

PROGRAMMING

Wayne Nucleus® XPe
Chevron
Software Release 5.x
P/N 002-920494 Rev. G

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Dresser Wayne, Dresser, Inc.
3814 Jarrett Way, Austin, TX 78728
Telephone: (512) 388-8311
Fax: (512) 388-8355

Wayne Nucleus XP
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Programming
User Reference
Software Rel. 5.x

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1 INTRODUCTION

Nucleus is an operation and management system that controls fuel and general merchandise sales. The system supports a maximum of 24 fueling points and 24 Customer Activated Terminals (CATs). Nucleus uses an Ethernet link for system communication and a satellite for communication with the credit card network.

2 NUCLEUS EQUIPMENT

The system is built around the following:

- Store Controller
- Up to 8 Indoor Processing Terminals (IPTs)

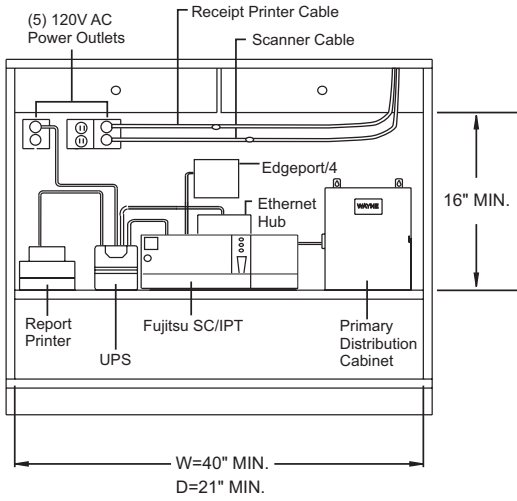
Each Nucleus IPT supports the following peripheral equipment:

- Touchscreen
- Cash Drawer
- Receipt Printer
- PIN Pad (ICAT)
- Customer Display Unit (CDU)
- Report Printer (Store Controller)
- UPS
- Bar Code Scanner (optional equipment)
- Satellite Communications (Store Controller only)
- QWERTY keyboard (used for configuration and programming only)
- Mouse (used for configuration and programming only)

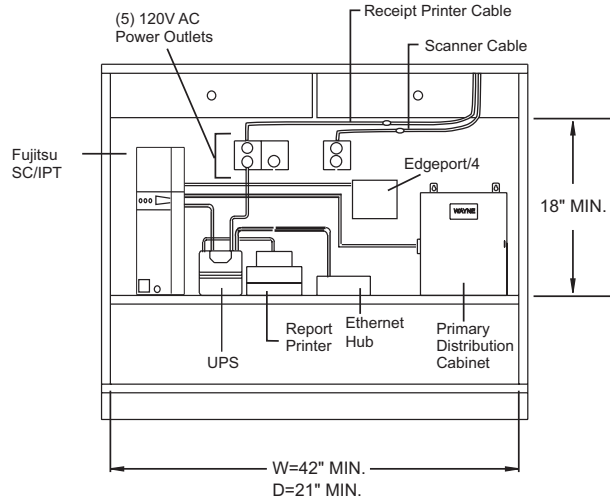
NOTE: Access pathways to all windows included in this manual are specified in bold.

Become familiar with the Nucleus components in the following diagram.

OPTION #1



OPTION #2



OPTION #3

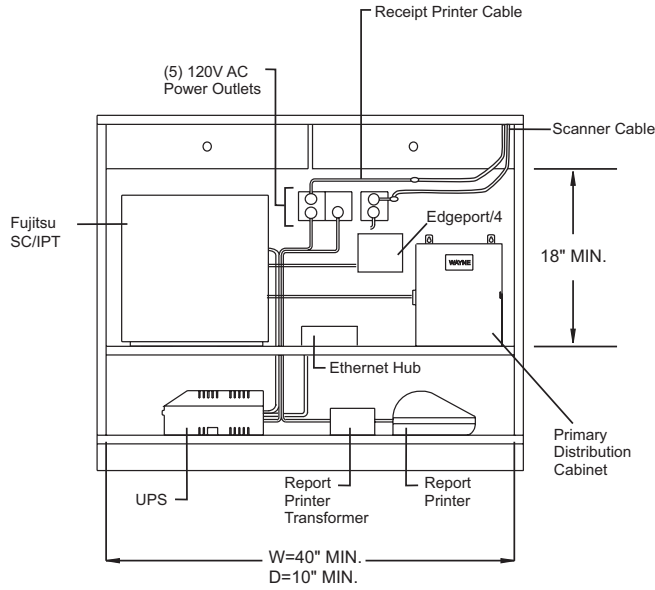


Figure 2-1 Nucleus Hardware Components (Under Counter)



Figure 2-2 Nucleus Hardware Components (Above Counter)

3 NUCLEUS PROGRAMMING MAP

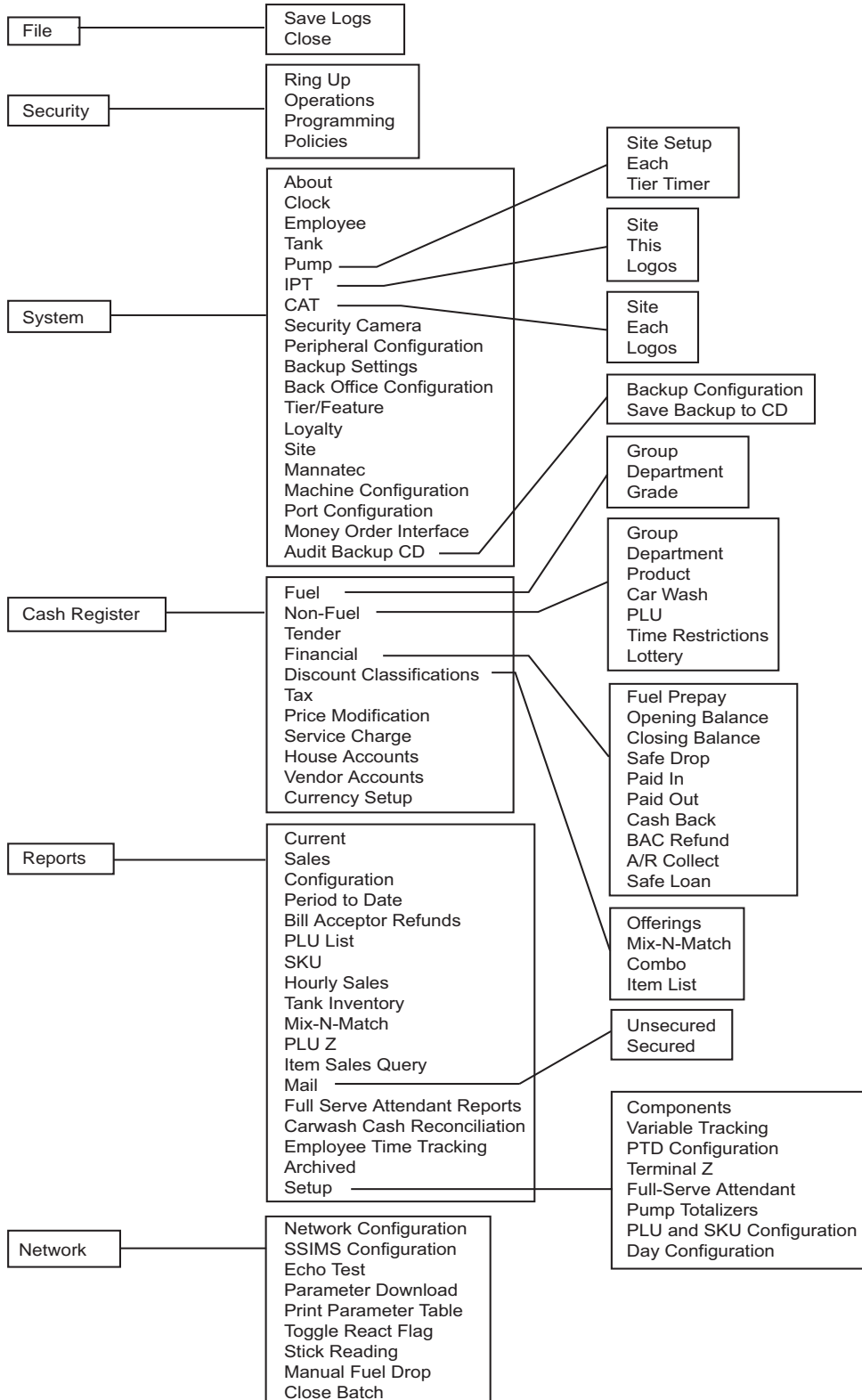


Figure 3-1 Nucleus Programming Map

4 PROGRAMMING OVERVIEW

This chapter contains information about programming the Nucleus system. The programming instructions are presented in the same order that they are shown in the programming menus.

The management and programming functions are accessed from the Indoor Payment Terminal Touchscreen (IPT) or from a QWERTY keyboard. The IPT is the terminal from which a person may control the activities of the Nucleus system. The QWERTY keyboard is used to enter any text required in certain programming selections.

5 MAKING PROGRAMMING SELECTIONS

Access programming menus from the Operation Screen using the IPT. See the following screen in Figure 5-1.

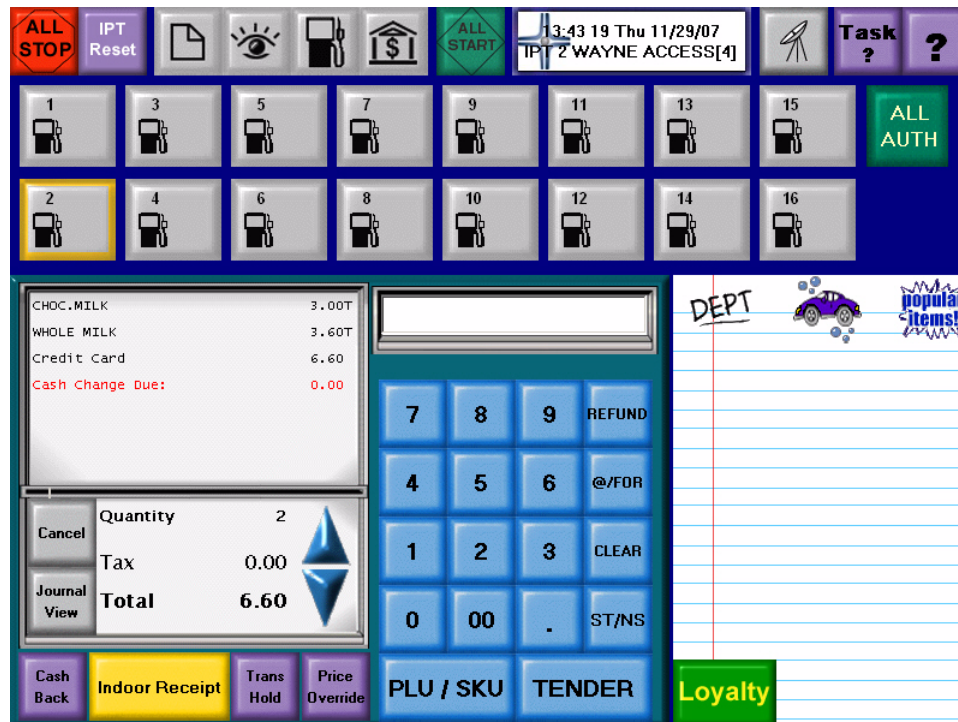


Figure 5-1 Operations Screen



CAUTION

Wayne recommends performing all programming changes to the Nucleus system on the Store Controller /IPT 1. Accessing the database and making changes to the database from more than one IPT at a time can yield unpredictable results.

The ability to make programming changes to the system is limited by pre-programmed security levels assigned to the user. This screen is displayed when the system is operating normally and a cashier is logged onto the system. From this screen, you can access the various system management and programming menus.

5.1 Accessing Programming Menus from the IPT

For ease of use, the remainder of this document will reference different areas of programming assuming that the user is already at the Programming Access window. Command pathways will be listed in each example as beginning from the Programming Access window.

NOTE: Throughout this manual examples of programming screens will be shown that will have some areas grayed out. This is an indication of a function that is not supported in the present configuration.

1. To access the Programming Access window, touch the **Nucleus Button** on the IPT touchscreen.

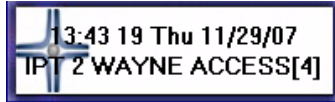


Figure 5-2 Nucleus Button

2. The Nucleus button pull down appears after you touch the Nucleus button. Touch the **Programming** option.

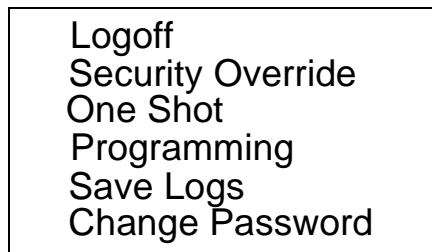


Figure 5-3 Nucleus Button Pull-down

3. The Programming Access window will appear. See Figure 5-4.



Figure 5-4 Programming Access Window

The Programming Access window is the access point for system programming. Command pathways used in the remainder of the document will assume that the user is already at this window.

4. Touch or use the mouse to select any of the choices displayed above to enter that area's programming. Continue touching/selecting menu options until you access the programming window that you want to program.

Example: **System > Pump > Each > Modify** will take the user to the Pump Options window.

5.2 Accessing Menus Using the QWERTY Keyboard

1. To access menus on a system with the QWERTY keyboard attached, touch the Nucleus button on the IPT. Select Programming to display the window shown above.
2. Once in the administration level, you make selections at the Programming Access Window by pressing the appropriate alphabetic (alpha) key on the QWERTY keyboard while holding down the **ALT** key. The alpha key for the command is underlined in the name of the function in any of the programming screens. (For example, the F in the File function and the S in the Security function in Figure 5-4.)
3. Navigating through the remainder of the programming screens using the QWERTY keyboard does not require that you hold down the **ALT** key to select menu items. Simply press the alpha key to access these screens.

5.3 File Function Pulldown

To see the main selections under the File pull-down, hold down the **ALT** key and press **F**. The system displays the Save Logs and Close selections. See Figure 5-5.

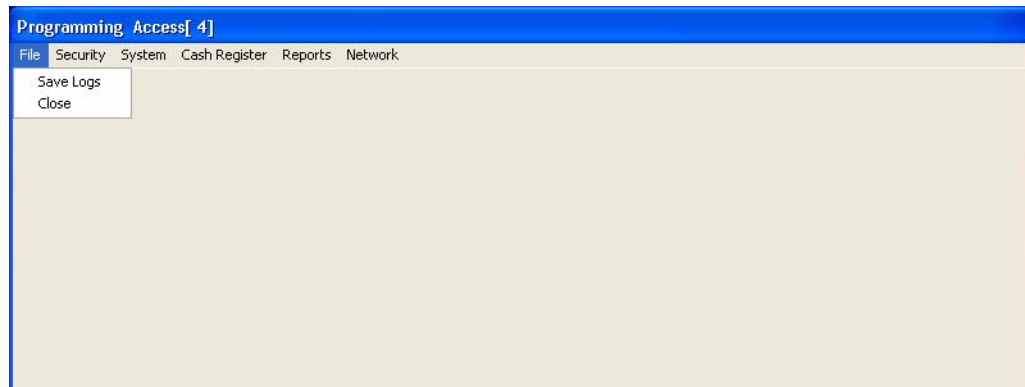


Figure 5-5 Programming Window - File Pulldown

- Use Save Logs when instructed by the Wayne Help Desk. The purpose of the Save Logs is to capture the environment of the system at the time of the problem. If you press **S** on the keyboard the Save Logs function is activated and the system will save the log files to a zip file. The following prompt will appear which is asking for confirmation that the save logs function has been requested.

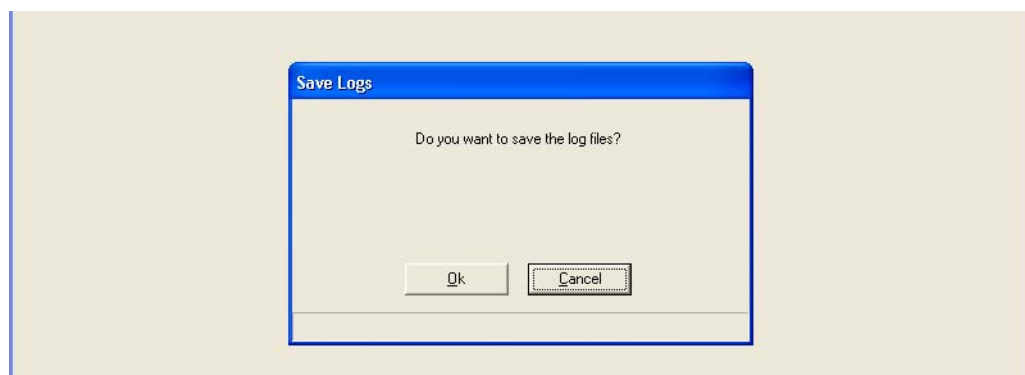


Figure 5-6 Save Logs Confirmation

- Click OK to proceed. The utility will save logs and create a zip of the contents and assign a name to it upon completion. A window similar to the following acknowledgement window will appear.

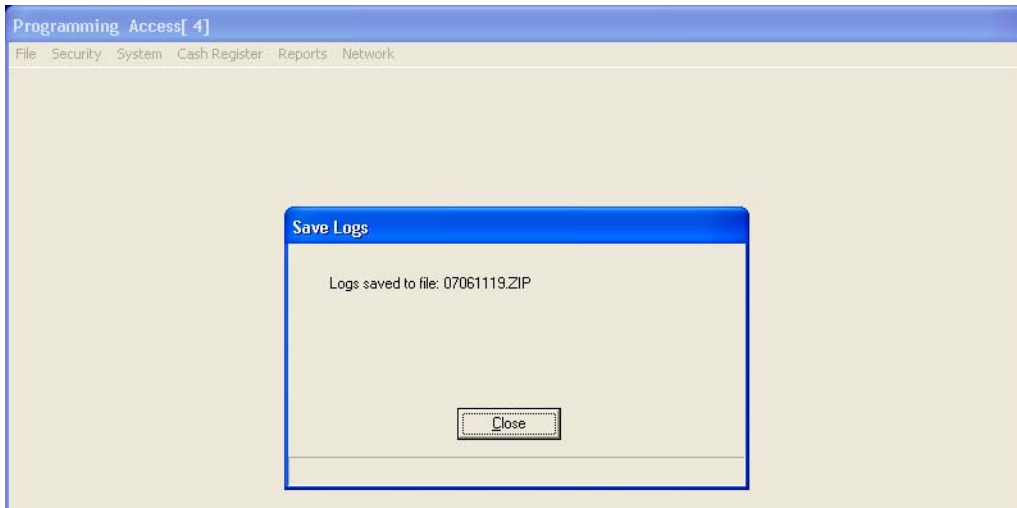


Figure 5-7 Save Logs Acknowledgement Window

The Save Logs acknowledgement window comes up showing what file name the log files were saved to. Press Close to exit the Save Logs window and return to the Programming Access window.

- The other option under the File pulldown is **Close** which is used to exit the Programming Access window and return to the Operations screen.

NOTE:File Close should always be used when exiting the programming screen. Exiting the programming screen using other methods such as touching outside of the programming box to return to the Sales screen may cause problems when trying to re-enter programming later.

6 SECURITY LEVELS PROGRAMMING

This chapter contains information about setting up the security levels for cashier Ring Up operations, security for system Operations and system Programming security. During programming, each employee is assigned a system security level. When an employee is signed on and performing a transaction or task, the system compares the employee's security level to a currently-selected function. If the security level for the employee does not match, or is not higher than the required access level, the system bars the employee from using that function and displays the message, "Insufficient Security Level."

Four levels of security are available and may be selected for the areas displayed in the Security Levels Window if the present user is logged on with Level 4 access. Typically four security levels are sufficient.

- Level 1 allows selection and operation of the least number of functions, while Level 4 allows selection and operation of the majority of the other functions. Assign Level 4 as the site manager's security level.
- Level 5 is reserved and Level 6 is available only through the One Shot utility.

IMPORTANT: Any settings in the default database that have been set at Level 6 are grayed-out.

Assign higher levels to experienced employees involved in the management of the station that require access to more security sensitive parts of system programming and operation. In turn, assign lower security levels to new and less experienced employees to minimize the chance for accidents.

6.1 Ring Up Security Levels

Ring Up security levels control what security level a cashier has to have to perform a Cancel Item, Refund, or Price Override. To access the Security Level programming section of the system, perform the following steps.

1. From the Programming Access window select **Security**. The system will display the Security pull down menu. See Figure 6-1.

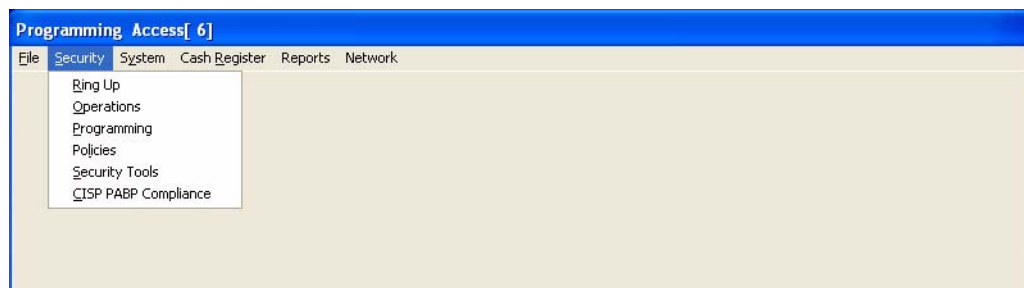


Figure 6-1 Programming Access Window

2. Select **Ring Up** to display the Ring Up Security Levels menu. See Figure 6-2.

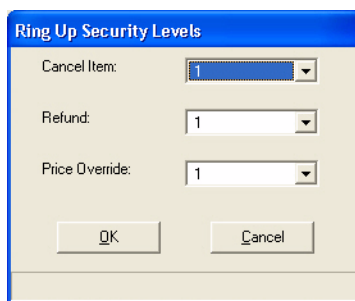


Figure 6-2 Ring Up Security Levels Window

3. Select the **Cancel Item** pull down menu to program the appropriate security level to perform a cancel function. See Figure 6-3.

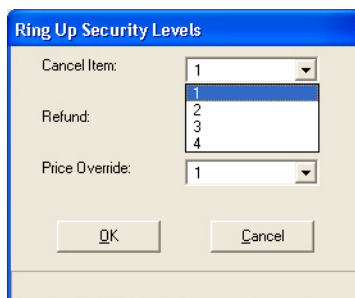


Figure 6-3 Ring Up Security Levels Window

4. Select the **Refund** pull down or the **Price Override** pull down to program the appropriate security level.
5. Touch **OK** to save and exit or **Cancel** to exit without saving.

6.2 Operation Security Levels

Operation security levels control what security level a cashier must be to perform functions that usually require a manager, such as closing the day and generating a Day Report or closing a shift. Cash register functions such as No Sale and Credit Return also fall under this category. Ringing up an undefined item is included in the Operation Security Levels programming screen to limit the ability of a cashier to ring up undefined items which do not appear with a price in the database. To access the Operation Security Level programming section of the system, perform the following steps.

To access the Operation Security Level programming section of the system, make sure you have

the proper security level then perform the following steps.

1. From the Programming Access window select **Security > Operations**. The Operation Security Levels window opens as shown in Figure 6-4 below.

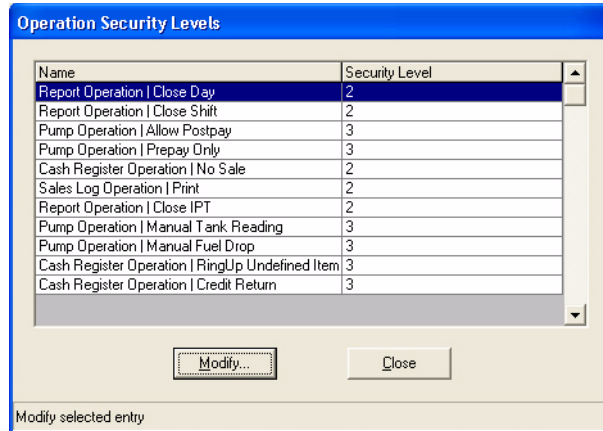


Figure 6-4 Operation Security Level Window

2. Select the name of the operation that you want to modify then choose **Modify**. The programming window for that operation is shown in Figure 6-5 below.

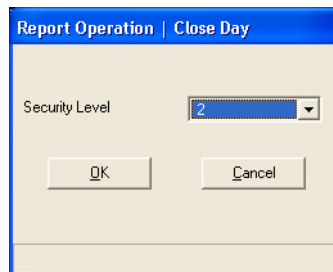


Figure 6-5 Security Level Modification Window

3. Select the appropriate Security level from the **Security Level** pull down menu.
4. Press **OK** to save and exit or select **Cancel** to exit without saving.

6.3 Programming Security Levels

Programming security levels control what security level a cashier has to have to setup or modify certain programming parameters of the Nucleus system. Programming the system should be done by managers or trained Wayne service technicians. To set up the Programming Security Level section of the system, perform the following steps.

NOTE:Read and Write security levels cannot be programmed for values higher than the security level of the current user who is logged on.

1. From the Programming Access window select **Security > Programming**. The Programming Security Levels window opens as shown below in Figure 6-6.

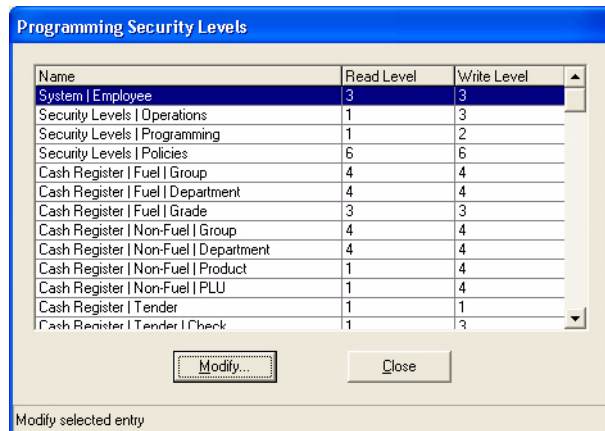


Figure 6-6 Programming Security Levels Window

2. Choose the programming section that you want to set a security level for, then touch **Modify**. The Security Levels Modification window opens as shown in Figure 6-7.

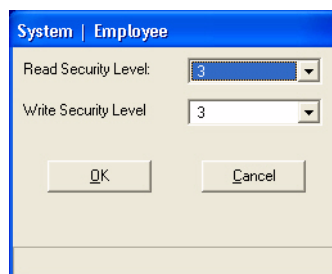


Figure 6-7 Security Levels Modification Window

3. Set both the **Read Security Level** and the **Write Security Level** from the pull down menus.

NOTE:Read Security Level refers to the security level required to view settings. Write Security Level refers to the security level required to change settings.

4. Press **OK** to save and exit or **Cancel** to exit without saving.

6.4 Security Policies

Security Policies programming is used to program the system password functionality to be CISP compliant. To access this screen the user must have a security level 6. The options of the Security

Policies window are detailed below. .

NOTE:For details on Employee Security Levels programming see Section 8.3 on page 20.

1. From the Programming Access window select **Security > Policies**. The Security Policies window opens as shown below in Figure 6-8.

Security Policies

Require Password Expiration

Require Entering of User Name on Logon Screen

Lock User Out on Logon Failure Attempts

Use Strong Passwords

Password Strength

Allow Alphanumeric Characters

Numbers

Lowercase Letters

Uppercase Letters

Allow Special Characters

Lockout Settings

Logon Attempts Allowed:

Lockout Time in Minutes:

Password Settings

Minimum Security Level For Strong Password:

Minimum Length For Employee Name:

Minimum Length For Indoor Password:

Minimum Length For Outdoor Password:

Default Days Before Password Expires:

Maximum Days Before Password Expires:

Number of Expired Passwords:

Note: Password settings will be enforced for all new employees, modified employees, and as old passwords expire.

Figure 6-8 Security Policies Window

- * **Require Password Expiration** - Enabling this option will require password expiration at the site. This means that at the end of a predefined period of time, the current password will expire and a new password will need to be chosen before the user will be allowed to logon.
- * **Require Entering of User Name on Logon Screen** - Enabling this option will require the user to enter the User Name during logon rather than selecting the user name from the drop down list. This setting is disabled by default.
- * **Lock User Out on Logon Failure Attempts** - Enabling this option will require that the user account that has failed to logon after 6 failed attempts, is locked out. The lockout for that user account will remain in force for 30 minutes - no exceptions. The lockout however does not affect other IPTs or other user accounts. This setting is enabled by default.
- * **Use Strong Passwords** - Enabling this option will require all system users to begin using "Strong" passwords. Any user that is not currently using a strong password will be required to change to a strong password at their next logon. This setting is enabled by default. "Strong" passwords are defined as consisting of:
 - minimum of 8 alpha-numeric characters
 - cannot contain more than 3 consecutive characters from the employee id
 - contains elements from the two criteria listed below:
 - lowercase letters (a through z)
 - numbers (0 through 9)

NOTE:Full-serve outdoor attendants will continue to have only numeric passwords.

- * **Password Strength** - This section allows the use of additional password elements to enhance the strength of the employee logon passwords. Numbers and lowercase letters are enabled by default for “strong” passwords. **Uppercase Letters** and **Special Characters** (i.e. !, #, \$, etc...) can be enabled to add additional strength to the password.
- * **Lockout Settings - Logon Attempts** - Enter the number of failed logon attempts that will be allowed prior to the account being locked out. (default = 6).
- * **Lockout Settings - Lockout Time** - Enter the number of minutes that the locked out account will remain unavailable following a lockout. (default = 30).
- * **Minimum Security Level for Strong Password** - Defines the minimum security level that Strong passwords will be required. (default = 1)
- * **Minimum Length for Employee Name** - Defines the minimum number of characters that are required for an employee account name. (6 to 12 characters) (default = 6)
- * **Minimum Length for Indoor Password** - Defines the minimum number of characters that are required for an indoor employee account password. (7 to 14 characters) (default = 7)
- * **Minimum Length for Outdoor Password** - Defines the minimum number of characters that are required for an outdoor employee account password. (2 to 14 characters) (default = 2)
- * **Default Days Before Password Expires** - Defines the number of days that a password will be valid. (default = 35)
- * **Maximum Days Before Password Expires** - Defines the maximum number of days that can be used for the previous entry. This value is fixed and cannot be changed.
- * **Number of Expired Passwords** - This is the number of expired passwords that are remembered by the system and not valid as new passwords. (default = 4)

2. Touch **OK** to save and exit or **Cancel** to exit without saving.

6.5 Security Tools

The Security Tools window provides access to security functions that are used to enhance the security of the Nucleus system.

From the Programming Access window select **Security > Security Tools**. Three options are available in the Security Tools window. See Figure 6-9.

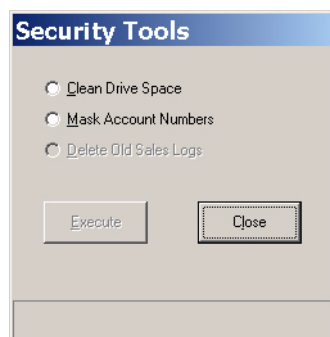


Figure 6-9 Security Tools Window

- Clean Drive Space - This utility should only be run by trained Nucleus service personnel.

As part of the the Nucleus upgrade process and to be CISP PABP compliant, two options are available here which are meant to deal with the old or archived Sales Logs that may have customer account numbers in the clear. The user will have the option to either:

- Mask Accounts in Old Sales Logs - Enable this option to mask all of the account numbers in the archived journals.
- Delete Old Sales Logs - Enable this option to delete old reports, sales journals, and the back-up directories.

Select the option to run and click **Execute**.

NOTE: Only one option at a time may be selected.

6.6 CISP PABP Compliance

The CISP/PABP Compliance window is a view-only status of the current state of the security functions that are a requirement of CISP/PABP Compliance. This view provides information only and the check-boxes cannot be checked or unchecked with the exception of the **Enable CISP Compliance** box..

When the **Enable CISP Compliance** check-box is disabled then the individual programming options listed in the status section can be modified. When this check-box is enabled then the individual programming options listed in the status section can only be modified to bring the system into CISP Compliance. Once the individual programming options have been changed to be CISP compliant then further modification will not be allowed as long as **Enable CISP Compliance** is enabled. The system has reached full CISP compliance once all of the check-boxes have been checked.

From the Programming Access window select **Security > CISP PABP Compliance**. See Figure 6-10.

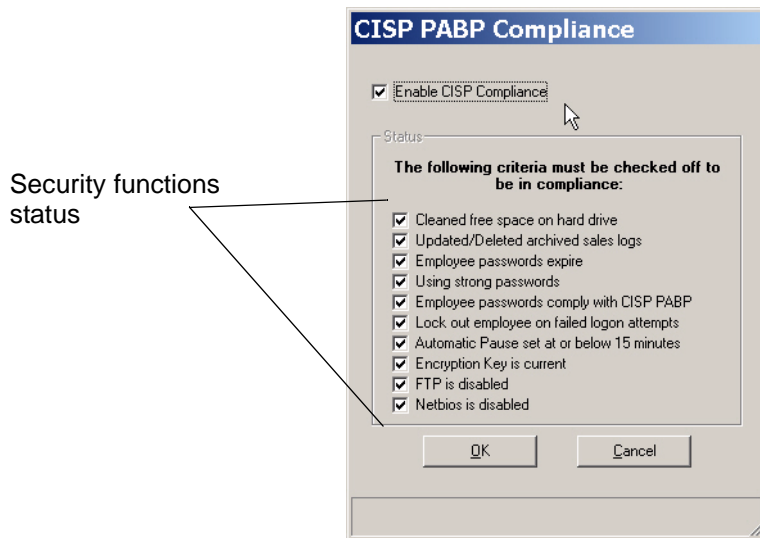


Figure 6-10 CISP PABP Compliance Window

6.6.1 Inactive Employee IDs

In order for Nucleus to be CISP compliant, there is a requirement that any employee ID that has been inactive for 90 days will be automatically removed from the system. Nucleus tracks employee IDs for activity and when an ID has been unused for 90 days it will be removed automatically by the 3 A.M. cleanup process.

7 SYSTEM PROGRAMMING

System programming allows you to set up the basic operational structure for the Nucleus system. The following window displays the programming options located under the “System” menu.

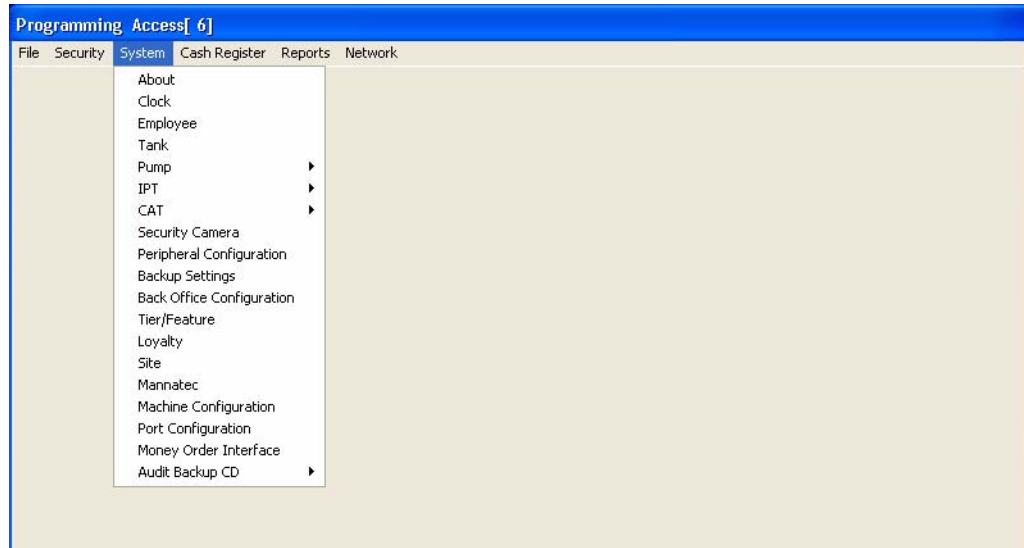


Figure 7-1 Programming Access Window

7.1 System About

The About Nucleus screen contains information about what version of software is currently installed.

1. From the Programming Access window select **System > About**. The system displays the “About Nucleus” window which details the Nucleus application version number, the Nucleus base version number, and the Nucleus database version information. See Figure 7-2.

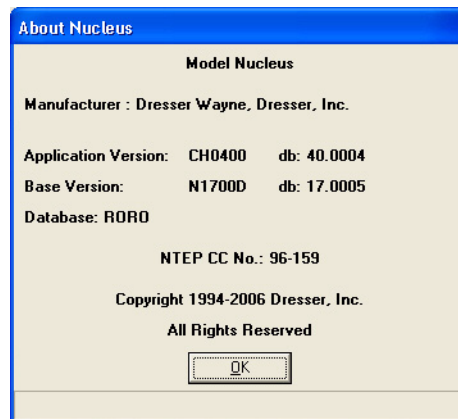


Figure 7-2 About Nucleus Window

2. Touch **OK** to return to the Programming Access window.

7.2 System Clock Programming

1. Access this window by selecting **System > Clock**.
2. The system displays the Set Time and Date programming window. Use this window to program the time and date for the Nucleus system. See Figure 7-3.

