8460

Smart*Touch*™ Satellite Scale

User's Guide

A14397800A.00
12/96

METTLER TOLEDO

Publication Problem Report

If you find a problem with our documentation, please complete and fax this form to (614) 438-4783

Publication Name: 8460 SmartTouch™ Satellite Scale User's Guide

Publication Part Number: A14397800A.00 **Publication Date: 12/96**

PROBLEM(S) TYPE:	DESCRIBE PROBLEM(S):	INTERNAL USE ONLY
☐ **Technical Accuracy**	☐ **Text** ☐ **Illustration**	
☐ **Completeness** **What information is missing?**	☐ **Procedure/step** ☐ **Illustration** ☐ **Definition** ☐ **Example** ☐ **Guideline** ☐ **Feature** ☐ **Explanation** ☐ **Other (please explain below)**	☐ ***Info. in manual*** ☐ ***Info. not in manual***
☐ **Clarity** **What is not clear?**		
☐ **Sequence** **What is not in the right order?**		
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Your Name: _____ **Location:** _____

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INTRODUCTION

This publication is provided solely as a guide for individuals who have received Technical Training in servicing the METTLER TOLEDO product.

Information regarding METTLER TOLEDO Technical Training may be obtained by writing to:

METTLER TOLEDO
1150 Dearborn Drive
Worthington, Ohio 43085-6712
(614) 438-4400

FCC Notice

This device complies with Part 15 of the FCC Rules and the Radio Interference Requirements of the Canadian Department of Communications. Operation is subject to the following conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

METTLER TOLEDO RESERVES THE RIGHT TO MAKE REFINEMENTS OR CHANGES WITHOUT NOTICE.

PRECAUTIONS

READ this manual BEFORE operating or servicing this equipment.

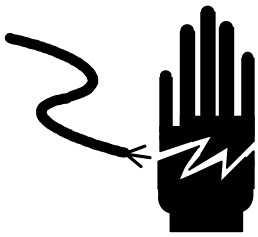
FOLLOW these instructions carefully.

SAVE this manual for future reference.

DO NOT allow untrained personnel to operate, clean, inspect, maintain, service, or tamper with this equipment.

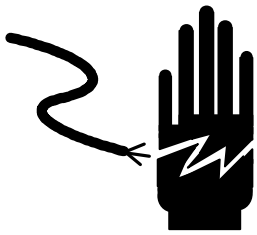
ALWAYS DISCONNECT this equipment from the power source before cleaning or performing maintenance.

CALL METTLER TOLEDO for parts, information, and service.



WARNING

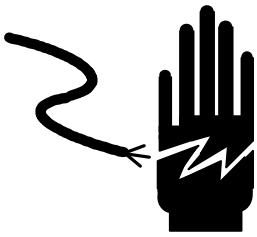
ONLY PERMIT QUALIFIED PERSONNEL TO SERVICE THIS EQUIPMENT. EXERCISE CARE WHEN MAKING CHECKS, TESTS AND ADJUSTMENTS THAT MUST BE MADE WITH POWER ON. FAILING TO OBSERVE THESE PRECAUTIONS CAN RESULT IN BODILY HARM.



WARNING

FOR CONTINUED PROTECTION AGAINST SHOCK HAZARD CONNECT TO PROPERLY GROUNDED OUTLET ONLY.

DO NOT REMOVE THE GROUND PRONG.

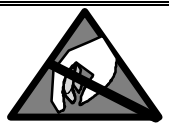


WARNING

DISCONNECT ALL POWER TO THIS UNIT BEFORE REMOVING THE FUSE OR SERVICING.

CAUTION

BEFORE CONNECTING/DISCONNECTING ANY INTERNAL ELECTRONIC COMPONENTS OR INTERCONNECTING WIRING BETWEEN ELECTRONIC EQUIPMENT ALWAYS REMOVE POWER AND WAIT AT LEAST THIRTY (30) SECONDS BEFORE ANY CONNECTIONS OR DISCONNECTIONS ARE MADE. FAILURE TO OBSERVE THESE PRECAUTIONS COULD RESULT IN DAMAGE TO OR DESTRUCTION OF THE EQUIPMENT OR BODILY HARM.



CAUTION

OBSERVE PRECAUTIONS FOR HANDLING ELECTROSTATIC SENSITIVE DEVICES.

CONTENTS

1 Introduction

Thank you for purchasing this METTLER TOLEDO product. Your new Model 8460 **Smart***Touch*™ Scale is among the finest precision digital weighing/computing devices available. It is very simple to use and requires minimum maintenance. This scale comes from a proud tradition that has made METTLER TOLEDO the worldwide symbol of the highest quality in precision weighing equipment.

Properly used and maintained, your new scale will provide years of accurate weighing which will protect your profits and your customers. Please handle your scale as you would any fine electronic equipment.

The 8460 **Smart***Touch*™ is designed for maximum durability and reliability and is manufactured in one of METTLER TOLEDO's ISO 9000 certified facilities so you are assured of receiving a high-quality product.

Please read these instructions carefully. You will find that operating the unit is very simple. In the unlikely event you should experience difficulties, contact your nearest authorized METTLER TOLEDO SERVICE OFFICE listed under "scales" in the yellow pages of your telephone directory.

General Description

The METTLER TOLEDO 8460 **Smart***Touch*™ Satellite is a part of a scale system that offers very flexible programming and formatting with an easy to use interface. The **Smart***Touch*™ Satellite is designed to be networked to a **Smart***Touch*™ Master or to an 8305/8422/8423 Master. The 8460 **Smart***Touch*™ offers an easy-to-use Graphical Touchscreen that allows only valid keys and prompts to be painted on the LCD screen as needed. Since the 8460 Touchscreen contains no mechanical parts, there are no keys or keyboards to wear out. The pulldown menus and a word processor type Extra Text editor in the master reduce operator training time. The label formats are programmable allowing for an unlimited number of custom label variations. The 8460 can learn the label size for non-standard labels using an automatic measuring function. Label formats and types are assigned to a programmable label cassette which can be used for rapid switching between different label sizes and formats simply by changing the cassette with pre-loaded labels.

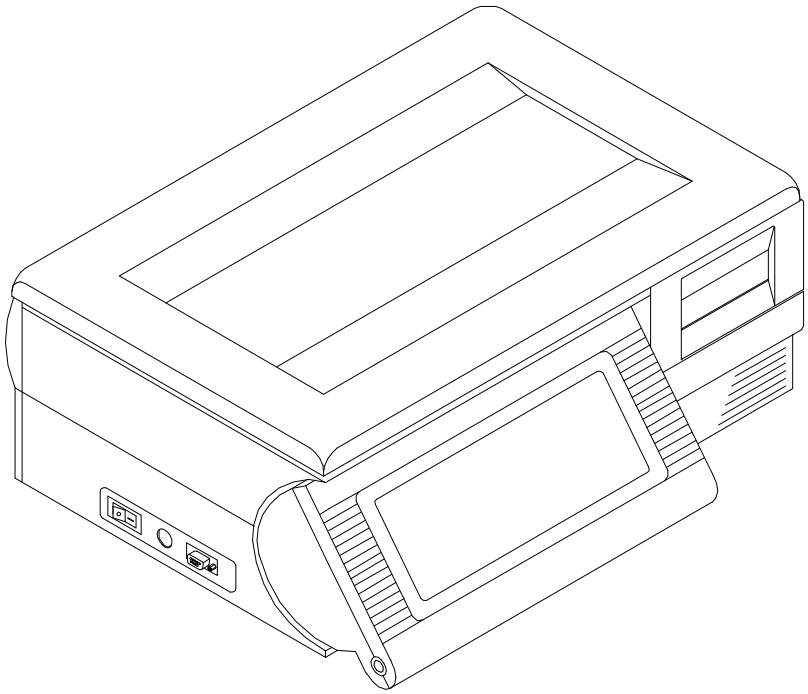


Figure 1-1 Model 8460 Smart*Touch*™ Satellite

2 Specifications

Weighing Capacity

Weighing capacity is 50 x .01 lb (or optional calibration capacity of 20 x .005 kg, which requires change of customer lens). Tare can be limited or allowed to the full capacity of the scale when weighing in pounds. (Note: the kg tare limit is 9.995 kg). A dead deck version of the 8460 is available without an internal weighing mechanism, which is designed to be used with an external scale base.

Printer

Labels can be printed with a built-in thermal label printer (on units equipped with a printer). The printer can use standard label sizes ranging from 1.5 to 5.1 inches, and continuous strip stock. Custom non-standard sizes can be programmed in the cassette menu. Labels can be loaded in a stripped or unstripped mode. In stripped mode, the labels automatically peel from the backing liner. In the unstripped mode, the label and liner will be delivered. A combination tear/stripper bar allows continuous stock to be torn to exact length needed. Label stock is loaded using pre-loaded cassettes that are configured to automatically identify the label type. The cassettes use a coded wheel with eight positions (0-7) to identify eight label or delivery types. Print specifications for the thermal printer are as follows:

Printhead Type:	Thick Film Preheated Thermal Printhead
Dot Density:	6 Dots/mm
Print Speed:	68.5 mm / second

Displays and Keyboard

The customer display is a 19 character alphanumeric vacuum fluorescent customer display. The operator display is a 640 x 200 pixel backlit LCD panel surrounded by a 40 x 17 infrared LED Touchscreen, which together provide both display and keyboard functions. When key input is required, the necessary keys are drawn on the display for the operator's selection. When the operator's fingertip enters the area of a key, key entry takes place. The fingertip must be withdrawn slightly out away from the screen before another key entry can be made.

Help information screens are available by touching the upper left corner of the screen. The Power Up screen indicates the help key location. Help keys are also available when error conditions are displayed. After several minutes of inactivity, a screen-saver will start up. The screen-saver will turn off with any keyboard activity or if an item is placed on the platter.

Accessories

Optional accessories include: a produce pan, tower customer display, fish and lobster pan (with drain), additional label cassettes, and a remote scale base interface.

Agency Approvals

The 8460 **Smart***Touch*™ Satellite is designed to meet the requirements of the following agencies:

UL: UL114 Office Appliances and Business Equipment.

UL: 746.51 Test for Polymeric Enclosure for Portable Electrical Appliances.

CSA: CSA Std. C22.2 No. 0 Definitions And General Requirements.

CSA: Std. C22.2 No 143 Office Machines.

NIST: NTEP requirements for Class III weight device. NTEP/California Electronic Cash Registers General Code Requirements.

FCC: Requirements for FCC Conducted Emissions and Radiated Emissions for a Class A device.

Master/Satellite Network

The 8460 **Smart***Touch*™ Satellite connects to the master with standard phone cable. The network or ***TNET*** uses a high speed RS485 communication interface. The maximum cable length of the network is 1500 feet (including scale drops). Each master can support up to 24 satellites per network. Refer to the Technical Manual for additional specifications on wiring.

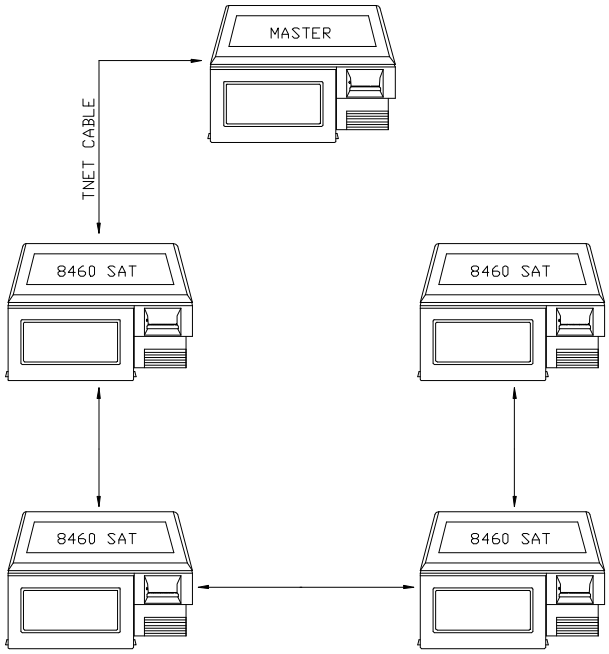


Figure 2-1 Example M/S Network (TNET)

The TNET connection is made to each satellite using a standard phone jack and 25 ft (762 cm) communication cable. The cable from the phone jack connects to the bottom of the 8460 as shown in Figure 2-2.

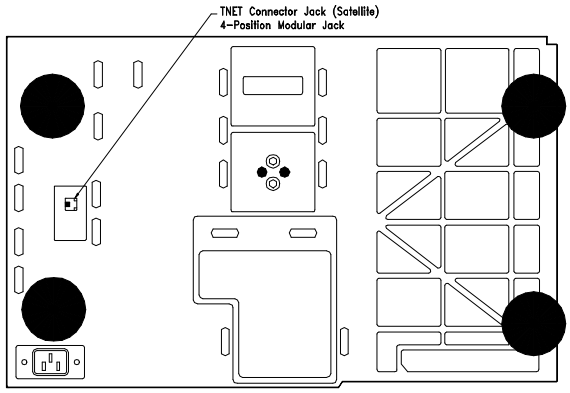


Figure 2-2 Satellite TNET Jack

Master/Satellite Wiring

Table 2-1 lists the wiring specifications for the TNET wiring.

Material Required	Approved Vendor	P/N	Quantity
Wall mount phone jack	Allen Tel. Prod. #AT468-4	12716300A	1 per scale
113 ohm resister		12839300A	2 - one resistor at each end of main data line. Refer to Figure 2-3.
Telephone Cable, 4-Conductor color coded (B/Y/G/R) or equivalent. (NOTE: USE ONLY UNSHIELDED SOLID-CORE 22-24 GAUGE.)	*Belden 1227A *AT&T 1005 002A W1000 Cable Specs: 24 AWG Solid Copper 4 Conductor, PVC Insulation 60 deg C 300 Volts N.E.C. type CM Nom. Capacitance 16-18 pf/ft Attenuation (Max): @1 MHz. 7.8 dB/1000 ft @4 MHz. 17 dB/1000 ft @10 MHz. 30 dB/1000 ft @16 MHz. 49 dB/1000 ft	Purchase locally.	As required (1500 feet recommended max. cable length)

Table 2-1 Master/Satellite Wiring Components

If cable is to be run through a plenum area, or in ceilings check your local electrical/fire codes. Special non-flammable/non-smoking plenum cable may be required.

IMPORTANT NOTE!

The maximum recommended cable length including the main cable and 25 foot scale drops is limited to 1500 feet. Use only approved or equivalent unshielded telephone type cable. The use of un-approved cable may result in data communications errors. The master should be located close to the middle of the line for optimum performance.

A sufficient amount of telephone cable must be available to run between all satellites on the network. This cable is referred to as the main data cable and must be located near each scale. Once the cable is routed, a modular phone jack (P\N 12716300A) must be attached to the main data cable at each scale location. The phone jack must be located within 25 feet of the

scale to allow connecting the 25 foot communication cable between the phone jack and the satellite. Each satellite is shipped with a 25 foot communication cable (P/N 12716500A) which connects the scale communication port to the phone jack. Refer to Figure 2-3 which gives an example of the scale network wiring in detail. ***The main data line must be terminated at the ends by connecting the supplied 113 ohm resistor (P\N 12839300A) between the Green and Red terminals in the phone jacks. The terminating resistors are supplied with each master scale.***

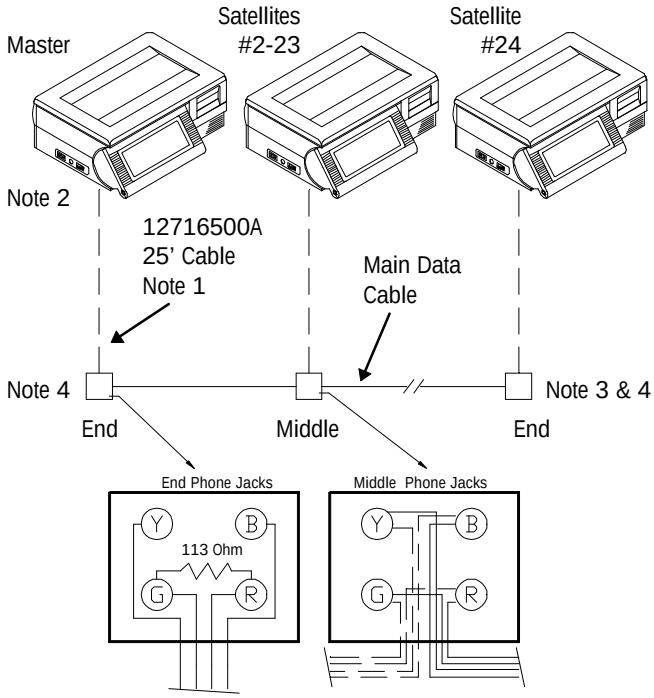


Figure 2-3 - TNET Wiring

NOTE 1
The 25 foot Communication Cable, P/N 12716500A, and the Phone Jack, P/N 12716300A, are supplied with each scale. The four-position modular phone connector plugs in the scale TNET jack as shown in Figure 2-2, and the six-position modular phone connector plugs into the phone jack. The 25 foot cables can be shortened as necessary to reduce the total cable length.

NOTE 2
The Master Unit can be installed at any location on the network. In this example, the Master is installed at one end of the main cable. The network will support up to 25 devices. (Note: It is recommended that the master be installed in the middle of the main cable run if possible.)

NOTE 3
All phone jacks must be installed on the main data line which runs to each location. This main data line must not branch off into multiple sub-networks from one phone jack. The total cable length, including the 25 foot scale communication cables must not exceed 1500 feet. Standard 4-wire color-coded telephone cable can be used; however, it must meet the local building code requirements and meet NFPA requirements.

NOTE 4
The 12839300A 113 ohm Terminating Resistor ***MUST BE INSTALLED BETWEEN THE GREEN AND RED TERMINALS OF THE PHONE JACK AT BOTH ENDS OF THE MAIN DATA CABLE***.

Electrical Requirements

The 8460 **Smart***Touch*™ requires a grounded 120 VAC, 60 Hz supply (dedicated circuit preferred) and draws 0.5 amps. The AC line should not be shared with other electrical equipment, especially equipment with electric motors, compressors, thermostats, florescent lights, etc.

The power supply uses an electronic thermal overload protection circuit designed to protect the internal electrical components. When an overload exists, the power supply output will be significantly lowered until the overload condition is corrected. An internal non-replaceable fuse in the power supply is used for catastrophic failures.

Operating and Storage Temperatures

Operating temperature range:

+5°C to +40°C (+41°F to +104°F) with humidity 5% to 95% non-condensing.

Storage temperature range:

0°C to +70°C (+32°F to +158°F) with humidity 5% to 95% non-condensing.

