration file before entering department numbers.

Product Department Setup Steps

1. Arrow to the Product Department Setup function.
2. Press `[Select]`.

```
>1. UNLD   9998 MANUAL FUEL DEPT
 2. MID1   9998 MANUAL FUEL DEPT
 3. PREM   9998 MANUAL FUEL DEPT
                * PRODUCT DEPT SETUP *
```

3. Arrow to the fuel product whose department number you want to change.
4. Key the department number (1 - 9999) and press `[ENTER]`. The department name automatically appears to the right of the department number.

```
 1. UNLD   9998 MANUAL FUEL DEPT
>2. MID1   9997 MANUAL FUEL DEPT
 3. PREM   9998 MANUAL FUEL DEPT
                * PRODUCT DEPT SETUP *
```

5. Repeat steps 3 and 4 to change another department number, or press `[EXIT]` to return to the Fuel Manager mode menu.
6. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Product Department Setup, press `[List]`.

```
03/25/06                           10:07
PRODUCT DEPT CONFIGURATION

#  NAME    # DEPT
----------------------------------------
1. UNLD   9998 MANUAL FUEL DEPT

2. MID1   9998 MANUAL FUEL DEPT

3. PREM   9998 MANUAL FUEL DEPT

4. MID2   9998 MANUAL FUEL DEPT

5. MID3   9998 MANUAL FUEL DEPT

6. MID4   9998 MANUAL FUEL DEPT

7. DIESL  9998 MANUAL FUEL DEPT

8. KERSN  9998 MANUAL FUEL DEPT

9. REG    9998 MANUAL FUEL DEPT
```

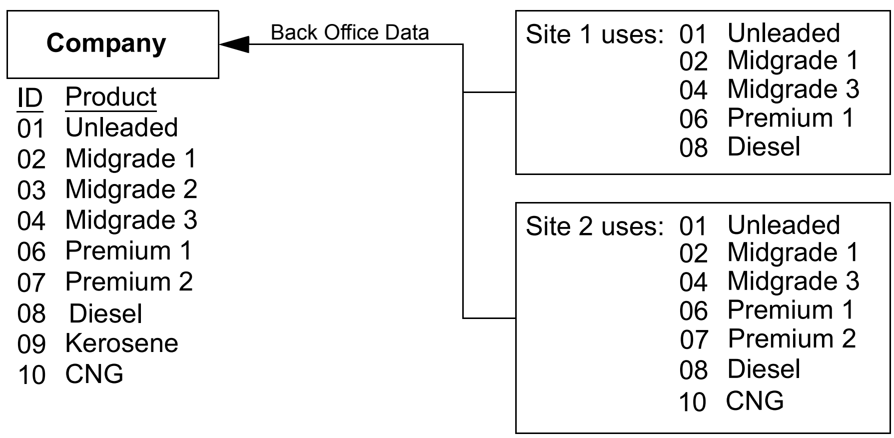
Sample Product Department Configuration Listing

Product ID Setup

The Product ID Setup function defines identification numbers for fuel products. This is used in the following general situation:

- A fuel company has more than nine fuel products available. It assigns a number (1 - 99) to each product.
- Each of the company's sites selects up to nine of the available products and defines them in the Product Configuration function.
- Each site enters the company-assigned number for each fuel product in the Product ID Setup.
- If the company uses back office software to gather data on fuel sales, then all fuel product sales can be compared equally based on the Product IDs.

Example:



The Company sets the Product IDs for each of its fuel products.

Site 1 sets up five products in the Product Configuration function. Site 1 then assigns the company-assigned IDs to those five products in the Product ID Setup function.

Site 2 does the same for its seven products.

The company then receives fuel sale data via backoffice software and can compare the sales of fuel products by their product IDs.

Considerations

Sending Changes to the Pumps

If these are the last changes to be made in the Fuel Manager mode, perform the **Initialize Fuel** > **Full Initialization** function, followed by the **Initialize DCRs** > **All DCRs** function. These steps send the changes to the pumps and DCRs.

Product Configuration

Set up names in the Product Configuration file before entering identification numbers.

Product ID Setup Steps

1. Arrow to the Product ID Setup function and press `[Select]`.

```
>1. UNLD    1
 2. MID1    2
 3. PREM    0
                * PRODUCT ID SETUP *
```

2. Arrow to the fuel product ID number to change.
3. Key the ID number (1 - 99) and press `[ENTER]`.

```
 1. UNLD   11
>2. MID1   _0
 3. PREM    0
                * PRODUCT ID SETUP *
```

4. Repeat steps 2 and 3 to change another ID number, or press `[EXIT]` to return to the Fuel Manager mode menu.
5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager** > **Initialize Fuel** > **Full Initialization**
   – **Fuel Manager** > **Initialize DCRs** > **Download To All DCRs**.

File Maintenance

While in Product ID Setup, press `[List]`.

```
03/25/06                        10:07
PRODUCT ID CONFIGURATION

#  NAME   ID
-----------------------------------------
1. UNLD   0001
2. MID1   0002
3. PREM   0003
4. MID2   0004
5. MID3   0005
6. MID4   0006
7. DIESL  0007
8. KERSN  0008
```

Sample Product ID Listing

Pump Configuration

The Pump Configuration function defines how each of up to 32 pumps operates and which fuel products dispense through their hoses.

Note: *This function should only be used when the system is first installed or if changes are made to the dispenser setup.*

Considerations

Sending Changes to the Pumps

If the Pump Configuration function are the last changes to be made, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send changes to the pumps and DCRs.

Attributes

Review the parameters in the Attributes function and decide how to set up the system.

Hose Assignments

You can only assign fuel products to the pumps that have been turned on in the Attributes function in Pump Configuration by setting the “Access” parameter to ‘Y’.

Start Pump Configuration Steps

1. Arrow to the Pump Configuration function.
2. Press `[Select]`.

```
> 1. ATTRIBUTES
  2. HOSE ASSIGNMENTS

                 * PUMP CONFIGURATION *
```

3. Arrow to the Attributes or Hose Assignments function.
4. Press `[Select]`.

Initial Pump Configuration

You can start selling fuel quickly by following these steps the first time you enter the Pump Configuration function. You can go back later to set up more specific options for fuel pumps and dispenser card readers.

1. At the Fuel Manager mode menu, arrow to the Pump Configuration function.
2. Press `[Select]`.

```
How many pumps are there? [1-32]      _
```

3. Key the number of fuel pumps and press [ENTER]. This sets the “Access” parameter in Attributes in Pump Configuration to ‘Y’ for the number of pumps.

   Note: *If the pumps are not numbered consecutively beginning with ‘1’, key the highest pump number. For example, if the pumps are numbered 7 through 12, enter ‘12’. Go back and disable the pump numbers that do not exist.*

```
Do they all have DCRs? [Y/N]      _
```

4. Do one of the following:
   – Press [Yes] if all the fuel pumps have dispenser card readers. The terminal automatically enables DCR sales at all pumps. The “DCR in dispenser” and “Pay at pump” parameters in DCR Attributes in DCR Configuration are set to ‘Y’.
   – Press [No] if only some pumps have dispenser card readers or if there are none. You must manually enable the DCR for each pump that has one using the DCR Attributes function in DCR Configuration.
5. The following screen displays.

```
> 1. ATTRIBUTES
  2. HOSE ASSIGNMENTS

              * PUMP CONFIGURATION *
```

6. Do one of the following:
   – Continue with the Attributes function.
   – Continue with the Hose Assignments function.
   – Press [EXIT] to return to the Fuel Manager menu.
7. To start fuel sales immediately, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

Attributes Steps

The Attributes function sets up how each pump at the site operates.

1. Arrow to the Attributes function.

```
> 1. ATTRIBUTES
  2. HOSE ASSIGNMENTS

                * PUMP CONFIGURATION *
```

2. Press [Select].

```
PUMP #01


                * SET ATTRIBUTES *
```

3. Arrow to the correct pump number.
4. Press [Select].

```
> 1. Access [Y/N]                    Y
  2. Preset prepay [Y/N]             Y
  3. Preset postpay [Y/N]            Y
                * ATTRIBUTES FP #01 *
```

5. Enter a value for each parameter.

---

1. Access [Y/N]

Values: Yes or No.

Yes: This pump can be accessed by the Ruby terminal.

No: This pump cannot be accessed by the Ruby terminal.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

---

2. Preset prepay [Y/N]

Description: A preset/prepay fuel sale, also called a prepay fuel sale, occurs when the cashier presets fuel for a specific dollar or volume amount and the customer must pay for the fuel before it can be dispensed. This type of fuel sale uses the [PREPAY] key.

Values: Yes or No.

Yes: Prepay fuel sales can be done on this pump.

No: Prepay fuel sales cannot be done on this pump.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

3. Preset postpay [Y/N]

Description: A preset/postpay fuel sale occurs when the cashier presets fuel for a specific dollar or volume amount and the customer can then pay for the fuel either before or after it is dispensed. This type of fuel sale either uses the [FUEL PRESET] key or the Fuel Preset option of the [OTHER FUEL] key.

Values: Yes or No.

Yes: Preset fuel sales can be done on this pump.

No: Preset fuel sales cannot be done on this pump.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

4. Stacking [Y/N]

Description: Determines whether one fuel sale can remain uncollected while a second dispenses and completes.

Values: Yes or No.

Yes: The pump can accept two due fuel sales at one time.

No: The pump only allows one due fuel sale at a time.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

5. First in/first out [Y/N]

Note: *This parameter requires that the "Stacking" parameter be set to 'Y'.*

Values: Yes or No.

Yes: The first sale that becomes due on this pump must be cashed out first.

No: Either sale on the pump can be cashed out first.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

6. Autoapproval [Y/N]

Note: *The first sale must be cashed out before a second sale can be autoapproved.*

Note: *If "Autoapproval" is set to 'Y' and **DCR Configuration > "Handle Up Calling"** to 'Y', unintentional drive-offs may occur.*

Values: Yes or No.

Yes: The cashier's approval is not required before the customer can dispense fuel from this pump.

No: A cashier must approve a sale as a preset, as a prepay, or by pressing [APPROVE] before the customer can dispense fuel from this pump.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`7. Autocollect [0-2] (0=Disable)`

Description: An employee outside collects payments directly from the customer at the pump as at a full service island. The Autocollect report for the period displays the totals for these sales.

Values: Numeric, 0 - 2.

0: Payments are collected inside at the Ruby terminal only.

1: Attendant can accept cash, a cash receipt prints at the DCR, and the fueling limit displays.

2: Attendant can accept cash or card payment, cash and card receipts print at the DCR, and the fuel limit displays.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`8. Autodisapproval [Y/N]`

Values: Yes or No.

Yes: An approved pump switches to disapproved status if it remains inactive for the period of time set in the "Delay autodisapproval [0-10]" parameter in the Fuel Site Parameters.

No: If this pump is approved, it stays approved until it is manually changed.

Note: *In DCR transactions, the pump disapproves after three minutes regardless of this setting or that of the "Delay autodisapproval" parameter. Prepays never time out.*

Note: *A Prepay Fuel Sale with Fast Credit Enabled can get disapproved.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`9. Mode [G/$] ?`

Description: The units in which the pump's fuel is measured. Use this parameter with the "Limit" parameter.

Values: G or $.

G: The pump's limit is measured in gallons.

$: The pump's limit is measured in dollars.

Note: *If this parameter is set to 'G' and a customer prepays for fuel, the limit becomes the amount of money tendered by the customer, not the amount set in the "Limit" parameter.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

10. Limit

Description: The maximum amount that the pump dispenses in one sale. Use this parameter with the “Mode” parameter.

Values: Numeric, 0.00 - 999.99 dollars or gallons.

Note: *The current limit appears to the right of the parameter.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

11. Slow flow

Description: The point at which the pump slows the flow of fuel as it approaches the preset amount. The value depends on the pump brand.

Values: Numeric, 2 - 9999.

Gilbarco: This value is set at the pump. Settings at the Ruby terminal do not affect the pump.

Tokheim: The slow flow value is multiplied by 0.05 times the volume units (gallons or liters).

Dresser/Wayne: The slow flow value is multiplied by 0.001 gallons.

Note: *This parameter has no effect on Wayne iGem or 3/Vista dispensers.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

12. Default service level

Description: This is the default service level assigned to this pump.

Values: Predefined service level types, ‘SELF’, ‘FULL’, and ‘MINI’ (in areas where self service is not permitted).

Steps: Do one of the following:

–Key `[Select]` until the desired value displays and press `[-->]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

13. Default MOP

Description: This is the default method of payment type assigned to this pump.

Values: Predefined MOP types, ‘CASH’, ‘CRED’, and ‘CHEC’.

Steps: Do one of the following:

–Key `[Select]` until the desired value displays and press `[-->]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

14. Blend type

Description: Determines whether fuel is blended at either the pump or the Ruby terminal (using the Product Configuration function).

Values: Predefined fuel blending types, ‘ELEC’, ‘FIX’, ‘MECH’, ‘NONE’, ‘VARI’.

ELEC: Electrical Blender (Tokheim only): Can be set at the pump or the terminal as a fixed blend percentage.

FIX: Fixed Blender (Dresser/Wayne or Gilbarco only): Can be set at the pump or the terminal, it requires a three-product dispenser that uses two pure products (one high grade and one low grade) to create a third, blended product. This is a fixed blend percentage.

Gilbarco - 0% to 100% in 1% increments.

Dresser/Wayne - 1% to 99% in 1% increments.

MECH: Mechanical Blender (Tokheim only): Can be set at the terminal as a fixed blend percentage in a range of 5% to 95% in 5% increments.

NONE: Blending is not used. For Schlumberger, use this setting.

VARI: Variable Blender (Tokheim, Dresser/Wayne, or Gilbarco): Can be set at the terminal and is used with a three- to five-product pump.

Gilbarco - 1% to 99% in 1% increments.

Tokheim - 0% to 100% in 1% increments.

Dresser/Wayne - 1% to 99% in 1% increments.

Steps: Do one of the following:

–Press `[Select]` until the desired value appears then arrow to the next item.

–Press `[-->]` to make no changes and go to the next item.

15. View Buzzer Off [Y/N]

Description: This parameter affects sites with DCRs. It is usually used during a prepay when the customer lifts the handle, leaves the nozzle off the pump, and comes inside to pay.

Values: Yes or No.

Yes: When `[VIEW]` is pressed, the beeping at the Ruby terminal stops; the request for approval continues.

No: Beeping at the Ruby terminal continues until the customer has paid.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

16. Ignore Pump Error [Y/N]

Description: Determines whether a pump resumes service after an authorization failure. Sites that have full-service attendants at the pumps, but no cashier inside at the Ruby terminal, use this feature to provide full-service autocollect.

Values: Yes or No.

Yes: If an authorization fails, the Ruby terminal automatically continues to approve the transactions on the pump without a cashier pressing [APPROVE]. For this feature to work, set “Autoapproval” to ‘Y’, “Autocollect” to ‘2’, and “Default service level” to ‘Full’.

No: If an authorization fails, a cashier must press [APPROVE] to start the next transaction on the pump.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the first item.

–Press [-->] to make no changes and go to the first item.

6. Do one of the following:
   - To define another pump, press [EXIT] and repeat steps 3 through 5. To set up the next pump exactly like the one just completed, press [Yes] or [No] and then press [ENTER].

```
Same as Pump 01 [Y/N] ?              N
```

   - To return to the Pump Configuration menu, press [EXIT] [EXIT].
   - To return to the Fuel Manager menu, press [EXIT] [EXIT] [EXIT].
7. If these are the last changes before exiting Fuel Manager, do the following:
   - **Fuel Manager > Initialize Fuel > Full Initialization**
   - **Fuel Manager > Initialize DCRs > Download To All DCRs**.

Hose Assignment Steps

The Hose Assignment function sets up the products that are dispensed from each hose at each pump. One to six hoses can be defined for each pump that was set up in the Attributes section. Assign product name ‘NONE’ to hoses that do not exist or are not used.

1. Arrow to the Hose Assignments function.

```
  1. ATTRIBUTES
> 2. HOSE ASSIGNMENTS

                * PUMP CONFIGURATION *
```

2. Press `[Select]`.

```
> 1. UNLD  MID1  PREM  MID2  NONE  NONE
  2. UNLD  MID1  PREM  MID2  NONE  NONE
  3. UNLD  MID1  PREM  MID2  NONE  NONE
                * HOSE ASSIGMENT *
```

3. Arrow to the pump number of the hoses (fuel products) to change. There may be more than one screen of choices. Press `[ENTER]`.
4. For each hose of the pump, do one of the following:
   – Arrow to the fuel product to be dispensed from that hose. Press `[ENTER]` to select the fuel product and go to the next hose.
   – Press `[ENTER]` to go to the next hose without making changes.
5. Do one of the following:
   – Repeat step 4 to change the fuel product of another hose.
   – Press `[EXIT]` and repeat steps 3 and 4 to change the fuel products for another hose.
   – Press `[EXIT][EXIT]` to return to the Pump Configuration menu.
   – Press `[EXIT][EXIT][EXIT]` to return to the Fuel Manager menu.
6. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Pump Configuration, press `[List]` to print the current Pump Attributes and Hose Assignment settings.

```
03/25/06                           10:07
PUMP ATTRIBUTES

----------------------------------------
FP     LIMIT    SLOW   SERVICE  DEFAULT
                FLOW   LEVEL    MOP
----------------------------------------
 1. $  500.00      6   SELF     CASH
 2. $  500.00      6   SELF     CASH
 3. $  500.00      6   SELF     CASH
 4. $  500.00      6   SELF     CASH
 5. $  500.00      6   SELF     CASH
 6. $  500.00      6   SELF     CASH
 7. $  500.00      6   SELF     CASH
 8. $  500.00      6   SELF     CASH
 9. $  500.00      6   SELF     CASH
10. $  500.00      6   SELF     CASH

----------------------------------------
                               V
          P              A  B  I  I
F      P  R     F  A  A  U  L  E  G
U      R  E  S  I  U  U  T  E  W  N
E      E  S  T  F  T  T  O  N     O
L   A  S     A  O  O  O     D  B  R
    C     P  C           D     U  E
P   C  P  O  K  R  A  C  I  T  Z
U   E  R  S  I  E  P  O  S  Y  Z  E
M   S  E  T  N  Q  P  L  A  P  E  R
P   S  P  P  G  D  R  L  P  E  R  R
----------------------------------------
01. Y  Y  Y  Y  N  N  N  N  N  N  N
02. Y  Y  Y  Y  N  N  N  N  N  N  N
03. Y  Y  Y  Y  N  N  N  N  N  N  N
04. Y  Y  Y  Y  N  N  N  N  N  N  N
05. Y  Y  Y  Y  N  N  N  N  N  N  N
06. Y  Y  Y  Y  N  N  N  N  N  N  N
07. Y  Y  Y  Y  N  N  N  N  N  N  N
08. Y  Y  Y  Y  N  N  N  N  N  N  N
09. Y  Y  Y  Y  N  N  N  N  N  N  N
10. Y  Y  Y  Y  N  N  N  N  N  N  N
```

Sample Pump Configuration Listing

While in a Pump Configuration submenu (Attributes or Hose Assignments), press `[List]`.

```
03/25/06                           10:07
PUMP/HOSE ASSIGNMENT

----------------------------------------
FP HOSE1 HOSE2 HOSE3 HOSE4 HOSE5 HOSE6
----------------------------------------
 1. UNLD  MID1  PREM  MID2  NONE  NONE
 2. UNLD  MID1  PREM  MID2  NONE  NONE
 3. UNLD  MID1  PREM  MID2  NONE  NONE
 4. UNLD  MID1  PREM  MID2  NONE  NONE
 5. UNLD  MID1  PREM  MID2  NONE  NONE
 6. UNLD  MID1  PREM  MID2  NONE  NONE
 7. UNLD  MID1  PREM  MID2  NONE  NONE
 8. UNLD  MID1  PREM  MID2  NONE  NONE
 9. UNLD  MID1  PREM  MID2  NONE  NONE
10. UNLD  MID1  PREM  MID2  NONE  NONE
```

Sample Pump Configuration Submenu Listing (Hose Assignments)

Fuel Product Prices

The Fuel Product Prices function defines prices for each product at each combination of service level and method of payment. “FUEL CHANGE” as well as “FUEL PRICES INIT” prints to the journal with the employee number, date, and time whenever fuel prices are changed and/or initialized.

Note: *Price changes do not take effect until the Initialize Fuel function is run.*

Considerations

Pricing Tiers

Two pricing tiers or periods of time may be set in which different sets of fuel prices are active. For example, tier pricing may be used if the site sells fuel products at different prices during the day than those sold at night. To set up tier pricing, do the following:

1. Set the start time for tier 2 with the “Start tier” parameter in **Fuel Manager > Site Parameters > Fuel Site Parameters** function.
2. Set the number of tier hours with the “Number of tier hours” parameter in **Fuel Manager > Site Parameters > Fuel Site Parameters** function.

   Note: *If the start time or the number of tier hours is not set to a number greater than 0, tier 2 prices do not appear in the Fuel Product Prices function.*
3. Set up prices for both tiers using the Fuel Product Prices function. If the prices for tier 2 are not set, the prices set in tier 1 are used.

   Note: *If tier pricing is not being used, only set prices for tier 1.*

Pump Configuration: Hose Assignments

Only the products that have been assigned to a hose in the Hose Assignments function in Pump Configuration are available for pricing.

Ignore MOP Conflict

Note: *If the “Ignore MOP Conflict” parameter is set to ‘N’ and prices for cash and credit are not the same, the dispensers must have separate* `[CASH]` *and* `[CREDIT]` *keys to comply with US Weights and Measures requirements.*

If the “Ignore MOP Conflict” parameter in the Fuel Site Parameters function is set to ‘Y’, no difference exists between cash and credit pricing. If this is the case, when a price is entered for the cash MOP level of a product, the credit MOP level of the product automatically changes to the same price. The credit price can still be changed to be a different price if necessary.

Note: *Certain POP discount configurations may require a cash price that is different from the credit price. (See the "POP Discount" section, later in this chapter for more information.*

Force .9 Cents Per Gallon

Setting the "Force .9 Cents Per Gallon" parameter in the Fuel Site Parameters function determines whether a '9' is added to the third decimal place of the fuel price.

Fuel Product Prices Steps

1. Arrow to the Fuel Product Prices function.
2. Press `[Select]`. If you have two-tier pricing set up, a choice of tiers appears.

```
> 1. TIER1
  2. TIER2

                  * FUEL PRICES *
```

3. Arrow until the > points to the price tier to change.
4. Press `[Select]`. A choice of products appears.

```
> 1. UNLD       4. MID2
  2. MID1
  3. PREM
                 * FUEL PRICES TIER1 *
```

5. Arrow until the > points to the product to change. There may be more than one screen of choices.
6. Press `[Select]`.

```
>1. SELF CASH 1.111   0.000
 2. SELF CRED 1.121
 3. SELF CHEC 1.131
                 * PRICES TIER1 REG    *
```

7. Arrow to the service level/MOP combination price to change.
8. Key the new price (between $0.000 and $9.999) and press `[ENTER]`.

   Note: *Set decimal positions in **Site Parameters > Fuel Site Parameters >"PPU Decimal Position."***

9. Do one of the following:
   – Repeat steps 5 through 8 to change another price for the product.
   – Press `[EXIT]` and repeat steps 4 through 8 to change price of another product.
   – Press `[EXIT] [EXIT]` and repeat steps 3 through 8 to change prices in another tier.
   – If tier pricing is not set up, press `[EXIT] [EXIT] [EXIT]` to return to the Fuel Manager mode menu.
10. If fuel prices are the only changes, do the following before exiting Fuel Manager:
   – **Fuel Manager > Initialize Fuel > Prices Only**

   If there are changes in other fuel parameters as well as fuel prices, do the following:

   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

   Note: *See "File Maintenance" to print the prices and confirm the change.*

File Maintenance

While in Fuel Product Prices, press [List].

(If you have two tiers set up and press [List] while at the tier menu, fuel prices for both tiers print. When you are in an individual tier, only prices for that tier print.)

```
03/25/06                                   10:07
FUEL PRICES

----------------------------------------
              CASH    CRED    CHEC
----------------------------------------
UNLD   SELF   1.111   1.121   1.131
UNLD   FULL   1.211   1.221   1.231
UNLD   MINI   1.311   1.321   1.331

MID1   SELF   2.111   2.121   2.131
MID1   FULL   2.211   2.221   2.231
MID1   MINI   2.211   2.321   2.331

PREM   SELF   3.111   3.121   3.131
PREM   FULL   3.211   3.221   3.231
PREM   MINI   3.311   3.321   3.331
```

Sample Fuel Product Prices Listing

DCR Configuration

The DCR Configuration function defines general operating procedures for dispenser card readers at the site.

Considerations

Cash Acceptors

Cash Acceptors are disabled when the “Pay at the Pump” parameter is set to ‘N’.

Enable DCR

The “Enable DCR [Y/N]” parameter in **Network Manager > Configuration > Credit Card Configuration** determines whether a credit card is accepted at the DCR.

The “Enable Hot DCR [Y/N]” parameter in **Network Manager > Configuration > Credit Card Configuration** determines whether a customer can begin fueling before a purchase is authorized by the network for a specific credit card.

Full-Service Preset without `[CASH]` Key

If your dispensers do not have a `[CASH]` key and you want the full-service preset prompt to display when the customer lifts the handle of an idle pump, do the following:

- Set the “Handle Up Calling” parameter to ‘N’.
- Set the “Full Service Preset at Pump” parameter to ‘Y’.
- Set the “Autocollect” parameter to ‘0’.

Sending Changes to the DCRs

If the changes you make to the DCR Configuration function are the last ones to be made in the Fuel Manager mode, perform the **Initialize Fuel > Full Initialization** function, followed by the **Initialize DCRs > All DCRs** function. These steps send changes you have made to the pumps and the DCRs.

Setting the Primary Graphic Side for Gilbarco Dispensers

If your site has Gilbarco dispensers with graphics, you must designate one DCR on each pump as the primary DCR. Set the primary DCR with the “Primary graphic side [1-32]” parameter, described later in this section.

For example, if your site has eight pumps and each pump has two sides, A and B, you probably number the sides 1 - 16. If pump 1 has A side numbered as ‘1’ and B side numbered as ‘2’, set the “Primary graphic side” parameter to ‘1’ for side A *and* side B. On pump 2, which has sides A and B numbered as ‘3’ and ‘4’, set “Primary graphic side” to ‘3’ for both A and B. On pump 3 set “Primary graphic side” to ‘5’ for both sides and so on.

Remember three important points regarding setting the primary side:

- **Setting more than one side on the same pump as primary stops the pump from working**. In other words, do not set side A to ‘1’ and side B to ‘2’.
- Setting a side as primary on one pump has no effect on other pumps. You must set one side as primary for each pump.
- If the DCR stops working on the side designated as primary, you must set the other side as primary for the graphics to display on the working DCR.

Start DCR Configuration

Use these steps to reach the DCR Configuration function from the Fuel Manager menu.

1. Arrow to the DCR Configuration function.
2. Press [Select].

```
 1. DCR ATTRIBUTES                      _
** Use Arrow Keys **

               *DCR SETUP MENU*
```

3. Arrow to the appropriate DCR Configuration function.
4. Press [Select].

DCR Attributes Steps

1. At the DCR Setup menu, arrow to the DCR Attributes function.
2. Press [Select].

```
DCR # 01


                * DCR ATTRIBUTES *
```

3. Arrow to the dispenser card reader you want to configure.
4. Press [Select].

```
> 1. DCR in dispenser [Y/N]          N
  2. DCR out of service [Y/N]        N
  3. Pay at pump [Y/N]               N
                * DCR #01 ATTRIBUTES *
```

5. Enter a value for each parameter.

---

1. DCR in dispenser [Y/N]

Values: Yes or No.

Yes: The fuel pump has a dispenser card reader.

No: The fuel pump does not have a dispenser card reader.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

---

2. DCR out of service [Y/N]

Values: Yes or No.

Yes: The DCR is out of order. A message appears on the DCR telling the customer to pay inside. The card reader and the receipt printer are disabled. Downloads to the dispenser are not done.

No: The DCR is functioning normally.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

---

3. Pay at pump [Y/N]

Values: Yes or No.

Yes: The fuel pump has a dispenser card reader for use by the customer.

No: Customers cannot pay at the pump or there is no dispenser card reader.

Note: *Setting this parameter to 'N' disables the cash acceptor.*

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

4. Pay at pump only [Y/N]

Values: Yes or No.

Yes: Customers must pay outside at the DCR and cannot pay inside.

No: Customers are able to pay outside at the DCR as well as inside.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

5. Prepay only [Y/N]

Values: Yes or No.

Yes: Only prepaid fuel sales are allowed.

No: Fuel sales can be paid either before or after fuel is dispensed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

6. Hot DCR mode [Y/N]

Values: Yes or No.

Yes: Customer is able to begin dispensing fuel at the DCR before credit card is fully authorized. If the card is not fully authorized when fuel is dispensed, the pump shuts off and the customer is prompted to see the cashier inside.

No: Credit card must be fully authorized before dispensing fuel at the DCR.

Note: *Key 'N' for Basic + Membership POP Discount to allow customers to scan Membership Cards at the DCR and pay inside.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

7. Push to start button [Y/N]

Description: Ensures that the correct instructions display on the DCR.

Values: Yes or No.

Yes: The dispenser has a button that must be pressed to begin fueling.

No: The dispenser has a lever or handle that must be raised to begin fueling.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

8. Grade select button [Y/N]

Values: Yes or No.

Yes: Customer must press a corresponding fuel button when a pump dispenses multiple fuel products from a single hose.

No: The hose dispenses only one type of fuel.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`9. Instant On [Y/N]`

Values: Yes or No.

Yes: The pump is automatically approved for 20 seconds when the customer presses a payment key at the DCR.

No: The pump is not automatically approved when a payment key is pressed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`10. Lever On Pump [Y/N]`

Description: This setting is used to set the DCR prompts to display instructions for starting to fuel from dispensers with or without a lever.

Values: Yes or No.

Yes: The DCR prompts accurately reflect instructions for starting to fuel for dispensers with a lever.

No: The DCR prompts accurately reflect instructions for starting to fuel for dispensers without a lever.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`11. Handle Up Calling [Y/N]`

Description: Determines when the DCR calls the cashier for approval to dispense fuel. This setting is dependent on the value of the “Ignore MOP Conflict” parameter in the Fuel Site Parameters function.

Note: *Set this parameter to ‘N’ for Basic + Membership POP Discounts.*

Values: Yes or No.

Yes: The pump calls for approval to dispense fuel when the customer lifts the handle. There must be no difference in cash and credit fuel prices. (Set “Ignore MOP Conflict” parameter to ‘Y.’)

No: The pump calls for approval to dispense fuel when the customer presses a payment key. This is used when: (1) A difference exists between cash and credit fuel prices (set “Ignore MOP Conflict” parameter to ‘N’) and (2) When the DCR keypad does not have a `[CASH]` key (Set “Full Service Preset at Pump” to ‘Y’).

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`12. Full Service Preset At Pump [Y/N]`

Note: *Set this parameter to 'Y' and the "Handle Up Calling" parameter to 'N' if the DCR keypad has no `[CASH]` key.*

Values: Yes or No.

