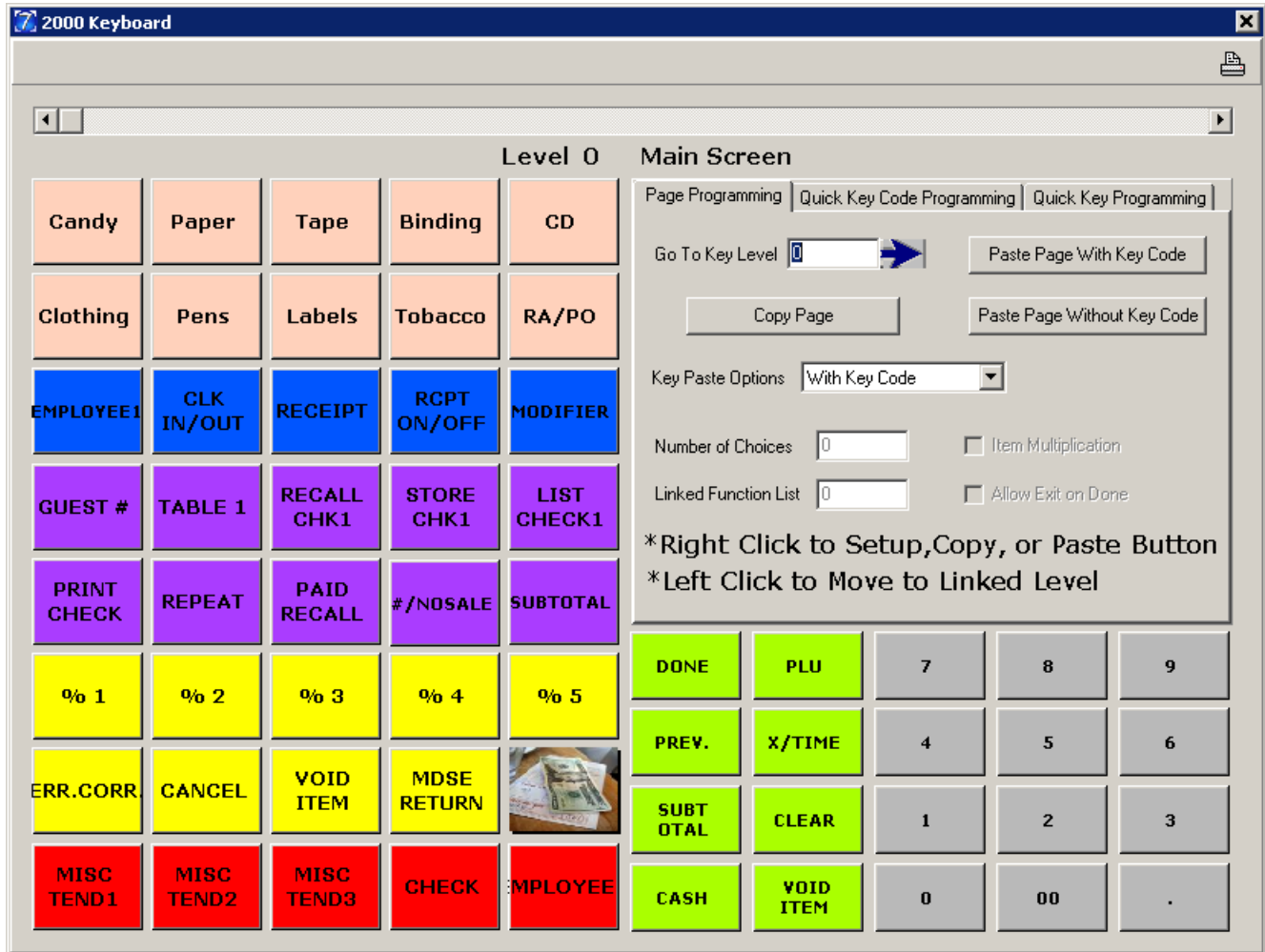


SPS2000 RKP (Rapid Keyboard Programming)

Version 7 Polling ~ PC/POLL SYSTEMS

Main Screen ~ V7 allows users to save, send, and maintain the SPS2000 keyboard. The maintenance area supports programming of both the register functionality and the graphical display including colors, fonts, and icon links. (Note: Sending of key icons is currently not available via RS232 communications. The software will send the icon file name and if the icon is physically present on the register, a link will be made.)