Dimensions

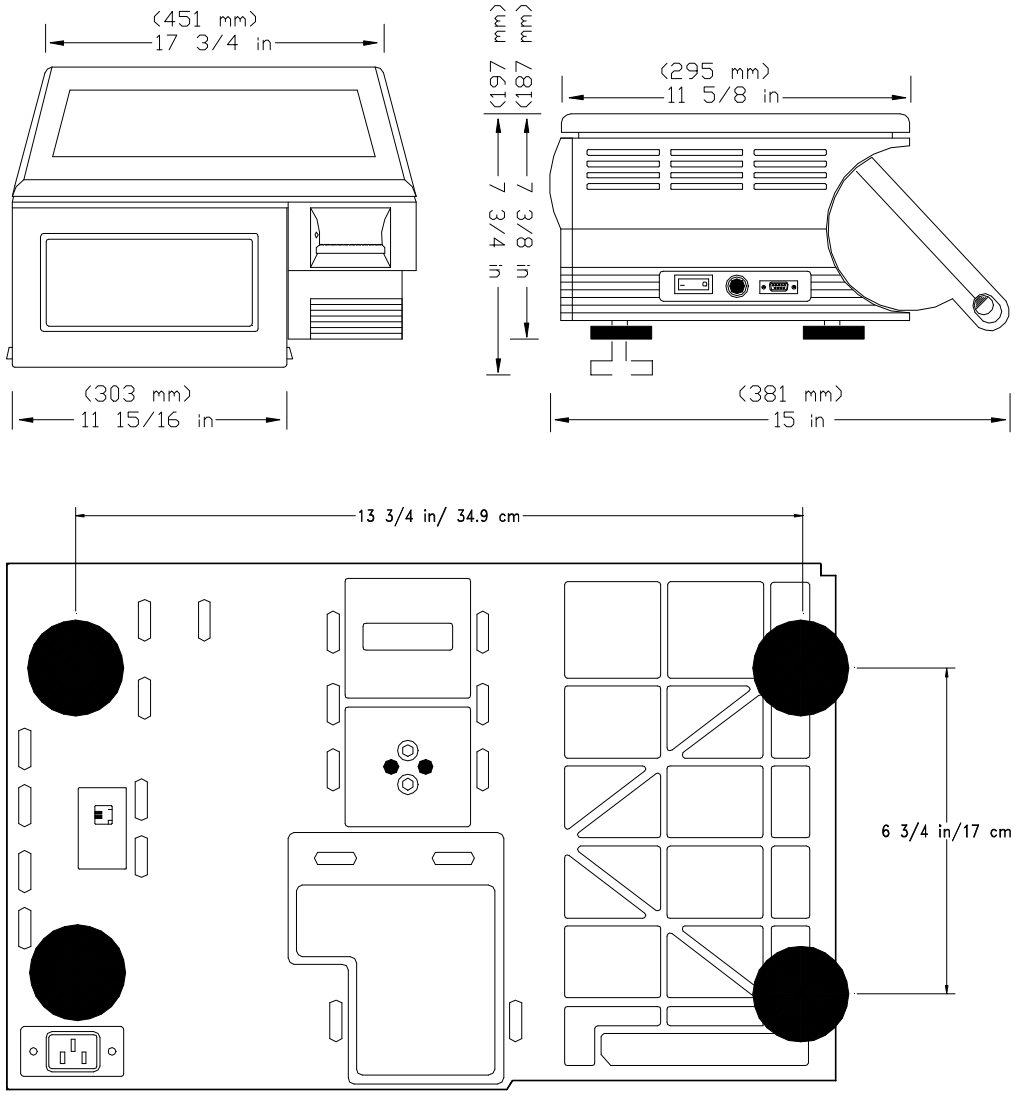


Figure 2-4 8460 Smart*Touch*™ Dimensions

Operator Controls

Figure 2-5 shows the location of the various components and controls on the 8460 **Smart***Touch*™ Satellite.

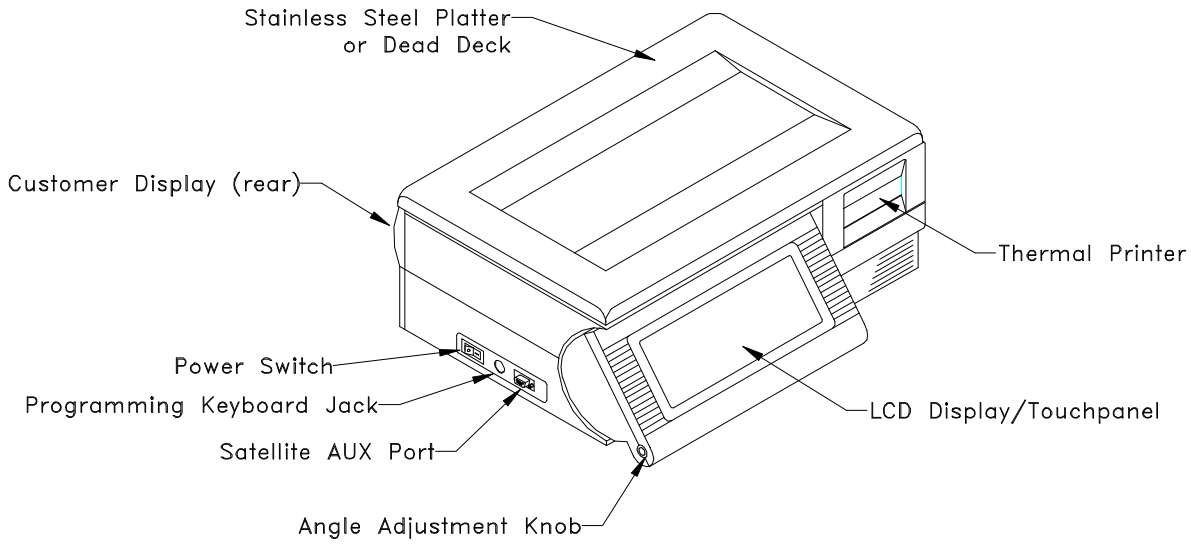


Figure 2-5 Operator Controls

Keyboard

The 8460 **Smart***Touch*™ keyboard is a touch screen. Only the required keys/messages/data for a given mode of operation will be displayed. This makes operating the scale easy to use while providing a diverse range of features.

There is no need to press hard on the screen. Just lightly ***touch*** a displayed key area with your finger. It's best to try to keep your finger at a right angle with respect to the screen. Pick your finger up slightly away from the screen to activate the key. Use a tap, tap, tap motion for multiple key entries (such as a PLU number entry) without dragging your finger across the screen.

Marquee Display

If the 8460 **Smart***Touch*™ is set up to scroll marquee messages, these messages will begin scrolling approximately 5 seconds after the display returns to the preset or numeric selection display. Touching any key or adding/removing weight from the platter will suspend the marquee. The marquee will not scroll during a transaction.

Operator Home Screen

The operator numeric entry screen is shown in Figure 2-6. This is the screen the 8560 **Smart***Touch*™ displays after the contrast screen on power up. It is referred to as the numeric entry screen (as in entering the PLU number rather than the preset screen). The various parts of the screen are shown in Figure 2-6. In addition to keys, the screen will react according the area touched. For example, to zero the scale, simply touch the weigh display area. The top left corner can be touched to display help screens.

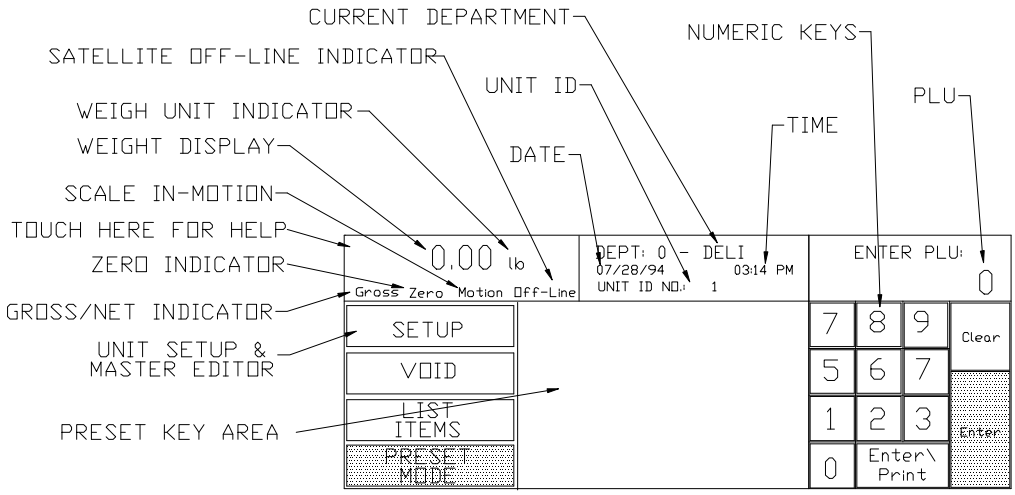


Figure 2-6 Operator Numeric Entry Screen

3 Power Up

Power Up Sequence

Connect the 8460 **Smart***Touch*™ power cord to a proper 110 VAC outlet. Press the dash (-) on the Power Switch to turn power to the 8460 ON. (- is ON, **o** is OFF). (See Figure 3-1.)

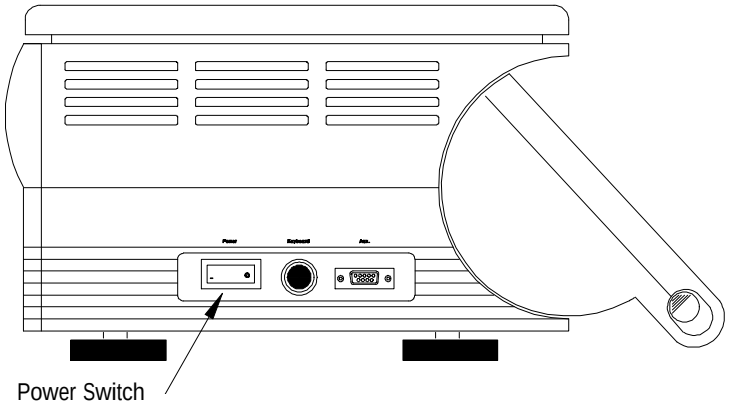


Figure 3-1 Power Switch

After a few seconds, the contrast screen will display, as shown in Figure 3-2.

This screen allows you to adjust the contrast, access the general help system, and indicates the revision number of the unit's software. Touch the darkened box to continue. The 8460 **Smart***Touch*™ will automatically continue within a minute of power up if no keys are touched. The Help Screen is always accessed from this location regardless of the mode of operation or display. To access help, touch the upper left corner of the display, as shown in Figure 3-2.

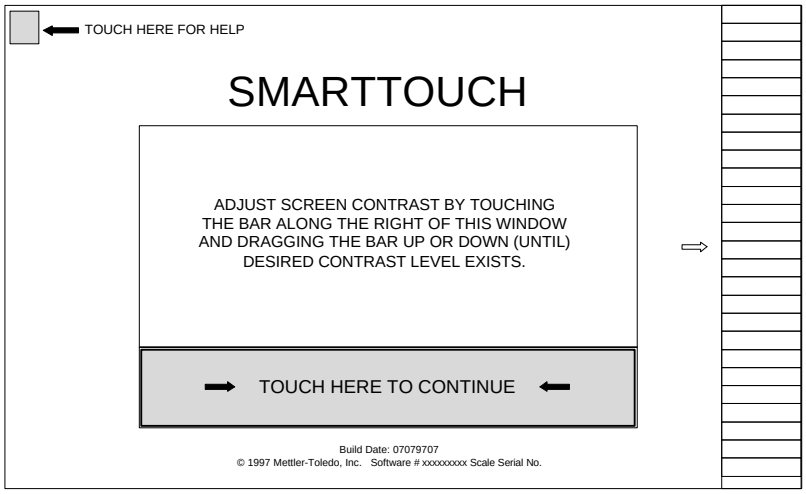


Figure 3-2 Power Up Screen/Adjust Contrast Screen

The next screen will be the Operator Home screen or Numeric PLU Entry Screen (as shown in Figure 2-6). The on-line indicator will display off-line for 6 to 10 seconds. Once on-line, the satellite will request back-up information from the Master. During the back-up, the Master Editor will not be available to that satellite.

4 Labels

Installing Labels

The 8460 **Smart***Touch*™ uses a removable label cassette to aid in the easy loading of label stock. Extra preloaded label cassettes can be kept on hand to provide quick label changes of the same label size or a different label type or size.

To change or load the label cassette, first remove the right side cover by sliding it forward (about 1 inch/2.5 cm) to the point where it releases outward to the right (see Figure 4-1).

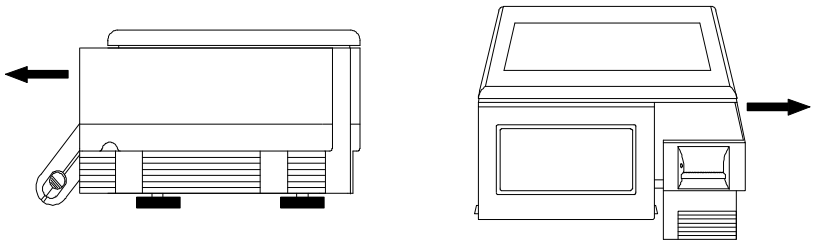


Figure 4-1 Removing Printer Access Cover.

To remove the label cassette, first release the Printhead by rotating the Printhead Release Lever counterclockwise as shown in Figure 4-2. Next, release the cassette by holding down the Label Cassette Release Lever, then grasp the cassette and pull it out of the unit.

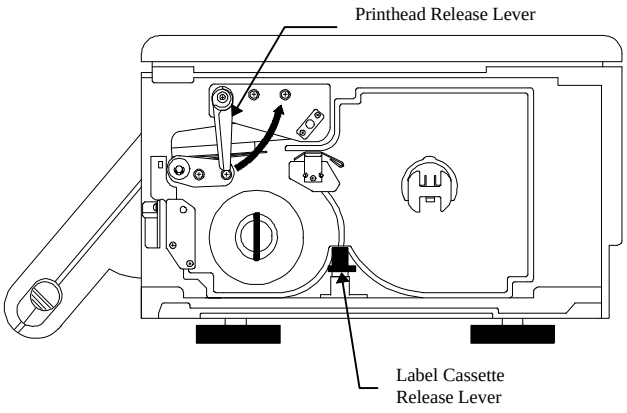


Figure 4-2 Removing Label Cassette

To install labels in the 8460 **Smart***Touch*™ Label Cassette, slide the new roll on the label supply post, then thread the labels as shown in Figure 4-3 in either stripped or unstripped modes. In stripped mode, the label will be removed from the liner, and ready to apply to a package. In unstripped mode, the label remains on the liner.

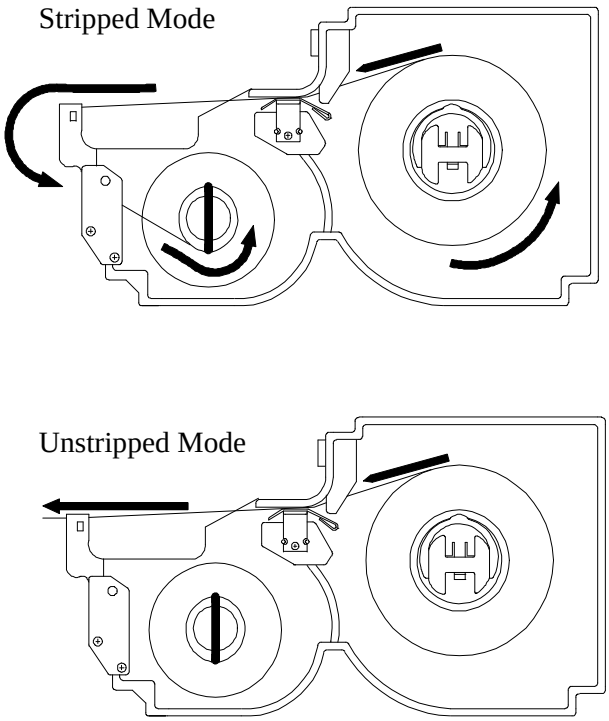


Figure 4-3 Installing Labels

The numbers on the rotary dial switch (on each label cartridge) correspond to the numbered choices on the ***Program Cassette Format*** menu that contains the label type, size, and formatting. Set the code wheel to the appropriate position (see Figure 4-4).

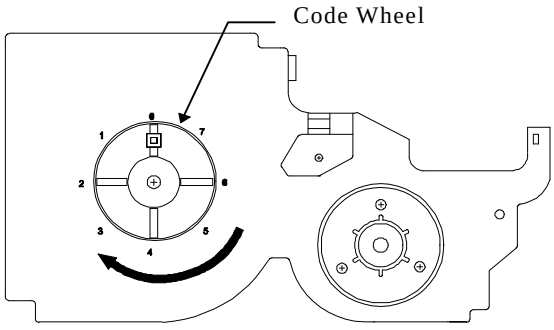


Figure 4-4 Cassette Code Wheel

While holding down the Label Cassette Release Lever, slide the cassette back into position. Be sure that the label and liner remain in position. Close the Printhead Release Lever (turn clockwise, lever should be pointing downward). Slide the printer door back into position.

Installing the cassette automatically selects the format from the ***Program Cassette Format*** menu that corresponds to the number on the Code Wheel. When the Cassette Format is programmed correctly, this will automatically set up the 8460 **Smart***Touch*™ for the proper label format when a cassette loaded with a different label size is installed. Multiple cassettes can be used to eliminate changing labels and formats for different sizes. Up to eight different formats can be programmed in the 8460 **Smart***Touch*™.

5 Operating The 8460

Recalling PLU Records

PLU (Price Look Up) records are recalled two ways: by the operator entering the PLU number on the 8460 **Smart***Touch*™ keyboard, or by touching one of the preprogrammed preset keys. The operator may select either the numeric entry screen method, or the preset method.

Numeric Entry Method

If the Preset PLU entry screen is displayed, touch the ***NUMERIC*** key. This will select the Numeric entry screen for transactions. To recall a PLU record, enter the PLU number on the numeric keypad, then touch the ***ENTER*** or ***ENTER/PRINT*** key. (Refer to Figure 5-1).