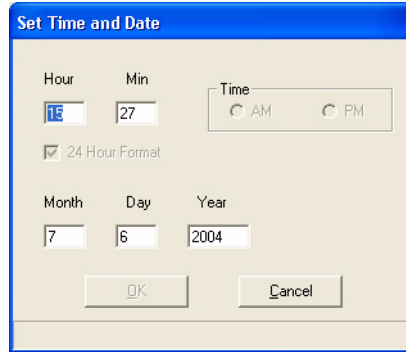


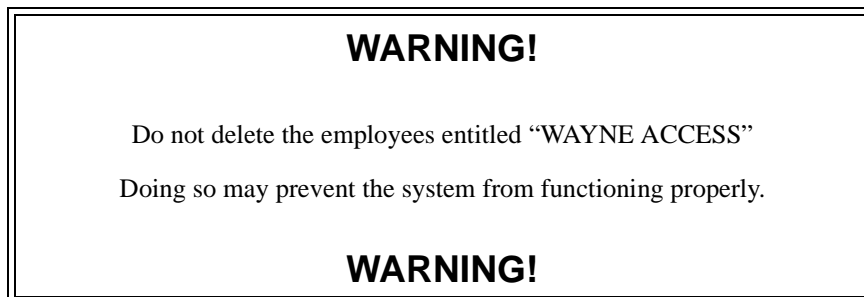
Figure 7-3 Set Time and Date Window

3. Choose **OK** to save changes and exit or choose **Cancel** to exit without saving changes.

NOTE: The Chevron Host Network automatically updates the date and time. If the date and/or time are incorrect on the Nucleus system, contact the Retail Technology Support Center (RTSC) at 1-800-435-7277 for assistance.

7.3 System Employee Programming

The employee programming section allows you to create, alter, or delete employee information.



The Nucleus system is equipped with Employee Security features which are designed to limit access by unauthorized users to restricted areas of the system programming. Employee access is controlled by a Security Level which is assigned to each employee when that employee is programmed into the system. The Employee Security Level also controls access to certain functions in the system that can be restricted to employees with a higher security level. See the following list of security features for details.

- Employee passwords can be programmed to expire after a certain number of days. This prevents old employee IDs and passwords from remaining active indefinitely.

- Nucleus will remember the 3 previous passwords used by an employee. This will prevent the same password from being used by an employee over and over.
- Employees can change their password at any time. If an employee feels that his or her password has been compromised then the password can be reset immediately.
- A minimum of 6 alphanumeric characters must be used for a User Name.
- A minimum of 7 alphanumeric characters must be used for an indoor employee account password. This prevents the use of short passwords that might be guessed easily.
- A minimum of 7 numeric characters must be used for an outdoor employee account password. This prevents the use of short passwords that might be guessed easily.

NOTE: If an employee type is programmed as an Outdoor Attendant then the password length can be as few as two characters.

- Passwords will not be viewable. This prevents someone with mid level security from obtaining the password of an employee with a lower security level.
- Passwords can only be reset by users with a Security Level 4. This prevents employee passwords from being deleted by unauthorized persons and also requires that only authorized users be allowed to assign employee passwords.
- Security Level 4 is the highest level available for an employee.
- Duplicate user names will not be allowed.
- The system can be programmed to enter a "Paused" state after a certain time period of inactivity. The currently logged on employee will need to re-enter the user password to return the system to normal operation. A pause override feature will allow a user with a higher security level to resume a paused session. The user who resumes the session is recorded in the journal but sales are still tracked to the original user until that user is logged off.
- A Service level password will be required to obtain access to the XP Desktop. This password can only be obtained through the Chevron RTSC at 1-800-435-7277. Refer to the Nucleus Operations manual for information on the Oneshot function.

1. Access the Employee Programming window by selecting **System > Employee**. The system displays the following window. See Figure 7-4.

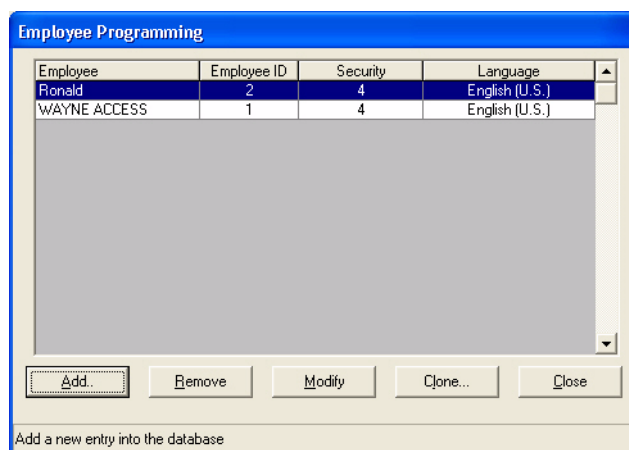


Figure 7-4 Employee Programming Window

2. Use the Employee Programming window to add or remove employees and to modify the security level of new or existing employees.

7.3.1 Adding Employees

1. To add an employee, open the Employee programming window. Access this window by selecting **System > Employee**.
2. Choose **Add** to open the Modify Employee window.

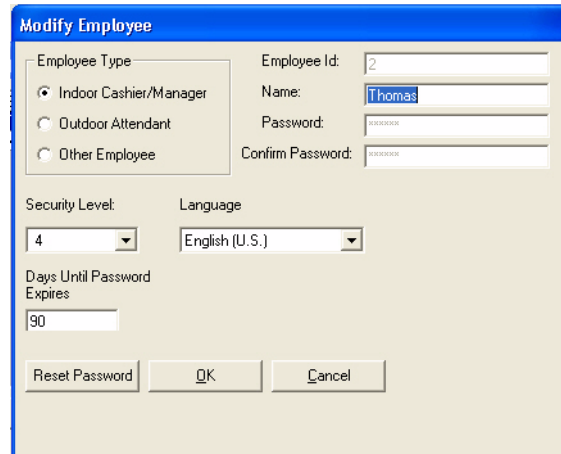


Figure 7-5 Add Employee Window

3. Enter the Employee Type
 - * **Indoor Cashier/Manager** - for employees and managers who use the Nucleus system indoors to ring up sales and who may pump gas as an Outdoor Attendant.
 - * **Outdoor Attendant** - for employees who pump gas and perform transactions at the island only.
 - * **Other** - any other person employed at the site who will be clocking in and out of the Nucleus system but is not a cashier or outdoor attendant.
4. Enter the **Employee Name**, **Password**, **Confirm Password**, **Security Level** and the number of days before the employee password expires. See Figure 7-5.

NOTE:For a site to be CISP/PABP compliant, employees must have complex passwords. A complex password consists of 8 characters using elements from three of the four criteria listed below:

- * uppercase letters (A through Z)
- * lowercase letters (a through z)
- * numbers (0 through 9)
- * non-alphanumeric characters (i.e. !, #, \$, etc...)

NOTE:Employee type must be programmed properly for the Time Tracking feature to work correctly.

NOTE:Language programming is not supported in this release.

NOTE:A minimum of 6 alpha-numeric characters, spaces and underlines are valid characters to use in the Name field. A minimum of 7 alphanumeric characters are allowed in the Password field and the Confirm Password field for indoor cashiers.

NOTE:If an employee type is programmed as an Outdoor Attendant then the password length can be as few as two characters. This is a limitation of the keypad that an outdoor attendant has available to use. A two character password for use by an outdoor attendant is still CISP compliant.

5. Select **Reset Password** to delete the employee password so that a new password can be entered. (A security level of 4 or greater is required to perform this function)
6. Press **OK** to save and exit or **Cancel** to exit without saving.

NOTE: If on a multi-terminal system, a new employee is created on one terminal and another terminal is at the logon screen but a name has not yet been selected, then the new employee will not become available on the second terminal until the <CLEAR> button is pressed then the <Sales> button is pressed.

7.3.2 Removing Employees

To delete an employee, highlight his/her entry in the Employee Programming window and select **Remove**. A Confirm Remove Operation window will be displayed which will require the user to press **OK**. See **Figure 7-6**.

The file record is deleted from the data window. A security level of 4 is required to perform this function.

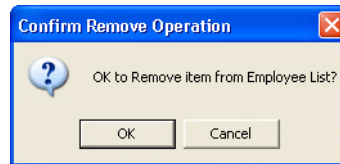


Figure 7-6 Confirm Employee Deletion

7.3.3 Modifying Employee Programming

1. To modify an employee, open the Employee programming window. Access this window by selecting **System > Employee**.
2. From the Employee Programming window touch **Modify**.

Figure 7-7 Modify Employee Window

3. The Modify Employee window allows you to modify the employee type, employee name, password, security level and set the number of days before the employee password expires. See Figure 7-7.

NOTE:For a site to be CISP/PABP compliant, employees must have complex passwords. A complex password consists of 8 characters using elements from three of the four criteria listed below:

- minimum of 8 alpha-numeric characters
- cannot contain more than 3 consecutive characters from the employee id
- contains elements from the two criteria listed below:
 - lowercase letters (a through z)
 - numbers (0 through 9)

NOTE:A minimum of 6 alpha-numeric characters, spaces and underlines are used in the Name field. A minimum of 7 alpha-numeric characters are allowed in the Password field and the Confirm Password field since the keypad for logon now contains alpha-numeric characters.

NOTE:If an employee type is programmed as an Outdoor Attendant then the password length can be as few as two characters. This is a limitation of the keypad that an outdoor attendant has available to use. A two character password for use by an outdoor attendant is still CISP compliant.

4. Select **Reset Password** to delete the employee password so that a new password can be entered.

NOTE:A security level of 4 or greater is required to perform this function.

5. Choose **OK** to save and exit or **Cancel** to exit without saving.
6. Touch **Close** on the Employee Programming window to exit.

7.3.4 Full Serve Attendant Programming

If an employee type is programmed as an Outdoor Attendant then the password length can be as few as two characters. This will enable the Outdoor attendant to log onto the CAT using just the two character password.

7.3.5 Cloning Employees

To add an employee entry with duplicate programming to the Employee Programming window, highlight the entry that you want to duplicate, then select **Clone**. Highlight the new entry, select **Modify** and make changes if necessary.

7.3.6 Full Serve Attendants

When an employee type is programmed as **Outdoor Attendant**, the password length restriction will be removed to allow the entry of only 2 digits, so that an Outdoor Attendant can log onto the CAT with the entry of only 2 numbers as the password. Only employees marked as Outdoor Attendant or Indoor Cashier/Manager will be allowed to log on to Full-Serve CATs.

If a site has employees that work both as cashiers and outdoor attendants, they can create an Outdoor Attendant employee record with the Employee Type set to Outdoor Attendant. That employee can use the employee id and the shorter password from the Outdoor Attendant employee record when signing on outside and use their name and indoor cashier employee record when signing on to Nucleus or clocking in/out.

7.4 Tank Programming

The Tank Programming window displays the grades for each tank and allows you to enter new grades. The station's underground fuel tank setup determines the grade you assign to a tank. The programming window allows you to select the correct fuel type that resides in a specific tank.

NOTE: Grades must be programmed into the system prior to tank programming. Access the grade programming by selecting **Cash Register > Fuel > Grade**.

NOTE: The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

From the Tank Programming window, tank to grade information can be added, removed, or modified. These features allow individual tanks to be defined and its grades to be selected.

Access this window by selecting **System > Tank**. See Figure 7-8.

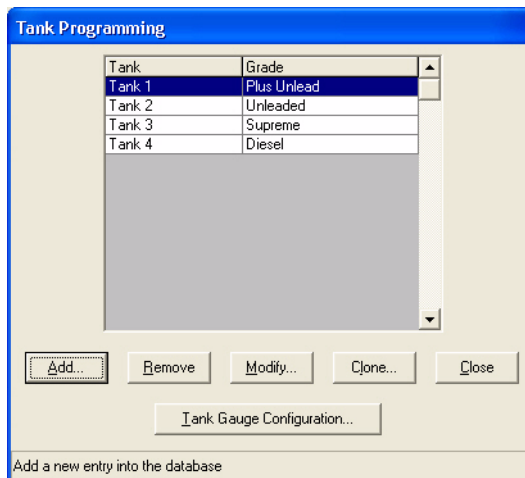


Figure 7-8 Tank Programming Window

7.4.1 Adding Tanks

1. To add a tank, touch **Add** to display the Tank Programming window. See Figure 7-9.

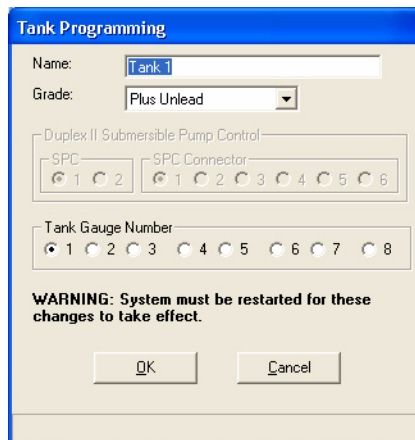


Figure 7-9 Tank Programming Modify Window

2. Enter the name of the tank you wish to add, then assign a grade to the tank from the Grade pull-down menu.
3. Select **OK** to save and exit or choose **Cancel** to exit without saving.

7.4.2 Removing Tanks

NOTE:You will not be allowed to remove tanks unless all references to the tank are removed from the Grade Assignments window.

1. To remove a tank, select the name of the tank that you want to remove then touch **Remove**.
2. The Confirm Remove Operation will appear. Select **OK** to confirm the operation.
3. Select **OK** to save and exit or choose **Cancel** to exit without saving.

7.4.3 Modifying Tanks

1. Select **Modify** from the tank programming window and choose which tank gauge number to assign to the tank/grade being programmed. See Figure 7-8.

NOTE:If the tank gauge is not enabled, the Tank Gauge Number group is grayed out.

2. Select **OK** to save and exit or choose **Cancel** to exit without saving.

7.4.4 Tank Gauge Programming

Nucleus does not understand the tank ID used by the Tank Gauge to uniquely identify the fuel tanks and fuel product grades. In order to maintain synchronization with the Veeder-Root compatible tank gauge, an ID field is used to map a fuel product grade to a tank ID. This tank ID is used as the address to communicate with the TLS-250. The Tank ID must match the wiring and setup of the tank ID at the TLS.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the Tank Gauge programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

To program the Tank gauge select **System > Tank > Tank Gauge Configuration**. The Tank Gauge Configuration window will appear. See Figure 7-10.

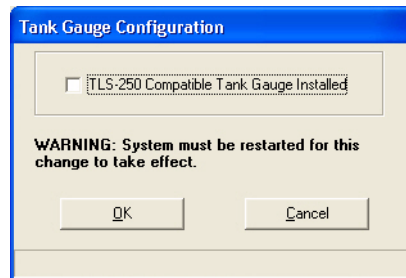


Figure 7-10 Tank Gauge Configuration Window

1. To enable Tank Gauge, check the box labelled TLS-250 Compatible Tank Gauge Installed. To disable Tank Gauge, un-check the TLS-250 box.
2. Press **OK** to save and exit or **Cancel** to exit without saving.

7.5 Pump Programming

Pump programming allows you to select programming options that are necessary when setting up the pumps in a station. Nucleus now supports Competitive Pump programming from within Nucleus. See Site Programming on page 88. Also see the Competitive programming section which details the programming of Gilbarco or Tokheim dispensers.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

7.5.1 Pump Programming - Site

1. Access this window by selecting **System > Pump > Site Setup**.
2. Use the Pump Site Programming window during station startup programming to enable **Price Levels, Tiers, Service Levels, and Full Service**. If tiers are enabled, you can program the names for tiers 1 and 2 as Day or Night.

Enabled	CC Board	Electronic Interface Board	Channel	Address	
<input type="checkbox"/>	SPC 1	1	A	1	30
<input type="checkbox"/>	SPC 2	1	A	2	30

Figure 7-11 Pump Site Programming Window

- a. Check the **Enable** box to activate the use of **Price Levels** if available. If Price Levels is not enabled then the system will use Credit Price as the sole unit price of fuel, if however Price Levels is enabled then both Credit Price and Cash Price will be available for programming.

NOTE:The Price Levels function is only available with Wayne dispensers.

NOTE:Chevron does not support the use of dual pricing at the dispenser. Cash and Credit pricing should be the same. Consult with your local Business Consultant before implementing this feature.

NOTE:"Some state laws governing the display of motor fuel prices on dispensers or price signs include requirements and limitations on the display of a motor fuel price discount. Users are responsible for knowing and complying with any such laws that may apply to them. Users should not use any feature that allows for discounting the price of motor fuel unless they have determined that the feature may be used without violating any such law."

- b. Check the **Enable** box to activate the use of **Tiers**. When programming tiers, make sure Tier 1 is the less expensive level. If tiers are disabled, any pumps set to Tier 2 must be reset to Tier 1.
- c. Check the **Enable** box to activate the use of **Full Serve** at the pumps. This will enable an attendant to handle the fuel purchases as well as any items such as oil that may be available for purchase at the island. The attendant will be able to handle most cash or credit transactions at the pump.
- d. Check the **Enable** box to activate the use of **Service Levels**. When setting up service levels, make sure the service levels are unique. For example, Self and Full are acceptable settings, but Self and Self are not. Also be sure Service Level 1 is the less expensive level. Normally Service Level 1 is set to Self and Service Level 2 is set to Full. Mini is a service level that is used in Oregon and for sites that sell fuel but no other services. If service levels are disabled, any pumps set to Service Level 2 must be reset to Service Level 1. See Figure 7-11.
- e. **Fuel Volume Limit** - The Fuel Volume Limit field is used to enter the maximum fuel volume amount that may be dispensed from a pump during any one transaction. This is useful for meeting the safety requirements for an unattended site or for gas rationing purposes. Click the Site checkbox to turn the fuel volume limit on for the entire station. Click the **Unattended Only** checkbox to turn the fuel volume limit on for the entire station only during the times that the system has been put into Unattended Mode.

NOTE:When using the Fuel Volume Limit function with Gilbarco pumps, keep in mind that Gilbarco pumps do not support both money and volume limits. As a result, whenever the Fuel Volume Limit is set, the lowest priced fuel grade at the time of the transaction will be used to calculate the dollar amount of fuel that can be dispensed. This dollar amount is set prior to the selection of a fuel grade and will be used to determine when to stop the pump regardless of the grade selected.

NOTE:Unattended mode is not for use in Canada due to local safety regulations.

NOTE:Consult with your local Business Consultant before implementing this feature.

3. The **Duplex II Submersible Pump Control** programming section is used for setting up sites that are installing SPC interface units that use additional communication lines for optional equipment to be installed at the pump.
4. Select **OK** to save and exit or choose **Cancel** to exit without saving.

7.5.2 Pump Programming - Each

The Pump Programming window shows the number of fueling points controlled by the system and each pump's Auto Auth and Auto Pay settings. Access this window by selecting **System > Pump > Each**. See Figure 7-12.

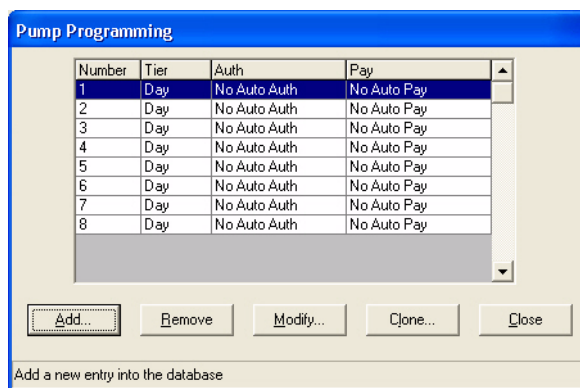


Figure 7-12 Pump Programming Window

7.5.2.1 Adding and Modifying Pumps

To add a pump to the list of dispensers, select **Add**. To change pump settings, select **Modify**. When you select Add or Modify, the Pump Options window appears. See Figure 7-13. This programming window allows you to set Pump type options, authorization and payment options, and tiers and levels of service selections.

This window also allows you to program Fuel flow rates and volume pre-cutoff amounts, Communications settings, Grade to fueling point position, Pump tier and price level, and Push to Start Prompts.

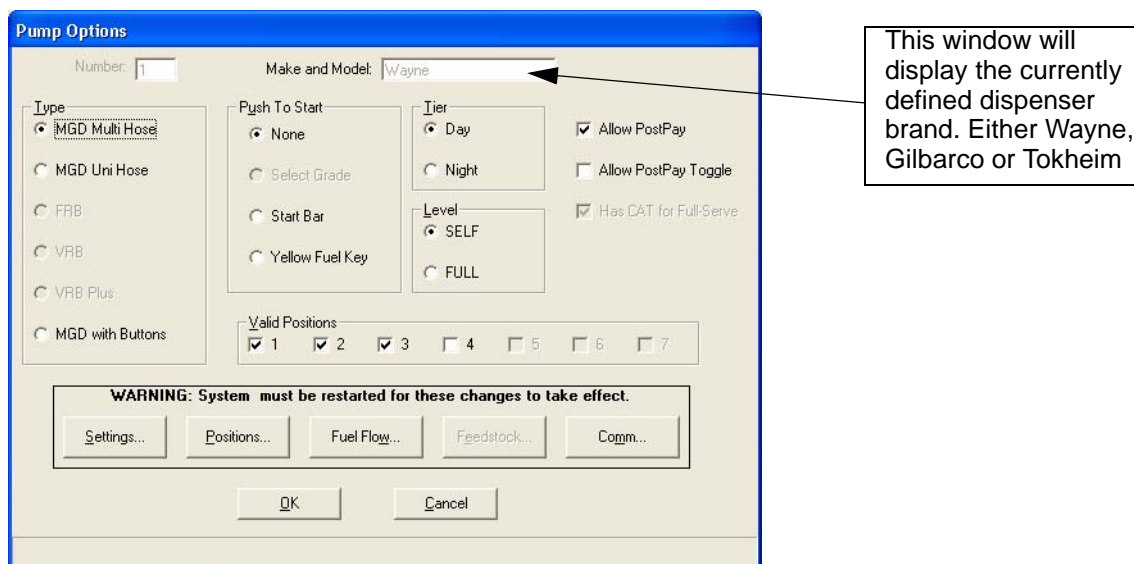


Figure 7-13 Pump Options Window for Dispensers

From the Pump Options window, you can program:

- Number

The number window shows the fueling point number currently being programmed.

- Make and Model

The Make and Model window displays the currently programmed pump manufacturer for the pumps at the site. This information is programmed from **Programming > System > Site**.

- Type

The Type programming option defines the pump type. Available options are:

- * **MGD Multi Hose** - Multi-grade dispenser with multiple hoses (Use this option for Gilbarco brand dispensers)
- * **MGD Uni Hose** - Multi-grade dispenser with one hose (Use this option for Gilbarco brand dispensers)
- * **FRB** - Fixed ratio blender dispenser
- * **VRB** - Variable ratio blender dispenser
- * **VRB PLUS** - Variable ratio blender dispenser plus one pure grade
- * **MGD with Buttons** - Multi-grade dispenser, usually a Wayne DL style dispenser with grade select/push-to-start buttons

- Tier

Use Tier programming to enable Day and Night price tiers for different fuel prices for different periods of the day.

NOTE:Auto Auth and Auto Pay options can also be set for different tiers. The options available are Day and Night.

- Level

Level programming allows you to select one of two pricing levels for service types: SELF or FULL.

- * **SELF** - Customer dispenses fuel.
- * **FULL** - Attendant at pump provides full service to customer.

- Allow Post Pay and Allow Post Pay Toggle

This programming option enables or disables the Allow Post Pay and Allow Post Pay Toggle options.

- * **Allow Post Pay** - This option allows the cash customer to pump fuel prior to payment.
- * **Allow Post Pay Toggle** - This option allows the cashier to enable or disable the Post Pay function from the Options screen. Only pumps that have this option set will toggle the Post Pay function when commanded.

NOTE:If Allow Post Pay toggle is enabled and the **Pre-Pay Only** button in the Pump Operations window is pressed then the pump/site will reflect in the CAT idle prompt that the customer must pre-pay the fuel purchase. However while in this mode if a nozzle is lifted the pump will call the system for authorization and the cashier may authorize the pump for a post pay fuel sale if desired. In addition any or all pumps may be authorized while in Pre-Pay Only mode either individually or by using the All Auth button.

- Push to Start - Prompts

Push to Start - Prompts configures Nucleus to require the customer to press a button in order to begin fueling.

- * **None** - Does not require a button press but will require a second action such as a lift to start mechanism or a slide to start mechanism to begin fueling.
- * **Select Grade** - Requires that a Grade selection be made to begin fueling.
- * **Start Bar** - Requires that a Start Bar be pressed to begin fueling.

- * **Yellow Fuel Key** - Requires that the Yellow fuel key on the CAT keypad be pressed to begin fueling.

- Valid Positions

This programming option defines the positions at each fueling point. Valid positions are automatically set (highlighted) when the pump is identified. For example, 4 positions are available with the MGD. In order to verify correct operation, you must confirm the pump type and positions programmed at the pump is required.

- Settings

Select **Settings** in the Pump Options window to bring up the Day Settings window. See Figure 7-14.

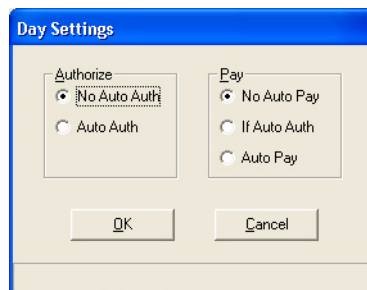


Figure 7-14 Day Settings Window

- * **Authorize** - The authorization options No Auto Auth and Auto Auth allow the user to select the type of authorization control required for each fueling point. Selecting the Day or Night tier from the Pump Options screen in Figure 7-13 allows the user to program authorization options for day or night.

- * **No Auto Auth** - This option requires the operator to authorize each calling pump when a nozzle is lifted (post pay or cash sale). The fueling point is under IPT control.

NOTE:No action is required from the cashier if a credit or debit card is used at the pump and the No Auto Auth option is selected.

- * **Auto Auth** - This option allows the Nucleus system to authorize the fueling point automatically when the nozzle is lifted (post pay or cash sale). This setting does not prevent the card reader from taking over the sale as long as the card swipe takes place before fueling begins.

- * **Pay** - The pay options No Auto Pay, If Auto Auth, and Auto Pay allow for fuel payment control at the site.

- * **No Auto Pay** - This option requires the cashier to clear and finalize all cash sales. Sales must be paid at the terminal.

- * **If Auto Auth** - Sales automatically authorized are automatically cleared through the terminal. These sales require no cashier control.

- * **Auto Pay** - This option allows the system to clear and finalize the sale at the pump without a cashier present. Sales are automatically paid through the terminal. No action is required by the cashier. The Auto Pay option allows the sale to be recorded in the Auto Pay Details totals in the Shift and Day Reports.

IMPORTANT:Dispensers with CATs utilizing the SELF level of service require settings to be **No Auto Auth** and **No Auto Pay**.

- Positions

Select **Positions** from the Pump Options window to bring up the Positions window. See Figure 7-15. Programming options allow you to assign grades to the fueling point positions.



Figure 7-15 Positions Window

1. Access the pull-down menu for the position being programmed to select a Tank/Grade option.
2. Repeat as necessary for the remaining positions.
3. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

The following table shows the fueling point positions available for different Wayne dispenser types.

Table 7-1 Wayne Dispenser Type Fueling Point Positions

Dispenser Types	Model Number	Fueling Point Position
4-Product Multi-grade	V490D1	Positions 1 - 4
3-Product Multi-grade	V390D1	Positions 1 - 3
Data Link Blender		Positions 1, 3 - 7 (2 is reserved)
3-Hose Fixed Ratio Blender	V590D1	Positions 2 - 4 (1 is reserved)
Variable Ratio Blender	V580D1, V590D1/U, V580D3, V590D3/U, V585D1, V395D1/U, V395D1	Positions 1, 3 - 7 (2 is reserved)

NOTE:The system classifies grades in two ways: pure (stored) grades and blended (mixed) grades. Incorrect assignment of blended grades prevents the system from authorizing the pump.

NOTE:When programming Positions on a Variable Ratio Blender (VRB), the pure grades will not be displayed and cannot be assigned to a position. Only the blend grades are available from the pull-down when assigning positions. See Figure 7-16.

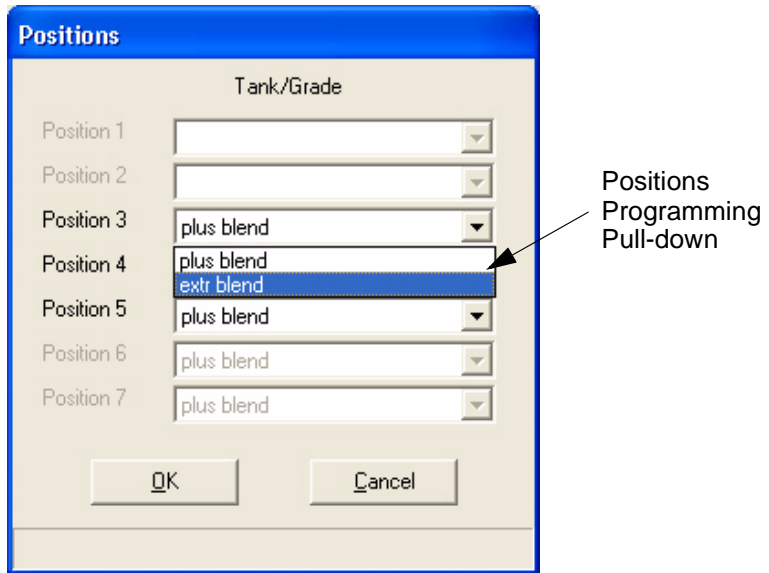


Figure 7-16 Positions Programming Window on a VRB

- Fuel Flow

Select **Fuel Flow** from the Pump Options window to bring up the Fuel Flow window. See Figure 7-17.

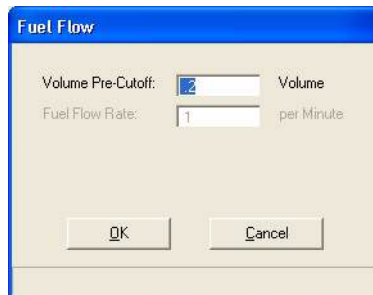


Figure 7-17 Fuel Flow Window

The Fuel Flow programming window allows you to select Volume Pre-Cutoff, Fuel Flow Rate, and the Maximum fuel volume and monetary amounts allowed at the selected pump.

- * **Volume Pre-Cutoff** -Use the Volume Pre-Cutoff field to enter the volume at which a remaining preset or prepaid fuel amount is to be dispensed at a lower fuel rate. The recommended value is 0.200 (two tenths of a unit of either gallons or litres). The maximum pre-cutoff volume is 9.999.
- * **Fuel Flow Rate** -The Fuel Flow Rate field is used to enter the rate at which a pump dispenses fuel.

NOTE:The Fuel Flow Rate field is grayed because it is not a programmable option in the current release. The fuel flow rate default is 1 unit per minute.

- * Choose **OK** to save and exit or choose **Cancel** to exit without saving.

- Feedstock

If the dispenser is a Fixed or Variable Ratio Blender (FRB, VRB, VRB Plus), the high and low feedstocks are defined under the Feedstock window.

NOTE:The pump has to be defined as a blender in the Type field of the Pump Options window before this option will become available. See Figure 7-13.

1. Select **Feedstock** from the Pump Options window. The Feedstock window appears.

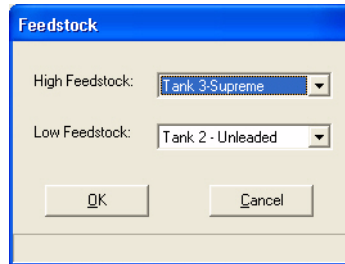


Figure 7-18 Feedstock Programming Window

2. Use the **High Feedstock** and **Low Feedstock** pull-down menus to select a tank.
3. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

- **Communications**

Select **Comm** from the Pump Options window to access the Communications window.

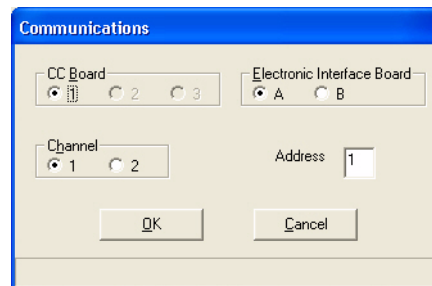


Figure 7-19 Communications Window

- * The Communications programming window is where the CC Board, Electronic Interface Board, Channel, and Address can be programmed.

IMPORTANT:The 4 programming options in the Communications programming window will be programmed when Nucleus is installed at the site. Only qualified service technicians should make changes to these options.

- * **CC Board** - The CC Board (Serial Communications Controller Board) is where the software that controls pumps and CATs is run. The CC Board is always programmed to 1.
- * **Electronic Interface Board (EIB)** - The Electronic Interface Board controls the fueling points at the site. If a site has more than 16 fueling points, then it will have two EIBs. EIB **A** controls fueling points 1-16 and EIB **B** controls fueling points 17-24. The system will automatically select which EIB the pump will be assigned to.
- * **Channel** - The Channel is an output from the EIB. Each EIB has two pump channels and each pump channel controls up to 8 fueling points. The pumps must be distributed evenly between the pump channels. Only qualified service technicians should make changes to this option.

- * **Address** - The Address is the unique identifying number programmed into the pump. Nucleus will automatically assign the next available Address to each pump that is added into the system.

- * Choose **OK** to save and exit or choose **Cancel** to exit without saving.

NOTE: The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the Communications programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

7.5.2.2 Removing Pumps

1. To remove a pump from the list of dispensers in the Pump Programming window, select the number of the pump that you want to remove, then select **Remove**.
2. Click **OK** in the Confirm Remove Operation window that appears.

7.5.2.3 Cloning Pumps

The Clone function allows you to create a new pump using the programming of an existing pump of the same type. This eliminates the need to hand program every pump at a site as long as the pumps to be cloned are of the same model.

1. From the Pump Programming window, select a pump whose programming is to be duplicated and choose **Clone**.
2. The Pump Options window will appear with the pump number assigned to the next available pump address.
3. Modify any programming values as needed.
4. Select **OK** to save and exit or select **Cancel** to exit without saving.

7.5.3 Pump Programming - Tier Timers

Fuel Tier Timers are used to automatically set different fuel prices by programming the start and stop times of the second fuel tier.

The timers can be programmed to start at any time of the day or night and stop at any other chosen time or day. Individual pump programming can be set to have different pumps running on Tier 1 or Tier 2 pricing, but when the Tier Timer activates, all pumps will switch over to Tier 2 pricing, regardless of their individual pump programming. When the Fuel Tier Timer reaches its End time then all pumps revert to their previous setting.

NOTE: Tiers must be enabled under **System > Pump > Site Setup** for the Tier Timers function to be enabled. See Figure 7-11.

Access the Fuel Tier Timers window by selecting **System > Pump > Tier Timer**. The following programming options are available from this window. See Figure 7-20.

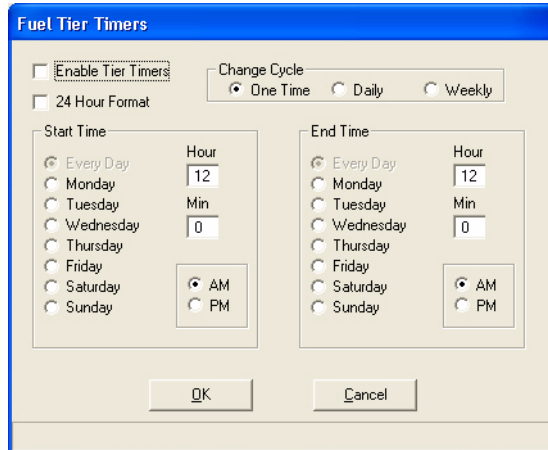


Figure 7-20 Fuel Tier Timers Window

- **Enable Tier Timers** - Enables or disables the use of Tier Timers.
- **24 Hour Format** - Enables or disables the use of the 24 hour time format used in programming Tier Timers.
- **Change Cycle** - Enables the use of a One Time cycle of the Tier Timer or allows use of the Tier Timer on a daily or weekly basis.
- **Start Time** - Programs the time that Tier Timers will begin using Tier 2 fuel prices. This can be an every day occurrence or only on certain days, at certain times that the system will automatically switch to Tier 2 pricing.
- **End Time** - Program the time that the system will discontinue the use of Tier 2 pricing. This can be any time following the start time that was programmed earlier.

NOTE:Ensure that the Start time and the End time are programmed such that the End time comes AFTER the Start time, otherwise unexpected results may occur.

7.5.4 Pump Programming - Prepay Hours

The Prepay Hours programming area is used to configure the Nucleus system to automatically switch to Prepay sales mode at a pre-programmed time of the day or night. This is useful to prevent drive-offs or at certain times when there is a reduced staff present.

The Prepay Hours timer can be programmed to start at any time of the day or night and stop at any other chosen time of day or night.

The only restriction in programming of the timer is that if the **Everyday** option is selected then the time period cannot cross the 12 midnight hour which would change days. For example, to program the system to switch to Prepay mode everyday between 10 PM and 6AM of the following day you would need to select the **Everyday** option and then program two separate entries to cover the two different days involved. See Figure 7-21 for an example of Prepay programming.

NOTE:Note that the use of the **Allow Post-Pay** button under the **Pump Operations** button will override the Prepay Hours programming done here.

To program one or more fueling points at a station to use the Prepay Hours function you will need to perform the following steps.

1. Access the Pump Options window by going to **Programming > System > Pump > Each**. Select the fueling point that you want to set up to use the Prepay hours function then press **Modify**.
2. In the Pump Options window, enable **Allow Postpay** and **Allow Postpay Toggle** then press **OK**. If you get a pop-up titled Prepay Hours Warning then press **Yes** then **Close**. Refer to Section 7.5.2.1 for information about Allow Postpay and Allow Postpay Toggle.

NOTE: If only certain fueling points need to follow a Prepay Hours schedule then perform the above step only on those fueling points. Be sure that the **Allow Postpay Toggle** option is disabled for fueling points that you don't want to follow the the Prepay Hours schedule.

3. Next go to the Prepay Hours window by selecting **System > Pump > Prepay Hours**. The following window will be displayed. See Figure 8-21.