Key Options

Left Click <i>Within Page Programming Mode</i>	Left clicking on a Key Link function key will jump the software to the programmed Key Link level. When a non-Key Link key is left clicked, the software will simply depress the key and remain at the current key level.
Right Click <i>Within Page Programming Mode</i>	Right clicking on any key on the keyboard will display a menu listing: Modify, Paste, and Copy options.

Upper Scroll Bar	Users can scroll between key levels. The key level name and number will be displayed on the screen.
Go to Key Level	Typing in a level and clicking the right arrow button will jump the software to the entered level.
Copy Page	Clicking this button will copy the entire page to the software's clipboard.
Paste Page With Key Code	Clicking this button will paste the previously copied page to the currently displayed page. Pasting with key codes will paste both the button attributes and the function/key programming associated with the buttons.
Paste Page Without Key Code	Clicking this button will paste the previously copied page to the currently displayed page. Pasting without key codes will paste <u>only</u> the button attributes and <u>not</u> the function/key programming associated with the buttons.
Key Paste Options	When copying and pasting keys individually (not entire levels) users can paste with or without key codes. With key codes will paste both the button attributes and the function/key programming. Without will only paste the button attributes.
Number of Choices	A register programming option – please consult the SPS2000 programming manual.
Linked Function List	A register programming option – please consult the SPS2000 programming manual.
Item Multiplication	A register programming option – please consult the SPS2000 programming manual.
Allow Exit on Done	This is also a register programming option, however, its setting will affect the functionality of the neon Done button on the key overlay. If this option is checked users can click on the Done button to return to the main keyboard level within the software. For register programming options please consult the SPS2000 programming manual.
Done	The neon Done button can be programmed to allow the user to return to the main keyboard level. See Allow Exit on Done option above.
Prev	The neon Prev button will return the user to the previously accessed programming level.

Quick Key Code Programming Menu ~ This screen allows users to rapidly populate their keyboard with PLU/Function/Key Link keys. The mode is designed for function/key programming, not for button attribute maintenance i.e. color setting, font setting, key sizes, etc.