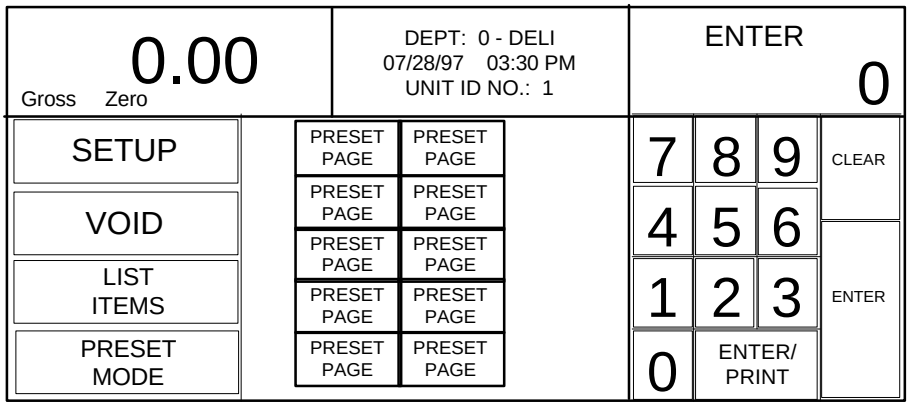


Figure 5-1 Numeric Entry Screen

Preset Method

When a preset key is touched, the screen shown in Figure 5-2 will display. To recall a preset, touch one of the preprogrammed preset PLU keys.

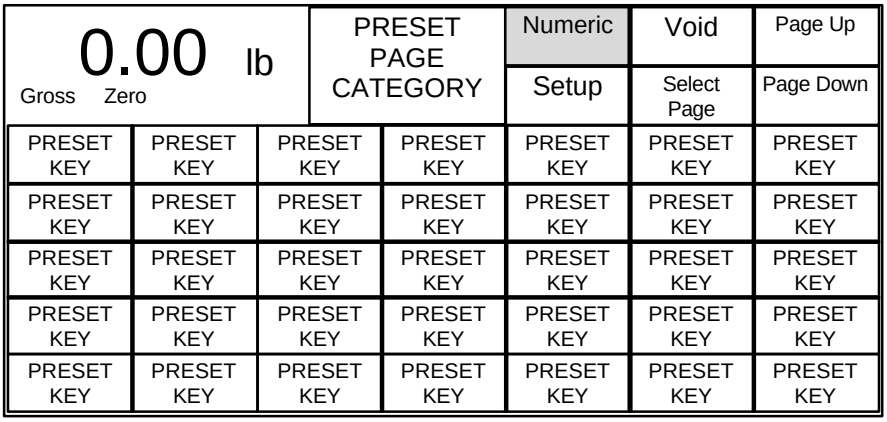


Figure 5-2 Preset Screen

Keys, Controls, and Legends

Refer to Figure 5-1 and 5-2 for locations of the following keys, controls, and legends on the 8460 **Smart***Touch*™ display.

Help	Touching the extreme upper left hand corner of display allows the user to obtain additional information regarding functions
0.00 lb	Weight Display area. Should the scale drift from "zero", touching the weight display window will return the scale to zero.
Gross/Net	Indicates if displayed weight is the Net Weight (tare has been taken) or the Gross Weight (no tare).
Zero	Appears when scale is in the center of zero.
Motion	Scale platter is still in motion, weight has not yet stabilized.
Off-Line	Indicates Satellite is not communicating with the master unit.
Dept	Department number and name will appear top center on the numeric screen.

Time/Date	The current Time and Date will be presented on the numeric screen in the format selected in Setup, Change Time/Date.
Unit ID	Unit ID Number will be presented on the numeric screen. This is the number that identifies the satellite in the Master/Satellite TNET communication scheme.
Setup	Used to access Unit Setup or Master Editor (Master Programming Manual).
Void	Used to back out or "void" the accumulated values of previous transactions. To void a transaction after a label has been printed, first remove all weight from the scale and then touch the ***VOID*** key. The PLU name and values of the last 10 transactions will display. Touch the transaction(s) you wish to void, and the totals for these transactions will be deducted. For systems using an older master (8422/23/8305), transactions with a manually entered price won't appear on the list or be voided.
List Items	Lists the backup PLUs for the current department. Page through the list to find the desired item and touch it to select.
Preset Mode	Will change the mode of PLU selection from the Numeric PLU entry screen to the Preset PLU entry screen.
Preset Pages	Preset Page keys (up to ten may appear) will display the Preset PLU entry screen for the chosen category. Touch the item you wish to recall. After the current transaction is complete, the screen will return to the Numeric PLU entry screen.
0 - 9	Are used for numeric entries such as call up of PLU, manual entry of price, tare, date, extra text number etc.
Clear	Used to clear an incorrect entry or messages from the display. Also, touching the ***CLEAR*** key after manually changing parameters (such as price) will return the original value to the display.
Enter	This key is used to "enter" digits (PLU number, manual price entries, time and date etc.). When touched after keying a PLU number, the unit will advance to the PLU Edit Screen.
Enter/Print	This key is used to "enter" the PLU number and initiate the printing of the label when a stable weight is registered on the platter. (The unit will not advance to the PLU Edit Screen).
Select Page	Will present keys showing all preset page categories

available. Touching one of the category keys will display the programmed presets for that page.

PageUp
PageDown — Displays pages of Preset Categories.

Preset Key — Used to call up a programmed preset PLU by touching the key.

PLU Edit Screen

After the PLU is selected through the Numeric PLU entry screen or the Preset PLU entry screen, the PLU Edit screen will display (Figure 5-3). This display will differ depending on the PLU types used. If enabled in setup, certain items will be "double boxed" and can be manually overwritten by touching the appropriate box and following instructions. All changes made through this screen will be for the current transaction only and the changes will not be saved to the PLU record.

When the user touches ***ENTER/PRINT*** (rather than ***ENTER*** or when it is configured for PRINT AFTER MOTION through Unit Setup) the PLU Edit screen will be bypassed and the label will print immediately. This also occurs when the preset keys are configured to respond this way through Unit Setup.

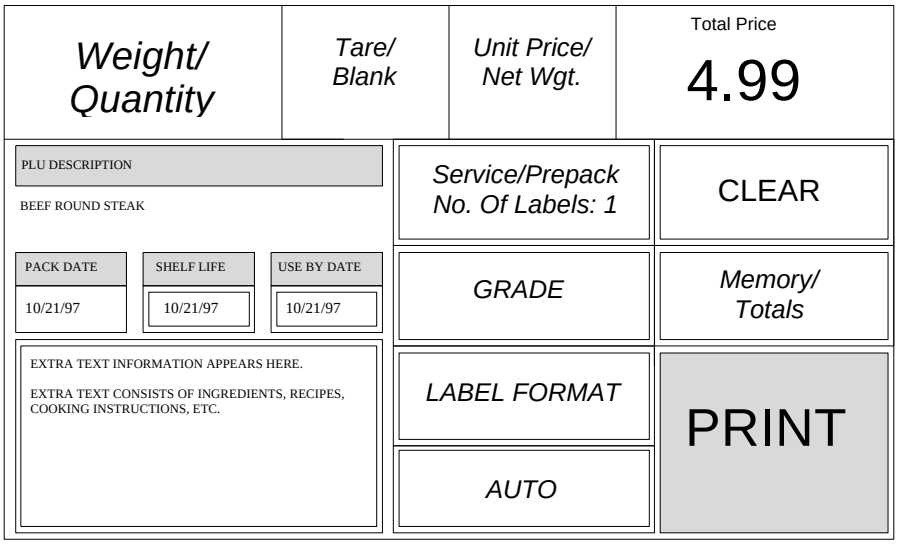


Figure 5-3 PLU Edit Screen

Edit Screen Functions

SERVICE/ PREPACK This key is available only on By Weight PLUs and will switch between Service Mode and Prepack Mode. Service Mode is the normal operation of the scale where each item is weighed and one label is printed per transaction. Prepack mode allows the user to retain the unit price and tare for multiple weight transactions of like items. The default is determined through Unit Setup.

NO. OF LABELS This option is only available on Standard Pack and By Count PLUs. Touch this window to display a numeric keyboard and enter the number of labels to be printed for the current item.

GRADE If enabled, touching this key will display a table of grade lines that can replace the grade programmed on the PLU. Grade lines are programmed and assigned to PLUs through the Master Editor (see Master Programming Manual). Page through the list to find the desired grade line and touch it to select. NOTE: For a grade line to appear on a label the grade field must be programmed on the label format in use. None of the default label formats contain grade lines.

LABEL FORMAT Used for temporary override of current label format for the current transaction only. Label formats are programmed and assigned through Unit Setup. (Note: the format assigned to NF Label Format can not be changed.)

If the ***LABEL FORMAT*** key is touched again after assigning a different label format during the current transaction, a window will appear that displays the current format and three options. Touch ***CLEAR ALTERNATE*** to return to the label format that was originally programmed for the PLU, ***SELECT NEW FORMAT*** to select a different format from the list, or ***CANCEL*** to keep the current format that is displayed.

AUTO Used to change the accumulator for the current transaction. Touch the box to toggle through the available accumulators. (Note: the default and other accumulators are programmed through Unit Setup.)

CLEAR — Touch this box to clear the current transaction and return to the PLU entry screen.

MEMORY/ TOTALS — When enabled, this feature allows the user to accumulate the items weighed for a customer. When complete an itemized receipt can be printed showing the grand total and department bar code.

To use the memory function, touch the ***MEMORY*** key to enter the transaction. A window will then appear that displays the number of pieces, total price, and four options. Touch ***CONTINUE*** to call up another item for the same customer and enter it into memory, ***REMOVE ITEM*** to delete an item from the transaction memory by choosing it from a list, ***CANCEL*** to delete the entire transaction (a confirmation prompt will appear) or ***END/PRINT*** to end the transaction and print the receipt (a confirmation prompt will appear after the receipt prints).

While in the memory mode, touch ***MEMORY*** after each item is entered. If a separate label is also desired for each item, touch ***PRINT*** to receive a label and then touch ***MEMORY*** to continue. To prohibit the current item from being entered into memory (before or after printing a label), touch ***CLEAR***. The memory screen will appear with the normal choices, but the "cleared" item will not be in the memory.

In Prepack Mode, Run Totals can be printed by touching the ***SUBTOTAL*** or the ***GRAND TOTAL*** key. This will issue a label for the packages weighed during this transaction with the following possible items (depending on the label format): Item description, PLU number, UPC symbol, store address lines, dates, number of packages, weight, and dollars. After a Grand Total calculation, the records for the current transaction are cleared. (Note: Prepack totals everything since the last Grand Totals print; even if multiple PLUs have been used between a Grand Totals print.

By Weight PLU

If the PLU priced By Weight, place it on the platter and touch ***PRINT*** to issue a label. The By Weight PLU Edit Screen is shown in Figure 5-4. By Weight PLUs can be priced in three ways:

1. Priced "Per Pound" - Typically weighed items are priced per the pound. The weight multiplied by the unit price equals the total price of the product to the customer.
2. Priced "Per Fraction of a Pound" (fractional) - The item may also be priced by the fraction of the pound (where legal and desired). Pricing per 1/4 pound and per 1/2 pound are available.
3. "Pounds for" price - The PLU may be sold with a pounds for price (rather than price per pound). (e.g. 2 pounds for $1.00).

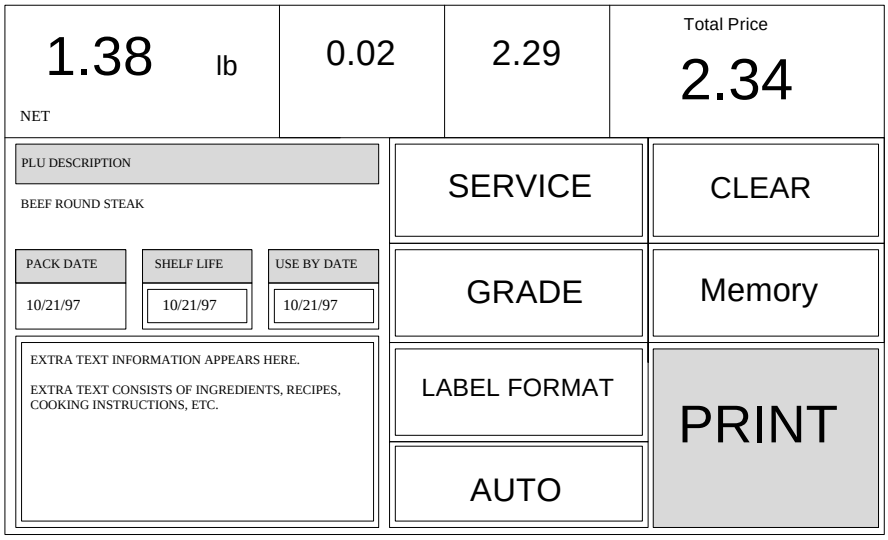


Figure 5-4 By Weight PLU Edit Screen

Standard Pack PLU

If the PLU is priced as a Standard Pack item, enter the weight in ounces through the numeric keyboard, adjust the quantity of labels desired (default is 1), and touch the ***PRINT*** key to print labels. Touch the screen area to stop printing early.

The Standard Pack PLU allows the operator to use the scale for a labeling operation. Generally, the labels indicate the net weight of the item and total price. A Standard Pack PLU editor screen is shown in Figure 5-5.

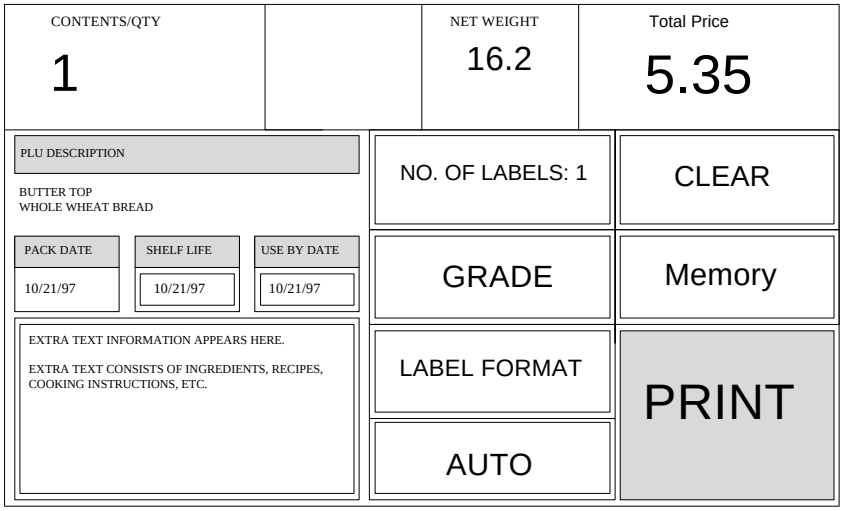


Figure 5-5 Standard Pack PLU Edit Screen

By Count PLU

The By Count PLU allows the operator to use the scale for a labeling operation of non-weighed items. The labels generally indicate the item count and total price for the displayed number of items.

If the PLU is priced as a By Count item, adjust the count if needed (if allowed in setup) and the number of labels. Touch the Count/Qty, then enter the new count. Touch ***NO. OF LABELS*** to enter a new label quantity. Touch ***PRINT*** to print the labels. Touch the screen to stop printing early.

If the "By Count Auto Clear" option is set to YES (in setup), the 8460 will return to the PLU Entry screen after a label is printed. If it is set to NO, the 8460 will return to the PLU Edit screen, and the user will have to touch ***CLEAR*** to return to the PLU Entry screen. A By Count PLU Edit Screen is shown in Figure 5-6.

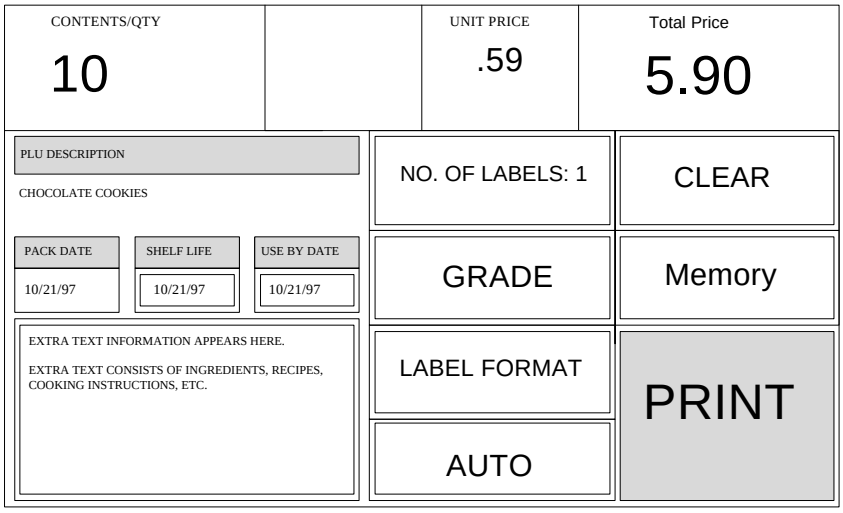


Figure 5-6 By Count PLU Edit Screen

Manual PLU

If a manual PLU is selected, a screen will be displayed to select the Pricing Mode. Touch the appropriate mode, then touch ***EDIT***. The corresponding PLU Edit screen will be displayed, along with a numeric keyboard requesting essential data (such as count, prices, etc.). Adjust the fields as necessary, then touch ***PRINT*** to print a label.

Manual PLUs may contain description and date information as well as label formats, but generally they do not have pricing information. Most of the items on a Manual PLU can be overridden.

Manual Entry

PLU fields that are double boxed in the PLU Edit screen can be changed. (These items were predetermined to be adjustable through the Unit Setup.) In certain situations, a PLU may require an item (such as unit price or tare) to be manually entered. (The "forced" values are determined when the PLU is programmed through the Master Editor, see Master Programming Manual). If a manual entry is forced, the appropriate editing method (numeric keyboard, etc.) will appear, otherwise the user must touch the desired "double boxed" item to reach the editing screen. Instructions on editing fields follow.

Manual Unit Price

The Unit Price applies only to By Weight or By Count PLUs. Enter the new Unit Price through the numeric keyboard. The Total Price will be recalculated using the new Unit Price and the current Weight (By Weight PLUs) or Count (By Count PLUs) to adjust for the change in the Unit Price.

Manual Count

The Count applies only to By Count or Standard Pack PLUs. Enter the new Count through the numeric keyboard. For By Count PLUs, the Total Price will be recalculated based on the new Count and the current Unit Price. For Standard Pack PLUs, the Net Weight and Total Price will be recalculated based on the new Count and the current values of the Net Weight and Total Price.

Manual Total Price

The Total Price can only be adjusted on By Count or Standard Pack PLUs. Enter the new Total Price through the numeric keyboard. For By Count PLUs, the Unit Price will automatically be recalculated based on the new Total Price and the current Count. For Standard Pack PLUs, changing the Total Price does not affect any other values.

Manual Net Weight

The Net Weight can only be adjusted on Standard Pack PLUs. Changing the Net Weight will not affect any other values.

Manual Tare

The Tare Weight only applies to By Weight PLUs. After emptying the platter, enter the value of the tare weight through the Numeric Keyboard or place the empty container on the platter and touch the ***PLATTER TARE*** key. To clear an existing tare, touch the ***CLEAR TARE*** key. The Weight (and, consequently, the Total Price) will be adjusted based on the new Tare Weight. Note: If the platter is not empty, the UNABLE TO CHANGE TARE message will appear after the new value was entered. Empty the platter and try again.