Yes: The customer/attendant can preset an amount outside at the DCR, receive receipts for cash given to the attendant, and display the fueling limit in dollars and cents as set by the attendant on the DCR keypad.

No: Normal fuel sale procedures apply.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`13. Enable graphic support [Y/N]`

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`14. Primary graphic side [1-32]`

Note: *Gilbarco only.*

Description: Because the graphics for both sides of a pump are operated by one controller, *select only one side of each pump as 'primary'*. See the example in the Considerations at the beginning of this section.

Values: Numeric, 1 - 32.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`15. Graphic keypad [Y/N]`

Values: Yes or No.

Yes: The pump has an extended keypad.

No: The pump has a single-line emulation keypad.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

16. Graphic display

Values: Mono, Color, ROM, Mono+ROM, or None.

Mono: The display is in monochrome. Required to run graphics on Gilbarco and Tokheim DCRs. Setting this option on Dresser Wayne and SecurePumpPAY DCRs displays a logo if the application has a logo..

Color: The display is in color. Color graphics are currently not supported.

ROM: The display uses ROM graphics. This option is only applicable to Dresser Wayne and Secure PumpPAY DCRs. Setting this option displays graphic images that reside in the DCR memory.

Mono+ROM: The display uses ROM graphics along with the application logo. This option is only applicable to Dresser Wayne and Secure PumpPAY DCRs.

None: The display does not have graphics.

Note: *The logo for the Secure PumpPAY DCR must be installed at the time of Secure PumpPAY installation..*

Steps: Do one of the following:

–Key the new value and press `[-->]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

17. Graphic screen size:

Values: 5 inch or 10 inch.

5 inch: The size of the display is 5 inches.

10 inch: The size of the display is 10 inches.

Steps: Do one of the following:

–Press `[Select]` until the desired value appears, then press `[-->]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

18. Text Lines:

Values: 2-Lines or Full Scr.

2-Lines: The screen displays two lines.

Full Scr: The screen displays multiple lines.

Steps: Do one of the following:

–Press `[Select]` until the desired value appears, then press `[-->]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

19. Graphic printer [Y/N]

Note: *Tokheim only.*

Values: Yes or No.

Yes: The printer prints graphics.

No: The printer does not print graphics.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

20. Enable Scanner [Y/N]

Note: *Functional only for Dresser/Wayne and Gilbarco dispensers equipped with scanners. Set this parameter to 'Y' for Pop discount Basic + Membership.*

Note: ***Manager > Configuration > Sales Config > "POP Discount Mode"** and **"POP Discount Enable"** must be set to '2' and 'Y', respectively.*

Description: Enables DCRs equipped with scanners to support POP Discount membership cards with bar codes.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the first item.

–Press [-->] to make no changes and go to the first item.

6. Do one of the following:
   – Repeat step 5 to change the value of another parameter.
   – Press [EXIT] and repeat steps 3 through 5 to configure another DCR.
   – Press [EXIT] [EXIT] to return to the DCR Configuration menu.
7. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

DCR Receipt Header Steps

The DCR Receipt Header in DCR Configuration defines the message that prints on the first five lines of the DCR receipt.

Note: *If the header contains no text, the receipt's length is five lines shorter.*

1. At the DCR Setup menu, arrow to the DCR Receipt Header function.
2. Press `[Select]`.

```
LINE1:_      WELCOME       :
LINE2:                     :
LINE3:                     :
                * DCR RECEIPT HEADER *
```

3. Do the following:
   a. Arrow to the desired line.

```
LINE1:       WELCOME       :
LINE2:_                    :
LINE3:                     :
                * DCR RECEIPT HEADER *
```

```
LINE4:                     :
LINE5:_                    :

                * DCR RECEIPT HEADER *
```

   b. Key the new message (up to 20 characters).

```
LINE1:       WELCOME       :
LINE2:TO OUR STORE_        :
LINE3:                     :
                * DCR RECEIPT HEADER *
```

   c. Press `[ENTER]`. The line is automatically centered.

```
LINE1:       WELCOME       :
LINE2:     TO OUR STORE    :
LINE3:_                    :
                * DCR RECEIPT HEADER *
```

4. Repeat step 3 to change another message line, or press `[EXIT]` to return to the DCR Configuration menu.
5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

DCR Receipt Trailer Steps

The DCR Receipt Trailer in DCR Configuration defines the message that prints on the last five lines of the DCR receipt.

Note: *If the trailer contains no text, the receipt's length is five lines shorter.*

1. At the DCR Setup menu, arrow to the DCR Receipt Trailer function.
2. Press `[Select]`.

```
LINE1:_      THANK YOU     :
LINE2:                     :
LINE3:                     :
                * DCR RECEIPT TRAILER *
```

3. Do the following:
   a. Arrow to the desired line.

```
LINE1:       THANK YOU     :
LINE2:_                    :
LINE3:                     :
                * DCR RECEIPT TRAILER *
```

```
LINE4:                     :
LINE5:_                    :

                * DCR RECEIPT TRAILER *
```

   b. Key the new message (up to 20 characters).

```
LINE1:       THANK YOU     :
LINE2:COME BACK SOON_      :
LINE3:                     :
                * DCR RECEIPT TRAILER *
```

   c. Press `[ENTER]`. The line is automatically centered.

```
LINE1:       THANK YOU     :
LINE2:     COME BACK SOON  :
LINE3:_                    :
                * DCR RECEIPT TRAILER *
```

4. Repeat step 3 to change another message line, or press `[EXIT]` to return to the DCR Configuration menu.
5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

Fueling/Promo Message Steps

The Fueling/Promo Message in DCR Configuration defines the promotional message that scrolls across the DCR display while the customer pumps fuel.

1. At the DCR Setup menu, arrow to the Fueling/Promo Message function.
2. Press `[Select]`.

```
Fueling/Promo message (up to 80 chars)
WELCOME. THANK YOU FOR SHOPPING WITH US
TODAY.
                * DCR FUEL/PROMO MESG *
```

3. Key the new message (up to 80 characters).
4. Press `[ENTER]`.

```
 4. FUELING/PROMO MESSAGE            _
** Use Arrow Keys **

                 *DCR SETUP MENU*
```

Note: *The message displays without initializing the DCRs.*

DCR Enable/Disable Steps

The DCR Enable/Disable function in DCR Configuration enables or disables a DCR that may be down for servicing. The customer must pay for fuel inside if the DCR is disabled.

1. At the DCR Setup menu, arrow to the DCR Enable/Disable function.
2. Press `[Select]`.

```
> 1. ALL DCRs
  2. ONE DCR

                * DCR ENABLE/DISABLE *
```

3. Do one of the following:
   – To enable or disable all of the DCRs at your site, see “ALL DCRs.”
   – To enable or disable only one DCR, see “ONE DCR.”

ALL DCRs

1. Arrow until the > points to ALL DCRs.
2. Press `[Select]`.

```
> 1. DISABLE ALL DCRs
  2. ENABLE ALL DCRs

                * DCR ENABLE/DISABLE *
```

3. Arrow to Disable All DCRs or Enable DCRs.
4. Press `[ENTER]`.
5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

ONE DCR

1. Arrow until the > points to ONE DCR.
2. Press `[Select]`.

```
Disable/Enable one DCR [# then ENTER]_


                * DCR ENABLE/DISABLE *
```

3. Key the number of the pump to enable or disable, and press `[ENTER]`.

```
> 1. DISABLE DCR
  2. ENABLE DCR

                * DCR ENABLE/DISABLE *
```

4. Arrow to Disable DCR or Enable DCR. Press `[ENTER]`.

5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in a DCR Configuration submenu, press `[List]`.

```
03/25/06                           10:07
DCR PARAMETERS


----------------------------------------
DCR ATTRIBUTES
       O                          H  P
       U     P                    A  R
    I  T     A        S  G        N  E
    N     P  Y  P     T  R        D  S
       O  A     R     A  A  I  L  L  E
    D  F  Y  P  E     R  D  N  E  E  T
    I        U  P     T  E  S  V
D   S  S  A  M  A  H        T  E  U  A
C   P  E  T  P  Y  O  B  B  A  R  P  T
R   E  R           T  U  U  N
    N  V  P  O  O     T  T  T  P  C  P
N   S  I  U  N  N  D  T  T     U  A  U
O   E  C  M  L  L  C  O  O  O  M  L  M
.   R  E  P  Y  Y  R  N  N  N  P  L  P
----------------------------------------
01. Y  Y  Y  N  N  N  Y  N  N  Y  N  N
02. Y  Y  Y  N  N  N  Y  N  N  Y  N  N
03. Y  Y  Y  N  N  N  Y  N  N  Y  N  N
04. Y  Y  Y  N  N  N  Y  N  N  Y  N  N

    G  G  G  G  G  T  G
    R  R  R  R  R  E  R
    F  F  F  F  F  X  F
    X  X  X  X  X  T  X

D   E  P     D  S     P  S
C   N  R  K  I  C     R  C
R   A  I  E  S  R  L  I  A
    B  M  Y  P  N  I  N  N
N   L  A  P  L     N  T  N
O   E  R  A  A  S  E  E  E
.   D  Y  D  Y  Z  S  R  R
----------------------------------------
01. Y 01  Y  M  5  F  N  N
02. Y 01  Y  M  5  F  N  N
03. Y 03  Y  M  5  F  N  N
04. Y 03  Y  M  5  F  N  N
```

Sample DCR Configuration Listing

```
03/25/06
20:57
DCR RECEIPT HEADER


----------------------------------------
     Line 1:       WELCOME
     Line 2:
     Line 3:
     Line 4:
     Line 5:
```

Sample DCR Receipt Header Submenu Listing

```
03/25/06                               20:57
DCR RECEIPT TRAILER


----------------------------------------
     Line 1:       THANK YOU
     Line 2:    HAVE A NICE DAY
     Line 3:
     Line 4:
     Line 5:
```

Sample DCR Receipt Trailer Submenu Listing

```
03/25/06                               20:57
FUELING PROMO MESSAGE


----------------------------------------
WELCOME. THANK YOU FOR SHOPPING WITH US
TODAY.
```

Sample Fueling/Promo Message Submenu Listing

Cash Acceptor Configuration

The Cash Acceptor Configuration function defines general operating procedures for cash acceptors at the site.

Considerations

Attributes

Review all parameters in the Attributes function to decide how to set up the system.

Disabled Cash Acceptors

Cash acceptors are disabled when the “Pay at Pump” parameter in DCR Configuration is set to ‘N’.

Start Cash Acceptor Configuration Steps

1. Arrow to the Cash Acceptor Configuration function.
2. Press `[Select]`.

```
>1. CASH ACCEPTOR ATTRIBUTES           _

              * CA SETUP *
```

3. Press `[Select]`.

Cash Acceptor Attributes Steps

1. Arrow to the Cash Acceptor Attributes function.

```
>1. CASH ACCEPTOR ATTRIBUTES                      _

                * CA SETUP *
```

2. Press `[Select]`.

```
CASH ACCEPTOR # 01

                * CA ATTRIBUTES *
```

3. Arrow to the cash acceptor to configure. Press `[Select]`.

```
> 1. Cash acceptor in dispenser [Y/N]    N
  2. Reset printer error [Y/N]           N
  3. Print totals now [Y/N]              N
                * CA #01 ATTRIBUTES *
```

4. Enter a value for each parameter.

`1. Cash acceptor in dispenser [Y/N]`

Values:	Yes or No.
	Yes: The fuel pump has a cash acceptor.
	No: The fuel pump does not have a cash acceptor.
Steps:	Do one of the following:
	–Key the new value and press `[ENTER]` to go to the next item.
	–Press `[-->]` to make no changes and go to the next item.

`2. Reset printer error [Y/N]`

Note:	*This parameter is not currently supported.*
Description:	Enables the printer after the cash acceptor has been disabled and later brought back on line.
Values:	Yes or No.
Steps:	Press `[-->]` to make no changes and go to the next item.

`3. Print totals now [Y/N]`

Note:	*This parameter is not currently supported.*
Description:	This parameter prints the amount of money in the cash acceptor.
Values:	Yes or No.
Steps:	Press `[-->]` to make no changes and go to the first item.

5. After configuring one cash acceptor, to set up the next one exactly the same, do one of the following:
   – Press `[YES]` and then press `[ENTER]`. The display automatically advances to the next cash acceptor. Repeat step 4.
   – Press `[NO]` and then press `[ENTER]`. The next unit's cash acceptor parameters appear for setting up. Repeat step 4.
   – Press `[EXIT] [EXIT]` to return to the Cash Acceptor Configuration menu.
6. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in Cash Acceptor Setup, press `[List]`.

```
03/25/06                                  10:07
CASH ACCEPTOR CONFIGURATION
-----------------------------------------

    C
    A
    S
    H

    A
    C
    C   R
    E   E
C   P   S
A   T   E   P
S   O   T   R
H   R       I
        P   N
A   I   R   T
C   N   I
C       N   T
E   D   T   O
P   I   E   T
T   S   R   A
O   P       L
R   E   E   S
    N   R
N   S   R   N
O   E   O   O
.   R   R   W
-----------------------------------------

01. Y   N   N
02. Y   N   N
03. Y   N   N
04. Y   N   N
05. Y   N   N
06. Y   N   N
07. Y   N   N
08. Y   N   N
```

Sample Cash Acceptor Attributes Listing

Site Parameters

The Site Parameters function defines general operating procedures for all pumps, dispenser card readers (DCRs), cash acceptors, and tank level sensors at the site.

Considerations

Autocollect Inside Setup

Autocollect Inside is used by sites which have an attendant collecting fuel sale payments outside. They can set up the system to recall an outside sale on the Ruby terminal. Set the parameters as described in the following table.

Autocollect Inside Configurations

Function	Parameter	Values			
Pump Configuration: Attributes	Autoapproval	Yes	No	Yes	No
	Stacking	Yes	Yes	No	No
	Autocollect	Yes	Yes	Yes	Yes
DCR Configuration: DCR Attributes	Full Service Preset at Pump	Yes	Yes	Yes	Yes
Site Parameters: Fuel Site Parameters	Autocollect inside	Yes	Yes	Yes	Yes
Site Parameters: DCR Site Parameters	Always print receipt	Yes	Yes	Yes	Yes
Transaction is available for recall on the Ruby terminal...		When next customer **completes** fueling	When next customer **starts** fueling	Transaction is not available for recall	The pump is approved for the next customer

Sending Changes to the Pumps and DCRs

If these are the last changes you make before exiting Fuel Manager mode, run the Initialize Fuel function after editing the site parameters to send the changes to the pumps and run the Initialize DCRs function to send the changes to the DCRs.

Start Site Parameters Steps

1. Arrow to the Site Parameters function.
2. Press [Select].

```
>1. FUEL SITE PARAMETERS                  _
 2. DCR SITE PARAMETERS
 3. CASH ACCEPTOR SITE PARAMETERS
                * SITE PARAMETERS *
```

3. Arrow to the appropriate Site Parameters function.
4. Press [Select].

Fuel Site Parameters Steps

The Fuel Site Parameters function in Site Parameters sets up the operation of all pumps at the site.

1. At the Site Parameters menu, arrow to Fuel Site Parameters.
2. Press [Select].

```
> 1. Unit of measure [G/L]            G
  2. Ignore MOP conflict [Y/N]        Y
  3. Halt mode [H/S]                  S
              * FUEL PARAMETERS *
```

3. Enter a value for each parameter.

1. Unit of measure [G/L]

Description: Determines whether dispensers measure fuel in gallons or liters.

Values: G or L.

G: Dispensers measure fuel in gallons.

L: Dispensers measure fuel in liters.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

2. Ignore MOP conflict [Y/N]

Description: Defines whether cash and credit method of payments use the same or different fuel prices.

Note: *If set to 'N' and prices for cash and credit are not the same, the dispensers must have separate* [CASH] *and* [CREDIT] *keys to be compliant with US Weights and Measures requirements.*

Note: *Certain POP discount configurations require different cash and credit prices. (See "POP Discount" later in this chapter for more information.)*

Values: Yes or No.

Yes: Cash and credit fuel purchases are priced the same.

No: Cash and credit fuel purchases are priced differently.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

3. Halt mode [H/S]

Description: Applicable only to Tokheim dispensers. All other dispensers automatically use the soft halt.

Values: Hard or Soft.

H: Hard halt mode. A fuel sale that is stopped with the [STOP] key on the terminal becomes due.

S: Soft halt mode. A fuel sale that is stopped with the [STOP] key on the terminal can be restarted with the [APPROVE] key as long as the nozzle was not replaced (or the lever put down) at the dispenser.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

4. Maximum active pumps [1-32]

Description: Defines the maximum number of pumps that can be active at one time.

Values: Numeric, 1 - 32.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

5. Delay autodisapproval [0-10]

Description: Works with the “Autodisapproval” parameter of each pump in the Pump Configuration function. It defines the number of minutes of inactivity that must pass before a pump is automatically disapproved.

Values: Numeric, 0.0 - 10.0 minutes, in half-minute increments. For example, key [7] [5] for a 7.5-minute delay.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

6. Start postpay hours [0-23]

Description: Sets the time that postpay fuel sales are allowed within a 24-hour time period. For example, key ‘16’ to set postpay transactions to start at 4:00 P.M.

Values: Numeric, 0 - 23.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

7. Number of postpay hours [0-24]

Description: Determines whether postpay fuel sales are never allowed, always allowed, or allowed only for a specified number of hours.

Values: Numeric, 0 - 24.

0: Postpay fuel sales are not allowed.

1 - 23: Postpay fuel sales are allowed only for the number of hours entered, starting from the time defined in the “Start postpay hours” parameter.

24: Postpay fuel sales are always allowed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

8. Start manual approval [0-23]

Description: Sets the time that fuel sales must be approved within a 24-hour time period. For example, key ‘20’ to start manual approvals at 4 P.M.

Values: Numeric, 0 - 23.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

9. Number manual appr hours [0-24]

Description: Determines whether manual approval is never required, always required, or required for a specified number of hours.

Values: Numeric, 0 - 24.

0: Manual approval is not required at any time.

1 - 23: Manual approval must be done for the number of hours indicated starting at the time defined in the “Start manual approval” parameter.

24: Manual approval must always be done.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

10. Start tier [0-23]

Description: Sets the time that tier 2 fuel prices are used within a 24-hour period. For example, key ‘0’ to start tier 2 prices at 12 midnight. See “Fuel Product Prices.”

Values: Numeric, 0 - 23.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

11. Number of tier hours [0-24]

Description: Determines whether tier 2 prices are never used, always used, or used only for a specified number of hours.

Values: Numeric, 0 - 24.

0: Tier 2 prices are not used.

1 - 23: Tier 2 prices are used for the number of hours indicated starting at the time defined in the “Start tier” parameter.

24: Tier 2 prices are always used.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

12. Approve all enabled [Y/N]

Description: Determines whether calling pumps are approved all at the same time or individually.

Values: Yes or No.

Yes: To approve all calling pumps, the cashier presses `[APPROVE]`.

No: To approve a calling pump, the cashier must identify which pump is requesting approval, press that pump number, and then press `[APPROVE]`.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

13. Force .9 cents per gallon [Y/N]

Description: Forces .9 cents to a fuel price entered in Fuel Product Prices function. If the fuel price entered is $1.00, the Ruby terminal converts it to $1.009.

Values: Yes or No.

Yes: Adds ‘.9’ cents to fuel prices.

No: Does not add ‘.9’ cents to fuel prices.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

14. Journal Cashier Approval

Description: Determines whether the cashier’s approval prints on the journal.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`15. Autocollect Inside [Y/N]`

Description: Determines whether sites with full serve attendants outside to collect cash and process credit transactions can recall transactions and give receipts inside.

Note: *For a list of settings for related parameters, see Considerations at the start of this section.*

Values: Yes or No.

Yes: Autocollect sales can be recalled on the Ruby terminal.

No: Autocollect sales cannot be recalled on the Ruby terminal.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`16. POP Preset Timer [0-90]`

Note: *Used for adjustments to Gilbarco dispensers only.*

Description: Allows an increase in the time allowed before dispensers time out while setting up to serve a POP discount customer.

Values: Numeric, 0 - 90.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`17. Alternate POP [Y/N]`

Note: *When set to 'Y', this parameter overrides the "POP Award Type" parameter set in **Manager > POP Transaction File**. (See "Configuring Fuel Manager" for more information.)*

Description: Determines whether each grade of fuel is allowed one discount from the street price using a different set up between cash and credit prices.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`18. POP Lowest Price Lvl (1=CA 2=CR)`

Note: *To be set only if "Alternate POP [Y/N]" is set to 'Y'.*

Note: *Only sites with Tokheim dispensers can use the value '1' or '2'. Dresser/Wayne and Gilbarco sites must use the value '1'.*

Description: This sets the pricing method for the alternate POP discount configuration.

Values: Numeric, 1 - 2.

1: Cash.

2: Credit.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`19. PPU Decimal Position [0-3]`

Description: Determines the position of the decimal point whenever a fuel price is displayed or printed on the Ruby terminal.

Values: Numeric, 0 - 3.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`20. Total Decimal Position [0-2]`

Description: The position of the decimal point on the pump's total sales display.

Values: Numeric, 0 - 2.

Note: *Ruby receipts and displays use two decimal point positions for fuel amounts. If '0' is configured at the pump, the Ruby appends a '.00' to all fuel sale amounts. If '1' is configured, the Ruby appends a '.x0' to fuel sale amounts.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`21. Wayne >5 Pure Products [Y/N]`

Note: *Applies only to sites with Dresser/Wayne dispensers that use more than five pure products. When this parameter is selected, blended products cannot be configured.*

Description: Allows the Ruby terminal to support up to nine pure fuel products, provided that the Dresser/Wayne dispensers are using HyperPIB version 53 or above.

Values: Yes or No.

Yes: More than five pure products are allowed.

No: Five or fewer pure products are allowed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first item.

–Press `[-->]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Site Parameters menu.
5. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize Fuel > Full Initialization**
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

DCR Site Parameters Steps

The DCR Site Parameters function in Site Parameters sets up the operation of all DCRs at the site.

1. At the Site Parameters menu, arrow to DCR Site Parameters.
2. Press `[Select]`.

```
> 1. Cashier approval all sales [Y/N]   N
  2. Customer name on receipt [Y/N]     N
  3. Cust acct num on receipt [Y/N]     N
               * DCR SITE PARAMETERS *
```

3. Enter a value for each parameter.

`1. Cashier approval for all sales [Y/N]`

Description: Determines whether the cashier must approve all outside sales.

Values: Yes or No.

Yes: The cashier must approve all outside sales.

No: The customer can dispense fuel without approval from the cashier.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`2. Customer name on receipt [Y/N]`

Description: Determines whether the customer's name prints on the DCR receipt. Some companies have policies against printing this information on the receipt. Check your company's policy before setting this parameter.

Values: Yes or No. Default value is 'Yes'.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`3. Cust acct num on receipt [Y/N]`

Note: *If the* ***Network Manager > Configuration > Credit Card Configuration > "Hide Acct# on DCR Receipt"*** *is set to 'N', this parameter may not display.*

Description: Determines whether the customer's account number prints on the DCR receipt. Some companies have policies against printing this information on the receipt. Check your company's policy before setting this parameter.

Values: Yes or No. Default value is 'Yes'.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

4. Handle up help message [0-99]

Description: Determines the length of time in seconds until a help message displays on the Ruby terminal to alert the attendant that the handle on the DCR is raised and no MOP has been selected during the specified time.

Note: *Works only when **DCR Configuration > "Handle Up Calling"** is set to 'Y' and **"Full Service Preset"** is set to 'N'.*

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

5. Always print receipt [Y/N]

Description: Determines whether a receipt automatically prints at the pump after every DCR sale.

Note: *Setting this parameter to 'Y' overrides a 'N' set for both "Receipt Prompt Before Sale [Y/N]" and "Receipt Prompt After Sale [Y/N]." A receipt always prints whenever a car wash is sold. If you are using the Autocollect Inside feature, set this parameter to 'Y'.*

Values: Yes or No.

Yes: A receipt prints at the pump after every DCR sale.

No: The prompt "Receipt Y/N?" appears before or after every DCR sale and the customer must choose whether to print the receipt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

6. Scrolling rate [1-10]

Description: The number of seconds a screen displays without having to perform a DCR download. Applies to Schlumberger and Dresser/Wayne DCRs.

Values: Numeric, 1 -10. '1' is the fastest, '10' is the slowest.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

7. Enable Outside DEBIT Equip. [Y/N]

Description: Determines whether a customer can use the debit method of payment at the DCR.

Note: *If you set this parameter to 'Y' and your pumps are either Schlumberger or Tokheim, you must set the "Menu presentation" parameter in the DCR Display Setup function in Car Wash Manager mode to 'N'. Otherwise, the car wash menu displays, but the customer is not able to select an option.*

Values: Yes or No.

Yes: The customer is able to use the debit method of payment at the DCR.

No: The customer is not able to use the debit method of payment at the DCR.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

8. Low Paper Alarm [Y/N]

Description: Determines whether the cashier is alerted when a DCR is low on paper.

Note: *You must reboot the Ruby terminal for changes to this parameter to take effect.*

Values: Yes or No.

Yes: When the DCR is low on paper, the pump number, car, and nozzle icons flash to alert the cashier. When the cashier views the pump status, the terminal prompts that the paper is low.

No: The cashier is not alerted when the DCR is low on paper.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

9. Card Takeover Enabled [Y/N]

Description: Determines whether a network-based card or keytag presented at the DCR can take over as the transaction's MOP.

Values: Yes or No.

Yes: The DCR accepts the new MOP and fuels normally.

No: The card reader is disabled after a pump is approved.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

10. Graphic animation delay [0-99]

Note: *This feature may be implemented in the future.*

Description: Sets the time delay between animation frames.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

11. Receipt Prompt Before Sale [Y/N]

Description: Determines whether the DCR displays a receipt prompt before fuel is pumped.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

12. Receipt Prompt After Sale [Y/N]

Description: Determines whether the DCR display a receipt prompt after fuel is pumped.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

13. Armed Forces Restriction [Y/N]

Description: Determines whether the prompt, “ARE YOU AUTHORIZED [Y/N]” displays on the DCR when an armed forces card is swiped. If the response is ‘Y’, the sale continues, if ‘N’ the DCR prompts customer to see attendant.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

14. Enable Debit Surcharge Fee [Y/N]

Note: *This feature may be implemented in the future.*

Description: Determines whether a debit surcharge fee is charged for use of a debit card.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

15. Enable Surcharge Prompt [Y/N]

Note: *This feature may be implemented in the future.*

Description: Determines whether the DCR or Ruby terminal displays a warning message when the “Enable Debit Surcharge Fee” is set to ‘Y’. The message offers the customer the chance to continue or stop the transaction.

Note: *The prompt appears on the DCR after the authorizing (prompt) and prior to the remove nozzle prompt.*

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

16. Debit Encryption Type

Description: Determines the type of debit encryption used.

Values: **None**: No encryption selected.
DUKPT: Derived Unique Key Per Transaction encryption selected.
DSM: Dresser/Wayne DUKPT Security Module encryption selected.

Steps: Do one of the following:

–Press `[Select]` to change the encryption selection. Press `[ENTER]`.

–Press `[-->]` to make no changes and go to the next item.

17. Error Prompt Time [5-300]

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines the length of time in seconds DCR errors display to the customer.

Values: Numeric, 5 - 300.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

18. Info Prompt Time [5-300]

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines the length of time in seconds the last message on the DCR displays for the customer.

Values: Numeric, 5 - 300.

Steps: Do one of the following:

Key the new value and press `[ENTER]` **to go to the next item.**

Press `[-->]` **to make no changes and go to the next item.**

19. User Prompt Time [5-300]

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines the length of time in seconds any “Yes/No” prompt displays for the customer.

Values: Numeric, 5 - 300.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

20. Enable DEBIT Y/N Prompt [Y/N]

Description: Determines whether the message "DEBIT CARD Y/N" displays when a card is swiped at the DCR without first selecting a Method of Payment.

Note: *The message does not display if the 'Enable Outside DEBIT Equip.' parameter is set to 'N'.*

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

21. Enable RFID [Y/N]

Note: *This feature is available only at sites with Gilbarco dispensers.*

Description: Determines whether the RFID is enabled or disabled.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

22. Prompt for Member ID [Y/N]

Description: Determines whether DCRs with scanners prompt for Membership Cards.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

23. Enable Postpay Member ID [Y/N]

Description: Determines whether membership cards can be scanned at the DCR and fuel dispensed at a discount rate.

Values: Yes or No.

Yes: Basic+Membership Card sites - customers can scan membership cards at DCR, dispense fuel at the POP Discounted price, and pay inside.

No: Basic and Basic+Codes sites - customers dispense fuel at the street price at the DCR, present their membership card inside to get POP Discount price.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

24. Enable Card Member ID [Y/N]

Description: Allows customers to get POP Discounts at the DCR and inside at the Ruby terminal using a swipeable mag-stripe Membership Card.

Values: Yes or No.

Yes: Basic+Membership Card sites - customers can use a swipeable magstripe Membership Card at DCRs and inside at the Ruby terminal.

No: Customers cannot use mag-stripe Membership Cards.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

25. Enable Scan Member ID [Y/N]

Note: *If both “Card Member ID” and “Scan Member ID” are set to ‘Y’, set up two “POP Discount Definitions,” one for swipeable and one for scannable cards.*

Description: Allows customers to get POP Discounts at the DCR and inside at the Ruby terminal using a scannable bar-coded Membership Card.

Values: Yes or No.

Yes: Membership+Basic sites - customers can use a scannable bar-coded Membership Card at DCRs and inside at the Ruby terminal.

No: Customers cannot use scannable bar-coded Membership Cards.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

26. Enable DCR Diagnostic [Y/N]

Note: *This feature is not currently available.*

Description: Determines whether internal DCR diagnostics are enabled.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

27. Prompt Grade Restriction [Y/N]

Note: *Dresser/Wayne, Gilbarco, and Tokheim DCRs only.*

Description: Determines whether the grade restriction prompt displays on the DCR.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

28. Enable Mistake Beep [Y/N]

Description: Determines whether DCRs beep for mistakes made by customers.

Values: Yes or No.

Yes: DCR beeps for mistakes made by customers.

No: DCR does not beep. Beep cannot be turned off on Tokheim DCRs.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

29. Enable Attention Beep [Y/N]

Description: Determines whether DCRs beep to draw the customer's attention.

Values: Yes or No.

Yes: DCR beeps to draw the customer's attention.

No: DCR does not beep.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

30. Enable Keypress Beep [Y/N]

Description: Determines whether DCRs beep when keys are pressed on the DCR keypad.

Values: Yes or No.

Yes: DCR beeps when keys are pressed.

No: DCR does not beep. Beep cannot be turned off on Gilbarco and Schlumberger DCRs.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

31. Cash Prepay Receipt Outside [Y/N]

Description: Determines whether DCRs print a receipt after prepaying with cash inside.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first item.

–Press `[-->]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Site Parameters menu.
5. If these are the last changes before exiting Fuel Manager, do the following:

– **Fuel Manager > Initialize Fuel > Full Initialization**

– **Fuel Manager > Initialize DCRs > Download To All DCRs**.

Cash Acceptor Site Parameters Steps

The Cash Acceptor Site Parameters function in Site Parameters sets up the operation of all cash acceptors at the site.

