

Operating Manual



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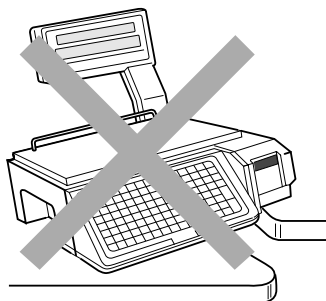
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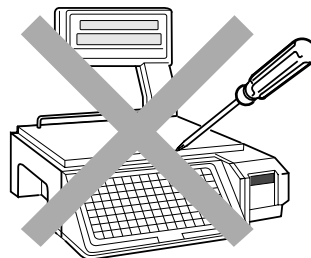
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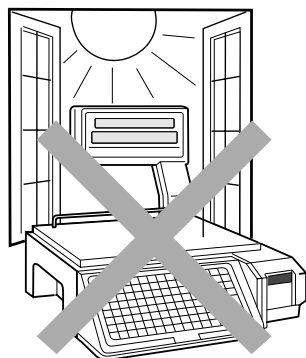
CAUTIONS FOR USE



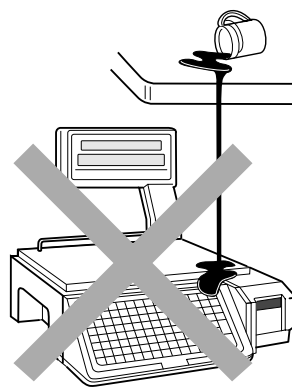
- Always operate the scale on a level surface.



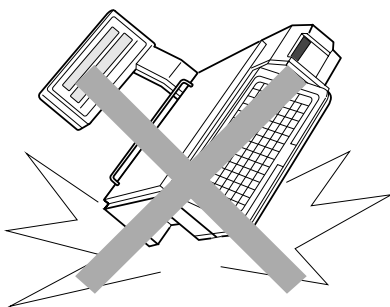
- Do not disassemble the scale.



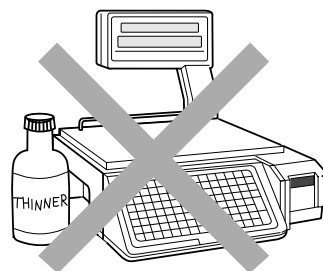
- Do not expose the scale too long periods of direct sunlight.



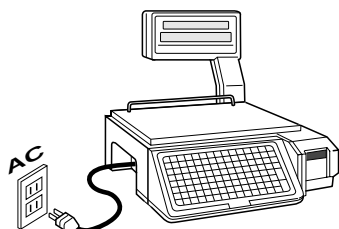
- Do not allow any liquids to come into contact with the scale or terminal.



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



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



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



SAFETY CONSIDERATIONS

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

Grounding

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

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

Do not remove covers or enclosures

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

Do not perform unspecified maintenance

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

Disconnect power supply before servicing

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

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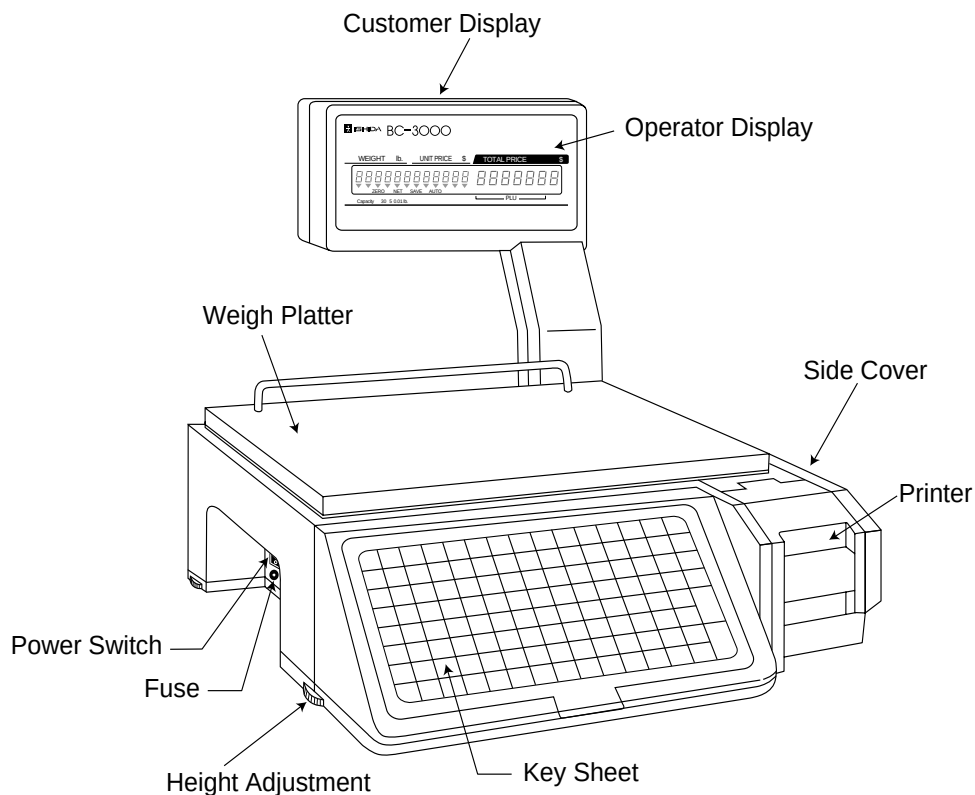
CHAPTER 1

OVERVIEW

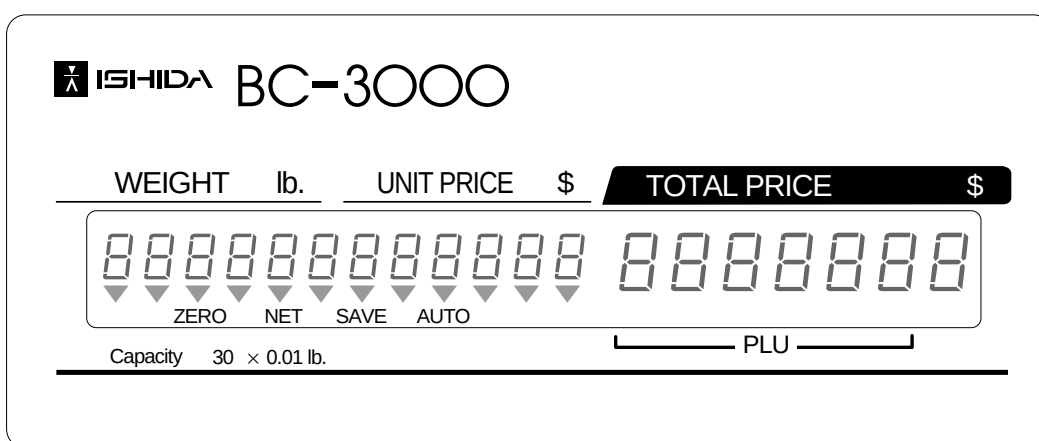
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1.1 Appearance



1.2 Display

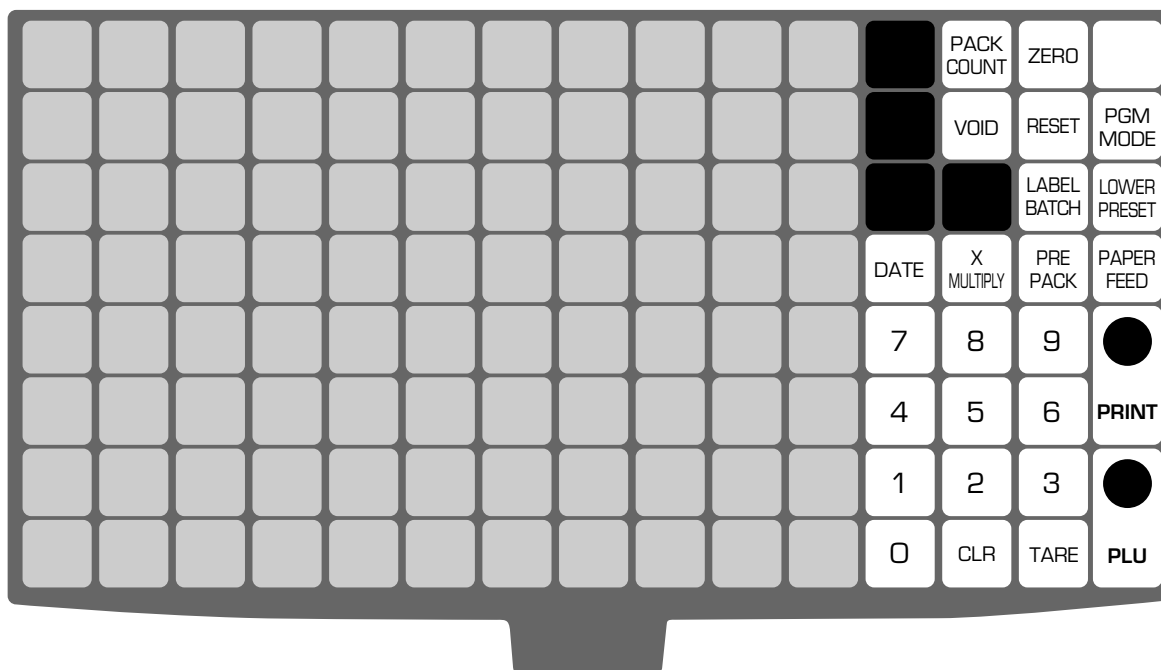


Indicators

- ZERO : Lights when weight value is true zero or temporary zero.
- NET : Lights when a tare is used.
- SAVE : Lights when the SAVE mode is used.
- AUTO : Lights when the AUTOMATIC PRINT mode is used.

1.3 Operation Keys

1.3.1 Operation Key Sheet



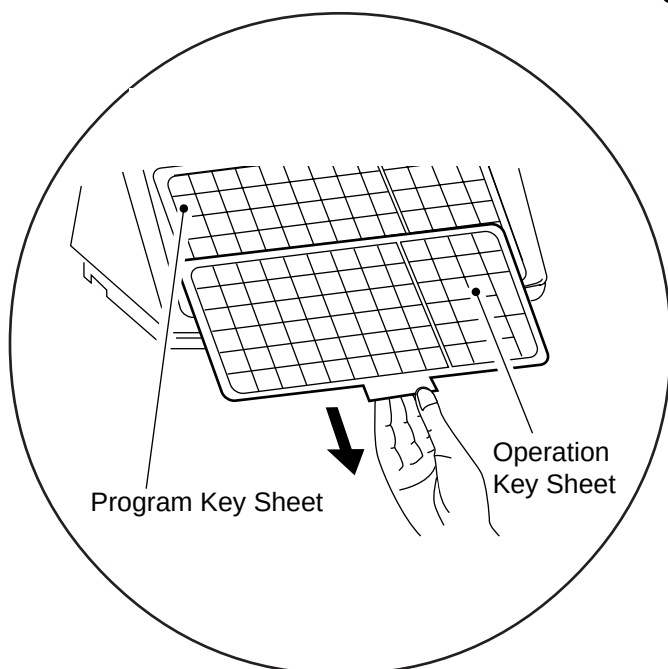
Preset key



Additional function key

The following functions can be programmed.

- DATE/TIME display
- EXTRA MESSAGE No.
- STORE NAME No.
- POP MESSAGE No.
- FIXED PRICE function
- SAVE function
- DISCOUNT
- AMOUNT DISCOUNT
- PERCENTAGE DISCOUNT



Insert the Operation Key Sheet
over the Program Key Sheet.