Manual Shelf Life and Use By Date

The Numeric keyboard will appear. Enter the new number of days from the current date or enter the exact date by typing the numeric month, numeric day, and last two digits of the year separated by the "Slash (/)" key.

Manual Extra Text

The numeric keyboard will appear with the current extra text number displayed. (Extra text is programmed through the Master Editor, see Master Programming Manual). Enter the new extra text number.

Operator Totals

Operator Totals allow totals to be recorded for up to 30 operators per department. Up to 30 operators may be defined by number and name in the **Smart***Touch*™ master. When operator totals are enabled, before printing a label you will be prompted to enter your operator number, as shown in Figure 5-7.

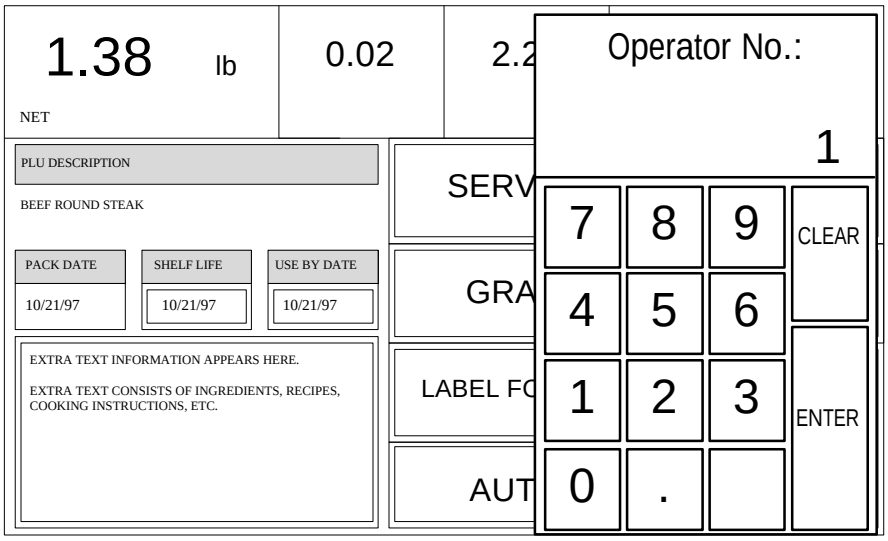
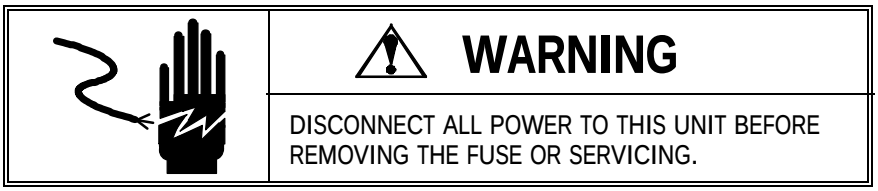


Figure 5-7 Operator Number Entry

6 Maintenance

External Cleaning

First turn scale power off by placing the power switch to the OFF position (press the "o" on the power switch). Next, disconnect the power cord from the power source.



Use a soft clean cloth dampened with a mild detergent and water (or a mild cleaner) to wipe the exterior surfaces. Do not spray liquid directly on the unit. A mild spray cleaner can be used by spraying the cleaning cloth. Do not use solvents or commercial cleaners on the unit. They may harm the surfaces or damage the screen.

Internal Cleaning

Clean the areas indicated in Figure 6-1 with a cotton tip swab and rubbing alcohol.

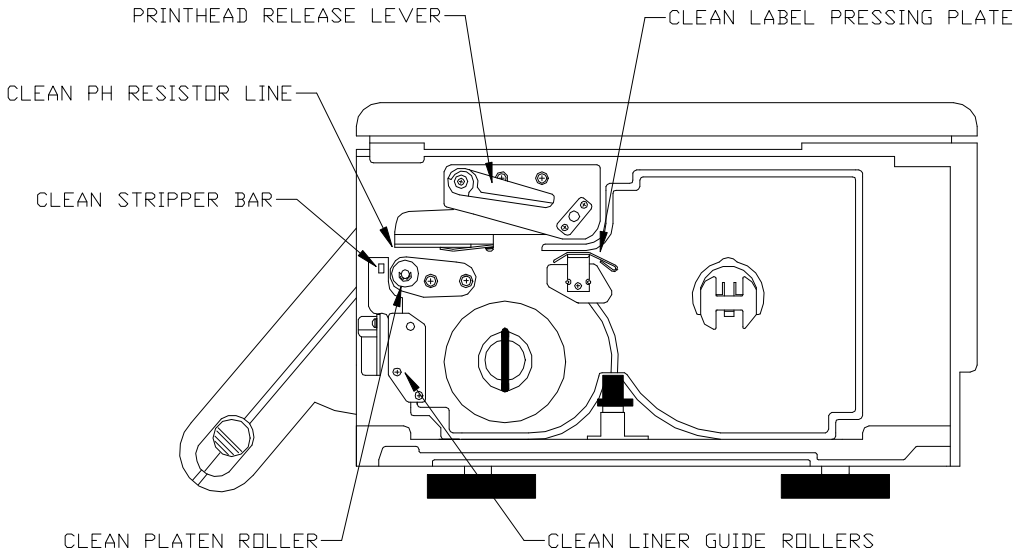


Figure 6-1 Cleaning Areas

7 Unit Setup

Unit Setup Screen

To get to the Unit Setup Screen from the Main Screen, touch the ***SETUP*** key. Depending on the mode, refer to the Figure 7-1 or 7-2 to find the ***SETUP*** key.

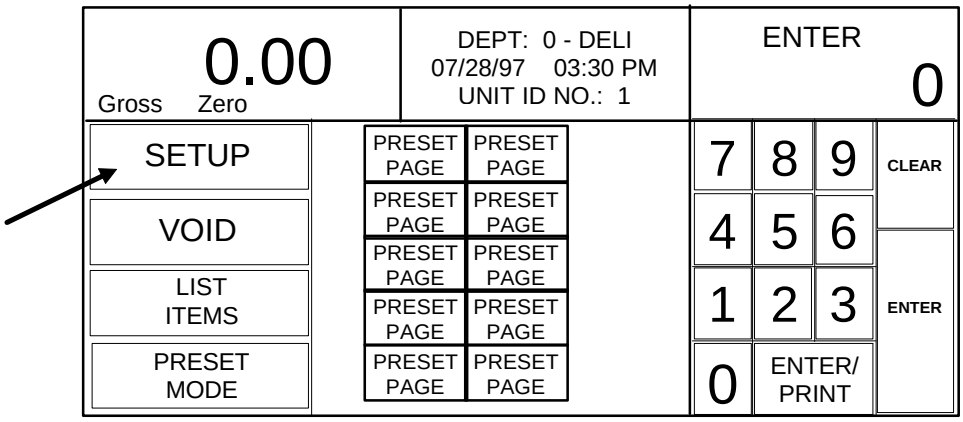


Figure 7-1 Numeric Entry Screen

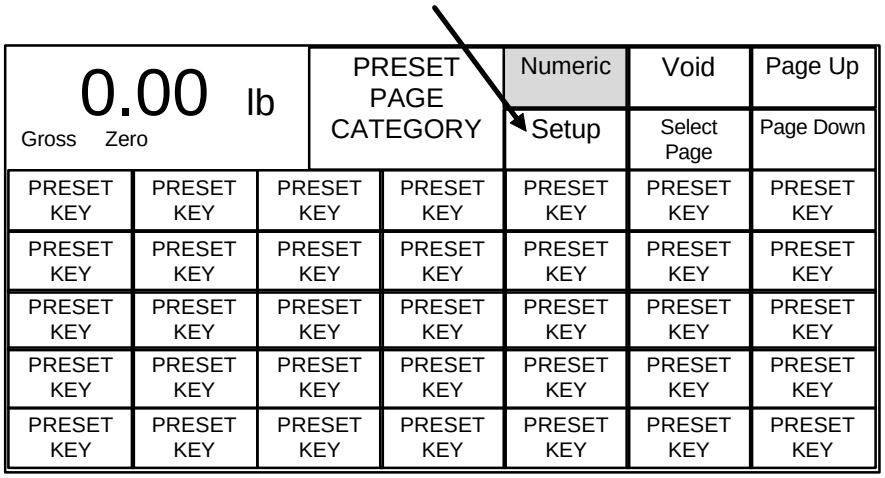


Figure 7-2 Preset Screen

After touching the ***SETUP*** key, the Choose Setup Mode window will appear. Touch ***UNIT*** to go to the Unit Setup screen and set up the satellite. Touch ***MASTER EDITOR*** to go to the Master Editor and configure the master and create or edit PLU data (see Master Programming Manual.)

After touching ***UNIT***, you may be asked to enter a password (Figure 7-3). Enter the password, or if no password has been programmed, just touch the ***ENTER*** key.

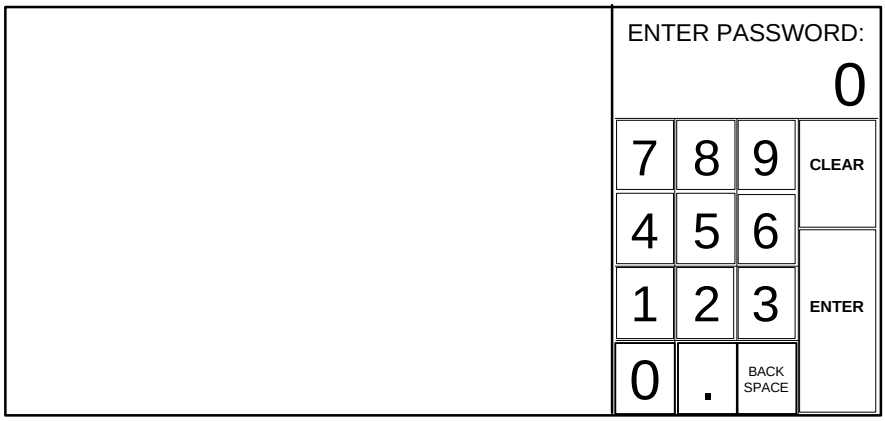


Figure 7-3 Password Entry Screen

Next, the Unit Setup screen will appear (Figure 7-4). Select the appropriate key and follow the instructions. Specifics on the setup functions are explained in later chapters.

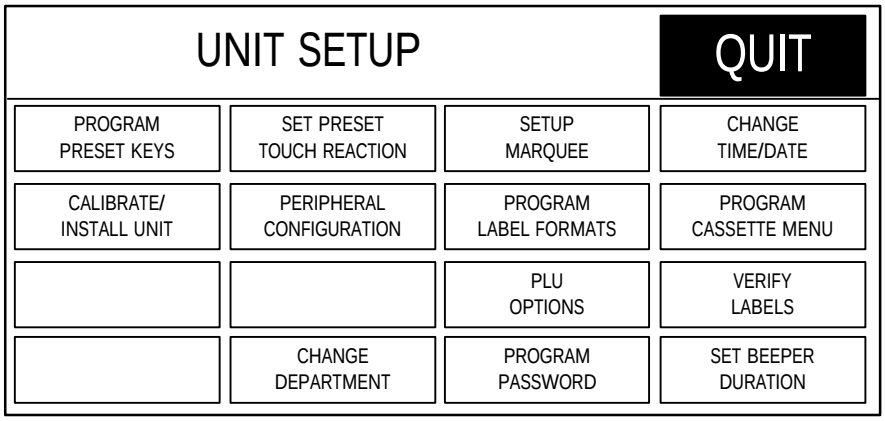


Figure 7-4 Unit Setup Screen

During setup, you may be presented with paging keys, as shown below. Use the keys to view all available options.

- ▲ To Top of List
- ▲ One Page Up
- ▼ One Page Down
- ▼ To Bottom of List

Preset Key Programming

From the Unit Setup screen, touch ***PROGRAM PRESET KEYS*** to bring up the PRESET PAGES edit menu (see Figure 7-5.) Each of the 10 pages shown can contain up to 35 preset keys.

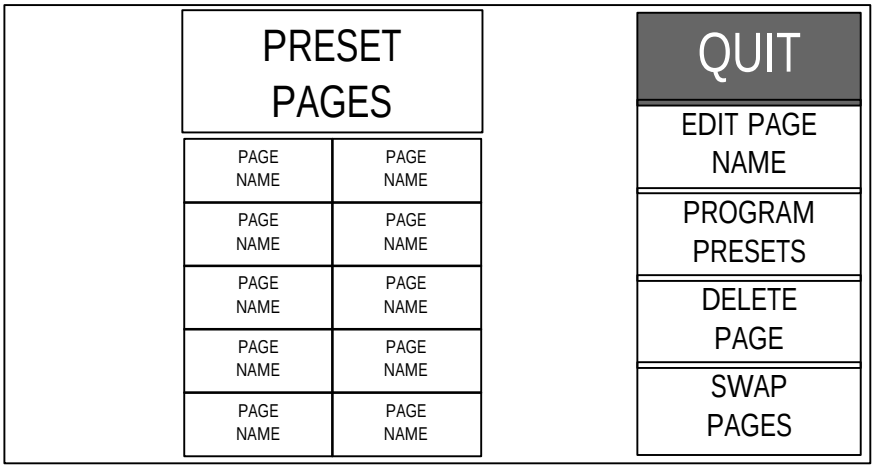


Figure 7-5 Program Presets Screen

To delete an entire Preset Page, touch the ***DELETE PAGE*** key, then touch the page key you wish to delete. Complete or cancel the deletion as prompted.

To swap preset page key positions, touch the ***SWAP PAGES*** key, then touch the first key you want to swap followed by the second key you want to swap.

To assign or edit the page name, touch ***EDIT PAGE NAME,*** then touch the key location you wish to use. Using the alphanumeric keyboard (Figure 7-6), type in the name. Use the ***BACKSPACE*** key to delete existing characters, or ***SHIFT BACKSPACE*** to delete a complete line. One line of 7-8 large characters or two lines of 10 characters can be displayed. To move to the second line, touch ***NEW LINE***.

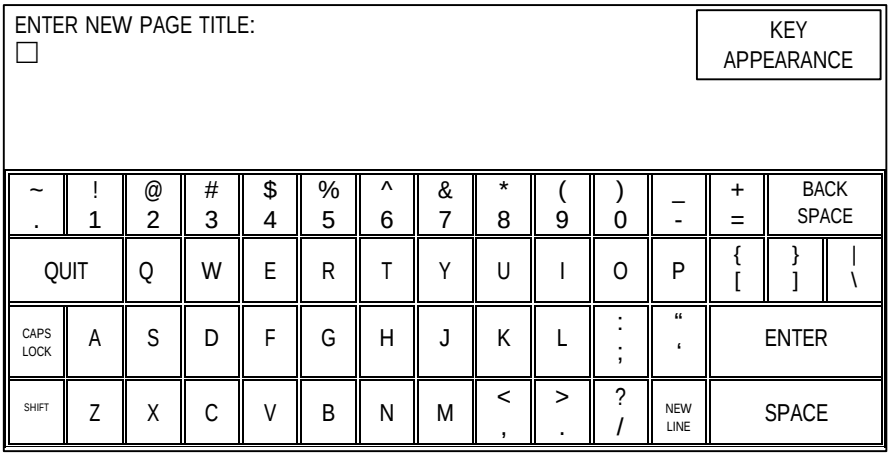


Figure 7-6 Alphanumeric Keyboard

To program PLUs into a page, touch ***PROGRAM PRESETS***, then touch one of the ten preset category keys. The Preset Menu shown in Figure 7-7 will then appear.

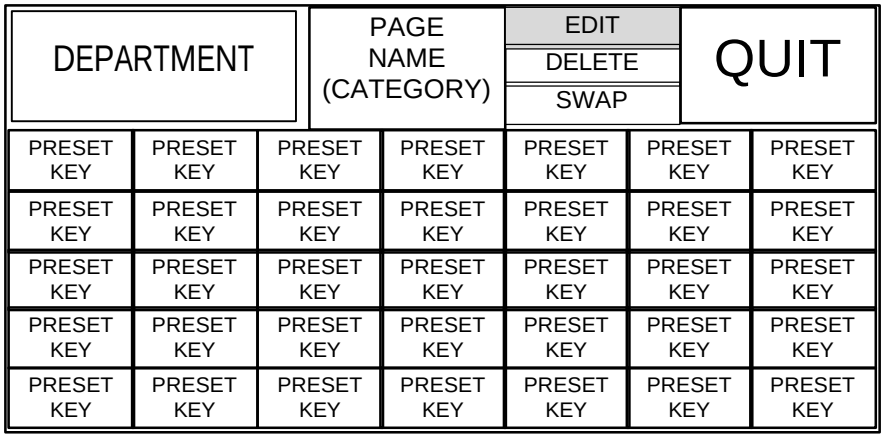


Figure 7-7 Program Presets Menu

To change the department that you are selecting PLUs from, touch the ***DEPARTMENT*** key (upper left corner). A list of the departments with descriptions will display. Page through the list to find the desired department and touch to select it.

To delete an existing preset key, touch ***DELETE*** (at the top of the screen) followed by the preset key you wish to delete. Complete or cancel the deletion as prompted.

To swap the key locations of two preset keys on the preset page, touch ***SWAP*** (at the top of the screen), then touch the first key you want to swap followed by the second key you want to swap.

To add a new preset key or edit an existing preset key, touch ***EDIT*** (at the top of the screen) followed by the preset key you wish to program. The numeric keyboard will display. To enter the PLU, type in the PLU number through the numeric keyboard, or touch ***LOOK-UP*** to generate a list of PLU numbers and descriptions from the current department. Page through the list of PLUs to locate the desired item and touch to select it.

The alphanumeric keyboard (Figure 7-8) will display and the preset key description for the item will show in the upper left hand corner of the display and in a box in the right hand corner. (The box in the right hand corner shows the key description as it will appear on the preset page while the text in the left hand corner shows the text with control codes on the top line.) The second line of text in the left hand corner is the description editor. On new preset keys, the preset key description will default to the PLU description.

Use the keyboard to edit the preset key description. The ***BACKSPACE*** key to erases one character at a time, and ***SHIFT BACKSPACE*** erases the complete line. Up to three lines of 12 characters per line are allowed. Touch the ***ENTER*** key when you are finished.

