

CASIO TK6000



OPERATION MANUAL

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Ensure register is turned to REG mode

1. Making a Sale

1. Press the key that corresponds to the item purchased, or use the keys to enter in the amount and then the department.
2. Press SUBTOTAL for the total amount due
3. Enter amount of cash given by customer and press the TOTAL or CASH key. If the customer is paying by cheque or eftpos then instead of pressing CASH press CHQ or EFTPOS
4. The amount of change to be given to the customer will display on the screen and receipt will print if turned on.

2. Multiple Tender

1. When your customer pays by more than one method (eg part cash, part eftpos), first enter the amount to be paid by the first method
2. Press the key corresponding to the method of payment (eg CASH)
3. Enter the amount to be paid by the second method
4. Press the key corresponding to the second method of payment (eg EFTPOS)

3. Making Multiple Sales Of Same Product

1. Enter the number of items you are selling (eg 4)
2. Press the X key
3. Press the key that corresponds to the items purchased.
4. Press SUBTOTAL to give the total amount due
5. Enter amount of cash given by the customer and press the TOTAL or CASH key. If the customer is paying by cheque or eftpos then instead of pressing CASH press CHQ or EFTPOS
6. The amount of change to be given to the customer will display on the screen and receipt

4. Making Corrections To A Transaction

1. To clear the last transaction (before the subtotal key is entered) press the ERR CORR/CANCEL key.
2. Once the subtotal key is pressed, press ERR CORR/CANCEL to cancel the entire transaction
3. The C key clears the screen

5. Refunds

1. Press the RF key then the key for the corresponding item that is being refunded
2. Press SUBTOTAL to give the total amount due/owned

6. Multiple Refunds

1. To refund multiple items you can turn the key to RF mode then enter the items as you normally would to process a sale.
2. Once the transaction is completed it is important to turn the key back to REG mode, if it isn't then the next transaction would be processed as a refund.

7. To Give A % Discount (eg 15%)

1. Press the key that corresponds to the item purchased, or use the keys to enter in the amount and then the PLU
2. Enter the amount to be discounted (eg 15 for 15%)
3. Press the % key. This will display the dollar amount that has been discounted
4. Press the SUBTOTAL key and this will display total amount due

8. To Give A \$ Discount (eg \$5)

1. Press the key that corresponds to the item purchased, or use the keys to enter in the amount and then the PLU
2. Enter the amount to be discounted (eg 500)
3. Press the – key. This will display the dollar amount that has been discounted
4. Press the SUBTOTAL key and this will display the total amount due

9. To Give A \$ Or % Discount For A Whole Transaction

1. Enter all items in normally the press the SUBTOTAL key
2. Enter discount amount either for \$ or % discount
3. Press corresponding discount key, % for % discount and – for \$ discount

10. To Print A Receipt

1. Push the receipt on/off key to print receipts for every transaction. When receipts are set to print a light will be displayed on the button.
If the receipt function is switched off a receipt can still be printed by pressing the RECEIPT key

11. EFTPOS Cash Out

1. This needs to be processed as a separate transaction
2. Enter the amount of cash to be given out
3. Press the CASH OUT key on the register

12. Assigning A Clerk

To assign a clerk press one of the clerk keys above the keyboard (eg CLERK 1 or CLERK 2 etc)

13. Explanation Of Correction Keys

ERROR CORRECT

Used to take off last item before CASH key has been pressed. Only takes off last sale item.

REFUND

Used to clear any item before CASH key has been pressed. Press refund key then press preset price department, or press REFUND key, enter amount to be refunded then department.

CANCEL

Cancels whole transaction.

% DISCOUNT

Used to register a % off discount. Enter amount then press % key.