1.3.2 Basic Function Keys

**NUMERIC ENTRY**

Keys 0 through 9 are used to enter numeric data.

to

**PRE-PACK**

Used to switch auto/manual label printing.

**PRINT**

Used to issue a label.

**CLEAR**

Used to cancel incorrectly entered numeric data.

**PROGRAM MODE SELECT**

Used to access the Subtraction, Total Reports, and Programming menus.

**LABEL BATCH**

Used to issue batches of labels.

**RESET**

Used to initialize the scale.

**LOWER PRESET SELECT**

Used to access the second level of data programmed to the preset keys.

**TARE**

Used to subtract the tare weight from the total weight on the weigh platter.

**MULTIPLIER**

Used to multiply the entered quantity of fixed-price items.

**TEMPORARY DATE**

Used to change the current date of the scale temporarily. This allows labels to be produced ahead of time for prepacking items.

**PACK COUNT SUB-TOTAL**

Used to issue a label that shows the number of labels (packs), total weight and amount which have been printed since this key was last pressed.

**VOID**

Used to cancel the previous label issued.

**PAPER FEED**

Used to advance labels to the correct printing position.

**ZERO ADJUSTMENT**

Used to return the scale to zero. This key will only function if nothing is on the weigh platter.

**PLU SELECT**

Used to access PLU data.

1.3.3 Additional Function Keys

**DATE/TIME**

Used to display the current date and time.

**SAVE**

Used to access the same stored PLU data as a short cut operation.

**EXTRA MESSAGE**

Used to access the extra message corresponding to the entered number.

**DISCOUNT**

Used to override a selling price and enter a special price.

**STORE NAME**

Used to access the store name corresponding to the entered number.

**AMOUNT DISCOUNT**

Used to subtract the entered amount.

**POP MESSAGE**

Used to access the POP message corresponding to the entered number.

**PERCENTAGE DISCOUNT**

Used to subtract the entered percentage.

**FIXED PRICE**

Used to temporarily change from sales by weight to fixed-price sales.
Also used to enter a new fixed price.

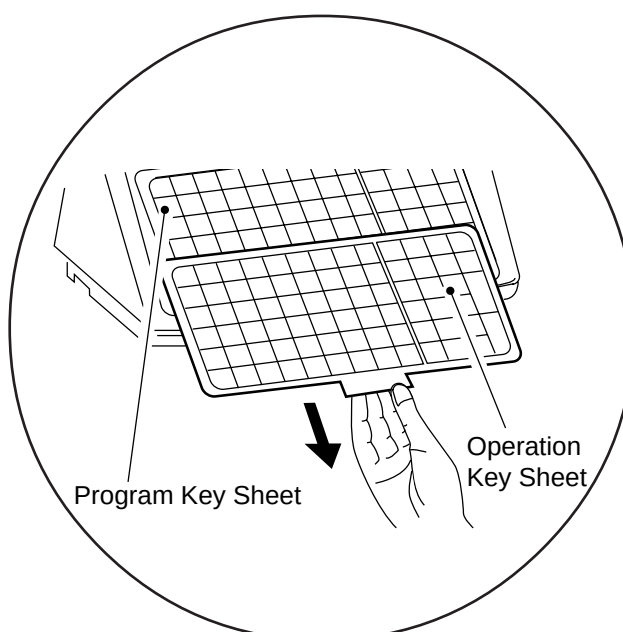
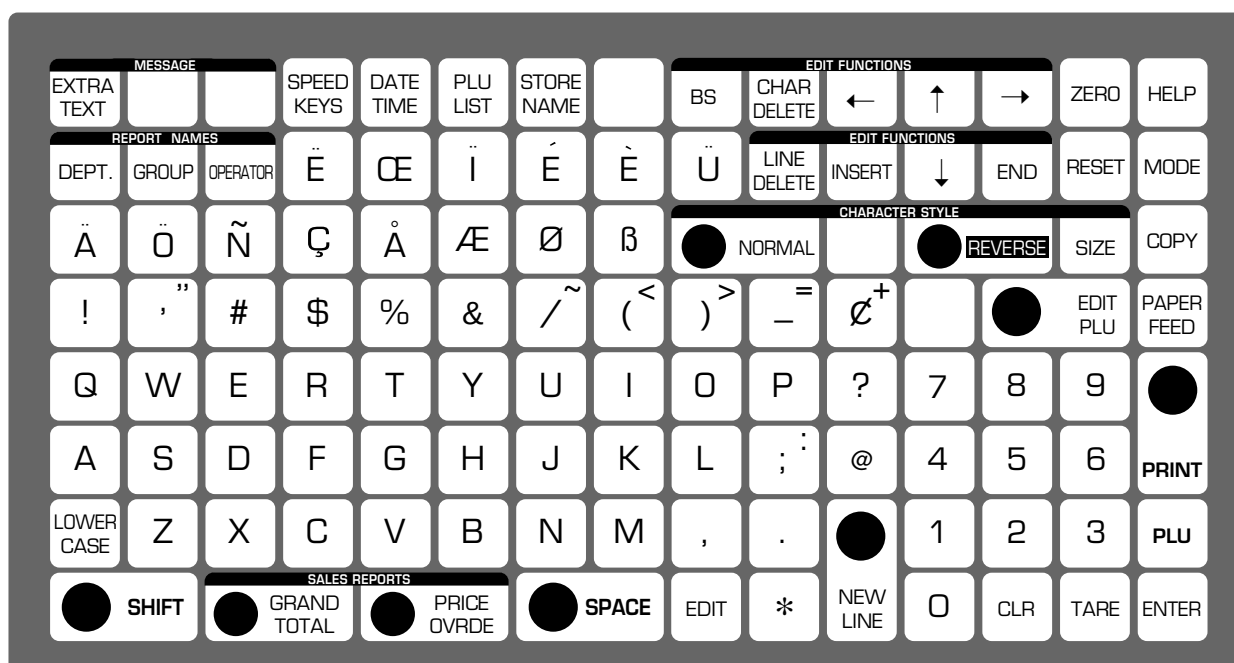
1.4 Program Keys

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

- Total Report Mode (Chapter 4)
- Programming Mode (Chapter 5)

1.4.1 Program Key Sheet

The Program Key Sheet comes with a typewriter style keyboard layout.

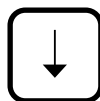


Remove the Operation Key Sheet so that the Program Key Sheet under it can be used.

1.4.2 Program Key Functions

Alphanumeric Keys

The alphanumeric keys are used to enter data into fields available on the BC-3000. The LOWER CASE key is used to change to lower case letters upper and lower case characters. The SHIFT key is used to access the upper character of keys with two characters.



DOWN ARROW

Used to move down the lines of text. Also used to move up the menu items presented in the program mode, total mode and other menu screens.



CLEAR

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



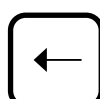
RIGHT ARROW

Used to move across the characters of text. Also used to view options available on menu lines of program menu items.



TARE

Not used in the program mode.



LEFT ARROW

Used to move across the characters of text. Also used to view options available on menu lines of program menu items.



ENTER

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



END

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



PLU

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



CHARACTER DELETE

Used to delete the right most character on the display from text field.



PRINT

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



BACK SPACE

Used to delete the last entered character.



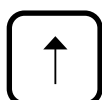
PAPER FEED

Used to issue a blank label when applicable.



LINE DELETE

Used to delete an entire line from text field.



UP ARROW

Used to move up the lines of text. Also used to move up the menu items presented in the program mode, total mode and other menu screens.



INSERT

Used to change between inserting or overriding characters in editing of any text field.

**EDIT**

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

**REVERSE**

After pressing this key, the following entered text is changed to reverse type. Text is changed back to normal type when the NORMAL key is pressed or when the REVERSE key is pressed again.

**COPY**

Used to copy the text.

**SIZE**

Used to select different character sizes. After pressing the SIZE key, use the UP, DOWN, LEFT and RIGHT arrow to scroll through the character sizes available for printed text.

**NORMAL**

Used to switch from reverse type to normal type.

1.4.3 Speed Key Functions

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

**SPPED KEYS**

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

**DATE/TIME**

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

**EDIT PLU**

Used to select the menu item for creating, editing or deleting the extra text (sales) messages.

**PLU LIST**

Used to select the menu item for generating a PLU and extra message file list. The file can be printed on a continuous strip (receipt) or on labels.

**EXTRA TEXT**

Used to select the menu item for creating, editing or deleting the extra text (sales) messages.

**STORE NAME**

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

**DEPARTMENT**

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

**GRAND TOTAL**

Used immediately to print the daily department total while in the total mode.

**GROUP**

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

**PRICE OVERRIDE**

Used to print all items with changed unit prices while in the total mode.

**OPERATOR**

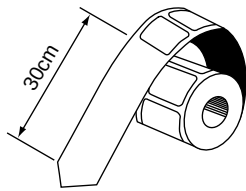
Used to select the menu item for creating, editing or deleting the operator name for use in the total report.

1.5 Loading Label/Paper Roll

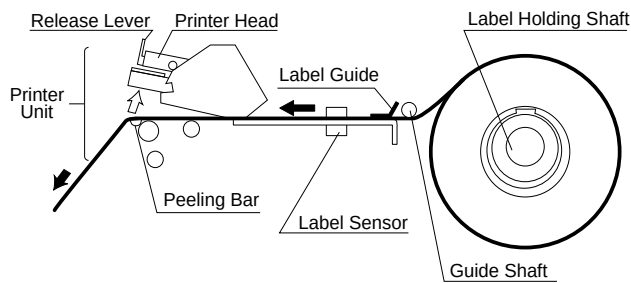
1. Make sure that the power is off.



2. Open the side cover.
3. Pull the release lever to raise the printer head.
4. Insert a new roll onto the label holding shaft.
5. When using the label roll, remove labels from the first 30 cm (12 inches) of backing paper.



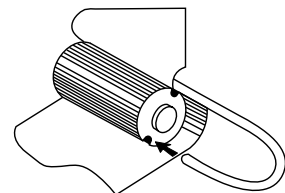
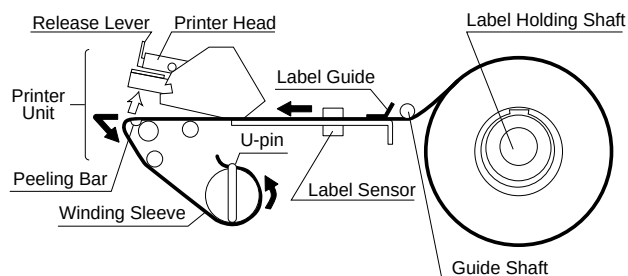
6. Thread the label paper as shown below.



Check that the backing paper is:

- threaded properly under the guide shaft.
- threaded properly through the label sensor.
- threaded properly over the peeling bar, making sure it passes through the groove.

7. When the label/paper needs to be wound up, wind the tip of the paper around the winding sleeve and fasten it with the U-pin.



8. Push the printer head down until it locks securely.
9. Close the side cover.
10. Turn on the power and press the PAPER FEED key to advance the label/paper to the correct printing position.



CHAPTER 2

DAILY OPERATION

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2.1 Pre-operation Inspection

In order to maintain optimum scale performance, perform the following inspection before starting daily operations.