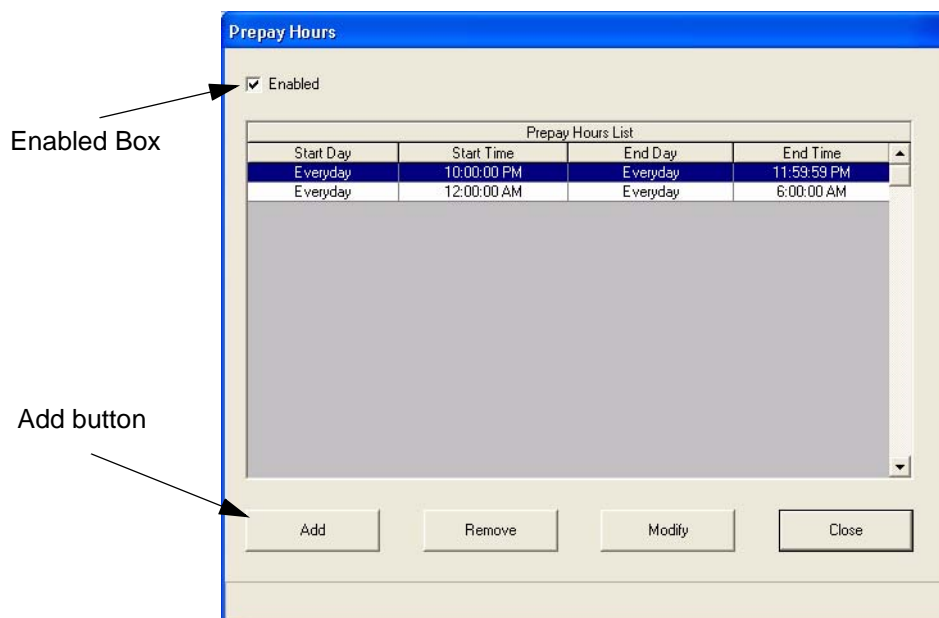


Figure 7-21 Prepay Hours Window

4. Click the **Enabled** box to begin programming.
5. Click the **Add** button to program a new time period. The following window will be displayed.

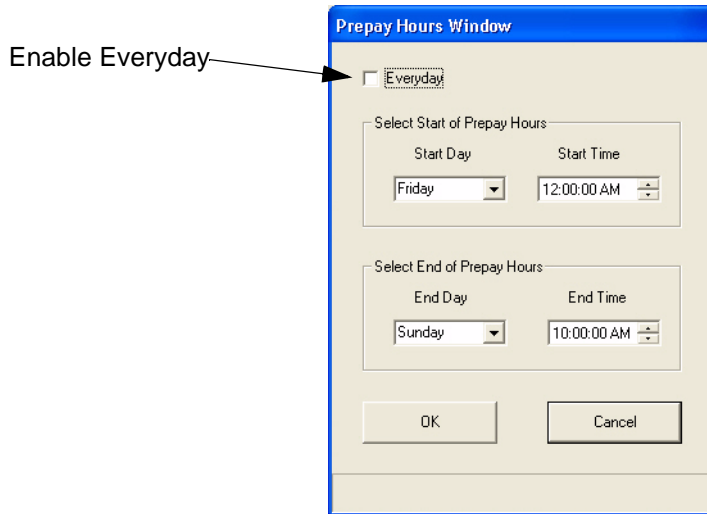


Figure 7-22 Prepay Hours Programming Window

6. Click the **Everyday** box to enable the programming down in this window to be applied to everyday of the week.
7. Enter the Start day and time then the End day and time for the Prepay restriction to be in force.
8. Click **OK** to save and exit or **Cancel** to exit without saving.

7.6 IPT Programming

The Indoor Terminal windows allow you to configure Indoor Processing Terminals (IPTs) for use with your system.

7.6.1 IPT Programming - Site

The site-wide options allow you to program settings common to all IPTs at your site. You can program the system to display a CDU advertisement or slogan, allow sales with the cash drawer open, configure the receipt printer, or control the number of stacked sales to allow.

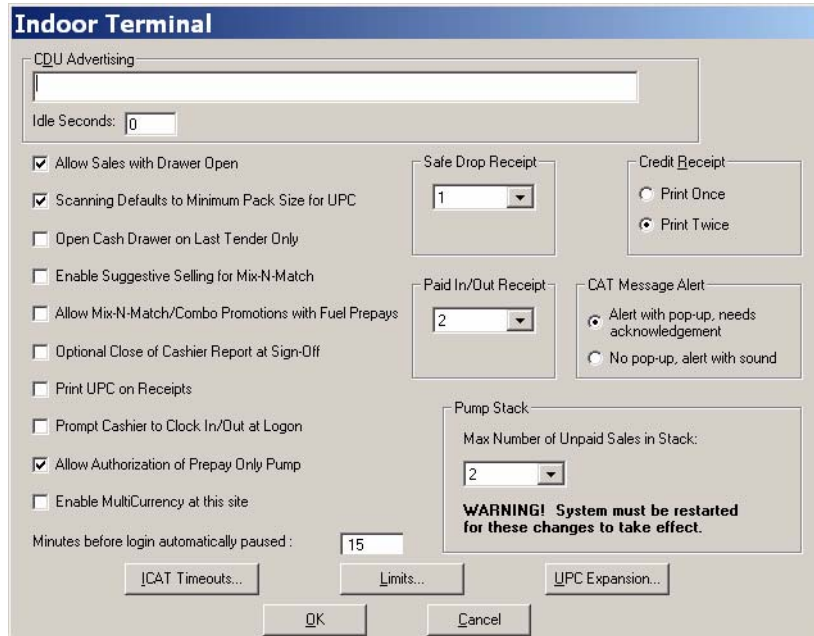


Figure 7-23 Indoor Terminal Window

Access this window by selecting **System > IPT > Site**. See Figure 7-23.

- **CDU Advertising** - CDU advertising allows you to enter a message of up to 80 characters that appears on the CDU when the system is not processing transactions. You can also set the time (in seconds) that the CDU remains idle after a sale until the advertising begins to scroll. Choose any number of seconds from 1 through 999 to tell the CDU how long it needs to wait following the end of the last sale to start advertisements.

NOTE: You must change the value to something other than zero to enable CDU advertising. Leaving the CDU idle seconds time at 0 prevents the CDU from displaying a message.

- **Allow Sales with Drawer Open** - This option allows you to make sales while the cash drawer is open. Check the box to allow sales with the drawer open. Un-check the box to disable this feature. If this feature is disabled, an error message that says “Close Cash Drawer First!” will pop up on the Sales screen if the drawer is open and a sale is attempted.
- **Scanning Defaults to Minimum Pack Size for UPC** - The Nucleus system is configured for multi-pack defaults. Nucleus defaults to single pricing, but the system can be configured to prompt the cashier to indicate whether a sale item is single or multi-pack. Check the box to enable the Nucleus single pricing default. An example of single pricing is the price that is scanned for a single canned drink. An example of multi-pack pricing would be the price that is scanned for a six pack of drinks. The UPC is scanned from one of the items in the six pack to determine the price of the entire six pack.
- **Open Cash Drawer on Last Tender Only** - Use this feature to limit at what point during the transaction the cash drawer will open. Generally this option is useful during a split tender transaction. If the cash drawer only opens when processing the second tender of a split tender transaction, then the cashier knows that the sale is complete when the cash is put into the drawer.
- **Enable Suggestive Selling for Mix-N-Match** - Use this feature to program the system to automatically remind the cashier to ask the customer if she or he would like to purchase an item when all but one item in a Discount Classification have already been rung up. Check the box to enable this feature.

- **Allow Mix-N-Match/Combo Promotions With Fuel Prepays** - Use this feature to program the system to automatically remind the cashier to ask the customer if she or he would like to purchase a Mix-N-Match or Combo promotion if the customer qualifies for the promotion based on the fuel prepay being tendered.
- **Optional Close of Cashier Report at Sign-Off** - Nucleus can be programmed to leave the cashier report open whenever the cashier signs off of the terminal. This feature allows the cashier to sign off and sign on multiple times during a shift without having to close the cashier report. This will allow the cashier report to remain open until EOS or EOD.
- **Print UPC on Receipts** - Use this feature to program the system to print the UPC of the item purchased on the receipt.
- **Prompt Cashier to Clock In/Out at Logon** - Use this feature to program the system to prompt the cashier to Clock In/Out whenever the cashier logs onto Nucleus.
- **Allow Authorization of Prepay Only Pump** - Select this option to enable the cashier to authorize a pump which was previously programmed for Prepay only operation.
- **Enable MultiCurrency at this site** - Use this feature to enable the use of different country's currency.

NOTE:This option is only available with Level 6 Access. Once this option is enabled then the Currency Setup function will be enabled under **Programming > Cash Register > Currency Setup**. See section 19 on page 180.

- **Minutes Before Login Automatically Paused** - Enter the number of minutes of inactivity that the system waits before going into a paused mode. To return from pause the cashier enters the login password used by the cashier who originally logged on.
- **Pump Stack** - Use the Pump Stack option to program the maximum number of unpaid sales in a stack that will be allowed at the site. Select a number from the pull-down menu. The minimum is 1 and the maximum is 3.
 - * If the Max Number of Unpaid Sales in Stack equals 1, then the stack can contain either 1 unpaid/incomplete sale and 2 paid sales or it can contain 3 paid sales.
 - * If the Max Number of Unpaid Sales in Stack equals 2, then the stack can contain up to two unpaid/incomplete sales and the remainder can be paid sales.
 - * If the Max Number of Unpaid Sales in Stack equals 3, then the stack can contain up to 3 unpaid/incomplete sales.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the Pump Stack programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

- **Safe Drop Chit** - The Safe Drop Chit printing option allows you to select the number of times you want to print the Safe Drop chit (1 - 4).
- **Paid In/Out Chit** - The paid In/Out Chit printing option allows you to select the number of times you want to print the Paid In/Out chit (1 - 4).
- **Credit Receipt Printing** - The Credit Receipt Printing option allows you to select the number of times you want to print the receipt (Once or Twice). Most sites use the twice option and give one copy to the customer and the site keeps the signed copy.
- **CAT Message Alert** - Use this feature to program the system to alert the cashier that there is a CAT message available. CAT messages are usually generated from error conditions at the CAT such as Card Rejected messages. The system can be programmed to either alert the cashier with a pop-up which requires acknowledgement or an audible alert which will not require acknowledgement.

7.6.1.1 ICAT Timeouts

1. Select **ICAT Timeouts** from the Indoor Terminal window to access the ICAT Timeouts window. Timeouts programming allows you to set the timeout values for prompts which are displayed on the ICAT pin pad. See Figure 7-25.

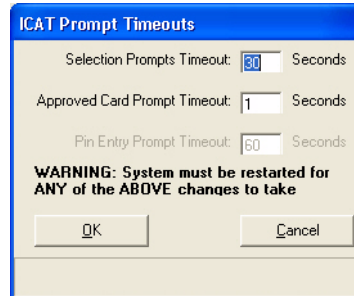


Figure 7-24 ICAT Timeouts Window

- * Enter a **Selection Prompt Timeout** value. This value controls how many seconds the ICAT will display prompts asking the customer transaction related questions.
- * Enter an **Approved Card Prompt Timeout** value. This value controls how many seconds the ICAT will display the card approval prompt.
- * Enter a **Pin Entry Prompt Timeout** value. This value controls how many seconds the ICAT will display the prompt asking the customer to enter the pin number.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the ICAT Prompt Timeouts programming to take full effect.

2. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.6.1.2 Limits

1. Select **Limits** from the Indoor Terminal window to access the Drawer Limits window. Limits programming allows you to set up IPT drawer limits to enhance security for your site. This feature, when utilized, will prompt the cashier to make a safe drop when drawer limits are met. See Figure 7-25.

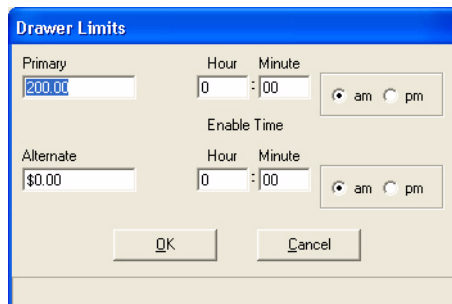


Figure 7-25 Drawer Limits Window

NOTE:Setting the Primary and Alternate times to zero disables the Drawer Limits function.

- * You have the option of setting **Primary** and **Alternate** cash-in-drawer limits.
 - * You can also set the time that the respective cash-in-drawer limits go into effect.
2. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.6.1.3 UPC Expansion

1. Select the UPC Expansion button from the Indoor Terminal window to access the UPC Expansion window. See Figure 7-26.

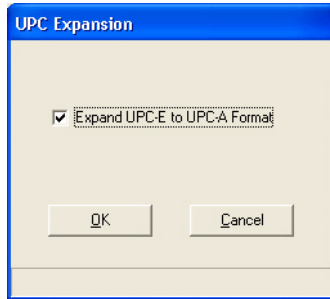


Figure 7-26 UPC Expansion Window

- * **Expand UPC-E to UPC-A Format** - This feature causes all keyed and scanned UPC-E codes to be expanded to UPC-A codes. If the Back Office system is using all UPC-A codes then the box should be checked. If the Back Office system is using UPC-E only or a combination of UPC-A and UPC-E then the box should not be checked.

2. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.6.2 IPT Programming - This

The IPT programming options allow you to program settings for the IPT that is currently being used.

1. Access this window by selecting **System > IPT > This** on the IPT you want to program. See Figure 7-27.

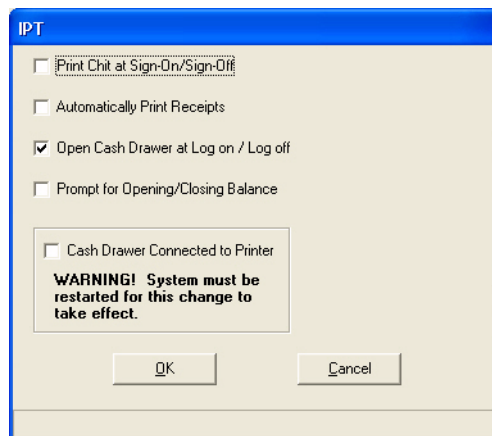


Figure 7-27 IPT 1 Window

The IPT window allows you to determine certain functions for a given IPT:

- **Print Chit at Sign-On/Sign-Off** - This feature allows you to select options for sign-on or sign-off chit printing.
- **Automatically Print Receipts** - This feature allows you to select whether or not you want the system to automatically print cash receipts.
- **Open Cash Drawer at Log On / Log Off** - Use this feature to program the system to open the cash drawer when a cashier logs on or logs off. Check the box to enable this feature.

- **Prompt for Opening/Closing Balance** - Use this feature to program the individual IPT to prompt the cashier for an opening and closing balance. Check the box to enable this feature. For details on the opening/closing balance refer to the Operations manual (Part No. 1-920494).
 - **Cash Drawer Connected to Printer** - Check this box to tell the system if the cash drawer communication cable is connected to the receipt printer.
2. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.6.3 IPT Programming - Logos

Logo programming allows you to create logos for the top and bottom of your indoor receipts.

1. Access this window by selecting **System > IPT > Logos**. See Figure 7-28.

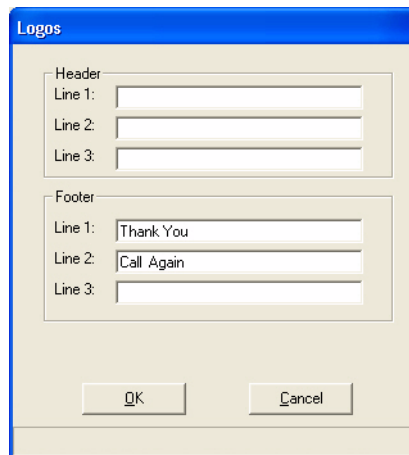


Figure 7-28 Logos Window

2. Enter **Header** and **Footer** information from the QWERTY keyboard.
 - * Note that there are 19 spaces that can be used per line.
 - * Messages can be centered by simply typing in the message. Although the logo information appears aligned to the left on your window, the printed logo is centered on the receipt automatically.
 - * Use leading spaces before the text to right justify the message.
 - * Use the TAB key on the QWERTY keyboard to go from line to line and from the Header to the Footer sections.
3. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.7 CAT Programming

The CAT programming windows allow you to configure Customer Activated Terminals (CATs) for use with your system. The options available will be different if you have Gilbarco or Tokheim dispensers and they have been programmed correctly under **Programming > System > Site**.

7.7.1 CAT Programming - Site

The site options allow you to program settings common to all CATs at your site. Access this window by selecting **System > CAT > Site**. See Figure 7-29.

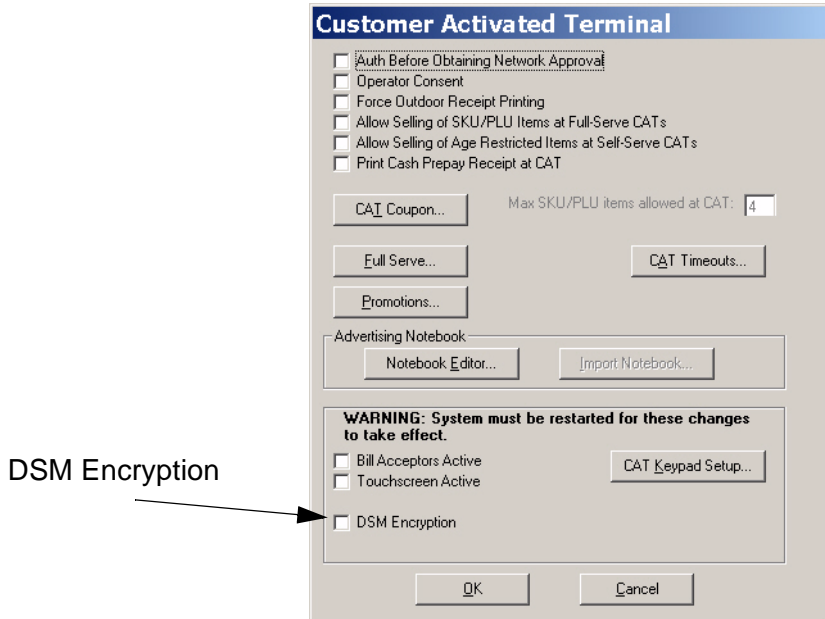


Figure 7-29 Customer Activated Terminal Window - Wayne Dispensers

7.7.1.1 DSM Encryption - If the station supports DUKPT Encryption and there is a DSM installed in the Primary Distribution Cabinet, then enable DSM Encryption by checking the DSM Encryption box.

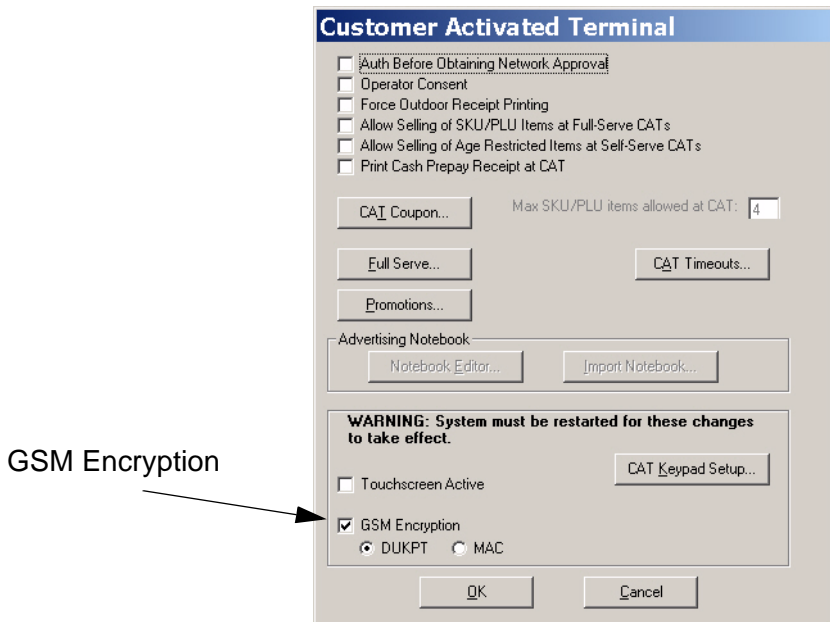


Figure 7-30 Customer Activated Terminal Window - Gilbarco Dispensers

7.7.1.2 GSM Encryption - Enable this option if a GSM is installed.

- * Enable **DUKPT** for US sites
- * Enable **MAC** for Canadian sites

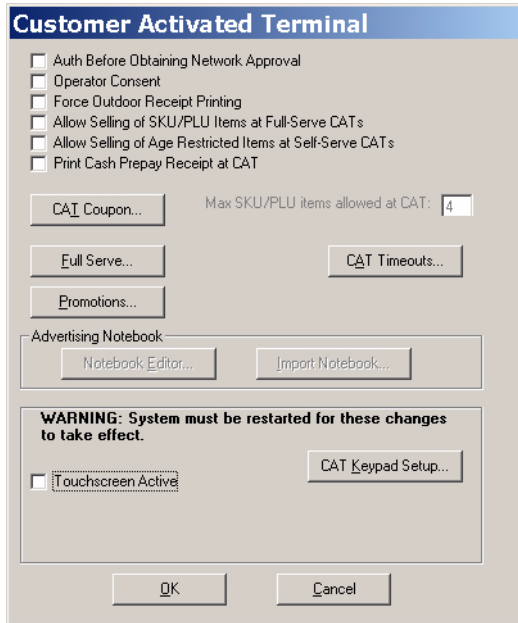


Figure 7-31 Customer Activated Terminal Window - Tokheim Dispensers

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

7.7.1.3 Auth Before Obtaining Network Approval

Select this option to allow credit card authorizations at the CATs prior to receiving an approval from the network. Check the box to enable this feature.



WARNING

If the credit card is denied, the pump will automatically stop and the cashier must tell the customer to come inside to pay for the fuel dispensed.

NOTE:Chevron recommends that this feature not be used.

7.7.1.4 Operator Consent

This programming selection requires operator approval before CAT authorization of a pump is allowed. Check the Operator Consent box to have Nucleus prompt the cashier for approval whenever a credit card is used at the pump.

NOTE:This option is separate from the AutoAuth/No AutoAuth options in Pump programming which control authorization options for post pay sales at the pump.

7.7.1.5 Force Outdoor Receipt Printing

This programming selection allows you to set the system to automatically generate an outdoor receipt based on sale data at the pump.

NOTE:When a Bill Acceptor (BAC) refund is due or a car wash has been purchased or awarded, the system always prints a receipt at the CAT.

7.7.1.6 Allow Selling SKU/PLU Items at Full-Serve CAT

Enable this option to allow the attendant to use a pump which has been programmed for Full Serve to sell SKU/PLU items to the customer. The attendant can sell a variety of items such as oil, windshield wipers or ice to a customer using the CAT keypad.

7.7.1.7 Allow Selling of Age Restricted Items at Self-Serve CATs

Enable this option to allow CAT sales of items that have an age restriction on them. This is used when a full serve attendant wants to sell beer, cigarettes or other age restricted items to a customer at the full serve island.

7.7.1.8 Print Cash Prepay Receipt at CAT

Enable this option to have the CAT print a receipt for a cash prepay when the customer finishes fueling.

7.7.1.9 CAT Coupon

The CAT Coupon feature will allow you to enter text to print on a CAT coupon. The CAT coupons are printed at the CAT on a separate chit after the CAT receipt is printed. This feature can be used to encourage site loyalty by printing a store coupon redeemable for goods or services at the site.

1. Select the **CAT Coupon** button and the CAT Coupon window appears. See Figure 7-32.

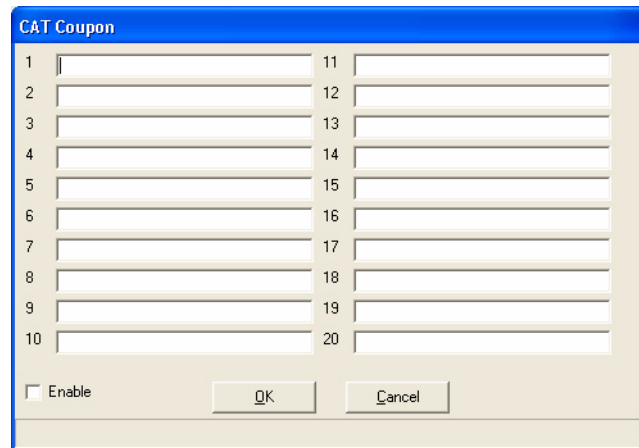


Figure 7-32 CAT Coupon Window

2. Check **Enable** to activate this option.
3. There are 20 lines available for use and each line is 20 characters long. Use the arrow keys on the QWERTY keyboard to move between the lines. The lines on the coupon are not automatically centered and spaces can be used to center or right justify messages.
4. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.7.1.10 Full Serve

Full Serve or Attended Mode is when an attendant is present at the Card Activated Terminal (CAT) and handles dispensing fuel and handles the transaction for the customer. This includes swiping a customer's credit or debit card, accepting cash for transaction payment, answering receipt and carwash prompts, and completing the sale. Sales are finalized at the CAT without assistance from an indoor cashier, except for error conditions that cannot be properly handled at the CAT.

Full Serve sales at a CAT require an attendant to sign on to the CAT as if it were an Indoor Payment Terminal (IPT). Commands are entered at the CAT keypad to control the sale and the pump. Full Serve operates in two different states or modes.

- **Session Mode** - allows an attendant to sign on, perform a sale, complete the sale, and then wait for another customer.
- **Transaction Mode** - automatically logs the attendant off of the CAT after the transaction or sale completes so that multiple CATs can be manned by one attendant.

The Full Serve feature must be enabled by going to the Programming access window and selecting **System > Pump > Site Setup** and check the Full Serve Enable box. To allow the individual pumps to switch between Full and Self Serve, the Service Levels Enable box must be checked. If this box is unchecked then the service level programming for each individual pump will be grayed out and the pump will remain in it's current state until the Service Levels Enabled box is checked again. See Figure 7-33.

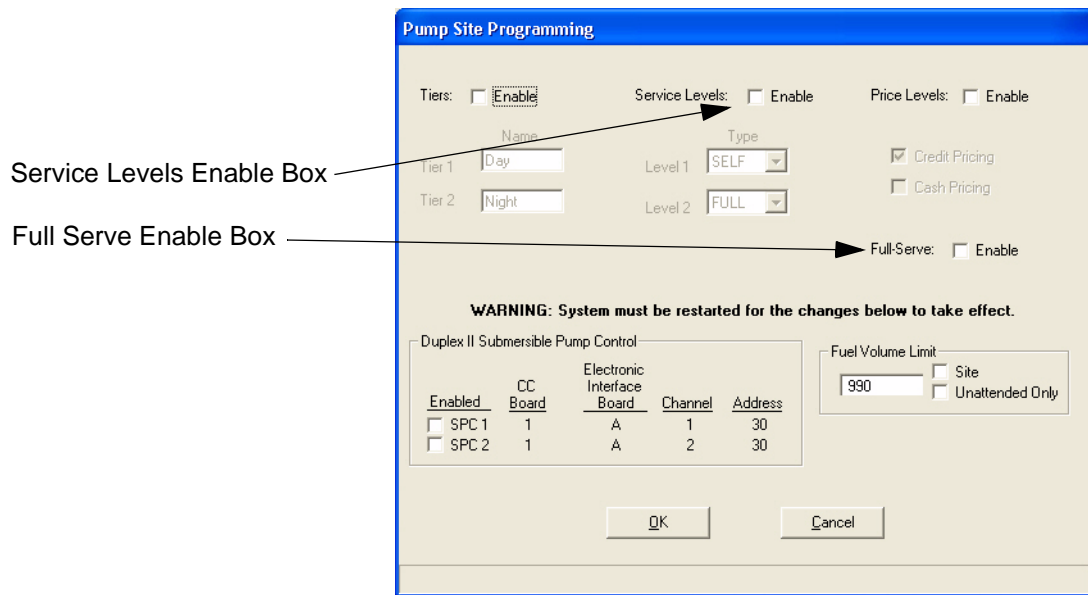


Figure 7-33 Pump Site Programming Window

Once the Full Serve feature is enabled, individual pumps can be switched to Full Serve operation by going into **System > Pump > Each > Modify** and selecting Self or Full service level. Be sure that **Has CAT for Full Serve** has been checked for proper Full Serve operation. See Figure 7-34.

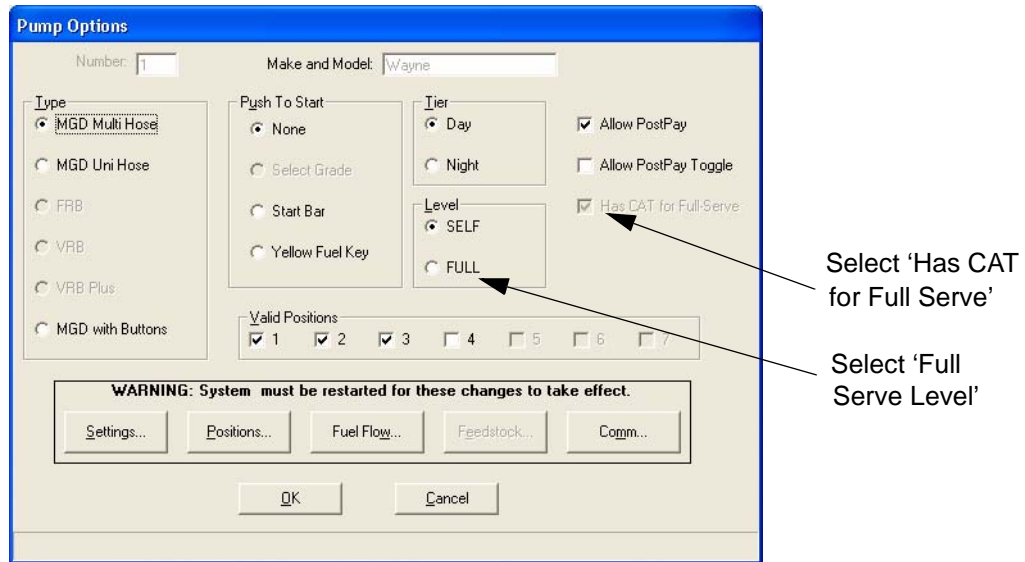


Figure 7-34 Pump Options Window

Full Serve CAT commands and Security levels can be modified by going into programming and select **System > CAT > Site > Full Serve**. This window allows the user to view and change the Full Serve Key Commands and Security levels required to perform each of the actions. Any number from 1 through 9 can be programmed for the commands. The default commands are shown below and will be used if a site does not change them. For any changes to take effect, the system must be restarted.

NOTE:Full Serve commands and security levels should not be changed while sales are in progress. If changes to the Full Serve commands or Security levels are made while attendants are signed on then the attendants should sign off and the system rebooted for changes to take effect.

NOTE:For Full Serve operations to execute normally, the site must not have Auto-Auth and Auto-Pay enabled for pumps programmed as full serve.

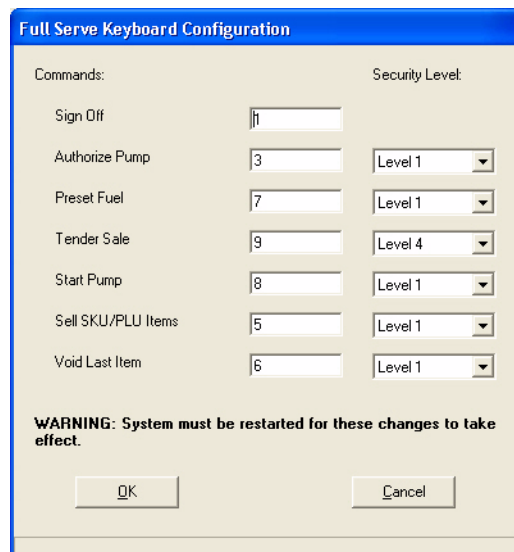


Figure 7-35 Full Serve Keypad Configuration Window

7.7.1.11 Entering Commands at the Full Serve CAT

The Full Serve attendant enters commands at the CAT by pressing the key on the CAT which represents the command desired followed by the ENTER key. When entering data or commands at the CAT the ENTER key must always be pressed to enter the command. The YES and NO keys are the only keys that do not require the ENTER key to be used. In the above Full Serve Keyboard Configuration screen the commands are listed on the next page:

- * 1 <ENTER>= Sign the attendant off of the CAT
- * 3 <ENTER> = Authorize the pump and begin dispensing fuel
- * 7 <ENTER> = Enter a preset dollar amount of fuel to dispense
- * 9 <ENTER> = Enter the amount of cash received from the customer
- * 8 <ENTER> = Starts a pump that has been previously stopped
- * 5 <ENTER> = Enables the entry of a PLU or SKU number of an item for sale at the Full Serve island.
- * 6 <ENTER> = Voids the last PLU or SKU item entered.

NOTE:The Full Serve Attendant report will not automatically close and generate a Z report if an attendant is still signed on at the CAT when the close shift or close day is performed. An X report will be generated instead.

7.7.1.12 Promotions

The Promotions programming screen is where you define the names of the promotions (up to 16 characters) that will be displayed at the CAT which the customer may select. Go to **Programming > System > CAT > Site** and see the example in Figure 7-36. The names of the promotions that you wish to display at the CAT need to be defined here first, then the individual promotions are defined in the Combo Classifications section of the system programming manual. See 'Combo Programming' on page 128.

The screenshot shows a software window titled "CAT Promotion Messages". It is split into two columns. The left column, "Primary Prompts", has two sections: "2-Line Text:" with a text box containing "Want a Discount?" and "Yes or No" on the next line, and "4-Line Text/Graphic:" with a text box containing "Want a Discount?" and "Yes or No" on the next line, followed by two empty lines. The right column, "Selection Prompts", has a list of nine text boxes numbered 1) to 9). Boxes 1-4 contain "Morning Special", "Lunch Special", "Evening Special", and "Night Special". Boxes 5-9 are empty. At the bottom are "OK" and "Cancel" buttons.

Figure 7-36 CAT Promotion Messages Window

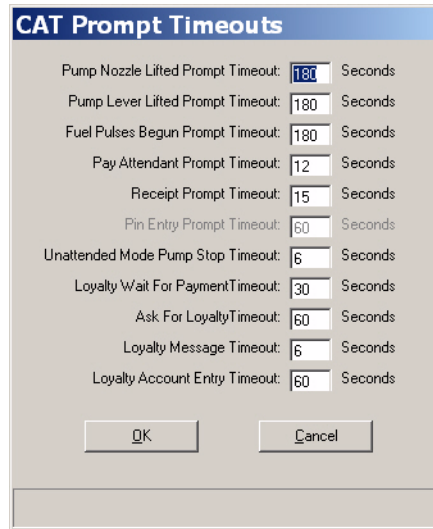
7.7.1.13 Max SKU/PLU Items Allowed at CAT

Use this value to set the maximum number of PLU/SKU items that can be sold by the attendant at a Full Serve pump.

NOTE:The Dry Product Detail component needs to be added to the Outdoor Attendant report to track PLU and SKU sales by the Full Serve attendant.

7.7.1.14 CAT Timeouts

Select the **CAT Timeouts** button to access the CAT Timeouts programming screen where you can set the various CAT timeout values for the CATs at the site. Go to **Programming > System > CAT > Site > CAT Timeouts**, Refer to Figure 7-37 for an example.



The screenshot shows a window titled "CAT Prompt Timeouts" with a list of settings. Each setting consists of a label, a numeric input field, and the unit "Seconds". The settings are: Pump Nozzle Lifted Prompt Timeout (180), Pump Lever Lifted Prompt Timeout (180), Fuel Pulses Begun Prompt Timeout (180), Pay Attendant Prompt Timeout (12), Receipt Prompt Timeout (15), Pin Entry Prompt Timeout (60), Unattended Mode Pump Stop Timeout (6), Loyalty Wait For Payment Timeout (30), Ask For Loyalty Timeout (60), Loyalty Message Timeout (6), and Loyalty Account Entry Timeout (60). At the bottom of the window are "OK" and "Cancel" buttons.

Setting	Value	Unit
Pump Nozzle Lifted Prompt Timeout	180	Seconds
Pump Lever Lifted Prompt Timeout	180	Seconds
Fuel Pulses Begun Prompt Timeout	180	Seconds
Pay Attendant Prompt Timeout	12	Seconds
Receipt Prompt Timeout	15	Seconds
Pin Entry Prompt Timeout	60	Seconds
Unattended Mode Pump Stop Timeout	6	Seconds
Loyalty Wait For Payment Timeout	30	Seconds
Ask For Loyalty Timeout	60	Seconds
Loyalty Message Timeout	6	Seconds
Loyalty Account Entry Timeout	60	Seconds

Figure 7-37 CAT Prompt Timeouts Window

- Pump Nozzle Lifted Prompt Timeout - This value controls how long the system will display the prompt telling the customer to lift the nozzle that is displayed following pump authorization.
- Pump Lever Lifted Prompt Timeout - This value controls how long the system will display the prompt telling the customer to either select a grade, press the start bar, or press the yellow fuel key, which is displayed following nozzle lift.
- Fuel Pulses Begun Prompt Timeout - This value controls how long the system will display the prompt telling the customer to begin fueling following pump authorization.
- Pay Attendant Prompt Timeout - This value controls how long the system will display the prompt telling the customer to pay the attendant after fueling is complete on a post pay sale. It also controls the amount of time that the message will be displayed that indicates that a successful preset has occurred.
- Receipt Prompt Timeout - The Receipt Prompt Timeout value controls the amount of time that the CAT will display the prompt that asks the customer if they would like a receipt.
- PIN Entry Prompt Timeout - PIN Entry Prompt Timeout allows you to control the amount of time a customer is given to enter a PIN at the CAT. In the current release, the PIN Entry Timeout is set to the default value of 60 seconds and cannot be changed.
- Unattended Mode Pump Stop Timeout - If errors occur while operating in unattended mode, the pump will go into a pump stop state as it normally does. This timeout value sets the amount of time that the dispenser will wait before resetting itself back to the idle state.