Note: *When a bill is rejected by a cash acceptor or jams in the cash acceptor, a message prints on the journal.*

1. At the Site Parameters menu, arrow to the Cash Acceptor Site Parameters.
2. Press `[Select]`.

```
>1. Disable if cheated [Y/N]           N
 2. Disable if paper low [Y/N]         N
 3. Disable if no printer [Y/N]        N
                * CA SITE PARAMETERS *
```

3. Enter a value for each parameter.

`1. Disable if cheated [Y/N]`

Description: Determines whether a cash acceptor is turned off or left in operation if someone tries to cheat it.

Values: Yes or No.

Yes: Turn the cash acceptor off if someone tries to cheat it.

No: Leave the cash acceptor on if someone tries to cheat it.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

`2. Disable if paper low [Y/N]`

Description: Determines whether a cash acceptor is turned off or left in operation if the receipt tape is running out.

Values: Yes or No.

Yes: Turn a cash acceptor off if the receipt tape is running out.

No: Leave a cash acceptor on if the receipt tape is running out.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

3. Disable if no printer [Y/N]

Description: Determines whether a cash acceptor is turned off or left in operation if the printer is not working.

Values: Yes or No.

Yes: Turn a cash acceptor off if the printer is not working.

No: Leave a cash acceptor on if the printer is not working.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

4. Prompt 'insert cash' [Y/N]

Description: Determines whether the phrase "OR INSERT CASH" appears at the end of the idle prompt.

Values: Yes or No.

Yes: Display the "Insert Cash" prompt.

No: Do not display the "Insert Cash" prompt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

5. $1 bill enable [Y/N]

Description: Determines whether one dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

6. $2 bill enable [Y/N]

Description: Determines whether two dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

7. $5 bill enable [Y/N]

Description: Determines whether five dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[-->]` to make no changes and go to the next item.

8. $10 bill enable [Y/N]

Description: Determines whether ten dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

9. $20 bill enable [Y/N]

Description: Determines whether twenty dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

10. $50 bill enable [Y/N]

Description: Determines whether fifty dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

11. $100 bill enable [Y/N]

Description: Determines whether one-hundred dollar bills are accepted.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

12. Bill orientation [Y/N]

Note: *Does not apply to Tokheim dispensers.*

Description: Determines whether the black seal or the green seal on the bill should be inserted into the cash acceptor first. The black seal appears on the front of the bill to the left of the face. The green seal appears on the front of the bill to the right of the face.

Values: Yes or No.

Yes: Bills must be inserted face-up with the black-seal end first.

No: Bills can be inserted face-up in either direction.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

`13. Timeout (Seconds) [10-99]`

Description: Determines the time in seconds between when a customer inserts a bill and when the pump shuts off if no fuel has been pumped.

Values: Numeric, 10 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go back to the first item.

–Press `[-->]` to make no changes and go back to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Site Parameters menu.
5. If these are the last changes before exiting Fuel Manager, do the following:

– **Fuel Manager > Initialize Fuel > Full Initialization**

– **Fuel Manager > Initialize DCRs > Download To All DCRs**.

TLS Site Parameters Steps

The TLS Site Parameters function in Site Parameters sets up the operation of all pumps at the site.

1. At the Site Parameters menu, arrow to TLS Site Parameters.
2. Press [Select].

```
> 1. Unit of measure [G/L]              G
  2. Tank Variance   [0-999]          000
  3. Enable Low Limit Alarm [Y/N]       N
                * TLS PARAMETERS *
```

3. Enter a value for each parameter.

1. Unit of measure [G/L]

Description: Determines whether fuel amounts are displayed in gallons or liters in the Tank Monitor Report.

Note: *See the "Flash Reports" chapter in the Reports Reference for information on the Tank Monitor Report.*

Values: G(allons) or L(iters).

G: The Tank Monitor Report displays the amounts in English.

L: The Tank Monitor Report displays the amounts in metric.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

2. Tank Variance [0-999]

Description: The number of gallons or liters that fuel tank totals are allowed to vary from the actual amount.

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [-->] to make no changes and go to the next item.

`3. Enable Low Limit Alarm [Y/N]`

Description: Determines whether the TLS low-limit alarm is turned on or off.

Values: Yes or No.

Note: *If the low-limit alarm is not supported and 'Y' is set, the "E7043 TLS COMMS ERROR" displays on the Ruby alarm line and communication with the TLS is cut off.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go back to the first item.

–Press `[-->]` to make no changes and go back to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Site Parameters menu.
5. If these are the last changes before exiting Fuel Manager, do the following:

– **Fuel Manager > Initialize Fuel > Full Initialization**

File Maintenance

While in Site Parameters, press `[List]` to print the current Fuel, DCR, Cash Acceptor, and TLS parameters.

To print a specific submenu, press `[List]` while in the submenu.

Sample Site Parameters Listings

```
03/25/06                              10:07
FUEL PARAMETERS

----------------------------------------
 1. Unit of measure [G/L]                 G
 2. Ignore MOP conflict [Y/N]             Y
 3. Halt mode [H/S]                       S
 4. Maximum active pumps [1-32]          32
 5. Delay autodisapproval [0-10]          5
 6. Start postpay hours [0-23]            0
 7. Number of postpay hours [0-24]       24
 8. Start manual approval [0-23]          0
 9. Number manual appr hours [0-24]       0
10. Start tier [0-23]                     0
11. Number of tier hours [0-24]           0
12. Approve all enabled [Y/N]             0
13. Force .9 cents per gallon [Y/N]       N
14. Journal Cashier Approval              N
15. Autocollect Inside [Y/N]              N
16. POP Preset Timer [0-90]               N
17. Alternate POP [Y/N]                   N
18. POP Lowest Price Lvl (1=CA 2=CR)      1
19. PPU Decimal Position [0-3]            3
20. Total Decimal Position [0-2]          2
21. Wayne >5 Pure Products [Y/N]          N
```

```
03/25/06                              10:07
DCR SITE PARAMETERS

----------------------------------------
 1. Cashier approval for all sales        N
 2. Customer name on receipt              Y
 3. Customer acct number on receipt       Y
 4. Handle up help message               30
 5. Always print receipt                  Y
 6. Scrolling rate                        3
 7. Enable Outside DEBIT Equipment        N
 8. Low Paper Alarm                       Y
 9. Card Takeover                         N
10. Graphic animation delay               0
11. Receipt Prompt Before Sale            Y
12. Receipt Prompt After Sale             N
13. Armed Forces Restriction              N
14. Enable Debit Surcharge Fee            N
15. Enable Surcharge Prompt               N
16. Debit Encryption Type                 N
17. Error Prompt Time (Sec)              15
18. Info Prompt Time (Sec.)              15
19. User Prompt Time (Sec)               15
20. Enable DEBIT Y/N/ Prompt              N
21. Enable RFID                           N
22. Prompt for Member ID                  N
23. Enable PostPay Member ID              N
24. Enable Card Member ID                 N
25. Enable Scan Member ID                 N
26. Enable DCR Diagnostic                 N
27. Prompt Grade Restriction [Y/N]        N
28. Enable Mistake Beep                   Y
29. Enable Attention Beep                 Y
30. Enable Keypress Beep                  Y
31. Cash Prepay Receipt Outside [Y/N]     Y
```

```
03/25/06                              10:07
CASH ACCEPTOR SITE PARAMETERS

----------------------------------------
 1. Disable if cheated [Y/N]            Y
 2. Disable if paper low [Y/N]          N
 3. Disable if no printer [Y/N]         N
 4. Prompt 'insert cash' [Y/N]          Y
 5.   $1 Bill enable [Y/N]              Y
 6.   $2 Bill enable [Y/N]              Y
 7.   $5 Bill enable [Y/N]              Y
 8.  $10 Bill enable [Y/N]              Y
 9.  $20 Bill enable [Y/N]              Y
10.  $50 Bill enable [Y/N]              Y
11. $100 Bill enable [Y/N]              Y
12. Bill orientation [Y/N]              Y
13. Timeout (seconds) [10-99]          10
```

```
03/25/06                              10:07
TLS SITE PARAMETERS

----------------------------------------
 1. Unit of measure [G/L]               G
 2. Tank Variance [0-999]              99
 3. Enable Low Limit Alarm [Y/N]        N
```

Initialize Fuel

The Initialize Fuel function sends any changes made to Fuel Manager mode to the dispensers. Changes made in Fuel Manager mode do not take effect unless the Initialize Fuel function is run. “FUEL CHANGE” as well as “FUEL PRICES INIT” prints to the journal with the employee number, date, and time whenever fuel prices are changed and/or initialized.

Note: *Rebooting the Ruby terminal does not initialize changes.*

Considerations

- If only fuel prices have been changed, choose the Prices Only function.
- If any parameter other than fuel product prices has been changed, run the Full Initialization function to put the changes into effect.

Initialize Fuel Steps

1. Arrow to the Initialize Fuel function.
2. Press `[Select]`.

```
> 1. PRICES ONLY
  2. FULL INITIALIZATION

                * INITIALIZE FUEL *
```

3. Arrow to the appropriate type of initialization.
4. Press `[Select]`.
   – If Prices Only is selected, “CHANGING PRICES...” displays.
   – If Full Initialization is selected, “INITIALIZING...” displays.
5. The alarm line on the Ruby terminal indicates when the initialization has finished. To return to the Fuel Manager mode menu, press `[EXIT]`.

Initialize DCRs

The Initialize DCRs function sends any changes made to Fuel Manager mode to the dispenser card readers. Changes made in Fuel Manager mode do not take effect until the Initialize DCRs function is run.

Note: *Rebooting the Ruby terminal does not initialize changes.*

Initialize DCRs Steps

1. Arrow to the Initialize DCRs function.
2. Press `[Select]`.

DOWNLOAD TO ALL DCRs

1. Arrow to DOWNLOAD TO ALL DCRs.
2. Press `[Select]`.

```
Download to all DCRs [ENTER]_
```

3. Press `[ENTER]`. “DOWNLOADING...” and “INITIALIZING...” display.
4. The alarm line on the Ruby terminal indicates when the initialization has finished. Press `[EXIT]` to return to the Fuel Manager menu.

DOWNLOAD TO A DCR

1. Arrow to DOWNLOAD TO A DCR.
2. Press `[Select]`.

```
Download to one DCR [# then ENTER]_
```

3. Enter the number of the pump to which to download information, and press `[ENTER]`. “DOWNLOADING...” and “INITIALIZING...” displays.
4. The alarm line on the Ruby terminal indicates when the initialization has finished. Press `[EXIT]` to return to the Fuel Manager menu.

Clear Pumps On Hold

The Clear Pumps On Hold function clears fuel sales in the “HOLD” state so they can be brought back and completed.

Clear Pumps On Hold Steps

1. Arrow to Clear Pumps On Hold.
2. Press `[Select]`.

```
CURRENT SALE ON PUMP  1  IS ON HOLD
Do you want to clear [Y/N]?
```

3. Do one of the following:
   – Press `[Yes]` to clear the pump on hold.
   – Press `[No]` return to the Fuel Manager mode menu.

Reset Controller

The Reset Controller function performs a cold reset on the pump controller and initializes all fuel information.

Note: *This function applies only to Tokheim sites and must be used with the aid of the VeriFone Technical Support Center.*

Considerations

The Reset Controller function takes about 30 seconds to complete; however, it is followed by a full initialization that takes much longer.

Fuel cannot be dispensed while this function is processing.

Reset Controller Steps

1. Arrow to Reset Controller.
2. Press [Select].

```
Are You Sure (Y/N) ? _

                * RESET CONTROLLER *
```

3. Do one of the following:
   – Press [Yes] to reset the controller.

```
CONTROLLER RESETTING
```

```
CONTROLLER RESET
```

   – Press [No] to cancel the reset and return to the Fuel Manager mode menu.

RFID Configuration

The RFID Configuration function allows the user an easy way to configure the Ruby terminal to operate properly with RFID equipment.

Considerations

RFID Enable

Set the **Fuel Manager > Site Parameters > DCR Site Parameters > "Enable RFID"** parameter to 'Y'.

RFID Configuration Steps

1. Arrow to RFID Configuration.
2. Press `[Select]`.

```
>1. RFID ATTRIBUTES
 2. RFID ANTENNA ASSIGNMENT

                * RFID CONFIGURATION *
```

3. Arrow to the RFID Attributes or RFID Antenna Assignment function.
4. Press `[Select]`.

RFID Attributes Steps

1. Arrow to RFID Attributes.
2. Press [Select].

```
PUMP #01


                * RFID CONFIGURATION *
```

3. Press arrow until the pump number to set appears.
4. Press [Select] .

```
>1. RFID ENABLED                          N
 2. RFID TRANSPONDER TYPE

                *FUEL MANAGER MENU*
```

5. Enter a value for each parameter

1. RFID ENABLED

Values:	Yes or No.
	Yes: RFID enables.
	No: RFID disables.
Steps:	Do one of the following:
	–Key the new value and press [ENTER] to go to the next item.
	–Press [-->] to make no changes and go to the next item.

2. RFID TRANSPONDER TYPE

Description:	The type of transponder used in the RFID system.
Values:	**MIC**: Micron transponder.
	TI: Texas Instruments transponder.
Steps:	Do one of the following:
	–Press [Select] until the correct transponder type displays then press [ENTER].
	–Press [-->] to make no changes and go back to the first item.

6. Press [EXIT] to return to the RFID Configuration menu.
7. If these are the last changes before exiting Fuel Manager, do the following:
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

RFID Antenna Assignment Steps

It is possible to have a different antenna configuration for each nozzle and two other antennas to read hand-held tags and vehicle-mounted tags. The following procedure was designed to set up these possible antenna configurations. The table below describes the RFID Antenna Assignment display structure.

RFID Antenna Assignments

Column Number	Abbreviation	Description
1	FP	Fueling Point
2	HH	Hand-held Antenna
3	CM	Car-mounted Antenna
4 - 10	H1 - H6	Hose 1 - 6

1. Arrow to RFID Antenna Assignment.

```
 1. RFID ATTRIBUTES
>2. RFID ANTENNA ASSIGNMENT

                * RFID CONFIGURATION *
```

2. Press [Select].

```
>1. 00 00 00 00 00 00 00 00 00
 2. 00 00 00 00 00 00 00 00 00
 3. 00 00 00 00 00 00 00 00 00
                * RFID CONFIGURATION *
```

3. Arrow to the correct fueling point.

```
 1. 00 00 00 00 00 00 00 00 00
>2. 00 00 00 00 00 00 00 00 00
 3. 00 00 00 00 00 00 00 00 00
                * RFID CONFIGURATION *
```

4. Press [ENTER] until the cursor is positioned in the correct column.

```
 1. 00 00 00 00 00 00 00 00 00
>2. 00 00 00 00 00 00 00 00 00
 3. 00 00 00 00 00 00 00 00 00
                * RFID CONFIGURATION *
```

5. Key the two-digit hexadecimal code for that fueling point/antenna combination.

   Note: *Do not use the arrows keys to enter the hexadecimal value.*

```
 1. 00 00 00 00 00 00 00 00 00
>2. 00 00 00 00 FF 00 00 00 00
 3. 00 00 00 00 00 00 00 00 00
                * RFID CONFIGURATION *
```

6. Press [ENTER] to continue assigning antennas to the fueling point or until the cursor moves to the next fueling point, or press [EXIT] to move to the next antenna.
7. Press [EXIT] to return to the RFID Configuration function.
8. If these are the last changes, do the following:
   – **Fuel Manager > Initialize DCRs > Download To All DCRs**.

File Maintenance

While in RFID Configuration, press [List].

```
03/25/06                                 10:07
RFID ATTRIBUTES

-----------------------------------------
    R  T
    F  R
    I  A
F   D  S
U      P
E   E  N
L   N  D

P   B  T
U   L  Y
M   E  P
P   D  E
-----------------------------------------
01. N
02. N
03. N
04. N
05. N
06. N
07. N
08. N
09. N
10. N
```

Sample RFID Attributes Listing

```
03/25/06                                 10:07
RFID ANTENNA ASSIGNMENTS

-----------------------------------------
FP  HH CM H1 H2 H3 H4 H5 H6
-----------------------------------------
 1. 00 00 00 00 00 00 00 00
 2. 00 00 00 00 00 00 00 00
 3. 00 00 00 00 00 00 00 00
 4. 00 00 00 00 00 00 00 00
 5. 00 00 00 00 00 00 00 00
 6. 00 00 00 00 00 00 00 00
 7. 00 00 00 00 00 00 00 00
 8. 00 00 00 00 00 00 00 00
 9. 00 00 00 00 00 00 00 00
10. 00 00 00 00 00 00 00 00
```

Sample RFID Antenna Assignment Listing

POP Discount

Configuring Fuel Manager

Dispensers	Standard POP Configuration	Alternate POP Configuration
Bennett Horizon 1 and 2 with 515 interface box	Yes	No
Dresser/Wayne with HyperPIB 53000	Yes	Yes
Dresser/Wayne without HyperPIB 53000	No	Yes
Gilbarco with PAM v32.1.60	Yes	Yes
Gilbarco without correct PAM	No	Yes
Schlumberger CardScan 4000	No	Yes
Schlumberger Centurion	No	No
Tokheim	Yes	Yes

- **Standard Fuel Manager Configuration:** The Standard Configuration allows each of nine grades of fuel two discount levels from the street price for POP transactions. *The site can use POP Discounts and cash/credit pricing at the same time.*

  Note: *Only products previously assigned to a hose in **Pump Configuration > Hose Assignments** are available for pricing, see the Manager Reference Manual.*

- **Alternate Fuel Manager Configuration**: The Alternate Configuration allows each of nine grades of fuel **one** discount from the street price using a difference set up between cash and credit prices. The discount price is set using the cents difference set up in the cash/credit pricing parameters. *Either POP Discounts or cash/credit pricing can be used at any time, but not both together.*

Fuel Site Parameters

1. In Fuel Manager mode, arrow to Site Parameters and press `[ENTER]`.
2. Arrow to "Fuel Site Parameters" and press `[ENTER]`.
3. Arrow to *"Ignore MOP conflict [Y/N]."*

```
 1. Unit of measure [G/L]       G
>2. Ignore MOP conflict [Y/N]   Y
 3. Halt mode [H/S]             S
     * FUEL PARAMETERS *
```

4. Set value to 'Y' and press `[ENTER]`.

   Set this parameter for **Standard Configuration** only:

```
>16. POP Preset Timer [0-90]     0
 17. Alternate POP [Y/N]         N
 18. POP Lowest Price Lvl (1=CA 2=CR)
      * FUEL PARAMETERS *
```

5. Arrow to "16. POP Preset Timer [0 - 90]" and press `[ENTER]`. *(This parameter is used only for Standard Configurations. Use this parameter if DCRs repeatedly go into "Reserved Status" while POP is enabled.)*

```
 16. POP Preset Timer [0-90]    0
>17. Alternate POP [Y/N]        Y
 18. POP Lowest Price Lvl (1=CA 2=CR)
```

6. Arrow to "Alternate POP [Y/N]" and do one of the following:
   – Key 'Y' to select Alternate Configuration or
   – Key 'N' to select Standard Configuration.
7. Press `[ENTER]`.

   Alternate Configuration only:

```
 16.POP Preset Timer [0-90]      0
 17.Alternate POP [Y/N]          Y
>18.POP Lowest Price Lvl (1=CA 2=CR)1
       * FUEL PARAMETERS *
```

a.) Arrow to *"POP Lowest Price Lvl"* and key '1' (cash) as the lowest price.

b.) Press `[ENTER]`

Note: *Only sites with Tokheim dispensers can use the value '1' or '2'. Dresser/Wayne and Gilbarco sites must use the value '1'.*

DCR Site Parameters

1. In Fuel Manager mode, arrow to Site Parameters and press `[ENTER]`.
2. Arrow to "DCR Site Parameters" and press `[ENTER]`.
3. Arrow to "Prompt for Member ID."

```
>22.Prompt for Member ID  [Y/N] N
 23.Enable Postpay Member ID [Y/N]
 24.Enable Card Member ID [Y/N]
     *  DCR SITE PARAMETERS  *
```

4. Do one of the following:
   – Key 'Y' for **Basic+Membership**.
   – Key 'N' for **Basic** and **Basic+Codes**.
5. Press `[ENTER]`.

   Note: *For DCRs with scanners: 'Y' = DCR prompts for Membership Card.*
6. Arrow to "Enable Postpay Member ID."

```
 22.Prompt for Member ID [Y/N]   N
>23.Enable Postpay Member ID [Y/N]  N
 24. Enable Card Member ID [Y/N]
     *  DCR SITE PARAMETERS  *
```

7. Do one of the following:
   – Key 'Y' for **Basic+Membership**.
   – Key 'N' for **Basic** and **Basic+Codes**.
8. Press `[ENTER]`.

   'Y' = Scan Membership Card, fuel at discounted price at DCR then pay inside.

   'N'= Fuel at street price at DCR, present Membership Card inside to get POP Discount price.

```
 22.Prompt for Member ID [Y/N]   N
 23.Enable Postpay Member ID [Y/N]   N
>24.Enable Card Member ID [Y/N]
     *  DCR SITE PARAMETERS  *
```

9. Key 'Y' for **Basic+Membership** to use mag-stripe cards at DCRs and inside.
10. Press `[ENTER]`.

```
>25.Enable Scan Member ID [Y/N] N
 26.Enable DCR Diagnostic [Y/N]  N
 27.Prompt Grade Restriction [Y/N] N
     *  DCR SITE PARAMETERS  *
```

11. Key 'Y' for **Basic+Membership** to use bar-coded card at DCRs and inside.
12. Press `[ENTER]`.

13. Press `[EXIT] [EXIT]` to return to Fuel Manager mode.

Note: *If both "Card Member ID" and "Scan Member ID" are set to 'Y', set up two **POP Discount Definitions**, one for swipeable and one for scannable cards.*

Pump Configuration

Note: *Optional for Standard Config.*

1. In Fuel Manager mode, arrow to Pump Configuration and press `[ENTER]`.
2. Arrow to "1. Attributes" and press `[ENTER]`.

```
PUMP #01


       *  SET ATTRIBUTES  *
```

3. Arrow to select pump number.
4. Press `[ENTER]`.

```
>13. Default MOP            CRED
 14. Blend Type             NONE
 15. View Buzzer Off [Y/N]     N
         *  ATTRIBUTES  *
```

5. Arrow to "Default MOP' and press `[Select]` to find the MOP.
6. Press `[ENTER]` to select the MOP.

Note: *Select opposite of the MOP selected in **"18. POP Lowest Price Lvl" > Fuel Site Parameters** (Step 7 a)**.***

7. Press `[EXIT]` to go to next pump number.

```
PUMP #02


       *  SET ATTRIBUTES  *
```

8. Press `[ENTER]`.

```
>Same as Pump 01 [Y/N]            N


      *  SET ATTRIBUTES  *
```

9. Press 'Y' `[ENTER]` to continue through the remaining pumps offering POP, or press 'N' `[ENTER]` to return to "Attributes."
10. Press `[EXIT] [EXIT] [EXIT]` to return to the Fuel Manager menu

DCR Configuration

1. In Fuel Manager mode, arrow to DCR Configuration and press `[ENTER]`.
2. Arrow to "1. Attributes" and press `[ENTER]`.

```
1. DCR ATTRIBUTES
** Use Arrow Keys **

      * DCR SET UP MENU *
```

3. Scroll through the DCR numbers using the arrow keys and press `[ENTER]` to select the DCR number.
4. Go to *"Hot DCR mode."*

```
 4.Pay at pump only [Y/N]      N
 5.Prepay only  [Y/N]            N
>6.Hot DCR mode  [Y/N]          N
       * DCR  #01 ATTRIBUTES*
```

5. Key 'N' for a Card Type to work and press `[ENTER]`.
6. Go to *"Handle Up Calling."*

```
 10.Lever On Pump [Y/N]        N
>11.Handle Up Calling [Y/N]    N
 12.Full Service Preset At Pump  N
    * DCR  #01 ATTRIBUTES*
```

7. Key 'N' for **Basic+Membership** (optional for Basic/Basic+Codes); press `[ENTER]`.

   Note: *Allows customers to scan Membership Cards then pay inside.*

8. Go to *"Enable Scanner [Y/N]."*

```
  19.Graphic printer [Y/N]      N
 >20. Enable Scanner [Y/N]      N

   * DCR  #01 ATTRIBUTES*
```

9. Key 'Y' for **Basic+Membership** and press `[ENTER]`.
10. Press `[EXIT]` `[EXIT]` to return to the Fuel Manager menu.

Setting Standard Fuel Discount Option Amounts

POP Discount Table sets up to ten fuel discount definition tables that are selected in **Manager > POP Transaction File > POP Discount Definition ID**.

Standard Configuration Only

1. In Fuel Manager mode, arrow to POP Discount and press `[ENTER]`.

```
>1. DEF01
 2. DEF02
 3. DEF03
      POP DEFINITION TABLE
```

2. Arrow to one of the 10 available definition tables and press `[ENTER]`.

```
1. DEF01   UNLD  0.020   >0.010
2. DEF01   MID1  0.030
3. DEF01   PREM  0.040
      POP DEFINITION #1
```

3. Key the new discount for that fuel grade [.01 = 10].
4. Press `[ENTER]` to go to the next fuel grade.

```
1. DEF01   UNLD  0.010
2. DEF01   MID1  0.030   >0.020
3. DEF01   PREM  0.040
     POP DEFINITION #1
```

5. Key discount price, i.e [.02 = 20], for the second fuel grade discount.
6. Press `[ENTER]`; go to next fuel grade.
7. Press `[EXIT]` to go to the next table.

```
 1. DEF01
>2. DEF02
 3. DEF03
       POP DEFINITION TABLE
```

8. Repeat from Step 2 to complete 10 tables or press `[EXIT]` to return to the Fuel Manager menu.

POP Alternate Fuel Product Prices

The POP Discount comes from the difference between the cash and credit price for each grade of fuel. The difference between them applies as a discount to each gallon.

Alternate Configuration Only

1. In Fuel Manager mode, arrow to Fuel Product Prices and press `[ENTER]`.

```
>1. UNLD              4. MID2
 2. MID1
 3. PREM*
        *FUEL PRICES*
```

2. Select level/MOP price to change and key the new price ($0.000-$9.999).

```
>1. SELF CASH  1.111    0.000
 2. SELF CRED  1.21
 3. SELF CHEC  1.31*
      *FUEL PRICES UNLD*
```

3. Press `[ENTER]`.

Note: *Only products previously assigned to a hose in* ***Pump Configuration > Hose Assignments*** *are available for pricing, see the Manager Reference Manual.*

Initialize Fuel

1. At the Fuel Manager menu, arrow to Initialize Fuel.
2. Press `[ENTER]`.
3. Arrow to "Full Initialization" and press `[ENTER]`.

```
 1. PRICES ONLY
>2. FULL INITIALIZATION

     * INITIALIZE FUEL *
```

4. Press `[EXIT]`.
5. Arrow to Initialize DCRs.
6. Press `[ENTER]`.

```
>1. DOWNLOAD TO ALL DCRs
 2. DOWNLOAD TO A DCR
```

7. Arrow to "Download to All DCRs" and press `[ENTER]`.
8. Press `[EXIT] [EXIT]` to return to the switcher.

File Maintenance

While in the POP Discount menu function, press `[List]` to print the current POP Discount Table and POP Definition Table.

```
03/25/06                                10:07
POP DISCOUNT TABLE
--------------------------------------
GRADE        LEVEL 1      LEVEL 2
--------------------------------------
UNLD           .099         .099
MID1           .050         .099
PREM           .099         .099
UNLD           .099         .099
UNLD           .099         .099
UNLD           .099         .099
UNLD           .099         .099
UNLD           .099         .099
UNLD           .099         .099
```

Sample POP Discount Table Listing

```
03/25/06                                10:07
POP DEFINITION TABLE
--------------------------------------
ID       GRADE        DISCOUNT
--------------------------------------
01       UNLD         0.099
         MID1         0.099
         PREM         0.025
02       MID2         0.040
03       DIES         0.055
```

Sample POP Definition Table Listing

5 Maintenance

Maintenance mode contains functions that are used to update general terminal information and maintain the system software and hardware:

- Version Information
- Set Date and Time
- Display I/O Configuration
- Data Files Version
- Enable Printer
- Disable Printer
- Flush Printer Queue
- Get Latest Data
- Set Totals
- Create Files
- Start Remote Dial-In
- File Information
- Feature Information
- Registration Information
- Set Store Telephone Number
- Set Store Postal Code
- CPU Exception Information
- Start Debugger
- Execute Load Module
- Reset Soft Key File
- Adjust Buzzer Volume
- Reset Modem
- Printer Error Log

- Reset Tank Delivery
- Monitor Tank Communication
- Backup Print Log
- Print Installation Information
- Reboot System
- Display IP Stats
- e-pc Status Report

Start Maintenance Mode Steps

1. Press `[EXIT]` until you reach the switcher.

```
                  [ SALES ]
```

2. Arrow to the Maintenance mode.

```
               [ MAINTENANCE ]
```

3. Press `[Select]`.

```
Enter I.D. ? _
```

4. Key your employee ID and press `[ENTER]`.

```
Enter Password _
```

5. Key your personal password and press `[ENTER]`.

```
 1. VERSION INFORMATION                   _
** Use Arrow Keys **

                *MAINTENANCE MENU*
```

6. Arrow to the appropriate Maintenance function.
7. Press `[Select]`.

Version Information

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Version Information function displays the software version that is running on the terminal. It also prints a general system description on the receipt and journal printers.

Version Information Steps

1. Arrow to the Version Information function.
2. Press `[Select]`.
3. Arrow to scroll through the version information, or press `[List]` to print the information.
4. Press `[EXIT]` to return to the Maintenance mode menu.

```
  Gempak - 03/25/06 K -- Version X.XX.XX
 Term 1  Gemix v2.5.9  Registered
     Running since: 05/05/01 11:34
        Elapsed time: 74.6 hours

System Configuration Information:
 P1 Nbr Shifts: 3
 Electronic ID:0000000ffb1d
  Installed by: Vern Vasco

System Memory Information:
  SRAM size   =  8388608
  SRAM free   =  2506728
  SRAM contig =   249980
  SRAM frag   =        3%
  DRAM size   =        0
  DRAM free   =        0
  DRAM contig =        0
  DRAM frag   =        1%

Gembus Device Information:
  /dev/kbd1 KEYBOARD/MSR  v4.04
  /dev/dsp1 DISPLAY Oper 2x20 v3.04
  /dev/dsp2 DISPLAY Cust 2x20 v2.07
  /dev/led  DISPLAY Led-Icon v1.00
  /dev/prn1 (NOT FOUND)
  /dev/prn2 (NOT FOUND)

       --- end ---
```

Sample Version Information Listing

Set Date and Time

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Set Date and Time function sets the date and time the terminal uses on reports and receipts. In general, the date and time only need to be changed for daylight savings.

If the date or time is changed, the new time and the employee who made the change (by employee number) is noted on the journal printer.

The date is entered as six digits (month, day, and year). If the month or day is only one digit, put a ‘0’ in front of it.

Example: April 15, 2001, should be entered as ‘041501’.

The time can be entered as either four digits (hour and minutes) or six digits (hour, minutes, and seconds).