2000 Keyboard

Level 0 Main Screen


Page Programming Quick Key Code Programming Quick Key Programming

Go To Key Level 0 PLU

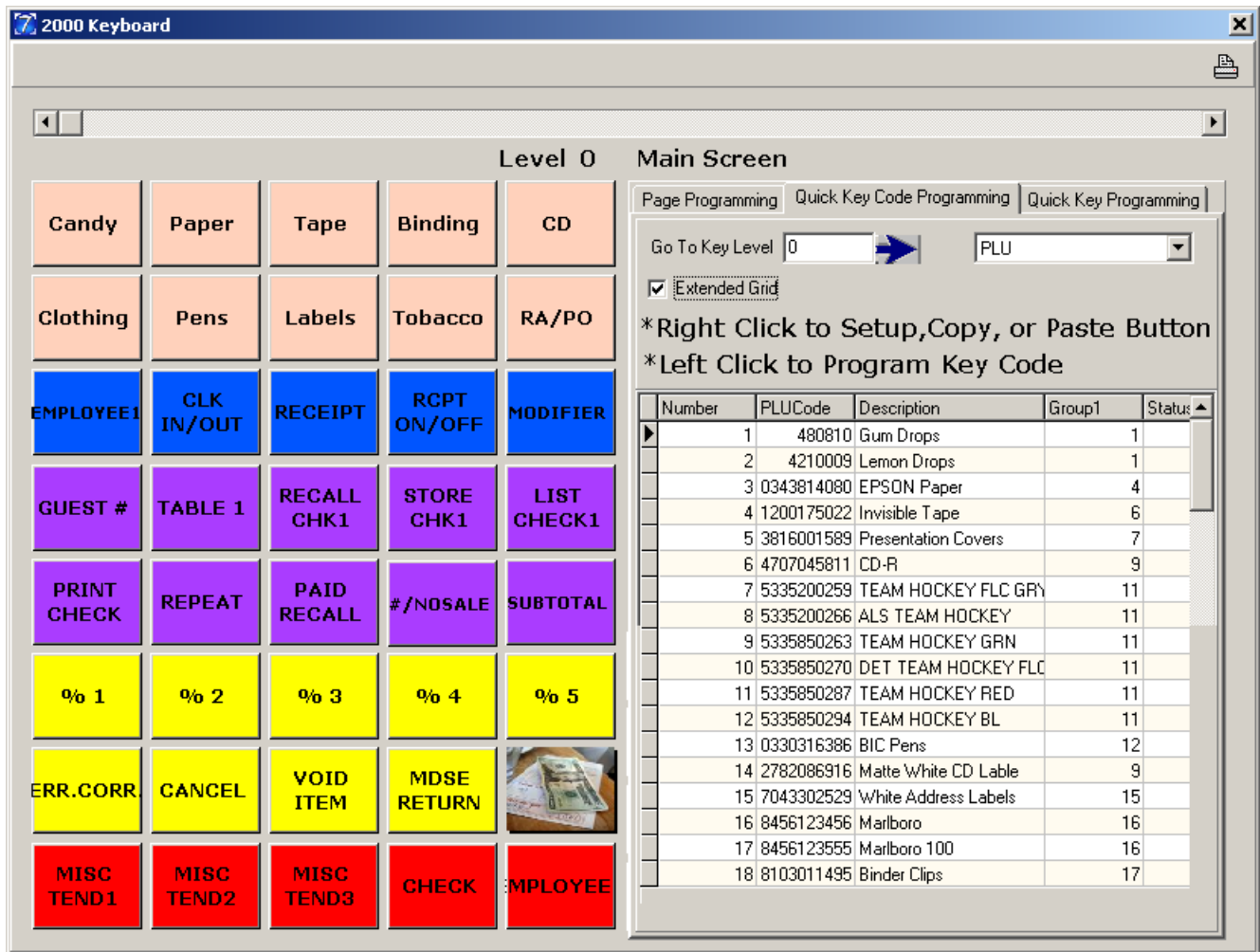
Extended Grid

* Right Click to Setup, Copy, or Paste Button
 * Left Click to Program Key Code

Number	PLUCode	Description	Group1	Status
1	480810	Gum Drops	1	
2	4210009	Lemon Drops	1	
3	0343814080	EPSON Paper	4	
4	1200175022	Invisible Tape	6	
5	3816001589	Presentation Covers	7	
6	4707045811	CD-R	9	

Candy	Paper	Tape	Binding	CD
Clothing	Pens	Labels	Tobacco	RA/PO
EMPLOYEE1	CLK IN/OUT	RECEIPT	RCPT ON/OFF	MODIFIER
GUEST #	TABLE 1	RECALL CHK1	STORE CHK1	LIST CHECK1
PRINT CHECK	REPEAT	PAID RECALL	#/NOSALE	SUBTOTAL
% 1	% 2	% 3	% 4	% 5
ERR.CORR.	CANCEL	VOID ITEM	MDSE RETURN	
MISC TEND1	MISC TEND2	MISC TEND3	CHECK	EMPLOYEE

DONE	PLU	7	8	9
PREV.	X/TIME	4	5	6
SUBTOTAL	CLEAR	1	2	3
CASH	VOID ITEM	0	00	.