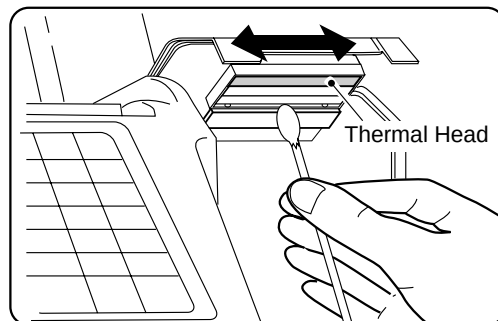
Always turn off the power switch when performing this inspection.

1. Make sure that the power is off.



2. Check that the scale and the level device aperture are clean and free of foreign matter. If not, wipe any soiled areas with a dry cloth.

3. Clean the thermal head with a cotton swab at least once a week in order to maintain print quality.

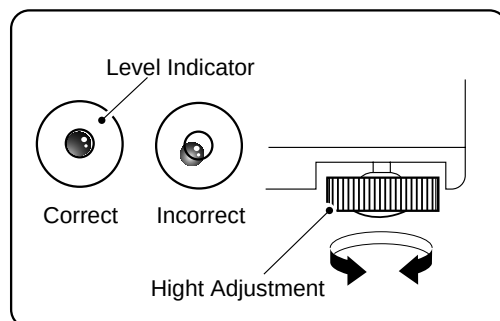


Dip the end of the cotton swab into cleaning fluid and wipe the thermal head.



Do not use metal tools to clean the thermal head as they may damage the head surface.

4. Remove any foreign matter, label adhesive, etc. to make the scale level.
5. Adjust the scale to level by using the height adjustment feet.



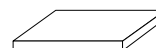
6. Make sure the label/paper amount is sufficient.

2.2 Power On

-
- 1** Turn on the power.



-
- 2** Make sure that nothing is on the weigh platter.



-
- 3** Check that the ZERO indicator is lit.



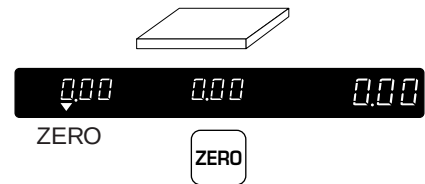
-
- 4** If the ZERO indicator is not lit, press the ZERO key.



2.3 Sales by Weight

1 Check that nothing is on the weigh platter.

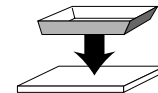
- Check that the ZERO indicator is lit.
- If not, press the ZERO key.



2 Subtract the tare.

■ Weighing tare

- Place the tare on the weigh platter. The tare weight will be displayed.
- Press the TARE key.
The displayed value will return to zero, and the NET indicator will light.



■ Fixed tare weight

- Enter the tare weight and press the TARE key.

Ex. Weight = 0.08 lb.



Ex. Access Tare #1



◆ Tare look-up key

- Press the tare look-up (preset) key.

3 Enter the PLU.

■ PLU number entry

- Enter the PLU number and press the PLU key.

Ex. PLU No. = 350



■ PLU (preset) key

- Press the preset key in which the PLU item data is set.

Ex. Access PLU10

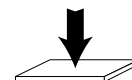


Ex. Access PLU90



4 Weigh the item.

- Place the item on the weigh platter.



5 Perform mark down operation if necessary.

- Refer to page 20.

6 Print the label.

■ When not using the operator system

- Press the PRINT key.



■ When using the operator system

- Press the operator key.

Ex. Operator = Susan



2.4 Fixed-price Sales

1 Enter the PLU.

■ PLU number entry

- Enter the PLU number and press the PLU key.

Ex. PLU No. = 450



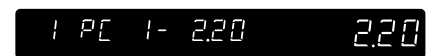
■ PLU (preset) key

- Press the preset key in which the PLU item data is set.

Ex. Access PLU15



Ex. Access PLU95



2 Perform mark down operation if necessary.

- Refer to page 20.

3 Multiply the quantity.

- When selling more than one of the same item, enter the quantity and press the MULTIPLY key.
- Otherwise, go to the next step.

Ex. Three Items



4 Print the label.

■ When not using the operator system

- Enter the number of labels, and press the PRINT key.

Note: Press the CLEAR key once to temporarily stop printing.

To continue printing, press the PRINT key.

To cancel printing, press the CLEAR key again.

- If the number of labels is one, simply press the PRINT key.

Ex. Three Labels



Ex. One Label



■ When using the operator system

- Press the operator key.

Ex. Operator = Mike



2.5 Prepack for Sales by Weight

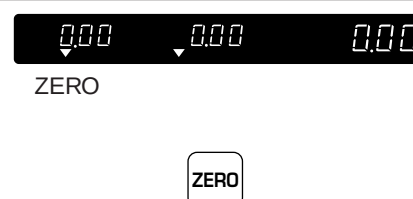
1 Enter the prepack mode.

- Press the PREPACK key to enter the prepack mode.
- The AUTO indicator lights.



2 Check that the weight display reads zero.

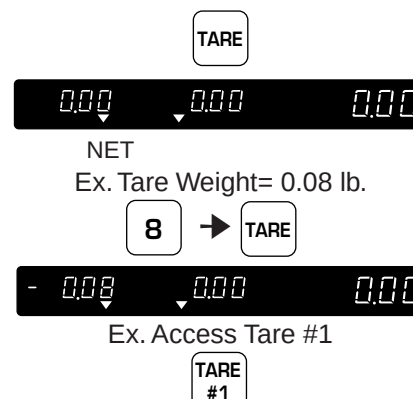
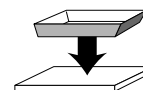
- Make sure that nothing is on the weigh platter and check that the ZERO indicator is lit.
- If not, press the ZERO key.



3 Subtract the tare.

■ Weighing tare

- Place the tare on the weigh platter. The tare weight will be displayed.
- Press the TARE key.
The displayed value will return to zero, and the NET indicator will light.



■ Fixed tare weight

- Enter the tare weight and press the TARE key.

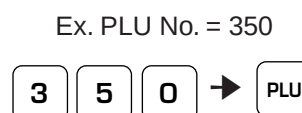
■ Tare look-up key

- Press the tare look-up (preset) key.

4 Enter the PLU.

■ PLU number entry

- Enter the PLU number and press the PLU key.



■ PLU (preset) key

- Press the preset key in which the PLU item data is set.

Ex. Access PLU10



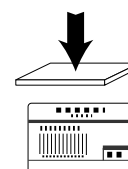
Ex. Access PLU90



Note: Refer to page 22 when using the Save Function.

5 Weigh the item.

- Place the item on the weigh platter.
- The label is automatically printed.
- Repeat this step until all the items are weighed.



6 Exit the prepack mode.

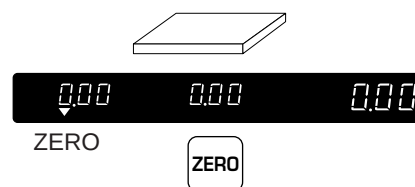
- Press the PREPACK key.
- The AUTO indicator turns off.



2.6 Prepack for Fixed-price Sales

1 Check that nothing is on the weigh platter.

- Check that the ZERO indicator is lit.
- If not, press the ZERO key.



2 Enter the prepack mode.

- Press the PREPACK key to enter the prepack mode.
- The AUTO indicator lights.



3 Enter the PLU.

■ PLU number entry

- Enter the PLU number and press the PLU key.

Ex. PLU No. = 450



■ PLU (preset) key

- Press the preset key in which the PLU item data is set.

Ex. Access PLU15



Note: Refer to page 22 when using the Save Function.

Ex. Access PLU95



4 Print the label.

- Enter the number of labels, and press the PRINT key.

Note: Press the CLEAR key once to temporarily stop printing.

To continue printing, press the PRINT key.

To cancel printing, press the CLEAR key again.

- If the number of labels is one, simply press the PRINT key.

Ex. Three Labels



Ex. One Label



5 Exit the prepack mode.

- Press the PREPACK key.
- The AUTO indicator turns off.

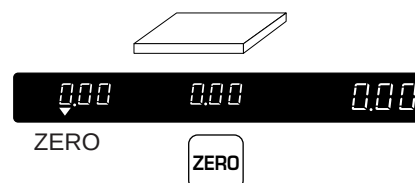


2.7 Label Batch Print

Used to set the number of fixed-price labels to be printed.

1 Check that nothing is on the weigh platter.

- Check that the ZERO indicator is lit.
- If not, press the ZERO key.



2 Enter the LABEL BATCH PRINT mode.

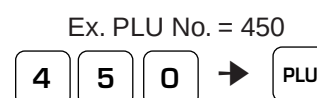
- Press the LABEL BATCH key to enter the label batch print mode.



3 Enter the PLU.

■ PLU number entry

- Enter the PLU number and press the PLU key.



■ PLU (preset) key

- Press the preset key in which the PLU item data is set.

Ex. Access PLU15



Ex. Access PLU95



4 Enter the desired number of labels.

- Enter the number of labels to be issued. (Max. 999)
- Press the LABEL BATCH key.

Ex. Twenty Labels



5 Enter any additional PLUs.

- Repeat steps 3 and 4 when labels for other PLUs are needed. A maximum of 20 PLUs can be entered.
- Otherwise go to the next step.

6 Print the label.

- Press the PRINT key.



Note: Press the *CLEAR* key once to temporarily stop printing.

To continue printing, press the *PRINT* key.

To cancel printing, press the *CLEAR* key again.

2.8 Pack Count Sub-total

Used to print the number of labels, total weight and amount which have been issued since the last time the PACK COUNT key was pressed.

1 Enter the PACK COUNT SUB-TOTAL mode.

- Press the PACK COUNT key.

Note: Press the CLEAR key to exit the pack count subtotal mode.

PACK
COUNT

Sub-total

2 Print the pack count sub-total.

- Press the PRINT key.

PRINT

2.9 Mark Down Functions

The following mark down options are available before the label is printed.

- (1) Amount discount
- (2) Percentage discount
- (3) Special price

Only one of these three options can be programmed for use.

2.9.1 Amount Discount

1 Enter the discount amount.

■ Discount amount entry

- Enter the amount to be discounted and press the AMOUNT DISCOUNT key.

Ex. Discount Amount = \$0.50



■ AMOUNT DISCOUNT (preset) key

- Press the PRESET key in which the amount discount data is set.



2.9.2 Percentage Discount

1 Enter the discount percentage.

■ Discount percentage entry

- Enter the percentage to be discounted and press the PERCENT DISCOUNT key.

Ex. Discount Percentage = 10%



■ PERCENT DISCOUNT (preset) key

- Press the PRESET key in which the percentage discount data is set.



2.9.3 Special Price

1 Enter the special price.

Ex. Special Price = \$4.50



2 Press the DISCOUNT key.



2.10 Unit Price Override

This feature only functions for the weighed PLUs which are programmed to allow unit price override.

When attempting to override a PLU that is set not to allow an override, the error beep will sound.

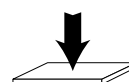
1 Enter the desired unit price.

Note: If the entered unit price is not displayed at this point, the PLU is not programmed to allow price override, and its price cannot be changed.

Ex. \$3.50



2 Place the item on the scale.



2.11 Voiding the Last Label

1 Press the VOID key immediately after the label is issued.



2.12 Switching from Sale by Weight to Fixed-price Sale

1 Enter the fixed price.

Note: Skip this step if the fixed price is the same as the preset unit price.