- The hour is entered as two digits based on a 24-hour clock.
- The minutes are entered as two digits, 01 - 59.
- The seconds are optional and are entered as two digits, 01 - 59.

Examples: 2:25:32 P.M. should be entered as ‘142532’.

6:08 A.M. should be entered as ‘0608’.

Set Date and Time Steps

1. Arrow to the Set Date and Time function.
2. Press `[Select]`.

```
Date 100303 _
```

3. Key the new six-digit date and press `[ENTER]` or just press `[ENTER]` to accept the date displayed.

```
Time 141514 _
```

4. Key the four-digit time (hour and minutes) and press `[ENTER]` or just press `[ENTER]` to accept the time displayed.

```
14:20:00   10/03/03_
```

5. Press `[EXIT]` to return to the Maintenance mode menu.

Display I/O Configuration

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Display I/O Configuration function displays how all input and output devices are set. The information can also be printed by pressing the [List] key while the information displays.

Display I/O Configuration Steps

1. Arrow to the Display I/O Configuration function.
2. Press [Select].

```
station       255


                ** Use Arrow Keys **
```

3. Arrow to scroll through the information, or press [List] to print the information.
4. Press [EXIT] to return to the Maintenance mode menu.

Sample I/O Configuration Listing

```
               IO CONFIG

03/25/06                           10:29
----------------------------------------
station       255


kbd.ldm
 /dev/kbd1            0 - 0 0 00000000

odsp.ldm
 /dev/dsp2            0 - 0 0 00000000

cdsp.ldm
 /dev/dsp1            0 - 0 0 00000000

rprt.ldm
 /dev/prn2            0 - 0 0 00000000

jprt.ldm
 /dev/prn1            0 - 0 0 00000000

lprt.ldm
 /dev/lpt          9600 - 8 1 00000000

mag.ldm
 /dev/msr             0 - 0 0 00000000
.
.
.
               --- end ---
```

Data Files Version

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Data Files Version function prints a list of all data files used by the register and the last time each file was changed. This is used to check that a controller and all workstations have the same files. If the dates on the Data Files Version listing on a workstation are not exactly the same as the controller's, then the workstation should perform the function Get Latest Data to update its files.

Data Files Version Steps

1. Arrow to the Data Files Version function.
2. Press [Select].

```
Printing ..._
```

3. The Data Files print and the display returns to the Maintenance mode menu.

```
03/25/06                           15:02
DATA FILES REGISTER #1

PLU File            03/25/06 10:12
Dept File           03/25/06 10:12
Category File       03/25/06 10:12
Promo File          03/25/06 10:12
Employee File       03/25/06 10:12
MOP File            03/25/06 10:12
Fee File            03/25/06 10:12
Tax File            03/25/06 10:12
Currency File       03/25/06 11:05
Cust ID File        03/25/06 15:08
Plu Tracking        03/25/06 10:12
Dept. Tracking      03/25/06 10:12
Soft Key File       03/25/06 10:12
Menu Key File       03/25/06 14:28
Logo/Slogan File    03/25/06 10:12
Banner File         03/25/06 16:08
Check Franking File 03/25/06 10:12
Network File        03/25/06 10:12
CCard File          03/25/06 10:12
Dealer File         03/25/06 12:02
CW Param File       03/25/06 12:20
Car Wash Key File   03/25/06 10:12
Blue Law File       03/25/06 10:12
Log In/Out File     03/25/06 10:12
Ruby EasyID File    03/25/06 10:12
Combo File          03/25/06 10:12
Mix File            03/25/06 10:12
.
.
.
               ---end---
```

Sample Data Files Version Listing

Enable Printer

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Enable Printer function reconnects the Ruby terminal with a printer that has been disabled.

The printer must be connected to the Ruby terminal.

Enable Printer Steps

1. Arrow to the Enable Printer function.
2. Press `[Select]`.

```
> 1. Receipt Printer
  2. Journal Printer
```

3. Arrow until the > points to the printer you want to enable.
4. Press `[Select]`.

```
Receipt Printer enabled
```

5. The display returns to the Maintenance mode menu.

Disable Printer

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Disable Printer function disconnects the Ruby terminal from a printer that is not working or is preventing the Ruby terminal from continuing transactions.

The printer must be connected to the Ruby terminal.

After the printer is disabled, the error message "(printer name) DISABLED" displays on the bottom line of the Operator Display until the printer is enabled.

Disable Printer Steps

1. Arrow to the Disable Printer function.
2. Press `[Select]`.

```
> 1. Receipt Printer
  2. Journal Printer
```

3. Arrow to the printer you want to disable.
4. Press `[Select]`.

```
Receipt Printer disabled
```

5. The display returns to the Maintenance mode menu.

Flush Printer Queue

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Flush Printer Queue function stops the current print job.

Flush Printer Queue Steps

1. Arrow to the Flush Printer Queue function.
2. Press `[Select]`.

```
> 1. Receipt Printer
  2. Journal Printer
```

3. Arrow until the > points to the printer you want to stop.
4. Press `[Select]`.

```
Canceling all printer jobs
```

```
All printer jobs canceled
```

5. The display returns to the Maintenance mode menu.

Get Latest Data

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Get Latest Data function downloads data files from the controller to the workstation. Only data files that have changed since the last download are downloaded.

Note: *This function is available only on workstation terminals.*

Get Latest Data Steps

1. Arrow to the Get Latest Data function.
2. Press `[Select]`.

```
Downloading data files - Please Wait_
```

3. Any data files that have been changed on the controller download to the workstation and print on the journal printer.
4. The display returns to the Maintenance mode menu.

Troubleshooting

If the data files do not download successfully, check these items.

- Are the LAN cables between the workstation and the controller correctly installed?
- Are the LAN cables connected to COM port 3?
- Is the controller powered up?
- Review the journal printer listing of data files. Note the files that were not downloaded successfully. These can then be reported to the VeriFone Technical Support Center.

Set Totals

The Set Totals function sets totalizer and fuel running totals to user-defined values. In general, these values come from use of a previous version of the software.

Before loading the new software, close all the cashiers and run the next period report. Enter the totals so that they are not lost. For example, if the software is installed at midnight, just before the installation, run the Close Daily. Do not perform any transactions until after the software is installed and the totals are set.

Note: *This function is available only on controlling terminals.*

Start Set Totals Steps

1. Arrow to the Set Totals function.
2. Press `[Select]`.

```
1. Totalizers                CHOICE: _
2. Fuel Running Totals
```

3. Key `[1]` or `[2]`.
4. Press `[ENTER]`.

Totalizers Steps

Use these steps to change the totalizers for each period for each register and for each period for all registers. See the Summary report section of the last closed period. Only the existing register/period combinations display.

1. At the Set Totals menu, key [1] [ENTER].

```
Register #1 - SHIFT
GRAND           0.00                0.00
SALES           0.00
```

2. Arrow to the register and period that you want to change.
3. Key the dollar amount of the grand totalizer and press [ENTER].

```
Register #1 - SHIFT
GRAND        12589.32            12589.32
SALES            0.00                0.00
```

4. Key the dollar amount of the sales totalizer and press [ENTER].

```
Register #1 - DAILY
GRAND           0.00                0.00
SALES           0.00
```

5. Do one of the following:
   - Repeat steps 2 through 4 to change the totals for another register/period combination.
   - Press [List] to print the totals.
   - Press [EXIT] [EXIT] to return to the Maintenance mode menu.

Fuel Running Totals Steps

Use these steps to change the running totals for each fueling point/hose combination. See the FP/Hose Running report totals. Only the fueling points that have been set up in the Product Configuration: Attributes function display.

1. At the Set Totals menu, key `[2] [ENTER]`.

```
FP# 1 HOSE# 1
VOLUME           0.00                 0.00
AMOUNT           0.00
```

2. Arrow to the fueling point and hose you want to change.
3. Key the volume and press `[ENTER]`.

```
FP# 1 HOSE# 1
VOLUME         949.21               949.21
AMOUNT           0.00                 0.00
```

4. Key the dollar amount and press `[ENTER]`.

```
FP# 1 HOSE# 2
VOLUME           0.00                 0.00
AMOUNT           0.00
```

5. Do one of the following:
   – Repeat steps 2 through 4 to change the totals for another fueling point/hose combination.
   – Press `[List]` to print the totals.
   – Press `[EXIT] [EXIT]` to return to the Maintenance mode menu.

File Maintenance

While in Set Totals, press `[List]`.

```
   CURRENT BEGINNING TOTALIZER VALUES

REGISTER #1
Period           Grand      Sales
________________________________________
SHIFT            100.00      100.00
DAILY            100.00      100.00
MONTHLY          100.00      100.00
YEARLY           100.00      100.00

REGISTER #2
Period           Grand      Sales
________________________________________
SHIFT            100.00      100.00
DAILY            100.00      100.00
MONTHLY          100.00      100.00
YEARLY           100.00      100.00

ALL REGISTERS
Period           Grand      Sales
________________________________________
SHIFT            200.00      200.00
DAILY            200.00      200.00
MONTHLY          200.00      200.00
YEARLY           200.00      200.00
```

Set Totals Listing: Register/ Period Combination

```
FUELING POINT RUNNING HOSE TOTALS

FP#   Hose#    Volume     Amount
________________________________________
01    01       1.00       1.00
      02       1.00       1.00
      03       1.00       1.00
      04       1.00       1.00
02    01       1.00       1.00
      02       1.00       1.00
      03       1.00       1.00
      04       1.00       1.00
03    01       1.00       1.00
      02       1.00       1.00
      03       1.00       1.00
      04       1.00       1.00
etc.
```

Set Totals Listing: Fueling Point/Hose Combination

Create Files

Note: *This function should be used only with the assistance of the VeriFone Technical Support Center.*

The Create Files function replaces missing or damaged files by creating new data files on a file-by-file basis. Data files are usually created before the application is installed. This function should be used **only** under the following three conditions:

- Specific data files have been erased or damaged.
- The maximum number of PLU promotions has changed in **Manager > Configuration > System Configuration > Maximum PLUs promo**.
- You have the assistance of the VeriFone Technical Support Center.

Note: *This function is available only on controlling terminals.*

Considerations

- Do not create the totals file unless you do not need the current totals for the Close Shift.
- Creating some files requires creating other files. For example, if you recreate the PLU File, you must also create the PLU Promotional File.
- The data file names that are displayed are actually the program file names. The names are not exactly the same as the names that appear in the Manager menu.
- The file that was created and the employee who logged in to Maintenance mode print on the journal.

Create Files Steps

1. Arrow to the Create Files function.
2. Press [Select].

```
002       /ram/employee.dat        _
```

3. Arrow until the data file you want to create appears.
4. Press [Select].

```
Creating...
```

```
CREATION OK
```

5. Repeat steps 3 and 4 to create another data file, or press [EXIT] to return to the Maintenance mode menu.

Start Remote Dial-In

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in **System Setup > Manager > Security Control**.*

The Start Remote Dial-In function sets the terminal software up so that a computer at another location can connect to and communicate with the terminal. This function provides a means of transmitting remote software service and upgrades.

Note: *This function should be used only with the help of the VeriFone Technical Support Center Agent.*

Considerations

The terminal is not available to perform transactions while dial-in and remote services are in progress.

The terminal must be connected to an active telephone line. See “Hardware Setup” at the end of this section.

Start Remote Dial-In Steps

1. Arrow to the Start Remote Dial-In function.
2. Press `[Select]`.

```
11. START REMOTE DIAL-IN             _
Are you sure? (Y/N) _
```

3. Press `[Yes]` to run this function. The terminal reboots into the System Manager (SysMgr) program.
4. Follow the directions given by the VeriFone Technical Support Center Agent.
5. When the dial-in session is finished, unplug the terminal’s power cord at the power brick.
6. After the terminal is completely off, plug the power cord back in to the power brick.

Hardware Setup

The Ruby terminal must be installed in one of the following ways to allow remote dial-ins:

- Dedicated telephone service line
- Shared voice/data telephone service line

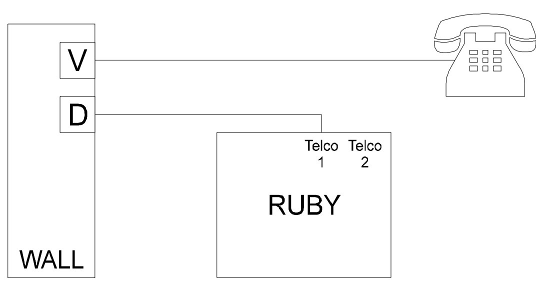
The following symbols are used to represent the telephone lines in the diagrams in this section:

- **D**: Data
- **S**: Shared data and voice
- **V**: Voice

Dedicated Telephone Service Line

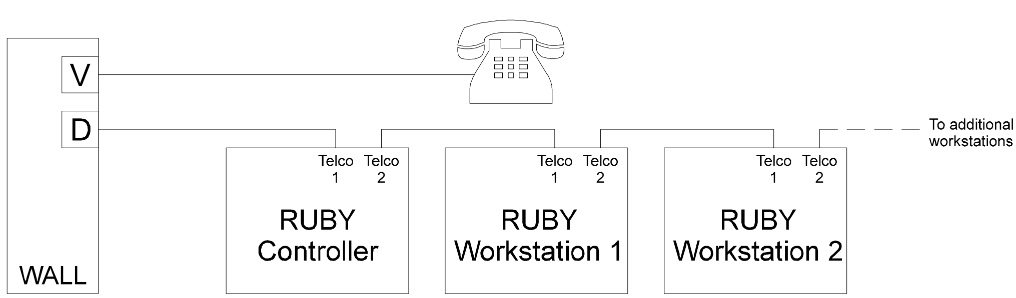
- **Single Terminal Setup**

  Plug one end of the RJ-11 cord into one of the Telco ports on the back of the Ruby terminal, and the other end into a data line wall jack. If a telephone is also used, it must be connected to a separate voice line jack with a separate telephone number.



- **Multiterminal Setup**

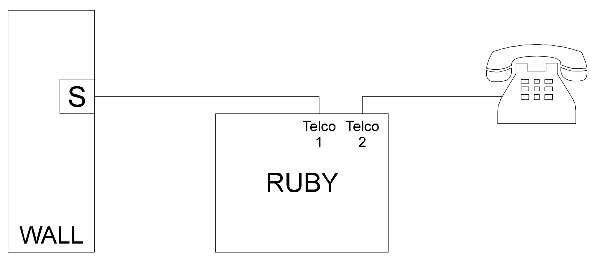
  Plug one end of the RJ-11 cord into one of the Telco ports on the back of the Ruby terminal and the other end into a data-line wall jack. Connect each workstation with RJ-11 cords to the controller as displayed in the illustration below. If a telephone is also used, you must connect it to a separate voice-line jack with a separate telephone number.



Shared Voice/Data Telephone Service Line

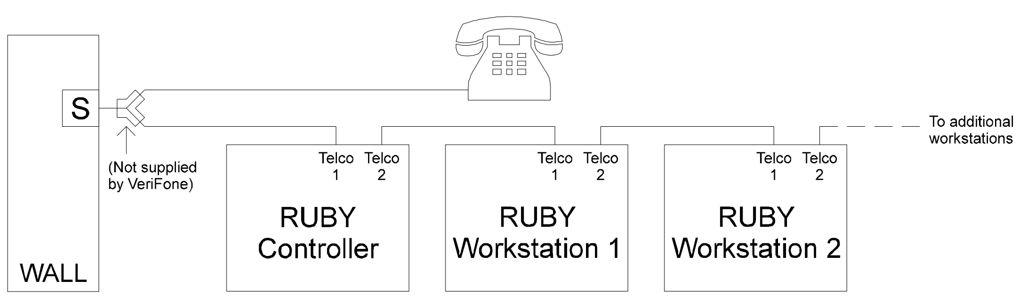
- **Single Terminal Setup**

  Unplug the telephone from the wall jack. Plug one end of the RJ-11 cord into one of the Telco ports on the back of the Ruby terminal, and the other end into a wall jack. Then plug the telephone into the other Telco port on the back of the Ruby terminal.



- **Multiterminal Setup**

  Unplug the telephone from the wall jack. Plug the single end of a split (Y) RJ-11 cord into the wall jack. Plug one of the free ends of the split RJ-11 into the telephone. Plug the remaining free end of the split RJ-11 into one of the Telco ports on the back of the Ruby terminal. Then connect each workstation with RJ-11 cords to the controller as displayed in the illustration below.



Note: *Although a telephone can be connected through or shared with a Ruby terminal, it is recommended that the Ruby terminal be connected to a dedicated line. If the line is shared, then support service modem calls may be intercepted if a person answers the voice line. A shared line also eliminates the ability to run dial-in diagnostics and talk to someone at the site at the same time. If the line is shared with a network, credit card processing and other network functions are available while the phone line is used for conversation or dial-ins.*

File Information

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The File Information function displays system file data, including file size and creation date and time. Files are displayed by subsystem function with registration status, version number and other information.

File Information Steps

1. Arrow to the File Information function.
2. Press `[Select]`.

```
Terminal Number: 1

SUBSYSTEM NAME             VERSION_
                ** Use Arrow Keys **
```

3. Arrow to read additional information, or
   – Press `[List]` to print the information.
   – Press `[EXIT]` to return to the Maintenance mode menu.

```
        FILE INFORMATION LISTING
03/25/06                           16:08
----------------------------------------
Terminal Number: 1

SUBSYSTEM NAME             VERSION
 LICENSE STATUS  REGISTRATION     FCW
  LOAD MODULE NAME      SIZE DATE   TIME
----------------------------------------
(Application)              v3.00.00(00)
 Std Feature     Reg 031400 2057  0000
(Hardware)                 v2.02.08(a4)
 Std Feature     Reg 031400 2057  0000
(Options)                  v3.00.00(00)
 Std Feature     Reg 031400 2057  0000
Alarm Manager              v1.00.00(00)
  /ram/alarms.ldm       7536 030200 0747
Fast Food                  v1.00.00(00)
 Authorized      Reg 031400 2057  0000
File Manager               v1.00.00(00)
  /ram/files.ldm       32544 030700 0142
Fuel Subsystem             v1.00.00(00)
  /ram/fueldrv.ldm      8232 030700 0146
  /ram/coc.ldm          9464 030700 0146
  /ram/fuelmgr.ldm     70610 030700 0320
  /ram/fuelsrv.ldm     14554 030700 0148
  /ram/fuelcli.ldm     13994 030700 0148
.
.
.
(All Files are listed)
       --- end ---
```

Sample File Information Listing

Feature Information

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Feature Information function lists the purchase options installed in your system, including the version number, authorization status, and registration status.

Feature Information Steps

1. Arrow to the Feature Information function.
2. Press `[Select]`.

```
Terminal Number: 1

FEATURE CARD_
                ** Use Arrow Keys **
```

3. Arrow to read additional information, or
   – Press `[List]` to print the information.
   – Press `[EXIT]` to return to the Maintenance mode menu.

```
           FEATURE LISTING
03/25/06                          15:02
----------------------------------------
Terminal Number: 1

FEATURE CARD
------------
-NAME-
Ruby Card
-FEATURES-
Car Wash
Fast Food
Proprietary

SUBSYSTEM NAME             VERSION
 LICENSE STATUS  REGISTRATION     FCW
----------------------------------------
Car Wash                  v1.00.00(00)
 Authorized
Fast Food                 v1.00.00(00)
 Authorized
HPV20
 NOT AUTHORIZED NOT REGISTERED   0000
Proprietary
 Authorized
              --- end ---
```

Sample Feature Information Listing

Registration Information

The Registration Information function allows you to view registration information and register your system. If you need to initially register your system, a reminder prompt appears on the Operator Display. To register your system, provide the information in this file to the VeriFone Technical Support Center and enter the number given to you into the terminal. Entering this number into the terminal registers your system.

Note: *This function is available only on controlling terminals.*

Registration Information Steps

1. Arrow to the Registration Information function.
2. Press `[Select]`.

```
Registration Status: NOT REGISTERED

    (Use arrow keys, LIST, or EXIT)_
                ** Use Arrow Keys **
```

3. Arrow to read additional information, or press `[List]` to print the information.
4. To register or reregister the system, read the displayed information to the VeriFone Technical Support Center agent.
5. Press `[Select]`.

```
        Gemkey: 0
        Status: NOT REGISTERED

                ** Use Arrow Keys **
```

6. Enter the number given to you and press `[ENTER]`.

```
        Gemkey: 2397865033
        Status: Registered 03/25/06
                NEW GEMKEY ACCEPTED
                ** Use Arrow Keys **
```

7. Press [EXIT] [EXIT] to return to the Maintenance mode menu.

```
    REGISTRATION INFORMATION LISTING
03/25/06                          15:02
----------------------------------------
Registration Status: REGISTERED  03/25/06

    (Use arrow keys, LIST, or EXIT)
FEATURE                          (REF#)
----------------------------------------
BASE SYSTEM
       App Name: GEMPAK
    App Version: X.XX.XX
         Shifts: 3                (772)
    O/S Version: X.X.X
      SRAM Size: 6
      DRAM Size: 0
            EID: ffb1d            (779)
   Installed by: (UNKNOWN)
 Site Phone Nbr: 8133731789
    Postal Code: 32601
   Feature card: (NONE)
            FCW: 0                (768)
CAR WASH         v1.00.00         (423)
FAST FOOD        v1.00.00         (820)
PROPRIETARY      v1.00.00         (468)
              --- end---
```

Sample Registration Information Listing

Set Store Telephone Number

The Set Store Telephone Number function allows you to update your telephone number within the system if it should change. This number is kept on file as part of the system's registration information. The store telephone number is initially downloaded to the system during installation.

Note: *This function is available only on controlling terminals.*

Set Store Telephone Number Steps

1. Arrow to the Set Store Telephone Number function.
2. Press `[Select]`.

```
Telephone Nr: _
  (use 0-9 only, no separators)
```

3. Key the store's telephone number (up to 15 digits) and press `[ENTER]`.

   Note: *Do not put any spaces or dashes in the number.*

```
Telephone Nr: 8135554321
  (use 0-9 only, no separators)
             ACCEPTED
```

4. Press `[EXIT]` to return to the Maintenance mode menu.

Set Store Postal Code

The Set Store Postal Code function allows you to update your postal code within the system if it should change. This number is kept on file as part of the system's registration information. The postal code is initially downloaded to the system during installation.

Note: *This function is available only on controlling terminals.*

Set Store Postal Code Steps

1. Arrow to the Set Store Postal Code function.
2. Press `[Select]`.

```
    Postal Code:_
     (please do not use separators)
```

3. Key the store's postal code (up to 11 characters) and press `[ENTER]`.

   Note: *Do not put any spaces or dashes in the number.*

```
    Postal Code:32601
     (please do not use separators)
                 ACCEPTED
```

4. Press `[EXIT]` to return to the Maintenance mode menu.

CPU Exception Information

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The CPU Exception Information function allows you to review system information after an abnormal system operation is encountered. Information in this file can assist the VeriFone Technical Support Center in troubleshooting the system.

CPU Exception Information Steps

1. Arrow to the CPU Exception Information function.
2. Press `[Select]`.

```
    Select Log: 1
```

3. Key the desired log number (1 - 3) and then press `[ENTER]`.

   Note: *Log number ‘1’ is the most recent and log number ‘3’ is the oldest.*

4. Arrow to read additional information, or
   – Press `[List]` to print the information.
   – Press `[EXIT]` to return to the Maintenance mode menu.

Start Debugger

The Start Debugger function is used by authorized VeriFone personnel to troubleshoot the system.

Note: *This function is available only with the aid of the VeriFone Technical Support Center.*

Start Debugger Steps

1. Arrow to the Start Debugger function.
2. Press `[Select]`.

```
Select File System: _
 1. Static Ram
 2. Card
```

3. The available modules from which to start the debugger appear. Key the number of the module you want, then press `[ENTER]`.

```
Select File Name: _
1. /ram/gembug.ldm
2. /ram/cstartup.ldm
```

4. The file names appear. Key the number of the file you want to execute, then press `[ENTER]`.

```
Task Successfully Started
Debugger Started on com port 3
<Press ENTER Key to Acknowledge>
```

5. The display shows that the debugger has started. Press `[ENTER]` to return to the file system menu.

```
Select File System: _
 1. Static Ram
 2. Card
```

6. Press `[EXIT]` to return to the Maintenance mode menu.

Execute Load Module

The Execute Load Module function is a tool for VeriFone authorized agents to upgrade and troubleshoot the system.

Note: *This function is available only with the aid of the VeriFone Technical Support Center.*

Execute Load Module Steps

1. Arrow to the Execute Load Module function.
2. Press `[Select]`.

```
Select File System: _
 1. Static Ram    3. Hard Drive
 2. Card          4. Floppy Drive
```

3. The available file systems appear. Key the number of the file system you want, then press `[ENTER]`.

```
Start /ram/tm930.ldm? <ENTER>
```

4. Arrow to the desired file name.
5. Do one of the following:
   – Press `[EXIT]` to return to the previous menu.
   – Press `[ENTER]` to start.
6. Press `[EXIT]` to return to the Maintenance mode menu.

Reset Soft Key File

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Reset Soft Key File function resets the keyboard to the same soft key designations originally in the Ruby terminal when it shipped. Use this function if you make a mistake while programming the soft keys and would like to start over. Be aware that this function clears all the keys you programmed.

Reset Soft Key File Steps

1. Arrow to the Reset Soft Key File function.
2. Press `[Select]`.

```
WARNING!! This process will overwrite
your current soft key file!
Are you sure? (Y/N) _
```

3. Do one of the following:
   – Press `[No]` to cancel the function.
   – Press `[Yes]` to clear all soft keys from the memory.
4. The following displays.

```
Soft Key File Reset Successfully_
```

5. The display returns to the Maintenance mode menu.

Adjust Buzzer Volume

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Adjust Buzzer Volume function allows you to increase or decrease the volume of alarms. This function is available for CPU-4 terminals only. If you do not have a CPU-4 terminal, the message “Use Back Panel Adjustment” displays.

To adjust the alarm volume of a terminal that is not a CPU-4 terminal, locate the dial labeled “BUZ VOL” on the back of the Ruby terminal. Using a flathead screwdriver (or similar tool), turn the dial. Turn the dial clockwise to decrease the volume or counter-clockwise to increase the volume.

Note: *If the buzzer alarm volume is not loud enough for hard-of-hearing cashiers, external speakers can be attached to the audio jack on the back of the Ruby CPU-5 terminal. The volume is then adjusted on the external speakers, not on the Ruby terminal.*

Adjust Buzzer Volume Steps

1. Arrow to the Adjust Buzzer Volume function.
2. Press `[Select]`.

```
To Increase Volume Press --->
To Decrease Volume Press <---
```

3. Arrow until you hear the desired buzzer volume.
   – Press `[-->]` to increase the volume.
   – Press `[<--]` to decrease the volume.
4. Press `[EXIT]` to return to the Maintenance mode menu.

Reset Modem

The Reset Modem function resets the modem without rebooting the terminal.

Reset Modem Steps

1. Arrow to the Reset Modem function.
2. Press `[Select]`.

```
Modem reset successful_
```

3. The display returns to the Maintenance mode menu.

Printer Error Log

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in **System Setup > Manager > Security Control**.*

The Printer Error Log function displays the last 10 printer status messages.

Printer Error Log Steps

1. Arrow to the Printer Error Log function.
2. Press `[Select]`.
3. Arrow to read additional information, or
   - Press `[List]` to print the information.
   - Press `[EXIT]` to return to the Maintenance mode menu.

```
           PRINTER ERROR LOG
03/25/06                           16:50
----------------------------------------
Terminal Number: 1

----------------------------------------
           E9001 PRINTER OFFLINE - OFF
01/22 16:48:32
           E9001 PRINTER OFFLINE - OFF
01/22 19:42:10
                        --- end ---
```

Sample Printer Error Log Listing

Reset Tank Delivery

The Reset Tank Delivery function clears a false delivery message from the Operator Display.

Reset Tank Delivery Steps

1. Arrow to the Reset Tank Delivery function.
2. Press `[Select]`.

```
RESET TANK [Y/N] _
```

3. Do one of the following:
   – Press `[Yes]` to reset the delivery status flags on the tank level sensor to “off” and remove the delivery message from the Operator Display.
   – Press `[No]` to make no changes.
4. The display returns to the Maintenance mode menu.

Monitor Tank Communication

Tank monitoring is performed to assist in troubleshooting. A record of communication with the tank level sensors can be recorded on the journal tape or in an internal file on the Ruby terminal. If the communication is written to an internal file, the VeriFone Technical Support Center can upload the information. Tank monitoring can also be turned off so that no information is stored.

Note: *This function appears only with the aid of the VeriFone Technical Support Center when TLS is installed.*

Monitor Tank Communication Steps

1. Arrow to the Monitor Tank Communication function.
2. Press `[Select]`.

```
MONITOR TANK COMM [P/Y/N]          _
```

3. Do one of the following:
   – Press `[P]` to print to the journal instead of to an internal file.
   – Press `[Yes]` to print to an internal file instead of to the journal.
   – Press `[No]` to stop monitoring tank communication.
4. The display returns to the Maintenance mode menu.

Backup Print Log

The Backup Print Log function copies the print log file to a backup file to assist the VeriFone Technical Support Center with troubleshooting.

Backup Print Log Steps

1. Arrow to the Backup Print Log function.
2. To make a copy of the print log file, press `[Select]`.

   When the print log file has been copied to your system, the alarm line displays "E7032 HLP DSK UPLD CPRNT." ('CPRNT' is the name of the file.)

   ```
   26. BACKUP PRINT LOG                              _
   ** Use Arrow Keys **

                              *E7032 HLP DSK UPLD CPRNT*
   ```

   This alarm message indicates that the file copied successfully and is ready to be uploaded by the VeriFone Technical Support Center agent.
3. When the file has been uploaded, the VeriFone Technical Support Center agent can remove the file from your system. After removal, the alarm message clears.

Print Installation Information

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in **System Setup > Manager > Security Control**.*

The Print Installation Information function lists the current hardware and software configuration of your system. When troubleshooting a problem, the VeriFone Technical Support Center helps you obtain a printout of this listing.