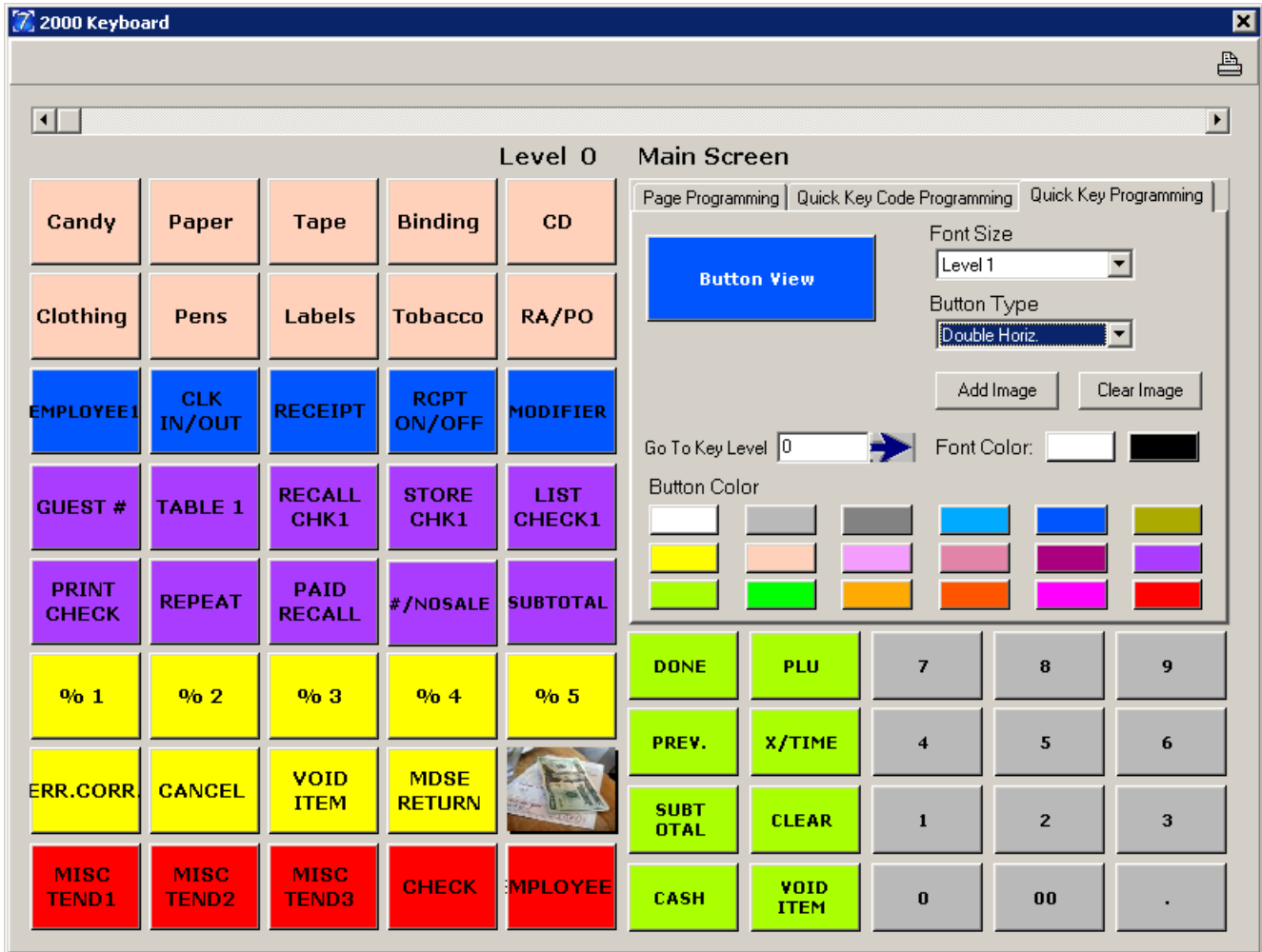


Key Options

<p>Left Click <i>Within Quick Key Programming Mode</i></p>	<p>When the software is on the Quick Key Code Programming tab, the left click mouse button option will change to allow for quick programming. Users can simply click on an item within the displayed grid and then click on a keyboard button. The software will automatically assign the selected grid item to the selected button.</p>
<p>Right Click <i>Within Quick Key Programming Mode</i></p>	<p>Right clicking on any key on the keyboard will display a menu listing: Modify, Paste, and Copy options.</p>
<p>Upper Scroll Bar</p>	<p>Users can scroll between key levels. The key level name and number will be displayed on the screen.</p>
<p>Go to Key Level</p>	<p>Typing in a level and clicking the right arrow button will jump the software to the entered level.</p>
<p>Extended Grid</p>	<p>This checkbox allows users to expand and contract the PLU, Key Link, and Function Key grid areas.</p>
<p>Button Type Selector</p>	<p>This dropdown box gives users the option of PLU, Key Link, Function Keys or Key Reset. Depending on the selection, the appropriate items will be displayed in the lower grid. The Key</p>