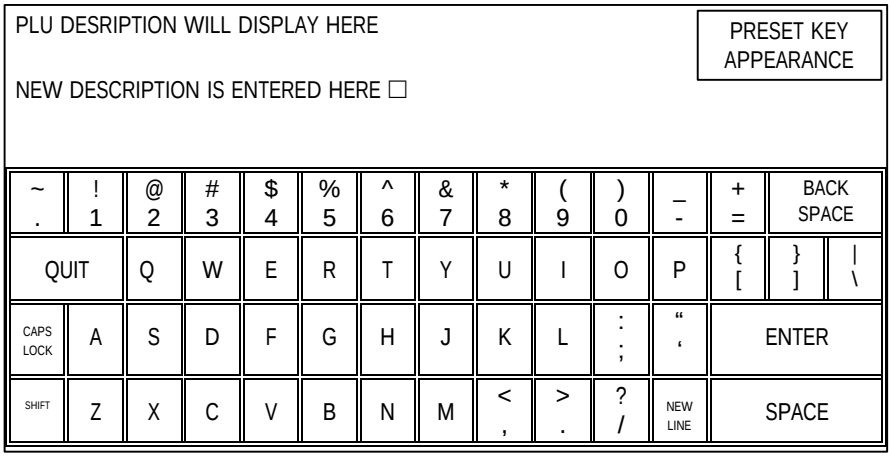


Figure 7-8 Alphanumeric Keyboard for Preset Keys

Preset Touch Reaction

From the Unit Setup screen, touch ***SET PRESET TOUCH REACTION*** to set how the preset keys react when touched in the Preset PLU entry screen. Assign the appropriate method by touching the corresponding box.

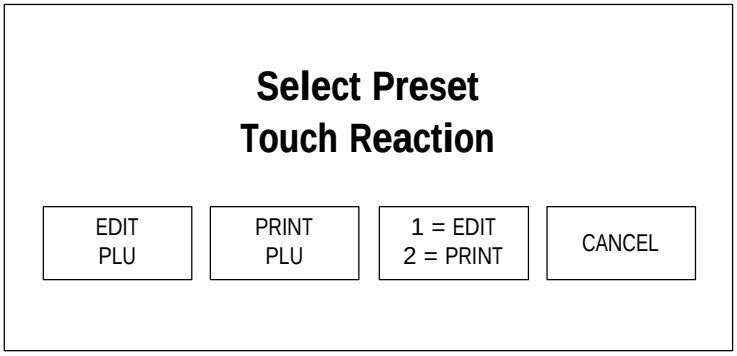


Figure 7-9 Preset Touch Reaction

EDIT PLU

When a preset key is touched it will calls up the PLU Edit screen, allowing user to make changes and then touch ***PRINT*** when ready.

PRINT PLU

When a preset key is touched it will call the PLU, automatically enter the print command and forgo the PLU Edit screen as long as the proper amount of weight is stabilized on the scale.

1 = EDIT/2 = PRINT

Touching the preset key once will call the PLU Edit screen, allowing user to make changes, then touch ***PRINT*** when ready, or touch the preset key twice in rapid succession to bypass the PLU Edit screen and print as long as the proper amount of weight is stabilized on the scale.

Setup Marquee

From the Unit Setup screen, touch ***SETUP MARQUEE*** to display the Marquee menu (Figure 7-10). All marquees shown on the Marquee menu will scroll when the marquee is active.

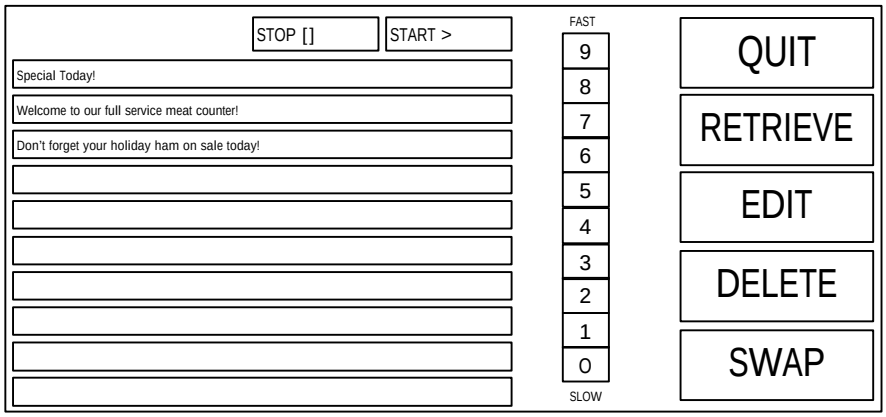


Figure 7-10 Setup Marquee Screen

Retrieve

To retrieve a marquee that was programmed at the master unit, touch ***RETRIEVE***, then touch any of the 10 boxes to the left. A screen will appear with the list of the Type 3 Action Codes from the master (see Master Programming Manual). Page through the list and touch the desired action code to select it. If no marquees (type 3 Action codes) were programmed at the master, you will receive a "NO MARQUEES AVAILABLE" message. Note: When you retrieve a marquee line from the master, you are copying it down to the local unit. Any changes made on the local unit will not affect the marquee stored in the master.

Edit

To edit an existing marquee (one that was retrieved or created locally) or create a new one, touch the ***EDIT*** key, then touch the marquee window you wish to edit. Type in the new message or edit the existing one. Touch ***ENTER*** when you are finished. (Note: Marquees created at the satellite are stored locally in each satellite scale and do not affect marquees programmed in the master unit.)

Delete

To delete a marquee, touch the ***DELETE*** key, then touch the window containing the marquee you wish to delete. Note: This deletes the marquees locally on this unit only and does not affect the master unit.

Swap

To swap the position of a marquee with another, touch the ***SWAP*** key, then touch the window containing the marquee you wish to move, followed by touching the window you wish to move it to.

0-9

To adjust the marquee scrolling speed, change the number in the FAST/SLOW column by touching the desired speed 0-9.

Start/Stop

To start or stop the marquee, use the buttons at the top middle of the screen. When the marquee is started it will appear in the upper right hand corner for your preview (as well as on the rear customer display). It will take a few seconds to start scrolling the marquee.

Line Spacing

To change the spacing between the marquee lines, touch the box to the right of the marquee line, then enter the number of spaces desired after the message with the numeric keyboard.

Change Time/Date

From the Unit Setup screen, touch ***CHANGE TIME/DATE*** to bring up the Time and Date menu (Figure 7-11). To make changes, touch the appropriate menu option window and follow the instructions indicated below.

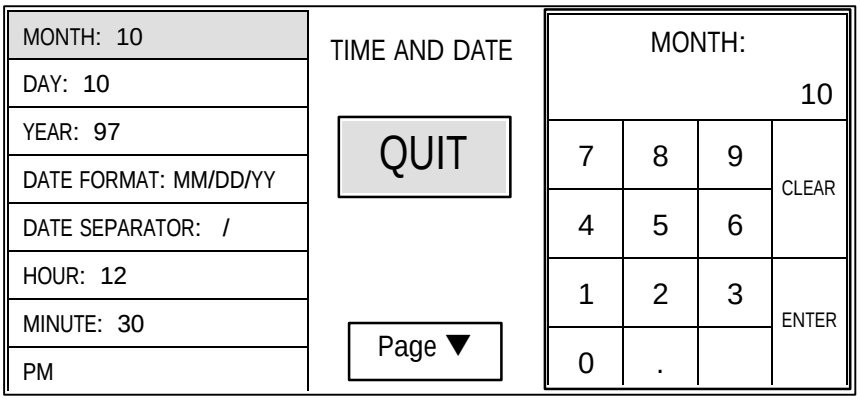


Figure 7-11 Change Time/Date

MONTH	Enter the current numeric month (1-12) through the numeric keyboard.
DAY	Enter the current numeric day (1-31) through the numeric keyboard.
YEAR	Enter the last two digits of the current year through the numeric keyboard.
DATE FORMAT	Select the date format (MM/DD/YY, DD/MM/YY, YY/MM/DD, or YY/Mon/DD) by touching the appropriate window.
DATE SEPARATOR	Choose the desired date separator (/, -, or .) by touching the appropriate window.
TIME FORMAT	Select either 12 or 24 hour formats.
HOUR	Enter the current hour (1-12) through the numeric keyboard.
MINUTE	Enter the current minute (00 - 59) through the numeric keyboard.
PM	Select the appropriate time period (AM or PM) by touching the appropriate window.
SEND TIME & DATE TO MASTER	(Touch Page ▼ to display this prompt) Touch this window, then ***SEND*** to send the time and date from this unit to the master unit.

Calibrate/Install Unit

These options are normally setup by the METTLER TOLEDO Representative at the time of installation and access may be restricted by a weights and measures seal.

Accessing the Calibrate/Install Menu

From the Unit Setup screen, touch ***CALIBRATE / INSTALL UNIT***. To simply view the current settings touch ***CONTINUE***. To modify the setup, depress the Satellite Setup Switch (CAL) located under the scale platter (Figure 7-12).

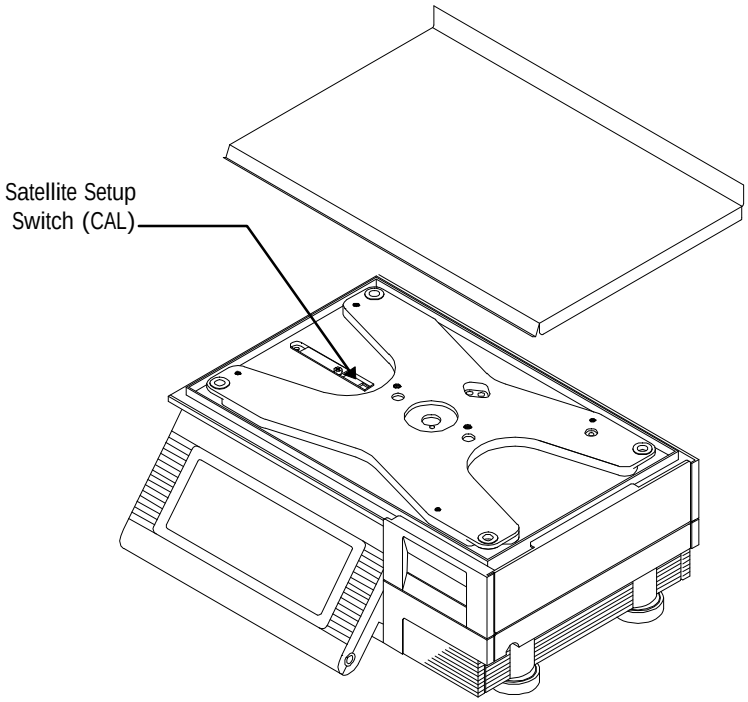


Figure 7-12 Satellite Setup Switch (CAL)

System Configuration Menu

After pressing the Satellite Setup Switch, the System Configuration Menu shown in Figure 7-13 will display. Touch ***Page▼*** to display more options.

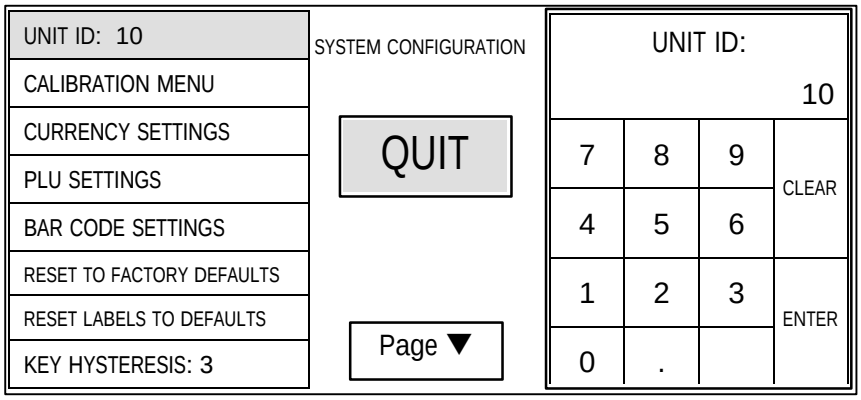


Figure 7-13 System Configuration Menu

Unit ID

The first selection on the System Configuration Menu is UNIT ID (Figure 7-14). The numeric keyboard will be available to change the current ID. The Unit ID number identifies the satellite in the TNET (master/satellite network) communication scheme. Every **Smart*Touch***™ satellite on the network must have a unique ID number between 1 and 30. (If the scale is off-line, or is not responding to commands, verify that the Unit ID is not duplicated and is within the range). Key in the number and touch ***ENTER***.

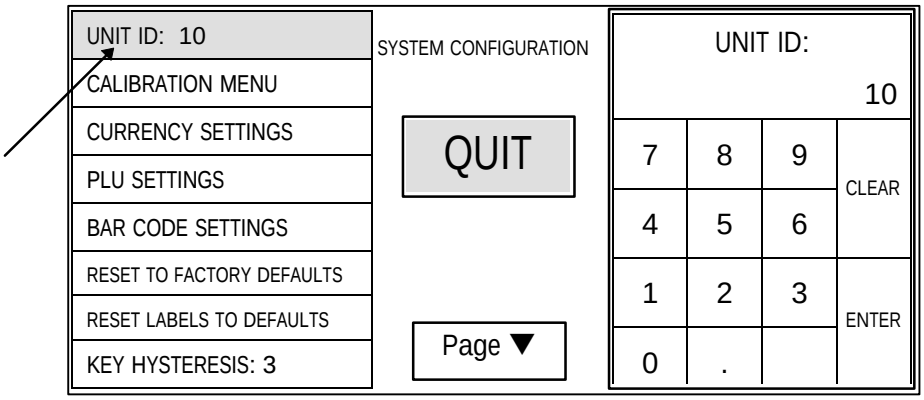


Figure 7-14

Calibration Menu

From the System Configuration Menu, touch ***CALIBRATION MENU*** then ***ENTER.*** From this menu you can select various weighing parameters and/or calibrate the scale. Explanations and default values for standard unit configuration are as follows:

LOAD CELL: YES
This menu option indicates whether a load cell (weighing device) is present in the unit. Most scales have a load cell. The load cell can be either internal or in a remote 8213 or 8270 scale base.

SCALE CAPACITY: 50.00
This menu option indicates the scale capacity.

INCREMENT SIZE: 0.010
This menu option determines the increment size.

WEIGHING UNITS: lb
Select the weight unit and build. **LB** selects 50 x .01 pound. **KG** selects 20 x .005 kilograms.

TARE WEIGHT LIMIT: 25.000
Limits the amount that can be tared. Lowering this value reduces the risk of an incorrect tare entry by making the tare weight limit equal to the maximum weight of containers used. (Note: kg tare limit is 9.995 kg).

MOTION SENSITIVITY : 1.00 div
Sets the motion sensitivity at which the scale will not print a label or continue. (If the weight is varying by more than 1.00 div, operation will wait for the weight to settle down).

MINIMUM PRINT INC: 20 div
Sets the minimum weight below which a label will not be printed.

MOTION READINGS: 5
Determines the amount of consecutive motion readings that are required to be within the motion sensitivity setting so the scale will print a label or continue.

CALIBRATE
Calibration of the scale. This should be performed only if calibrated test weights are available. To calibrate, touch ***CALIBRATE,*** then ***BEGIN***. Follow the screen instructions for zero calibration. Next place test weights on the platter, enter the test weight value, and touch ***ENTER***. (Minimum test weight value for span is 10 lb.)

AZM Rate 0.10 (d/sec)
Rate of Auto Zero Maintenance, which determines how often the Zero center of the scale is updated (in divisions per second). Leave the setting at the 0.10 default setting for most conditions.

Currency Settings

Touch ***CURRENCY SETTINGS,*** then ***EDIT.*** From this menu you can select currency settings for the scale. Following are the selections and the typical values for standard unit configuration:

CURRENCY INC: 0.01
This menu option determines the currency increment and decimal point position for all price fields.

CURRENCY SYMBOL: $
This menu option allows for the currency symbol (up to 3 characters) to be edited for all price fields using any alpha or numeric character on the keyboard.

PLU Settings

Touch ***PLU SETTINGS,*** then ***EDIT.*** From this menu you can select various PLU related parameters for the scale. Following are the selections and the typical settings for standard unit configuration:

PROTOCOL: SmartTouch
Set up the unit for operation with a **Smart***Touch*™ Master, or a 4/6 digit PLU type older Master (8305/8422/8423).

CALL BY ITEM: NO
Set up the unit to call the PLU by item number rather than the PLU number.

TARE FIELD TO USE: TARE1
Choose between the Tare1 or Tare2 fields (see Master Programming Manual). Tare1 is used by older products (8305/8422/ 8423/8427 4 or 6 digit PLU types) and by the 8460 when connected to an older master (8305/8422/8423.)

VOID AVAILABLE: YES
Enable or disable the void transaction function and key.

MANUAL MODE KEYS
Enable or disable pricing mode keys (***POUNDS FOR***, ***BY QTR***, ***BY HALF***) available for manual (off-line) operation of the unit. Select only those mode keys that are required or legal for your application. Touch the corresponding box to toggle YES/NO to make the option available or not available.

SERVICE MODE KEYS

Setup printing conditions (see below) in the Service mode (as opposed to the Prepack mode). Touch the key box to toggle YES/NO.

PRINT AFTER MOTION

Print when weight is applied and a motion to no-motion condition has occurred (weight must exceed minimum print increment value). Normally set to NO for Service Mode, YES for Prepack.

PRINT KEY ALWAYS ACTIVE

When set to "YES" the print key remains active and allows multiple Standard Pack or By Count labels to be printed when a PLU is called. When set to "NO" printing is only allowed once (unless with weight applied, a new motion, no motion condition occurs). Normally set to NO for Service mode, YES for Prepack.

PREPACK MODE KEYS

Setup printing conditions (see Service Mode Keys above) in the Prepack mode (as opposed to the Service mode). Touch the key box to toggle key YES/NO.

DEFAULT BY WT. MODE: SERVICE

Allows the user to establish the default mode for by weight PLUs. Choose the SERVICE, PREPACK, or LAST USED mode to be used each time a new By Weight PLU is called.

NAME ACCUMULATORS

Edit the names of the 5 accumulators selectable through the ***ACCUMULATOR*** key on the PLU screen to match the names at a **Smart***Touch*™ Master. The defaults are: Auto, Manual, Rewrap, Combo. and Inventory. The fifth accumulator, Inventory, is not available in 8422/23/8305 Masters. These names should match the names setup in the **Smart***Touch*™ master.

DEFINE ACCUMULATORS

Define the order and availability of accumulator types for Auto Price and Manual Price items. During operation, the user will have the ability to scroll through up to 5 accumulator types (depending on the choices made here). For Auto Price, the box immediately below contains the first Accumulator option and the remaining boxes below contain the four following options. To configure, touch the appropriate box to toggle through the accumulator options until the desired one is found, and continue until the desired number and order of accumulators has been set. Repeat this procedure for Manual Price.

Bar Code Settings

Touch ***BAR CODE SETTINGS,*** then ***EDIT*** to configure the Bar Code settings. The 8460 **Smart***Touch*™ can be setup to print either UPC or EAN bar codes. The Bar Code Settings selections are determined by the last item on the menu (***Bar Code Type***), which selects either **UPC** or **EAN** bar code symbols. When UPC is selected, only valid UPC settings will display. When EAN is selected, only valid EAN settings will display.