- Loyalty Wait for Payment Timeout - This value controls how long the CAT will display the prompt telling the customer to insert a payment card after a Loyalty card has been accepted.
- Ask For Loyalty Timeout - This value controls how long the CAT will display the prompt asking the customer for a Loyalty card after a payment card has been swiped.
- Loyalty Message Timeout - This value controls how long the CAT will display the prompt telling the customer that the Loyalty Card has either been accepted or declined.
- Loyalty Account Entry Timeout - This value controls how long the CAT will display the prompt asking for the customer to enter the Loyalty Card/Account number.

7.7.1.15 Notebook Editor

The Notebook Editor feature allows you to select various advertising chains for use with CATs. Notebook Editor also allows you to manage the creation, configuration, and selection of various advertising messages for display at the CAT.

Select **Notebook Editor** from the Customer Activated Terminal window and the Advertising Chain Programming window appears. See Figure 7-38.

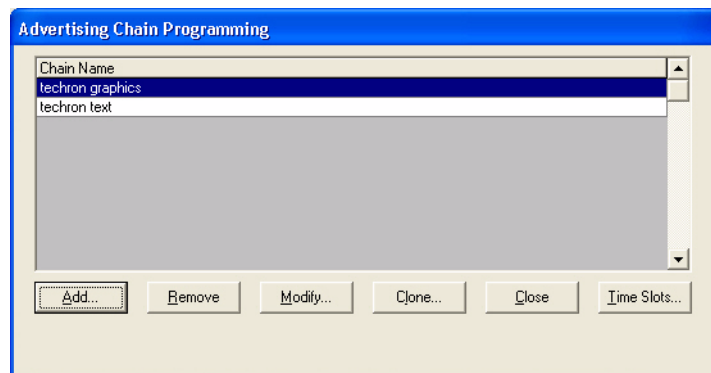


Figure 7-38 Advertising Chain Programming Window

Advertising Chain Programming - This programming selection allows you to Add, Remove, Modify and assign a Time Slot for messages to run at the CATs. The Advertising Chain Programming window also allows you to manage the creation, configuration and selection of various advertising messages for display at the CAT. See Figure 7-38.

1. Select **Add** or **Modify** at the Advertising Chain Programming window to display the Advertising Chain Editor window.

Advertising Chain Editor -The Advertising Chain Editor allows you to select and modify text and graphics to display at the CAT. See Figure 7-39.

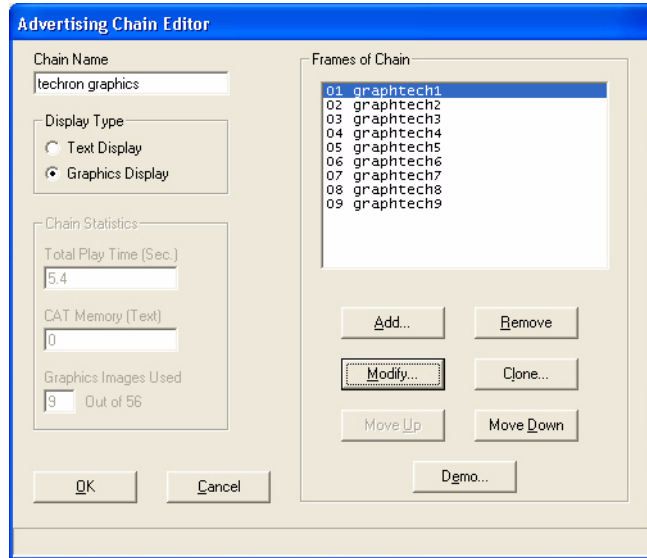


Figure 7-39 Advertising Chain Editor Window

The following options are available from the Advertising Chain Editor window:

- **Chain Name** - A 30-character name that allows you to identify each advertising chain easily.
- **Display Type** - Allows you to select either text or graphic display for the advertising chain. Each chain consists of multiple images or frames. Up to 30 frames can be programmed depending on the amount of CAT memory available in the application.

After the images are stored in Nucleus, they must be organized into advertisement chains, which function similarly to report chains. Each frame is either a text message or a graphic RAM image. Note the difference between a Text Only Chain and a Graphic Chain.

- * **Text Only Chain** - Text messages are advertisements that contain text without graphics. Text-Only Chain programming allows you to create and make changes to the advertising messages shown at the CAT. See Figure 7-40.



Figure 7-40 Text Advertisement

- * The text messages consist of 2 lines of 16 characters, while the graphics display consists of 4 lines of 21 characters.
- * The default message is present in each chain until reprogrammed. Program at least 1 of the 6 messages with a message. This can be a prompt reminding the customer to replace the nozzle before leaving the station.

IMPORTANT:One default text message must remain programmed in the system.

- * Time-sensitive information such as pricing should be displayed in these messages because they do not require graphics.

- * From this window, you can set the time span of the text messages display, as well as turn certain messages on and off. Text mode CATs cycle text messages while customers are fueling unless a message is turned off.
- * Text messages are programmable at the IPT and can be modified by the station manager when necessary.
- * **Graphic Chain** - Graphic display advertising messages are sequences of commercial messages that run while a customer dispenses fuel. Graphic Chain programming allows you to display advertising artwork on your CAT to enhance fueling instructions or increase the effectiveness of an advertising message. See Figure 7-41.

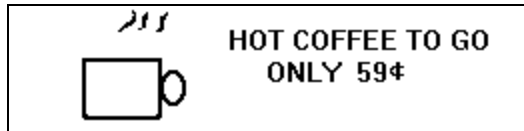


Figure 7-41 Advertisement Graphic

- * The graphic image shown includes text built into the graphic. The text is part of the picture.

NOTE: To produce graphic images at the CAT, your CAT must be equipped with a graphics display board and the corresponding hardware.

- * The Nucleus system stores advertisement images as RAM (Random-Access Memory) and these images are stored as IMG files. The system can store up to 52 RAM images.
 - * The station manager has control over which images run, as well as the display time and sequence. Only, the Authorized Service Organization (ASO) representative can change graphic chain images using system software. These prompts cannot be altered by the station manager, except to modify the display sequence.
- **Chain Statistics** - Shows you the details of the chain presentation such as the amount of time the chain displays at the CAT, the amount of CAT memory the chain occupies, and the number of graphic images used.
 - **Frames of Chain** - Displays a frame by frame list of the chain of graphics and text frames that make up the complete message shown at the CAT. The Frames of Chain control buttons allow you to place, rearrange, or delete individual frames within the advertising chain. Figure 7-42 shows the Frames of Chain control buttons.

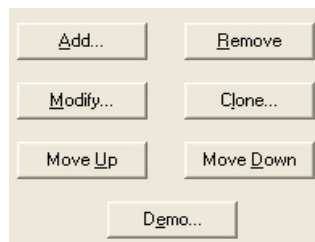


Figure 7-42 Ad Chain Control Buttons

- * **Add** - Allows you to create a new frame by opening the Frame Editor window. See Figure 7-43 below.

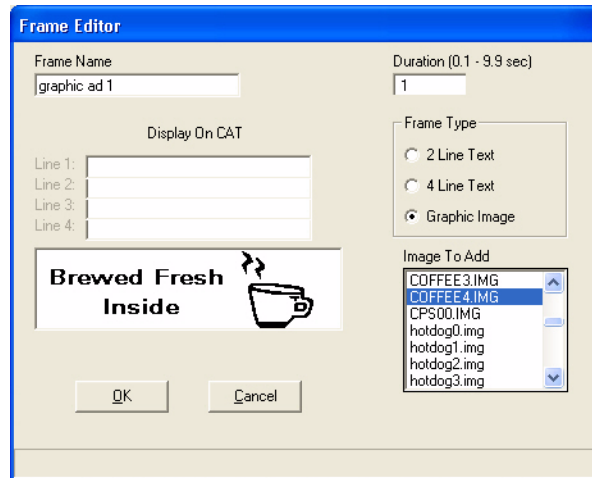


Figure 7-43 Frame Editor Window

The following options are available from the Frame Editor window.

- * **Frame Name** - Shows the name used to identify an individual frame.
 - * **Duration** - Allows you to determine the length of time (between 0.1 and 9.9 seconds) that each frame is displayed.
 - * **Display On CAT** - Allows you to view text and images associated with each frame. The chain name and frame number appear above the text from the frame.
 - * **Frame Type** - Allows you to select the type of image information contained in a **2 Line Text**, **4 Line Text**, or **Graphic Image** frame.
 - * **Image To Add** - Allows you to incorporate stored images into the advertising chain.
-
- * **Remove** - Allows you to delete the frame currently displayed in the window.
 - * **Modify** - Allows you to make changes in the highlighted frame through the Frame Editor window. See Figure 7-43.
 - * **Clone** - Allows you to copy the settings of the currently selected frame and use it elsewhere in the chain.
 - * **Move Up** - Allows you to move the highlighted frame to the position just above it. The highlighted frame and the frame above switch positions in the chain.
 - * **Move Down** - Allows you to move the highlighted frame to the position just below it. The highlighted frame and the frame below switch positions in the chain.
 - * **Demo** - Allows you to view the chain animation as it will appear at the CAT. When you select Demo, the Ad Chain demo plays. See Figure 7-44 below.

NOTE:System operations may exhibit a slow-down when in Demo Mode.



Figure 7-44 Demo Chain Window

The Demo Chain window has three selections available:

- * **Replay** - Returns to the first frame in the advertising chain and plays the demo.
 - * **Stop** - Halts the demo of the advertising chain display.
 - * **Close** - Exits the Demo Chain window.
2. To Remove a chain from the Advertising Chain Programming window, highlight the name of the advertising chain and select **Remove**.
 3. Select **Time Slots** from the Advertising Chain Programming window to program the times that specific advertising chains will be displayed. See Figure 7-38 and Figure 7-45.

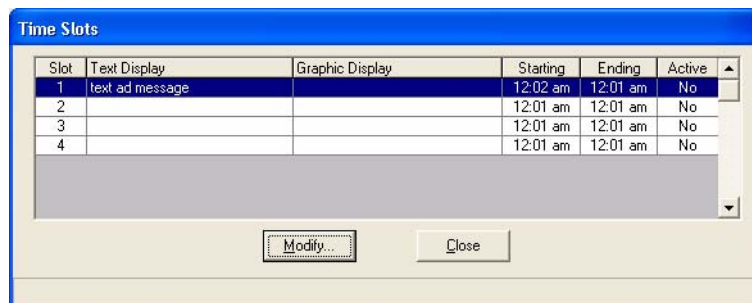


Figure 7-45 Time Slots Window

- Select the time slot that you want to assign to an advertising chain then choose the **Modify** button.

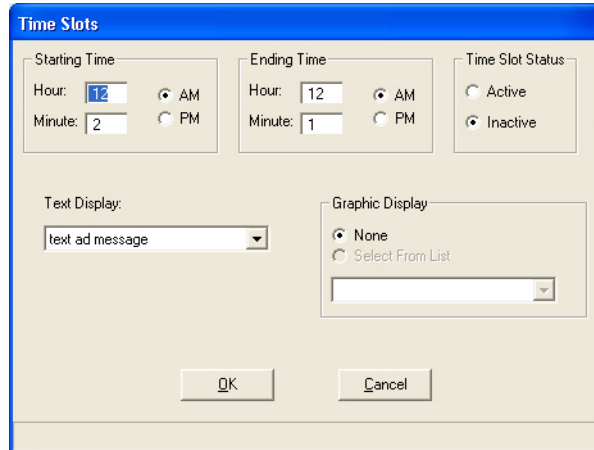


Figure 7-46 Time Slots Programming Window

- Programming options available in the Time Slots window are:
 - * **Starting Time** - This is the time you want the ad chain to begin.
 - * **Ending Time** - This is the time you want the ad chain to stop.
 - * **Time Slot Status** - This is the flag that determines if the ad chain is **Active** or **Inactive**.
 - * **Text Display pull-down** - This pull-down menu has all of the available text chains that can be run.
 - * **Graphic Display** - Choose **None** to tell the system that there are no graphics displays at the CATs available. Choose **Select from List** to enable the pull-down menu containing a list of graphics ad chains to choose from.
- Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.7.1.16 Bill Acceptors Active

If the station supports bill acceptor sales, check this box to activate all of the bill acceptors.

NOTE:Bill Acceptor support for Gilbarco and Tokheim dispensers will be available in a later release of software.

7.7.1.17 Touchscreens Active

NOTE:The current release does not support outdoor touchscreen hardware.

NOTE:The Nucleus application must be shutdown and restarted for changes to this option to take effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

7.7.1.18 CAT Keypad Setup

The **CAT Keypad Setup** button is used to access the CAT Keypad programming window. Go to **Programming > System > CAT > Site** to access this feature.

NOTE:Access to this function is controlled by user access levels defined within the Programming Security Levels area. Modifications to the CAT Keypad Setup function should only be done by trained service personnel. See the Chevron Nucleus Installation manual PN 920641.

The CAT Keypad function is used to program Nucleus to communicate with a wide variety of CAT keypads. The setup function can also be used to customize the button programming to match the CAT keypads which are installed at the site. Select the **CAT Keypad Setup** button and the following window will be displayed.

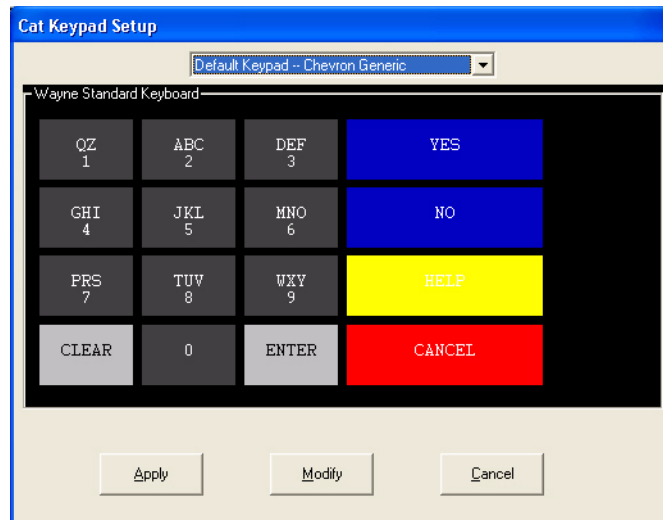


Figure 7-47 CAT Keypad Setup Window

Use the Keypad Setup pull-down to select from different pre-programmed keypad layouts. See Figure 7-48

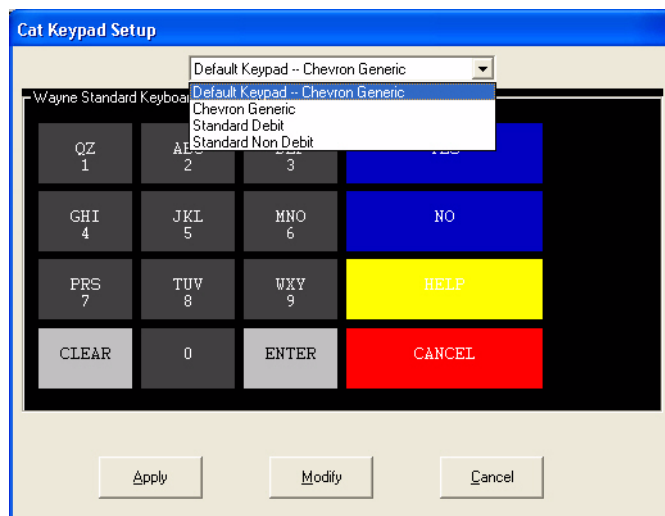


Figure 7-48 CAT Keypad Setup Pull-down Menu

If none of the pre-programmed keypad layouts match the site's keypads then the programming can be customized to match the layout and function of the CAT keypads.

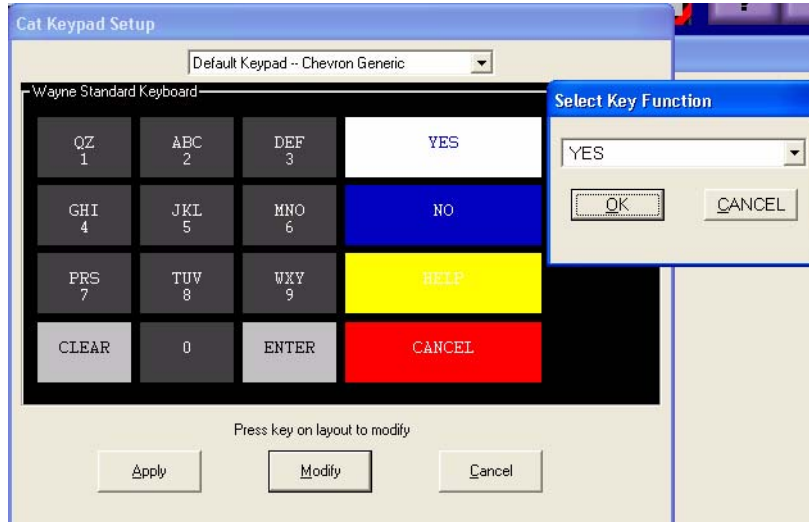


Figure 7-49 CAT Keypad Modification Window

1. Select **Modify** to begin keypad customization.
2. Select a location on the keypad map that you wish to reprogram by touching it.
3. Choose a function from the **Select Key Function** pull-down that you wish to assign to a keypad location. Be sure that the function that you assign to a location matches the CAT Keypad layout. See Figure 7-50.

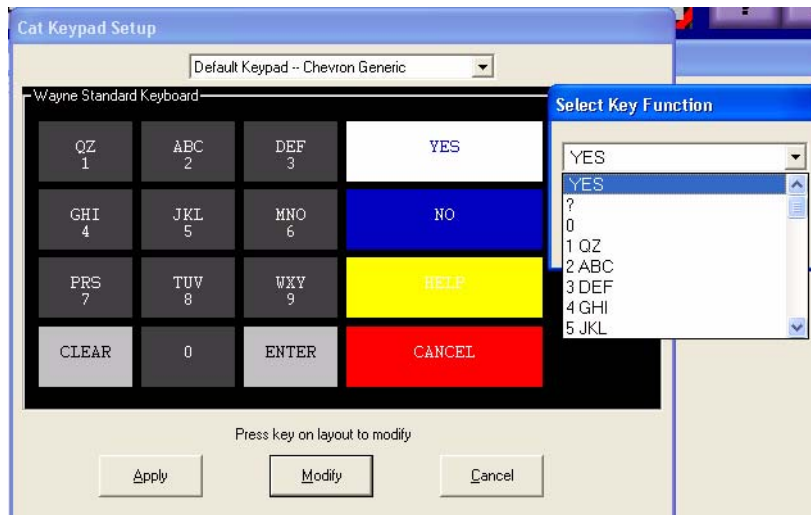


Figure 7-50 Select Key Function Pull-down

4. Select **OK** then select the next location to program. Touch the **Apply** button when programming is complete and you wish to save and exit.

7.7.2 CAT Programming - Each

The individual CAT programming options allow you to program settings for individual CATs at your site.

1. From the Programming Access window select **System > CAT > Each**. See Figure 7-51.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

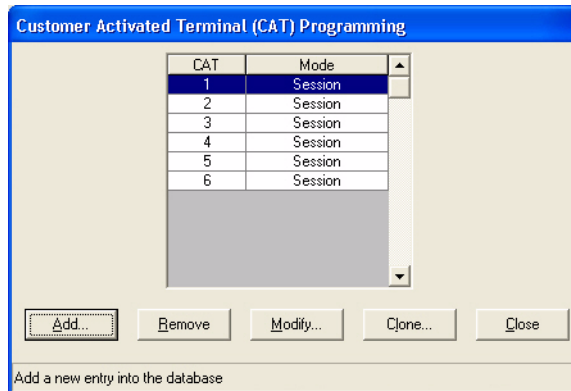


Figure 7-51 CAT Programming Window

2. Select **Add** or **Modify** to bring up the Customer Activated Terminal Options window which will allow you to program an additional CAT or modify an existing CAT. See Figure 7-52 below.

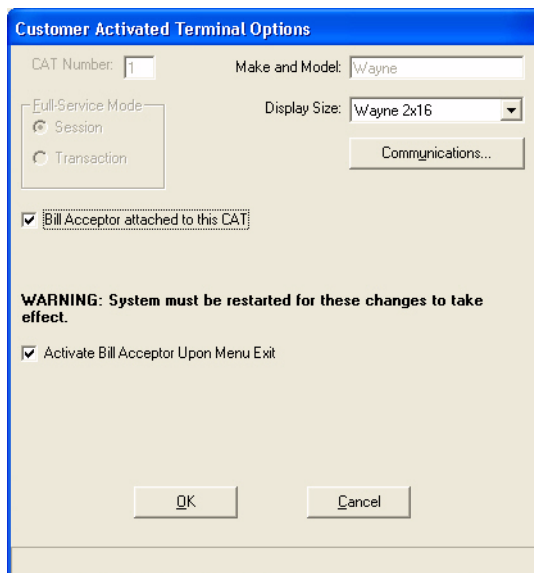


Figure 7-52 CAT Options Window

- Program the display size from the **Display Size** pull-down menu.

If Gilbarco has been selected as a pump manufacturer, (See Site Programming on page 88), and the Display Size has been set to either Monochrome or Infoscreen then the following information about Gilbarco CRINDs is applicable.

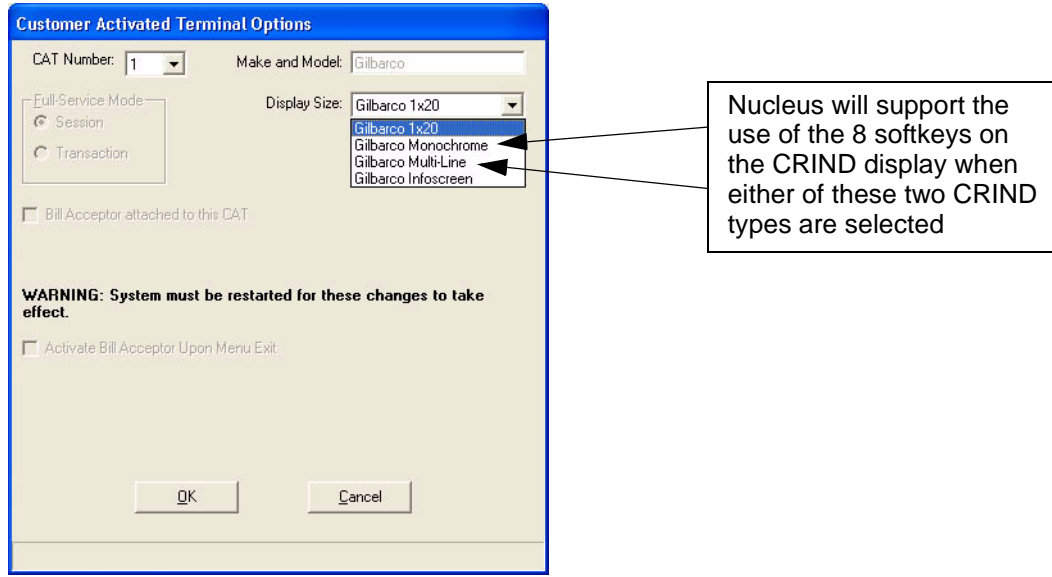


Figure 7-53 Gilbarco Display Type Programming

The Gilbarco CRIND softkeys will be used when the Monochrome or Infoscreen display type is selected. These softkeys will be used instead of the Yes and No on the CRIND fixed keypad. They will also be used to display car wash product choices.

The Gilbarco support does not include graphics animation in the ad chains like that which is available on Wayne CATs. However, a single graphic or a single ad message can be displayed during fueling.

- Program the type of **Full Service Mode** for the CAT, by selecting either **Session** or **Transaction**.
 - * Session mode means that an attendant can sign on to a CAT and remain signed on for multiple transactions. The session does not end until the attendant signs off.
 - * Transaction mode means that an attendant must sign on for every transaction. The CAT automatically signs the attendant off after every transaction.
- Check the **Bill Acceptors Attached to this CAT** box if a bill acceptor is present.
- Check the **Activate Bill Acceptor Upon Menu Exit** box to activate the station's bill acceptors.

NOTE: Check the Activate Bill Acceptor Upon Menu Exit box to activate the station's bill acceptors. Enable this feature after enabling the Bill Acceptors Active programming under **Programming > System > CAT > Site**. See Figure 7-29.

NOTE: Bill Acceptor support for Gilbarco and Tokheim dispensers will be available in a later release of software.

- Touch **Communications** to display the Communications window. See Figure 7-54.

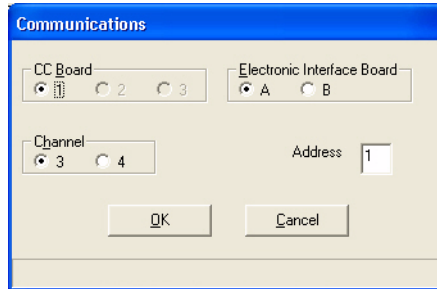


Figure 7-54 Communications Window

- * The Communications programming window is where the CC Board, Electronic Interface Board, Channel, and Address can be programmed.

IMPORTANT:The 4 programming options in the Communications programming window will be programmed when Nucleus is installed at the site. Only qualified service technicians should make changes to these options.

- * **CC Board** - The CC Board (Serial Communications Controller Board) is where the software that controls pumps and CATs runs. The CC Board is always programmed to 1.
 - * **Electronic Interface Board (EIB)** - The Electronic Interface Board controls the fueling points at the site. If a site has more than 16 fueling points, then it will have two EIBs. EIB **A** controls fueling points 1-16 and EIB **B** controls fueling points 17-24. The system will automatically select the correct EIB programming for the CAT.
 - * **Channel** - The Channel is an output from the EIB. Each EIB has two CAT channels and each CAT channel controls up to 8 fueling points. The CATs must be distributed evenly between the CAT channels. Only qualified service technicians should make changes to this option.
 - * **Address** - The Address is the unique identifying number programmed into the CAT. Nucleus will automatically assign the next available Address to each CAT that is added into the system.
- * Choose **OK** to save and exit or choose **Cancel** to exit without saving.
3. To remove a CAT, select the CAT that you want to remove from the Customer Activated Terminal (CAT) Programming window and press **Remove**. Confirm the Remove in the Confirm Remove Operation window by pressing **OK**.
 4. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.7.3 Logos Programming

The Logos programming window is used to program the headers and footers for the receipts generated at the CATs.

1. From the Programming Access window select **System > CAT > Logos**, to open the Logos window. See Figure 7-55.

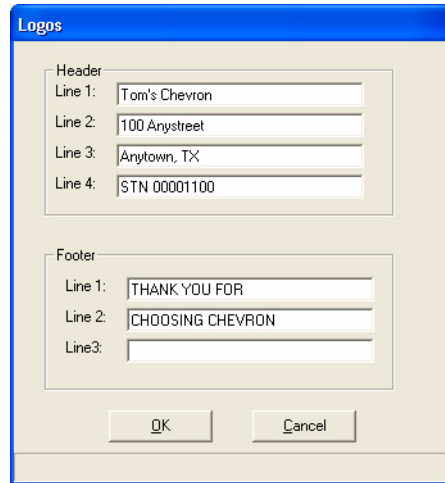


Figure 7-55 Logos Window

2. Use the QWERTY keyboard to enter data for the **Header** and **Footer** to be printed on the CAT receipts.

NOTE:Each site must put its station ID in Line 4 to conform to Chevron host specifications.

- Note that there are 19 spaces that can be used per line.
 - Messages can be centered by simply typing in the message. Although the logo information appears aligned to the left in your window, the printed logo is centered on the receipt automatically.
 - Use leading spaces before the text to right justify the message.
 - Use the TAB key on the QWERTY keyboard to go from line to line and from the Header to the Footer sections.
 - Input your station ID in **Line 4**.
3. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.8 Security Camera

The Security Camera programming window is used to activate the port that the Security Camera is plugged into. The port must be activated using this feature because Nucleus will not recognize the presence of the Security Camera automatically.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

- From the Programming Access window select **System > Security Camera**. The Security Camera window opens as shown in Figure 7-56 below.

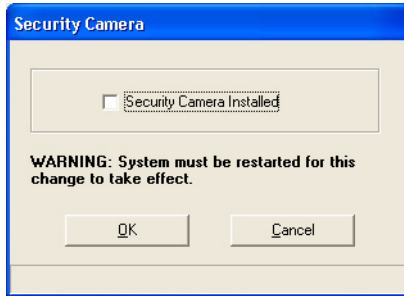


Figure 7-56 Security Camera Window

- Check the **Security Camera Installed** box if a camera is plugged into the Nucleus system.
- Choose **OK** to save and exit or choose **Cancel** to exit without saving.

7.9 Peripheral Configuration

This feature allows the user to specify the location for printing each report using a programming option. Go to **Programming > System > Peripheral Configuration** to access the programming screen. An option called **Report Printer Installed** has been added to the Peripheral Configuration screen which allows a site to specify whether there is a report printer installed. If the option is checked then the “40 Column Printer” and “80 Column Printer” options will be enabled.

NOTE: If there is no report printer connected, the system will use the receipt printer connected to the Store Controller.

NOTE: The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

From the Programming Access window select **System > Peripheral Configuration**. The Peripheral Configuration window opens as shown in Figure 7-57 below.

- Report Printer Installed - Check this box if a Report Printer is installed.

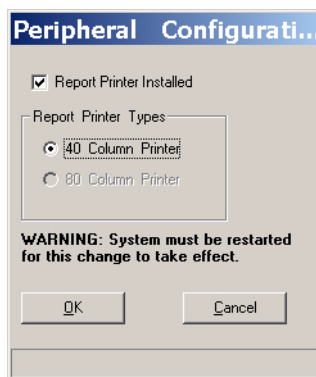


Figure 7-57 Peripheral Configuration Window

- Choose **40 Column Printer** as the **Report Printer Type** installed at the site.
- Choose **OK** to save and exit or choose **Cancel** to exit without saving.

NOTE: Chevron Stations use a 40 column thermal printer for the Report printer. The default setting of “40 Column Printer” should not be changed.

The programming option for Printer Location and the “Cycle Location” button in the **Report > Setup > Component** screen will be available if the **Report Printer Installed** option has been checked. The Printer Location options will be “Local Printer”, “Report Printer”, and “Ask”.

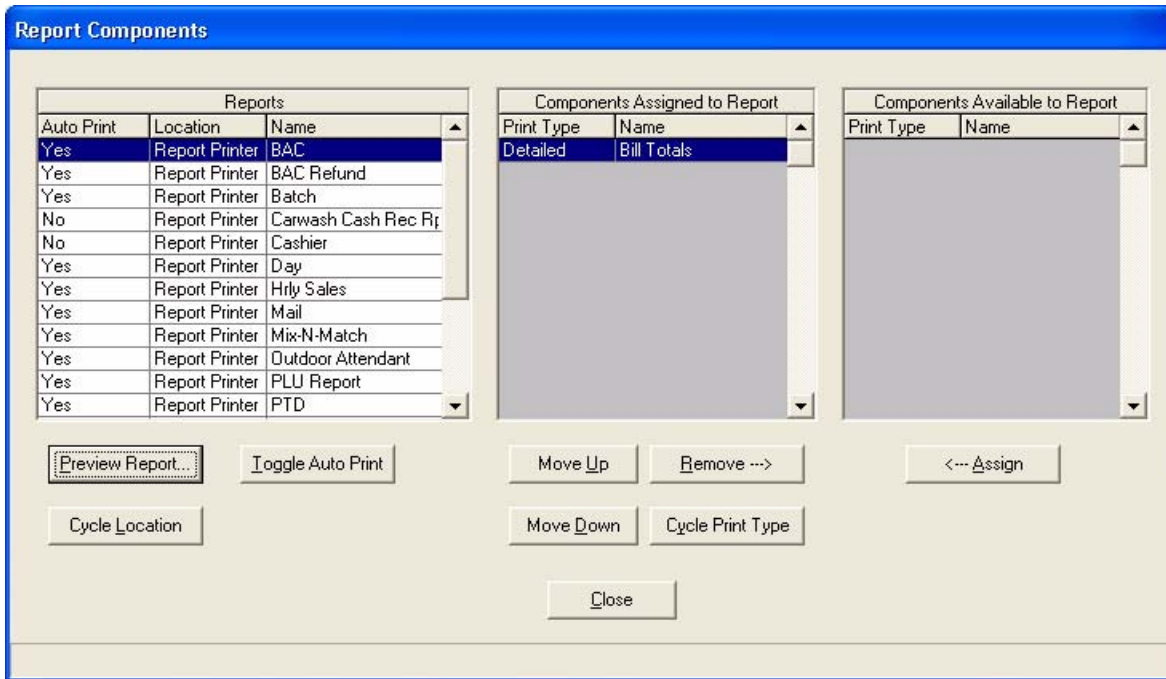


Figure 7-58 Report Component Programming Window

This will allow the default location for specific report components to be assigned to specific printers or the user can be prompted to specify a location when printing reports. This is useful if the report printer happens to be locked in the manager’s office after hours or if the report printer is low on paper.

7.10 Backup Settings

The Backup Settings programming window is used to set up Nucleus for unattended and manual system backups. Each backup contains an entire database backup, some configuration files and the sales log. The backup utility will store 10 days of unattended backups in a rolling format with the most recent backup being saved in the E:\backups\Nucleus01 directory and the oldest will be in the E:\backups\Nucleus10 directory.

1. Select **System > Backup Settings** to access the Backup Settings window. See Figure 7-59 below.
2. It is highly recommended that you check the **Enable Unattended Backups** box in the Unattended Settings box to activate unattended backups.
 - a. Enter the **Start Time** and **Days** to perform the backup and program accordingly.
 - b. Select the **Destination Directory** where the files are to be stored from the pull-down menu. The default directory for Unattended Backups is e:\backup.
3. In the **Manual Settings** section, select the Destination Directory from the pull-down menu to use for any manual backups. The default directory for manual backups is e:\ManualBackup.
4. Choose **OK** to save and exit or choose **Cancel** to exit without saving.

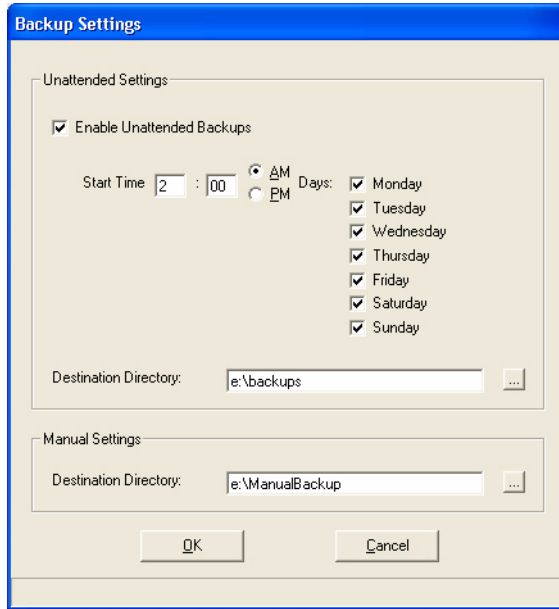


Figure 7-59 Backup Settings Window

7.11 Back Office Configuration

Nucleus has added support for a NAXML compliant Back Office System. Select **Programming > System > Back Office Configuration** to access the Back Office Configuration window.

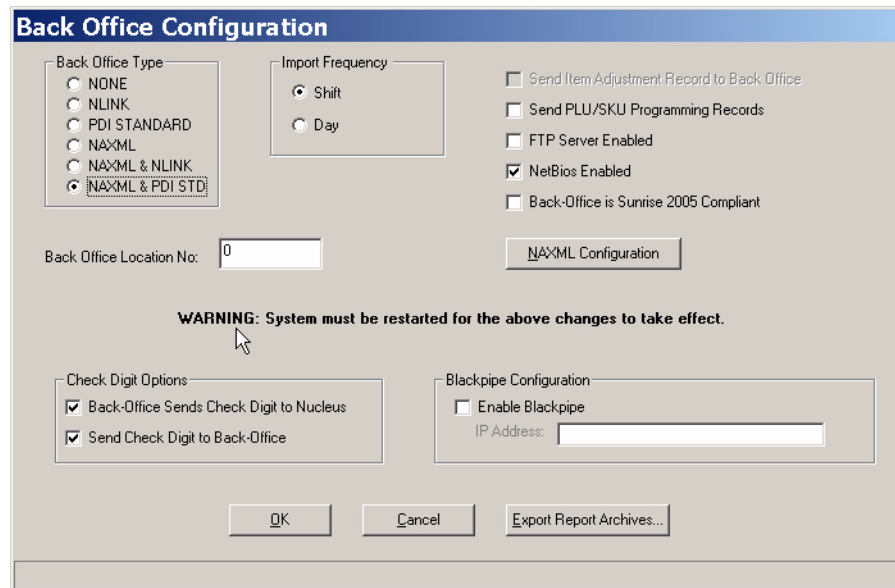


Figure 7-60 Back Office Configuration Window

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

NOTE:Chevron Nucleus Rel. 3.x and later contains a Pricebook Synchronization utility that will synchronize the pricebook in Nucleus with the pricebook on the Back Office System. The Back Office type must be set for Nlink or PDI Standard for this utility to work properly.

1. Select the **Back Office Type** from the menu. NLINK should be selected for all vendors except PDI and ACES. See Figure 7-60.
 - * None
 - * NLINK
 - * PDI Standard
 - * NAXML
 - * NAXML & NLINK
 - * NAXML & PDI STD

2. Choose the **Import Frequency**, either **Shift** or **Day**, to import data to the Back Office system at the end of a shift or the end of a day.

NOTE:The reports that are chosen for export are converted to a format that is readable by the specified back office system's format and stored on the Nucleus system. The back office system must still access Nucleus and download these files.