	<p>Reset option will not change the grid display. This option allows users to quickly reset a key to a default NLU key. If an icon is present on the key, that will be removed. All other key attribute options will remain associated with the key including button and font color.</p>
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Quick Key Programming Menu ~ This tab is another enhanced feature that PC/POLL offers to our users to give them the ability to rapidly program their key overlay. This tab is for programming the attributes of each key i.e. button color, font size, button type, image, and font color.

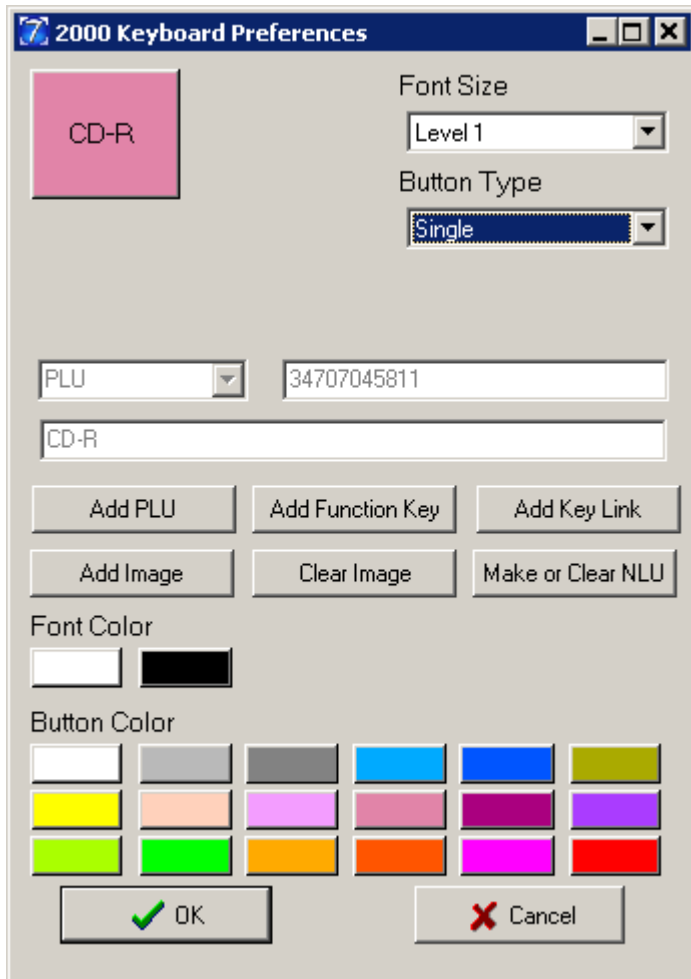


Key Options

<p>Left Click <i>Within Quick Key Programming Mode</i></p>	<p>When the software is on the Quick Key Programming tab the left click mouse button option will change to allow for quick programming. Users simply select their key attribute options and then click on a button to have those attributes applied. Users can continue clicking on buttons to apply the same attributes to multiple selections. The software will prompt users when an attribute-apply conflicts with a currently existing quad or dual key.</p>
<p>Right Click <i>Within Quick Key Programming Mode</i></p>	<p>Right clicking on any key on the keyboard will display a menu listing: Modify, Paste, and Copy options.</p>
<p>Upper Scroll Bar</p>	<p>Users can scroll between key levels. The key level name and number will be displayed on the screen.</p>
<p>Go to Key Level</p>	<p>Typing in a level and clicking the right arrow button will jump the</p>

	software to the entered level.
Button Options	Please see Key Maintenance area below.

Key Maintenance ~ Right clicking on any keyboard button will display a list of maintenance options. Users can Modify, Paste, or Copy keys. Below is an example of the Modify screen.