UPC Bar Code Setup

By Weight Bar Code

Select the By Weight bar code type. The default is 2. The selections are as follows:

- 0 Ten digit Item Number. (No price is encoded)
- 1 Not identified.
- 2 Random weight bar code with item number and total price encoded.
- 3 System 3 is used for drug and health items. Similar to type 0.
- 4 In-Store Marking is used for non-random weight items where a 6-digit item number and 4 digit price is encoded.
- 5 Coupons.
- 6 Similar to type 0. Used for non-random weight items.
- 7 Not identified.

By Count Bar Code

Refer to By Weight Bar Codes. (Default = 2).

Std. Pack Bar Code

Refer to by Weight Bar Codes. (Default = 2).

Random Weight Type

The random weight type is used to select the format of the bar code when types 2 or 6 are selected. Options include price check digit or zero, four or five digit price, etc. The default is 1. The selections are as follows:

Bar Code Format Symbol Legend:
N Item number Digits
C Price or Weight Check Digit
0 The number zero.
$ Total Price Digits.
# Weight Digits.
X Symbol Check Digit
D Digit

0	NNNNN C$$$$ X	(5-D Item/Price Check Digit/4-D Price)
1	NNNNN 0$$$$ X	(5-D Item/Zero Price Check/4-D Price)
2	NNNNN N$$$$ X	(6-D Item/No Price Check/4-D Price)
3	NNNNN $$$$$ X	(5-D Item/No Price Check/5-D Price)
4	NNNNN C#### X	(5-D Item/Wgt Check Digit/4-D Wgt)
5	NNNNN 0#### X	(5-D Item/Zero Price Check/4-D Wgt)
6	NNNNN N#### X	(6-D Item/No Price Check/4-D Wgt)
7	NNNNN ##### X	(4-D Item/No Price Check/5-D Wgt)

Run Total WGT type

Selects the format of the bar code when types 2/6 are selected. Refer to By Weight Bar Codes for available selections.

Manufacturer Num

This selection allows for a default five digit manufacturer number, when used with type 0, 1, 3 5, or 7 bar codes, replacing the first five MSD digits of the item number.

Hard 0 => PC/6 Digit Item => PC

When a PLU contains a command to turn off the price check digit, (Ex: Action Code 49), this selection determines what will print in the price check digit space. A hard zero or a 6-digit item number can be selected.

Barcode Type

Select UPC Barcode (Std. U.S.), or EAN for non-US Barcode applications.

EAN Bar Code Setup

EAN Bar Code Setup displays only when EAN Bar Code Type is selected.

EAN By weight Bar Code
Enter the ***EAN Flag 2*** digit to be used for by weight labels (0-9).

EAN By Count Bar Code
Enter the ***EAN Flag 2*** digit to be used for by count labels (0-9).

EAN Std. Pack Bar Code
Enter the ***EAN Flag 2*** digit to be used for standard pack labels (0-9).

By Weight Format
Selects the format of the By Weight bar code.

Bar Code Format Symbol Legend:
N Item number Digits
C Price or Weight Check Digit
0 The number zero.
$ Total Price Digits.
# Weight Digits.
X Symbol Check Digit
D Digit
PC Price Check Digit

0	NNNNN N$$$$ X	(6-D Item/4-D Price)
1	NNNNN $$$$$ X	(5-D Item/5-D Price)
2	NNNN$ $$$$$ X	(4-D Item/6-D Price)
3	NNNNN C$$$$ X	(5-D Item/PC Digit/4-D Price)
4	NNNNC $$$$$ X	(4-D Item/PC Digit/5-D Price)
5	NNNNN ##### X	(5-D Item/5-D Wgt)
6	NNNNC ##### X	(4-D Item/Wgt Check Digit/5-D Wgt)

By Count Format
Refer to By Weight formats.

Standard Pack Format
Refer to By Weight formats.

Run Total Format
Refer to By Weight formats.

Bar Code Examples

The 8460 **Smart***Touch*™ Satellite (V5+) is capable of printing both UPC and EAN bar code symbols. (Note: Versions 4 and earlier only print UPC.) Following are examples of UPC Type-2 and Type-0 bar codes, and EAN bar codes.. The bar code must be setup correctly to work with the store's scanner. In addition, the Type-2 bar codes include an optional price check digit that must match the scanner's settings.

Type 0 Bar Codes

The Standard Type 0 Bar Code is used for general grocery, drug, or other prepackaged items. The Bar Code provides the register with a 10 digit Item Number. This number is used for a lookup to retrieve the item's description and price. The symbol contains 12 digits. The first position from the left is always the Bar Code Type. Positions 2 through 11 (from left to right) are reserved for data, depending on the Bar Code Type that is in use for the PLU. Position 12, the last position on the right, is exclusively reserved for the Bar Code Check Digit. An example Type 0 Bar Code is shown in Figure 7-15.

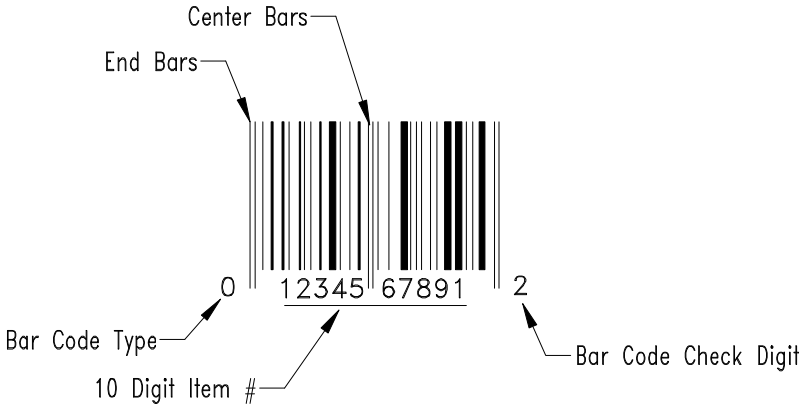


Figure 7-15 Standard Type 0 Bar Code

Type 2 Bar Codes

The Type 2 Bar Code is used when the product's total price may vary package-to-package, such as products sold by quantity, weight, etc. Since no standard total price can be set, the total price is encoded in the bar code symbol, along with the Item Number. When a Type 2 Bar Code is scanned, the Item Number is used to retrieve the product description. The Type 2 Bar Code allows for a six digit Item Number (with no price check digit) and a four digit total price to be encoded in the bar code symbol, as shown in Figure 7-16

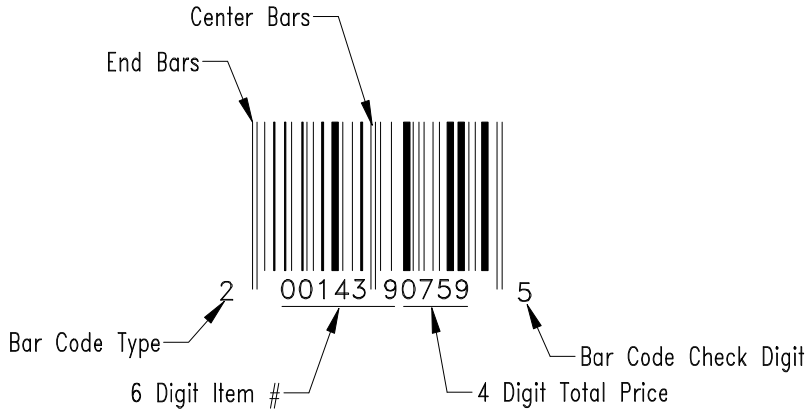


Figure 7-16 Type 2 Bar Code (No Price Check Digit)

A price check digit is also available as an option in the Type 2 Bar Code. The price check digit is used as a secondary check for the total price (only). When the Price Check Digit is enabled, it takes the place of the last position of the Item Number (right before the price), limiting the Item Number to five digits. The Price Check Digit will be positioned the first position to the right of the center bars, as shown in Figure 7-17. When the Price Check Digit is enabled, the Item Number will shift one position to the left.

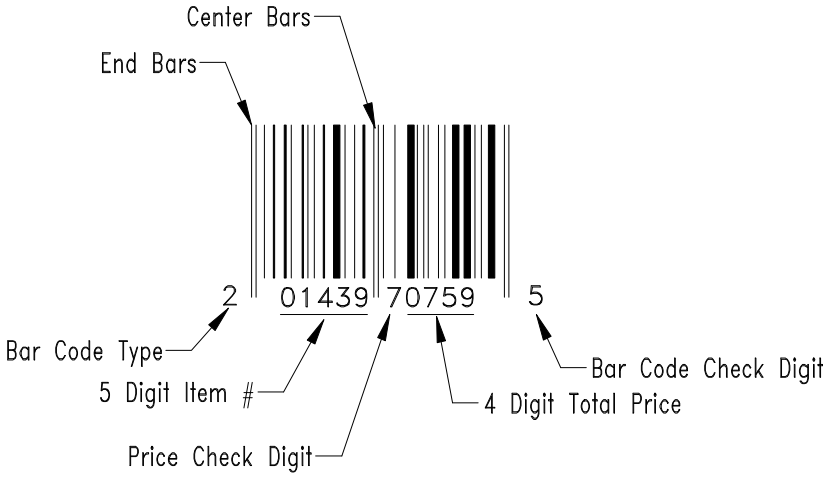


Figure 7-17 Type 2 Bar Code (Price Check Digit In Use)

UPC Bar Code Examples

UPC Type 0
10D Item (1234567891)
BC Check Digit (2)

UPC Type 2
5D Item (01439)
Price Check (0)
4D Price (1099)
BC Check Digit (2)

UPC Type 2
6D Item (001439)
4D Price (1099)
BC Check Digit (4)

UPC Type 3
10D Item (1234567890)
BC Check Digit (6)

UPC Type 4
10D Item (1234567890)
BC Check Digit (3)

UPC Type 5
10D Item (1234567890)
BC Check Digit (0)

UPC Type 6
5D Item (01439)
Price Check Digit (5)
4D Price (0619)
BC Check Digit (6)

UPC Type 7
10D Item (1234567890)
BC Check Digit (4)

EAN Bar Code Examples

EAN 26 Flag
4D Item (1439)
6D Price (001295)
BC Check Digit (6)

EAN 26 Flag
5D Item (14359)
5D Price (01295)
BC Check Digit (9)

EAN 26 Flag
5D Item (14359)
Price Check Digit (8)
4D Price (1295)
BC Check Digit (5)

Reset To Factory Defaults

Touch ***RESET TO FACTORY DEFAULTS,*** then ***RESET*** to reset (clear) all battery backed memory. ***Warning! All user programmed label formats, presets, backup PLUs, marquees etc. will clear and default label formats will replace any custom formats in the Cassette settings.***

Reset Labels To Factory Defaults

Touch ***RESET LABELS TO DEFAULTS*** (box will highlight), then touch ***RESET*** to reset (clear) all custom label formats and replace them with the default label formats in the Cassette settings. ***Warning! All custom label formats and cassette settings will be cleared!***

Key Hysteresis

Touch ***KEY HYSTERESIS,*** then enter the key hysteresis value through the numeric keyboard. The key hysteresis setting 0-10 pertains to any of the screens which have drag menus, where the key does not enter until the finger is removed. This setting provides an increased zone around a selected key so that if the finger is pulled away at an angle the chances of selecting a neighboring key is reduced.

View Error Log

This is a factory diagnostic tool and is not normally used by an operator. Touch ***VIEW ERROR LOG,*** then ***VIEW*** to view the error log. When in the view screen, touch the screen once to advance to the next page and then touch the screen again from the last page to exit the error screen.

Clear Error Log

Touch ***CLEAR ERROR LOG,*** then ***CLEAR*** to clear all the error log codes to 0. There is no confirmation screen to clear errors, so be certain that you want the errors cleared before touching ***CLEAR***.

Peripheral Configuration

From the Unit Setup screen, touch ***PERIPHERAL CONFIGURATION*** to display the DataBack menu (Figure 7-18) used to setup the AUX serial port located on the side of the scale. DataBack is a PC program used to back up scale setup (label formats, screens, etc.) on the satellite, and is available as METTLER TOLEDO Kit #0918-0027. The serial port setup of the scale and DataBack, must always match. Normally, the default settings do not need to be changed. DataBack defaults to the same values as the 8460. If changes are needed, however, touch the appropriate menu option window and follow the instructions below.

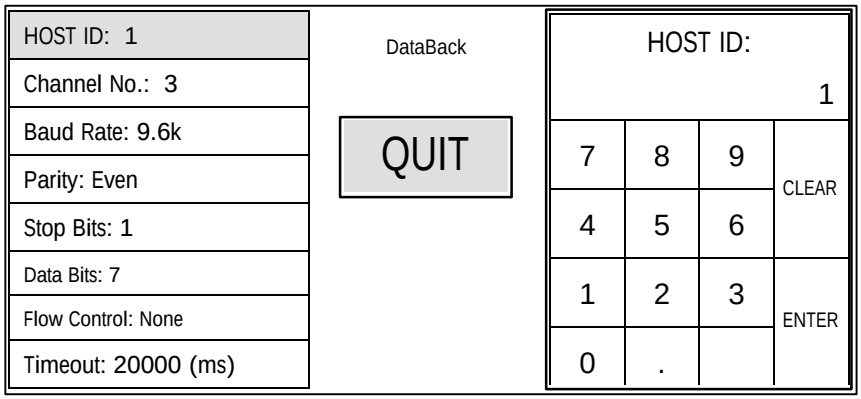


Figure 7-18 DataBack Setup

Host ID	Two digit ID. Must match DataBack.
Baud Rate	Default is 9.6k baud. Must match the baud rate in DataBack.
Parity	Default is EVEN for use with DataBack. Other selections are Even, Odd, Low, High, and Off
Stop Bits	Default is 1 for use with DataBack. Other selections are 1.5 and 2.
Data Bits	Default is 7 for use with DataBack. Other selections are 5, 6, and 8.
Flow Control	Default is None for use with DataBack. Other selections are XON/XOFF, and RTS/CTS.
Timeout	Default is 20000ms for use with DataBack.

Label Programming Quick Reference

This section is designed for quick reference covering basic steps in label format programming. For complete instructions, refer to the Label Format Programming Section. Remember to use the paging keys in all situations where a menu or list is presented.

- If you want to accept the default label formats for all label sizes:

  Do nothing.

- If the default label sizes and formats meet your needs, but you want to change which label format is assigned to a label type:

  Change Format Assignment

  In the unit setup screen, touch ***PROGRAM CASSETTE MENU***.

  Touch the label size you want to assign, then touch ***EDIT***.

  Touch the label type (By weight, etc.) you want to assign, then touch ***EDIT***.

  Touch the default label format you wish to assign.

  Touch ***QUIT*** repeated times until you return to the Main Screen.

- If the label sizes are acceptable, but you need to create a custom label format using a default label format as a starting point:

  Modify Default Format

  In the Unit Setup screen, touch ***PROGRAM LABEL FORMATS***.

  Touch an Empty box **[----------]**, then touch ***COPY DEFAULT***.

  Touch the label format default you wish to copy.

  !New Format! will be displayed in the box. Touch this box, then ***EDIT*** to edit the label.

  Touch the label format name (New Format), then touch ***EDIT***.

  From the keyboard, backspace over the name **!New Format!**, type in the new name, and touch ***ENTER***.

  The remaining boxes are entities on your label. Edit, add and delete items as desired.

  At any point in this process, touch ***TEST LABEL*** to see how your format looks.

When you are finished, touch ***QUIT*** repeated times until you return to the UNIT SETUP screen.

Change Format Assignment

Touch ***PROGRAM CASSETE MENU***.

Touch the label size you want to assign, then touch ***EDIT***.

Touch the label type (By weight, etc.) you want to assign, then touch ***EDIT***.

Touch the name of your new label format.

Touch ***QUIT*** repeated times until you return to the Main Screen.

- If the label sizes are acceptable, but you need to create a custom label format using an existing custom label format as a starting point:

Modify Custom Format

In the Unit Setup screen, touch ***PROGRAM LABEL FORMATS***.

Touch the existing format you wish to copy, then touch ***COPY CURRENT***.

!New Format! will be displayed in the last box. Touch this box, then touch ***EDIT***.

From the keyboard, backspace over the name **!New Format!**, type in the new name, touch ***ENTER***.

The remaining boxes are entities on your label. Edit, add and delete items as desired

At any point in this process, touch ***TEST LABEL*** to see how your format looks.

When you are finished, touch ***QUIT*** repeated times until you return to the UNIT SETUP screen.

Change Format Assignment

Next, touch ***PROGRAM CASSETE MENU***.

Touch the label size you want to assign, then touch ***EDIT***.

Touch label type (By weight, etc.) you want to assign, then touch ***EDIT***.

Touch the name of your new label format.

Touch ***QUIT*** repeated times until you return to the Main Screen.

- If the label sizes are acceptable, but you need to create a custom label format without copying an existing label (This is necessary for initial Nutrition Facts formats):

  Create Custom Format

  In the Unit Setup screen, touch ***PROGRAM LABEL FORMATS***.

  Touch an empty box [----------], then touch ***EDIT***.

  Touch the label format name (Name), then touch ***EDIT***.

  From the keyboard, type the new name, then touch ***ENTER***.

  The remaining boxes are entities on your label. Edit, add and delete items as desired.

  At any point in this process, touch ***TEST LABEL*** to see how your format looks.

  When you are finished, touch ***QUIT*** repeated times until you return to the UNIT SETUP screen.

  Change Format Assignment

  Next, touch ***PROGRAM CASSETE MENU***.

  Touch the label size you want to assign, then touch ***EDIT***.

  Touch the label type (By weight, etc.) you want to assign, then touch ***EDIT***.

  Touch the name of your new label format.

  Touch ***QUIT*** repeated times until you return to the Main Screen.

- If you need to create a different label size and a custom label format:

  Setup Cassette

  On the label cassette, turn the dial to the desired number for your new label size.

  Install the new labels.

  From the Unit Setup Screen, touch ***PROGRAM CASSETTE MENU***.

  Touch the box with the cassette wheel number for your new label size then touch ***EDIT***.

  Use ***Page ▼*** to get to the label parameters, and then touch to edit.

  When finished, touch ***QUIT*** repeatedly to return to the Unit Setup screen.

Create Custom Format

In the Unit Setup screen, touch ***PROGRAM LABEL FORMATS***.

Touch an empty box [----------], then touch ***EDIT***. (Or use one of the above methods to start with an existing format).

Touch the label format name, touch ***EDIT,*** then rename label.

The remaining boxes are entities on your label. Edit, add and delete items as desired.

At any point, touch ***TEST LABEL]*** to view your format.