The Print Installation Information function lists:

- Registration Information
- Application Configuration
- Software Configuration
- Hardware Configuration
- I/O Configurations
- System Upgrades (since the original application was installed)

Print Installation Information Steps

1. Arrow to the Print Installation Information function.
2. Press `[Select]`. Installation information begins to print.

```
PRINTING...


                 *MAINTENANCE MENU*
```

3. The display returns to the Maintenance mode menu.

```
 ** SYSTEM SUMMARY **

REGISTRATION INFORMATION:
========================================
Serial No:
V Part No:
Site's Phone:
Postal Code:
----------------------------------------

APPLICATION CONFIGURATION
========================================
Appl_Name =GEMPAK-A XXXXXXX.XXXX
Appl_Name8=GEMPAK
Appl_Ver  =X.XX.XX
OpSys_Ver =X.X.X
TEMPFILES =200
RAMFILES  =500
----------------------------------------

SOFTWARE CONFIGURATION
========================================
REL 03/25/06  10:54
Keyboard: 120 Key
Lan: Multi-Term
Report_Confi:3Shift
Cashier_Conf:30_Cashiers
Plu: 1000 PLU Config
Printer: Multi-station Printer Com4
Mux: No_Mux
Scanner: No_Scanner
BO_Intf: None (No BO, No HPV-20 Diags, N
o EJ)
Back Office: No BackOffice Port
HPV-20_Pri: HPV-20 not installed
HPV-20_Diags:No HPV-20 Diagnostics Port
Electronic_J:No Electronic Journal Port
Fuel: Nofuel
Dcr: No_dcr
Gsm: N0_Gsm
Keypad_Dcr: No_Keypad_Dcr
Gilb_Prompt_:No_Prompt-Dcr
Sch_Prompt_D:No_Prompt-Dcr
Tok_Prompt_D:No_Prompt-Dcr
Tcsa_Prompt_:No_Prompt-Dcr
Way_Prompt_D:No_Prompt-Dcr
Ben_Prompt_D:No_Prompt-Dcr
First_Networ:Dial modem
Second_Netwo:No_Second_Network
PinPad: PinPad com7
Carwash: No_carwash
Coin dispens:No_Coin_Dispenser
Tank Sensor: None
Dcr_Graphic: No_Graphic_Dcr
MOPrinter: No_MOPrinter
----------------------------------------

HARDWARE CONFIGURATION
========================================
System time  : 03/25/06 14:08
SRAM Size    : 6291456
SRAM free    : 2897708
SRAM contig  : 2129954
DRAM size    : 0
DRAM free    : 0
DRAM contig  : 0
EID          : 0000028514e
CPU Speed    : 24 mHz (est.)
Gemix opsys  : V2.5.9
Modem        : not present
Mezz board   : present
Secure SIMM  : not present
----------------------------------------
```

Sample Print Installation Information

Sample Print Installation Information (Continued)

```
I/O CONFIGURATION
========================================
station       255
kbd.ldm       /dev/kbd1             0 - 0
odsp.ldm      /dev/dsp2             0 - 0
cdsp.ldm      /dev/dsp1             0 - 0
rprt.ldm      /dev/prn2             0 - 0
jprt.ldm      /dev/prn1             0 - 0
mag.ldm       /dev/msr              0 - 0
lan.ldm       /dev/lan         115200 n 8
net1.ldm      /dev/modem         2400 n 8
led.ldm       /dev/XXXX             0 - 0
tcp_com1.ldm  /dev/XXXX        115200 n 8
cwdriv.ldm    /dev/com1          9600 n 8
net2.ldm      /dev/com2          9600 e 7

.
.
.
molib.ldm     /dev/mux           9600 n 8
----------------------------------------

Date: 03/25/06
Time: 14:08

installed by:

X_______________________________________
Name:


Comments:

----------------------------------------

----------------------------------------

----------------------------------------

NO UPGRADES SINCE INSTALLATION
----------------------------------------
```

Reboot System

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The Reboot System function reboots the Ruby terminal and allows access to the HPV-20 Functions.

Note: *See "HPV-20 Functions" in this manual.*

Reboot System Steps

1. Arrow to the Reboot System function.
2. Press `[Select]`.

```
WARNING!! System will shutdown!

Are you sure?  (Y/N) _
                *MAINTENANCE MENU*
```

3. Do one of the following:
   - Press `[Yes]` to reboot the Ruby terminal.

     Note: *For information on the reboot process, see "Starting Sales" in the* Sales Reference.

   - Press `[No]` to return to the Reboot System function.
4. The display returns to the Maintenance mode menu.

Display IP Stats

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in **System Setup > Manager > Security Control**.*

The Display IP Stats function displays statistical information exchanged between the HPV-20 and the Ruby terminal.

Note: *See “HPV-20 Functions” in this manual.*

Display IP Stats Steps

1. Arrow to the Display IP Stats function.
2. Press [Select] to display communication information.
   - When no IP stats are available to the Ruby terminal, the following Op Display appears.

```
NO IP STATS!


                *MAINTENANCE MENU*
```

   - When IP stats are present, arrow to read additional information.

```
Reg : GEMIXLAN     n/a      n/a
INCOMING
GPRec
                *MAINTENANCE MENU*
```

3. Press [List] to print the information.
4. Press [EXIT] to return to the Maintenance mode menu.

```
               IP STATS

03/25/06                           10:29
----------------------------------------
Reg :  GEMIXLAN        n/a        n/a
INCOMING
GPRec
 Non-IP        0          0          0
 Dscrds        0          0          0
 Errors        0          0          0
 Unicst       67          0          0
 NUcst         0          0          0
 Octets    11849          0          0
NPRec
 Delvrd       67          0          0
 Forwrd        0          0          0
.
.
               --- end ---
```

Sample Display IP Stats Listing

e-pc Status Report

Note: *On Ruby workstations using the Sapphire Site Controller, managers can allow employee access to this function by setting the appropriate security level in* ***System Setup > Manager > Security Control****.*

The e-pc Status Report function displays version and time/date information for HPV-20/ UpTime running on the ePC.

Note: *See "HPV-20 Functions" in this manual.*

e-pc Status Report Steps

1. Arrow to the e-pc Status Report function.
2. Press `[Select]` to display version information.
   – When no e-pc Status Report is available, the following appears:

```
NO e-PC STATUS REPORT!


                *MAINTENANCE MENU*
```

   – When an e-pc Status Report is present, the following appears:

```
HPV-20 UpTime
2.00.00
Mon 11/05/01
               *MAINTENANCE MENU*
```

3. Press `[List]` to print the information.
4. Press `[EXIT]` to return to the Maintenance mode menu.

```

               ePC STATUS REPORT
03/25/06                                  10:29
----------------------------------------
HPV-20 UpTime
2.00.00
Mon 11/13/01
 4:35p

               --- end ---
```

Sample e-PC Status Report Listing

6 Network Manager

Network Manager mode contains functions that define network sales and communications:

- Pre-authorization
- Get Network Mail
- SVC Functions
- Host Totals Report
- Communication Statistics
- Print Network Log
- Bypass Journal Log
- Print Parameters
- Network Configuration
- Print Product Codes
- Store and Forward
- Configuration

The Network Manager mode is available only on controlling terminals.

Start Network Manager Mode Steps

1. Press `[EXIT]` until you reach the switcher.

```
                  [ SALES ]
```

2. Arrow to the Network Manager mode.

```
               [ NETWORK MGR ]
```

3. Press `[Select]`.

```
Enter I.D. ? _
```

4. Key your employee ID and press `[ENTER]`.

```
Enter Password _
```

5. Key your personal password and press `[ENTER]`.

```
 1. PRE-AUTHORIZATION                  _
** Use Arrow Keys **

                *NETWORK MANAGER MENU*
```

6. Arrow to the appropriate Network Manager function.
7. Press `[Select]`.

Pre-authorization

The Pre-authorization function authorizes a given credit card amount before a sales transaction.

Note: *Steps may vary depending on the type of credit card being pre-authorized.*

Pre-authorization Steps

1. Arrow to the Pre-authorization function.
2. Press `[Select]`.

```
SLIDE CARD OR ENTER ACCOUNT NUMBER   _
```

Note: *If "Manual Entry Enable [Y/N]" in* ***Network Manager > Configuration > Dealer Configuration*** *is set to 'N', only "SLIDE CARD" displays.*

3. Do one of the following:
   – Key the account number and press `[ENTER]` then key the expiration date and press `[ENTER]`.
   – Swipe the credit card.

```
ESTIMATED TOTAL $ SALE
$ _
```

4. Key the amount to pre-authorize and press `[ENTER]`. Network messages display.
5. An approval number appears.

```
APPROVAL # 123456
PRESS ENTER KEY TO CONTINUE _
```

6. Press `[ENTER]` to return to the Network Manager mode menu.

Get Network Mail

The Mail function displays all mail messages from the network since mail was last printed. The messages are cleared after printing. If there are no messages waiting, the terminal dials out for mail.

Get Network Mail Steps

1. Arrow to the Get Network Mail function.
2. Press `[Select]`. If there is no mail, “NO MORE MAIL” appears briefly.

```
DIALING...
```

```
PRINTING...
```

```
***********   MAIL  REPORT   ***********
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06              TIME: 17:46
****************************************

1***     MAIL MESSAGE TEST TYPE 1    ***
1***     MAIL MESSAGE TEST TYPE 2    ***

****************************************
```

Sample Mail Listing

SVC Functions

A Stored Value Card (SVC) is a prepaid card. A cash value is placed on the card which can then be used for purchases until the cash value is used up, the card is recharged with additional cash value, or the card is deactivated.

SVC Functions consists of the following options:

- Card Activation
- Card Recharge
- Balance Inquiry
- Card Deactivation

Note: *SVC Functions are also available in Sales mode.*

Considerations

- A stored value card/prepaid card may be used with other SVC MOPs or credit MOPs.
- The amount entered for the card (for open PLU or department sales), or the amount tied to the PLU, determines the amount of the requested recharge or activation. Discounts and taxes may change the amount of money that actually changes hands, but that does not affect the given 'face value' of the item purchased.
- Quantity sales are not permitted. Each item must be keyed or scanned individually.
- SVC activation and recharge transactions cannot be voided. If an SVC activation or recharge line item is voided, or if the entire transaction is voided, an activation/recharge void is NOT sent to the host.
- SVC card activations and recharges can be refunded, but no request is sent to the host as a result. Refunds are handled according to site policy.
- SVCs cannot be used to activate or recharge other prepaid cards.

Setting Up SVC (Prepaid Cards)

1. The site must first allow prepaid cards by configuring the following parameters in **Network Manager > Configuration > Dealer Configuration**:
   - “Stored Value Cards Accepted [Y/N]”: Set to Yes.
   - “SVC Activation Allowed [Y/N]”: Set to Yes.
   - “SVC Recharge Allowed [Y/N]”: Set to Yes.
   - “SVC Activation Min”: The minimum amount needed to activate a prepaid card.
   - “SVC Activation Max”: The maximum amount allowed for prepaid card activation.
   - “SVC Recharge Min”: The minimum amount that can be added to a prepaid card after activation.
   - “SVC Recharge Max”: The maximum amount that can be added to a prepaid card after activation.

   See “Dealer Configuration” in “Configuration” for more information.
2. Set up two separate departments in the **Manager > Dept File** for the following:
   - Activation Department
   - Recharge Department

   See “Department File” for information about setting up departments.
3. In **Manager > Configuration > Sales Config,** enter the department numbers assigned in the Dept File for the following parameters:
   - “Prepaid Card Activation Dept#”
   - “Prepaid Card Recharge Dept#”

   See “Sales Configuration” in “Configuration” for more information.
4. (Optional) Create activation and recharge PLUs in **Manager > PLU File**. For PLU department numbers, enter the department numbers assigned in the Dept File.

   See “PLU File” for information about setting up PLUs.
5. (Optional) Designate SVCs as a separate MOP, using code 28 for “SV CARD” in **Manager > MOP File**. With this MOP, SVCs may be used for Fast Credit inside, but, like debit and ordinary credit cards, they are not eligible for cash pricing if cash/credit price differential exists. When used at the DCR, however, they are given cash pricing.

   See “MOP File” for information about setting up MOPs.
6. (Optional) Set up a soft key for the SVC MOP in **Manager > Soft Key File**. The `[CREDIT]` key works with SVCs just as it does with any other credit card.

Reports

SVC (prepaid card) activation and recharge sales appear in the Department Reports and PLU Reports (if activation and recharge PLUs have been created).

Balance Inquiry

The balance on an SVC can be determined in **Network Manager > SVC Functions > Balance Inquiry**. To determine the balance on card while in sales, see the “Network Functions” chapter of the *Sales Reference*.

The balance is retrieved but does not display on the Ruby. Two receipts print (one is the Customer Copy) showing the balance on the SVC.

Start SVC Functions Menu

1. Arrow to the SVC Functions.
2. Press `[Select]`.

```
1. CARD ACTIVATION                          _
** Use Arrow Keys **
```

3. Arrow to the desired SVC function and press `[ENTER]`.

Card Activation

The Card Activation feature activates a stored value card with a cash value equal to the amount paid by the customer to be placed on the card.

Card Activation Steps

1. At the SVC Functions menu, arrow to the Card Activation function.
2. Press `[Select]`.

```
PLEASE ENTER ACTIVATION AMOUNT
_
```

3. Key the activation amount and press `[ENTER]`.

Note: *The acceptable range is set in **Network Manager > Configuration > Dealer Configuration**, with the "SVC Activation Min" and "SVC Activation Max" parameters.*

```
SLIDE CARD OR ENTER ACCOUNT NUMBER
_
```

Note: *"ENTER ACCOUNT NUMBER" does not display unless "Manual Entry Enable" [Y/N] is set to 'Y' in **Network Manager > Configuration > Dealer Configuration**.*

4. Swipe the stored value card or manually enter the account number and press `[ENTER]`.

Note: *When the account number is entered manually, the next display requests the card expiration date. Enter the expiration date (MMYY) and press [ENTER].*

The activation is received and the activation amount displays.

```
$  ddd.cc ACTIVATION SUCCESSFUL
PRESS ENTER KEY TO CONTINUE
```

5. Press `[ENTER]`. A receipt prints showing the activation amount on the stored value card.

```
  Descr.         qty              amount
  ------         ---              ------
  <CUSTOMER COPY>

   PREPAID CARD
    ACTIVATION

  ACTIVATION AMOUNT: $ 50.00
  CARD TYPE: STORED VALUE
  ACCT NUMBER: XXXXXXXXXXXX 1234
  EXP. DATE:01/04
  APPROVAL: 123456     INVOICE:

APPROVED 123456

CARD ACTIVATION 123456
Card Balance $0050.00
Expiration Date 01/04
```

Sample Customer Copy of a Stored Value Card Activation Receipt when two copies print

Card Recharge

The Card Recharge feature adds value to the balance of an existing stored value card.

1. At the SVC Functions menu, arrow to the Card Recharge function.
2. Press `[Select]`.

```
PLEASE ENTER RECHARGE AMOUNT
_
```

Note: *"ENTER ACCOUNT NUMBER" does not display unless "Manual Entry Enable" [Y/N] is set to 'Y' in* ***Network Manager > Configuration > Dealer Configuration****.*

3. Key the recharge amount and press `[ENTER]`.

Note: *The acceptable range is set in* ***Network Manager > Configuration > Dealer Configuration****, with the "SVC Recharge Min" and "SVC Recharge Max" parameters.*

```
SLIDE CARD OR ENTER ACCOUNT NUMBER
_
```

4. Swipe the stored value card or manually enter the account number and press `[ENTER]`.

Note: *When the account number is entered manually, the next display requests the card expiration date. Enter the expiration date (MMYY) and press [ENTER].*

```
PRESS ENTER KEY TO CONTINUE
```

5. Press `[ENTER]`. The recharge amount is approved and the recharge amount displays.

```
RECHARGE AMOUNT $ddd.cc ALLOWED
PRESS ENTER KEY TO CONTINUE
```

6. Press `[ENTER]`. The recharge is approved

```
$ddd.cc RECHARGE SUCCESSFUL
PRESS ENTER KEY TO CONTINUE
```

7. Press [ENTER]. A receipt prints showing the recharge amount on the stored value card.

```
Descr.          qty             amount
------          ---             ------

PREPAID CARD
 RECHARGE

RECHARGE AMOUNT: $ 50.00
CARD TYPE: STORED VALUE
ACCT NUMBER: XXXXXXXXXXXX 1234
EXP. DATE:01/04
APPROVAL: 123456     INVOICE:

APPROVED 123456

CARD RECHARGE 123456
Card Balance $0076.20
Expiration Date 01/04
```

Sample Store Copy of a Stored Value Card Recharge Receipt when two copies print

Balance Inquiry

The Balance Inquiry feature displays the balance available on a stored value card.

1. At the SVC Functions menu, arrow to the Balance Inquiry function.
2. Press [Select].

```
SLIDE CARD OR ENTER ACCOUNT NUMBER
_
```

Note: *"ENTER ACCOUNT NUMBER" does not display unless "Manual Entry Enable" [Y/N] is set to 'Y' in **Network Manager > Configuration > Dealer Configuration**.*

3. Swipe the stored value card or manually enter the account number and press [ENTER].

Note: *When the account number is entered manually, the next display requests the card expiration date. Enter the expiration date (MMYY) and press [ENTER].*

```
PRESS ENTER KEY TO CONTINUE
```

4. Press [ENTER]. The balance on the stored value card is retrieved but does not display on the Ruby terminal window.

5. Press [ENTER]. A receipt prints showing the balance on the stored value card.

.

```
Descr.          qty              amount
------          ---              ------

  PREPAID CARD
 BALANCE INQUIRY

 CARD BALANCE: $ 55.56
 CARD TYPE: STORED VALUE
 ACCT NUMBER: XXXXXXXXXXXX 1234
 EXP. DATE:01/04
 APPROVAL: 123456     INVOICE:

APPROVED 123456

BAL INQ 123456
Card Balance $0055.56
Expiration Date 01/04
```

Sample Stored Value Balance Inquiry Receipt when one copy prints.

Card Deactivation

The Card Deactivation feature cashes out a stored value card for whatever value remains on the card.

1. At the SVC Functions menu, arrow to the Card Deactivation function.
2. Press [Select].

```
SLIDE CARD OR ENTER ACCOUNT NUMBER
_
```

Note: *"ENTER ACCOUNT NUMBER" does not display unless "Manual Entry Enable" [Y/N] is set to 'Y' in **Network Manager > Configuration > Dealer Configuration**.*

3. Swipe the stored value card or manually enter the account number and press [ENTER].

Note: *When the account number is entered manually, the next display requests the card expiration date. Enter the expiration date (MMYY) and press [ENTER].*

```
PRESS ENTER KEY TO CONTINUE_
```

4. Press `[ENTER]`. The stored value card is deactivated.

```
$   ddd.cc DEACTIVATION SUCCESSFUL
PRESS ENTER KEY TO CONTINUE_
```

5. Press `[ENTER]`. A receipt prints showing the deactivation amount for the stored value card.

Note: *Any balance retained on the card at deactivation should be returned to the customer.*

```
  Descr.         qty              amount
  ------         ---              ------
<CUSTOMER COPY>

    PREPAID CARD
    DEACTIVATION

   DEACTIVATION AMOUNT: $ 50.00
   CARD TYPE: STORED VALUE
   ACCT NUMBER: XXXXXXXXXXXX 1234
   EXP. DATE:01/04
   APPROVAL: 123456     INVOICE:

APPROVED 123456

CARD DEACTIVATION 123456
Card Balance $0000.00
Expiration Date 01/04
```

Sample Customer Copy of a Stored Value Card Deactivation Receipt when two copies print

Host Totals Report

The Host Totals Report function prints a report of totals kept by the host. Use these steps to reach the Host Totals Report function from the Network Manager mode menu.

1. Arrow to the Host Totals Report function.
2. Press `[Select]`.

```
ENTER TOTALS DATE (MMDDYY):
_
```

3. Key the date of the report you would like printed (six digits) or a value from the “Host Totals Report Types” table which appears after these steps and press `[ENTER]`.

```
PLEASE WAIT...
```

```
PRINTING...
```

Host Totals Report Types

Value	Description
(MMDDYY)	A summary of totals for a specific day prints by credit card and category type. The close date is based on the network close date. For example, if the network close is at 2:00 A.M., enter the next day's date to get the previous day's totals.
111111	A summary of the current shift totals prints by credit card and category type.
222222	The day is closed and a summary of the daily totals prints by credit card and category type. **This is not recommended for closing daily totals. Your totals will not match the host's totals. Use the Close Daily function in Reports mode instead.**
333333	A summary of the Current Daily totals prints by credit card and category type.
444444	A summary of the totals for the previous Close Daily prints by credit card and category type.
999999	The shift is closed and a summary of the Close Shift totals prints by credit card and category type. **This is not recommended for closing shift totals. Your totals will not match the host's totals. Use the Close Shift function in Reports mode instead.**

```
HOST TOTALS FOR :
Merchant Id: 123412212345
Report date: Wed JUNE 30 11:47:51 2002

Type of totals:  050196

Totals by card type
   VISA          2  $   103.50
   AMEX          2  $    14.55
** AUTH         10  $   351.55
** Not included in total
   FLEET         3  $    17.75
                   --------------
TOTAL               $    135.80

Totals by category
   FUEL             $   117.56
   MDSE             $    17.84
   RPRS             $     0.40
                   --------------
TOTAL               $    135.80

Adjustments     $   0.00
Buypass Net      $ 130.60
Deposit Amount  $ 135.80

Host gallons        83.5

Last deposit    $   0.00
Deposit date      06/30/02
```

Sample Host Totals Report

Communication Statistics

The Communication Statistics function prints a report of all communication with the network. The statistics are cleared after the report prints.

Communication Statistics Steps

1. Arrow to the Communication Statistics function.
2. Press [Select].

```
PLEASE WAIT...
```

```
ANOTHER COPY?_
```

3. Do one of the following:
   – Press [Yes] to print another copy. Repeat step 2.
   – Press [No] to return to the Network Manager mode menu.

```
******  COMMUNICATION STATISTICS  ******
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************

                    PRIMARY    SECONDARY

TOTAL CALLS           002         000
NO RESPONSE           000         000
LOST CARRIER          000         000
AVG CONNECT TIME      020         000
AVG RESPONSE TIME     003         000
AVG CALL SET-UP TIME  009         000
FALLBACK TRANSACTIONS
- CODE 57             000         000
- OTHER               000         000

 TIMER ACTIVATED   000
****************************************
```

Sample Communication Statistics Report

Print Network Log

The Print Network Log function prints a report of up to the last 200 network communication records. This function also clears the network log and allows you to print by category. The most recent transaction prints first.

Print Network Log Steps

1. Arrow to the Print Network Log function.
2. Press [Select].

```
1. PRINT ALL                                    _
** Use Arrow Keys **

                    *NETWORK LOG MENU*
```

3. Arrow to the desired network log function.

1. PRINT ALL

Description: Prints up to the last 200 network communication records.

Steps: Press [Select].

2. PRINT BATCH TRANSACTIONS

Description: Prints all transactions in a specific batch.

Steps: Do the following:

1. Press [Select].

```
ENTER BATCH NUMBER:
_
```

2. Enter the batch number you would like to print transactions from and press [ENTER].

3. PRINT BATCH SUMMARY

Description: Prints a summary of all batches in the network log and gives the status of batch closings.

Steps: Press [Select].

4. PRINT BY DATE

Description: Prints network communication records for a specific date.

Steps: Do the following:

1. Press [Select].

```
ENTER DATE (MMDDYY):
_
```

2. Key the date you would like to print transactions from and press [ENTER].

5. CLEAR LOG

Description: Erases all entries in the network log.

Steps: Do the following:

1. Press [Select].

```
CLEAR NETWORK LOG [Y,N]_
```

2. Press [Yes] or [No] to confirm.

4. Repeat step 3 to print another network log or press [EXIT] to return to the Network Manager mode.

```
**********     NETWORK LOG     *********
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 08/09/04               TIME: 17:46
****************************************

 DATE   TIME      DESC     REFERENCE
08/08 17:59:52     P
08/08 17:40:47     C        9700001002
08/08 17:40:09     C        9700001001
****************************************
```

Sample Network Log

Network Log Descriptions	
Value	**Description**
B	A settlement has been made. This code is followed by one of the these messages: “IN BALANCE” indicates the batch is in balance. “RESEND” indicates the batch is out of balance. This code causes the terminal to retransmit the batch to the host. “OUT OF BALANCE” indicates the batch is out of balance, but no retransmission is required. This code is a final out of balance condition.
C	A sale or credit transaction has been collected by the host. The reference number of the transaction collected follows this code.
E	An end of day process has occurred from the user running the end of shift report.
P	The terminal experienced a power failure.
R	A sale or credit transaction has been retransmitted to the host. This occurs when the host requests the batch to be retransmitted, and is indicated by the host signaling the terminal that the batch is out of balance. The transaction’s reference number also follows this code.
S	This code indicates that an end-of-shift process occurred from the user closing period 1.
T	This code indicates a retry timer has expired. This code is followed by the message “DC-RESTART,” indicating the previous data collection process, which was interrupted by error, is to be restarted; or the message “RTB-RESTART,” indicating the previous batch settlement process, which was interrupted by error, is to be restarted.
X	An attempt to have the host collect a sale or credit transaction failed. Additionally, the reference number for that transaction is followed by a two-digit code describing why the collection failed.

Buypass Journal Log

The Buypass Journal Log function prints a detailed report of up to the last 500 credit transactions processed. This function also clears the Buypass Journal log and allows you to print by date, amount, and account. The most recent transaction prints first. Use these steps to reach the Buypass Journal Log function from the Network Manager mode menu.

Buypass Journal Log Steps

1. Arrow to the Buypass Journal Log function.
2. Press `[Select]`.

```
1. PRINT ALL                                 _
** Use Arrow Keys **

                    *NETWORK LOG MENU*
```

3. Arrow to the desired option.

1. PRINT ALL

Description: Prints up to the last 500 network communication records.

Steps: Press `[Select]`.

2. PRINT BY DATE

Description: Prints network communication records for a specific date.

Steps: Do the following:

1. Press `[Select]`.

```
ENTER DATE (MMDDYY):
_
```

2. Enter the date to print transactions from and press `[ENTER]`.

3. PRINT BY AMOUNT

Description: Prints network communication records for a specific amount.

Steps: Do the following:

1. Press `[Select]`.

```
ENTER AMOUNT:
_
```

2. Key the amount of the transactions to print and press `[ENTER]`.

4. PRINT BY CARD

Description: Prints network communication records for a specific account number.

Steps: Do the following:

1. Press [Select].

```
ENTER ACCOUNT NUMBER:
_
```

2. Key the account number of the transactions to print and press [ENTER].

5. DELETE LOG

Description: Erases all entries in the network log.

Steps: Do the following:

1. Press [Select].

```
CLEAR NETWORK LOG [Y,N]_
```

2. Press [Yes] or [No] to confirm.

4. Repeat step 3 to print another network log or press [EXIT] to return to the Network Manager mode.

```
JOE'S FUEL                          03/25/06
1234 GROVE DRIVE                    11:58:42
ANYTOWN                    CA 1223453232-001

START OF JOURNAL LOG

DS 60110009989065          11:47:50 05/01
APPROVED  990132                  $    6.70

DS 60432425002355          11:36:45 05/01
APPROVED  990126                  $    7.85

AE 371449635311004         11:30:58 05/01
                                  $   13.67

AE 341111159241002         11:25:58 05/01
                                  $   10.32

END OF JOURNAL LOG
```

Sample Buypass Journal Log (Print All Option)

Print Parameters

The Print Parameters function prints a summary report of station parameters.

Print Parameters Steps

1. Arrow to the Print Parameters function.
2. Press `[Select]`.

```
PRINTING...
```

```
STATION PARAMETERS
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06              TIME: 17:46
****************************************

BATCH SIZE          35
MANUAL ENTRY        YES
DIAL MODE           TONE
BAUD RATE           1200
PRIMARY             18009319332#
SECONDARY           18009319332#
ALTERNATE           18009319332#

CARD TYPE        REG DCR FLR VOICE PHONE#
AMEX             NO  YES  35 18005282121
VISA             YES YES  35 18003435792
MASTERCARD       YES YES  35 18003435792
DISCOVER         YES YES  35 18003471111
WEX              NO  YES   0 18008420071
DEBIT            NO  YES   0
.
.
.
.
CERTIFIED OIL    YES YES   0
```

Sample Station Parameters Report

Network Configuration

The Network Configuration function sets up network parameters. Up to nine networks can be configured using this function.

Note: *These values should not be changed. This function must be used with the aid of the VeriFone Technical Support Center.*

Network Configuration Steps

1. Arrow to the Network Configuration function.
2. Press `[Select]`.

   Note: *Running a Close Daily may be required before entering the Network Configuration function.*
3. Arrow to the desired network.
4. Enter the indicated information for each network item. The variable ‘nnnnnn’ in each item represents the network name.

`nnnnnn NETWORK ENABLED [Y/N]:`

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether the network is enabled.

Values: Yes or No.

Yes: This network is enabled.

No: This network is not enabled.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nnnnnn MERCH ID:`

Description: Merchant ID number. This account number is given to the store by the network.

Values: Alphanumeric, up to 11 characters.

Steps: Do one of the following:

–Key the new merchant number and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nnnnnn TERM ID:`

Description: Terminal ID number. This number, supplied by the network, identifies each terminal and is part of the merchant ID number.

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new ID number and then press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

---

nnnnnn PRI PHN#:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Primary phone number. This is the first phone number that the Ruby dials to attempt to connect to the host. If the Ruby cannot connect using this number, it dials using the secondary phone number.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new telephone number without breaks or dashes and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

---

nnnnnn SEC PHN#:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Secondary phone number. The Ruby dials this when the primary number is not available. If you do not enter a secondary number, the Ruby retries the primary phone number.

Values: Alphanumeric, up to 16 characters.

Steps: Do one of the following:

–Key the new telephone number without breaks or dashes and press [ENTER].

–Press [ENTER] to make no changes and go to the next item.

---

nnnnnn DNLOAD PHN#:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Download phone number. This phone number is dialed in order to download software from the host. This value is not currently used.

Values: Alphanumeric, up to 16 characters.

Steps: Press [ENTER] to go to the next item.

---

nnnnnn BATCH NUMBER:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: The current batch number. This number should be entered during an upgrade procedure to keep track of the appropriate batch number.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new number and then press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

nnnnnn SEQUENCE NUMBER:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Current transaction number within a batch. This number should be entered during an upgrade procedure to keep track of the appropriate transaction number within a batch.

Values: Numeric, 1 - 99.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn BAUD RATE:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Identifies the speed the terminal communicates with the host.

Values: Numeric, 300, 1200, 4800, or 9600.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn DATA SIZE:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Used in modem communications. The default should not be changed.

Values: Numeric, 7 or 8.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn PARITY:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Used in modem communications. The default should not be changed.

Values: Numeric, 0 - 2.

0: No parity.

1: Odd parity.

2: Even parity.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn STOP BIT:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Used in modem communications. The default should not be changed.

Values: Numeric, 0 - 9.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn LOGON STR:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: String used to log on to the network. The default should not be changed.

Values: Alphanumeric, up to 9 characters and digits.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn LOGON TRIES:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: The number of attempts allowed for logging on to the network.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nnnnnn CARRIER TIMEOUT:

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center. The default should not be changed.*

Description: The time allowed for reaching the network is preset.

Values: Numeric, 0 - 99.

Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nnnnnn PROP AMOUNT FIELD:`

Note: *This parameter is available only with the aid of the VeriFone Technical Support Center.*

Description: Identifies the type of merchant communicating with the host and tracks their proprietary charges.

Values: Numeric, 0 - 5.

0: All other customers

1: Sunoco merchant

2: Sinclair merchant

3: Cenex merchant

4: UDS

5: Gulf

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to return to the first item.

–Press `[ENTER]` to make no changes and return to the first item.

5. Repeat steps 3 and 4 to make additional changes or press `[EXIT]` to return to the Network Manager menu.

File Maintenance

While in Network Configuration, press `[List]`.