3. The **Back Office Location No** is an optional field used only by sites with a PDI Back Office System.
4. **Send Item Adjustment Distribution Record to Back Office** - Check this box to send Price Override data to the Back Office System using a 2001 record in the DRPIN.DAT. If it is left unchecked, Price Override data will be sent to the BOS using a longer 2202 record. The new record type will allow for additional data (such as the cashier who performed the price override) to be added in the future.
5. **Send PLU/SKU Programming Records** - Check this box to send information to a Back Office system that might not have all of the station products in the DRPIN.DAT file. This is useful for sites that are replacing or installing a new back office system and do not yet have all of the station product information in the price book. It's also useful for sites that have been scanning but have not had a back office system until now and want to get all of the product information to the back office. This box should be checked right before the End of Day is run and then all of the information pulled to the back office. Once that process is complete then the box should be unchecked to prevent the DRPIN.DAT file from growing too large.
6. **FTP Server Enabled** - Check this box to enable file transfers using FTP. This option is available when any type of Back Office has been selected and the FTP server has been setup correctly.
7. **NetBIOS Enabled** - Check this box to turn on the NetBIOS over TCP/IP functionality. This option is included here so that a station with older BOS software that requires NetBIOS to operate, can still be used.
8. **Back-Office is Sunrise 2005 Compliant** - Check this box if the Back Office is Sunrise 2005 compliant.

9. Use the following Check Digit Options to configure Nucleus to send or receive check digit information from the Back Office System.
 - a. **Back-Office Sends Check Digit to Nucleus** - This is used to determine what type of UPC/EAN the Back-Office is sending based on length.
 - b. **Send Check Digit to Back-Office** - This is used when uploading Sales Data to the Back-Office. If the flag has been set then UPC/EAN numbers will include the check digit.
10. Blackpipe is a utility that will run on both Nucleus and the BOS. It will allow the back office system and Nucleus to communicate with each other in a PCI-compliant manner. In order to be PCI compliant, only Nucleus will be allowed to initiate any data transfers between Nucleus and the BOS. To use Blackpipe communications, check the **Enable Blackpipe** check box and then provide the **IP Address** of the BOS system,
11. Touch the **NAXML Configuration** button from the Back Office Configuration window to access the NAXML Configuration options. This button will only be active when a back office type that includes NAXML has been selected. These following options are enabled by default.

NOTE:Changes to the NAXML Configuration can be done by the manager with the proper security level.

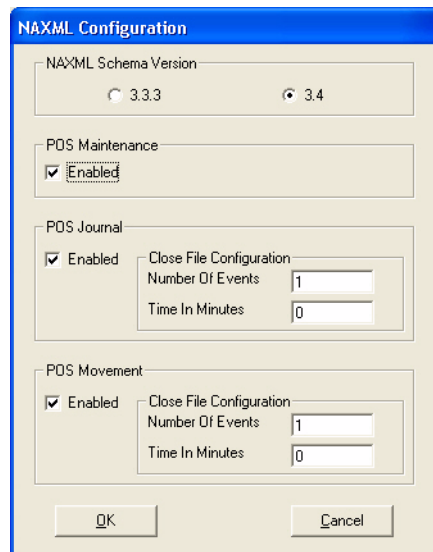


Figure 7-61 NAXML Configuration Window

- a. **POS Maintenance** can be disabled which means that Nucleus no longer processes any of the maintenance files sent to it from the BOS.
- b. **POS Journal** can be disabled which means that Nucleus no longer creates PJR entries for each transaction.
- c. **POS Movement** can be disabled which means that Nucleus no longer sends summary data for all the events that are tied to summary such as fuel or product sales.
 - * Merchandise Code Movement for both station level (MCM) and "By cashier by terminal" (MCMD) granularity. If the enable button for POS Movement is checked, all of the movement will be enabled including this one, and vice versa.

- d. **Close File Configuration** settings are used to set the **Number of Events** which is defined as the maximum number of Nucleus events (sales and financial transactions, EOS, or EOD) that are written to a file before it is closed, zipped, and prepared for transport to the back office system. **Time in Minutes** is set as the maximum time in minutes for a file to be open before it is closed, zipped, and prepared for transport to the back office system.
 - e. Select the **NAXML Schema Version** to be used. Select either 3.3.3 or 3.4.
12. Touch the **Export Report Archives** button from the Back Office Configuration window to access the Export window.
- * If the Shift selection was made in the Back Office Configuration window then the Export Shift Report window will appear. See Figure Figure 7-62.

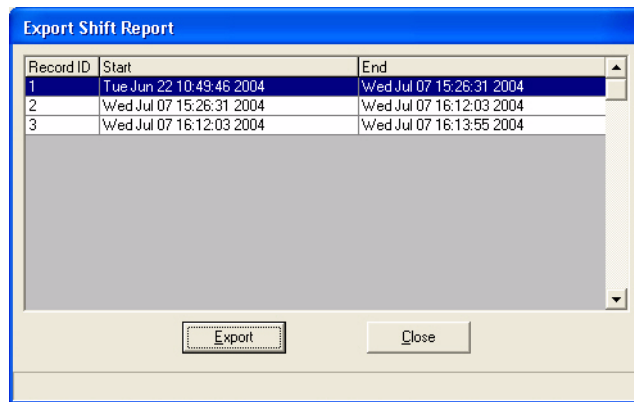


Figure 7-62 Export Shift Report Window

- * If the Day selection was made in the Back Office Configuration window then the Export Day Report window will appear. See Figure Figure 7-63.

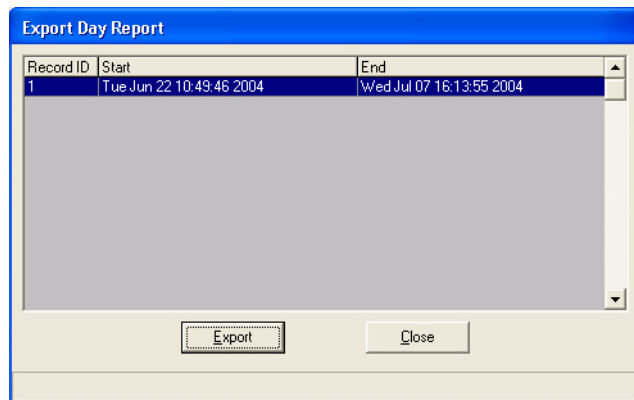


Figure 7-63 Export Day Report Window

From the Export Shift Report or the Export Day Report windows, select the shift/day report to export and touch **Export**. Touch **Close** to exit.

NOTE:The Nucleus system will keep active up to 14 days of Shift and Day reports available for export.

7.12 Tier / Feature

The Tier/Feature section allows the programming of different Tiers of Nucleus functionality, each with different sets of features. Different Tiers of functionality are available for purchase making it possible for a site to choose the features of Nucleus that are desired without having to pay for the features that are not needed. With the purchase of higher Tiers, all lower Tier features will be available. A site can also downgrade from a higher Tier to a lower Tier if the features of the higher Tier are not needed and therefore reduce their fee. Select **System > Tier/Feature** and the following window will be displayed which shows the current Tier and a list of features and whether or not the features are available with the current Tier.

Feature	Tier	Available
Back Office Interface	2	No
Bill Acceptor in Pump	3	No
Car Wash Interface	2	No
Discount Fuel Price - Carwash	3	No
Discount Fuel Price - Tender	3	No
Graphics Messaging at CAT	2	No
Mannatec Interface	2	No
Multiple Indoor Terminals	2	No
Nucleus Back Office	4	No
Programmable Car Wash Prompting	3	No
Scanning	2	No
Security Camera Interface	2	No

Figure 7-64 Tier/Feature Configuration Window 1

If a Tier upgrade is desired then the user presses the **Get Key** button and the following window will be displayed.

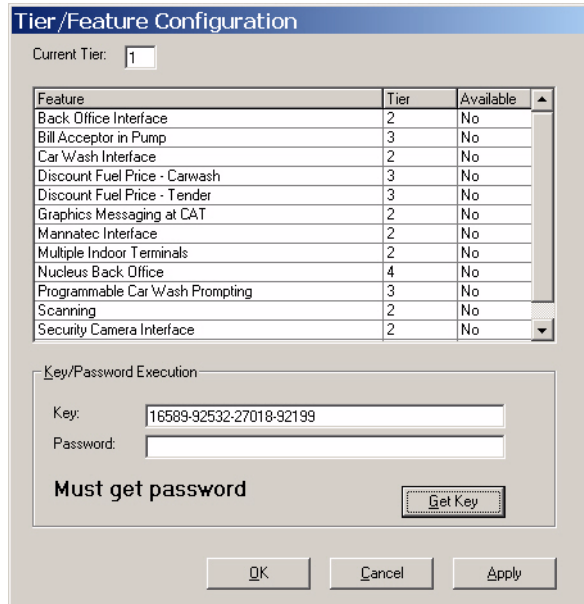


Figure 7-65 Tier/Feature Configuration Window 2

The Key which is displayed in the **Key** field is provided to the RTSC Help Desk which will provide a password which is entered in the **Password** field. Press the **Apply** button to continue and the following window will be displayed. If the **OK** button is pressed the Tier or feature will be updated and the window closed.

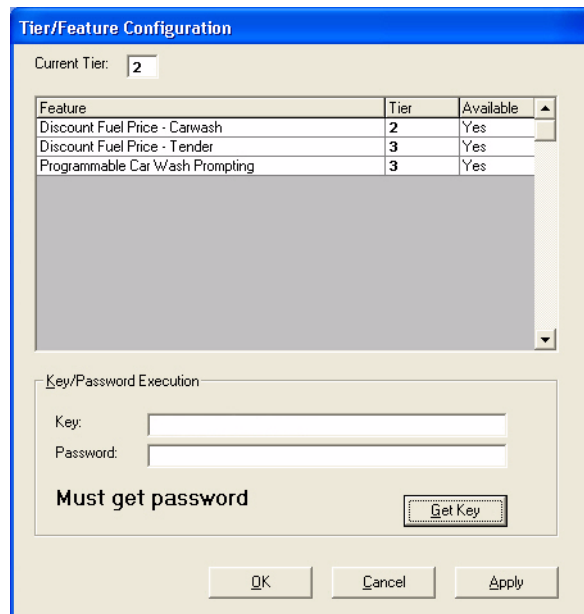


Figure 7-66 Tier/Feature Configuration Window 3

Note that in the example above that the current Tier has been upgraded to 2 and the Tier 2 functions have now been made available. Tier 3 functions are still disabled until the site upgrades to the next level. Press **OK** to close the window or **Get Key** to repeat the process and upgrade to the next level.

7.13 Loyalty

The Loyalty feature is used to program the system so that a customer can receive a discount on the unit price of fuel. The Loyalty discount is implemented so that once qualified, the customer will automatically get a lower price per unit of fuel. Loyalty discounts can be applied to the fuel price before or after fueling and are available to the customer for in-store fuel sales as well as sales at the CAT.

Non-Fuel discounts can be set up, but only for Host-based Loyalty accounts. The Loyalty program is implemented two different ways, **Loyalty Accounts**, and **Loyalty Based on Tender or Card Type**. Select **System > Loyalty** and the following screen is displayed.

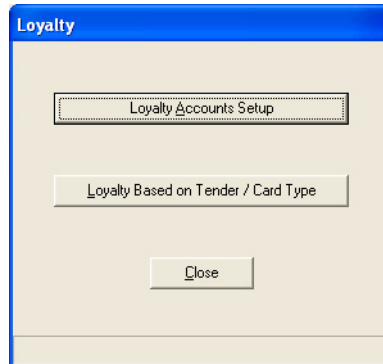


Figure 7-67 Loyalty Selection Window

7.13.1 Loyalty Accounts

Loyalty Accounts are set up as either **Local** or **Host** based accounts. Loyalty cannot be setup to use both local and host based accounts. This means that individual accounts can be set up that are either controlled locally at the individual store level or controlled by a host system which is located off site.

7.13.1.1 Local Loyalty Account Setup

To setup Loyalty accounts using manual entry of an Account number, use the following procedure.

1. Go to **Programming > System > Loyalty > Local Accounts**. The following window will be displayed.

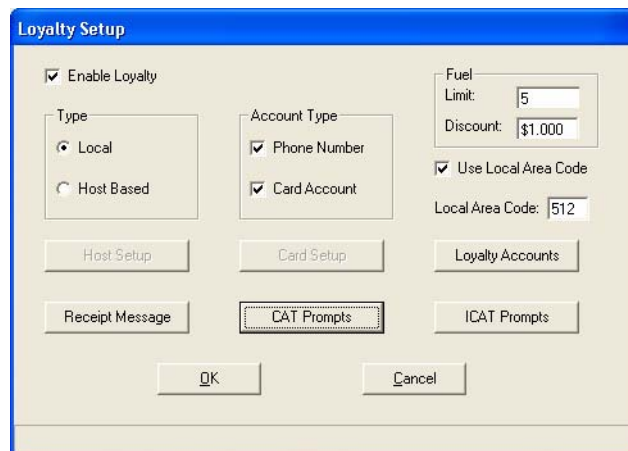


Figure 7-68 Loyalty Setup Window

2. Check the **Enable Loyalty** box to enable the loyalty function.
3. Select the loyalty **Type**. Choose either:
 - * **Local** - All account setup, qualifications, awards, adds and deletions will be controlled by each individual site.
 - * **Host** - Accounts are controlled by a host based system.
- a. To set up Local loyalty, proceed with the following steps:
 - 1.) Click on **Local** in the type box. This will enable the Loyalty Accounts button.
 - 2.) Click the **Loyalty Accounts** button to display a window where the all of the Loyalty Accounts are shown. From this window the Loyalty Accounts can be **Modified** or **Removed** and new accounts can be **Added**.

NOTE:The Loyalty Accounts function will only be available when the Loyalty Type is set to **Local**. See Figure 7-68.

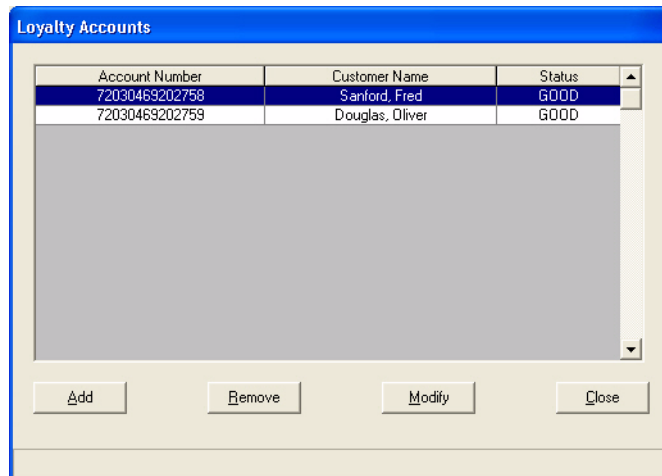


Figure 7-69 Loyalty Accounts Window

- 3.) Click **Add** to add a new entry or select an existing account and press **Modify**. The following window will be displayed.

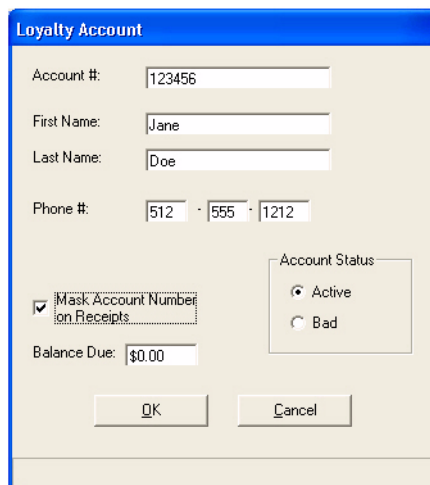
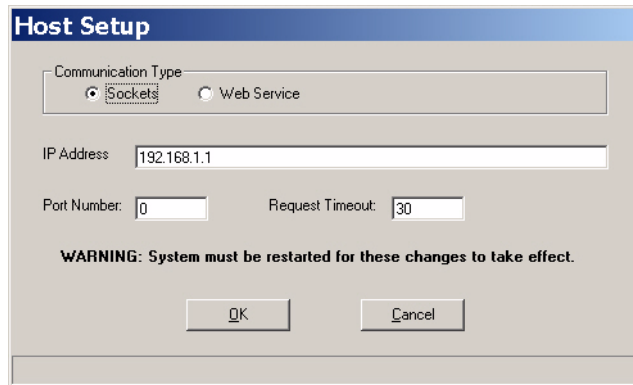


Figure 7-70 Loyalty Account Detail

From this window you can enter the following information:

- * **Account** number - Enter by either swiping the loyalty card at the ICAT or entering it manually.
 - * **Name** of the Account holder.
 - * **Phone Number** of the account holder - Used to verify the account holders identity.
 - * **Mask Account Number on Receipts** - The Loyalty account number will not be displayed on the receipt
 - * **Account Status** of the account holder - Used to indicate whether to accept the loyalty discounts on this account or not.
 - * **Balance Due** - Enter the amount that the account holder owes the station due to a customer drive off. This field will not automatically update, but will need to be modified by the station as needed.
- 4.) Click **OK** to save and exit or **Cancel** to exit without saving.
- b. To set up Host loyalty, proceed with the following steps:
- 1.) Click on **Host Based** in the Type box. This will enable the Host Setup and Card Setup buttons.
 - 2.) Click the **Host Setup** button to display a window where you configure communications with the Loyalty Host.

NOTE:The Host Setup function will only be available when the Loyalty Type is set to **Host Based**. See Figure 7-68.



The screenshot shows a dialog box titled "Host Setup". At the top, there is a "Communication Type" section with two radio buttons: "Sockets" (which is selected) and "Web Service". Below this, there are three input fields: "IP Address" with the value "192.168.1.1", "Port Number" with the value "0", and "Request Timeout" with the value "30". A warning message in bold text states: "WARNING: System must be restarted for these changes to take effect." At the bottom of the dialog box, there are two buttons: "OK" and "Cancel".

Figure 7-71 Loyalty Host Setup Window - Sockets

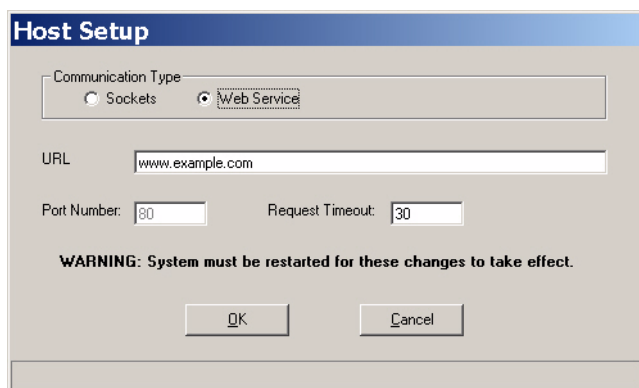


Figure 7-72 Loyalty Host Setup Window - Web Service

The Host Setup window is used to setup the Loyalty host **Communication Type** using either Sockets or Web Service:

- 3.) Select Sockets to enter the **IP Address**, the **Port Number**, and the **Timeout Value** for the Loyalty Host.
- or -
- 4.) Select Web Service to enter the **URL** and the **Port Number**, and the **Timeout Value** for the Loyalty Host.
- 5.) Press **OK** to save and exit or **Cancel** to exit without saving.
- 6.) Select **Card Setup** to program Nucleus to accept the loyalty cards.

NOTE:The Card Setup function will only be available when the Loyalty Type is set to **Host Based**. See Figure 7-68.

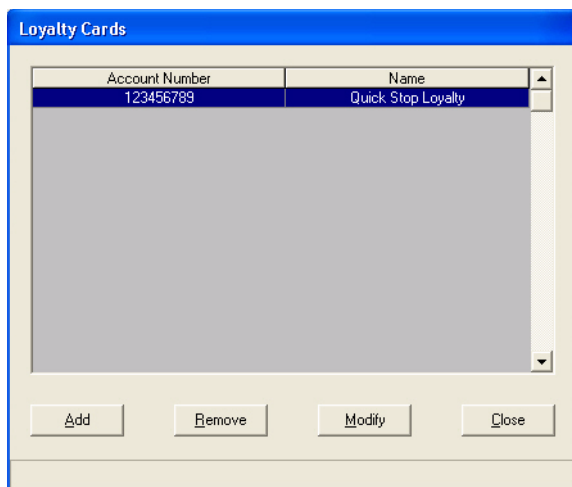


Figure 7-73 Host Based Loyalty Card Setup

- 7.) Select **Add** to program a new account or select an existing account and press **Modify**. See the following figure.

Figure 7-74 Host Based Loyalty Card Entry

- 8.) Enter the **ISO Number** from the card.
 - 9.) Enter the **Card Name** which is the issuer of the card.
 - 10.) Enter the **Name on Receipt** which is the name to be printed on the receipt.
 - 11.) Select **Allow Manual Entry** to allow the manual entry of the card information.
 - 12.) Select **Mask Account Number on Receipts** to hide the Loyalty account number on the receipt.
 - 13.) Press **OK** to save and exit or **Cancel** to exit without saving.
4. Program the **Account Type** by enabling Phone Number and/or Card Account.
 - * **Phone Number** - Enable **Phone Number** to require that the account holder's phone number be entered at the CAT (outdoor) or ICAT (indoor) when using the Loyalty function. The account holder's phone number will also be used as the Account number in the case where Phone number is enabled but Card Account is not.
 - * **Card Account** - Enable **Card Account** to require the use of a Loyalty card to be swiped at the CAT or the ICAT when using the Loyalty function.
 5. Enter the Fuel Volume **Limit** and **Discount** amount if desired. Setting a limit amount means that the dispenser will only pump up to the fuel volume limit that is set here and then stop. Setting the fuel discount amount means that the price per unit of fuel will be discounted by the amount set here.
 6. The **Use Local Area Code** enable box and the **Local Area Code** field are used whenever the Account Type is set to Phone Number. When Use Local Area Code is enabled and the Local Area Code entered matches the customers area code that was used during the loyalty account setup, then the customer only has to enter his/her 7 digit phone number to use the loyalty function.
 7. Select the **Receipt Message** button to display the following window.

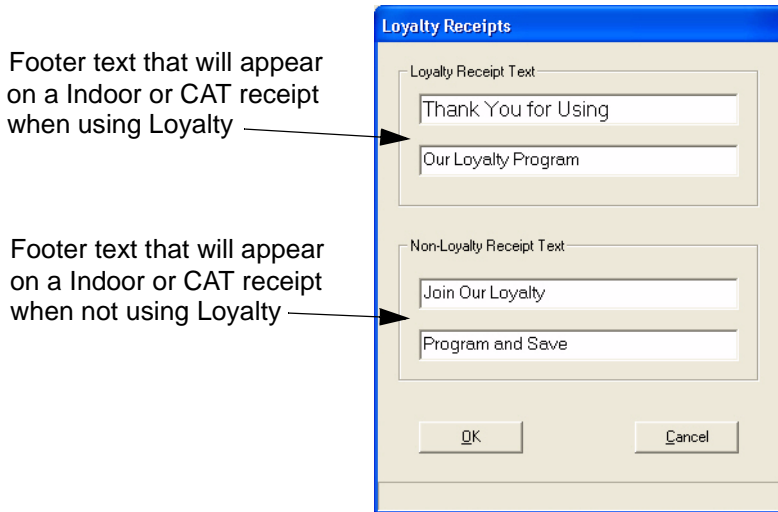


Figure 7-75 Loyalty Receipts Window

- * Enter the **Loyalty Receipt Text** for the text that will appear in the footer of the Indoor and CAT receipts whenever a customer performs a Loyalty transaction. (20 character maximum in each line)
 - * Enter the **Non-Loyalty Receipt Text** for the text that will appear in the footer of the Indoor and CAT receipts whenever a customer performs a Non-Loyalty transaction. (20 character maximum in each line)
8. Select the **CAT Prompts** button to display a window where the CAT prompts can be customized according to language and function. There are six messages/prompts that can be modified which are associated with Loyalty transactions. The messages/prompts can be customized according to station requirements and CAT display hardware but the messages must still convey the intended function of the message/prompt. The 2-line text CAT display will support 16 characters per line while the 4-Line CAT display will support 20 characters per line.

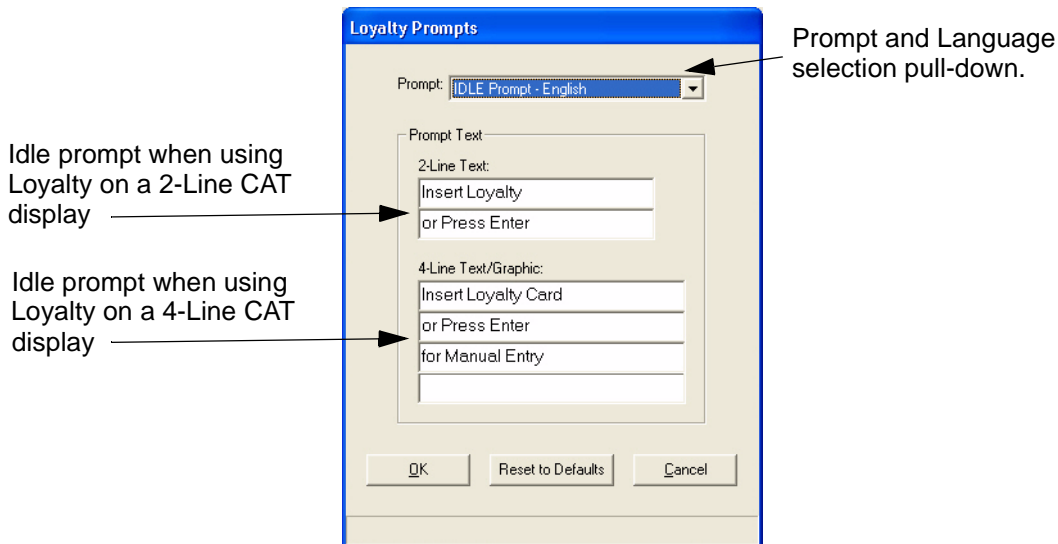


Figure 7-76 CAT Loyalty Prompts

- * Select the Prompt to modify from the **Prompt** and Language Pull down and program each message according to station requirements.
 - * Remove Nozzle Prompt
 - * Select Grade Prompt
 - * Push to Start Prompt
 - * IDLE Prompt
 - * Enter Loyalty Message
 - * Invalid Loyalty Message
 - * Modify the text to be displayed according to the type of CAT display hardware that is installed at the CAT.
 - * Click **OK** to save and exit or **Cancel** to exit without saving.
 - * Click **Reset to Defaults** if you want to set all CAT prompt text messages back to their default values.
9. Select the **ICAT Prompts** button to display a window where the ICAT prompts can be customized according to language and function. There are three messages/prompts that can be modified which are associated with Loyalty transactions. The messages/prompts can be customized according to station requirements but the messages must still convey the intended function of the message/prompt.

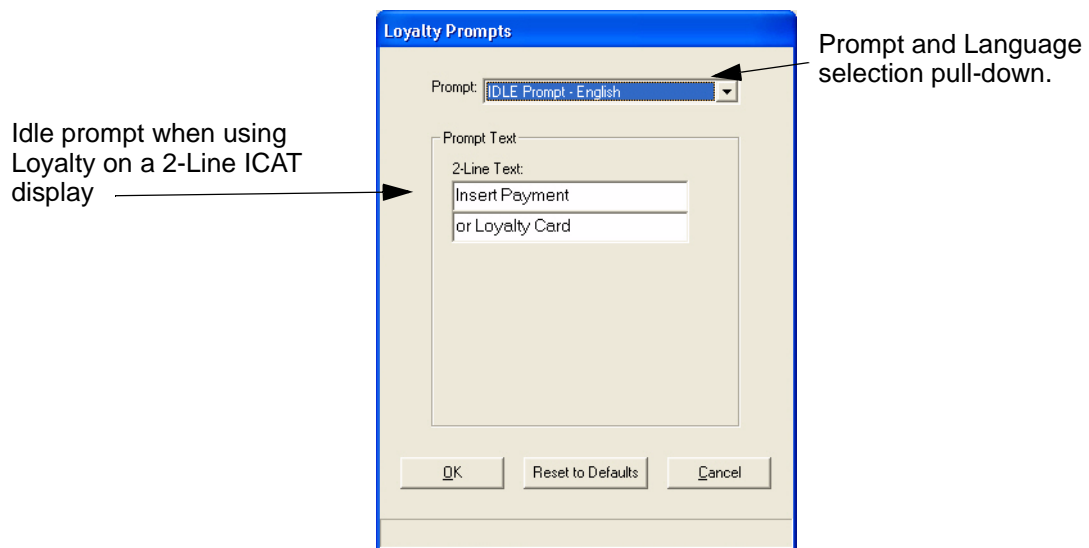


Figure 7-77 ICAT Loyalty Prompts

- * Select the Prompt to modify from the **Prompt** and Language Pull down and program each message according to station requirements.
 - * Idle Prompt
 - * Enter Loyalty Prompt
 - * Invalid Loyalty Prompt
- * Click **OK** to save and exit or **Cancel** to exit without saving.
- * Click **Reset to Defaults** if you want to set all ICAT prompt text messages back to their default values.

10. Click **OK** at the Loyalty Setup Window to save and exit or **Cancel** to exit without saving. See Figure 7-68.
11. Once the setup is been completed, the user can add loyalty accounts from the Nucleus Operations screen by pressing the **Special Operations** button then the **Account Activation** button.
12. When Account Activation button is pressed a screen will come up asking for Account number, Customer Name and Phone Number. There will be an Activate and a Cancel button on the Account Activation screen.

Figure 7-78 Loyalty Account Activation Window

- * The minimum length for account number will be 5 digits, the maximum length will be 16 - regardless of the Unique Identifier.
 - * On this screen the cashier will be allowed to either enter an account manually or swipe a loyalty card.
 - * If the account number entered is a duplicate, the cashier will receive a message 'Loyalty Account Number already exists' Any updates to an account (e.g. change phone number) must be done through programming.
13. Press the **Activate** button to save and exit or **Cancel** to exit without saving.

7.13.2 Loyalty Based on Tender / Card Type

Fuel discounts can be programmed in two different ways. First, the fuel price may be discounted with the use of a particular type of electronic tender such as credit or debit card. Discounts can also be granted based on the use of a particular brand of credit card. Secondly, the discount can be based on the use of cash or check. See Figure 7-79. This feature can be enabled by increasing the Tier level or if the site does not have a Tierability contract with Dresser Wayne, then this feature can be enabled and disabled based on programming. To access this feature select **System > Loyalty > Loyalty Based on Tender / Card Type** and the following window will be displayed.

Program Loyalty Amount(s)

By Electronic Tender

Enabled

Discount Level: Tender Card Type

DISCOVER

Grade Name	Fuel Discount Amount
Diesel	0.250
Plus	0.250
Premium	0.250
Regular	0.250

Apply Discount To All Grades

Discount: \$0.250

Apply

By Other Tender

Enabled

Discount Level: Tender Card Type

A/R Sales

Grade Name	Fuel Discount Amount
Diesel	0.000
Plus	0.000
Premium	0.000
Regular	0.000

Apply Discount To All Grades

Discount: \$0.000

Apply

OK Cancel

Figure 7-79 Program Loyalty Amount(s) Window

The allowable discount amount is from \$0.00 to \$9.99. Any amount entered which is outside of the allowable amount will generate an error message.

If the discount based on electronic tender is needed then proceed with the following steps:

1. Check the **Enabled** box in the Electronic Tender area.
2. To grant a discount based on the use of a credit card, debit card, or contactless card, select **Tender** as the Discount Level type, then select credit card, debit card, or contactless from the Card Type pull-down.
3. To grant a discount based on the use of any particular supported credit card, select **Card Type** as the Discount Level type, then select the credit card brand from the Card Type pull-down.
4. To program the discount amount to be granted for all grades, check the **Apply Discount to All Grades** box, then enter the discount amount.
5. To program the discount amount for each individual grade, select the **Grade Name**, then enter the **Fuel Discount Amount**. Repeat for additional grades.
6. Select **Apply**, then **OK** to save and exit or **Cancel** to exit without saving.

If the discount based on the use of cash or check is needed then proceed with the following steps:

1. Check the **Enabled** box in the Other Tender area.
2. To grant a discount based on the use of cash or check, select **Cash** or **Check** from the Cash pull-down.
3. To program the discount amount to be granted for all grades, check the **Apply Discount to All Grades** box, then enter the discount amount.
4. To program the discount amount for each individual grade, select the **Grade Name**, then enter the **Fuel Discount Amount**. Repeat for additional grades.
5. Select **Apply**, then **OK** to save and exit or **Cancel** to exit without saving.

7.14 Site Programming

Site Programming is where particular dispenser brands are defined for the site. (Wayne, Gilbarco, or Tokheim) Note that only one brand of dispenser is allowed per site, which means that all the dispensers at a site must be one brand or another and not mixed. This programming screen is also where the Nucleus system is set to either gallons or liters. Again, the entire site is set for either gallons or liters, mixing of measurements at one site is not supported.

NOTE: If a different dispenser brand than the currently defined one is selected then all pump and CAT programming is deleted, requiring the new pumps and CATs to be programmed from scratch. These settings should only be changed by trained service personnel.

1. Go to **Programming > System > Site**.

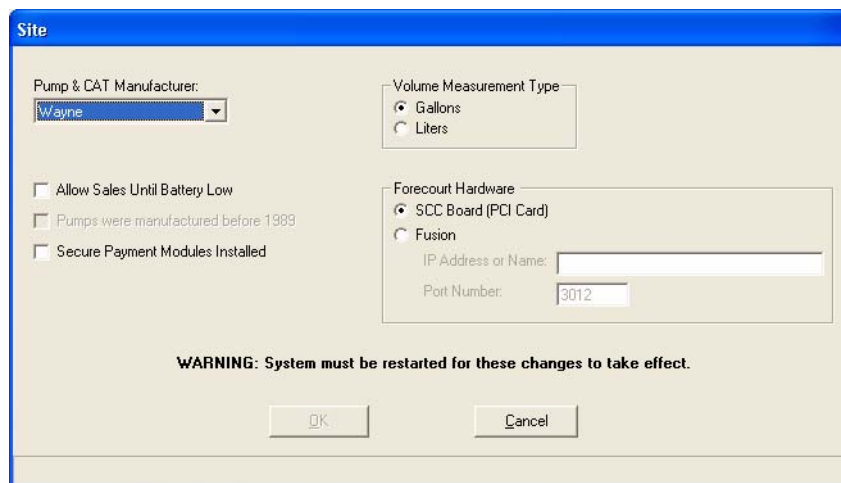


Figure 7-80 Site Programming Window

2. Select the pump type from the **Pump & CAT Manufacturer** pull-down.
3. Select the **Volume Measurement Type** of either Gallons or Liters.

NOTE: Fuel measurement in liters is supported on Wayne, Tokheim, and Gilbarco dispensers. Each individual pump must also be programmed to support either liter or gallon measurement before communication with Nucleus can be established. This is usually accomplished by modifying the dispenser option switch settings inside of the dispenser. Refer to your Installation and Operations manual for your model of dispenser.

NOTE: Canadian sites programmed to support liters will have receipts which indicate “Litres”.

4. Enable the **Allow Sales Until Battery Low** box to allow the cashier to finalize transactions currently in progress during a power failure event. The system can then be shut down with no un-finalized transactions still pending. If the option is not enabled then the system will not be able to ring up transactions from customers whose fueling was interrupted by the power failure.

NOTE: The programming selection **Pumps were manufactured before 1989** is only applicable to Gilbarco and should only be modified by a qualified Service Technician. This programming option should only be enabled if both of the following conditions are met:

- * 400, 500, or 600 Series PIE chips are installed in the Competitive Primary Distribution Box
- * The Gilbarco dispensers installed were manufactured before 1989.

5. Select **OK** to save changes and exit or **Cancel** to exit without saving.
6. Nucleus must be shutdown and restarted before changes to this programming screen become active.
7. Enable the **Secure Payment Modules Installed** option if Wayne Secure Payment Modules are installed at the dispenser.
8. Indicate the type of Forecourt Hardware that is installed at the site. Select either **SCC Board (PCI Card)** if an SCC Board is currently installed in the Nucleus server, or select **Fusion** if a separate Forecourt Controller is used to communicate to the dispensers. If the Fusion Controller is selected, you will need to input the IP Address of the device and the Port Number.
9. Select **OK** to save changes and exit or **Cancel** to exit without saving.
10. Nucleus must be shutdown and restarted before changes to this programming screen become active.

7.15 Mannatec Support

Nucleus supports the Mannatec proprietary card network. Mannatec cards can be used outdoors at the CAT or indoors at the Nucleus ICAT. All Mannatec transactions will be processed through the Mannatec Authorization Control Unit which is interfaced to the Nucleus system via the Edgeport serial device. Once the Mannatec unit has been installed and cabled correctly, the following steps need to be performed to properly setup the Mannatec device.

7.15.1 Enabling the Mannatec Interface

1. Go to **Programming > System > Mannatec**, and the following screen will be displayed.

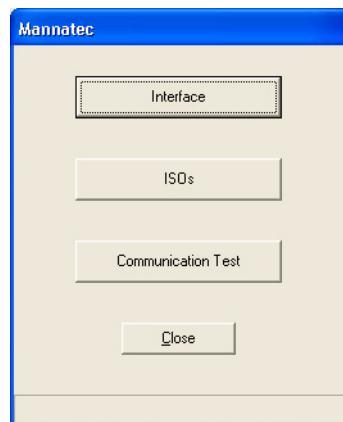


Figure 7-81 Mannatec Window

2. Select the **Interface** button and the following screen will be displayed.

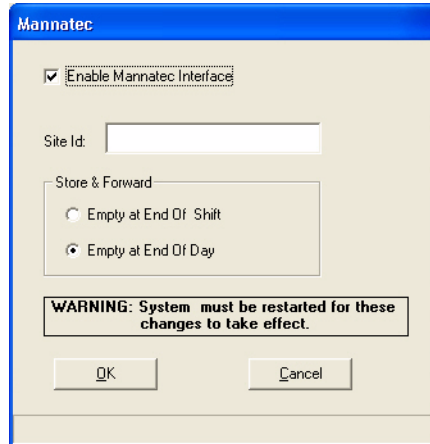


Figure 7-82 Mannatec Interface Window

3. Select the **Enable Mannatec Interface** box to enable the Mannatec device.
4. Enter the **Site ID** which is provided by Mannatec.
5. Select whether to empty the Store & Forward table at the End of Shift or the End of Day.
6. Select **OK** to save changes and exit or **Cancel** to exit without saving.