Ex. Fixed Price = \$8.00



2 Press the FIXED PRICE key.



2.13 Selecting Lower Preset Data

A preset key can have two levels of preset data. Normally the upper preset data is accessed. Follow the steps below to access the lower preset data.

1 Press the LOWER PRESET key.

Ex. Access PLU90



2 Press an appropriate preset key.



2.14 Pack Date Override

This function is used to temporarily change the current date, allowing labels to be produced ahead of time for prepacking items.

1 Enter the six-digit date (MMDDYY).

Ex. November 20, 1996



2 Press the DATE key.



2.15 Save Function

The SAVE key is one of the preset function options. When the SAVE indicator is lit, the selected PLU is retained (saved) after a label is issued.

1 Press the PREPACK key to enter the manual mode, if the scale is in auto mode.



2 Select the desired PLU if not already displayed.

Select PLU

3 Press the SAVE key. The SAVE indicator lights.



Note: To cancel the save mode, press the SAVE key again.

CHAPTER 3

SUBTRACTION

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3.1 Subtraction Mode

The subtraction mode is used to correct the running totals. The totals require correction if accurate reports are to be generated. Some examples of when correcting the totals is necessary are listed below.

- a. product returned by customers
- b. incorrectly produced labels

The totals are subtracted from the running totals by a PLU number. The operator has to enter the product number, the number of items (labels) to be returned, the total weight and total price. The best way to manage returns is to keep all incorrectly produced labels in one place and subtract each label in turn.

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

Step	Description	Keys and Display
1	- Access the Subtraction mode. Ex. Password = 7000 - Press the ENTER key.	7 0 0 0 → MODE d00 ENTER
2	Enter the PLU number to be corrected followed by the PLU key. Ex. PLU No. 1 Note: If the PLU key is pressed again, the entered PLU number will be displayed for one second.	d01-00 1 → PLU
3	Enter the NUMBER of the item (label) to be returned, followed by the VOID key. Ex. Three (3) Labels	d01-01 3 → VOID
4	Enter the WEIGHT of the item (label) to be returned, followed by the VOID key. Ex. Five (5) Pounds	d01-02 0.00 5 0 0 → VOID
5	Enter the AMOUNT of the item (label) to be returned, followed by the VOID key. Ex. \$3.75	d01-03 0.00 3 7 5 → VOID
6	Press the PRINT key when not using the operator system, or press the OPERATOR key when using the operator system. Note: If a mistake is made during entry, press the VOID key to display the previous screen with the mistake. Then re-enter the correct data.	d01-04 3.75 PRINT OR Susan

Step	Description	Keys and Display
7	Repeat steps 2 through 6 for any other items (labels) to be returned. When complete proceed to step 8.	
8	Press the MODE key to return to normal operation.	 The diagram shows a rectangular control panel. At the top center is a square button labeled "MODE". Below the button is a horizontal LED display consisting of three separate segments, each showing the number "0.00".

CHAPTER 4

TOTAL REPORTS

Contents

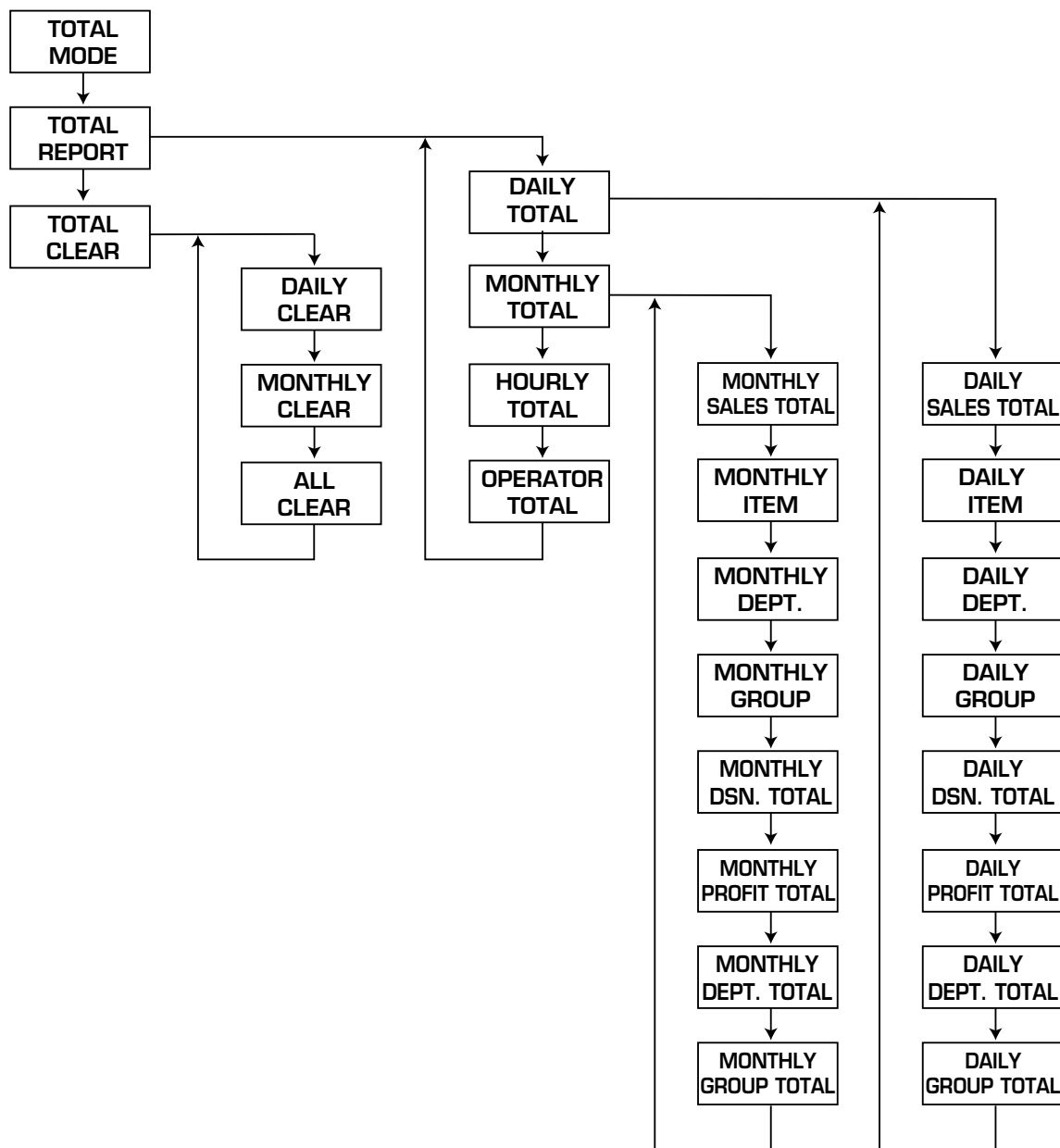
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4.1 Total Reports

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

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

4.2 Total Mode



4.3 Daily Total Report

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

4.3.1 Daily Report Categories

Daily Sales Total Report **F02-01-01**

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

Daily Item Report **F02-01-03**

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

Daily Dept. Report **F02-01-04**

The Daily Dept. Report is a list of all departments that have had labels printed since the last time the Daily Sales Total was cleared.

Daily Group Report **F02-01-05**

The Daily Group Report is a list of all groups that have had labels printed since the last time the Daily Sales Total was cleared.

Daily Designated PLU Total Report **F02-01-06**

The Daily Designated PLU Total Report allows the sales for a specified PLU to be printed. To specify a PLU enter the numeric value (1 ~ 999999) followed by the ENTER key. If the PLU number is correct press the PRINT key.

Daily Profit Report **F02-01-07**

The Daily Profit Report produces a printout indicating how much profit has been made from selling items. For this report, the cost of each PLU must be programmed in the BC-3000. Otherwise the percentage report will not be correct.

Daily Department Total Report **F02-01-08**

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

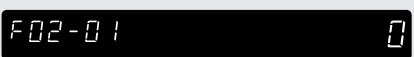
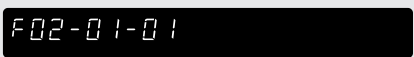
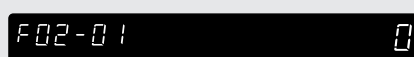
Note: The report will only print if department numbers are programmed in the PLUs.

Daily Group Total Report **F02-01-09**

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

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

4.3.2 Operation Procedure

Step	Description	Keys and Display
1	Access the Total mode. Ex. Password = 8000	 
2	Press number "2" followed by the ENTER key to access the Total Report menu.	 
3	Press the ENTER key to access the Report Category.	 
4	Press the UP or DOWN key to select the desired Report Category. F02-01-01 = Daily Sales Total F02-01-03 = Daily Item F02-01-04 = Daily Dept. F02-01-05 = Daily Group F02-01-06 = Daily Designated PLU Total F02-01-07 = Daily Profit Total F02-01-08 = Daily Department Total F02-01-09 = Daily Group Total	 Select Report Category
5	Press the PRINT key.	
6	Repeat steps 4 and 5 for any other reports.	
7	Press the END key to return to the main menu.	 
8	Press the MODE key to return to normal operation.	 

Note: Particular reports can be obtained by using the following speed keys.



GRAND TOTAL

Used to immediately print the Daily Department Total while in the Total mode.



PRICE OVERRIDE

Used to immediately print all items with changed unit prices while in the Total mode.

4.4 Monthly Total Report

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

4.4.1 Monthly Report Categories

Monthly Sales Total Report `F02-03-01`

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

Monthly Item Report `F02-03-03`

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

Monthly Dept. Report `F02-03-04`

The Monthly Dept. Report is a list of all departments that have had labels printed since the last time the Monthly Sales Total was cleared.

Monthly Group Report `F02-03-05`

The Monthly Group Report is a list of all groups that have had labels printed since the last time the Monthly Sales Total was cleared.

Monthly Designated PLU Total Report `F02-03-06`

The Monthly Designated PLU Total Report allows the sales for a specified PLU to be printed. To specify a PLU enter the numeric value (1 ~ 999999) followed by the ENTER key. If the PLU number is correct press the PRINT key.

Monthly Profit Report `F02-03-07`

The Monthly Profit Report produces a printout indicating how much profit has been made from selling items. For this report, the cost of each PLU must be programmed in the BC-3000. Otherwise the percentage report will not be correct.

Monthly Department Total Report `F02-03-08`

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

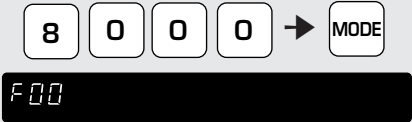
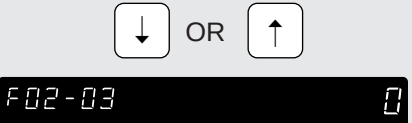
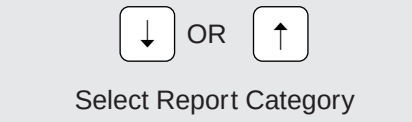
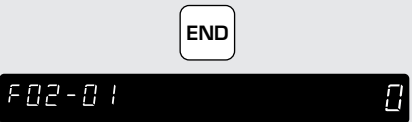
Note: The report will only print if department numbers are programmed in the PLUs.