Note: *You are only able to print those functions in which you have access.*

```
NETWORK INFORMATION
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06                TIME: 17:46
****************************************

Network Status: Enabled (Buypass Net)
Merchant ID:     80200960341
Terminal ID:     002
Primary Phone#:
  18005551234
Secondary Phone#:
  18005554321
Download Phone#:
  18005554321
Batch Number:                 1
Trans (Sequence) Number:      1
Baud Rate:       1200
Data Size:                  8
Parity:   2 (EVEN)
Stop bit:                   1
Logon String: 9F
Logon Tries:                3
Carrier Timeout:            0
Prop Amount Fields:         0
```

Sample Network Configuration Listing

Print Product Codes

The Print Product Codes function prints a list of all product codes.

Print Product Codes Steps

1. Arrow to the Print Product Codes function.
2. Press `[Select]`.

```
PRINTING...
```

```
PRODUCT FILE
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06              TIME: 17:20
****************************************


01 UNLEAD REGULAR     018   Enabled
02 UNLEAD PLUS        001   Enabled
03 UNLEAD SUPER       004   Enabled
04 UNLEAD 4           099   Enabled
05 UNLEAD 5           300   Enabled
06 UNEADL METH 5.7    019   Enabled
07 UNL PLUS METH 5.7  400   Enabled
08 SUPER UNL METH 5.7 112   Enabled
09 UNL METH 7.7       115   Enabled
10 UNL PLUS METH 7.7  109   Enabled
11 UNL ETH 5.7 BLD    018   Enabled
.
.
```

Sample Product Codes Listing

Note: For configuration purposes, use the product codes from the first column. As part of the sales transaction, the POS converts the configured codes to the Host Product codes in the third column. They are presented here for information purposes only.

Product Codes

The BUYPASS application uses the following product codes.

Note: *These product codes are valid as of the date of publication of this manual. Before using these product codes, please check to make sure they have not changed.*

Note: *As part of the sales transaction, the POS converts the configured codes in first column to the Host Product codes.*

Buypass Product Codes

Ruby Code	Product	Status
01	Unleaded Regular	Enabled
02	Unleaded Plus	Enabled
03	Unleaded Super	Enabled
04	Unleaded 4	Enabled
05	Unleaded 5	Enabled
06	Unleaded Meth 5.7	Enabled
07	Unleaded Plus Meth 5.7	Enabled
08	Super Unleaded Meth 5.7	Enabled
09	Unleaded Meth 7.7	Enabled
10	Unleaded Plus Meth 7.7	Enabled
11	Unleaded Eth 5.7 Bld	Enabled
12	Unleaded Plus Eth 5.7	Enabled
13	Super Unleaded Eth 5.7	Enabled
14	Unleaded Eth 7.7	Enabled
15	Unleaded Plus Eth 7.7	Enabled
16	METH / LEADED	Enabled
17	ETHANOL / LEADED	Enabled
18	LEADED	Enabled
19	REGULAR DSL #2	Enabled
20	PRE DSL #2	Enabled
21	DIESEL #1	Enabled
22	CNG	Enabled
23	LPG	Enabled
24	LNG	Enabled
25	M-85	Enabled

Buypass Product Codes *(Continued)*

Ruby Code	Product	Status
26	E-85	Enabled
27	UNL REFORM 1	Enabled
28	UNL REFORM 2	Enabled
29	UNL REFORM 3	Enabled
30	UNL REFORM 4	Enabled
31	UNL REFORM 5	Enabled
32	DSL OFF #1 #2 NT	Enabled
33	ULT LS DSL OFF NT	Enabled
34	BIOD OFF NT	Enabled
35	ULT LS BIOD OFF NT	Enabled
36	RACING FUEL	Enabled
37	SUPER UNL METH 7.7	Enabled
38	UNL METH 10	Enabled
39	UNL PLUS METH 10	Enabled
40	SUPER UNL METH 10	Enabled
41	SUPER UNL ETH 7.7	Enabled
42	UNL ETH 10	Enabled
43	UNL PLUS ETH 10	Enabled
44	SUPER UNL ETH 10	Enabled
45	B2 DSL 2 BIOD	Enabled
46	B5 DSL 5 BIOD	Enabled
47	B10 DSL 10 BIOD	Enabled
48	B1 1 DSL 11 BIOD	Enabled
49	B15 DSL 15 BIOD	Enabled
50	B20 DSL 20 BIOD	Enabled
51	B100 DSL 100 BIOD	Enabled
52	Ultra Low Sulfur #1	Enabled
53	Ultra Low Sulfur #2	Enabled
54	Ultra Low Sulfur PRE DSL #2	Enabled
55	Ultra Low Sulfur Biodiesel 2	Enabled
56	Ultra Low Sulfur Biodiesel 5	Enabled
57	Ultra Low Sulfur Biodiesel 10	Enabled
58	Ultra Low Sulfur Biodiesel 11	Enabled

Buypass Product Codes *(Continued)*		
Ruby Code	**Product**	**Status**
59	Ultra Low Sulfur Biodiesel 15	Enabled
60	Ultra Low Sulfur Biodiesel 20	Enabled
61	Ultra Low Sulfur Biodiesel 100	Enabled
62	NOT USED	DISABLED
63	NOT USED	DISABLED
64	NOT USED	DISABLED
65	NOT USED	DISABLED
66	NOT USED	DISABLED
67	NOT USED	DISABLED
68	NOT USED	DISABLED
69	NOT USED	DISABLED
70	NOT USED	DISABLED
71	PROPRIETARY 1	Enabled
72	PROPRIETARY 2	Enabled
73	PROPRIETARY 3	Enabled
74	PROPRIETARY 4	Enabled
75	PROPRIETARY 5	Enabled
76	PROPRIETARY 6	Enabled
77	KEROSENE	Enabled
78	MISC MDSE	Enabled
79	B & A	Enabled
80	LABOR	Enabled
81	TIRES	Enabled
82	OIL	Enabled
83	LUBE	Enabled
84	CAR WASH	Enabled
85	TOWING	Enabled
86	REPAIRS	Enabled
87	PARTS	Enabled
88	AUTO MDSE	Enabled
89	TOBACCO	Enabled
90	ALCOHOL BVG	Enabled
91	CASH CARD	Enabled

Buypass Product Codes *(Continued)*

Ruby Code	Product	Status
92	FUEL TX EXEMPT	Enabled
93	FUEL ADD/TREAT	Enabled
94	ULT LS KERO	Enabled
95	ULT LS KERO NT	Enabled
96	NOT USED	DISABLED
97	NOT USED	DISABLED
98	NOT USED	DISABLED
99	MISC FUEL	Enabled
100	TAX	Enabled
101	FUEL ADJ POS	Enabled
102	FUEL ADJ NEG	Enabled
103	LOYALTY DISCOUNT	Enabled
104	CREDIT/REWARDS DISC	Enabled
105	CARWASH DISC	Enabled
106	OTHER DISOUNT	Enabled
107	COUPON	Enabled
108	COUPON ITEM	Enabled
109	LOTTERY PAYOUT	Enabled

Store and Forward

The Store and Forward function allows you to print a list of stored transactions and delete them from the store and forward file. Store and forward keeps track of transactions when the network is not available then forwards them to the host for reconciliation when communications with the network are restored.

Up to 500 network transactions are stored when communications with the network are down. When this limit is reached, no more network transactions can be performed.

Warning: *The batch report displays account data including sensitive customer information and provides warnings to the site to handle the information appropriately. The function is provided as an emergency recovery tool, and typically would not be used. Access to access to sensitive cardholder information requires Secure Employee login with a PA-DSS compliant password. The Secure Employee login is validated against the Secure Employee File. Only POS users with sufficient security access are able to run the report. A record of access, excluding the data, and the ID of the user performing the operation appears in the printer journal and a log on the Sapphire.*

Note: *Exercise extreme caution when using the delete function. After the data is deleted, there is no way to recover and settle the (strongly encrypted) transactions contained in deleted batches. Before deleting, a printed copy provides the only means to settle the transactions with the network.*

Store and Forward Steps

1. Arrow to the Store and Forward function.
2. Press `[Select]`.

```
1. PRINT DECLINED STORED SALES          _
** Use Arrow Keys **

                *STORE AND FORWARD MENU*
```

3. Use the arrow keys to select the desired Store and Forward function.

1. PRINT DECLINED STORED SALES

Description: Prints sales which have been completed but were declined by the network.

Note: *Prints report to be submitted for credit. If a Close Shift or Day Close has been run, the declined stored sales print automatically. If no transactions are stored, the message "NO DECLINED SAF TO PRINT" displays.*

1. Press `[ENTER]`.

The following message appears:

MERCHANT IS LIABLE FOR PRINTED CONTENTS. MAKE EVERY

EFFORT TO SECURE. <ENTER> TO CONTINUE, <EXIT> TO CANCEL

2. Press [ENTER].
3. Enter Secure I.D.
4. Enter Password.

2. PRINT UNSENT STORED SALES

Description: Prints completed transactions which have been authorized but have not been sent to the host.

Steps: Press `[ENTER]`.

3. DELETE SINGLE STORED SALE

Description: Deletes the first stored transaction waiting to be sent to the host and generates a report to be submitted for credit.

Note: *This deletes the stored item, but the charge is still active. To receive credit for the deleted item, a report must be submitted to the host.*

1. Press `[ENTER]`.

The following message appears:

MERCHANT IS LIABLE FOR PRINTED CONTENTS. MAKE EVERY

EFFORT TO SECURE. <ENTER> TO CONTINUE, <EXIT> TO CANCEL

2. Press [ENTER].
3. Enter Secure I.D.
4. Enter Password.

4. DELETE ALL STORED SALES

Description: Deletes all completed transactions waiting to be sent to the host and generates a report to be submitted for credit.

1. Press `[ENTER]`.

The following message appears:

MERCHANT IS LIABLE FOR PRINTED CONTENTS. MAKE EVERY

EFFORT TO SECURE. <ENTER> TO CONTINUE, <EXIT> TO CANCEL

2. Press [ENTER].
3. Enter Secure I.D.
4. Enter Password.

4. Repeat step 3 to access another batch or press `[EXIT]` to return to the Network Manager mode.

Configuration

The Configuration function contains the following subfunctions:

- Parameter Download
- Credit Card Configuration
- Modem Configuration
- Batch Configuration
- Dealer Configuration
- Debit Cashback Configuration
- Proprietary Card Configuration

Start Configuration Menu

Steps

1. Arrow to the Configuration function.
2. Press `[Select]`.

```
 1. PARAMETER DOWNLOAD                    _
** Use Arrow Keys **

                *CONFIGURATION MENU*
```

3. Continue with the appropriate Configuration function.

Parameter Download

The Parameter Download function in the Configuration menu downloads information from the network to the Ruby terminal.

1. At the Configuration menu, arrow to the Parameter Download function.
2. Press `[Select]`.

```
START PARAMETER DOWNLOAD? [Y/N] _
```

3. Do one of the following:
   – Press `[Yes]` to start the download.

   ```
   PLEASE WAIT...
   ```

   – Press `[No]` to cancel the download.
4. The Operator Display returns to the Configuration menu.

Credit Card Configuration

The Credit Card Configuration function in the Configuration menu sets parameters for credit cards used at the Ruby terminal and DCR.

Note: *These values should not be changed. This function must be used with the aid of the VeriFone Technical Support Center.*

Note: ***Any changes in credit card configuration should be coordinated with the card issuer agreement for each credit card. These changes also need to be coordinated with the Oil Company. Any changes in limits or other parameters that do not comply with the card issuer agreement could result in chargebacks and non-payments by the card issuer. You are on notice that any changes to parameters are made at your own risk. VeriFone expressly disclaims any liability for claims or damages arising from such changes.***

1. Arrow to the Credit Card Configuration function.
2. Press `[Select]`.
3. Arrow to the desired credit card abbreviation.
4. Enter a value for each item. The variable 'nn' represents the credit card abbreviation.

`nn CC DISPLAY CODE:`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether or not the card is active.

Values: Numeric, 0 - 2.

0: Not active. This card type does not appear on network reports.

1: The first active card of its type or the only active card of its type. This card shows up on network reports and can be configured without a password.

2: A subsequent active card of its type. For example, one card type may have two different track 2 lengths, so it requires two credit card file entries. If there is more than one active card type, all subsequent, active cards of the same type should be assigned a '2'.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn CC ABBREV:`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Credit card abbreviation. This abbreviation appears in network logs.

Values: Alphanumeric, 2 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn CC TYPE:`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Credit card type. The values of the numbers are determined by the network.

Values: Numeric, 1 - 29.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn CC NAME:`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: The descriptive name of the credit card is usually found on the card.

Values: Alphanumeric, up to 15 characters.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn ENABLED: [Y/N]`

Description: Determines whether the credit card can be used.

Values: Yes or No.

Yes: This credit card can be used.

No: This credit card cannot be used.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn FLOOR LIMIT:`

Description: Maximum amount the terminal can authorize if the network is not available.

Values: Numeric, 0 - 255.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn PROD RESTRICT: [Y/N]`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether the credit card can be used only for fuel purchases.

Values: Yes or No.

Yes: The card is restricted to fuel-only purchases.

No: The card is not restricted to a specific type of purchase.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn V/AUTH PHONE#:

Description: Phone number which displays on the Operator Display when voice authorization is required.

Values: Numeric, 11 digits.

Steps: Do one of the following:

–Key ‘1’, the area code, and the phone number without breaks and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ISO PART 1:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Beginning account number range for a card type.

Values: Numeric, 0 - 999999.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ISO PART 2:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Ending account number range for a card type.

Values: Numeric, 0 - 999999.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn AUTH NETWK:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines through which network the card is approved.

Values: Numeric, 0 - 3.

0: No network

1: Local Network

2: Buypass Network

3: PFleet Network

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn V/AUTH NETWK:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines which network voice approvals are received through.

Values: Numeric, 0 - 3.

0: No network

1: Local Network

2: Buypass Network

3: PFleet Network

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ACCT VAL INDEX:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Account validation required for card.

Values: Numeric, 0 - 255.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn PAN LEN1:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: First primary account number length.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn PAN LEN2:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Second primary account number length.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn TRACK PREFERENCE:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Allows the preferred track to be sent to the host if that track is read. The other track is sent to the host if the preferred track is not read.

Values: 1 or 2.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ACCT PREFIX LEN:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Length of the account prefix.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn MAN INCLUDES PREFIX:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether a manual entry must include the prefix.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn MANUAL ENTRY ALLOWED:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether manual entry is allowed.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn PRT MASK:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Note: *Account numbers are masked by default.*

Description: Determines how the account number prints on the receipt.

Values: Alphanumeric, up to 25 characters.

L: Left justify the account number.

R: Right justify the account number.

X: Print an ‘X’ in place of this digit on inside and outside receipts.

#: Print this digit on both inside and outside receipts.

%: Print this digit on inside receipts but print an ‘X’ on outside receipts.

$: Print this digit on outside receipts but print an ‘X’ on inside receipts.

?: Skip this digit. Print nothing in its place.

\: Linefeed because the account number wraps.

(space): Print a space.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn QUANTITY ONLY RECEIPT [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines whether a receipt listing only quantity and not price can be issued.

Note: *Quantity-only receipts should only be used with certain Fleet card transactions where volume discounts are involved. Using quantity-only receipts for other transactions could be a weights and measures violation.*

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ENABLE PIN PROMPT [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Values: Yes or No.

Yes: The Ruby terminal prompts the customer to enter a PIN on the PINpad.

No: The customer is not required to enter a PIN on the PINpad.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ENCRYPTED DRIVER ID [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Values: Yes or No.

Yes: The driver ID is encrypted when sent to the network.

No: The driver ID is NOT encrypted when sent to the network.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn EXPIRATION DATE:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Values: Numeric, 0 - 3.

0: None. The Ruby terminal does not prompt or validate the card's expiration date.

1: YYMM. The Ruby terminal prompts and validates the card's expiration date in year/month format.

2: MMYY. The Ruby terminal prompts and validates the card's expiration date in month/year format.

3: None. The Ruby terminal prompts and does not validate the card's expiration date.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn PIN PROMPT INDEX:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Identifies special PINpad prompts (i.e., driver ID, odometer reading, etc.)

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn AVS PROMPT INSIDE:

Note: *Only appears if the "ENABLE AVS" parameter in "DEALER CONFIGURATION" is set to 'Y.'*

Description: AVS (Address Verification System) is an anti-fraud measure that prompts credit card holders to input their ZIP code, street number, or both, when presenting a credit card inside.

Values: Yes or No.

Yes: Prompt for AVS when credit card is presented inside.

No: Do not prompt for AVS when credit card is presented inside.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn AVS PROMPT DCR:`

Note: *Only appears if the “ENABLE AVS” parameter in “DEALER CONFIGURATION” is set to ‘Y.’*

Description: AVS (Address Verification System) is an anti-fraud measure that prompts credit card holders to input their ZIP code, street number, or both, when presenting a credit card on the DCR.

Values: Yes or No.

Yes: Prompt for AVS when credit card is presented outside.

No: Do not prompt for AVS when credit card is presented outside.

Steps: Do one of the following:

–Key the value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn AVS PROMPT TYPE:`

Note: *Only appears if the “ENABLE AVS” parameter in “DEALER CONFIGURATION” is set to ‘Y.’*

Description: Determines whether the AVS Prompt requires that credit card holders input their ZIP code, street number, or both.

Values: Numeric, 1, 2, or 3.

1 = ZIP code is required.

2 = Street number is required.

3 = Both ZIP code and street number are required.

Steps: Do one of the following:

–Key the value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn TERM TIME OUT:`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Required network response time (seconds).

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new response time and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn DISPENSER LIMIT:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Maximum credit transaction amount allowed at a fuel pump. If the amount reaches this limit, the pump automatically shuts off.

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

NN DISPENSER AUTH:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Maximum dollar amount that can be pre-authorized for a fuel sale.

Note: *This parameter sets the pre-authorized amount for DCR transactions.*

Values: Numeric, 0 - 999.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ENABLE DCR [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Note: *Also, see DCR Configuration and Site Parameters for information on setting other DCR parameters.*

Description: This parameter determines whether this credit card is accepted at the DCR.

Values: Yes or No.

Yes: The credit card is accepted.

No: The credit card is not accepted. If ‘N’ is entered, the next four parameters do not appear.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ENABLE HOT DCR [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center. Also, it appears only if “ENABLE DCR [Y/N]” is set to ‘Y’.*

Note: *Also, see DCR Configuration for information on setting other DCR parameters.*

Description: Determines whether the customer can begin fueling before a purchase and credit card is authorized by the network.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn SUPPRESS DCR ACCT NUM [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center. Also, it appears only if "ENABLE DCR [Y/N]" is set to 'Y'.*

Note: *This parameter overrides the "Customer account number on receipt" parameter in* ***Fuel Manager > Site Parameters > DCR Site Parameters****.*

Description: Determines whether the account number prints on the DCR receipt.

Values: Yes or No.

Yes: Does not print the account number.

No: Prints the account number.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn ALLOW DCR FALLBACK [Y/N]:

Note: *Available only with the aid of the VeriFone Technical Support Center. Also, it appears only if "ENABLE DCR [Y/N]" is set to 'Y'.*

Description: Determines whether DCR transactions are permitted when the network is down.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn PRINT 4 DIGIT ACCT NUM [Y/N]

Note: *Available only with the aid of the VeriFone Technical Support Center. Also, it appears only if "ENABLE DCR [Y/N]" is set to 'Y'.*

Description: This parameter determines how the credit card number prints on the DCR receipt. This parameter is overridden if the "Suppress DCR Account Number" parameter is set to 'Y'.

Values: Yes or No.

Yes: Replaces the beginning numbers with "*"s and print the last four digits of the account number.

No: Prints the whole account number.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn DCR DEBIT PROMPT SWIPE:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Allows customers to choose to use check cards as debit cards or as credit cards. Configures DCRs to display 'Debit Y/N?' when the card is swiped.

Values: Yes or No.

Yes: Displays the prompt: 'Debit Y/N?' when a check card is swiped.

No: 'Debit Y/N?' not displayed.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn DCR DEBIT PROMPT KEY:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Allows customers to choose to use check cards as debit cards or as credit cards. Configures DCRs to display 'Debit Y/N?' when the customer selects 'Outside Credit' at the DCR.

Values: Yes or No.

Yes: Displays 'Debit Y/N?' when a customer selects 'Outside Credit' at the DCR.

No: 'Debit Y/N?' not displayed when a customer selects 'Outside Credit' at the DCR.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

nn SMALL CREDIT AMOUNT:

Note: *This function is available only with the aid of the VeriFone Technical Support Center.*

Description: The signature line is not printed on the receipt if the credit amount is less than preset amount for the card in the card table. The default small credit amount for VISA, MasterCard, American Express, and Discover cards is set to $25. Before changing this value for other cards, the merchant should contact the card issuer.

Values: Numeric, 1 - 25.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`nn Fuel Pricing Level [1-CA / 2-CR]`

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Determines the price level at which fuel sales should be done.

Values: Numeric, 1- 2.

1: Fuel is sold at cash price level.

2: Fuel is sold at credit price level.

Steps: Do one of the following:

–Key the new value and then press `[ENTER]` to go to the first item.

–Press `[ENTER]` to make no changes and go to the first item.

5. Repeat steps 3 and 4 to make additional changes or press `[EXIT]` to return to the Configuration menu.

Modem Configuration

The Modem Configuration function contains parameters which set modem values.

Note: *These values should not be changed. This function must be used with the aid of the VeriFone Technical Support Center.*

1. Arrow to the Modem Configuration function.
2. Press `[Select]`.

```
PULSE OR TONE [P/T]: T
```

3. Enter the indicated information for each item.

PULSE OR TONE [P/T]:

Description: Determines whether the modem is set to pulse or tone.

Values: P or T.

P: Pulse.

T: Tone.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

MODEM RESET STRn:

Note: *Available only with the aid of the VeriFone Technical Support Center.*

Description: Resets the modem.

Values: Alphanumeric, up to 20 characters. The default string is ‘ATV0&D2S11=50$MT2’.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

MODEM DIAL STRn:

Note:	*Available only with the aid of the VeriFone Technical Support Center.*
Description:	Tells the modem to dial out.
Values:	Alphanumeric, up to 15 characters. The default string is ‘ATX4S9=1S7=24DT’.
Steps:	Do one of the following: –Key the new value and press `[ENTER]` to go to the first item. –Press `[ENTER]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes or press `[EXIT]` to return to the Configuration menu.

Batch Configuration

The Batch Configuration function contains parameters which control batch settings.

1. Arrow to the Batch Configuration function.
2. Press [Select].

```
BATCH SIZE: 35
```

3. Enter the indicated information for each item.

BATCH SIZE:

Description: Number of network transactions allowed in a batch.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

DISPLAY PRINT BATCH ALARM: [Y/N]

Description: Determines whether or not the print batch alarm displays when the batch needs to be printed.

Values: Yes or No.

Yes: The print batch alarm displays on the Operator Display when the batch needs to be printed.

No: The print batch alarm does not display on the Operator Display when the batch needs to be printed.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

BATCH CLOSE PERIOD [1,2]:

Note: *The period entered here can be set up in AEOD Configuration to perform an automatic close.*

Description: Determines when the batch is closed.

Values: Numeric, 1 or 2.

1: The batch is closed in the Close Shift.

2: The batch is closed in the Close Daily.

Steps: Do one of the following:

–Key the new value and press [ENTER] to return to the first item.

–Press [ENTER] to make no changes and return to the first item.

4. Repeat step 3 to make additional changes or press [EXIT] to return to the Configuration menu.

Dealer Configuration

The Dealer Configuration function contains parameters which set up basic store functions.

1. Arrow to the Dealer Configuration function.
2. Press [Select].

```
STORE NAME: _
```

3. Enter the indicated information for each item.

STORE NAME:

Description: The name of the store.

Values: Alphanumeric, up to 23 characters.

Steps: Do one of the following:

–Key the store name and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

STORE ADDR1:

Description: The store address.

Values: Alphanumeric, up to 18 characters.

Steps: Do one of the following:

–Key the store address and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

STORE ADDR2:

Description: The store address.

Values: Alphanumeric, up to 18 characters.

Steps: Do one of the following:

–Key the store address and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

CORR MEMOS: [0, 1, 2]

Description: Determines whether or not credit refunds are allowed.

Values: Numeric, 0 - 2.

0: Disabled.

1: Enabled.

2: Enabled with password protection.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next item.

–Press [ENTER] to make no changes and go to the next item.

MANUAL ENTRY ENABLE: [Y/N]

Description: Determines whether or not the cashier is allowed to enter credit card sales manually.

Values: Yes or No.

Yes: The cashier is allowed to enter credit card sales manually.

No: The cashier is not allowed to enter credit card sales manually.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

DISPLAY CLOSE DAY DUE ALARM: [Y/N]

Description: Determines whether or not the close day due alarm displays and the terminal beeps if the store has not performed a close day within the last 26 hours.

Values: Yes or No.

Yes: The close day due alarm displays and the terminal beeps.

No: The close day due alarm does not display or beep.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

CHECK AUTH: [0, 1, 2, 3]

Description: Determines whether check authorization is required. If it is not required, the store uses local check receipt procedures and a network is not accessed. If check authorization is required, then authorization is requested from the designated network and driver's license number and state code must be entered in the Ruby terminal.

Values: Numeric, 0 - 3.

0: None.

1: Check Security.

2: Telecredit.

3: Telecheck.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

PRINT CUSTOMER COPY: [Y/N]

Description: Determines whether or not a duplicate credit receipt (usually single-ply paper) prints for the customer to keep.

Values: Yes or No.

Yes: When a credit receipt prints, a second, duplicate copy prints for the customer to keep. Usually used with single-ply paper.

No: Only one copy of a credit receipt prints. Usually used with two-ply paper.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`MASK ACCOUNT ON JOURNAL: [Y/N]`

Description: Determines whether or not credit card account numbers (except the last four digits) and expiration dates are masked with asterisks when printed in the journal.

Values: Yes or No.

Yes: Part of the credit card number is masked when printed on the journal.

No: The credit card number is not masked when printed on the journal.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`MASK ACCOUNT ON MERCHANT COPY: [Y/N]`

Description: Determines whether or not credit card account numbers (except the last four digits) and expiration dates are masked with asterisks when printed in the merchant copy.

Values: Yes or No.

Yes: Part of the credit card number is masked on the store copy of the receipt.

No: The credit card number is not masked on the store copy of the receipt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`PRINT EXPIRY ON CUSTOMER COPY: [Y/N]`

Values: Yes or No.

Yes: The card expiration date prints on the customer receipt.

No: The card expiration date is not printed on the customer receipt.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

`PRINT EXPIRY ON MERCHANT COPY: [Y/N]`

Values: Yes or No.

Yes: The card expiration date prints on the merchant copy.

No: The card expiration date is not printed on the merchant copy.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

PRINT EXPIRY ON JOURNAL: [Y/N]

Values: Yes or No.

Yes: The card expiration date prints on the journal.

No: The card expiration date is not printed on the journal.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

MSG DURATION:

Description: Number of seconds a network message displays.

Values: Numeric, 0 - 5.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

DISPLAY HOST MSG AT DCR [Y/N]

Description: Determines if the DCR displays a message to the customer directly from the host when a card transaction is rejected by the host.

Values: Yes or No.

Yes: A message directly from the host displays on the DCR when a card is rejected.

No: A generic message from the Ruby terminal (such as "Please See Cashier") displays on the DCR when a card is rejected.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

ENABLE AVS:

Description: Enables the Address Verification System (AVS). When AVS is enabled, credit card customers are required to enter their ZIP code, street number, or both.

Note: *When this parameter is set to 'Y', the "AVS PROMPT INSIDE," "AVS PROMPT DCR," and "AVS PROMPT TYPE" parameters are displayed in "CREDIT CARD CONFIGURATION."*

Values: Yes or No.

Yes: AVS is enabled.

No: AVS is disabled.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

STORED VALUE CARDS ACCEPTED: [Y/N]

Description: Determines whether a stored value card can be accepted for a purchase.

Note: *This parameter must be set to 'Y' for the next six stored value card parameters to display.*

Values: Yes or No.

Yes: The stored value card is accepted for purchases.

No: The stored value card is not accepted for purchases.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC ACTIVATION ALLOWED: [Y/N]

Description: Determines whether the cashier is allowed to activate a stored value card.

Values: Yes or No.

Yes: The cashier is allowed to activate stored value cards.

No: The cashier is not allowed to activate stored value cards.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC RECHARGE ALLOWED: [Y/N]

Description: Determines whether a cashier is allowed to recharge a stored value card.

Values: Yes or No.

Yes: The cashier is allowed to recharge stored value cards.

No: The cashier is not allowed to recharge stored value cards.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC ACTIVATION MIN:

Description: The minimum amount needed to activate a stored value card.

Values: Numeric, 0 - nn.

Note: *Follow store guidelines in setting this amount.*

Note: *The value 'nn' must be at least one less than the minimum value set for the activation maximum.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC ACTIVATION MAX:

Description: The maximum allowed for a stored value card activation.

Values: Numeric, nn - 500.

Note: *Follow store guidelines in setting this amount.*

Note: *The value 'nn' must be at least one more than the maximum value set for the activation minimum.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC RECHARGE MIN:

Description: The minimum amount that can be added to a stored value card after activation.

Values: Numeric, 0 - nn.

Note: *Follow store guidelines in setting this amount.*

Note: *The value 'nn' must be at least one less than the minimum value set for the recharge maximum.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

SVC RECHARGE MAX:

Description: The maximum amount that can be added to a stored value card after activation.

Values: Numeric, nn - 500.

Note: *Follow store guidelines in setting this amount.*

Note: *The value 'nn' must be at least one more than the maximum value set for the recharge minimum.*

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first item.

–Press `[ENTER]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes or press `[EXIT]` to return to the Network Manager menu.

Debit Cashback Configuration

The Debit Cashback Configuration function sets parameters for supporting debit cards.

1. Arrow to the Debit Cashback Configuration function.
2. Press `[Select]`.

```
CASH BACK ENABLED: [Y/N] Y
```

3. Enter the indicated information for each item.

CASH BACK ENABLED: [Y/N]

Description: Determines whether or not cash back is allowed.

Note: *To allow a customer to receive cash back without a purchase, set the "Allowed without sale [Y/N]" parameter in the MOP File to 'Y'.*

Values: Yes or No.

Yes: Cash back is allowed.

No: Cash back is not allowed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

CASH BACK LIMIT:

Description: This is the maximum dollar amount of cash back allowed.

Values: Numeric, 0.00 - 100.00.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

CASH BACK FEE:

Description: The store fee charged for cash back transactions. Debit cash back fee totals appear under "Memo Items" in the Summary Report.

Values: Numeric, 0.00 - 100.00.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

DEBIT ENCRYPTION METHOD:
1 = DUKPT

Description: This parameter must be used with the aid of the VeriFone Technical Support Center.

Values: Numeric, 1.

1: DUKPT debit encryption method.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the first item.

–Press [ENTER] to make no changes and go to the first item.

4. Repeat step 3 to make additional changes or press [EXIT] to return to the Configuration menu.

Proprietary Card Configuration

The Proprietary Card Configuration function sets proprietary card parameters.

Note: *Proprietary card network access is an optional feature which may require a Ruby Card. This function only appears if proprietary card network access is installed.*

Note: *Use this procedure to set up full-serve attendant tracking which tracks the cash handling of up to 15 full-serve attendants. Attendants use unique cards to swipe at the DCR for a cash sale. Proprietary cards may not be used if the full-serve attendant option is installed.*

1. Arrow to the Proprietary Card Configuration function.
2. Press `[Select]`.

```
SITE ID: _
```

3. Key the site identification number assigned to your store by the network and press `[ENTER]` and then `[-->]`.

```
ISO #1: _
CC NAME:
```

4. Arrow to select the desired ISO range number (1 - 4).
5. Enter the indicated information for each item.

ISO #n:

Description: The account number range for a specific proprietary card.