MINUS KEY

Used to register dollar discounts. Enter \$ amount then – key

CASH OUT

Used to enter cash out sales. Enter amount and press CASH OUT key, is made separately from a sale transaction

14. Tables/TABS

A. Opening and Adding Items to Tabs

1. ENTER Table Number (1 to 99)
2. PRESS OPEN TAB button
3. ENTER Items to be charged
4. PRESS CLOSE TAB

B. Printing Out Tab Accounts

1. ENTER Tab Number (1 to 99)
2. PRESS RECEIPT button

C. Cashing Table Off

1. ENTER Tab Number (1 to 99)
2. PRESS OPEN TAB button
3. ENTER Amount being paid
4. PRESS Tender type – Cash, Eftpos, Credit Card etc.
5. PRESS RECEIPT button

D -OPEN TAB REPORT

1. TURN Key to X
2. PRESS 25
3. PRESS CASH twice
3. TURN Key back to Reg

Programming INDEX

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Programming Notes:

The new Casio range of cash registers are the most advanced ECR system on the market, it incorporates easy programmability with complex functions, to form a system that can suit any retail requirements. While basic programming changes can be performed by the end user (price changes and descriptions), it is advised that more advanced features should be programmed by an authorised CASIO dealer. The use of specialised back up and programming software enables us to safeguard your valuable data before changes are made. If you are unsure about the steps you are about to attempt, we suggest you seek professional help from our support staff.

Important please read this:

The incorrect programming of LINKS to GROUPS , DEPT's and PLU's can cause abnormal REPORT information. We advise that unless you know exactly how LINKS are set up for your machine, do not attempt to program these items. This also applies to the changing of PLU and DEPT names, an example of an incorrect name change that would conflict with LINKS is if a PLU or DEPT were to be programmed from a food item to a drink item: eg changing a DEPT name from CHOC CAKE to COLA the LINK would also have to be changed from a food group to a drink group. While this manual is correct to the best of our knowledge, we take no responsibility whatsoever, including: mis-interpretation, programming errors, loss of income and machine failure.

1. Changing Prices

1. *TURN* Turn key to the PROGRAM position
2. *DISPLAY* Should show P1
3. *ENTER* New price (without using decimal point)
4. *PRESS* Preset item button that you wish to change OR
5. *REPEAT* Steps 3 to 4 until finished
6. *PRESS* Subtotal button to finish
7. *TURN* Key back to REG1

2. Item Name Changes

1. *TURN* Turn key to the PROGRAM position
2. *ENTER* 2
3. *PRESS* Subtotal button
4. *DISPLAY* Should show P2
5. *TYPE* New description (using the typewriter keyboard sheet on the reverse side of the item keyboard) of up to 16 characters.
6. *PRESS* 00 button
7. *FLIP* Keyboard to item menu
8. *PRESS* Preset item button that you wish to change
9. *REPEAT* Steps 5 to 8 until finished
10. *PRESS* Subtotal button to finish
11. *TURN* Key back to REG1

3. Clerk Name Changing

1. *TURN* Turn key to the PROGRAM position

2. *ENTER* 2

3. *PRESS* Subtotal button

4. *DISPLAY* Should show P2

5. *ENTER* XX07

Where XX stands for the memory number of each clerk.
I.e. 01 Jeannie, 02 Leanne, 03 Holly, 04 Tania

6. *PRESS* Subtotal button

7. *TYPE* New clerk name (using the typewriter keyboard sheet on the reverse side of the item keyboard) of up to 16 characters.

8. *PRESS* 00 button

9. *PRESS* CASH (or TOTAL) button

10. *PRESS* Subtotal button to finish

11. *TURN* Key back to REG1

4. Group and Department List

When it comes to programming a new item onto the keyboard, or when making changes to the category or type of keyboard item, you may need to also change the group and department code to which the sales figures are entered into. ie a button earlier labelled beer is programmed as steak meal. In this case you will need to change the group and department links to enter the sales totals into the correct category. To assist in programming these changes you will need to know the following information:-

1. *TURN* Turn key to the PROGRAM position
2. *ENTER* 6
3. *PRESS* Subtotal button
4. *DISPLAY* Should show P6
5. *ENTER* 206 (for a group printout)
6. *PRESS* Subtotal button
7. *ENTER* 205 (for a department printout)
8. *PRESS* Subtotal button
9. *PRESS* Cash
10. *PRESS* Cash
11. *TURN* Key back to REG1

5. Adding/Changing Group and Departments

This job will set up Groups & Department Names.