When you are finished, touch ***QUIT*** to return to the UNIT SETUP screen.

Change Format Assignment

Touch ***PROGRAM CASSETE MENU***.

Touch the new label size you just created, then touch ***EDIT***.

Touch the label type (By weight, etc.) you want to assign, then touch ***EDIT***.

Touch the name of your new label format.

Touch ***QUIT*** to return to the Main Screen.

Label Layout Guide

The Label Layout Guide (Figure 7-19) is a transparent grid template which can be placed over the label to provide the programmer pixel coordinates to aid in entering label size. This guide, P/N 14021300A is available from METTLER TOLEDO Aftermarket.

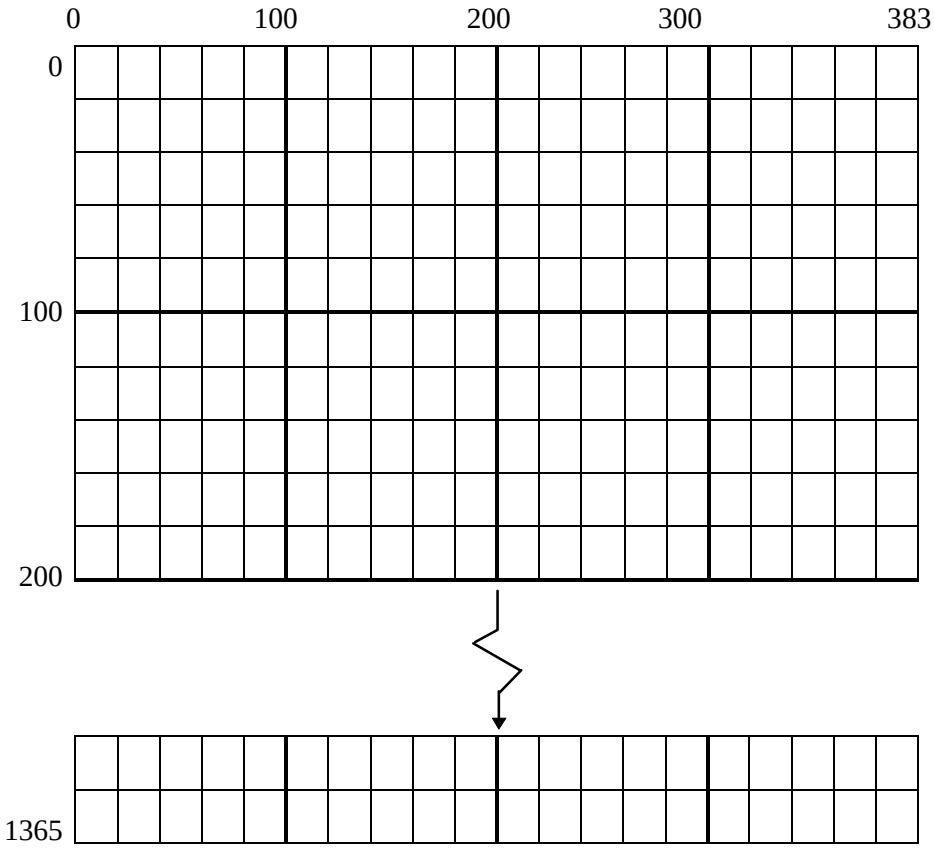


Figure 7-19 Label Layout Guide P/N 14021300A

The reference point (0,0) position of a field, legend, programmable text, graphics or graphics image is in the top left corner (with respect to the label). The reference point for the Nutritional Panels varies according to which label format is assigned in the PLU (see Table 7-1). For example, the Description field (large X's, top two rows of sample label) is placed approximately 15 rows down and 10 columns over on the label shown in Figure 7-20. The SOLD ON: (programmable text) is placed 110 rows down and 165 columns over.

Nutrition Facts Template	Reference (0,0) Point
Vertical Standard	Upper Left Corner
Vertical Simplified	Upper Left Corner
Linear Standard Portrait	Upper Left Corner
Linear Standard Landscape	Upper Right Corner
Tabular Simplified Landscape	Upper Right Corner

Table 7-1 Nutrition Panel Reference Points

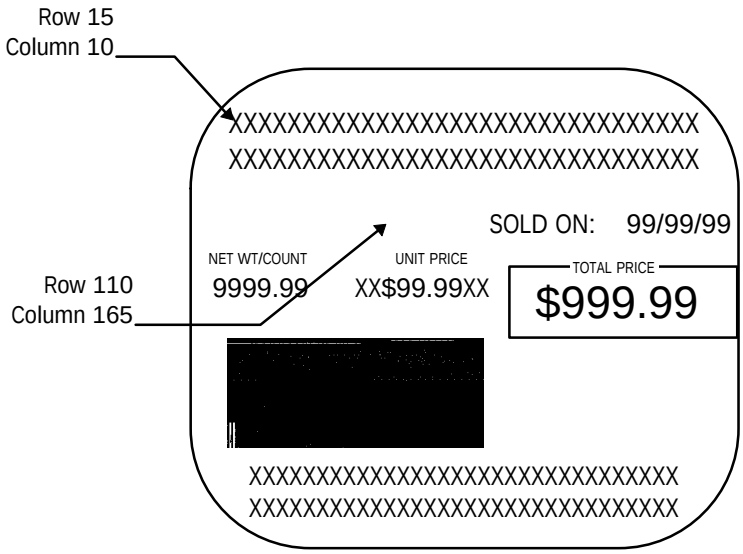


Figure 7-20 Sample Label

Program Label Formats

Before beginning a custom label format, check the label size and the Cassette Code wheel position. Also note that after you have designed the label, it will not print for any PLUs until you assign to the proper Cassette Position and PLU Type through the Program Cassette Menu.

Program Label Formats Screen

From the Unit Setup screen, touch ***PROGRAM LABEL FORMATS*** to advance to the Program Label Formats screen (Figure 7-21).

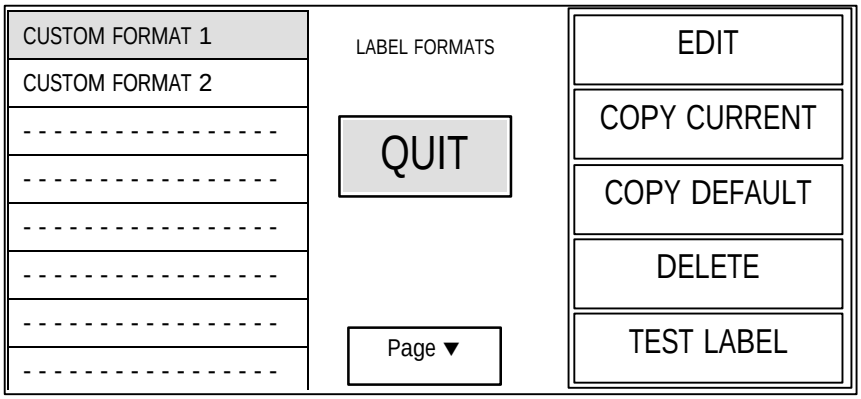


Figure 7-21 Program Label Formats Screen

Label Formats Screen Options

From the Label Formats screen, you can edit existing formats, create new formats, copy formats (default or custom), delete formats, and print test labels. The following keys are available on the Label Formats screen.

Edit

To edit an existing custom format, touch the format you wish to edit and then touch ***EDIT***. To create a new format from scratch, touch an unused window (one with dashes). It will then be highlighted. Touch the ***EDIT*** key to create the label, which will have no name. Advance to the next Section "Edit a Label Format" and immediately name your label.

Copy Current

To create a new format starting with an existing custom format, touch the format you wish to copy (it will be highlighted), then touch the ***COPY CURRENT*** key. An exact copy of this format with the name **!New Format!** will appear in the next available window. Touch the **!New Format!** Window, then ***EDIT*** to modify the label format. Advance to the next Section Editing a Label Format and immediately rename the label.

Copy Default

To create a new format starting with a default format, touch an empty window, then the ***COPY DEFAULT*** key. (If you touch a window that contains an existing label format, it will be overwritten). A menu of the 30 default menus will then appear. Touch the format you wish to copy. A copy of this format with the name **!New Format!** will appear in the window you touched. Touch the **!New Format!** window and then ***EDIT*** to modify the label format. Advance to the next Section Editing a Label Format and immediately rename your label.

Delete

To delete a custom label format, touch the label format you wish to delete and then ***DELETE***. You will then receive the message **DELETE FORMAT ARE YOUR SURE?**. Touch ***YES*** to delete and ***NO*** to continue.

Test Label

To print a test label, touch the label format you wish to view and then ***TEST LABEL.***

Edit a Label Format

From the Label Formats screen, touch the desired label format and then ***EDIT*** to edit label formats. The Label Setup screen will appear, as shown in Figure 7-22. (If it is a new format, all of the windows will be blank). The first window represents the name of the format, and the remaining windows represent fields on the label.

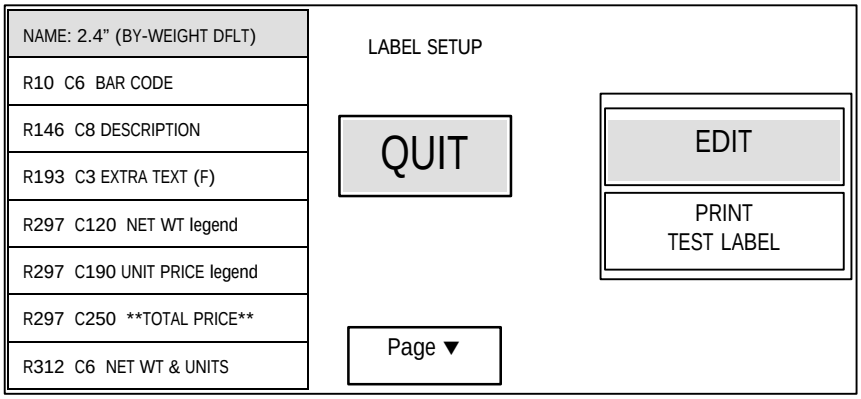


Figure 7-22 Label Setup Screen

The first thing you should do on new formats is rename your new format to avoid confusion. The name (first) row will be highlighted. Touch it and then the ***EDIT*** key to edit the name. For names that exist (including !New Format! rows), use the ***BACKSPACE*** key to delete the existing characters. Touch ***ENTER*** when done. The Label Setup screen will return, with the second row highlighted and different options on the right side of the screen (see Figure 7-23). You will now begin creating, editing, deleting, and inserting label entities. At any time, touch ***TEST LABEL*** to print a test label.

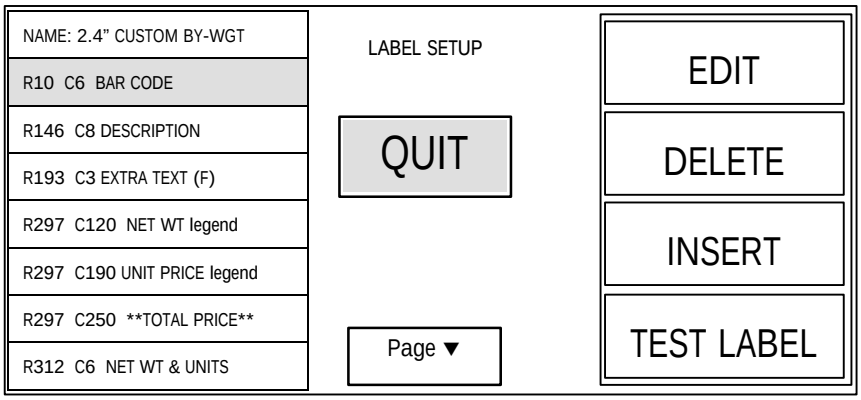


Figure 7-23 Editing Label Fields

Adding Entities

To add a new entity, touch a blank [----------] row, then touch ***EDIT***. The Field Setup screen will appear with the top window highlighted.

Edit Existing

To edit an existing entity, touch the row, then ***EDIT***. The Field Setup screen (Figure 7-24) will appear as in the figure below with the top window highlighted. The top row represents the entity (the type of field on the label), while the following rows represent physical parameters (location and size) of the entity. You can change any of the items on the list including the entity type (Field, Legend, etc.).

Delete Existing

To delete an existing entity, touch the entity row, then ***DELETE***. A **DELETE FIELD ARE YOU SURE?** prompt will appear. Touch ***YES*** to delete, or ***NO*** to continue. Any remaining rows below the deleted row will move up.

Insert New Entity

To insert a new entity , touch the row where the new entity should be added, then touch the ***INSERT*** key. If there is no empty row available, an error message will display.

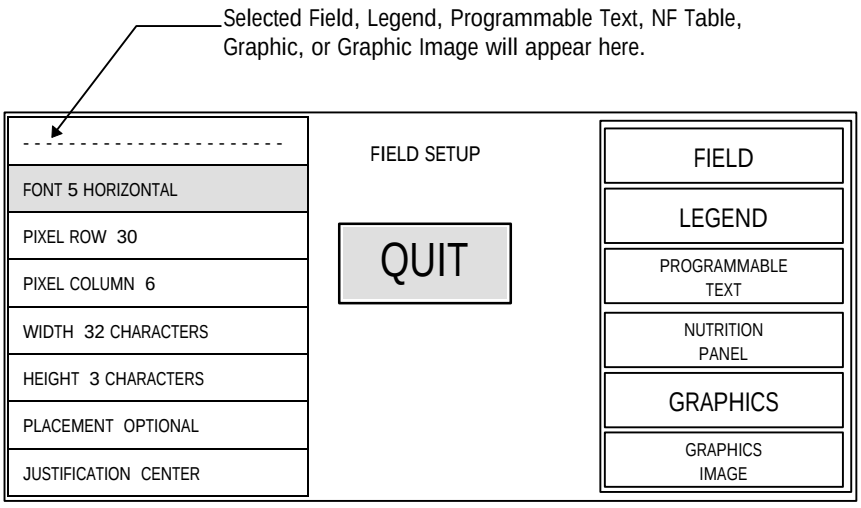


Figure 7-24 Field Setup Screen

To change the entity, touch the top row, then the Label Entity type you wish to choose from. Follow the instructions below for the Label Entity types to choose the entity.

Field

Fields represent data fields from the PLU that can be printed on a label. To select (or change) a field type, touch the top row, then the ***FIELD*** key. The list of available fields will display. Page through the menu to find the desired field and touch it to select.

Legend

A Legend is standard text that appears with fields as captions to explain them (i.e. "Unit Price", "Net Weight"). To select a legend, touch the top row, then the ***LEGEND*** key. The list of available legends will appear. Page through the menu to find the desired legend and touch it to select.

Programmable Text

Programmable Text can be a custom legend or a message to be printed on each label. To select or program text, touch the top row, then the ***PROGRAMMABLE TEXT*** key. A list of existing text entries will appear. To edit an existing text, touch the existing text, then ***EDIT***. To create new text, touch a blank row [----------], then ***EDIT***. When creating or editing text, an alphanumeric keyboard will appear. Make the changes, then touch ***ENTER*** to continue. Note: After the text is created or edited, it will still need to be selected. To select text, touch the desired text, then touch ***SELECT***.

Nutrition Panel

Nutrition Panels contain nutritional information in a standard template. There are several types of Nutritional Panel templates that can be assigned in the PLU (see the Master Programming Manual). To place a nutritional panel in your label, touch the top row, then the ***NUTRITION PANEL*** key. For nutritional panels, since the template is chosen in the PLU, only the location can be adjusted (Pixel Row and Column). The other windows are active but do not affect the Nutritional Fact panel. On standard vertical formats, the "Percent Daily Values are based….." footnote can be disabled in the panel by selecting the NF panel without footnote.

The Standard Vertical template and Simplified Vertical templates will print at the minimum font size allowed by the FDA. Multiple variable fields (NF and variable ET) can be used in the same label format. If a NF is formatted on both labels of a PLU with a NF that calls for two labels, the NF panel is only printed on the NF label, regardless of which prints first.

On die cut labels, all print positions are absolute. NF panels will be placed at the pixel row/column assigned. If the NF size increases and overwrites another field, the result will be a mixture of the two fields and will not be legible.

On continuous labels, the print position of fields in the format from the first field after the format name, up to and including the first NF or Variable ET, are absolute and will print in the row/column assigned. The

print position of all fields after the variable field are relative to the last row used by the variable field.

Example:

R10	C5	Description
R80	C250	Unit Price
R110	C250	Total Price
R110	C5	Standard NF, Small W/O Footnote
R120	C5	Extra Text (V)
R120	C5	Net Weight
R120	C5	Store Address

In the above example, if the format was used to print on die cut labels, the fields would print exactly in the row/column assigned. However, if continuous labels are used:

- The Description, Unit Price, Total Price, and NF template would print in the specified row/column.
- The Total Price would print below the Unit Price and next to the NF panel.
- The Extra Text would print 10 rows after the end of the NF panel.

Graphics

Simple Graphics can be added to your label. To program graphics, touch the top row, then the ***GRAPHICS*** key. The graphics types appear on the right side of the screen. Select the graphic type you want. The graphics boxes can have text inside of them, and text within the black box will be inverse video. To achieve this, place the text and the box location in the same place. In Graphics fields, the Font and Justification are active, but do not affect the graphics. For the Width and Height, the dimensions are in pixels. (1 Character = 1 Pixel, all lines are 1 pixel thick.) The adjustments necessary for each graphic type are shown in Table 7-2.

Type of Graphic	Adjustment Necessary
Horizontal Line	Row, Column, Length
Vertical Line	Row, Column, Height
Diagonal Line	Row, Column, Length, Height
Boxes	Row, Column, Length, Height

Table 7-2 Graphic Type Adjustments

Graphics Image

Graphics Images assigned to a PLU record can be printed on a label. To add a Graphics Image, touch the top row, then the ***GRAPHICS IMAGE*** key. You can only choose the location (pixel row and column) of the graphic image. All other keys will be active but do not affect the graphic image. Note that Graphics Images can not be scaled, their size is fixed when they are scanned in. (See Master Programming Manual, or the Intelli-Net manual for details).

To edit the Physical Characteristics (location and size), touch the window you wish to edit and then follow the instructions below.

Font

Select the font size from the right side of the screen by touching it. H1 - H7 are horizontal fonts and V1 - V7 are vertical fonts with V1 and H1 being the smallest fonts. Font 6 (Vertical or Horizontal) is a numeric font only. This characteristic does not affect Nutritional Panels, Graphics, or Graphics Images.

Using the 8460 LABEL LAYOUT GUIDE (section 6.8), determine the number of pixel rows down and pixel rows across you want this entity to appear on the label. To assign the columns and rows touch the appropriate window, enter the value, then touch <ENTER>.

Row/Column

Label entities can be programmed to overlap, but problems may occur. If only one of the overlapping entities exists, it will be printed, but if both are available, it is uncertain as to what will be printed.

