INSTRUCTIONS FOR STORE MANAGER TOUCH SCREEN VERSION

Standard Version and Touch Version Compatibility

Store Manager Touch Version and the Store Manager Standard Version are completely compatible. You may switch between the two versions without any changes to your data files.

Network users may use either or both versions within the same network.

Touch, Keyboard, or Mouse

It is not necessary to have a touch screen monitor to use the Touch Screen Version of Store Manager. Additionally, having a touch screen monitor does not mean you can't use your mouse or keyboard together with the touch capabilities.

Businesses without touch screen monitors may still prefer to use the Touch Screen Version of Store Manager due to the Programmable Menu functions available.

Some businesses may want to use just touch screen while others may want to use both touch and keyboard and still others may want to use touch, keyboard, and mouse.

Use whichever combination you find best suits your business.

Touch Screen Version Control Keys

In additions to the obvious letter and number keys available on the screen, there are few differences between the Standard Version and Touch Version control keys.

On the main cash register screen there are three keys not on the Standard Version. The first is in the F2 position and is labeled Menu. This key brings down a touch version of the top line menu. The second key is the Enter key, used when you would normally use the Enter Key. (e.g. to manually enter typed-in items into a transaction. A manually typed-in item can also be entered by simply touching the input box.)

The third key is the Keys . . . button. The Keys... button toggles the screen between a numbers only touch screen, a numbers and letters touch screen, and a programmable touch screen.
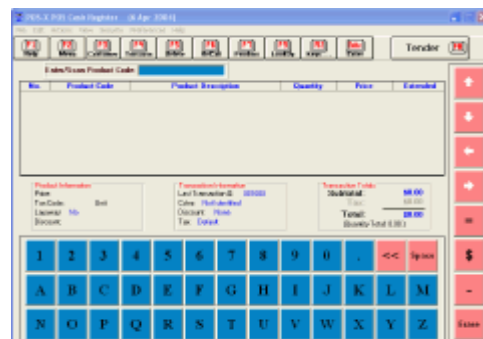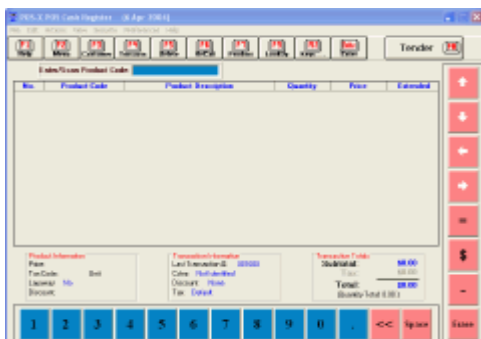
Touch Key Options

To get to the Touch Screen Options window. Select the Menu key, then Preferences, then Touch Screen Options.
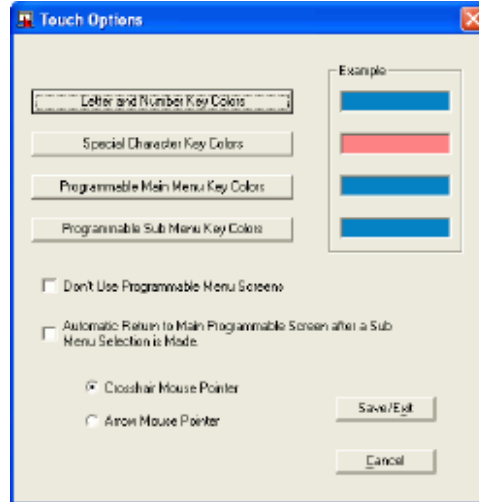
Four color options are available for the touch controls:

(1) Letter and Number Keys
(2) Special Character Keys
(3) Primary Menu Programmable Keys (level one)
(4) Submenu Programmable Keys (level two)

The Touch Screen Options window also provides two selections that control the Programmable Keys Menu feature:

(1) You may select to not use the programmable menu option. If you make this selection, the programmable menu keys will not display when you toggle the Keys... button.

(2) You may also select to automatically return to the Primary Programmable Menu (level one) after a Submenu (level two) selection is made. The next section will fully explain what this means.

The Programmable Touch Menu

The programmable touch menu allows up to 579 items to be quickly entered into a transaction by touching a key. Each individual key can display its own icon and/or a text label.

There is one primary menu screen with 24 submenu keys (and 3 direct keys), and 24 submenu screens with 24 keys each.

Submenus would normally be arranged by types of items, but don't have to be. The same item can also be included on as many submenus as desired.

A business that primarily puts on sale the same items, and occasionally a different item will probably want the Auto Return to Primary Menu function turned Off. That way the menu they primarily use would be available for one-touch operation (not having to first go from the Primary to the SubMenu). A business with a large variety of sales may wish to use the Auto Return function (On) so they don't have to press the Up key. It is easy to change between the two methods and you will instinctively know which way is best for you within a few minutes. The main thing is to know that there are two ways to use this menu and that you can easily select the one that is best for you.

Programming the Key Matrix

Setting up or changing keys on the menus is very easy. The information for the programmable touch screen is kept in a pre-designed database table. To get to the database table, enter the Store Manager Office, select File, Open Database Table, then select Touch Programmable Keys.

The Programmable Keys Matrix database table has been pre-designed for you. All you need to do is enter a Key Label and the Product Code for the keys you want to use. You may also enter icon names for any keys you wish to show icons on. There are thousands and thousands of free icons on the web. Additionally, there are many free icon designing programs available. Search for "ICONS" on your favorite search engine. Icons can help greatly with key recognition for new cashiers. Remember, an icon is helpful even if it is not an exact representation of the item.

Store any icons used in the IMAGES folder. The path will normally be c:\winpos40\images\xxxx.ico (where xxxx.ico is the name of the icon file).

To make the matrix easy to visualize we have assigned a letter of the alphabet to each screen. The Primary Menu uses letter A (and B), while the submenus are assigned letters C through Z We have put sample data in the Primary Menu and Submenu C to more clearly show how the keys are laid out. Change or remove this data when designing your menus.

On the Primary Screen, the top row (A1 thru A8) correspond to submenus C thru J, the second row (A9 thru A16) correspond to submenus K thru R, and the bottom row (A17 thru A24) correspond to submenus S thru Z Keys B1, B2, and B3 are direct entry keys on the Primary Menu (the 3 small keys located at the end of each row). When a primary key is touched, it will bring up the submenu (except for the 3 direct B keys). Because the A keys bring up a submenu, any information placed in the Product Code field for the A Keys will be ignored.

For the submenus simply enter a Key Label and/or Icon file name for any keys you wish to use. Then enter the Product Code for the item to be entered into the transaction. Note that if the Product Code does not exist is the Product1 database table, you will get the "Enter On-The-Fly" choice the first time the key is touched. Using Submenu C as an example, Keys C1 thru C8 are on the top row, C9 thru C16 are on the second row, and C17 thru C24 are the bottom row keys.

$10 and $20 Tender Screen Keys

Ten and twenty dollar touch keys have been placed on the tender screen. The System Preference for the "Need to Press Enter after Exact Cash" also controls these two keys. By default, the transaction will automatically be tendered when one of these keys are pressed. If the above system preference is checked, you will need to press ENTER to complete the transaction.

Notes to Network Users

To prevent slow menus, the programmable key matrix database is kept locally on each machine running a touch version. If you have more than one touch machine and wish them to have identical menus, you may program one machine, then copy the database file and any referenced icons to each of the touch machines.

The database path normally will be c:\winpos40\posdata\pkeys.mdb. Any icons used will be kept in the images folder so the path will be c:\winpos40\images\xxxx.ico.