1. *TURN* Turn key to the PROGRAM position
2. *ENTER* 2
3. *PRESS* Subtotal
4. *ENTER* 0105
01 = That it is the 1st Department
5. *PRESS* Subtotal key
6. *ENTER* Department description ie Haircuts using alpha keysheet (up to 12 characters)
7. *PRESS* 00 key Then CASH key
8. *REPEAT* Steps 6 and 8 until all group names entered
9. *PRESS* Subtotal key
10. *TURN* Key back to REG1

To set up group names;

At step 4 enter 0106 06 = Group

Follow the steps as above

6. Group Linking

1. *TURN* Turn key to the PROGRAM position
2. *SIGN ON*
3. *ENTER* 3
4. *PRESS* Subtotal button
5. *DISPLAY* Should show PGM3
6. *ENTER* 1166
7. *PRESS* Subtotal
8. *ENTER* Group code XX, Department code XX followed by 00 (ie to set as linking to group 5 and department 2 enter 050200)
9. *PRESS* Item button to be linked
10. *REPEAT* Steps 7 and 8 until all links completed
11. *PRESS* CASH
12. *PRESS* Subtotal key to finish
13. *TURN* Key back to register

7. Linking clerks for end of night reports.

You will need to have a report of what items are already coming up on the end of night reports.

1. *TURN* Turn key to the PROGRAM position
2. *SIGN ON*
3. *ENTER* 6
4. *PRESS* Subtotal button
5. *ENTER* 330
6. *PRESS* Subtotal button

8. Adding / Changing PLU's

This job will enable you to add & change PLU's

(This part enters the Description of the PLU)

01. TURN Key to PGM
02. ENTER 2
03. PRESS SUBTOTAL
04. ENTER PLU#
05. PRESS PLU# Key
06. FLIP Keyboard for typewriter sheet
07. TYPE New description
08. PRESS 00 Key
09. PRESS CASH Key
10. REPEAT Steps 4 to 9 as required
11. PRESS SUBTOTAL to finish

(This part enters the price for the PLU)

01. *TURN* Key to PGM
02. *ENTER* PLU#
03. *PRESS* PLU# Button
04. *ENTER* \$Price without Decimal Point
05. *PRESS* CASH Button
06. *REPEAT* Steps 2 to 5 as required
07. *PRESS* SUBTOTAL
08. *TURN* Key to REG

9. Date and Time Programming

1. *TURN* Turn key to the PROGRAM position
2. *DISPLAY* Should show P1
3. *ENTER* Date in the following format:-
(for days 1 to 9, be sure to enter them as 01 to 09. Enter months 1 to 9 as 01 to 09)

YYMMDD

YY = Year
MM = Month
DD = Day
4. *PRESS* X / Date Time button
5. *ENTER* Time in the following format:-

(for hours 1 to 9, be sure to enter them as 01 to 09. Enter minutes 1 to 9 as 01 to 09)

HHMM

HH = Hour
MM = Minute
6. *PRESS* X / Time Date button
7. *TURN* Key back to REG1

10. Explanation of Correction Keys

- Error Correct = Used to take off last item BEFORE CASH key Has been pressed. Only takes off last sale item
- Refund = Can be used to clear any item BEFORE CASH key has been pressed. Press Refund button then press preset price department or press Refund button, enter amount to be refunded then department.
- Cancel = Cancels whole transaction.
- Receipt = Post receipt key, prints a receipt if the receipt switch is turned off (light is off on switch)
- % Disc = Used to register discounts
Enter amount then press % disc key, the decimal point does not need to be used when entering an amount. To register 10% discount, enter 10 then press % key, this will automatically work out the percentage and minus this.
- (Minus key) = Can be used like the % discount key to register dollar discounts. To register \$2 discount, enter 200 – do not use decimal – and press – key.
- Cash Out = Used to enter cash out sales
Enter amount and press cash out key, transaction is made separately from a sale transaction.
- \$10/\$20/\$50 = Used to finish sale, works out amount of change
Enter sale, press subtotal then press appropriate key.

11.Reports

Daily Reports

1. *TURN* Key to the Z1 position
2. *PRESS* *CASH*

Weekly Reports

1. *TURN* Key to the X2/Z2 position
2. *ENTER* 1
3. *PRESS* *CASH*

Monthly Reports

1. *TURN* Key to the X2/Z2 position
2. *ENTER* 2
3. *PRESS* *CASH*