Values: Alphanumeric, up to 6 digits.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next item.

–Press `[ENTER]` to make no changes and go to the next item.

CC NAME:

Description: The descriptive name of the proprietary card. This name is usually found on the card.

Values: Alphanumeric, up to 16 characters. (Only the first 10 characters are listed on the Proprietary Report.)

Steps: Do one of the following:

–Key the new name and press `[ENTER]`.

–Press `[ENTER]` to make no changes and return to the previous item.

6. Repeat steps 4 and 5 to configure another ISO range number or press `[EXIT]` to return to the Configuration menu.

File Maintenance

While in Configuration, press [List] to print a list of the submenus.

```
03/25/06                          10:07
Store# AB123 Register ID# 1
CONFIGURATION
--------------------------------------

 1. PARAMETER DOWNLOAD
 2. CREDIT CARD CONFIGURATION
 3. MODEM CONFIGURATION
 4. BATCH CONFIGURATION
 5. DEALER CONFIGURATION
 6. DEBIT CONFIGURATION
 7. PROPRIETARY CARD CONFIGURATION
```

Sample Configuration Menu Listing

While in a Configuration submenu, press [List].

Note: *Only the settings to which you have access prints. In this case they are: the credit card name, whether or not it is enabled, its floor limit, and the voice authorization telephone number.*

```
CREDIT CARD INFO FILE
****************************************
UNIT#: 00140080294 TID: 02 VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************

SN SINCLAIR ENABLED  0

CC Type: 8       Display Status: 1
Product Restrictions:            N
ISO Part 1:                 340
ISO Part 2:                 349
Auth Network:             2 (BUYPASS Net)
Voice Auth Network:       0 (No Network)
Account Validation Index:        1
Pan Len 1:                       18
Pan Len 2:                       0
Track Preference:                2
Acct Prefix Len:                 7
Manual Entry Includes Prefix:    Y
Manual Entry Allowed             Y
Acct No. Print Mask:
LX XXXXXX XXX#### ### #
Print Quantity Only Receipt      N
Pin Prompt:                      N
Encrypted Driver ID              N
Exp Date:                        Y
Pin PAD Prompt Index:             000
AVS Prompt Inside:               N
AVS Prompt DCR:                  N
AVS Prompt Type:          NONE
Terminal Time Out:                030
Dispenser Floor Limit:          $ 050
Dispenser Auth Amount:          $ 000
Dispenser Enabled:                Y
Dispenser Hot Pump Enabled:       Y
Dispenser Acct Suppress Enabled:  Y
Dispenser Fallback Enabled:       Y
Dispenser Acct Suppress 4 Enabled: N
Dispenser DCR Debit Prompt Swipe:  N
Dispenser DCR Debit Prompt Key:    N
Small Credit Amount                10
```

Sample Credit Card Configuration Listing

```
PHONE CONTROL FILE
****************************************
UNIT#: 00140080294         VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************


Pulse / Tone:        T
Modem Reset String 1:
  ATVO$D2S11=50$MT2
Modem Dial String 1:
  ATX4S9=1S7=24DT
Modem Reset String 2:

Modem Dial String 2:
```

Sample Modem Configuration Listing

```
BATCH CONFIG
****************************************
UNIT#: 00140080294         VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************


Batch Size:           35
Display Batch Alarm:  DISABLED
Batch Close Period:   2
```

Sample Batch Configuration Listing

```
DEALER FILE
****************************************
UNIT#: 00140080294         VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************


Name: VERIFONE
Addr: 1234 Grove Drive
City: Anytown
State: CA
Zip: 90201

Correction Memo:
Manual Entry:         Enabled
Close Day Alarm:      Enabled
Check Authorization:  DISABLED
Print Customer Copy:  Enabled
Mask Account on Journal:       DISABLED
Mask Account Merchant Copy:    DISABLED
Print Expiry on Customer Copy: Enabled
Print Expiry on Merchant Copy: DISABLED
Print Expiry on Journal:       DISABLED
Message Duration:     5 seconds
Host MSG at DCR:      Enabled
AVS:                  DISABLED
SVC Cards Accepted:   Enabled
SVC Activation:       Enabled
SVC Re-charge:        Enabled
SVC Activation Min:   20
SVC Activation Max:   100
SVC Re-charge Min:    20
SVC Re-charge Max:    100
```

Sample Dealer Configuration Listing

```
CASH BACK CONFIG
****************************************
UNIT#: 00140080294         VERS: X.XX.XX
DATE: 03/25/06               TIME: 17:46
****************************************

Cash Back:          Enabled
Cash Back Limit:         50.00
Cash Back Fee             1.00
Debit Encryption:        DUKPT
```

Sample Debit CashBack Configuration Listing

```
PROPRIETARY CARD PARAMETERS
****************************************
UNIT#:00014008029-000      VERS: X.XX.XX
DATE: 03/25/06               TIME: 15:25
****************************************

SITE ID:           4532

ISO #              CREDIT CARD NAME
-----              ----------------
9999               MANNATEC
```

Sample Proprietary Card Configuration Listing

7 Car Wash Manager

Car Wash Manager mode contains functions that interact with a car wash controller:

- Department Setup
- Car Wash Key Setup
- DCR Display Setup
- Disable Car Wash
- Enable Car Wash
- Car Wash Code Days Valid
- Car Wash Display Order
- Outdoor Enable

The last section of this chapter provides information on setting up car wash controllers.

Note: *The car wash function is an option. If this option is not installed in your system, the Car Wash Manager mode does not appear.*

Note: *The Car Wash Manager mode is available only on controlling terminals.*

Setting Up Car Washes

The following steps apply to setting up car washes. For car wash-related PLUs, such as coupon books, perform only steps 1 and 2 as you would for any other non-car wash PLU.

1. Use **Manager > Dept File** to create a car wash department.
2. Use **Manager > PLU File** to create PLUs for all the car washes. Set the “Dept #” parameter to the department number you created in step 1.
3. Use **Manager > Menu File** to create a menu for the car wash PLUs from step 2.
4. Use **Manager > Soft Key File** to assign the menu from step 3 to a soft key.
5. Use **Car Wash Manager > Department Setup** to assign the department number from step 1 to the car wash department.
6. Use **Car Wash Manager > DCR Display Setup** to set whether the DCR prompts the customer to buy a car wash before fueling or after fueling.
7. Use **Car Wash Manager > Car Wash Key Setup** to assign car wash PLUs to keys on the car wash controller.

   Note: *Do not assign car wash-related PLUs to car wash keys.*
8. Use **Car Wash Manager > Outdoor Enable** to select the car washes that can be sold at the DCR.
9. Run **Fuel Manager > Initialize Fuel > Full Initialization** to send the changes to the pumps.
10. Use **Fuel Manager > Initialize DCRs** to send these settings to the DCRs.

    Note: *The Ruby terminal communicates with the interface device. The device can be programmed to override the Ruby terminal.*

Start Car Wash Manager Mode Steps

1. Press [EXIT] until you reach the switcher.

```
                [ SALES ]
```

2. Arrow to the Car Wash Manager mode.

```
             [ CAR WASH MGR ]
```

3. Press [Select].

```
Enter I.D. ? _
```

4. Key your employee ID and press [ENTER].

```
Enter Password _
```

5. Key your personal password and press [ENTER].

```
 1. DEPARTMENT SETUP                _
** Use Arrow Keys **

                *CAR WASH MANAGER MENU*
```

6. Arrow to the appropriate Car Wash Manager function.
7. Press [Select].

Department Setup

The Department Setup function specifies the department number for car wash sales to the controller. Car wash sales must be assigned to their own department in the Department File first.

Considerations

Department File

The car wash department must be set up in the Department File before entering information in Department Setup. The car wash department number and department setup number should be the same.

PLU File

Car wash and related PLUs must be set up in the PLU File before entering them in Car Wash Manager mode functions. The “Dept#” parameter for each car wash and related PLU must be the car wash department.

Department Setup Steps

1. Arrow to the Department Setup function.
2. Press `[Select]`.

```
Car wash department number        0
```

3. Key the department number and press `[ENTER]`.
4. The display returns to the Car Wash Manager mode menu.

File Maintenance

While in Department Setup, press `[List]`.

```
03/25/06                          15:25
CAR WASH DEPARTMENT

---------------------------------------
Car wash department       50
```

Sample Car Wash Department Setup Listing

Car Wash Key Setup

The Car Wash Key Setup function assigns car wash PLUs to keys on the car wash controller. The Car Wash Key Setup assigns car wash items for up to 14 car wash controller keys.

Note: *Do not assign car wash-related PLUs, such as coupon books, to car wash keys.*

Considerations

Dispenser Card Readers

If your site sells car wash items with a dispenser card reader (outdoor) fuel sale, up to the first eight car wash keys you assign (keys 1 through 8) may be available for sale through the DCR. The number of available keys depends on the features in your specific system. The number of car washes displayed at the DCR is controlled by the Outdoor Enable function. The order of the items can be changed using the Car Wash Display Order function.

Key Setup

The keys on the car wash controller must match the description and price set up in this function. For example, if item 1 in Car Wash Key Setup is defined as "Economy Wash" at $1.00, then the controller key 1 must be defined the same way.

PLU File

- Car wash items must be set up in the PLU File before they can be assigned to car wash keys. Assign clear descriptions to each item. For example, use "Car Wash Only" and "Car Wash + Wax" instead of "Car Wash 1" and "Car Wash 2."
- Car wash PLUs cannot be 'Open'. These PLUs have undefined pricing and would display incorrect prices at the dispenser.
- If a car wash PLU is deleted from the PLU File, then the corresponding car wash key record is automatically deleted.
- Do not set up car wash PLUs with modifiers if your site sells car washes at the DCR. PLUs with modifiers are not recognized at the DCR.

Car Wash Key Setup Steps

1. Arrow to the Car Wash Key Setup function.
2. Press `[Select]`.

```
>01. PLU 000000000000   0
 02. PLU 000000000000   0
 03. PLU 000000000000   0
```

3. Do one of the following:
   – Key the car wash key number and press `[Select.`
   – Arrow to the car wash key you want to assign.
4. For each car wash key number, do the following:
   a. Key the modifier number (one to three characters) and press `[MODIFY]`.

```
>01. PLU 123000000000   0
 02. PLU 000000000000   0
 03. PLU 000000000000   0
```

   b. Key the PLU number (1 to 12 characters) and press `[ENTER]`. The description of the item appears at the right.

   If the modifier/PLU combination does not exist, “INVALID INPUT” appears briefly. Enter another PLU.

```
 01. PLU 000000001001 123 CAR WASH ONLY
 02. PLU 000000000000   0
 03. PLU 000000000000   0
```

5. Repeat steps 3 and 4 to enter another car wash item, or press `[EXIT]` to return to the Car Wash Manager mode menu.

File Maintenance

While in Car Wash Key Setup, press [List].

```
03/25/06                            15:25
CAR WASH KEYS

Key#  PLU#           PLU Description
---------------------------------------
  1  000000000012/000  BASIC WASH
  2  000000000012/001  BASIC + WAX
  3  000000000012/002  WASH + DRY
  4  000000000012/003  DELUXE
  .
  .
  .
  14 000000000102/001  HAND WASH
```

Sample Car Wash Key Setup Listing

Delete a PLU

1. Arrow to the key from which you want to delete a car wash PLU.
2. Key [*][ENTER].

DCR Display Setup

The DCR Display Setup function controls the car wash prompt at the dispenser card reader. This function determines at what point during an outside sale the car wash prompt appears and the format of the display.

Considerations

Car Wash Key Setup

Up to the first eight car wash keys (keys 1 through 8) may appear on the DCR display for the customer to choose. The number of available keys depends on the features in your specific system. Make sure that the first keys you assign in the Car Wash Key Setup are the ones you want to be available for outdoor sales.

Display of Car Washes

The number of car washes displayed at the DCR is controlled by the Outdoor Enable function.

Initialize DCRs

If you make any changes to the DCR Display Setup, you must download the information to the DCRs using the Initialize DCRs function in Fuel Manager.

DCR Display Setup Steps

1. Arrow to the DCR Display Setup function.
2. Press [Select].

```
>1. Prompt at beginning of sale      N
 2. Prompt at end of sale            N
 3. Menu presentation                N
```

3. Enter a value for each parameter.

1. Prompt at beginning of sale

Description: Determines whether a prompt appears asking the customer to purchase a car wash appears before the customer begins fueling.

Note: *A car wash prompt does not display during a cash acceptor sale.*

Values: Yes or No.

Steps: Do one of the following:

–Press [Yes] or [No] and then press [ENTER]. Press [-->] to go to the next item.

–Press [-->] to make no changes and go to the next item.

2. Prompt at end of sale

Description: Determines whether a prompt appears asking the customer to purchase a car wash when the customer has finished fueling.

Note: *A car wash prompt does not display during a cash acceptor sale.*

Values: Yes or No.

Steps: Do one of the following:

–Press [Yes] or [No] and then press [ENTER]. Press [-->] to go to the next item.

–Press [-->] to make no changes and go to the next item.

Car Wash Prompt Variables

Beginning of Sale	End of Sale	Results
Yes	Yes	Car wash offered before and after fueling. If the customer makes a car wash choice before fueling (Yes or No), then the second option does not display.
No	Yes	Car wash offered after fueling.
Yes	No	Car wash offered before fueling.
No	No	Car wash not offered outdoors.

3. Menu presentation

Note: *If the system supports debit cards at the DCRs **and** the pumps are either Schlumberger or Tokheim, set this parameter to 'N'. Otherwise, the car wash menu displays, but the customer is not able to select an option.*

Values: Yes or No.

Yes: Car wash prompt displays in menu form and the customer can choose an item by keying the number and pressing `[ENTER]` on the DCR keypad.

No: The car wash prompt displays in a series of Yes/No questions. As each item displays, the customer can choose either `[Yes]` or `[No]` on the DCR keypad. If `[No]` is pressed, the next item displays. If `[Yes]` is pressed, no more car wash items display.

Steps: Do one of the following:

–Press `[Yes]` or `[No]` and then press `[ENTER]`. Press `[-->]` to go to the first item.

–Press `[-->]` to make no changes and go to the first item.

4. Repeat step 3 to make additional changes, or press `[EXIT]` to return to the Car Wash Manager menu.

File Maintenance

While in DCR Display Setup, press `[List]`.

```
03/25/06                                   15:25
CAR WASH DISPLAY OPTIONS

Before  After  Menu
Sale    Sale   Presentation
---------------------------------------
  N      Y       Y
```

Sample DCR Display Setup Listing

Car Wash DCR Displays by Manufacturer

Gilbarco CRIND Display

If your site has Gilbarco Card Reader in Dispenser (CRIND) DCRs, then the menu items are displayed as follows.

- The first three menu items and the option 'MORE' scroll across the first line of the display.
- If the customer chooses 'MORE', then the next menu items appear.
- When all the car wash options have appeared, 'CANCEL' scrolls across the first line of the display.
- If none of the car washes are wanted, the customer can press `[CANCEL]` at any time.

Schlumberger CARDSCAN Display

If your site has Schlumberger CARDSCAN DCRs, then the menu items are displayed as follows.

- The first two menu items and the option 'MORE' scroll across the first line of the display.
- If the customer chooses 'MORE', then the next menu items scroll across the screen.
- When all the car wash options have appeared, 'CANCEL' scrolls across the first line of the display.

Tokheim DPT Display

If your site has Tokheim Dispenser Payment Terminal (DPT) DCRs, then the menu items are displayed as follows.

- The first screen of choices displays the first three menu items and the option 'MORE'.

```
1 = REGLR
2 = PREM
3 = ULTIM
5 = MORE
```

Note: *The menu items in some applications may be numbered differently.*

- If the customer chooses 'MORE', the second screen displays another set of choices. The last screen includes a 'CANCEL' option.

```
4 = SUPER
CANCEL
```

- If none of the car washes are wanted, the customer can press `[CANCEL]` at any time.

Dresser/Wayne DCPT Display

If your site has Dresser/Wayne Dispenser Card Processing Terminal (DCPT) DCRs, then the menu items are displayed as follows.

- The screen has one menu item and the option ‘MORE’. When the customer chooses ‘MORE’, the next screen displays. When the customer selects an option, no more choices are displayed.

```
1 = REGLR
5 = MORE
```

- The last screen displays the last menu item and the option ‘CANCEL’.

```
4 = SUPER
CANCEL
```

- If none of the car washes are wanted, the customer can press `[CANCEL]` at any time.

Disable Car Wash

The Disable Car Wash function disconnects the Ruby terminal from a car wash controller. It is most often used when the car wash is down for maintenance. Car washes can still be sold as rainchecks.

If the car wash controller is disabled at the Ruby terminal, it is automatically disabled at all workstations.

The controller must be connected to the Ruby terminal.

Disable Car Wash Steps

1. Arrow to the Disable Car Wash function.
2. Press `[Select]`. If the car wash is already disabled, "Car Wash Already Disabled..." appears briefly.

```
PLEASE WAIT...
```

```
Car Wash Disabled...
```

3. The display returns to the Car Wash Manager mode menu.

Enable Car Wash

The Enable Car Wash function reconnects the Ruby terminal to a car wash controller. It is most often used after the car wash has been down for maintenance.

The controller must be connected to the Ruby terminal.

Enable Car Wash Steps

1. Arrow to the Enable Car Wash function.
2. Press `[Select]`. If the car wash is already enabled, “Car Wash Already Enabled...” appears briefly.

```
PLEASE WAIT...
```

```
Car Wash Enabled...
```

3. The display returns to the Car Wash Manager mode menu.

Car Wash Code Days Valid

The Car Wash Code Days Valid function sets the number of days a car wash coupon is valid. This number is added to the current date and the resulting date prints on the coupon.

Note: *This function is available only for the Unitec POS4000 or POS4000/2 (4000/3, etc.) and Ryko Code-A-Wash III car wash controllers.*

Car Wash Code Days Valid Steps

1. Arrow to the Car Wash Code Days Valid function.
2. Press `[Select]`.

```
Nbr days car wash code is valid     14
```

3. Key the number of days car wash coupons are valid (1 - 99).
4. Press `[ENTER]`.
5. The display returns to the Car Wash Manager mode menu.

File Maintenance

While in Car Wash Code Days Valid, press `[List]`.

```
03/25/06                                 15:25
CAR WASH CODE DAYS VALID

---------------------------------------
Number of days code valid       14
```

Sample Car Wash Code Days Valid Listing

Car Wash Display Order

The Car Wash Display Order function establishes the order in which the various car washes are displayed on the DCR display. The Outdoor Enable function controls the number of car washes the DCR displays.

Car Wash Display Order Steps

1. Arrow to the Car Wash Display Order function.
2. Press `[Select]`.

```
>01. Unsorted
 02. Least to Most Expensive
 03. Most to Least Expensive
```

3. Arrow until the > points to the display order of your choice.
4. Press `[ENTER]`.
5. The display returns to the Car Wash Manager mode menu.

File Maintenance

While in Car Wash Display Order, press `[List]`.

```
03/25/06                           19:30
CAR WASH DISPLAY ORDER

----------------------------------------
>01.  Unsorted
 02.  Least to Most Expensive
 03.  Most to Least Expensive
```

Sample Car Wash Display Order Listings

Outdoor Enable

The Outdoor Enable function allows you to select which car washes are sold at the DCR.

Note: *The first eight car washes assigned (keys 1 through 8) display on the Outdoor Enable function menu for sale through the DCR.*

Outdoor Enable Steps

1. Arrow to the Outdoor Enable function.
2. Press `[Select]`.

```
> 1. WASH             [Y/N]              Y
  2. WASH+WAX         [Y/N]              N
  3. DELUXE WASH+WAX  [Y/N]              Y
                *CAR WASH MANAGER MENU*
```

3. Arrow until the > points to the car wash you want to set up on the DCR.
4. Press `[Yes]` to sell the car wash at the DCR, or press `[No]` to not sell the car wash at the DCR.

```
> 1. WASH             [Y/N]              N
  2. WASH+WAX         [Y/N]              N
  3. DELUXE WASH+WAX  [Y/N]              Y
                *CAR WASH MANAGER MENU*
```

5. Repeat steps 3 and 4 to configure another car wash, or press `[EXIT]` to return to the Outdoor Enable function.

Car Wash Controllers

The Ruby terminal interacts with the following car wash controllers:

- Exacta Controls
- Ryko® Code-A-Wash (Ryko Manufacturing Company)
  - III
  - IV
- Unitec® (Unitec Electronics)
  - POS4000™
  - POS4000/2 (4000/3, etc.)

Exacta Controls

This section provides general information for setting up the Exacta controller in a Ruby terminal.

Hardware

An RS-232 cable is required to connect to the default COM port of the Ruby terminal.

Firmware

See the current Ruby Software Release Notes for the latest version of Exacta Controls firmware.

Programming

The controller should be completely programmed as if the car washes were going to be sold from the controller and not the Ruby terminal.

Car wash keys should be programmed in numerical order because the Ruby terminal requires a one-to-one correspondence with the controller. For example, key 1 on the car wash controller would be set to key 1 with the Ruby terminal's Car Wash Key Setup function.

The car wash controller has 12 car wash item keys. Do not use keys 13 and 14 in the Car Wash Key Setup function.

Set the "Host/Remote/Neither" parameter to 'Neither'.

Set the "POS Alt. Acknowledge" parameter to 'N'.

Note: *See the Exacta Controls documentation for more information about setup.*

- If the Reset button lights up, key `[Reset] [Clear]` to abort.

Ryko Code-A-Wash III

This section provides general information for setting up the Code-A-Wash III controller in a Ruby terminal.

Hardware

The Ryko Code-A-Wash III requires a specially configured RJ-45 to an RS-232 nine-pin male adapter (VeriFone part number 55053-01) to connect to the auxiliary serial communications port on the back to the car wash controller. An RS-232 cable is required to connect the nine-pin adapter to the default COM port of the Ruby terminal.

Firmware

See the current Ruby Software Release Notes for the latest version of Ryko Code-A-Wash III firmware.

Programming

The controller should be completely programmed as if the car washes were going to be sold from the controller and not the Ruby terminal.

Car wash keys should be programmed in numerical order because the Ruby terminal requires a one-to-one correspondence with the controller. For example, key 1 on the car wash controller would be set to key 1 with the Ruby terminal's Car Wash Key Setup function.

The car wash controller has 12 car wash item keys. Do not use keys 13 and 14 in the Car Wash Key Setup function.

Set the following parameters for the Code-A-Wash III's auxiliary serial communications port 2:

- 9600 baud rate
- 8 data bits
- 1 stop bit
- No parity

Set the "Host/Remote/Neither" parameter to 'Neither'.

Set the "POS Alt. Acknowledge" parameter to 'N'.

Note: *See the Ryko controller documentation for procedures to set up this information.*

If the Reset button lights up, key `[Reset] [Clear]` to abort.

Ryko Code-A-Wash IV

This section provides information for setting up the Code-A-Wash IV controller in a Ruby terminal.

Hardware

The Ryko Code-A-Wash IV requires an RJ-45 to an RS-232 nine-pin female null modem (VeriFone part number 13638-01) to connect to the auxiliary serial communications port on the back of the car wash controller. An RS-232 cable is required to connect the nine-pin modem to the default COM port on the Ruby terminal.

Firmware

See the current Ruby Software Release Notes for the latest version of Ryko Code-A-Wash IV firmware.

Programming

The controller should first be completely programmed as if the car washes were going to be sold from the controller and not the Ruby terminal.

Car wash keys should be programmed in numerical order because the Ruby terminal requires a one-to-one correspondence with the controller. For example, key 1 on the car wash controller would be set to key 1 with the Ruby terminal's Car Wash Key Setup function.

The controller has 12 car wash item keys. Do not use keys 13 and 14 in the Car Wash Key Setup function.

Set the following parameters for the Code-A-Wash IV's auxiliary serial communications port:

- 9600 baud rate
- 8 data bits
- 2 stop bits
- No parity
- XON/XOFF set to 'N'

Set the 'Host/Remote/Neither' parameter to 'Neither'.

Set the 'POS Alt. Acknowledge' parameter to 'N'.

Note: *See the Ryko controller documentation for procedures to set up this information.*

If the Reset button lights up, key `[Reset] [Clear]` to abort.

Unitec POS4000 and POS4000/2 (4000/3)

This section provides information for setting up the POS4000 and POS4000/2 (4000/3, etc.) controllers in a Ruby terminal.

POS4000 Hardware

The POS4000 requires a specially configured RJ-45 to an RS-232 nine-pin female null modem (VeriFone part number 13638-01) to connect to the auxiliary serial communications port on the back of the car wash controller. An RS-232 cable is required to connect the nine-pin adapter to the default COM port on the Ruby terminal.

POS4000/2 (4000/3, etc.) Hardware

The POS4000/2 (4000/3, etc.) requires an RJ-45 to an RS-232 nine-pin female null modem (VeriFone part number 13638-01) to connect to the auxiliary serial communications port on the back of the car wash controller. An RS-232 cable is required to connect the nine-pin modem to the default COM port on the Ruby terminal.

Firmware

See the current Ruby Software Release Notes for the latest version of Unitec firmware.

Programming

This programming applies to both POS4000 and POS4000/x controllers.

The controller should first be completely programmed as if the car washes were going to be sold from the controller and not the Ruby terminal.

Car wash keys should be programmed in numerical order because the Ruby terminal requires a one-to-one correspondence with the controller. For example, key 1 on the car wash controller would be set to key 1 with the Ruby terminal's Car Wash Key Setup function.

Set the following parameters for the auxiliary serial communications port:

- X.XX firmware (See the Ruby Software Release Notes.)
- POS 2 serial interface
- 9600 baud rate
- code length of 5 (including 0)

The Unitec COM port parameters can be viewed by printing the System Configuration from the controller.

Note: *See the Unitec controller documentation for procedures to set up this information.*

8 HPV-20 Functions

The HPV-20™ System increases the uptime and reliability of the VeriFone® Ruby SuperSystem®. The HPV-20 works with the Ruby system to provide the following functions:

- Backup
- Restore
- Upgrade
- Revert

In addition, the HPV-20 System allows the VeriFone Technical Support Center to remotely conduct diagnostics while the Ruby SuperSystem is operating.

Note: *A Ruby Card is needed to perform any HPV-20 Functions.*

Note: *When a controller has HPV-20 with a Ruby Card installed, all workstations attached to the controller need Ruby Cards installed.*

Initial Start Up

Note: *The following four displays only appear the first time the Ruby application starts.*

```
Insert HPV-20 Card now and press a key
       (PRESS A KEY TO CONTINUE)
```

1. Insert a blank HPV-20 Ruby Card.

```
Setting up HPV-20 Card now...
```

2. Press a key and the Ruby terminal reboots. A display appears that indicates the HPV-20 functions are loading and that the connections are correct.

```
HPV-20/UpTime v n. n. n. -- Starting...
```

```
HPV-20/UpTime is initializing the MSD...
Creating directory...
copying files...
Setting state to idle...
```

Several displays appear that show the copyright notice, operating system (Gemix) version number, application name, and software version number plus the question, “Change system configuration? (Y/N).”

```
GEMPAK Release -- Version X.XX.XX
Gemix v2.5.12 NOT REGISTERED!
Change system configuration? (Y/N) _
```

3. Press `[No]`.

For the remaining steps, see “Powering Up the Ruby Terminal” in the *Sales Reference*.

Start HPV-20 Functions Mode Steps

1. Press `[EXIT]` until you reach the switcher.

```
                [ SALES ]
```

2. Arrow to the Maintenance mode.

```
             [ MAINTENANCE ]
```

3. Press `[Select]`.

```
Enter I.D. ? _
```

4. Key your employee ID and press `[ENTER]`.

```
Enter Password _
```

5. Key your personal password and press `[ENTER]`.

```
 1. VERSION INFORMATION                     _
** Use Arrow Keys **

                *MAINTENANCE MENU*
```

6. Arrow to the Reboot System function.

```
 29. REBOOT SYSTEM                     _
** Use Arrow Keys **

                *MAINTENANCE MENU*
```

7. Press `[Select]`.

```
 Warning System Will Shutdown.
Are you sure [Y/N]
                *MAINTENANCE MENU*
```

8. Press [Yes]. Several displays appear that show a copyright notice, operating system (Gemix) version number, application name, and version number. The following displays indicate the HPV-20 functions are loading.

```
HPV-20/UpTime v. 1.0.0 -- Starting...
```

9. Press [ENTER] **within five seconds** after the following display appears to obtain access to the HPV-20 main menu.

```
Starting application program...
(Press <ENTER> for UpTime menu)
```

10. One of the following occurs:
    - If you did not press [ENTER] within five seconds, the Ruby terminal completes the boot process and goes into Sales mode.
    - If you pressed [ENTER] in time, the following displays appear.

```
            HPV-20/UpTime v1.0.0
         Ruby HPV-20/UpTime System
          Copyright 2001 VeriFone
               Press <ENTER>
```

```
UpTime Main Menu
        1. BACKUP     3. UPGRADE
        2. RESTORE    4. REVERT
 --> Press number of choice or <EXIT>
```

Note: *The Ruby terminal checks communication with the e-PC every three minutes. When it confirms communications, a double-beep sounds. If communications are broken, "HPV-20 UNAVAILABLE" displays.*

11. Choose one of the HPV-20 functions described on the following pages, or press [EXIT] to return to Sales mode.
    - Backup
    - Restore
    - Upgrade
    - Revert

Backup

The Backup function records the Ruby terminal’s configuration including the following:

- Data files
- Fuel settings
- Configuration files
- Security settings
- Load modules

The HPV-20 storage device can store up to two backups of each Ruby terminal in the system. Creating each backup takes approximately 15 minutes. The system is not available for sales transactions during this time.

Backup Steps

Use these steps to perform the Backup function.

1. Run a Close Daily if transactions have been performed since the last Close Daily was run.
2. If your system has workstations connected to the controller, make certain they are not in Sales mode.
3. Reboot the Ruby terminal using the Reboot System option.
4. Press `[ENTER]` **within five seconds** after the following display appears.

```
Starting application program...
(Press <ENTER> for UpTime menu)
```

5. One of the following occurs:
   – If you did not press `[ENTER]` within five seconds, the Ruby terminal completes the boot process and goes into Sales mode.
   – If you pressed `[ENTER]` in time, the following displays appear.

```
UpTime v1.0.0
HPV-20/UpTime System
(c)2001 VeriFone, a division of HP
CONNECTED. Press <ENTER>
```

6. Press `[ENTER]`.

```
HPV-20/UpTime Main Menu
        1. BACKUP    3. UPGRADE
        2. RESTORE   4. REVERT
 ==> Press number of choice or <EXIT>
```

7. Press `[1]` for BACKUP.

```
          [State 3, Backup Init]
         Listing available backups.
               Please wait...
```

A list of available backups displays.

```
#1 GEMPAK   vx.xx.xx   2001-01-22 20:09
#2 <none>   --------   ----------------
 --> OK to create new backup? (Y/N)
```

Note: *If two backups appear, the Ruby terminal prompts you to erase or keep the oldest backup.*

8. Do one of the following:
   - Press `[No]` to stop backing up and return to the HPV-20 main menu.
   - Press `[Yes]` to erase the oldest backup and continue. The following display appears briefly.

```
       [State 8, Application shutdown]
         Application is not running.
```

The following display appears continuously until the backup is complete.

```
        [State 9, Perform Backup]
     Saving current application...

Saving xxxxxxxx.xxx
```

Note: *The term 'xxxxxxxx.xxx' represents the name of the file currently being saved.*

When the backup process finishes, the following display appears.

```
             [State 18, End]
          Successful completion
               Rebooting...
```

Several displays appear that show the copyright notice, operating system (Gemix) version number, application name, and software version number.

```
GEMPAK Release -- Version x.xx.xx
Gemix v2.5.12 NOT REGISTERED!
```

9. Press [No] to keep the same system configuration.

For the remaining steps, see "Powering Up the Ruby Terminal" in the *Sales Reference*.