Monthly Group Total Report `F02-03-09`

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

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

4.4.2 Operation Procedure

Step	Description	Keys and Display
1	Access the Total mode. Ex. Password = 8000	
2	Press number "2" followed by the ENTER key to access the Total Report menu.	
3	Press the UP or DOWN key to select the Monthly Total Report.	
4	Press the ENTER key to access the Report Category.	
5	Press the UP or DOWN key to select the desired Report Category. F02-03-01 = Monthly Sales Total F02-03-03 = Monthly Item F02-03-04 = Monthly Dept. F02-03-05 = Monthly Group F02-03-06 = Monthly Designated PLU Total F02-03-07 = Monthly Profit Total F02-03-08 = Monthly Department Total F02-03-09 = Monthly Group Total	
6	Press the PRINT key.	
7	Repeat steps 5 and 6 for any other reports.	
8	Press the END key to return to the main menu.	
9	Press the MODE key to return to normal operation.	

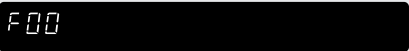
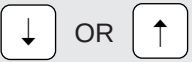
4.5 Hourly Total Report

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

Step	Description	Keys and Display
1	Access the Total mode. Ex. Password = 8000	8 0 0 0 → MODE F00
2	Press number "2" followed by the ENTER key to access the Total Report menu.	2 → ENTER F02-01
3	Press the UP or DOWN key to select the Hourly Total report.	↓ OR ↑ F02-04
4	Press the ENTER key to enter the print mode.	ENTER F02-04-01
5	Press the PRINT key to list the transactions by hour.	PRINT
6	Press the END key to return to the main menu.	END F02-01
7	Press the MODE key to return to normal operation.	MODE 0.00 0.00 0.00

4.6 Operator Total Report

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

Step	Description	Keys and Display
1	Access the Total mode. Ex. Password = 8000	 
2	Press number "2" followed by the ENTER key to access the Total Report menu.	 
3	Press the UP or DOWN key to select the Operator Total reports.	 
4	Press the ENTER key to enter the print mode.	 
5	Press the PRINT key to list the transactions by hour.	
6	Press the END key to return to the main menu.	 
7	Press the MODE key to return to normal operation.	 

4.7 Total Clear

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

Step	Description	Keys and Display
1	Access the Total mode. Ex. Password = 8000	8 0 0 0 → MODE F00
2	Press number “3” followed by the ENTER key to access the Total Clear mode.	3 → ENTER F03-01
3	Press the UP or DOWN key to select the Total Report to be cleared. F03-01 = Daily Total Report F03-03 = Monthly Total Report F03-05 = All Total Reports Note: When clearing one of the above Reports, the Hourly and Operator Total Reports will also be cleared.	↓ OR ↑ Select Report
4	Press the ZERO key twice to clear the totals.	ZERO → ZERO F00
5	Press the END key to return to the main menu.	END F00
6	Press the MODE key to return to normal operation.	MODE 0.00 0.00 0.00

CHAPTER 5

PROGRAMMING

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5.1 Programming PLUs

This section explains how to program a product (PLU) in the BC-3000.

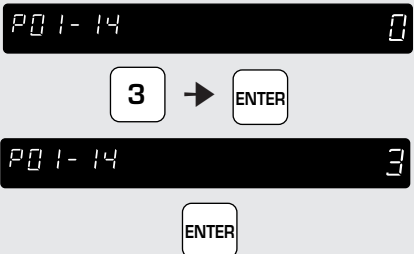
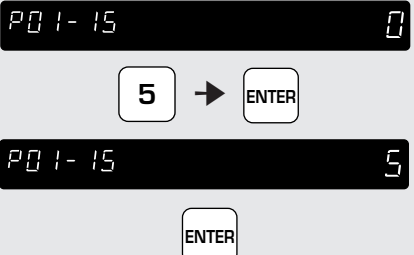
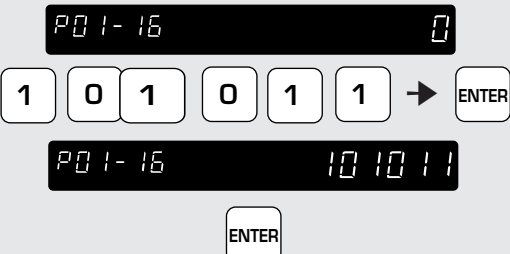
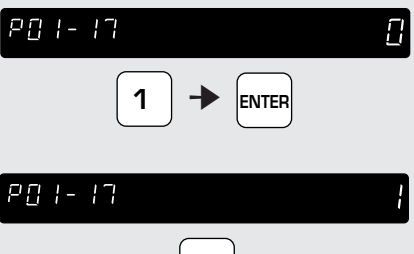
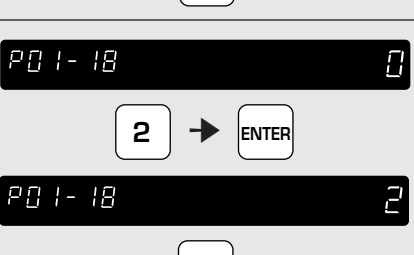
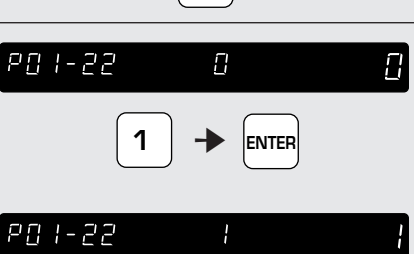
Some steps listed below may not be available. At the time of installation the BC-3000 may be configured to bypass unused steps.

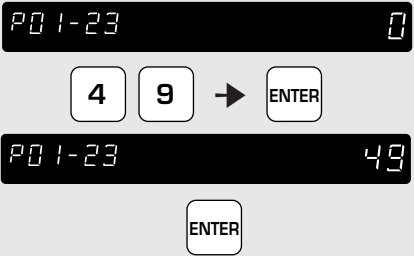
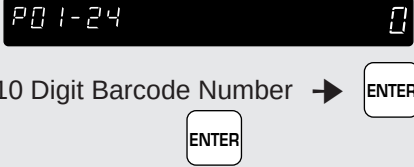
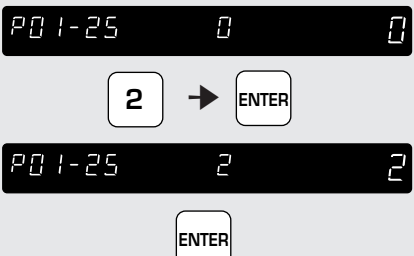
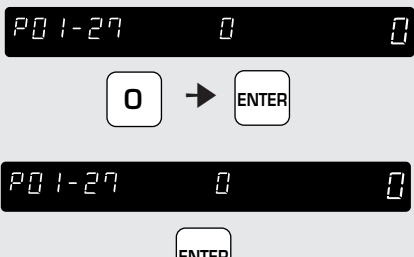
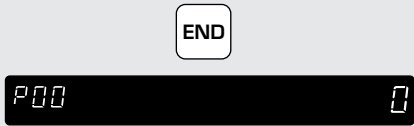
Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "1" followed by the ENTER key, or press the EDIT PLU key to select the PLU Programming mode.	
3	Enter the PLU number (Max. 6 digits) to be created or edited followed by the PLU key. Ex. PLU No. = 123456	
4	To edit or create the PLU name at this point, press the EDIT key.	
5	- Enter the desired PLU name using the keyboard. Note: For text editing, refer to Chapter 6. - After entering the text, press the ENTER key.	PLU Name (See Chapter 6)
6	Press the ENTER key. Note: If confirmation of the entered PLU number and name is necessary, press the PRINT key.	
7	- Select the product type, then press the ENTER key. 0 = Weighed item 1 = Fixed-price item Ex. Weighed Item - Press the ENTER key.	

Step	Description	Keys and Display
8	- Select the type of markdown by using the RIGHT and LEFT keys. 0 = No markdown 1 = Special selling price 2 = Amount discount from total price 3 = Percentage discount from total price 4 = Special unit price - When other than "0" is selected, enter the respective price, amount or percentage, followed by the ENTER key. - Ex. Special Price = \$5.00 - Press the ENTER key.	PD 1-03 0 0.00 → OR ← PD 1-03 1 0.00 5 0 0 → ENTER PD 1-03 1 5.00 ENTER
9	- Enter the unit price followed by the ENTER key. - Ex. Unit Price = \$1.00 - Press the ENTER key.	PD 1-04 0.00 1 0 0 → ENTER PD 1-04 1.00 ENTER
10	- Enter the fixed price followed by the ENTER key. - Ex. Fixed Price = \$8.00 - Press the ENTER key.	PD 1-05 0.00 8 0 0 → ENTER PD 1-05 8.00 ENTER
11	- Enter the fixed weight followed by the ENTER key. - Ex. Fixed Weight = 3 oz. - Press the ENTER key.	PD 1-06 0 3 → ENTER PD 1-06 3 ENTER
12	- Enter the registered code followed by the ENTER key. - Ex. Registered Code = 2 - Press the ENTER key. Note: If this programming step is not necessary, proceed to the next step.	PD 1-07 0 2 → ENTER PD 1-07 2 ENTER

Step	Description	Keys and Display
13	- Enter the pack quantity followed by the ENTER key. Ex. Pack Quantity = 5 - Press the ENTER key.	Diagram illustrating Step 13: The display shows "PD 1-08" and "0". The user presses "5" followed by "ENTER". The display then shows "PD 1-08" and "5".
14	- Enter the cost price followed by the ENTER key. Ex. Cost Price = \$1.00 - Press the ENTER key.	Diagram illustrating Step 14: The display shows "PD 1-09" and "0.00". The user presses "1", "0", "0" followed by "ENTER". The display then shows "PD 1-09" and "1.00".
15	- Enter the tare weight followed by the ENTER key. Ex. Tare Weight = 0.50 lb. - Press the ENTER key.	Diagram illustrating Step 15: The display shows "PD 1-10" and "0.00". The user presses "5", "0" followed by "ENTER". The display then shows "PD 1-10" and "0.50".
16	- Select the desired date format. 0 = Machine default 1 = No dates 2 = Pack date only 3 = Expiration date only 4 = Both dates Ex. Both Dates - Press the ENTER key.	Diagram illustrating Step 16: The display shows "PD 1-11" and "0 0". The user presses "4" followed by "ENTER". The display then shows "PD 1-11" and "4 4".
17	- Enter the shelf life (number of days) followed by the ENTER key. Ex. Shelf Life (number of days) = 5 - Press the ENTER key.	Diagram illustrating Step 17: The display shows "PD 1-12" and "0". The user presses "5" followed by "ENTER". The display then shows "PD 1-12" and "5".
18	- Enter sales by date (max. 3 digits). Ex. To be sold within the next 5 days. - Press the ENTER key. Note: If this programming step is not necessary proceed to the next step.	Diagram illustrating Step 18: The display shows "PD 1-13" and "0". The user presses "5" followed by "ENTER". The display then shows "PD 1-13" and "5".

Step	Description	Keys and Display
19	- Enter the department code (used for tracking totals) followed by the ENTER key. Ex. Department Code = 3 - Press the ENTER key.	
20	- Enter the group code (used for tracking totals) followed by the ENTER key. Ex. Group Code = 5 - Press the ENTER key.	
21	- Enter the item code followed by the ENTER key. Ex. Item Code = 101011 - Press the ENTER key.	
22	- Select an optional POP message number followed by the ENTER key. Note: POP Message (1 ~ 6) Safe Handling Message (99) - Ex. POP Message No. 1 - Press the ENTER key.	
23	- Select the optional extra message number (1 ~ 99) followed by the ENTER key. Ex. Extra Message No. = 2 - Press the ENTER key.	
24	- Select the barcode type followed by the ENTER key. 0 = Machine default 1 = UPC 13 2 = UPC 8 3 = 10 DIGIT 13 4 = 5 DIGIT 8 Ex. UPC 13 - Press the ENTER key.	