7.15.2 Manually Entering Mannatec ISO Data

ISO data for individual cards can be entered using the following steps.

1. Go to **Programming > System > Mannatec > ISO's > Add**. The following window will be displayed.

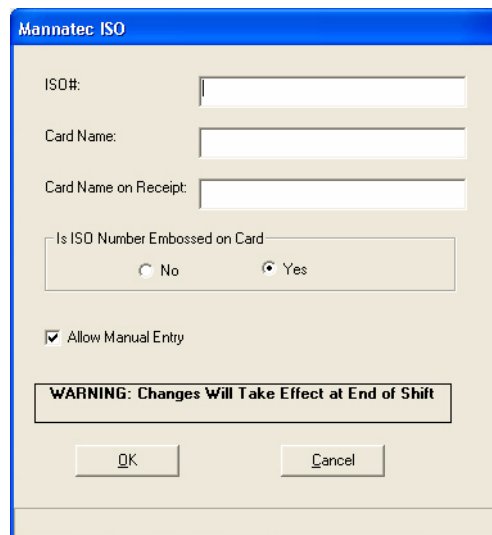


Figure 7-83 Mannatec ISO Add/Modify Window

2. Enter the ISO number which is provided by Mannatec for their fleet cards.
3. Enter the **Card Name** using the full name of the card issuer, then the **Card Name on Receipt** using the card name that will be used on the receipt which is usually a shortened version of the actual card issuer's name, i.e. Card Name=MNTC and Card Name on Receipt=Mannatec.

4. Select whether or not the ISO number is Embossed on Card.
5. Select whether or not to allow manual entry of card information.
6. Select **OK** to save changes and exit or **Cancel** to exit without saving.

7.15.3 Mannatec Communication Test

Select **Communication Test** from the Mannatec window to test the communication between the Nucleus system and the Mannatec device. This test does not include communications to the Mannatec host.

7.16 Machine Configuration

The Machine Configuration window is used to easily change the SC/IPT's Machine Name, it's IP address, and whether or not the IP address scheme will be Static or DHCP. This window makes it easy to change all of the options from one location rather than having to navigate to the appropriate location from within the Windows OS.

NOTE:The Machine Configuration utility is run on both the SC and on the individual IPTs to modify the individual IPT addresses. Call the Help Desk for assistance.



CAUTION

The Machine Configuration information should not be modified except by a trained Wayne Service technician. Changes to this area of system programming could render your system inoperable.

Machine Configuration does the following tasks:

- Change IP address
- Change machine name
- Change ODBC Sql Server name
- Change environment variables (SC_NAME and LOCAL_IP_ADDRESS)

The machine configuration tool has two versions, one which operates on the Store Controller and one which operates on the IPT.

7.16.1 Machine Configuration on the Store Controller

1. On the Store Controller, go to **Programming > System > Machine Configuration** and the following window will be displayed.

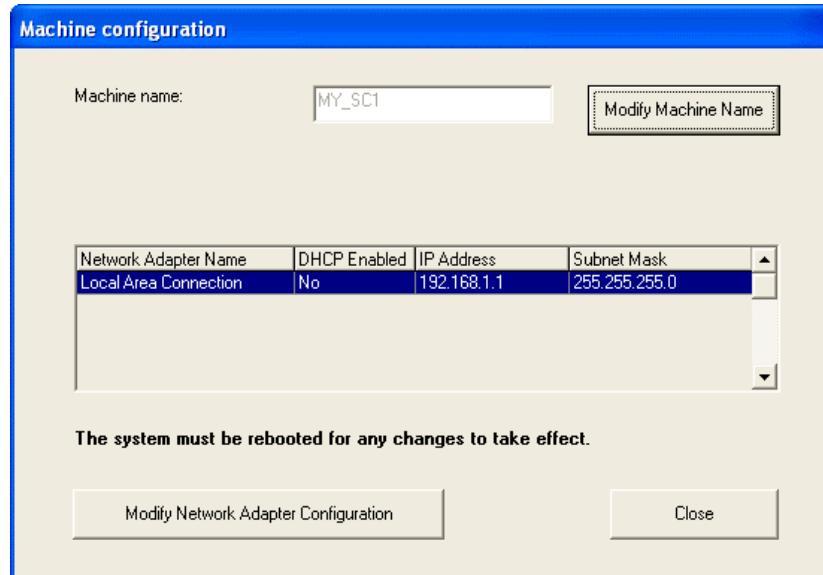


Figure 7-84 Machine Configuration Window on Store Controller

2. Click the **Modify Machine Name** button and enter the desired machine name, then click **OK**. See the following window.

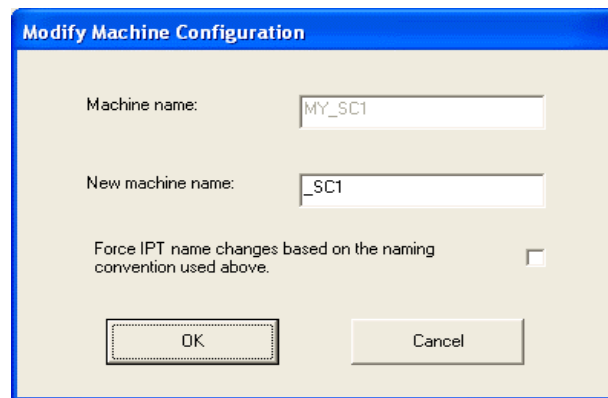


Figure 7-85 Modify Machine Configuration Window

3. Next, click the **Modify Network Adapter Configuration** button, select either **Static IP Address** or **DHCP** depending on station requirements. If Static Address is selected then enter the IP address, Subnet Mask and Default Gateway then click **OK**. See the following figure.

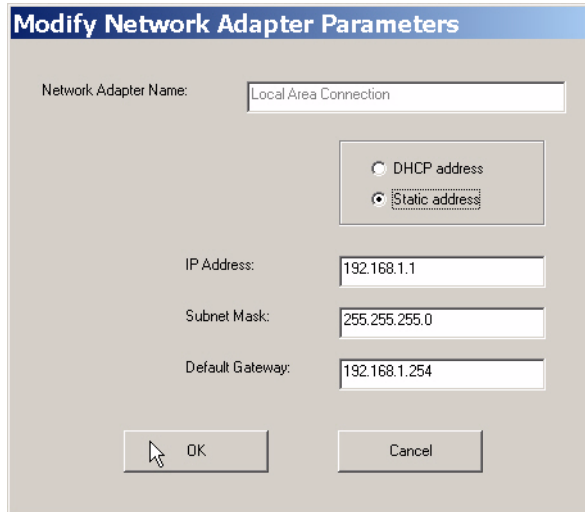


Figure 7-86 Modify Network Adapter Parameters Window

4. Close the main configuration window.
5. Reboot Nucleus.
6. Nucleus will reboot and then run some scripts to change the configuration and automatically reboot the system.
7. Wait until Nucleus is up and running again. Go to **Programming > System > Machine Configuration** to check the settings again. Close the window.

7.16.2 Machine Configuration on the IPT

NOTE: If an IPT starts up and cannot locate the server then it will automatically start the Machine Configuration utility.

The user interface for Machine Configuration when running on an IPT will have a different programming window. It has a “Modify Store Controller Name” button. To change the settings, perform the following steps.

1. On the IPT, go to **Programming > System > Machine Configuration** and the following window will be displayed.

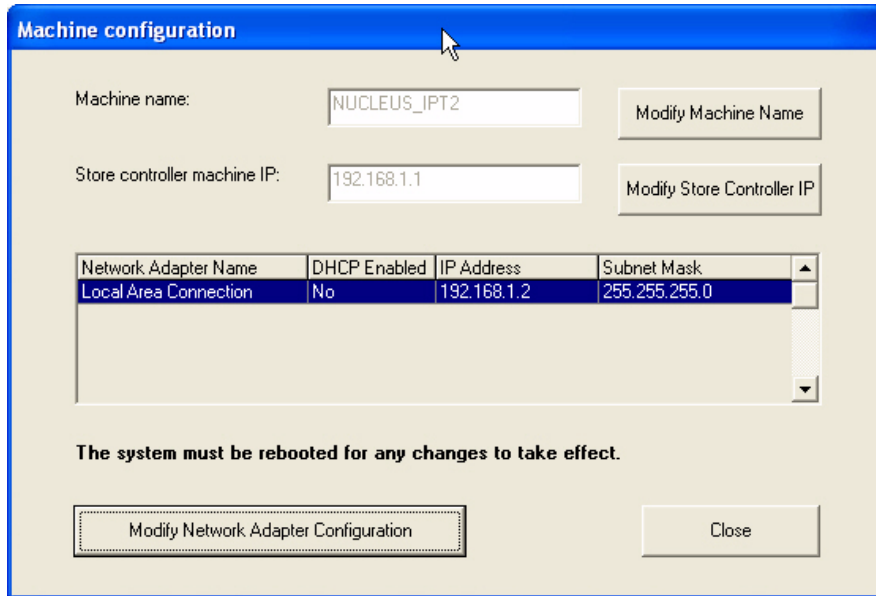


Figure 7-87 Machine Configuration Window on IPT

2. If the machine name of the IPT is not correct, click the **Modify Machine Name** button, enter the desired machine name and then click **OK**. See the following window.

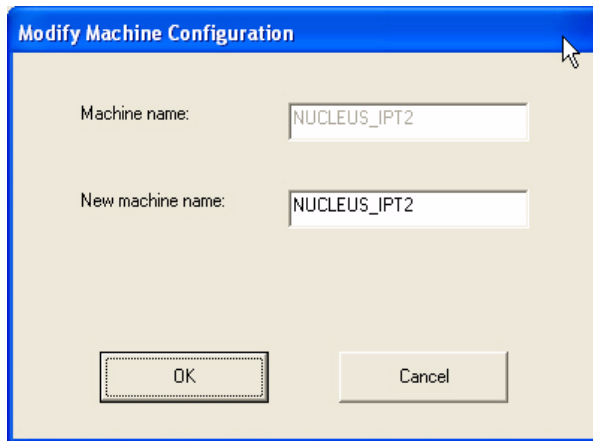


Figure 7-88 Modify Machine Configuration Window

3. Click the **Modify Store Controller IP** button (even if the store controller IP is correct) and the SC configuration will pop up. Check the box **Using Static IP Addresses** and then enter the IP address of the store controller. Click **OK**. See the following figure.

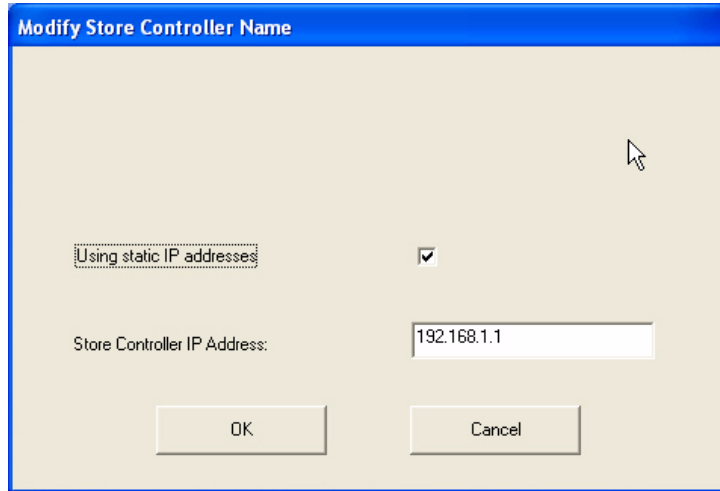


Figure 7-89 Modify Store Controller Name Window

4. If the IP address of the IPT is not correct, click the **Modify Network Adapter Configuration** button. If the site is using DHCP addressing then uncheck the **Using Static IP Addresses** box. If Static IP Addresses are going to be used then select **Static IP Address** and enter the correct IP address. See the following window. Click **OK** to continue.

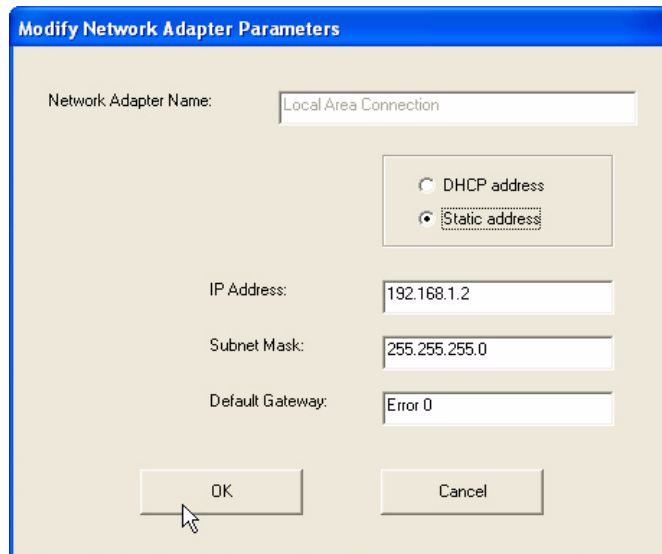


Figure 7-90 Modify Network Adapters Parameters Window

5. Close the main configuration window and reboot the IPT.
6. When Nucleus restarts, it will run some scripts to change the configuration and automatically reboot the system a second time.
7. Wait until IPT is up and running.

7.17 Port Configuration

Nucleus has a port mapping function which allows a site to modify its port mapping for the COM, USB, and TCP ports. Nucleus provides a default port mapping configuration which is set by the application and resides on each SC/IPT or IPT. If changes are required the user must use the Port Mapping screen described below to make any changes to the port mapping file. If the number of ports changes, the user enters the correct number of COM, USB, or TCP ports, then after the screen refreshes, types the name of the port then assigns the device to the port. A reboot of the Store Controller and/or IPTs is required for changes to take effect. The Port Configuration function is security level protected which prevents unauthorized modifications of the port map file.

WARNING: Use of the Port Configuration function should be limited to trained personnel only.

The Port Configuration window is accessed from **System > Port Configuration**.

The example configuration window below shows drop down list boxes for the ports and the devices. In other words, if the system indicates the machine has 14 COM ports, then only entries for 14 COM ports are shown. If the site is programmed to have 8 USB ports, then only entries for 8 USB ports are shown. However, these ports can still be set to have nothing connected.

The menu displayed will reflect the configuration of that machine only. To make port mapping changes on other terminals, the Port Configuration utility must be executed on those particular machines.

Use the **Restore Defaults** button to restore to the default (factory) configuration. See Figure 7-91 below.

The screenshot shows the 'Port Configuration' window with the following settings:

Port	Device
COM1	TOUCH_SCREEN
COM2	UPS
COM3	INTERNAL_MODEM
COM4	
COM5	RCPT_PRINTER
COM6	PINPAD
COM7	SCANNER
COM8	CDU
COM9	CAR_WASH
COM10	RPT_PRINTER
COM11	TANK_GAUGE
COM12	DIRECT_CASH_DRAWI
COM13	SECURITY_CAMERA
COM14	SECOND_NETWORK
COM15	MONEY_ORDER
TCP/IP	NO_DEVICE

Number of COM Ports: 14 Number of USB Ports: 0 Number of TCP Ports: 1

Warning: System must be restarted for these changes to take effect.

Buttons: OK, Restore Defaults, Cancel

Figure 7-91 Port Configuration Window

7.18 Money Order Interface

Nucleus has a Money Order Interface which allows communications to a Money Order device. This feature allows a site to sell money orders, and provides tools to reconcile system money order sales with the money order device. Go to **System > Money Order Interface** and click on the **Retrieve Device Data** button to tell Nucleus to search for and establish communications with the Money Order machine. This also downloads Money Order Sales limits which are set up previously on the Money Order machine. Any time this limit is changed on the Money Order machine, the data must be downloaded to Nucleus by using the **Retrieve Device Data** button.

- To use the money order machine to pay vendors for goods or services and have the money order machine automatically print out the money order, click the **Enabled for Vendor Payment** box. (Chevron does not support this function at this time)
- To sell money orders to customers and have the money order machine automatically print out the money order, click the **Enabled for Sales** box then verify that the correct department is programmed for Money Order sales.
- **Use Dept Settings for Sales Item** is used to program money order sales to use the department programming for Dept Security Level, Dept Tax, and Dept Tender Restrictions.
- **Use Dept Settings for Fee Item** is used to program money order fees to use the department programming for Dept Security Level, Dept Tax, and Dept Tender Restrictions.

When money orders are sold to customers, the site can charge a fee if configured to do so. Select one of the three available fee types:

- Fixed Amount - Flat rate fee per money order
- Applied Percentage - Based upon amount of the money order
- Fee Table - Calculated from a predefined table

The Money Order Interface window is accessed from **System > Money Order Interface**. See Figure 7-92.

The screenshot shows the 'Money Order Interface' window with the following sections:

- Money Order Vendor Payments:** Includes a checkbox for 'Enabled for Vendor Payment' (checked), a 'Maximum Amount Dispensed' field, and a 'For Payment:' dropdown set to 'device in use'.
- Money Order Sales Item:** Includes a checkbox for 'Enabled For Sales' (unchecked), a 'Maximum Amount Dispensed' field, a 'For Sales:' dropdown set to 'device in use', and a 'Department:' dropdown set to 'MONEY ORDER'.
- Use Dept Settings for Sales Item:** Includes checkboxes for 'Use Dept Security Level', 'Use Dept Tax', and 'Use Dept Tender Restrictions' (all checked), and an 'Override...' button.
- Money Order Fee Item:** Includes a 'Fixed Amount' section with 'Enable' selected and 'Amount' set to '\$0.35'. It also has 'Applied Percentage' and 'Fee Table' sections, both with 'Enable' unselected. The 'Applied Percentage' section has 'Minimum Fee' set to '\$0.35' and 'Percentage' set to '0%'. The 'Fee Table' section has 'Add' and 'Remove' buttons and a table with one row:

From	To	Fee
0.00	999.99	0.35
- Use Dept Settings for Fee Item:** Includes checkboxes for 'Use Dept Security Level', 'Use Dept Tax', and 'Use Dept Tender Restrictions' (all checked), and an 'Override...' button.
- Department:** A dropdown menu set to 'MONEY ORDER'.
- Buttons:** 'Retrieve Device Data', 'OK', and 'Cancel'.

Arrows from the text labels point to the 'Fixed Amount' section, the 'Fee Table' section, and the 'Applied Percentage' section.

Figure 7-92 Money Order Interface Window

To use Fixed Amount, click the **Enable** selection and then enter a dollar amount which will be the amount charged per money order.

To use Applied Percentage, click the **Enable** selection then enter the minimum that will be charged per money order, then enter the percentage amount which is the percentage of the total money order amount to be charged per money order.

To use the Fee Table:

1. Click the **Enable** selection and then click **Add**, the following window will be displayed.

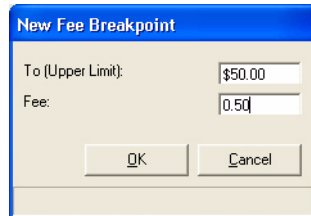


Figure 7-93 New Fee Breakpoint Window

For example, enter 50.00 in the **To (Upper Limit)** window so that if the money order amount is between \$0.01 and \$50.00, then enter 0.50 in the **Fee** window so that a 0.50 cent fee per money order would be charged.

2. Click **OK** to save and exit or **Cancel** to exit without saving.
3. Repeat for additional ranges.

7.18.1 Money Order Formatting

In order for the Money Order Machine to print the Payee Information on the Money Order, the “Reference Number Required” programming option must be enabled in **Programming > Cash Register > Tender > Money Order > Modify**.

7.19 Audit Backup CD - Backup Configuration

The Backup Configuration option allows you to specify which files get backed up when using the Save Backup to CD function. Access this function by going to **Programming > System > Audit Backup CD > Backup Configuration**. See Figure 7-94 below.

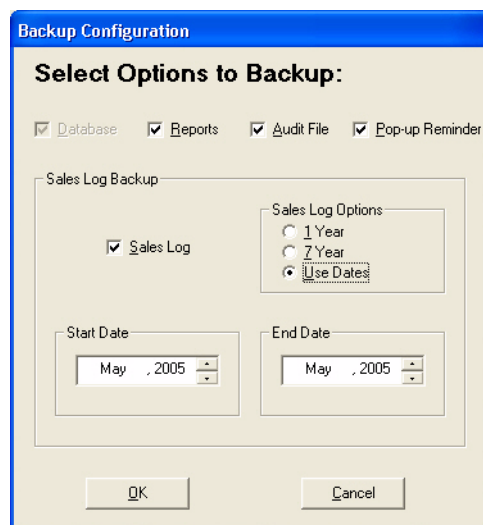


Figure 7-94 Backup Configuration Window

Nucleus will always backup the Database which is not programmable, but you can additionally select the Reports or the Audit file by checking the box for each.

Select **Sales Log** from the Sales Log Backup section and the system will enable the different programming options for backing up the Sales Log.

1. 7 years as the time span for Sales Logs to backup. The options available are:
 - a. 7 years for COS, Jobber, and Franchise sites.
 - b. 1 year for Rent sites.
 - c. TBD for Canadian sites.
2. Select **Use Dates** to enable the Start and End date selections to define the time period that the system will search when backing up the Sales Log.
3. Enable **Pop-up Reminder** to activate the reminder pop-up which will alert the store manager that a backup is due. The reminder will occur at the closing of the first EOD at the first of the month and continue until the system detects that a successfully backup has been performed.

7.20 Audit Backup CD - Save Backup to CD

The station data can be backed up to a Compact Disc (CD) for safe keeping in the event of data loss. The Nucleus system will backup the database and optionally back up the sales logs, reports, and the audit file. The Nucleus system can write data out to a CD-R disc using the cd writer built into the system. Access this function by going to **Programming > System > Audit Backup CD > Save Backup to CD**. Perform the following steps to save station data to a CD.

1. Configure the Backup options. See Section 7.19, *Audit Backup CD - Backup Configuration*.
2. Go to **Programming > System > Audit Backup CD > Save Backup to CD**.

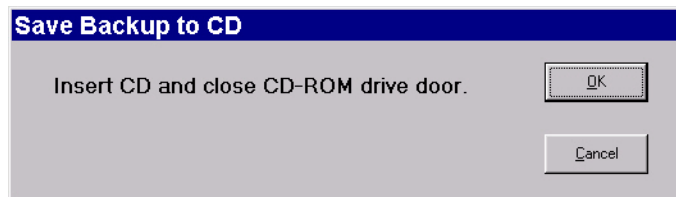


Figure 7-95 Save Backup to CD

3. Unlock the keylock on the front panel then press the three bumps on the panel to open.



Figure 7-96 Opening the Front Panel

4. Open the CD-R by pressing the button on the CD-R tray.



Figure 7-97 Opening the CD-R Tray

5. Put a blank CD in the drive with the writing facing up.
6. Push the CD-R tray back into the system until you hear a click.
7. Touch the **OK** button and the system will display the following messages.

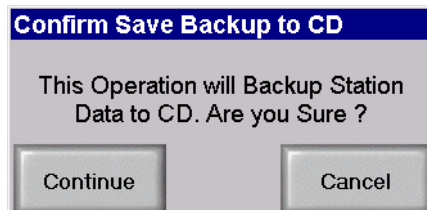


Figure 7-98 Insert CD Message

8. Touch **Continue** and the following message will be displayed.

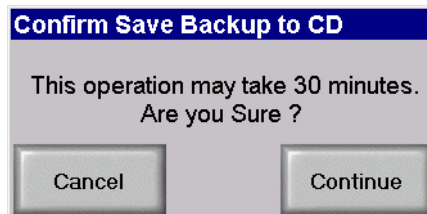


Figure 7-99 Are You Sure Message

9. Touch **Continue** and the following message will be displayed.

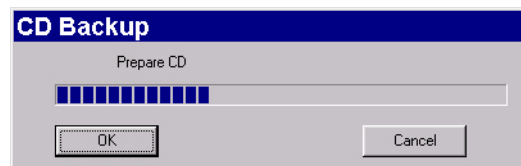


Figure 7-100 Prepare CD Message

10. Touch **OK** to begin the backup, the following message will be displayed.

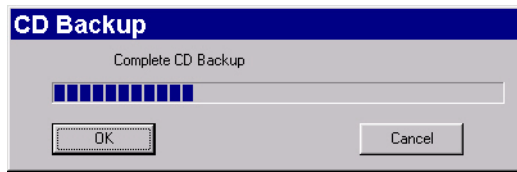


Figure 7-101 Complete CD Backup Message

11. Touch **OK** to complete the CD backup.

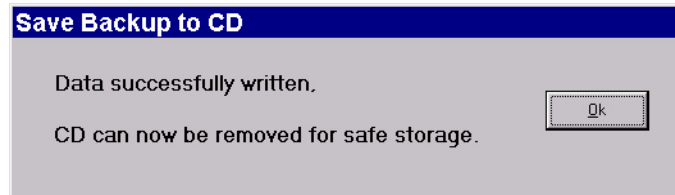


Figure 7-102 Data Backup Success Message

12. Remove the CD and put in a safe place.

8 CASH REGISTER PROGRAMMING OVERVIEW

Cash register programming allows you to set up the cash register to handle and record transactions. This section includes diagrams, windows, and instructions that explain how to program Nucleus to manage fuel and non-fuel activities at your site.

NOTE: System programming should be performed on IPT #1



WARNING

Certain programming functions should not be performed on a multiple terminal system if one of the terminals is still used to ring up sales. Deletions, Additions, or Modifications to the database on one terminal while the other terminals are accessing the database for product or tax information is not recommended. Deleting, Adding, or Modifying Groups, Departments, Grades, Products, PLU/SKUs, Car Washes as well as Taxes and Service Charges is not recommended if another terminal is being used to ring up sales. Doing so can result in corruption of the database or yield unpredictable results.

Access the Cash Register Programming window by selecting **Cash Register** from the Programming Access window. Notice the cash register programming options that appear in the pull-down menu. See Figure 8-1. The features and options available within Cash Register Programming are described below. Specific instructions on how to program these features will be discussed later in this section.

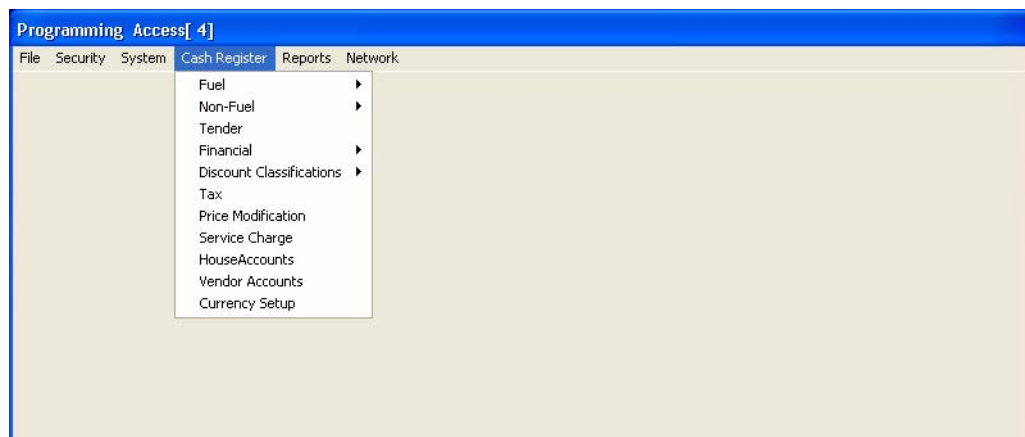


Figure 8-1 Programming Access Window

8.1 Fuel Programming

- **Group** programming enables you to gather information over a broad range of transactions. By creating and naming fuel groups, you establish the most basic level for separating and reporting fuel transactions.
- **Department** programming allows the Nucleus system to track and report fuel sales on a level more detailed than that offered by groups. Each department reports to a group, but more than one department may report to a single group.
- **Grade** programming allows the Nucleus system to track and report fuel sales on a level more detailed than that offered by departments. Each grade reports to a department, but more than one grade may report to a single department.

8.2 Non-Fuel Programming

- Use Non-Fuel **Group** programming to gather information over a broad range of transactions. By creating and naming groups, you establish the most basic level for separating and reporting transactions. Groups usually represent wide categories of items such as tobacco sales, fountain sales, etc. There is no effective limit to the number of Groups that can be programmed except that of available hard drive space.
- Non-Fuel **Department** programming allows the Nucleus system to track and report non-fuel sales on a level more detailed than that offered by groups. Each department reports to a group, but more than one department may report to a single group.
- Use Non-Fuel **Product** programming to add or modify product names, prices, PLUs and SKUs (UPCs), number quantities, and department numbers.
- Use **Car Wash** programming to set up the car wash controller and to access car wash sales, awards, and discounts for 12 types of car washes. Car washes can be purchased or awarded with the purchase of something else (for example, fuel) and/or they can be discounted with a fuel purchase. Car washes can also be purchased as an upgrade from the basic wash. The first 9 car washes can be purchased at the CATs.
- The **PLU** programming window displays a list of the currently programmed PLUs.
- **Time Restrictions** programming allows a site to restrict the purchasing of products through the definition of a restriction schedule. This time restriction is a list or chain of start and end times for which the product cannot be sold.

8.3 Tender Programming

Tender programming allows you to set the type of tender method allowed for product payment. Tender restrictions may also be programmed.

8.4 Financial Programming

Financial programming allows you to set up Nucleus to maintain the following operations as required by your site.

- Use **Fuel Prepay** programming to set up security levels, a high amount limit, and allowable tender types.
- Use **Opening Balance** programming to set up security levels, service charges, a high amount limit for your starting cash requirements, and whether a reference number is required.
- Use **Closing Balance** programming to set up security levels, service charges, a high amount limit for your closing balance requirements, and whether a reference number is required.
- Use **Safe Drop** programming to set up security levels, service charges, a high amount limit, and whether a reference number is required.
- Use **Paid In** programming to set up security levels, service charges, a high amount limit for paid in operations, and whether a reference number is required.
- Use **Paid Out** programming to set up security levels, service charges, a high amount limit for paid out operations, and whether a reference number is required.
- Use **Cash Back** programming to set up security levels, service charges, high amount limit, and allowable tender for cash back operations.
- Use **BAC Refund** programming to set up security levels, service charges, high amount limit, and allowable tender for BAC refund operations.
- Use **A/R Collect** to program the allowable tender types, security levels required, limits, and whether reference numbers and account numbers will be required for A/R Collect transactions.

- Use **Safe Loan** to program the allowable tender types, security levels required, limits, and whether reference numbers will be required for Safe Loan transactions.

8.5 Discount Classifications Programming

Discount Classifications programming can be reached from different entry points within Nucleus programming. Discount programming can be done from within the Discount Classifications programming window or the department or product programming window,

- **Offerings Programming** - For details about Offerings programming see Section 13.1 on page 154.
- **Mix-N-Match Programming** - For details about Mix-N-Match programming see Section 13.2 on page 155.
- **Combo Programming** - For details about Combo programming see Section 13.3 on page 159.
- **Item List Programming** - For details about Item List programming see Section 13.4 on page 164.
- **Promotion Time Programming** - For details about Promotion Time programming see Section 13.5 on page 166.

8.6 Tax Programming

The Tax Programming window allows you to Modify tax parameters set up for system operation. The tax types that are programmable are Percents, Fixed Amounts, or from a Breakpoint Table. Breakpoint tables are tables supplied from tax authorities, used to designate tax rates for certain dollar amount ranges. Some Breakpoint tables use a combination of breakpoint and percentage programming. Support for multiple taxes for use in Canada is now included. Tax Programming will be explained in further detail later in this section on page 169.

8.7 Price Modification Programming

Price Modification programming allows you to establish discounts needed for the operation of your site. Using the Price Modification option, you can Add, Remove, or Modify discounts for use with the system. Price Modification Programming will be explained in further detail later in this section on page 174.

8.8 Service Charge Programming

Service Charge programming allows you to establish service charge amounts needed for the operation of your site. Using this option, you can Add, Remove, or Modify discounts for use with the system. Service Charge Programming will be explained in further detail later in this section on page 176.

8.9 House Accounts Programming

A House Account is used by large commercial or individual customers to put all of their purchases of goods or services into one account that can be paid off in the future.

8.10 Vendor Accounts

Vendor Accounts are used to keep track of money paid for goods and services to the different commercial suppliers of products such as the soft drink supplier or the newspaper delivery.

8.11 Currency Setup

Currency Setup is where Nucleus is programmed to use alternate currency types as well as United States currency.

9 FUEL PROGRAMMING

The following window shows the Fuel Programming options Group, Department, and Grade. From the Programming Access window select **Cash Register > Fuel**.

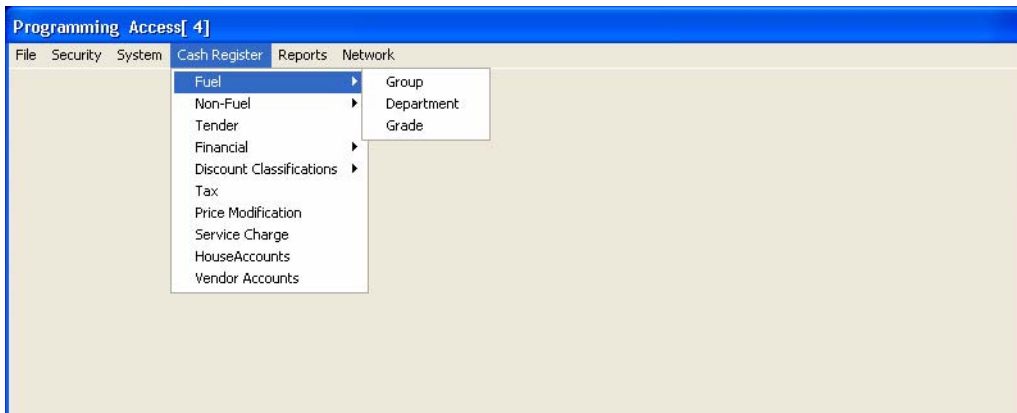


Figure 9-1 Programming Access Window

9.1 Group Programming

In order to set up fuel programming parameters you will have to start by creating and naming fuel groups. Groups are used to gather information over a broad range of transactions. By creating and naming groups, you establish the most basic level for separating and reporting transactions. Fuel and Non-Fuel are two commonly used groups. In the following example of a Fuel Group Programming window, Fuel is the only previously programmed group.

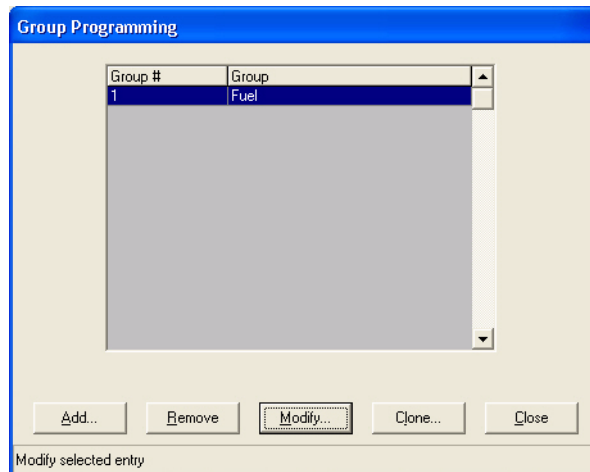


Figure 9-2 Group Programming Window

From the Group Programming window, you can Add a new fuel group, Remove a fuel group, or Modify an existing fuel group. See Figure 9-2.

- To add a new fuel group, select **Add**.

- To remove a fuel group, highlight the group that you want to remove and select **Remove**.
- To modify a fuel group, highlight the group that you want to change and select **Modify**.
- To add an entry with duplicate programming, highlight the entry that you want to duplicate, then select **Clone**.
- To exit the Group Programming window, select **Close**.

When you select Add or Modify, the Fuel Group window appears. See Figure 9-3.

Figure 9-3 Fuel Group Window

From this window you can add or modify the following.

- **Name** - To change the name of a selected group, type the desired name in the Name field.
- **Group Number** - Assigning a Group Number aids in sorting groups when the site is doing End-of-Day reports. To enter the group number, type the desired unique number in the Group Number field.
- **External Reference ID** - Use this field to assign a number to the particular group that corresponds to the group number that the Back Office System may use to identify a particular group. When the Back Office type is set to NAXML, this field will be viewable only.

You can also access the **Offerings** window from here. See Figure 13-3.

9.1.1 Fuel Group Offerings

Group offerings are discounts or rewards set up for customers that meet or exceed a minimum purchase amount. Offerings are usually discounts on other goods or services. For details on Offerings programming refer to Section 13.1.

9.2 Department Programming

Departments allow the Nucleus system to track and report fuel sales on a level more detailed than that offered by groups. Each fuel department reports to a group, but more than one fuel department may report to a single group.

The Fuel Department Programming window lists the departments that report to the Fuel group. Access the fuel Department Programming window by selecting **Cash Register > Fuel > Department**.