Key Options

Copy <i>Right Click Option</i>	Right clicking on a key and selecting Copy will place a copy of the key to the software's clipboard.
Paste <i>Right Click Option</i>	Right clicking on a key and selecting Paste will paste a copy of the previously copied key to the currently selected keyboard location. For more pasting options, please see Key Paste Options.
Font Size	The font size for each button can range between Level 1 – Level 4. Simply make your selection. The change will be applied to the key when the OK button is clicked.
Button Type	Users can change the size and type of a button: Single, Double Horiz., Double Vert, Quad or Invisible. Simply make your selection. The change will be applied to the key when the OK button is clicked.
Invisible	By setting the Button Type to invisible, the key will be hidden from the user on the cash register display. On the software programming screen a black button with white text will appear.

	The text will display the word ‘invisible.’ This change will be applied to the key when the OK button is clicked.
Key Displays	The three grayed out boxes in the middle of the screen display the current key settings. The upper-left box displays the type of key: PLU/Key Link/Function. The upper-right box displays either the PLU number, Function key number, or Key Link number. The lower box displays the programmed name.
Add PLU	This button will bring up a Field Selection grid – see image below. The grid will be populated with PLUs from the saved PLU file. Select a PLU item and click the OK button on the Field Selection grid.
Add Function Key	This button will bring up a Field Selection grid – similar to the image below. The grid will be populated with a list of Function Keys. Select a Function Key item and click the OK button on the Field Selection grid.
Add Key Link	This button will bring up a Field Selection grid – similar to the image below. The grid will be populated with a list of Key Link Function Keys. Select a Key Link item and click the OK button on the Field Selection grid.
Add Image	This button will pull up an image selection window – see image below. When V7 polling is installed, the installation routine will also install a set of SPS2000 image files. The default location is: C:\Program Files\PCPOLL SYSTEMS\V7\image. If the use of additional image files is desired, users will need to copy and paste the images into the above location and also place them on the cash register. Currently, the SPS2000 does not support image file transfers via RS232 communications.
Clear Image	This button removes the previously set image file from the button.
Make or Clear NLU	This button will reset the currently selected button to a default NLU key. The change will be applied to the key when the OK button is clicked.
Font Color	Users can choose between white or black text for the selected button. The change will be applied to the key when the OK button is clicked.
Button Color	Users can select between 18 different button key colors. The change will be applied to the key when the OK button is clicked.
OK	Will apply the currently selected 2000 Keyboard Preferences to the key.
Cancel	Will cancel the programmed changes and leave the key as it is currently programmed.

Field Selection ~ From within this grid area users can filter, sort, and search the displayed table. This type of grid is used to display PLU, Function, and Key Link lists.