Step	Description	Keys and Display
25	- Enter the barcode prefix (if different from the machine default) followed by the ENTER key. Ex. Barcode Prefix = 49 - Press the ENTER key.	
26	- Enter the UPC or 10 digit barcode number followed by the ENTER key. - Press the ENTER key.	
27	- Select whether or not the product is to allow price changes. 0 = Machine default 1 = Prohibit 2 = Allow Ex. Price Change Allowed - Press the ENTER key.	
28	- Select whether a tare weight is required or not. Then press the ENTER key. 0 = Machine default 1 = No 2 = Yes (Forced tare) Ex. Machine Default - Press the ENTER key.	
29	Repeat steps 3 through 28 for any other PLU programming.	
30	When all desired PLUs have been programmed, press the END key.	
31	Press the MODE key to return to the normal mode.	

5.2 Deleting PLUs

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

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "1" followed by the ENTER key, or press the EDIT PLU key to select the PLU Programming mode.	
3	Enter the PLU number to be deleted followed by the PLU key. Ex. PLU No. = 123456	
4	To delete the complete PLU record, press the CHAR DELETE key.	
5	Press the CHAR DELETE key again to confirm the deletion. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
6	Repeat steps 3 through 5 for all PLUs to be deleted.	
7	When all desired PLUs have been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.3 Programming Message Files

The following procedure is used to program a message file, that is used as an ingredient file linked to PLUs.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "4" followed by the ENTER key, or press the EXTRA TEXT key to select the Message Programming mode.	
3	Enter the message number (1 ~ 99) followed by the PLU key. Ex. Message No. = 5	
4	Press the ENTER key to select the Edit mode.	
5	- Enter the required message using the keyboard. Note: For text editing refer to Chapter 6. - When complete, press the ENTER key.	Text Editing (See Chapter 6)
6	Repeat steps 3 through 5 for any other messages to be created/edited.	
7	When all desired messages have been programmed, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.4 Deleting Message Files

The following steps show how to delete messages.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "4" followed by the ENTER key, or press the EXTRA TEXT key to select the Message Programming mode.	
3	Enter the message number (1 ~ 99) to be deleted followed by the PLU key. Ex. Message No. = 6	
4	Press the CHAR DELETE key to delete the message.	
5	Press the CHAR DELETE key again to confirm the deletion. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
6	Repeat steps 3 through 5 for any other messages to be deleted.	
7	When all desired messages have been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.5 Programming Date and Time

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	9 0 0 0 → MODE P00
2	Enter “6” followed by the ENTER key, or press the DATE TIME key to select the Date/Time Programming mode. Ex. Current Date = November 25, 1996	6 → ENTER OR DATE TIME P06-01 1 125 1996
3	- Enter new date (MMDDYYYY) followed by the ENTER key. Ex. New Date = November 26, 1996 - Press the ENTER key.	1 1 2 6 1 9 9 6 → ENTER P06-01 1 126 1996 ENTER
4	Enter the time (hhmmss) followed by the ENTER key (24-hour clock). Ex. Current Time = 16:30:32 New Time = 17:31:00	P06-02 163032 1 7 3 1 0 0 → ENTER P06-02 173100
5	After the new date and time have been entered, press the END key.	END P00
6	Press the MODE key to return to the normal mode.	MODE 0.00 0.00 0.00

5.6 Programming Store Names and Addresses

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

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the MODE key again.	
2	Enter "7" followed by the ENTER key, or press the STORE NAME key to select the Store Programming mode.	
3	Enter the store reference number (1 ~ 9) followed by the PLU key. Ex. Store Reference Number = 1	
4	- Press the ENTER key to program the store name. - Enter the required store name using the keyboard. Note: For text editing, refer to Chapter 6.	Store Name (See Chapter 6)
5	- When text editing is complete, press the DOWN key. - Press the ENTER key to program the store address. - Enter the required store address using the keyboard (max. 47 characters). Note: For text editing, refer to Chapter 6.	Store Address (See Chapter 6)
6	Repeat steps 3 through 5 for any other store information to be programmed.	
7	When all desired store names and addresses have been entered, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.7 Deleting Store Names and Addresses

The following steps show how to delete store names and addresses.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "7" followed by the ENTER key, or press the STORE NAME key to select the Store Programming mode.	
3	Enter the store reference number (1 ~ 9) followed by the PLU key. Ex. Store Reference Number = 1	
4	- Enter "3" followed by the DOWN key to select the Delete mode. - Press the ENTER key.	
5	Press the CHAR DELETE key to delete the store information. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
6	Repeat steps 3 through 5 for any other store information to be deleted.	
7	When all desired store information has been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.8 Programming Preset Keys

The BC-3000 has 88 keys which can be programmed as preset keys. Each preset key has two levels of preset records (upper case and lower case).

The following steps indicate how to program preset keys.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the MODE key again.	
2	Enter "8" followed by the ENTER key, or press the SPEED keys to select the Preset Key Programming mode.	
3	Press the ENTER key to program preset keys.	
4	Select the type of preset key by pressing the RIGHT key. 0 = No key function 1 = PLU 3 = Amount discount from total price 4 = Percentage discount from total price 5 = Message text 8 = Operator (Optional) Ex. PLU	
5	Enter the numeric value to be programmed, then press the desired key location. Ex. PLU No. = 1 Note: To confirm the value programmed in the preset key, press the PRESET key and the value will be displayed on the screen.	Upper Case 1 → (Any preset key) OR Lower Case ↓ 1 → (Any preset key)
6	- Repeat step 5 only for the same type of preset key. - Repeat steps 4 through 5 for any other preset keys to be programmed.	
7	When all preset keys have been programmed, press the END key.	
8	Press the END key again.	
9	Press the MODE key to return to the normal mode.	

5.9 Deleting All Preset Keys

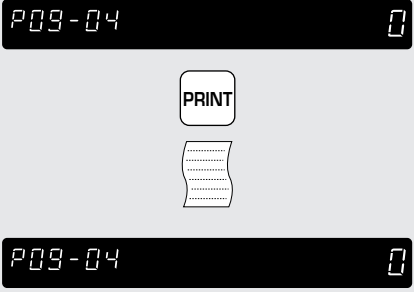
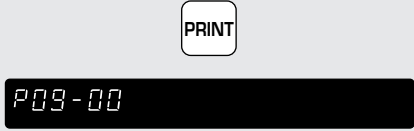
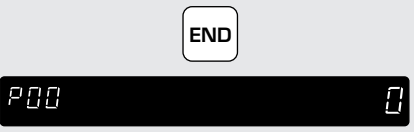
All preset keys can be deleted by the following procedure.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "8" followed by the ENTER key, or press the SPEED keys to select the Preset Key Programming mode.	
3	Enter "2" followed by the ENTER key to select the Preset Key Delete mode.	
4	Press the CHAR DELETE key to delete all preset keys. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
5	When complete, press the END key.	
6	Press the MODE key to return to the normal mode.	

5.10 Printing PLU/Message Information

Stored information can be printed on labels or receipt paper. The following steps indicate how this is done.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "9" followed by the ENTER key, or press the PLU LIST key to select the Printing mode.	
3	- To print all of the stored information, press the PRINT key. Otherwise skip this step. • labels for checking PLU barcodes will be issued when the label is set, or • programmed PLU information and extra messages will be printed when the receipt paper is set. Note: To stop printing, press the <i>PRINT</i> key. To continue printing, press the <i>PRINT</i> key again. - Proceed to step 9.	
4	- Press the ENTER key, and select the type of list using the RIGHT or LEFT key. 0 = PLUs 1 = Messages (when receipt paper is set) Ex. Messages - Press the ENTER key.	
5	- Enter the start number of the range to be listed followed by the ENTER key. Ex. Start No. = 5 - Press the ENTER key.	
6	- Enter the end number of the range to be listed followed by the ENTER key. Ex. End No. = 10 - Press the ENTER key.	

Step	Description	Keys and Display
7	Press the PRINT key to bring the paper or label print out. Note: To stop printing, press the PRINT key. To continue printing, press the PRINT key again.	
8	After printing, press the PRINT key to return to the previous mode.	
9	When all desired PLU/Message information has been printed, press the END key.	
10	Press the MODE key to return to the normal mode.	

5.11 Programming Department Codes and Names

Departments are used to link similar products together into a category for report purposes. The following steps show how to program a name for the reference code entered when PLUs are programmed.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the MODE key again.	9 0 0 0 → MODE P00
2	Enter "10" followed by the ENTER key, or press the DEPT. key to select the Department Programming mode.	1 0 → ENTER OR DEPT. P 10-00
3	Enter the department code followed by the PLU key. Ex. Department Code = 15	1 5 → PLU P 10-01 00 15 ---
4	Press the ENTER key to create/edit the department name.	ENTER P 10-01 00 15 ---
5	- Enter the required department name using the keyboard (max. 12 characters). - When complete press the ENTER key.	Dept. Name (See Chapter 6) ENTER P 10-01 00 15 ---
6	Repeat steps 3 through 5 for any other departments to be programmed.	
7	When all desired departments have been programmed, press the END key.	END P00
8	Press the MODE key to return to the normal mode.	MODE 0.00 0.00 0.00

5.12 Deleting Department Codes and Names

The following steps show how to delete department codes and names.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "10" followed by the ENTER key, or press the DEPT. key to select the Department Programming mode.	
3	Enter the department code to be deleted followed by the PLU key. Ex. Department Code = 16	
4	Press the CHAR DELETE key to delete the department.	
5	Press the CHAR DELETE key again to confirm the deletion. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
6	Repeat steps 3 through 5 for any other departments to be deleted.	
7	When all desired departments have been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.13 Programming Group Codes and Names

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

Step	Description	Keys and Display
1	Access the programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "11" followed by the ENTER key, or press the GROUP key to select the Group Programming mode.	
3	Enter the group code followed by the PLU key. Ex. Group Code = 1111	
4	Press the ENTER key to create/edit the group name.	
5	- Enter the required group name as required using the keyboard (max. 12 characters). - When complete press the ENTER key.	Group Name (See Chapter 6)
6	Repeat steps 3 through 5 for any other group to be programmed.	
7	When all desired groups have been programmed, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.14 Deleting Group Codes and Names

The following steps show how to delete group codes and names.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "11" followed by the ENTER key, or press the GROUP key to select the Group Programming mode.	
3	Enter the group code to be deleted followed by the PLU key. Ex. Group Code = 1112	
4	Press the CHAR DELETE key to delete the group.	
5	Press the CHAR DELETE key again to confirm the deletion. Note: Press the <i>CLEAR</i> key to cancel the deletion.	
6	Repeat steps 3 through 5 for any other groups to be deleted.	
7	When all desired groups have been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.15 Programming Operator Codes and Names

The following steps show how to program operator codes and names used in the operator system.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "12" followed by the ENTER key, or press the OPERATOR key to select the Operator Programming mode.	
3	Enter the operator code followed by the PLU key. Ex. Operator Code = 11	
4	Press the ENTER key to create/edit the operator name.	
5	- Enter the required operator name using the keyboard (max. 12 characters). - When complete press the ENTER key.	Operator Name (See Chapter 6)
6	Repeat steps 3 through 5 for any other operators to be programmed.	
7	When all desired operator information has been programmed, press the END key.	
8	Press the MODE key to return to the normal mode.	