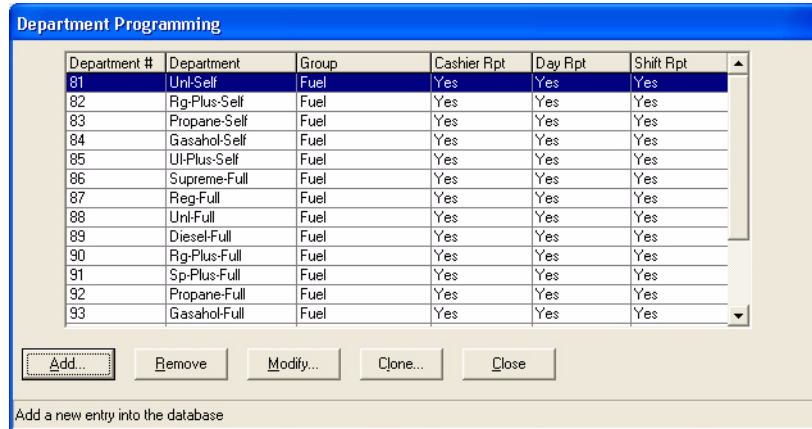


Figure 9-4 Department Programming Window

From the Fuel Department window, you can add a new department, remove a department, modify an existing department, or view grades associated with a department. See Figure 9-4.

- To add a new department, select **Add**.
- To remove a department, highlight the department you want to remove then select **Remove**.
- To modify a department, highlight the department you want to change then select **Modify**.
- To add an entry with duplicate programming, highlight the entry that you want to duplicate, then select **Clone**.
- To exit the Department Programming window, select **Close**.

9.2.1 Department Programming Modifications

Select the **Modify** button to open the Modify Department window shown in Figure 9-5 below.

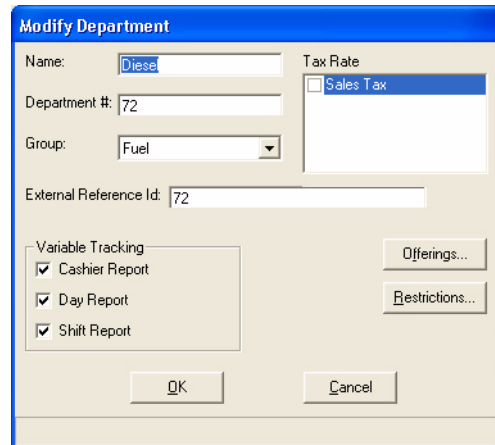


Figure 9-5 Modify Department Window

From the Modify Department window you can enter the fuel department name, and number. You can also assign the department to a group, select discount offerings, program restrictions and choose the reports that should be tracked.

- **Name** - To enter the fuel department name, type the desired name in the Name field.

- **Department #** - Assigning a Department # aids in sorting departments when the site is processing End-of-Day reports. To enter the department number, type the desired unique number in the Department # field.
- **Group** - To assign the desired fuel group, select the fuel group name from the fuel Group pull-down menu.
- **Sales Tax** - Check the Sales Tax box to enable the appropriate sales tax. Normally, fuel taxes are included in the fuel grade price.
- **External Reference ID** - Use this field to assign a number to the particular department that corresponds to the department number that the Back Office System may use to identify a particular department. When the Back Office type is set to NAXML, this field will be viewable only.
- **Variable Tracking** - The Variable Tracking option controls the reports that contain the department information. To assign a department to a report, check the box to the left of the type of report (Cashier, Day, or Shift). See 'Variable Tracking' on page 169 for more information.
- **Offerings** - Select Offerings to access the offerings programming section. For details about Offerings programming see the Introduction section on page 154.
- **Restrictions** - When you select Restrictions, the Fuel Department Restrictions window in Figure 9-6 appears.

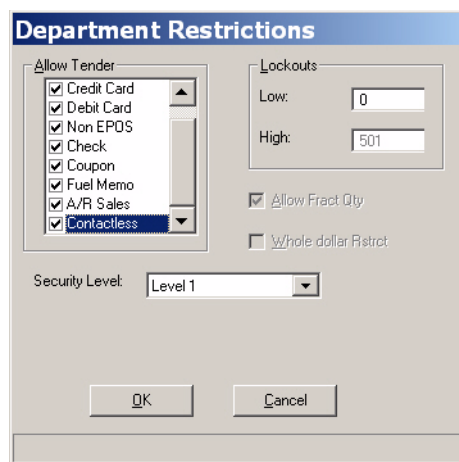


Figure 9-6 Department Restrictions Window

The following programming options are available from the Department Restrictions window:

- * **Allow Tender** - This option allows you to restrict a department to certain types of transactions, such as Cash and Manual Credit tender media.
- * **Lockouts** - The Lockouts option sets the maximum (High) and minimum (Low) transaction amounts for a department. For example, in Figure 9-6 the maximum value is \$501.00 per transaction and the minimum value is \$0.00. If the minimum value is set to \$0.00, that means that there is no lower limit for transactions in this department.
- * **Allow Fract Qty** - Check this option for the system to allow units of fuel to be sold in 0.000 increments. This is normally checked. If not, only whole units can be purchased.
- * **Security Level** - This option allows you to set the security level required to perform transactions for a fuel department. The security in Figure 9-6 is Level 1. To complete a transaction for the department, an employee must have a security level that gives access to Level 1 transactions.

- * **Time Restriction** - Use the Time Restriction pull-down to assign a time restriction to this department. A Time Restriction will dis-allow the purchase of any item within this department during the restricted hours that have been previously programmed. Refer to Section 10.6 on page 137 for information on programming Time Restrictions.
- * Select **OK** to save and exit or select **Cancel** to exit without saving.

9.3 Grade Programming

Fuel grades are the third level of the fuel programming parameters. Grades allow the Nucleus system to track and report fuel sales on a level more detailed than that offered by departments. Each grade reports to a department, but more than one grade may report to a single department. Note that it is necessary to program fuel departments before you can program fuel grades.

NOTE:Grade programming must be done prior to the Tank and Pump programming.

Access Grade programming by selecting **Cash Register > Fuel > Grade**. See Figure 9-7.

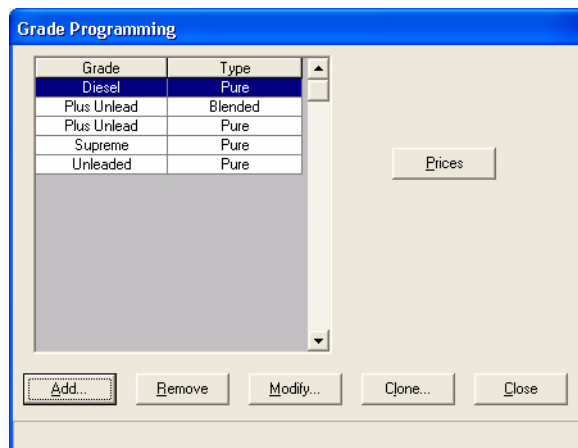


Figure 9-7 Grade Programming Window

NOTE:The system displays all grades programmed, pure and blended.

- To change grade prices, select **Prices**.
- To add a new grade, select **Add**.
- To remove a grade, highlight that grade and select **Remove**. Remove will not be allowed if a grade is used in Tank or Pump programming.
- To modify a grade, highlight the grade you want to change and select **Modify**.
- To add an entry with duplicate programming, highlight the entry that you want to duplicate, then select **Clone**.
- To exit the Grade Programming window, select **Close**.

9.3.1 Prices

1. To change the fuel prices select **Prices**. Depending upon whether Tiers and Service Levels have been enabled in the Pump Site programming window (Figure 8-11), one of the following Grades windows will appear.

Grade	Method of Payment	Price
Diesel	Cash	\$2.599
Plus Unlead	Cash	\$2.599
Supreme	Cash	\$2.699
Unleaded	Cash	\$2.499
Diesel	Credit	\$2.699
Plus Unlead	Credit	\$2.699
Supreme	Credit	\$2.799
Unleaded	Credit	\$2.599

Figure 9-8 Grades Window

Grade	Method of Payment	Day	Night
Diesel	Cash	\$2.599	\$2.699
Plus Unlead	Cash	\$2.599	\$2.699
Supreme	Cash	\$2.699	\$2.799
Unleaded	Cash	\$2.499	\$2.599
Diesel	Credit	\$2.699	\$2.799
Plus Unlead	Credit	\$2.699	\$2.799
Supreme	Credit	\$2.799	\$2.899
Unleaded	Credit	\$2.599	\$2.699

Figure 9-9 Grades Window with Tiers Enabled

The 'Grades' window displays a table with columns for Grade, Method of Payment, SELF, and FULL. The data is as follows:

Grade	Method of Payment	SELF	FULL
Diesel	Cash	\$2.599	\$2.699
Plus Unlead	Cash	\$2.599	\$2.699
Supreme	Cash	\$2.699	\$2.799
Unleaded	Cash	\$2.499	\$2.599
Diesel	Credit	\$2.699	\$2.799
Plus Unlead	Credit	\$2.699	\$2.799
Supreme	Credit	\$2.799	\$2.899
Unleaded	Credit	\$2.599	\$2.699

Buttons at the bottom: Modify..., Future Price..., Close

Figure 9-10 Grades Window with Service Levels Enabled

The 'Grades' window displays a table with columns for Grade, Payment Method, Day (SELF, FULL), and Night (SELF, FULL). The data is as follows:

Grade	Payment Method	Day		Night	
		SELF	FULL	SELF	FULL
Diesel	Cash	\$2.599	\$2.699	\$2.699	\$2.799
Plus Unlead	Cash	\$2.599	\$2.699	\$2.699	\$2.799
Supreme	Cash	\$2.699	\$2.799	\$2.799	\$2.899
Unleaded	Cash	\$2.499	\$2.599	\$2.599	\$2.699
Diesel	Credit	\$2.699	\$2.799	\$2.799	\$2.899
Plus Unlead	Credit	\$2.699	\$2.799	\$2.799	\$2.899
Supreme	Credit	\$2.799	\$2.899	\$2.899	\$2.999
Unleaded	Credit	\$2.599	\$2.699	\$2.699	\$2.799

Buttons at the bottom: Modify..., Future Price..., Close

Figure 9-11 Grades Window with Tiers and Service Levels Enabled

- In this example, choose **Modify** to access the Diesel window, where you can change the prices. Depending upon whether Tiers, Service Levels, or Price Levels have been enabled in the Pump Site programming window (Figure 8-11), one of the following Diesel windows will appear.

The 'Diesel' window shows input fields for 'Old Price' and 'New Price'. The 'Old Price' field contains '\$1.699' and the 'New Price' field contains '1.699'. Buttons for 'OK' and 'Cancel' are at the bottom.

Figure 9-12 Diesel Window

	Day	Night
Old Price:	\$1.699	\$1.799
New Price:	1.699	\$1.799

Figure 9-13 Diesel Window with Tiers Enabled

	SELF	FULL
Old Price:	\$1.699	\$1.799
New Price:	1.699	\$1.799

Figure 9-14 Diesel Window with Service Levels Enabled

	Day		Night	
	SELF	FULL	SELF	FULL
Old Price:	\$1.699	\$1.799	\$1.799	\$1.899
New Price:	1.699	\$1.799	\$1.799	\$1.899

Figure 9-15 Diesel Window with Tiers and Service Levels Enabled

3. Enter the new price and then select **OK** to save and exit or **Cancel** to exit without saving.

9.3.2 Future Price

This function allows changes to existing fuel grade price programming to allow the user to program a price change to take place at some time in the future.

1. Access the Future Price Programming window by selecting **Programming > Cash Register > Fuel > Grade > Prices**.
2. Click on the fuel grade that you want to modify the price for, then click **Future Price** to access the Future Grade Price programming window.

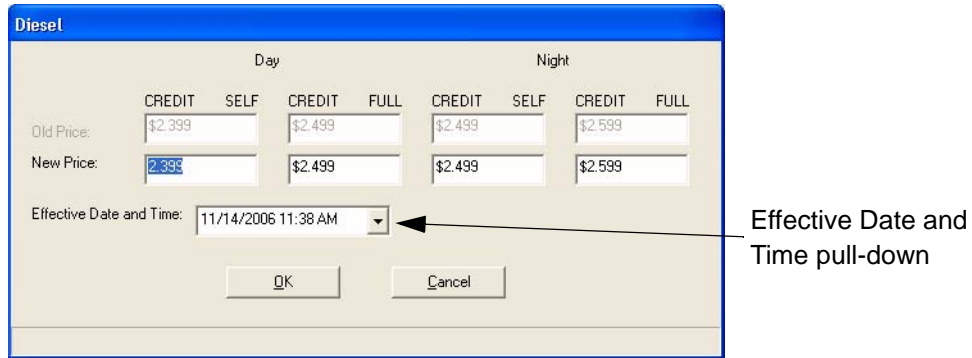


Figure 9-16 Future Grade Price Programming Window

3. Click the price that you want to modify then enter the new grade price which is the price that will be changed when the Future Price goes into effect.
4. Click on the **Effective Date and Time** pull-down to open up a calendar where a date can be selected. See Figure 10-18

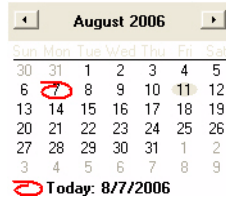


Figure 9-17 Future Price Calendar

5. Select a future date by clicking on the desired date. You can then select the desired time that you want the price change to occur.
6. Press **OK** to save and exit or **Cancel** to exit without saving.

9.3.3 Add/Modify Grade

The Modify Grade window allows you to name the product, assign a department, determine pricing, select feedstock. Access this window by selecting **Add** or **Modify** from the Grade Programming window.

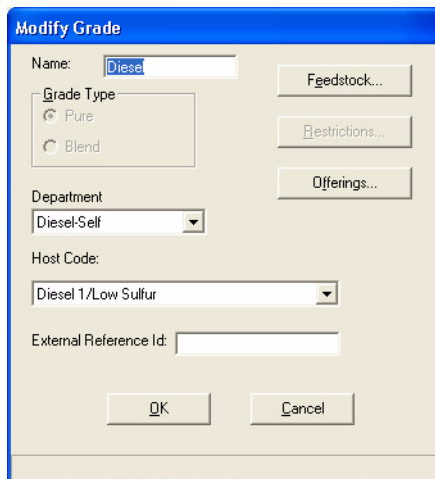


Figure 9-18 Modify Grade Window

- **Name** - To change the name of a selected grade, type the desired name in the Name field.
- **Grade Type** - To select the appropriate grade type, click on the box to the left of the desired grade (Pure or Blend).
- **Department** - Select the desired department from the Department pull-down menu.
- **Host Code** - Host Code is used to track fuel sales by the Chevron host. Each item that can be purchased must be assigned a Host Code. The list of Host Codes is provided by the host network.
 - * To assign a Host Code, select the desired Host Code from the pull-down menu.
 - * To ensure that the system reports all fuel codes correctly, verify that the Host Code settings for all fuels are set to the appropriate Fuel Host Product Code.

Table 9-1 Host Code Definitions

Product Code	Displayed Name	Chevron Host Product Code
000	Not Used	
001	Unleaded 1/Supreme	1 Supreme Unleaded
002	Unleaded 2/Plus Unl	D Plus Unleaded
003	Unleaded 3/Reg Unl	3 Regular Unleaded
004	Unleaded 4	6 Supreme Plus
011	Gas/Ethanol 1	B Gasohol
018	Leaded	2 Regular Leaded, 5 Regular Plus
019	Diesel 1/Low Sulfur	4 Diesel (on-road/low sulfur)

020	Diesel 2/Off Road	F Diesel (off-road/high sulfur)
022	Compressed NaturalGas	A Natural Gas
023	Liquid PropaneGas	9 Propane
100	Gen Auto Merchandise	1 TBA
101	Motor Oil	2 Oil
115	Labor	3 Labor
150	Jet Fuel/Jet-A	8 Jet
151	Aviation Fuel 1/AvGas	7 Avgas
225	Marine Fuel 1/TwoStrk	C Marine Two Stroke
300	Kerosene	E Kerosene
400	General Merchandise	4 Other

- **External Reference ID** - Use this field to assign a number to the particular fuel grade that corresponds to the fuel grade ID number that the Back Office System may use to identify a particular grade of fuel.
- **Feedstock** - To access this feature, select the **Feedstock** button. If the grade you are modifying is a pure grade type, then the Pure Grade window will appear. See Figure 9-19. If the grade you are modifying is a blend grade type, then the Blended Grade window will appear. See Figure 9-20.

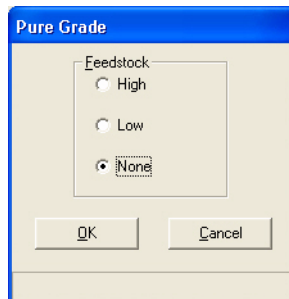


Figure 9-19 Pure Grade Window

- * The Feedstock window for a Pure Grade type indicates a grade's status (High, Low, or None). Select the desired level to program the pure grade's status.

NOTE: In order to program blenders, you must ensure that you have 2 Pure Grade tanks defined.

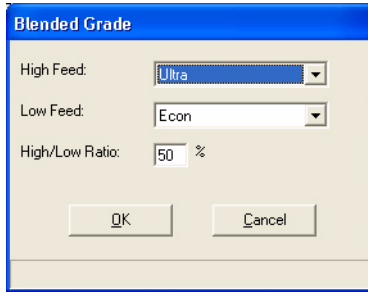


Figure 9-20 Blended Grade Window

- * The Feedstock window for a Blended Grade type has definitions for High Feed, Low Feed and High/Low Ratio. The High/Low ratio is the percentage of High Feedstock that the blended grade will contain.



WARNING

Be aware that Gilbarco uses a different way of defining the blend ratios than does Wayne or Tokheim. Gilbarco pumps define the blend ratio as a percentage of Low grade whereas Wayne and Tokheim pumps define the blend ratio as a percentage of High grade. If blend ratios programmed at a Wayne or Tokheim pump do not match the programming in Nucleus then the pump will not operate. However, If blend ratios programmed in a Gilbarco pump do not match the programming in Nucleus, the pump will still operate using the blend ratios that are programmed at the dispenser. This programming should be done by a qualified service technician only

- **Restrictions** - The Restrictions option is not available for the current release.
- **Offerings** - Select Offerings to access the Offerings programming section. For details about Offerings programming see the Introduction section on page 154.

10 NON-FUEL PROGRAMMING

From the Programming Access window select **Cash Register > Non-Fuel**. See Figure 10-1.

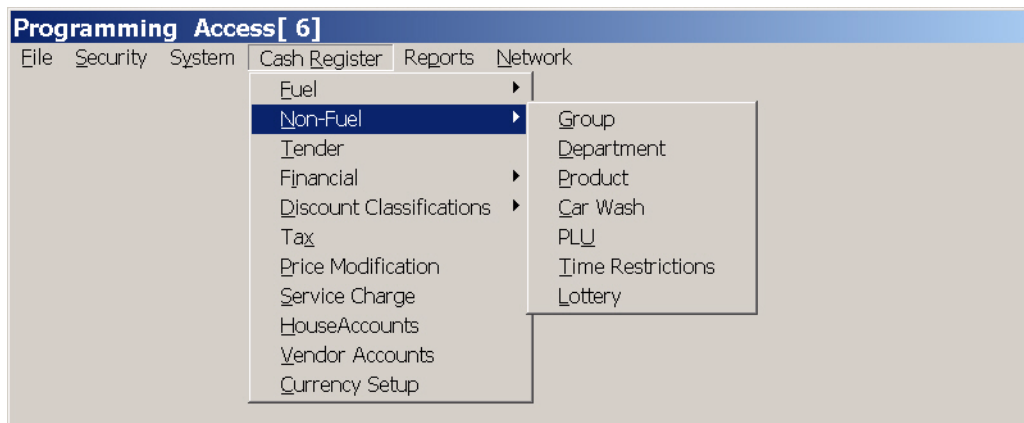


Figure 10-1 Programming Access Window

10.1 Group Programming

In order to set up Non-Fuel Programming parameters you will need to begin by creating and naming Groups. Groups are used to gather information over a broad range of transactions. By creating and naming groups, you establish the most basic level for separating and reporting transactions. Groups usually represent wide categories of items such as tobacco sales, fountain sales, etc.

1. Access the Group Programming window by selecting **Cash Register > Non-Fuel > Group**. See Figure 10-2.

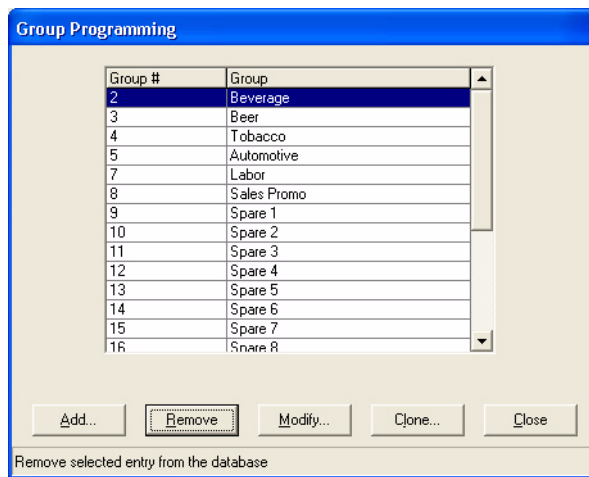


Figure 10-2 Group Programming Window

From the Non-Fuel Group Programming window, you can **Add** a new group, **Remove** a group, or **Modify** an existing group.

- To add a new group, select **Add**.
- To modify a group, highlight the group that you want to change and select **Modify**. When you select Add or Modify, the Non-Fuel Group window appears. See Figure 10-3.

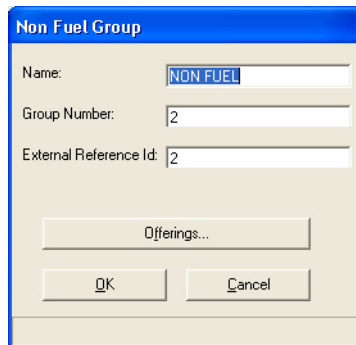


Figure 10-3 Non Fuel Group Window

- * **Name** - To enter the group name, type the desired name in the Name field.
- * **Group Number** - Assigning a Group Number aids in sorting groups when the site is doing End-of-Day reports. To enter the group number, type the desired unique number in the Group Number field.

- * **External Reference ID** - Use this field to assign a number to the particular group that corresponds to the group ID number that the Back Office System may use to identify a particular Non Fuel group.
- * **Offerings** - To make modifications to the Offerings, select **Offerings** to access the Offerings Programming section. See Figure 13-2. For details about Offerings programming see the Introduction section on page 154.
- To remove a group, highlight the group that you want to remove and select **Remove**.
- To add an entry with duplicate programming, highlight the entry that you want to duplicate, then select **Clone**.
- To exit the Group Programming window, select **Close**.

10.2 Department Programming

Non-Fuel Departments are the second level of the Non-Fuel programming parameters. Departments allow the Nucleus system to track and report non-fuel sales on a level more detailed than that offered by groups. Each department reports to a group, but more than one department may report to a single group.

NOTE: In order to program the departments, you will need to link the department to a parent group. The department name can be up to 12 characters long. You may also specify the taxes, if any, that are applied to the department.

Access the Department Programming window by selecting **Cash Register > Non-Fuel > Department**. The Non-Fuel Department Programming window lists the departments that report to the Non-Fuel group. See Figure 10-4.

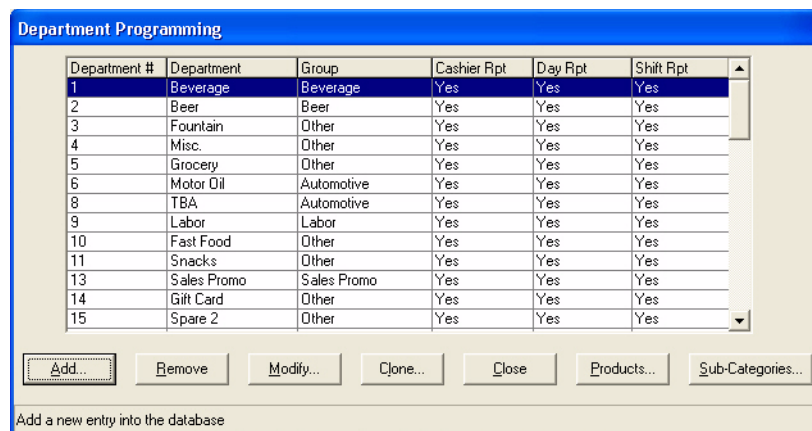


Figure 10-4 Department Programming Window

Options available from the Non-Fuel Department Programming window are **Add** a new department, **Remove** a department, **Modify** an existing department, **Clone** a department, **Products**, and **Sub-Categories** programming.

10.2.1 Adding Departments

Select **Add** to add a new department or highlight an existing department and select **Modify** to change the features of that department. When you select the Add or Modify buttons, the Modify Department window appears. See Figure 10-5.

Figure 10-5 Modify Department Window

From the Modify Department window you can enter the department name, and number. You can also assign the department to a group, assign a host code, select discount offerings, enter Mix-N-Match programming and program restrictions, choose the reports that should be tracked and assign a minimum age for purchase.

- **Name** - To enter the department name, type the desired name in the Name field.
- **Department #** - Assigning a Department # aids in sorting departments when the site is doing End-of-Day reports. To enter the department number, type the desired unique number in the Department # field.
- **Group** - To assign the desired group, select the group name from the Group pull-down menu.
- **Tax Rate** - Check the Sales Tax box to enable the appropriate sales tax.
- **Apply Tax Before Discount** - Check the Sales Tax box to force the system to calculate the appropriate sales tax on items in the department before any discount is applied. The 'Apply Tax Before Discount' flags can be set at the Department level, but the Dry Product screen tax programming can override the department setting.
- **External Reference ID** - Use this field to assign an external reference number to the particular department that corresponds to the department ID number that the Back Office System may use to identify the department.
- **Host Code** - Assign a Host Code to allow the network to keep track of certain product types by linking them to a host product code. Select the Host Code name from the Host Code pull-down menu.
- **Negative Price** - Check Negative Price when the department being programmed is a negative department or other items that reduce the price of a product. (i.e. negative price).
- **Variable Tracking** - The Variable Tracking option controls the reports that contain department information. To assign a department to a report, check the box to the left of the type of report (Cashier, Day, or Shift). See 'Variable Tracking' on page 169 for more information.
- **Reference Number Required** - Check Reference Number Required to track specific transactions.

- **Scratchpad Options** - Use the Scratchpad options to control how the department appears on the Scratchpad. If **Do not show** is selected then the department will not be displayed on the Scratchpad. If **Is an open department** is selected, then the department will be displayed on the Scratchpad as an open department. If **Not an open department** is selected then the department will not allow open department purchases but will allow access to the products under that department.
- **Minimum Purchase Age** - For age restriction programming use the Minimum Purchase Age field to enter a valid minimum age to purchase products from this department.
- **Offerings** - For Offerings programming refer to the Introduction in Section 13.1.
- **Mix-N-Match** - For Mix-N-Match programming refer to the Introduction in Section 13.2.
- **Restrictions** - Select Restrictions and the window in Figure 10-6 appears.

Figure 10-6 Department Restrictions Window

- * **Allow Tender** - This option allows you to restrict a department to certain types of transactions, such as Cash and Manual Credit tender media. For example, the Lottery may not allow Credit Card and Debit Card transactions.
- * **Lockouts** - The Lockouts option sets the maximum (High) and minimum (Low) transaction amounts for a department. For example in Figure 10-6, the maximum value is \$501.00 per transaction and the minimum value is \$0.00. The 0 value in the Low field means that there is no lower limit for transactions in this department.
- * **Allow Fract Qty** - This option is only for use with fuel.
- * **Security Level** - This option allows you to set the security level required to perform transactions for a department. The security level in Figure 10-6 is Level 1. To complete a transaction for the department in this example, an employee must have a security level that gives access to Level 1 transactions.
- * **Time Restriction** - Use the Time Restriction pull-down to assign a time restriction to this department. A Time Restriction will dis-allow the purchase of any item within this department during the restricted hours that have been previously programmed. Refer to Section 10.6 on page 137 for information on programming Time Restrictions.
- * Select **OK** to save and exit or select **Cancel** to exit without saving.
- Select **OK** to save and exit or choose **Cancel** to exit without saving.

10.2.2 Removing Departments

To remove a department from the Department Programming window (Figure 10-4), highlight the department that you want to remove then select **Remove**.

10.2.3 Cloning Departments

To copy a department's programming into a new entry, highlight the selected department then select **Clone**.

10.2.4 Products Programming

Program individual products from within their department grouping by selecting **Products** from the Department programming window. Procedures for this feature are detailed in the following section titled Product Programming on page 124.

10.2.5 Sub-Categories Programming

A department sub-category is a grouping of products within a Non-Fuel department. Sub-categories are used to program the Mix-N-Match and Combo Discount Classifications. To access the Department Sub-Categories programming select **Sub-Categories**. See Figure 10-7.

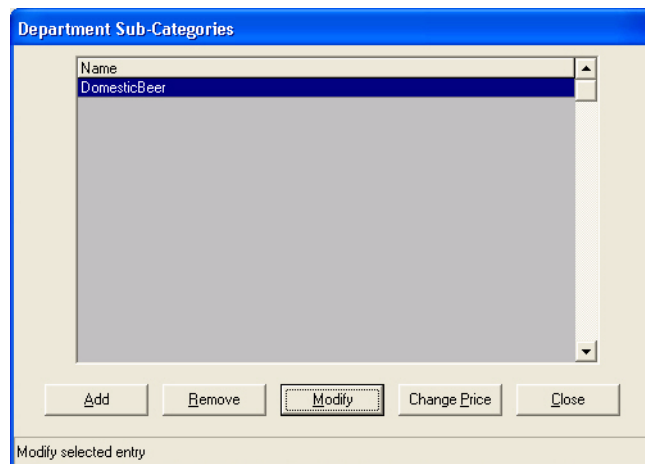


Figure 10-7 Department Sub-Categories Window

This window provides a view of all sub-categories currently programmed in the system for the selected department. Options available from this window are **Add**, **Remove**, **Modify** and **Close**.

NOTE: The **Change Price** option is only active whenever **None** has been selected as a Back Office type. Refer to the "Back Office Configuration" section on page 73.

Choose **Add** to display the window in Figure 10-8 below. The department products can be sorted by clicking on the different headers above the Department Products. A vertical scroll bar has also been added to navigate the product listing easier.

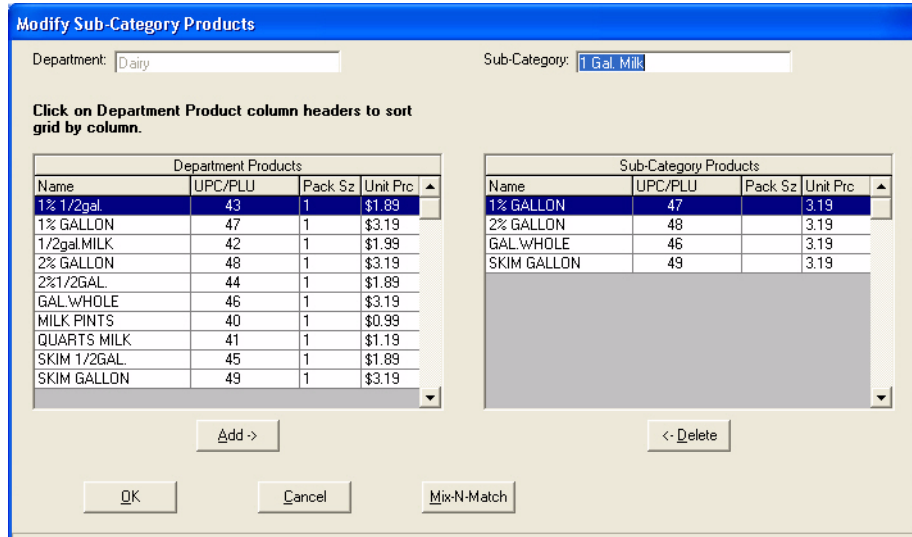


Figure 10-8 Add Sub-Category Products

- Use the Add Sub-Category Products window to associate products within a department to a particular sub-category.
 - * **Add** - Select the product from Department Products on the left and click **Add** to associate them to the sub-category on the right.
 - * **Delete** - Highlight products from Sub-Category Products on the right and click **Delete** to remove them from the sub-category.
- Enter the Sub-Category name in the field provided then select **OK** to save and exit or choose **Cancel** to exit without saving.
- Upon completion of defining the sub-category, select **Mix-N-Match** to program criteria for the discount.
- For Mix-N-Match programming see the Introduction section on page 155.

Use the **Change Price** button from the Department Sub-categories window to perform a mass change of all the prices of the products listed within the selected Sub-Category. Press the Change Price button and the following window will be displayed.

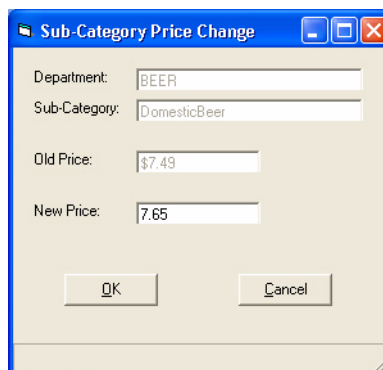


Figure 10-9 Sub-Categories Price Change

The window above shows the current Department, Sub-Category, and current price. The new price for all the products within the listed Sub-Category is entered in the **New Price** field.

10.3 Product Programming

Non-fuel product programming allows you to add or modify product names, prices, PLUs and SKUs (UPCs), number quantities, and department numbers. There is also a feature that allows you to set a time and date to introduce a new product or a new price on an existing product.

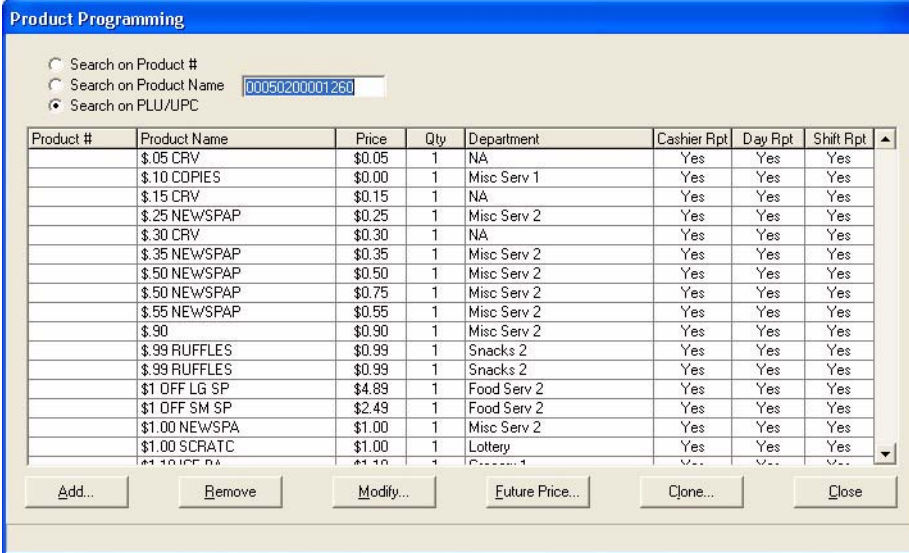
10.3.1 Product Database Search

The Product database can be searched to locate specific products when performing product updates like price changes.

1. Access the Product Programming window by selecting **Cash Register > Non-Fuel > Product**. See Figure 10-10.
2. To do a search of the database for a product you can:
 - * Select **Search on Product Number** then enter the product number of the item in the window.
 - * Or select **Search on Product Name** then enter the name of the item in the window
 - * Or **Search on PLU/UPC** and scan the product at the scanner.
3. The product database listing can also be sorted by department by clicking on the **Department** heading.

10.3.2 Adding New Products

1. Access the Product Programming window by selecting **Cash Register > Non-Fuel > Product**. See Figure 10-10.



The screenshot shows the 'Product Programming' window. At the top, there are three radio buttons for search criteria: 'Search on Product #' (unselected), 'Search on Product Name' (unselected), and 'Search on PLU/UPC' (selected). A text box next to 'Search on Product Name' contains the value '00050200001260'. Below this is a table with columns: Product #, Product Name, Price, Qty, Department, Cashier Rpt, Day Rpt, and Shift Rpt. The table lists various products like '\$.05 CRV', '\$.10 COPIES', '\$.15 CRV', '\$.25 NEWSPAP', '\$.30 CRV', '\$.35 NEWSPAP', '\$.50 NEWSPAP', '\$.50 NEWSPAP', '\$.55 NEWSPAP', '\$.90', '\$.99 RUFFLES', '\$1 OFF LG SP', '\$1 OFF SM SP', '\$1.00 NEWSPA', and '\$1.00 SCRATC'. At the bottom of the window, there are buttons for 'Add...', 'Remove', 'Modify...', 'Future Price...', 'Clone...', and 'Close'.