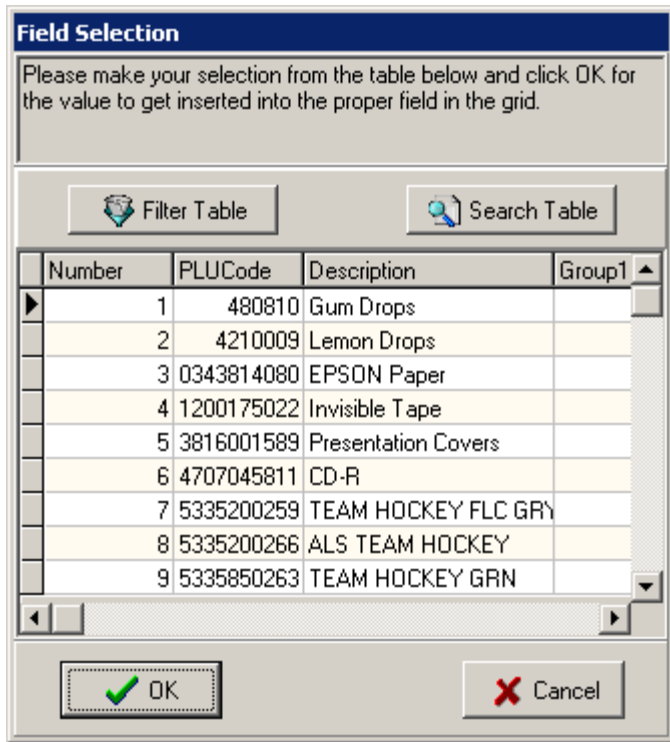
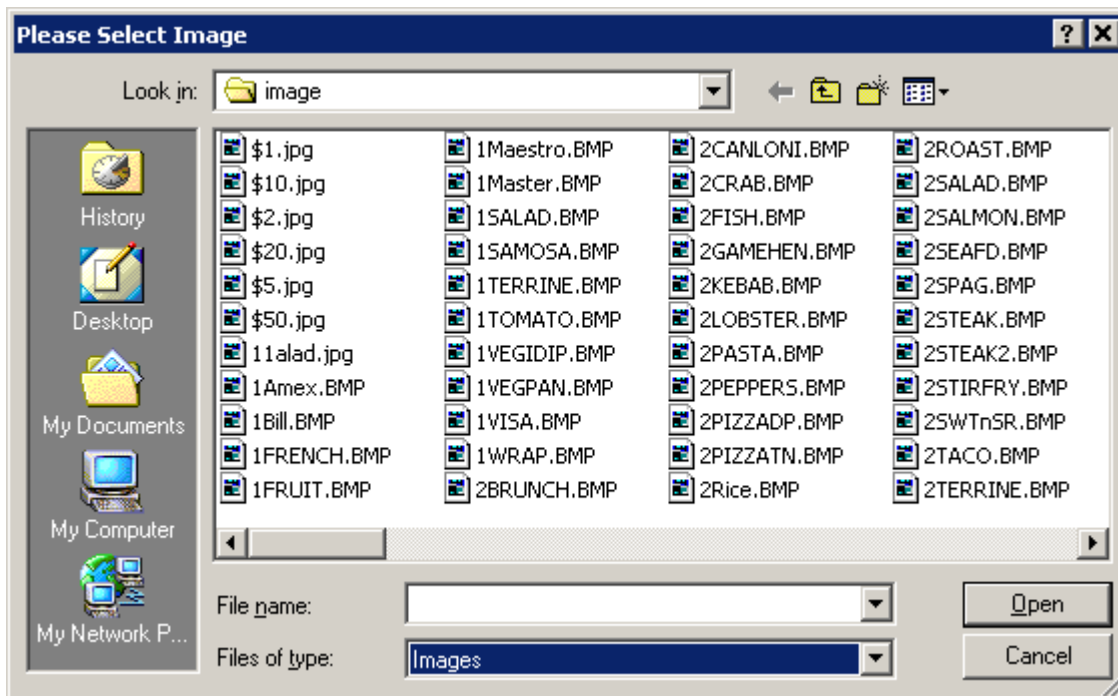


Image Screen ~ This screen will appear when the Add Image button is selected from within the 2000 Keyboard Preferences screen. Simply select the desired image and click the Open button. The image will be applied to the image preview area when the Open button is clicked. It will be applied to the button, when the OK button is clicked on the 2000 Keyboard Preferences screen. See above.



Template Levels 201-220 ~ Version 7 Polling includes 20 extra keyboard levels to be used as keyboard templates. These levels can be setup with or without function/PLU key programming. Users can copy and paste these levels into place to allow for quick level setup. These template levels can be customized, imported, and exported.

The screenshot shows the '2000 Keyboard' software interface. The main window title is '2000 Keyboard'. The current level is 'Level 210 Template #10'. The interface is divided into a grid of keys on the left and a control panel on the right.