5.16 Deleting Operator Codes and Names

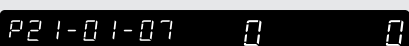
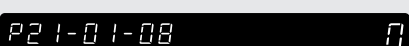
The following steps show how to delete operator codes and names.

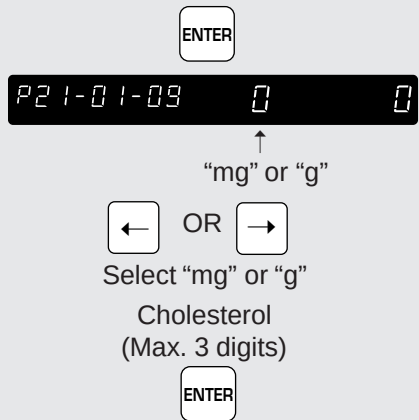
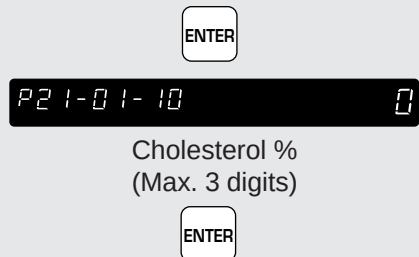
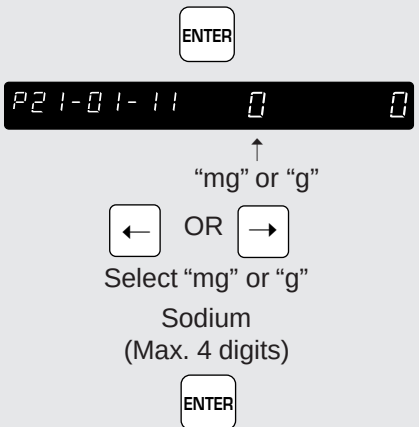
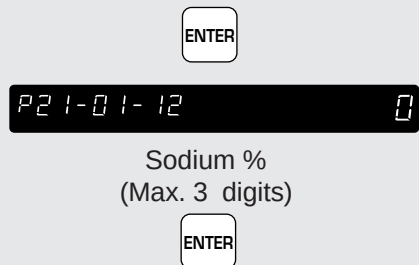
Step	Description	Keys and Display
1	Access the programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "12" followed by the ENTER key, or press the OPERATOR key to select the Operator Programming mode.	
3	Enter the operator code to be deleted followed by the PLU key. Ex. Operator Code = 12	
4	Press the CHAR DELETE key to delete the operator.	
5	Press the CHAR DELETE key again to confirm the deletion. Note: To cancel the deletion, press the <i>CLEAR</i> key.	
6	Repeat steps 3 through 5 for any other operators to be deleted.	
7	When all desired operator information has been deleted, press the END key.	
8	Press the MODE key to return to the normal mode.	

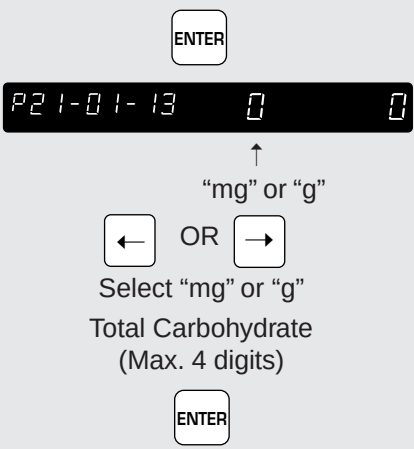
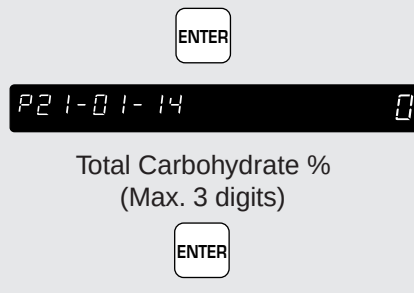
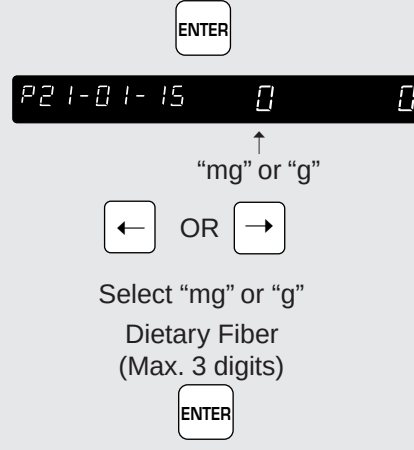
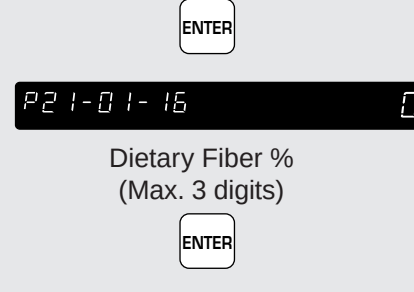
5.17 Programming Nutrition Files

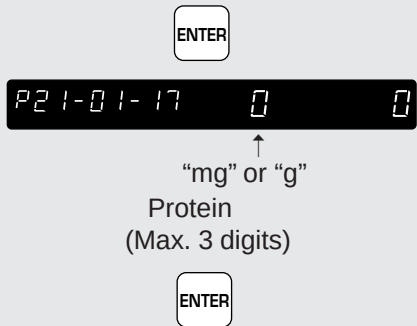
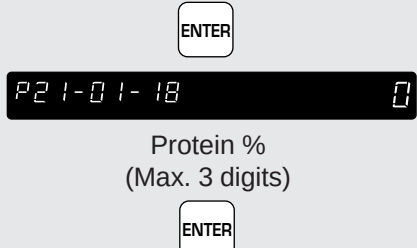
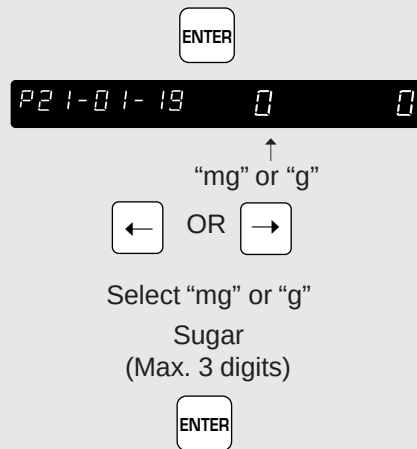
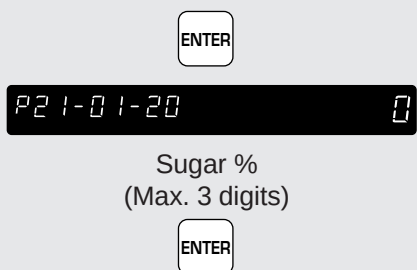
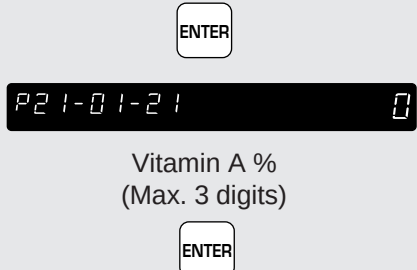
Nutrition Files can be included with each PLU. The following steps show how to program Nutrition Files.

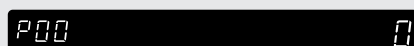
Step	Description	Keys and Display
1	Enter the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the <i>MODE</i> key again.	
2	Enter "21" followed by the ENTER key to select the Nutrition File Programming mode.	
3	Enter the PLU number followed by the PLU key. Ex. PLU No.1	
4	To confirm the entered PLU number on the display, press the PLU key. The entered PLU number will appear on the display for one second.	
5	Enter "Serving Size" followed by the ENTER key.	Serving Size (Max. 10 characters)
6	- Press the ENTER key. - Enter "Serving per Container" followed by the ENTER key. Note: The entered data will be printed when issuing nutrition label for fixed price items. For the weighed items, "varies" will always be printed.	Serving per Container (Max. 4 characters)
7	- Press the ENTER key. - Enter "Total Calories" followed by the ENTER key.	Total Calories (Max. 4 digits)

Step	Description	Keys and Display
8	- Press the ENTER key. - Enter “Calories from Fat” followed by the ENTER key.	  Calories from Fat (Max. 4 digits) 
9	- Press the ENTER key. - Select the unit of weight (“mg” or “g”) by using the RIGHT or LEFT key. 0: mg 1: g - Enter “Total Fat” followed by the ENTER key.	  ↑ “mg” or “g”  OR  Select “mg” or “g” Total Fat (Max. 3 digits) 
10	- Press the ENTER key. - Enter “Total Fat Percentage” followed by the ENTER key.	  Total Fat % (Max. 3 digits) 
11	- Press the ENTER key. - Select the unit of weight (“mg” or “g”) by using the RIGHT or LEFT key. 0: mg 1: g - Enter “Saturated Fat” followed by the ENTER key.	  ↑ “mg” or “g”  OR  Select “mg” or “g” Saturated Fat (Max. 3 digits) 
12	- Press the ENTER key. - Enter “Saturated Fat Percentage” followed by the ENTER key.	  Saturated Fat % (Max. 3 digits) 

Step	Description	Keys and Display
13	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Cholesterol" Fat followed by the ENTER key.	
14	- Press the ENTER key. - Enter "Cholesterol Percentage" followed by the ENTER key.	
15	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Sodium" followed by the ENTER key.	
16	- Press the ENTER key. - Enter "Sodium Percentage" followed by the ENTER key.	

Step	Description	Keys and Display
17	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Total Carbohydrate" followed by the ENTER key.	
18	- Press the ENTER key. - Enter "Total Carbohydrate Percentage" followed by the ENTER key.	
19	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Dietary Fiber" followed by the ENTER key.	
20	- Press the ENTER key. - Enter "Dietary Fiber Percentage" followed by the ENTER key.	

Step	Description	Keys and Display
21	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Protein" followed by the ENTER key.	 ENTER P21-01-17 0 0 ↑ "mg" or "g" Protein (Max. 3 digits) ENTER
22	- Press the ENTER key. - Enter "Protein Percentage" followed by the ENTER key.	 ENTER P21-01-18 0 Protein % (Max. 3 digits) ENTER
23	- Press the ENTER key. - Select the unit of weight ("mg" or "g") by using the RIGHT or LEFT key. 0: mg 1: g - Enter "Sugar" followed by the ENTER key.	 ENTER P21-01-19 0 0 ↑ "mg" or "g" ← OR → Select "mg" or "g" Sugar (Max. 3 digits) ENTER
24	- Press the ENTER key. - Enter "Sugar Percentage" followed by the ENTER key.	 ENTER P21-01-20 0 Sugar % (Max. 3 digits) ENTER
25	- Press the ENTER key. - Enter "Vitamin A Percentage" followed by the ENTER key.	 ENTER P21-01-21 0 Vitamin A % (Max. 3 digits) ENTER

Step	Description	Keys and Display
26	- Press the ENTER key. - Enter "Vitamin C Percentage" followed by the ENTER key.	  Vitamin C % (Max. 3 digits) 
27	- Press the ENTER key. - Enter "Calcium Percentage" followed by the ENTER key.	  Calcium % (Max. 3 digits) 
28	- Press the ENTER key. - Enter "Iron Percentage" followed by the ENTER key.	  Iron % (Max. 3 digits) 
29	Repeat steps 3 through 28 for any other Nutrition Files to be programmed.	
30	When all desired Nutrition Files have been programmed, press the END key.	 
31	Press the MODE key to return to the normal mode.	 