Restore

The Restore function restores system information that was saved using the Backup function. Keep in mind that if you do a “restore,” the system returns to the state it was in at the time the backup was made. This includes all totals saved at the time of the backup.

The restore is available only for backups made from the same software version as the one currently running.

Restoring the system backup takes approximately 15 minutes. The system is not available for sales transactions during this time.

Restore Steps

1. Run a Close Daily if transactions have been performed since the last Close Daily was run.
2. If your system has workstations connected to the controller, make certain they are not in Sales mode.
3. Reboot the Ruby terminal using the Reboot System option. (See “Start HPV-20 Functions Mode Steps” in this chapter.)
4. Press `[ENTER]` **within five seconds** after the following display appears.

```
Starting application program...
(Press <ENTER> for UpTime menu)
```

5. One of the following occurs:
   - If you did not press `[ENTER]` within five seconds, the Ruby terminal completes the boot process and goes into Sales mode.
   - If you pressed `[ENTER]` in time, the following displays appear.

```
UpTime v1.0.0
HPV-20/UpTime System
(c)2001 VeriFone, a division of HP
CONNECTED. Press <ENTER>
```

6. Press [ENTER].

```
HPV-20/UpTime Main Menu
        1. BACKUP    3. UPGRADE
        2. RESTORE   4. REVERT
==> Press number of choice or <EXIT>
```

7. Key [2] for RESTORE.

```
         [State 4, Restore Init]
       Listing available backups,
             Please wait...
```

```
#1 GEMPAK   vx.xx.xx   2001-02-21 20:09
#2 <none>   --------   ----------------
 --> Select backup to restore:
```

Note: *If no backups are stored on the HPV-20, "No backup available. ==> Press (EXIT)." displays.*

8. Key the number of the backup, [1] or [2], to be restored on the Ruby terminal.

```
GEMPAK   vx.xx.xx   2001-02-21 20:09
Restore confirmation number is nnn-nnn
Call Help Desk, Enter password:
```

Note: *Call the VeriFone Technical Support Center for help in obtaining a password for the restore function. The 'nnn-nnn' is a confirmation number that changes each time the restore process is begun. This number must be given to the VeriFone Technical Support Center to obtain a password for the restore function to operate correctly.*

9. Key the password and press [ENTER].

```
     [State 8, Application shutdown]
       Application is not running.
```

Then the following display appears continuously until the restore is complete.

```
     [State 16, Begin restore system]
            Clearing memory...
              Wiping RAM...
```

The Ruby terminal reboots. Several displays appear that show you a copyright notice, operating system (Gemix) version number, and application name and version number.

```
UpTime v. 1.0.0 -- Starting...
```

```
        [State 17, Restore system]


Copying xxxxxxxx.xxx  to/ram
```

Note: *The term ‘xxxxxxxx.xxx’ represents the name of the file currently being restored.*

10. When the restore process is complete, the following display appears:

```
             [State 18, End]
          Successful completion
              Rebooting...
```

Several displays appear that show the copyright notice, operating system (Gemix) version number, application name, and software version number plus the question, “Change system configuration? `(Y/N)`.”

```
GEMPAK Release -- Version X.XX.XX
Gemix v2.5.12 NOT REGISTERED!
Change system configuration? (Y/N) _
```

11. Press `[No]` to keep the same system configuration.

For the remaining steps, see “Powering Up the Ruby Terminal” in the *Sales Reference*.

Upgrade

The Upgrade function allows the user to upgrade the Ruby terminal from new software automatically sent by the VeriFone Technical Support Center and stored on the HPV-20. When the Ruby terminal receives an upgrade, a message appears on the alarm line and prints on the journal. This message signals that an upgrade is available on the HPV-20. When the upgrade begins, a backup of the current configuration is automatically performed if the upgrade package requires it.

If you need assistance with this function, call the VeriFone Technical Support Center. The system is not available for sales transactions during the Upgrade process.

Upgrade Steps

Use these steps to perform the Upgrade function.

1. Run a Close Daily if transactions have been performed since the last Close Daily was run.
2. If your system has workstations connected to the controller, make certain they are not in Sales mode.
3. Reboot the Ruby terminal using the Reboot System option. (See “Start HPV-20 Functions Mode Steps” in this chapter.)
4. Press `[ENTER]` **within five seconds** after the following display appears.

```
Starting application program...
(Press <ENTER> for UpTime menu)
```

5. One of the following occurs:
   – If you did not press `[ENTER]` within five seconds, the Ruby terminal completes the boot process and goes into Sales mode.
   – If you pressed `[ENTER]` in time, the following displays appear.

```
            UpTime v1.0.0
        HPV-20/UpTime System
   (c)2001 VeriFone, a division of HP
       CONNECTED. Press <ENTER>
```

6. Press `[ENTER]`.

```
HPV-20/UpTime Main Menu
        1. BACKUP     3. UPGRADE
        2. RESTORE    4. REVERT
 ==> Press number of choice or <EXIT>
```

7. Key `[3]` for UPGRADE.

```
          [State 5, Upgrade Init]
       Listing available upgrades.
              Please wait...
```

```
#1 GEMPAK   vx.xx.xx   2001-02-21 20:09
#2 <none>   --------   ----------------
 --> Select upgrade package to apply:
```

Note: *If no upgrades are stored on the HPV-20, "No upgrade available. ==>Press (EXIT)." displays.*

8. Key the number of the upgrade, `[1]` or `[2]`, to be installed.

```
GEMPAK   vx.xx.xx   2001-01-22 20:09
Restore confirmation number is nnn-nnn
Call Help Desk, Enter password:
```

Note: *If the upgrade requires a password, the above prompt displays. Call the VeriFone Technical Support Center for help in obtaining a password for the Upgrade function. The 'nnn-nnn' is a confirmation number that changes each time the upgrade process begins. This number must be given to the VeriFone Technical Support Center to obtain a password for the upgrade function to operate correctly.*

A backup starts automatically.

```
     [State 8, Application shutdown]
       Application is not running.
```

The following display appears continuously until the backup is complete.

```
        [State 9, Perform Backup]
      Saving current application...

Saving xxxxxxxx.xxx
```

When the backup finishes, the upgrade process begins automatically. Several displays appear that show the application status. When the upgrade process finishes, the following display appears.

```
             [State 18, End]
          Successful completion

         (PRESS A KEY TO CONTINUE)
```

9. Press any key and the Ruby terminal reboots. Several displays appear that show the copyright notice, operating system (Gemix) version number, application name, and software version number plus the question, "Change system configuration? `(Y/N)`."

```
GEMPAK Release -- Version x.xx.xx
Gemix v2.5.12 NOT REGISTERED!
Change system configuration? (Y/N) _
```

10. Press `[No]` to keep the same system configuration.

For the remaining steps, see "Powering Up the Ruby Terminal" in the *Sales Reference*.

Revert

The Revert function allows the user to revert back to an earlier version of the software and system configuration that were present at the time the last upgrade was performed.

The site configuration settings and totals also revert to those that were current at the time of the last upgrade. If no version appears on the display, then Gemstall must be used to revert to a previous version.

The system is not available for sales transactions during the Revert process.

Revert Steps

Use these steps to perform the Revert function.

1. Run a Close Daily if transactions have been performed since the last Close Daily was run.
2. If your system has workstations connected to the controller, make certain they are not in Sales mode.
3. Reboot the Ruby terminal using the Reboot System option. (See “Start HPV-20 Functions Mode Steps” in this chapter.)
4. Press `[ENTER]` **within five seconds** after the following display appears.

```
Starting application program...
(Press <ENTER> for UpTime menu)
```

5. One of the following occurs:
   – If you did not press `[ENTER]` within five seconds, the Ruby terminal completes the boot process and goes into Sales mode.
   – If you pressed `[ENTER]` in time, the following displays appear.

```
              UpTime v1.0.0
          HPV-20/UpTime System
    (c)2001 VeriFone, a division of HP
        CONNECTED. Press <ENTER>
```

6. Press `[ENTER]`.

```
HPV-20/UpTime Main Menu
        1. BACKUP    3. UPGRADE
        2. RESTORE   4. REVERT
 ==> Press number of choice or <EXIT>
```

7. Key [4] for REVERT.

```
            [State 6, Revert Init]
        Listing available revert info.
               Please wait...
```

```
#1 GEMPAK   vx.xx.xx   2001-01-22 20:09
#2 <none>   --------   ----------------
--> OK to revert (Y/N).
```

Note: *If no older versions of software are stored on the HPV-20, "No revert available. Press (EXIT)." displays.*

8. Key the number next to the software version, [1] or [2], to select the one to which you want to revert.

```
GEMPAK   vx.xx.xx   2001-01-22 20:09
Revert confirmation number is nnn-nnn
Call Help Desk, Enter password:
```

Note: *Call the VeriFone Technical Support Center for help in obtaining a password for the revert function. The 'nnn-nnn' is a confirmation number that changes each time the revert process is begun. This number must be given to the VeriFone Technical Support Center to obtain a password for the revert function to operate correctly.*

9. Key the password number and press [ENTER].

```
       [State 8, Application shutdown]
         Application is not running.
```

Then the following display appears continuously until the revert is complete.

```
       [State 16, Begin restore system]
              Clearing memory...
                Wiping RAM...
```

The Ruby terminal reboots. Several displays appear that show a copyright notice, operating system (Gemix) version number, and application name and version number.

```
UpTime v1.0.0 -- Starting...
```

```
        [State 17, Restore system]


Copying xxxxxxxx.xxx  to/ram
```

Note: *The term 'xxxxxxxx.xxx' represents the name of the file currently being restored.*

10. When the revert process is complete, the following display appears:

```
            [State 18, End]
         Successful completion
             Rebooting...
```

The Ruby terminal reboots. Several displays appear that show a copyright notice, operating system (Gemix) version number, application name, version number, and offer a chance to "Change system configuration? (Y/N)."

```
GEMPAK Release -- Version x.xx.xx
Gemix v2.5.12 NOT REGISTERED!
Change system configuration? (Y/N) _
```

11. Press any key and the Ruby terminal reboots. Several displays appear that show the copyright notice, operating system (Gemix) version number, application name, and software version number plus the question, "Change system configuration? (Y/N)."

```
GEMPAK Release -- Version x.xx.xx
Gemix v2.5.12 NOT REGISTERED!
Change system configuration? (Y/N) _
```

12. Press `[No]` to keep the same system configuration.

For the remaining steps, see "Powering Up the Ruby Terminal" in the *Sales Reference*.

9 Sapphire Site Controller

This chapter covers the following topics:

- Overview
- System Setup
- Sapphire Workstation

See the *Sapphire Software Installation Guide, Sapphire Hardware Installation Guide,* and *Sapphire User Interface Document* for detailed information.

Overview

In multiterminal sites, the Sapphire Site Controller replaces the controller for up to four Ruby workstation terminals. System peripherals, such as fuel dispensers, dispenser card readers (DCRs), and car wash controllers, connect directly to the Sapphire Site Controller instead of to a Ruby terminal. Although the Sapphire Site Controller now acts as the controller, the site uses workstation No.1 as a “virtual controller” to configure the Ruby system to site requirements and to run reports.

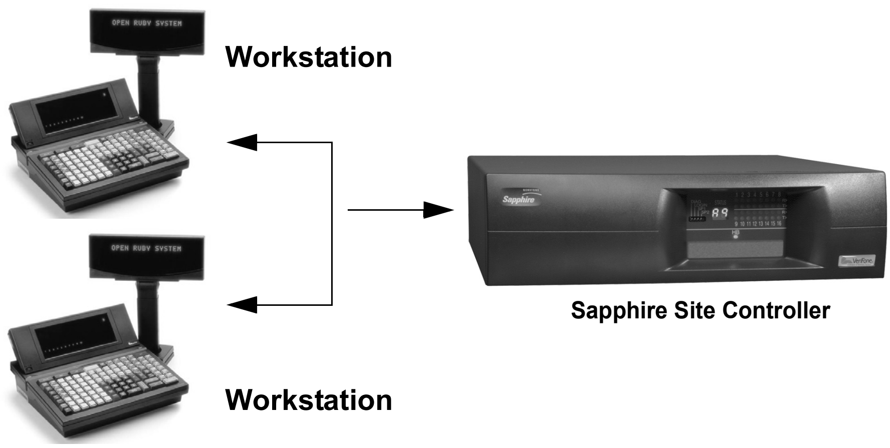


Figure 1: Sapphire Site Controller and Ruby Terminals

Unlike the Ruby controller that supports 32 DCRs on one connection, the Sapphire Site Controller speeds the processing of DCR transactions because it supports up to 32 DCRs on four separate connections, each controlling eight DCRs.

When connected with an ePC running HPV-20, the Sapphire connects with host corporate computers for such activities as backups, electronic journaling, and configuration downloads.

Additionally, the Ruby terminal designated as workstation No. 1 has access to the full range of Ruby reports and their configuration when in **System Setup** mode. All Ruby terminals as workstations allow cashiers with sufficient security levels to access:

- Close cashier totals
- Print cashier reports
- Print worksheets

All Ruby terminals in a Sapphire system are workstations designed to be used in Sales mode.

System Setup Steps

System Setup mode contains functions to set up the Ruby system operating conditions and define sales on the workstation. No employee ID or password is needed to enter the System Setup mode, but access to each mode does require an employee ID and password. The security levels set in **Manager > Configuration > Sales Config** designates the employees who have access.

For more information on each of the following functions, see the preceding chapters in this manual:

- Manager
- Fuel Manager
- Reports
- Maintenance
- Network Manager
- Car Wash Manager
- Loyalty Manager

Use these steps to enter the System Setup mode from any point in the application. Then see the chapter that describes the function you want to set up.

Steps

```
[ SALES ]
```

1. From the switcher, arrow to the System Setup mode.

```
[ SYSTEM SETUP]
```

2. Press `[Select]`.

```
[ MANAGER]
```

3. Arrow to the desired mode.

```
Enter I.D. ? _
```

4. Key your employee ID and press `[ENTER]`.

```
Enter Password _
```

5. Key your personal password and press `[ENTER]`.

```
 1. SECURITY CONTROL                 _
** Use Arrow Keys **

                *MANAGER MENU*
```

6. Continue with the appropriate function.
7. To exit the System Setup mode, use the arrow keys until “EXIT SETUP” appears, and press `[ENTER]`.

Sapphire Workstation

If your site uses the Sapphire Site Controller, employees with the appropriate security level can access the following modes and functions from the switcher:

- Sales
- Manager
  - Register Configuration
  - Check Franking File
  - Logo/Slogan File
  - Soft Key File
  - Menu File
  - Training Mode
  - Create Banner
  - Blue Law Setup
- Reports
  - Close Cashier Totals
  - Print Cashier Report
  - Print Worksheet
- Clock In/Out
- Maintenance
  - Version Information
  - Set Date and Time
  - Display I/O Configuration
  - Data Files Version
  - Enable Printer
  - Disable Printer
  - Flush Printer Queue
  - Get Latest Data
  - Start Remote Dial-in
  - File Information
  - Feature Information
  - CPU Exception Information
  - Reset Soft Key File
  - Adjust Buzzer Volume
  - Printer Error Log

  - Print Installation Information
  - Reboot System
  - Display IP Stats
  - e-pc Status Report
- System Setup
- Loyalty Manager
  - Loyalty Name Detail
  - Loyalty Merchant ID
  - Loyalty Parameters
  - Loyalty Program Enable [Y/N]
  - Mask Loyalty Account Number [Y/N]
  - Loyalty Prompting [I/O/B]
  - Loyalty Refund Prompt
  - Manual Entry Allowed [I/O/B/N]
  - Override Pop Disc [Y/N]
  - Enable Loyalty PPG Disc [Y/N]
  - DCR Prompt Loyalty First [Y/N]
  - Loyalty Period Close [1 or 2]
  - Auth on Total Key [Y/N]
  - Loyalty Report Gallon Limit
  - Prompt on Fuel Only [Y/N]

Use these steps for entering any of the available modes on a workstation terminal.

```
[   SALES   ]
```

1. Arrow to the desired mode.
2. Press `[Select]`.

10 Loyalty Manager

The Loyalty Manager mode contains functions to configure third-party loyalty programs in the Sapphire/Ruby menu.

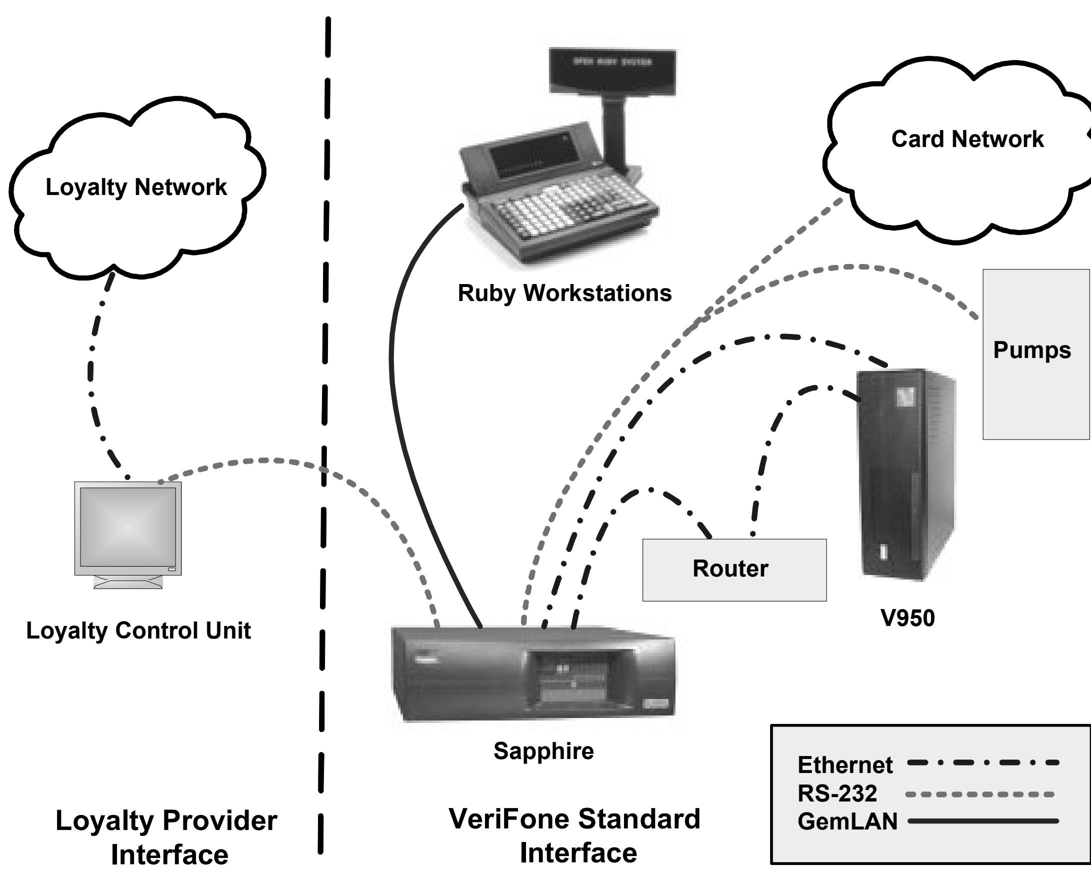
- Name Detail
- Merchant ID#
- Loyalty Parameters

Loyalty Manager Configuration

Sites with the Sapphire Site Controller can interface with third-party loyalty programs to gain customer loyalty for repeat business. Loyalty programs may offer on-the-spot discounts or future savings through such incentives as coupons or points for targeted purchases. Customers are usually issued swipeable or scannable membership cards. Depending on the program, loyalty cards can be applied for by telephone or on-line, or at a site using the Sapphire Site Controller's link to a third-party loyalty system.

The Sapphire system can make a full range of transactions involving the third-party loyalty program. Prompts at the Ruby terminal and at the DCR remind cashiers and customers to ask about loyalty cards and use them if carried. These transactions include inside and outside sales, sales with single or multiple MOPs, and refunds.

The loyalty setup at the site requires a Loyalty Control Unit (LCU) provided by the third-party loyalty program. The LCU is connected to the loyalty network and to the Sapphire Site Controller. No add-ons to Ruby Cards are necessary.



Loyalty and POP Discount

Sites can configure and enable both loyalty and POP Discount. However, a customer can receive only one discount, either loyalty or POP Discount, per transaction.

The “Override POP Discount” parameter is used to control which discount program applies to a transaction.

If both loyalty and POP Discount are configured and enabled and the customer is eligible for both, the discount is applied (inside at the Ruby and outside at the DCR) as follows:

- “Override POP Discount” set to “Yes” — Loyalty discount is applied.
- “Override POP Discount” set to “No” — POP Discount is applied.

Customized Loyalty Receipts

Standard Ruby and DCR receipts display any discounts applied for during loyalty transactions using the site’s loyalty program. The customer’s loyalty ID card number is also printed and space is reserved on the receipt for a message sent by the third-party loyalty program.

The receipt can be printed with barcodes for future scanning during redemption of rewards. In addition, the loyalty program provider can tailor receipts by sending codes to the site in the loyalty packet for each transaction. With these codes, the loyalty provider can print in small or large fonts and enter EAN 13 or UPCA barcodes.

During a loyalty transaction, the Ruby terminal displays a message asking the customer if loyalty points should be redeemed for the eligible dollar discount. The loyalty provider can sent a code that prints the loyalty balance after the redemption of points, or, if the redemption is declined, the loyalty balance after completion of the transaction.

Loyalty Balance Inquiry

To find the number of points on a loyalty program membership card, use the Loyalty Balance Inquiry function.

1. Press [NETWORK FUNC].
1. Arrow to Loyalty Functions.
2. Press [Select].

```
 1. LOYALTY BALANCE INQUIRY_
** Use Arrow Keys **

                *LOYALTY FUNCTIONS MENU*
```

3. Press [ENTER].

```
SLIDE     Loyalty Discount CARD
OR ENTER ACCOUNT NUMBER
_
```

4. Slide the loyalty program card. The Ruby terminal calls the third-party loyalty system and the receipt prints displaying the loyalty points on the card.

```
Loyalty Points Balance 12265
Visit our Web site at:
www.XXXXXXX.com

  LOYALTY Acct#: ***************5555
```

Sample Loyalty Balance Inquiry Receipt

Start Loyalty Manager Mode Steps

1. Press [EXIT] until you reach the switcher.

```
                  [ SALES ]
```

2. Arrow to System Setup.

```
                  [ SYSTEM SETUP ]
```

3. Press [Select].
4. Arrow to Loyalty Manager.

```
              [ LOYALTY MANAGER ]
```

5. Press [Select].

```
Enter I.D. ? _
```

6. Key your employee ID and press [ENTER].

```
Enter Password _
```

7. Key your personal password and press [ENTER].

```
 1. NAME DETAIL                   _
** Use Arrow Keys **

                *LOYALTY MANAGER MENU*
```

8. Press [Select].

9. Key the name of the loyalty program (1 - 20 characters).

```
1. NAME DETAIL


                 * LOYALTY MANAGER MENU *
```

10. Press [ENTER].
11. Arrow to Merchant ID#.
12. Press [Select].

```
2. MERCHANT ID#


                 * LOYALTY MANAGER MENU *
```

13. Key the Merchant ID# (1 - 10 alphanumeric).

    Note: *The Merchant ID# is provided by the third-party loyalty provider.*

14. Press [ENTER].
15. Arrow to Loyalty Parameters.
16. Press [Select].

```
> 1. Loyalty Program Enable [Y/N]        Y
  2. Mask Loyalty Acct Number  [Y/N]     Y
  3. Loyalty Prompting [I/O/B]           B
```

17. Enter a value for each parameter.

---

1. Loyalty Program Enable [Y/N]

Description: Allows the loyalty program to be turned on.

Values: Yes or No.

Yes: The program is enabled and additional parameters display.

No: The program is not enabled.

Steps: Do one of the following:

–Key the new value and press [ENTER] to go to the next parameter.

–Press [ENTER] to make no changes and go to the next parameter.

2. Mask Loyalty Account Number [Y/N]

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether the loyalty account number prints or is masked (except for the last four digits) on the receipt.

Values: Yes or No.

Yes: All digits except for the last four are masked with asterisks (*).

No: All digits print.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

3. Loyalty Prompting [I/O/B]

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether prompts display on the Ruby terminal, DCR, or both.

Values: **I:** Enables loyalty prompting inside.

O: Enables loyalty prompting outside.

B: Enables loyalty prompting both inside and outside.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

4. Loyalty Refund Prompt [Y/N]

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether prompts display to enter the transaction number and date of each refund.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

5. Manual Entry Allowed [I/O/B/N]

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether manual entry of a loyalty transaction is permitted.

Values: **I:** Allows manual entry of inside loyalty transactions.

O: Allows manual entry of outside loyalty transactions.

B: Allows manual entry of inside and outside loyalty transactions.

N: Manual entry of loyalty transactions is not allowed.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`6. Override Pop Disc [Y/N]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether the loyalty discount is applied instead of the enabled POP Discount.

Values: Yes or No.

Yes: Loyalty discount is used applied instead of the enabled POP Discount.

No: POP Discount is applied.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`7. Enable Loyalty PPG Disc [Y/N]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether price discounts can be given per gallon of fuel pumped.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`8. DCR Prompt Loyalty First [Y/N]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether the DCR prompts for loyalty before any other prompts.

Values: Yes or No.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`9. Loyalty Period Close [1 or 2]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines when a message stating that the loyalty period is closed is sent to the Loyalty host. Ruby terminal totals are not affected by this parameter.

Values: Numeric, 1 - 2.

1: Shift.

2: Day.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`10. Auth on Total Key [Y/N]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether an authorization is sent to the loyalty network when the `[TOTAL]` key is pressed.

Values: Yes or No.

Yes: Authorization is sent to the loyalty network when the `[TOTAL]` key is pressed.

No: Authorization is sent to the loyalty network when the first MOP is selected.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`11. Loyalty Report Gallon Limit`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines the maximum amount of gallons that can be discounted on a postpay fuel sale using ticket level discount.

Values: Numeric, 0 - 99.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the next parameter.

–Press `[ENTER]` to make no changes and go to the next parameter.

`12. Prompt on Fuel Only [Y/N]`

Note: *The loyalty program must be enabled for this parameter to appear.*

Description: Determines whether a loyalty prompt appears only for fuel transactions.

Values: Yes or No.

Yes: Loyalty prompt appears only for fuel transactions.

No: Loyalty prompt appears for all transactions.

Steps: Do one of the following:

–Key the new value and press `[ENTER]` to go to the first parameter.

–Press `[ENTER]` to make no changes and go to the first parameter.

18. Repeat steps 16 and 17 to make changes in the loyalty program, or press `[EXIT]` to return to the Loyalty Manager menu.

File Maintenance

While in Loyalty Program, press `[List]`.

```
05/22/07                               10:07
Store# AB123 Register ID# 1
LOYALTY PARAMETERS
----------------------------------------
1. Loyalty Program Enable [Y/N]      Y
2. Mask Loyalty Acct Number [Y/N]    N
3. Loyalty Prompting [I/O/B]         B
4. Loyalty Refund Prompt [Y/N]       Y
5. Manual Entry Allowed [I/O/B/N]    N
6. Override Pop Disc [Y/N]           N
7. Enable Loyalty PPG Disc [Y/N]     Y
8. DCR Prompt Loyalty First [Y/N]    Y
9. Loyalty Period Close [1 or 2]     2
10. Auth on Total Key [Y/N]          Y
11. Loyalty Report Gallon Limit      0
12. Prompt on Fuel Only [Y/N]        N
```

Sample Loyalty Parameters listing

11 iOrder Kiosk Sales

The iOrder kiosk allows a customer to place an order for deli or fast food by touching screens to make selections in the configured order. For example, a customer selects a turkey sandwich and is then presented with consecutive screens allowing type of bread and then toppings to be selected. As the customer selects items, the items appear in a ticket window on the screen.

After an order is completed, the order is posted to the Sapphire Site Controller and a confirmation receipt prints on the thermal printer at the iOrder station. The confirmation receipt includes the details of the order, a subtotal (before tax), a 7-digit order number, a 3 to 4-digit pick-up number, and a bar code. At the same time, a receipt prints at the Kitchen Printer (connected to one of the iOrder kiosks in the system) that is located in the food preparation area.

iOrder Setup and Configuration

The iOrder system requires a Sapphire and a V951 for setup, but can be used with either Ruby or Topaz POS Workstations. As many as four iOrder kiosks can be connected to a single Sapphire system.

The screens, menu item selections, and sequence of screens can be configured through the iOrder Configuration Manager, which also allows configuration of the Kitchen Printer. The Kitchen Printer can be set up to print receipts with the items in preparation order and to include required items that do not need to be selected by the customer.

Calling an Order into a Transaction

An order placed at the iOrder kiosk can be called into a transaction by scanning the bar code on the receipt, keying in the items, or pressing an assigned button or key on the POS. At Ruby Workstations, the kiosk entry must be the first item on the ticket, entered before other merchandise or fuel, and only one kiosk entry per ticket is allowed. (At Topaz Workstations, an order can be scanned or added at any time before payment, and multiple orders are allowed on the same ticket.) Either the confirmation receipt or the Kitchen Printer receipt can be used to call an order into a transaction. The system is designed so that the same order cannot be sold twice. Items brought into a transaction from a kiosk order cannot be corrected using the `[ERROR CORR]` key. The entire transaction must be voided and re-entered.

Purging/Cancelling iOrder Transactions

- A transaction can be cancelled by the customer on the iOrder kiosk before it is placed.
- If the kiosk order has already been placed, it can be cancelled with a soft key that purges the transaction from the Ruby/Topaz systems.

Note: *When an iOrder kiosk transaction is purged, the purge time prints on the receipt.*

Reports

Transactions containing iOrder kiosk sales are integrated with Sapphire for reporting functions and appear on existing reports.

iOrder Error Messages

- "MUST USE VOID" appears when a cashier attempts to modify a kiosk transaction with the `[ERROR CORR]` key. Items brought into a transaction from a kiosk order cannot be corrected. The entire transaction must be voided and re-entered.
- "MUST BE FIRST IN TRANSACTION" replaces "KIOSK ORDER NEEDS TO BE FIRST IN TRANSACTION" when the Ruby terminal attempts to pull a kiosk item into an already established ticket.

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