Width/Height

The way the size keys are used depends on the type of field (see below). To adjust the size touch the appropriate window, enter the value, through the numeric keyboard.

For text entities (fields, legends, and programmable text), a default value will automatically enter. In some cases however, you may wish to limit or increase the number of characters (width) on one line, or the number of lines of characters (height). One application for changing the width is if

you wish to increase the characters to fill an entire row of the label and set the justification to center the field across the label. The main application for changing the height would be for multiple lines of extra text or to change the UPC symbol size.

For Nutritional Panels, the Width and Height keys do not affect the panel. The size of the panel is determined by the NF template chosen in the PLU. For reference, the size of the different Nutritional panel templates are listed below in Table 7-3. To know the exact size, you will need to know what Nutritional Panel templates are assigned to the PLUs. For details, see the Master Programming Manual.

Nutrition Facts Template	Width			Height			Reference (0,0) point
	Pixels	Inches	mm	Pixels	Inches	mm	
Vertical Standard	384	2.52	64	672	4.13	105.0	Upper left corner
Vertical Simplified	384	2.52	64	544	3.35	85.0	Upper left corner
Linear Standard Portrait	384	2.52	64				Upper left corner
Linear Standard Landscape				384	2.52	64.0	Upper right corner
Tabular Simplified Landscape	208	1.36	34.7	787	4.63	117.5	Upper right corner

Table 7-3 NF Templates

All values refer to templates with all required but without any voluntary information. If voluntary information is included, the dimension will be larger. Tabular Simplified Landscape can not include voluntary information.

For Graphics, the size defaults to 0,0. To make the graphic appear on the label, you must change the graphics size. The number of characters is measured in pixels. (1 Character = 1 Pixel).

For Graphics Images the Width and Height keys do not affect the image. The size of the image is fixed, and the image can not be scaled. If possible, you should determine the size of the graphics image before formatting your label. (For details on creating and loading graphics images, see the Intelli-Net manual or the Master Programming Manual).

Justification

Justification determines the horizontal alignment of the text within the defined cell. (The cell is defined through the Height and Width keys.) This is necessary because in different PLUs, the same field can be different lengths. For example, the PLU description defaults to a maximum of 32 characters, but it is typically less. Proper placement (column adjusted so that a full 32 characters would be centered) and size (width = 32 characters) of the description field with CENTER justification will center the description across the label whether it is short or long. To select the justification, touch the last row, then either ***LEFT***, ***RIGHT,*** or ***CENTER***. Justification does not affect Nutrition Panels, Graphics, or Graphics Images.

Assigning Cassette Position

When finished creating your custom labels, remember to assign them to the cassette position and label type, as described in the next section.

Program Cassette Menu

From the Unit Setup screen, touch ***PROGRAM CASSETTE MENU***. The display will show the Cassette Formats menu (Figure 7-25) with rows (0-7) which contain the name and the delivery method for each position of the code wheel on the label cartridge. This will be referred to as the label cassette position.

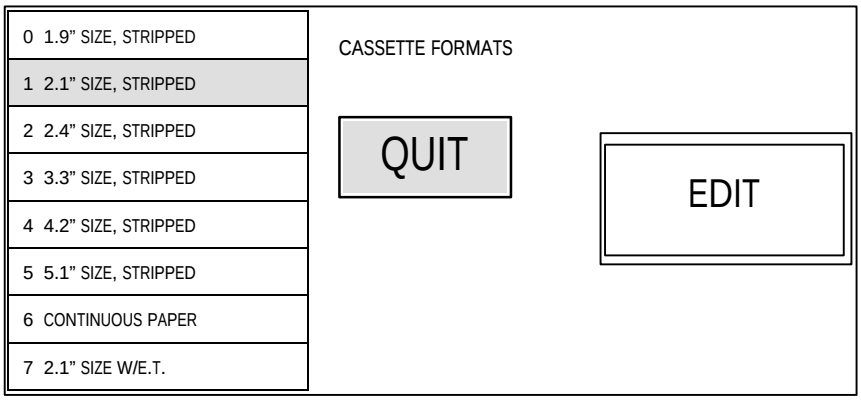


Figure 7-25 Program Cassette Menu

The highlighted menu row indicates the position of the code wheel on the installed cassette. To modify the set up for the highlighted cassette position, touch ***EDIT***. To select another cassette position, (For example: *6*

CONTINUOUS PAPER) touch the row you wish to set or change. When the selected row is highlighted, touch ***EDIT***.

The Cassette Setup menu (Figure 7-26) will then appear. The first row contains the cassette position name. Following rows contain label types assigned to pricing modes and label parameters that describe the physical characteristics of the labels.

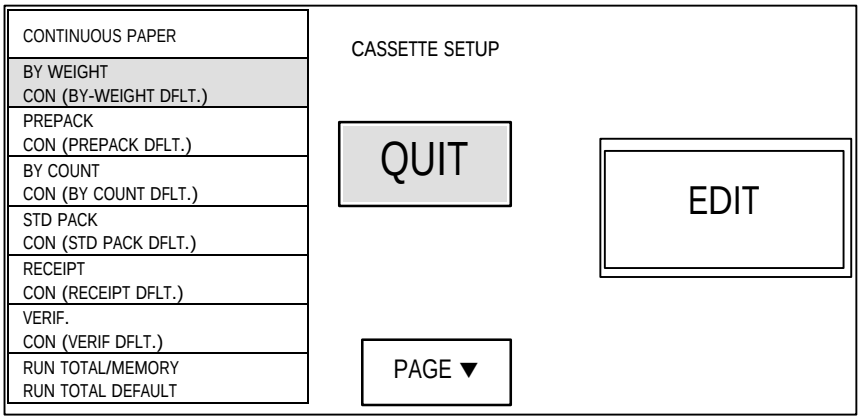


Figure 7-26 Cassette Setup Menu (Page 1)

To edit the cassette position name, touch the top row on the first page of the Cassette Setup menu, then touch ***EDIT***. Edit the name using the alphanumeric keyboard. Touch ***ENTER*** when finished. Note: The cursor is at the end of the existing name and the backspace key (or Shift-Backspace) must be used to erase the existing name.

The next several rows (BY WEIGHT through NF LABEL FORMAT) represent the different PLU or special report label types for the size of label chosen. Touch any of these label type rows and ***EDIT*** to obtain the menu of available formats with the selected format double boxed. Page through the menu and touch the desired format. Note that the first formats (up to 30) will be the custom designed formats and the last 30 formats will be default formats present in every scale. Note: The *NF LABEL FORMAT* will only print if the PLU has a non-zero NF Number (refer to the Master Programming Manual) and the Nutrition Facts Record specifies two labels (Master Programming Manual).

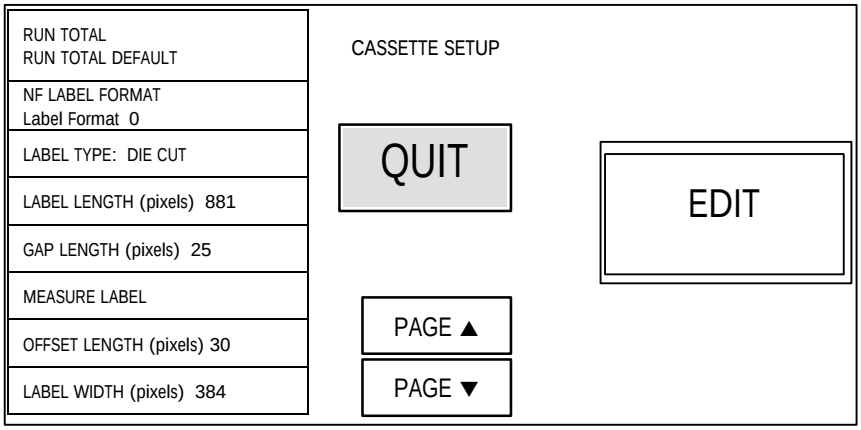


Figure 7-27 Cassette Setup Menu (Page 2)

The rows beginning with the third row of page 2 (Figure 7-27 Label Type through the end) are label parameters that describe the physical characteristics of the label. To edit them, touch the desired parameter and follow the instructions. Normally, these parameters would only be edited when a new label size or type is defined. The label parameters are described below:

Label Type

Touch ***DIE CUT*** or ***CONTINUOUS*** based on label type used. Die Cut labels are individual labels which can be setup to feed out stripped from the liner and picked one at time, or feed out un-stripped with the liner backing paper and stripped off by hand later when needed. Continuous is one continuous strip of paper which feeds out stripped from the liner and labels are torn off one at a time. When printed information varies in length (such extra text ingredients, cooking instructions etc.) use of continuous paper allows label size to vary in proportion to the space required for the extra text.

Label Length/Gap Length/Measure Labels

Touch ***LABEL LENGTH*** or ***GAP LENGTH*** to enter in the number of pixels equal to label length or gap length through the numeric keyboard. Touch ***MEASURE LABEL*** then ***MEASURE*** which will feed the label through the printer and automatically enter the label length and gap length in pixels.

Offset Length

Offset length is the distance the label needs to travel from the printhead to the edge of the stripper bar, which provides sufficient stripping without feeding the label off completely. Usually the "Store Address" line field is printed in the offset region. Information in the offset area is printed on the label following the one currently being printed. Printed fields that infringe upon this region may get chopped off or produce a mirrored effect. A sufficient number of pixel rows must be maintained in the label format to prevent this from happening. Typically the offset value should be between 14-20 pixels (stripped labels) 18-38 pixels (un-stripped labels). Enter in the number of pixels through the numeric keyboard.

Label Width

Enter in the number of pixels equal to label width through the numeric keyboard. Entering in the correct label width will act as an aid in programming custom formats as the system can provide feedback when input on field size exceeds the width of the label. Standard METTLER TOLEDO labels are 384 pixels wide.

Delivery

Touch ***STRIPPED*** if you intend to receive the labels one at a time stripped from the liner backing paper. This mode enables the label taken sensor which prevents a subsequent label from feeding until the currently printed label is taken from the unit. Touch ***UN-STRIPPED*** if you intend to receive the label in a batch un-stripped from the liner backing paper (this mode disables the label taken sensor). Note: Default label formats are specified assuming stripped delivery. The label format and/or cassette parameters may need to be modified for unstripped delivery.

Gap Sensor Adjust

The Gap Sensor Adjust determines the (0,0) pixel reference on the label. Decrease the number of pixels to raise the image higher on the label and increase to lower the image. Enter in the number of pixels through the numeric keyboard.

PLU Options

From the Unit Setup screen, touch ***PLU OPTIONS*** to select interlocks to allow/prevent manual overrides, enable/disable key functions, and set By Count Auto Clear. Touch the boxes to toggle the condition from YES to NO (yes meaning manual override is allowed) or AVAILABLE to NOT AVAILABLE. Default selections are shown below in Figure 7-28.

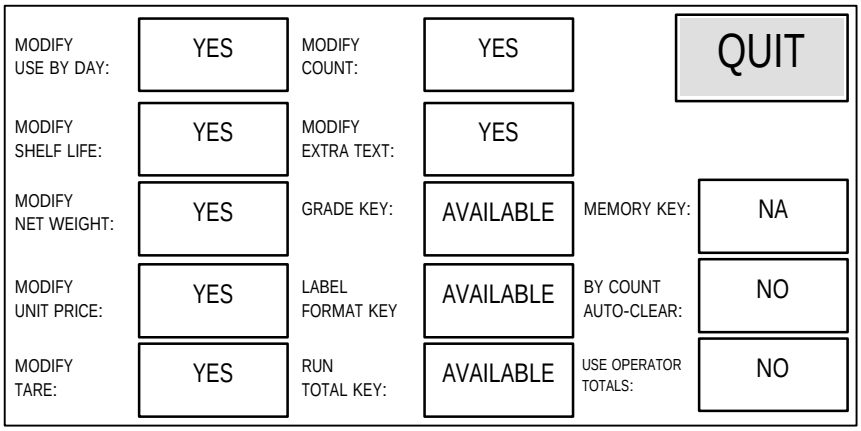


Figure 7-28 PLU Options Menu

Notes:

The Memory Key toggles between:

- **NA** - Not Available. No Memory Key or function available.
- **LOCAL** - Local memory available. The ***Ent/Mem, Subtotal,*** and ***Print Mem*** keys will be active.
- **Department** - The department selection is also known as *roving operator* and allows an operator to use multiple scales in a department for the memory function. Using the Department settings requires operator numbers that must be setup in the **Smart***Touch*™ master. When Department memory mode is selected, the ***Ent/Mem, Subtotal,*** and ***Print Mem*** keys will be active.

Operator Totals allow totals to be recorded for up to 30 operators per department. Up to 30 operators may be defined by number and name in the **Smart***Touch*™ master.

Verify Labels

From the Unit Setup screen, touch ***VERIFY LABELS*** to print verification labels for all selected items in a department. To make changes, touch the appropriate menu option and follow the instructions (Figure 7-29).

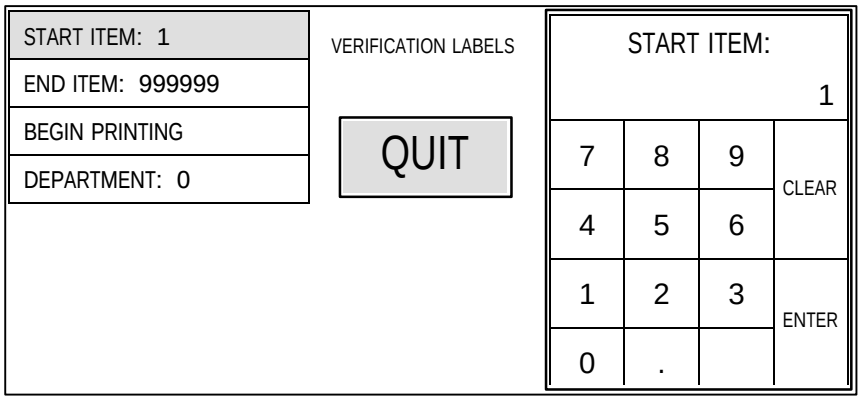


Figure 7-28 Verify Labels Screen

Start Item

Enter the beginning of the range of PLU numbers via the numeric keyboard.

End Item

999999 - Enter the end of the range of PLU numbers via the numeric keyboard.

Begin Printing

Touch this option, then ***BEGIN*** to begin the printout. To stop the printout in progress, touch the screen.

Department

Touch ***SELECT*** to generate a list of departments. Page through the list and touch the desired department to select it.

Change Department

From the Unit Setup screen, touch ***CHANGE DEPARTMENT*** to display a menu showing all departments and their descriptions. The current department will be double boxed (Figure 7-30). To select a new department, page through the menu to find the desired department and touch it. To exit without changing the department, touch ***QUIT***. The department information is updated from the master when a new department is selected.

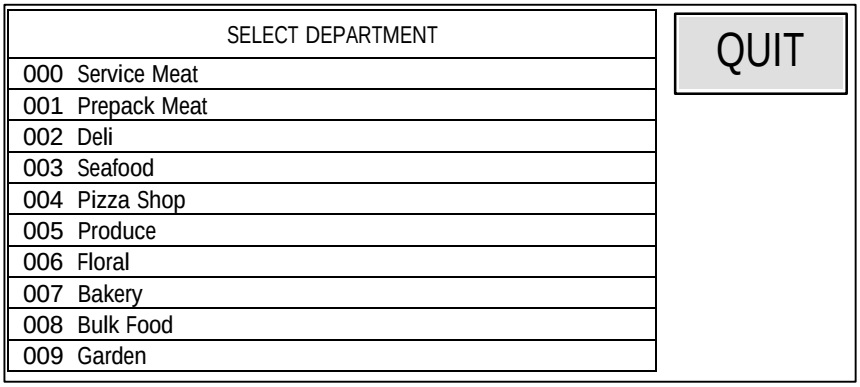


Figure 7-30 Select Department Screen

Program Password

From the Unit Setup screen, touch ***PROGRAM PASSWORD*** to change the password (Figure 7-31) limiting access to the Unit Setup Screen. Type in the new 1-4 digit password number, then touch ***ENTER***. To disable the password function, touch ***CLEAR***.

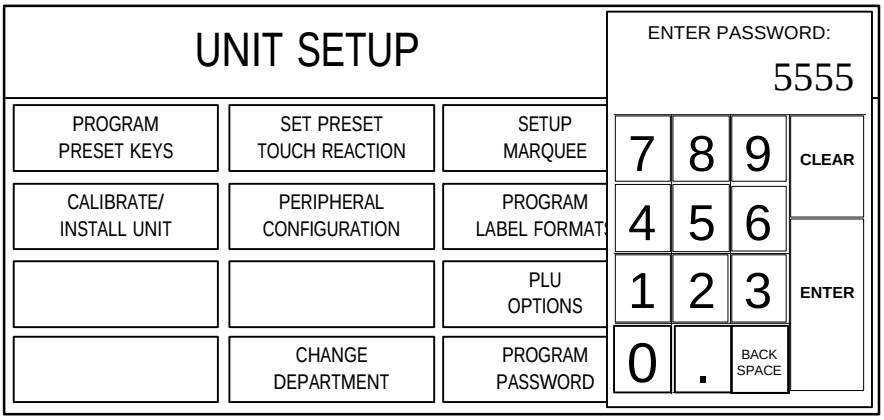


Figure 7-31 Program Password Screen

Set Beeper Duration

From the Unit Setup screen, touch ***SET BEEPER DURATION*** to display the numeric keyboard (Figure 7-32). Type in a value (1-10), with 1=no beep and 10=long beep, then touch ***ENTER***.

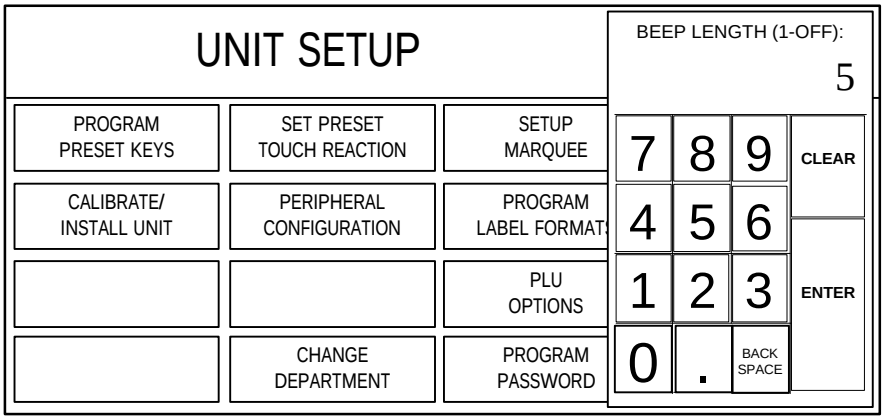


Figure 7-32 Set Beeper Screen

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