5.18 Changing Unit Price/Fixed Price

The following steps show how to change the price recorded in the PLU.

Step	Description	Keys and Display
1	Access the Programming mode. Ex. Password = 9000 Note: To exit the Programming mode, press the MODE key again.	9 0 0 0 → MODE P00
2	Enter "22" followed by the ENTER key to select the Price Change mode.	2 2 → ENTER P22-01 0.00 0.00
3	Enter the PLU No. followed by the PLU key. Ex. PLU No. = 1	1 → PLU P22-0 2.50 0.00 Current price
4	Enter the new price. Ex. \$2.20	2 2 0 → ENTER P22-0 2.50 2.20 New price
5	Repeat steps 3 through 4 for any other prices to be changed.	
6	When all desired prices have been changed, press the END key.	END P00
7	Press the MODE key to return to the normal mode.	MODE 0.00 0.00 0.00

CHAPTER 6

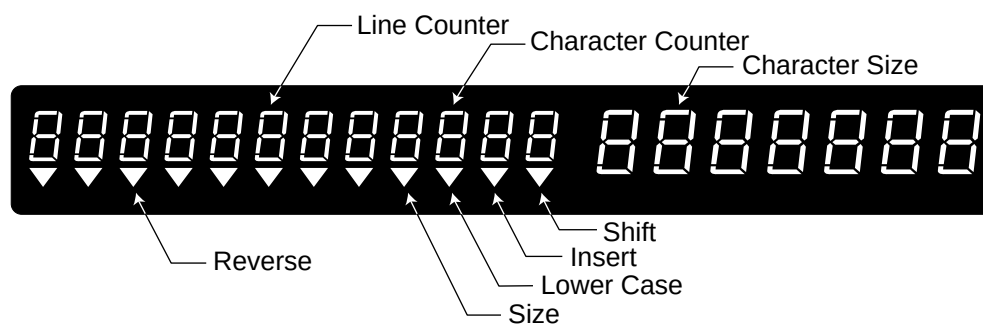
TEXT EDITING

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6.1 Text Entry Screen

6.1.1 Indicators



6.1.2 7-Segment Display Characters

0	1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I	J
K	L	M	N	O	P	Q	R	S	T
U	V	W	X	Y	Z				
!	"	#	\$	%	&	'	(	)	*
+	,	-	•	/	:	;	<	=	>
?	[	\	]	^	_	@			

6.2 Character Size

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

Variable Character Size

- PLU name
- EXTRA message
- Store name

Fixed Character Size

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

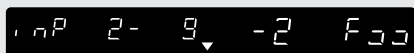
Character Size		Print Examples
Size 1	7 × 14 mm (Upper/Lower case) Max. 48 characters/line	
Size 2	10 × 20 mm (Upper case only) Max. 36 characters/line	
Size 3	15 × 30 mm (Upper case only) Max. 25 characters/line	
Size 4	20 × 40 mm (Upper case only) Max. 18 characters/line	
Size 5	30 × 60 mm (Upper case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

6.3 Text Editing Keys

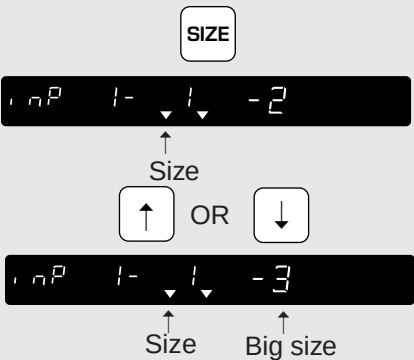
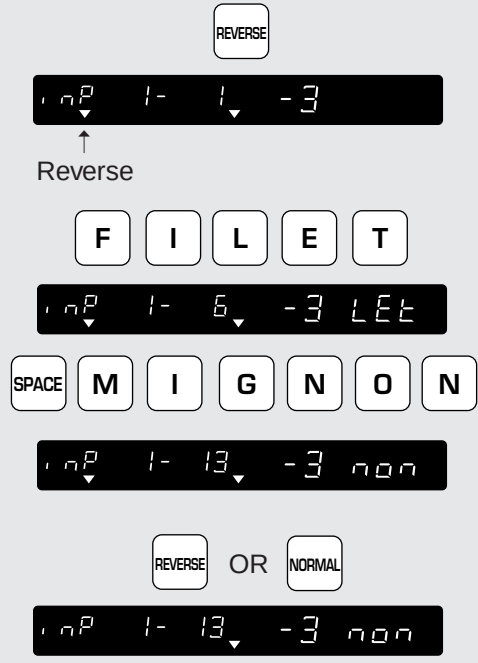
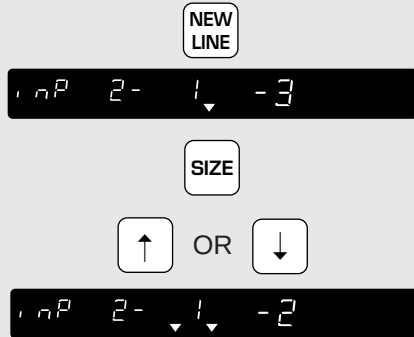
Note: Confirm that the Program Key Sheet, and not the Operation Key Sheet, is being used for this operation.

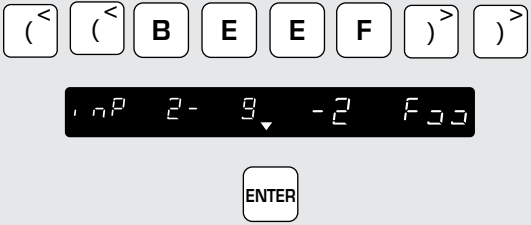
	SIZE Used to select different character sizes available for printed text. Also used to return to standard text.		CHARACTER DELETE Used to delete the right most character on the display.
	RIGHT ARROW Used to move across text characters. Also used to view options available on menu lines of program menu items.		LINE DELETE Used to delete complete words from text field.
	LEFT ARROW Used to move across text characters. Also used to view options available on menu lines of program menu items.		COPY Used to copy the text and other settings of a PLU to a new PLU.
	UP ARROW Used to move up text lines.		INSERT Used to change between inserting or overriding characters in editing text.
	DOWN ARROW Used to move down text lines.		NEW LINE Used to move to the next line (carriage return) when in the Editing mode.
	REVERSE Used to reverse text type. Also used to return to standard text.		LOWER CASE Used to change to lower case letters.
	NORMAL Used to switch from reverse type to normal type.		SHIFT Used to access the upper character of keys with two characters. Also used to move to end of a text line in combination with the RIGHT ARROW key, or used to move to the beginning of a text line in combination with the LEFT ARROW key.
	BACK SPACE Used to delete the last entered character, or the character to the left of the right most character.		

6.4 How to Create/Edit Text

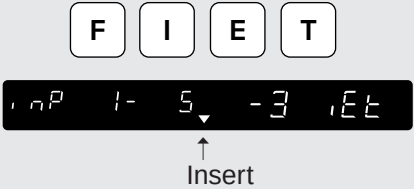
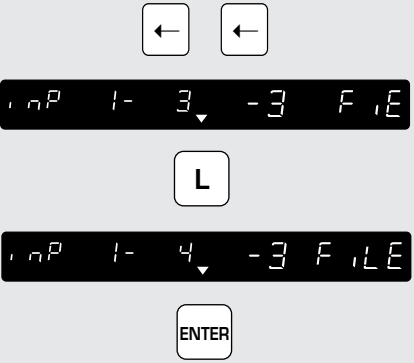
Step	Description	Keys and Display
1	Make sure that the BC-3000 is in the Text Editing mode.	 Character size
2	- Select the desired character size. - Press the SIZE key, and the size indicator will light. - Press the UP or DOWN key to select the desired character size. Ex. Size 3	SIZE  Size ↑ OR ↓  Size Character size
3	Enter the desired text on the 1st line. Ex. FILET MIGNON	F I L E T  SPACE M I G N O N 
4	- Press the NEW LINE Key. - Select the desired character size by pressing the UP or DOWN key. Ex. Size 2	NEW LINE  SIZE ↑ OR ↓ 
5	- Enter the desired text on the 2nd line. Ex. ((BEEF)) - Press the ENTER key.	((B E E F))  ENTER
6	Press the PRINT key to confirm the entered text.	PRINT

6.5 How to Reverse Text

Step	Description	Keys and Display
1	Make sure that the BC-3000 is in the Text Editing mode.	 Character size
2	- Select the desired character size. - Press the SIZE key, and the SIZE indicator will light. - Press the UP or DOWN key to select the desired character size. Ex. Size 3	
3	- Press the REVERSE key to select Text Reverse mode, and the REVERSE indicator will light. - Enter the desired text on the 1st line. Ex. FILET MIGNON - Press the NORMAL key, or press the REVERSE key again to return to standard text.	
4	- Press the NEW LINE key. - Select the desired character size. - Press the UP or DOWN key to select the desired character size. Ex. Size 2	

Step	Description	Keys and Display
5	- Enter in the desired text on the 2nd line. Ex. ((BEEF)) - Press the ENTER key.	
6	Press the PRINT key to confirm the entered text.	

6.6 How to Insert Characters

Step	Description	Keys and Display
1	"FIET" instead of "FILET" was entered by mistake.	
2	Make sure that the INSERT indicator is lit. Note: If this indicator is not lit, press the <i>INSERT</i> key to turn on the <i>INSERT</i> indicator.	
3	- To insert the character "L" between "I" and "E". • Press the LEFT key twice to move two characters back. • Type "L". • Press the ENTER key.	

CHAPTER 7

TROUBLESHOOTING

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7.1 Troubleshooting

When errors occur, try to recover normal operations by using the following troubleshooting chart.

 **ISHIDA** **BC-3000**

WEIGHT	lb	UNIT PRICE	\$	TOTAL PRICE	\$
Err --02					
Capacity 30 × 0.01 lb		PLU			

Error No.	Description	Countermeasure
Err --02	Too many characters.	Label printing is not possible because the number of entered characters is too great for the set label. Press the CLEAR key to return to the previous screen and try to enter data again.
Err --03	POP message is too long.	
Err --04	Extra message is too long.	
Err --07	Store name/address is too long.	
Err --08	Out of labels.	Replace with a new roll of labels. Press the CLEAR key to return to the previous screen.
Err --09	Label size error.	The label size may be different from the predetermined size. Press the CLEAR key to return to the previous screen. Confirm the label size and replace if necessary.
Err --10	Entered special price is equal to or over the preset price.	Press the CLEAR key to return to the previous screen. Try to enter the special price again.
Err --40	Damaged memory.	Contact the service engineer.
Err --56	Check the scale.	The scale reading was not stable when power was turned on, or some item was left on the weigh platter. Remove any items left on the weigh platter.
Err --57	Remove items on the weigh platter.	

7.2 Other Problems

◆ **Printing is too light.**

The thermal head has become soiled. Use the attached cleaner set to clean the printer head.
(Refer to page 12.)

◆ **Labels are printed as soon as an item is placed on the weigh platter.**

The scale is set in the AUTO mode. (AUTO indicator is lit.)

◆ **Labels are not issued.**

The printing position has slipped. Press the PAPER FEED key to align the paper with the correct printing position.



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