Key Grid:

[Blue]		Invisible	[Yellow]	[Yellow]
[Pink]	Invisible	Invisible	[Yellow]	[Yellow]
	Invisible	Invisible	[Yellow]	[Yellow]
[Purple]	Invisible	Invisible	Invisible	Invisible
	Invisible	Invisible	Invisible	Invisible
Invisible	Invisible	Invisible	Invisible	Invisible
Invisible	Invisible	Invisible	\$20	\$10
Invisible	Invisible	Invisible	\$5	\$1

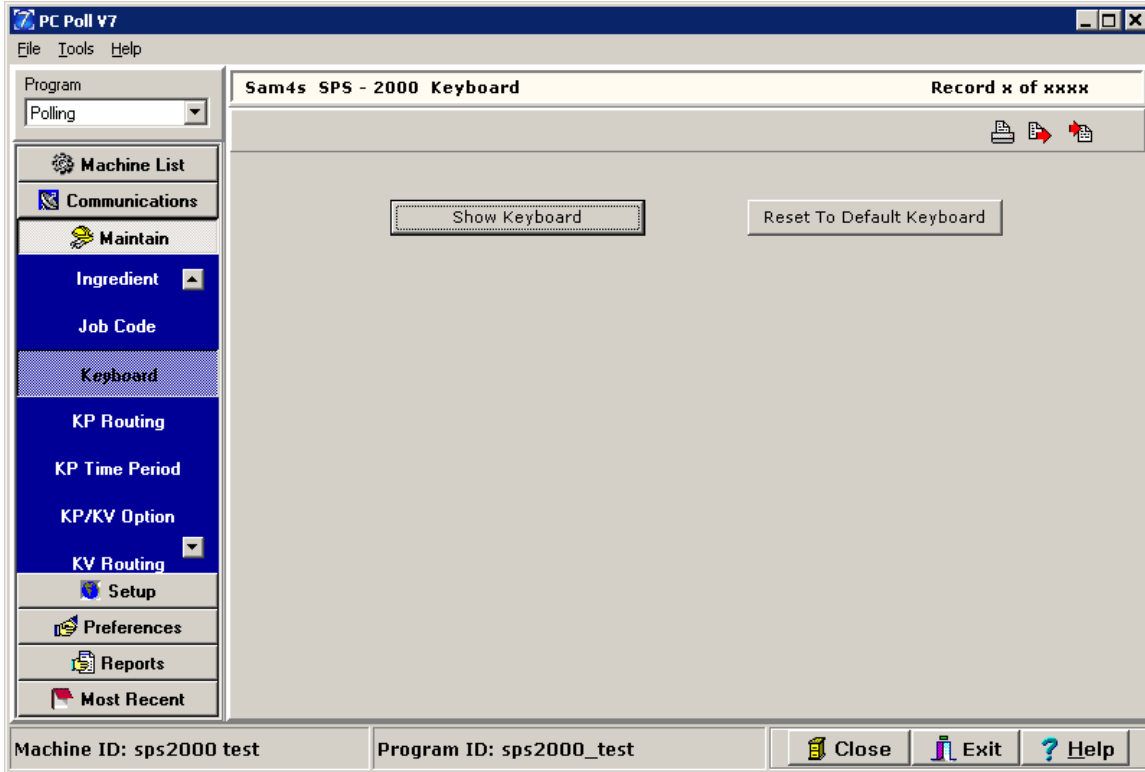
Control Panel:

- Page Programming | Quick Key Code Programming | Quick Key Programming
- Go To Key Level: [Right Arrow]
- Paste Page With Key Code
- Copy Page
- Paste Page Without Key Code
- Key Paste Options: [Dropdown]
- Number of Choices: Item Multiplication
- Linked Function List: Allow Exit on Done
- *Right Click to Setup, Copy, or Paste Button
- *Left Click to Move to Linked Level



Bottom Row of Keys:

DONE	PLU	7	8	9
PREV.	X/TIME	4	5	6
SUBT OTAL	CLEAR	1	2	3
CASH	VOID ITEM	0	00	.

Keyboard Entry Screen ~ From this screen users can enter the Keyboard area, restore the SPS2000 default keyboard, and import/export the keyboard.



Key Options

Show Keyboard	Clicking this button will bring up the keyboard programming area.
Reset To Default Keyboard	Clicking this button will reset all keyboard and NLU programming to the SPS2000 default programming.
	Clicking the export button will export all keyboard and NLU programming to a text or csv file for archiving or file transfers.
	Clicking the import button will allow the user to locate and import a previously created export file.