Product #	Product Name	Price	Qty	Department	Cashier Rpt	Day Rpt	Shift Rpt
	\$.05 CRV	\$0.05	1	NA	Yes	Yes	Yes
	\$.10 COPIES	\$0.00	1	Misc Serv 1	Yes	Yes	Yes
	\$.15 CRV	\$0.15	1	NA	Yes	Yes	Yes
	\$.25 NEWSPAP	\$0.25	1	Misc Serv 2	Yes	Yes	Yes
	\$.30 CRV	\$0.30	1	NA	Yes	Yes	Yes
	\$.35 NEWSPAP	\$0.35	1	Misc Serv 2	Yes	Yes	Yes
	\$.50 NEWSPAP	\$0.50	1	Misc Serv 2	Yes	Yes	Yes
	\$.50 NEWSPAP	\$0.75	1	Misc Serv 2	Yes	Yes	Yes
	\$.55 NEWSPAP	\$0.55	1	Misc Serv 2	Yes	Yes	Yes
	\$.90	\$0.90	1	Misc Serv 2	Yes	Yes	Yes
	\$.99 RUFFLES	\$0.99	1	Snacks 2	Yes	Yes	Yes
	\$.99 RUFFLES	\$0.99	1	Snacks 2	Yes	Yes	Yes
	\$1 OFF LG SP	\$4.89	1	Food Serv 2	Yes	Yes	Yes
	\$1 OFF SM SP	\$2.49	1	Food Serv 2	Yes	Yes	Yes
	\$1.00 NEWSPA	\$1.00	1	Misc Serv 2	Yes	Yes	Yes
	\$1.00 SCRATC	\$1.00	1	Lottery	Yes	Yes	Yes

Figure 10-10 Product Programming Window

2. To add a new product select **Add** to access the Modify Product programming window.

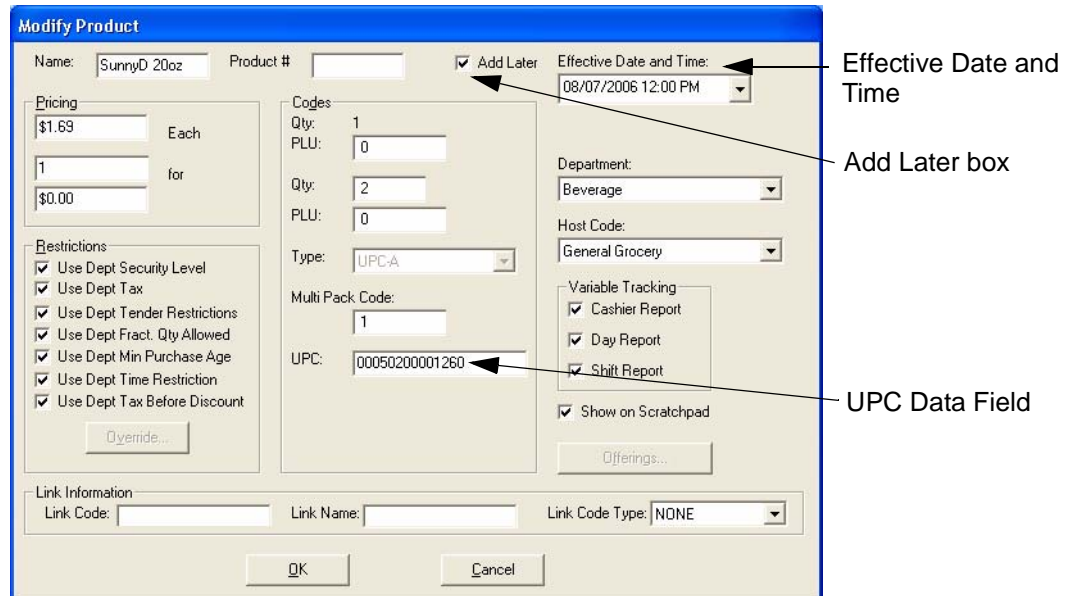


Figure 10-11 Add/Modify Product Window

3. Click the **Add Later** box then select a date and time to make this product active by selecting from the **Effective Date and Time** pull-down. If **Add Later** is not selected then the product will be added when product programming is complete.
4. Fill in the Name, Pricing, PLU, Department, Host Code, and other information in the Modify Product window.

The following options are available in the Modify Product window:

- **Name** - To change the name of the product, type the desired name in the Name field.
- **Product #** - Product # is any number greater than zero. These numbers are used to sort the product on the reports. Please note that this sorting feature, is not restricted to just Products, but is also available by Fuel and Non-Fuel Group and Department. However, only Non-Fuel will display the Product option.
 - * If you want a product to be the first one on your report then it should have the lowest number.
 - * Products that are created, but not assigned a product number, will appear in alphabetical order after numbered products.
 - * If a duplicate product number is used, then those items are sorted alphabetically by name.
- **Pricing** - To add or modify a per unit price and multiple price, type the desired prices in the corresponding fields. This is used for pricing on more than one item of the same type but less than the price for a bundle.
- **Restrictions** - Restrictions may be added for each product by enabling any of the following options
 - * Use Dept Security Level
 - * Use Dept Tax
 - * Use Dept Tender Restrictions
 - * Use Dept Fract. Qty Allowed
 - * Use Dept Minimum Purchase Age

- * Use Dept Time Restriction
- * Use Dept Tax Before Discount
- **Link Information** - This information is used to enable Nucleus to ring up Linked items. Linked items are items that are automatically rung up along with the original item. Link Code and Link Code Type are required entries. Link Name will be automatically filled in by Nucleus.
 - * **Example:** Link a product called Bottle Deposit to any beverage that comes in a bottle that requires a bottle deposit fee to be charged.
 - 1.) First program the item (Bottle Deposit) to be linked, then assign a PLU number to it.
 - 2.) Go to the Modify Product window of the product that you want the item to link to.
 - 3.) Select the Link Code type of **PLU**.
 - 4.) Enter the PLU number of the linked item into the Link Code window.
 - 5.) Select **OK** to save and exit or **Cancel** to exit without saving.
 - * **Reports:** The Day Report will list the original item and the linked item separately. Reports using the example above will print the original item such as a Coke Product and the Bottle Deposit which is the linked item under the Non-Fuel Products heading of the Day Report.
- Select **Override** to access the Product Restrictions programming window. See Figure 10-12.

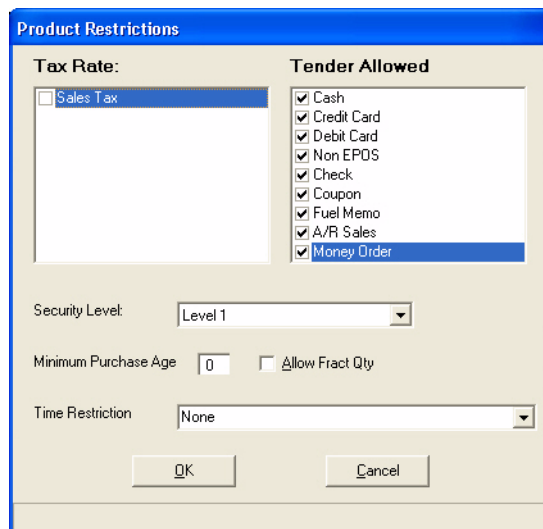


Figure 10-12 Product Restrictions Window

From the Product Restrictions window, you can program restrictions on a product or set a security level that limits operational access, restrict certain tender types and tax rates, set time restrictions, minimum purchase ages, or allows sales of fractional quantities. For example, you could restrict the cashier from being able to accept credit cards for the purchase of lottery tickets.

- * If there are restrictions on a department and an item is programmed to that department, then check the **Use Dept.** box to use that department's programming restrictions.
- **Codes** - Enter product PLU codes and UPC numbers in the Modify Product window.
 - * Products can be scanned using **PLU** codes for single items and multi-packs.
 - Assign a single item PLU code to price a single item, such as a bottle of water. See Figure 10-13.

Figure 10-13 Product Code Programming Example for a Single Bottle of Water

- Assign a multi pack PLU code to price a multi-pack, such as a six-pack of water. Multi-pack programming tells the system that there are 2 different products attached to one SKU. See Figure 10-14.

NOTE: To enable multi-pack scanning you must have “Scanning Defaults to Minimum Pack Size for UPC” unchecked in **Programming > System > IPT > Site**.

Figure 10-14 Product Code Programming Example for Multiple Bottles of Water

- When the cashier scans the SKU from the side of one of the items in the six pack, the selection screen prompts the cashier to choose whether the item is being rung up is the single or the multi-pack. See Figure 10-15.

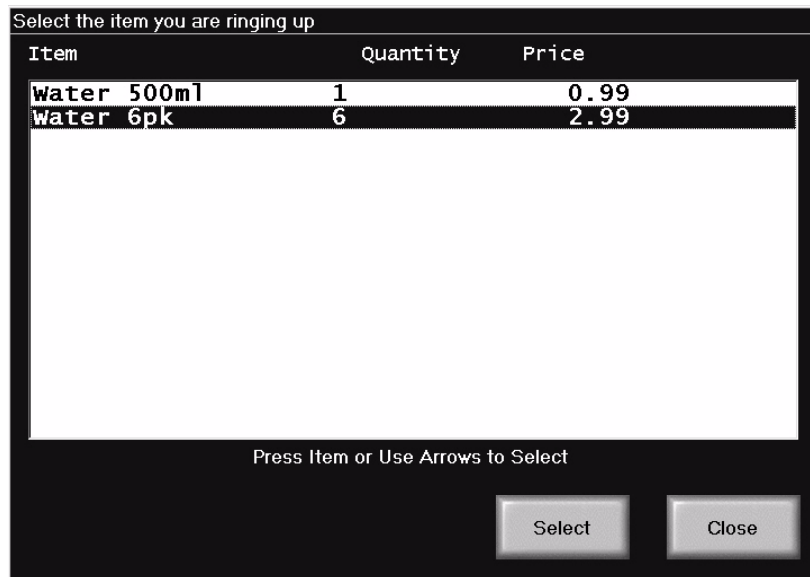


Figure 10-15 Product Selection Screen for Multi-Pack Programming

- * Enter the **UPC** number from the product bar code or Click the mouse in the UPC data field then scan the product. This will import the UPC scan code information from the product.
- **Department** - Assign the department from the Department pull-down menu.
- **Host Code** - Assign the host code from the Host Code pull-down menu.
- **Variable Tracking** - This option controls the reports that contain the department information. To assign a department to a report, check the box to the left of the type of report (Cashier, Day, or Shift). See " on page 151 for more information.
- **Show on Scratchpad** - Check Show on Scratchpad to enable the product name to appear on the Scratchpad in the Sales/Operation screen. See Figure 5-1.
- **Offerings** - See Offerings Programming on page 154 of the Introduction section.

10.3.3 Modifying Existing Products

1. Access the Product Programming window by selecting **Cash Register > Non-Fuel > Product**. See Figure 10-10.
2. To modify an existing product, select the desired product and then click **Modify** to access the Modify Product programming window. See Figure 10-16.

Figure 10-16 Modify Product Window

3. Make changes to the price, department, restrictions, etc. as needed and then press **OK** to save and exit or **Cancel** to exit without saving.

10.3.4 Modify Future Prices

This function allows changes to existing product programming to allow the user to program a price change to take place at some time in the future.

1. Access the Product Programming window by selecting **Cash Register > Non-Fuel > Product**. See Figure 10-10.
2. To modify the future price of a product, select the desired product and then click **Future Price** to access the Modify Product programming window. See Figure 10-17.

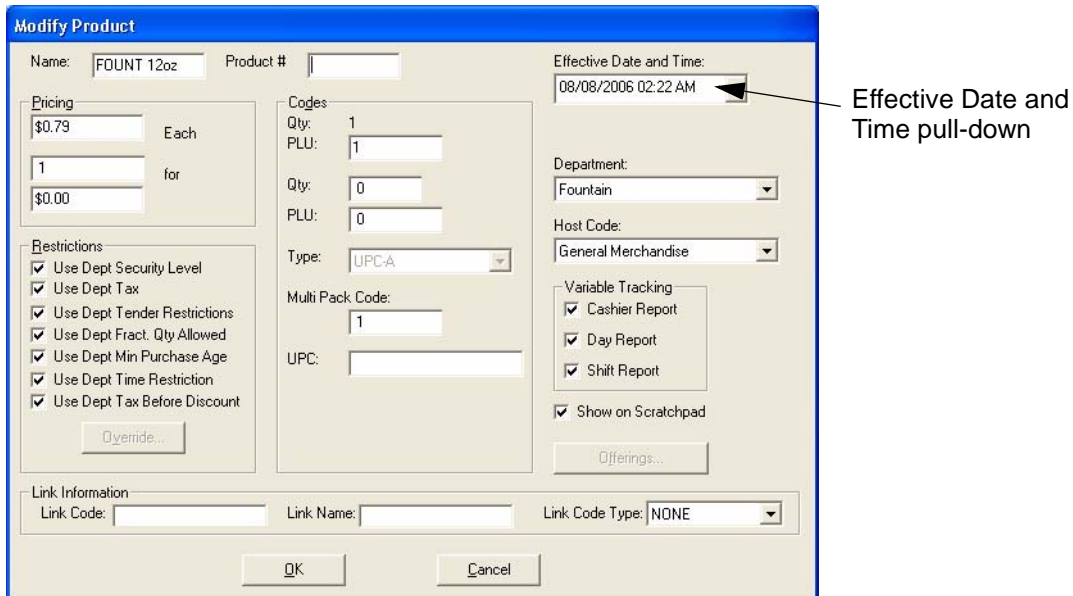


Figure 10-17 Future Price Modify Product Window

3. Enter the new product pricing which is the price that will be charged for the product when the Future Price goes into effect.
4. Click on the **Effective Date and Time** pull-down to open up a calendar where a date can be selected. See Figure 10-18

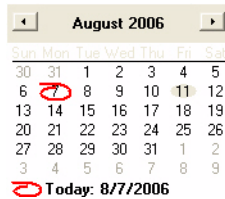


Figure 10-18 Future Price Calendar

5. Select a future date by clicking on the desired date. You can then select the desired time that you want the price change to occur.
6. Press **OK** to save and exit or **Cancel** to exit without saving.

NOTE:All of the product programming in the Modify Product programming window can be changed at the same time that the future price change is made and will go into effect when the price change occurs.

10.4 Car Wash Programming

Car Wash programming allows you to set up car wash sales, awards, and discounts for 12 types of car washes. Future Price programming allows a price modification to occur at a later date. Car washes can be purchased or awarded with the purchase of something else (for example, fuel) and/or they can be discounted with a fuel purchase. Car washes can also be purchased as an upgrade from the basic wash. The first 9 car washes can be purchased at the CATs.

Access the Car Wash programming window by selecting **Cash Register > Non-Fuel > Car Wash**.



Figure 10-19 Car Wash Window

The Car Washes programmed must match the Car Wash Controller settings.

The Car Wash programming options that are available are **Modify, Future Price, Site Setup** and **Close**.

10.4.1 Modify Car Wash Programming

Select the **Modify** button to display the Modify Car Wash window in Figure 10-20 below.

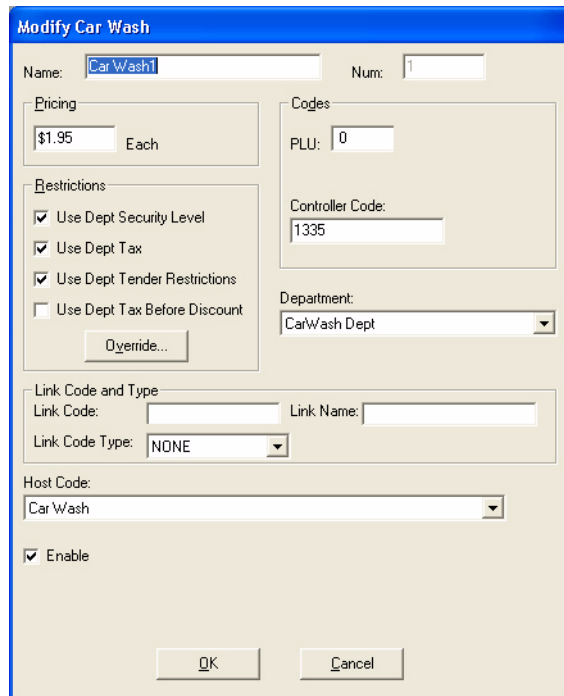


Figure 10-20 Modify Car Wash Window

The Modify Car Wash programming window allows you to enter a car wash **Name, Number**, establish un-discounted **Pricing**, set **Restrictions**, assign **PLUs, Controller Codes, Departments**, and **Host Codes**.

- **Use Dept Security Level** - Select Use Dept Security Level to allow car wash sales based on the Security Level programmed for the department that the particular car wash is linked to.

- **Use Dept Tax** - Select use Dept Tax to program each carwash type to use the tax rate from the Department that the particular car wash is linked to.
- **Use Dept Tender Restrictions** - Select use Dept Tender Restrictions to program each carwash type to use only the tender types that have been programmed for that particular car wash.
- **Override** - Choose Override to enter the Car Wash Restrictions programming window in Figure 10-21. Car Wash Restrictions programming allows you to enable sales tax, or apply tax before a discount, set security levels, and define the tender types allowed.

Figure 10-21 Car Wash Restrictions Window

- **Link Information** - This information is used to enable Nucleus to ring up Linked items. Linked items are items that are automatically rung up along with the original item. Link Code and Link Code Type are required entries. Link Name will be automatically filled in by Nucleus.
- **Enable** - Check the Enable box and select **OK** to activate the changes that you made in this window.

10.4.2 Future Price Car Wash Programming

Select the **Future Price** button to display the Modify Car Wash window in Figure 10-22 below.

Figure 10-22 Modify Car Wash Window

The Modify Car Wash programming window shown in Figure 10-22 allows changes to the car wash programming just as in the previous section. However, the Future Price programming adds the Effective Date and Time pull-down which is used to program a price change to take effect at a future date.

NOTE:All of the car wash programming in the Modify Car Wash programming window can be changed at the same time that the future price change is made and will go into effect when the price change occurs.

- Click on the **Effective Date and Time** pull-down to open up a calendar where a date can be selected. See Figure 10-23.

August 2006						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2
3	4	5	6	7	8	9

Today: 8/7/2006

Figure 10-23 Future Price Calendar

10.4.3 Site Setup Car Wash Programming

Select **Programming > Cash Register > Non-Fuel > Car Wash > Site Setup** to access the Car Wash Site Setup window. The Car Wash Site Setup window contains the car wash controller type programming, car wash code programming, car wash prompt and timeout programming. Nucleus supports external standalone Car Wash Terminals such as Unitec or Ryko. These Car Wash Terminals have their own card readers, printers, CAT keypads and bill acceptors. They communicate with the Chevron host for credit card approvals and generate their own customer receipts. Car Wash codes are not needed and are not printed on the receipts generated by external Car Wash Terminals because the car wash is directly connected to the controller. External Car Wash Terminals which are interfaced to Nucleus require one CAT address from Nucleus therefore a site can have a maximum of 23 CATs plus one Car Wash Terminal. See Figure 10-24 for the Car Wash Site Setup Window.

NOTE:Nucleus is configured to allow for programming of up to twelve types of car washes at the site. Sites can offer all twelve of the car washes in the store, however only the first 9 car wash types can be offered at the CAT.

NOTE:In order for the car wash changes in programming to take full effect, you must perform an End-of-Day (EOD) or an End-of-Shift (EOS) then restart the system. For instructions on performing an EOD or EOS, refer to the Operation section of the Operation Manual Part No. 1-920494.

The screenshot shows the 'Car Wash Site Setup' window. It is divided into several sections. The 'Controller Type' section has radio buttons for 'None', 'Fixed Code', 'Online Controller Only', 'Unitec with CWT', and 'Ryko with CWT'. The 'Car Wash Code Expires' section has radio buttons for 'Never Expires' and 'Expires in 30 days'. The 'Car Wash Timeouts (in seconds)' section has input fields for 'Car Wash Wanted Prompt' (25), 'Message to Customer' (6), '2-Line Select Car Wash Pass 1' (4), '2-Line Select Car Wash Pass 2' (2), '4-Line Select From 3 Car Washes' (25), and 'Touch Screen Pass 2' (300). A warning message states: 'WARNING: System must be restarted for ANY of the ABOVE changes to take effect.' Below this are checkboxes for 'Disable Outdoor Car Wash Sale' (unchecked) and 'Show Prices at CAT' (checked), with a 'CWT Cash Sales' button. The 'Car Wash Prompting' section has radio buttons for 'Fixed', 'Prompt Before Fueling', and 'Prompt After Fueling'. The 'Car Wash Sorting' section has radio buttons for 'No Sort', 'Least to Most Expensive', 'Most to Least Expensive', and 'Order by Name'. At the bottom are 'OK' and 'Cancel' buttons.

Figure 10-24 Car Wash Site Setup Window

10.4.3.1 Controller Type

- **None** - Select None when no car wash controller is connected to the system.
- **Fixed Code** - Select Fixed Code to use a car wash controller that only generates fixed codes.
- **Controller Only** - Select Controller Only if an indoor car wash controller is installed.
- **Unitec with CWT** - Select Unitec for sites with a Unitec Car Wash Terminal.
- **Ryko with CWT** - Select Ryko for sites with a Ryko Car Wash Terminal.

10.4.3.2 Car Wash Code Expires

- **Never Expires** - Choose Never Expires for a car wash code that never expires.

- **Expires in ## days** - Choose this option to enter the number of days the car wash code will be valid.

NOTE:Make sure that the number of days for the code to be valid is programmed in the car wash controller the same as the number of days programmed here.

10.4.3.3 Car Wash Timeouts

In each car wash prompt field, enter the number of seconds that you want the prompt to be displayed at the CAT.

10.4.3.4 Allow Car Wash Sales When Terminal / Controller Out of Service

Enable this option to allow Car Washes to be sold for use at a later date. This is useful when the Car Wash is down for maintenance and the customer desires a rain check. The Controller type must be set for Fixed Code or Online for this option to work correctly.

10.4.3.5 CWT Cash Sales Button

The CWT Cash Sale button is used to access the programming options for setting up a PLU used to track cash sales done at the outdoor Car Wash Terminal. Nucleus can track the cash sales that are conducted at the Car Wash Terminal and report those amounts via the **CWTCash** product shown under Non-Fuel Products of the Day report. Press the **CWT Cash Sales** button and the following window will be displayed.

Programming the CWT Cash Sale PLU

1. Go to **Programming > Cash Register > Non-Fuel > Car Wash**.
2. Press the **CWT Cash Sales** button and the following window will be displayed.

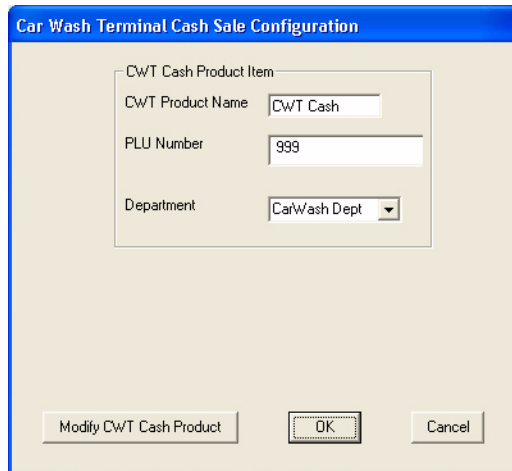


Figure 10-25 CWT Cash Sale Configuration Window

3. Enter **CWT Cash** as the CWT Product Name.
4. Enter **999** or any other unused PLU number in the PLU Number field.
5. Using the Department pull-down, select the appropriate Car Wash Department.
6. Select **OK** to save and exit or **Cancel** to exit without saving.

Using the CWT Cash Sale PLU

1. Enter the PLU number for CWT Cash product at the Nucleus terminal and press the **PLU/SKU** key.
2. Enter the dollar amount of cash retrieved from the Car Wash Terminal.
3. Click **OK**.
4. Press the **Tender** button then the **Cash** button

10.4.3.6 Disable Outdoor Car Wash Sale (Reboot is not required to activate this change)

Enable this option to disable Car Wash Offerings at the CAT.

10.4.3.7 Show Prices at CAT

Enable this option to show the prices of each of the enabled Car Wash offerings at the CAT.

10.4.3.8 Car Wash Prompting (Reboot is not required to activate this change)

- **Fixed** - Not Available
- **Prompt Before Fueling** - Enables the Car Wash prompting at the CAT to be displayed prior to fueling.
- **Prompt After Fueling** - Enables the Car Wash prompting at the CAT to be after fueling is complete but before the sale is finalized.

10.4.3.9 Car Wash Sorting (Reboot is not required to activate this change)

- **No Sort** - The car wash offerings are displayed at the CAT in no particular order.
- **Least to Most Expensive** - The car wash offerings are displayed at the CAT in order from the least expensive to the most.
- **Most to Least Expensive** - The car wash offerings are displayed at the CAT in order from the most expensive to the least.
- **Order by Name** - The car wash offerings are displayed at the CAT in alphabetical order.

10.5 PLU Programming

Select the PLU option to view the PLU Codes programmed. Access the PLU Codes programming window by selecting **Cash Register > Non-Fuel > PLU**. See Figure 10-26 below. Use the arrow keys to scroll down the list of PLUs in the window. Use this window to display the current list of PLUs programmed into the system.



PLU	UnitPrice	Qty	Qty Price	Product
31	\$0.79	1	\$0.79	16 OZ FOUNTA
32	\$0.89	1	\$0.89	32 OZ FOUNTA
33	\$0.99	1	\$0.99	44 OZ FOUNTA
34	\$1.19	1	\$1.19	64 OZ FOUNTA
35	\$0.69	1	\$0.69	SMALL FOUNTA
36	\$0.69	1	\$0.69	LARGE FOUNTA
39	\$0.79	1	\$0.79	12 OZ COFFEE
40	\$0.89	1	\$0.89	16 OZ COFFEE
41	\$0.99	1	\$0.99	20 OZ COFFEE
42	\$0.59	1	\$0.59	SMALL COFFEE
43	\$0.59	1	\$0.59	LARGE COFFEE
49	\$1.09	1	\$1.09	24 OZ COFFEE
64	\$1.89	1	\$1.89	14 OZ PARRNT

Figure 10-26 PLU Codes Window

10.6 Time Restriction Programming (Blue Law)

The Time Restrictions feature or Blue Law configuration allows a site to restrict the purchasing of products through the definition of a restriction schedule. This time restriction is a list or chain of start and end times for when the product cannot be sold. If an item is within a department that has a Time Restriction applied to it, then the item cannot be sold and a popup will be displayed to the cashier.

Access the Time Restrictions programming window by selecting **Cash Register > Non-Fuel > Time Restrictions**. See Figure 10-27. The Time Restriction Definition menu allows the user to select the start and end times of a restriction and add that range to a chain or list. Programming a restriction to occur every day with the same start and stop times requires that an entry be made for every day of the week and the start and stop times for each day to be programmed.

The available size for the Time Restriction description length is 40 characters and all will be displayed anytime the Time Restriction is used.

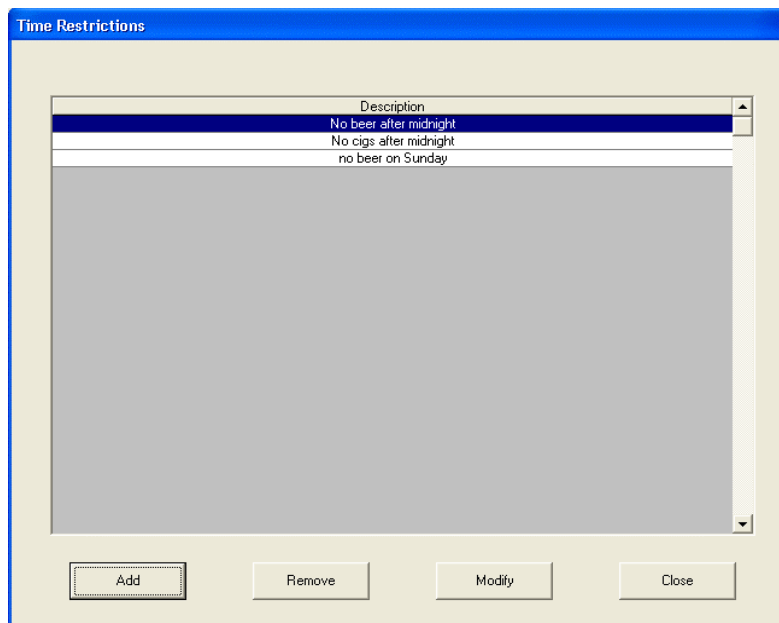


Figure 10-27 Time Restrictions Programming Window

1. Select the **Add** button to program a new restriction or select an existing restriction and then press the **Modify** button. The following window will then be displayed.

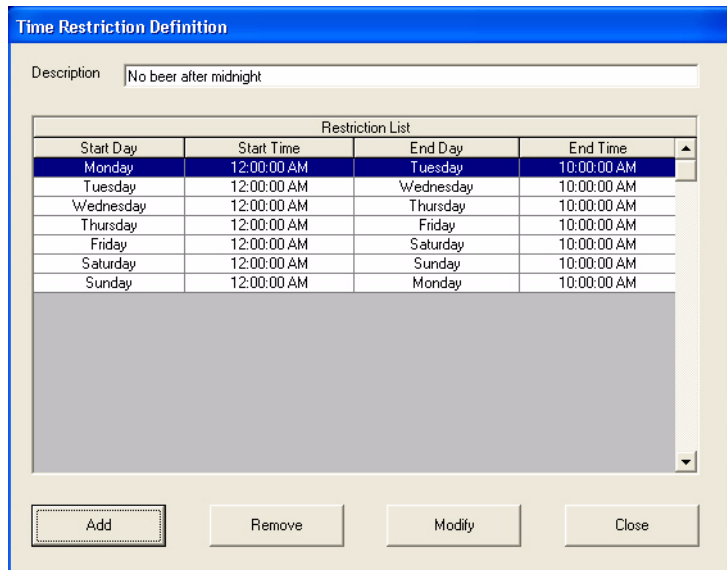


Figure 10-28 Time Restrictions Programming Window

2. Select one of the existing time restrictions listed and then press **Modify** or select **Add** to create a new Time Restriction. The following window will then be displayed.

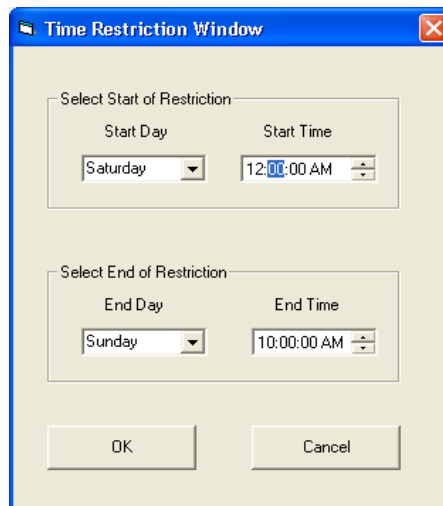


Figure 10-29 Time Restrictions Window

3. Enter a **Start Day** using the pull-down then enter a **Start Time** in the Start Time field.
4. Enter a **End Day** using the pull-down then enter a **End Time** in the End Time field.
5. Click **OK** to save and exit or **Cancel** to exit without saving.
6. Repeat from step 2 to add another day to the restriction.

10.7 Lottery Sale Setup

The Lottery Sale Setup section is where lottery sales are configured. The programming options in this screen allow you to define the product name of the lottery offering and the department that it belongs to. Program the Lottery State according to where the store is located, and define the IP address of the Lottery Server that Nucleus will communicate with when performing Lottery transactions.

You can also enable or disable lottery sales from this screen. If the **Enable For Sales** option is selected, the Nucleus system will add Lottery to the product programming window and enable the Lottery Sales button in the Financial Operations screen. From the Programming Access window select **Cash Register > Non-Fuel > Lottery**. See Figure below.

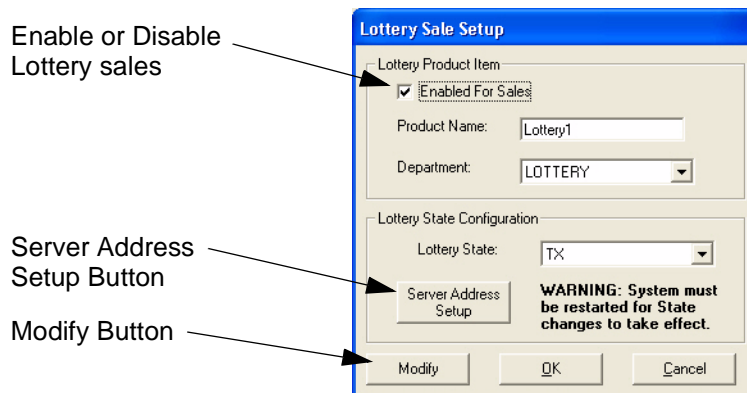


Figure 10-30 Lottery Sales Setup Window

Press the **Server Address Setup** button to enter the Lottery Server Setup window where the IP address of the G-Tech Lottery server is entered. See Figure 10-32.

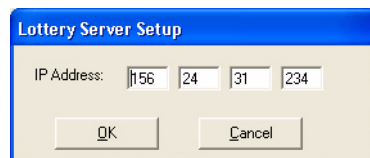


Figure 10-31 Lottery Server Setup

Enter The IP address of the G-Tech lottery server and press **OK** to save and exit or **Cancel** to exit without saving.

Press **Add** to add the Lottery programming to the system. Press the **Modify** button from the Lottery Sales Setup window to open the Modify Product window which will allow you to make more detailed programming changes to the Lottery product. See Figure 10-32.

Modify Product

Name: Lottery 1 Product #

Pricing: \$1.00 Each, 1 for \$0.00

Codes: Qty: 1, PLU: 0, Qty: 2, PLU: 0, Type: NONE, Multi Pack Code: 1, UPC:

Restrictions:

- Use Dept Security Level
- Use Dept Tax
- Use Dept Tender Restrictions
- Use Dept Fract. Qty Allowed
- Use Dept Min Purchase Age
- Use Dept Time Restriction
- Use Dept Tax Before Discount

Department: Misc. Host Code: General Merchandise

Variable Tracking:

- Cashier Report
- Day Report
- Shift Report

Link Information: Link Code, Link Name, Link Code Type: NONE

Buttons: Override..., Offerings..., OK, Cancel

Show restrictions for this product

Figure 10-32 Modify Product - Lottery

Make the necessary changes to the Lottery product such as tender and age restrictions.

NOTE: Changes to the Lottery product made from this window will override programming done from the Lottery Sales Setup window.

Click **OK** to save and exit or **Cancel** to exit without saving.

11 TENDER PROGRAMMING

Tender programming allows you to set the type of tender method allowed for product payment. You can also program tender restrictions with this option. From the Programming Access window select **Cash Register > Tender**. See Figure 11-1 below.

Tender Programming

Tender	Maximum	Security	Enable
A/R Sales	501	1	Yes
Adjust	501	1	No
Cash	900	1	Yes
Check	101	1	No
Coupon	501	1	Yes
Credit Card	201	1	Yes
Debit Card	501	1	Yes
DriveOff	501	1	No
Non EPOS	101	1	Yes
Prepaid Card	501	1	No
Spare1	0	1	No
Spare2	0	1	No

Buttons: Modify..., Assign Key..., Close

Modify selected entry

Figure 11-1 Tender Programming Window

The options available in the Tender programming window are **Modify**, **Assign Key** and **Close**.

11.1 Modify Tender Programming

The Modify Tender window can be used to modify the function of the existing tender types or to create new tender types.



CAUTION

Duplication of existing pre-programmed tender buttons is not recommended and will cause undesirable results.

Select the tender type to be changed and choose **Modify**. The Modify Tender window will appear. Figure 11-2 shows an example of the Cash tender key programming.

The screenshot shows the 'Modify Tender' window with the following details:

- Type: Cash
- Tender Options:
 - Open Cash Drawer on Tender
 - Allow on Negative Transactions
 - Apply to Safe Drop Categories
 - Allow on Split Tenderings
 - Amount Requires Customer Approval
 - Reference Number Required
 - Adjust Drawer Total
- Tender Amount Options:
 - May or may not enter amount
 - Must enter amount
 - Cannot enter amount
- Enable
- Restrictions... button
- External Reference Id: 1
- OK and Cancel buttons

Figure 11-2 Modify Tender Window

1. The **Tender Options** available are:
 - * **Open Cash Drawer on Tender** - Opens the cash drawer whenever this tender type is used.
 - * **Allow on Negative Transactions** - Use this tender type for refunds or returns.
 - * **Apply to Safe Drop Categories** - This option allows the operator to record the dropping of that specific tender within a Safe Drop transaction.
 - * **Allow on Split Tenderings** - This allows the specified tender media to be used during split tender transactions.
 - * **Amount Requires Customer Approval** - The customer will be prompted with a message on the ICAT asking to approve the final sales amount.
 - * **Reference Number Required** - Check this box to require a reference number to be entered for sales using the specific tender type.
 - * **Adjust Drawer Total** - Adjust the running drawer total based on current sales. Usually enabled for cash tender type.
2. The **Tender Amount Options** available are:
 - * May or may not enter amount

- * Must enter amount
- * Cannot enter amount

NOTE: It is recommended that the Tender Amount Options for the **Coupon** tender type, not be changed from the “Must Enter Amount” setting. Any other setting for this tender type increases the risk of fraud.

3. Check the **Enable** box to activate the tender type selected.
4. Choose **Restrictions** to open the Tender Restrictions window. See Figure 11-3 below.

Figure 11-3 Tender Restrictions Window

Tender Restrictions programming allows you to program the system with limits that restrict the use of the tender keys.

- * **Security Level** - Security level programming at the tender restriction level allows you to set a security level that must be assigned in order for an employee to **Use** the tender key. Security level programming also allows you to set a **Defeat Over Tenders** security level. The over tender amount may be overridden if an access level with a high enough value is entered at the time of over tender. For example, using the settings in Figure 11-3, if someone with a security level of Level 2 or higher signed on, she or he would be allowed to enter a tender amount greater than \$99.00 over the tender amount of the purchase.
- * **Maximums** - You may also set Tender limits, Over Tender limits, and Alternate Over Tender limits.
 - **Tender** - Setting a Tender limit restricts the allowable maximum tender amount.
 - **Over Tender** - Over Tender limits set an amount an employee can enter over the tender amount. By setting the Over Tender limit to 0 (zero), the system does not accept any tender amount over the total price of a purchase. Note that the Over Tender limit should be set to 0 (zero) for credit cards.
 - **Alt Over Tender** - By setting an Alternate Over Tender amount, you can limit the amount a cashier may accept after a particular time. This tender restriction is tied directly to the alternate tender limits timer. Many stations do this to discourage robbery attempts by refusing to accept any bills with a face value over 20 dollars after 10:00 p.m.

NOTE: Alt Over Tender limits are controlled by the Alternate Drawer limits set at the System/IPT/ Site/Limits window.

5. Click **OK** to save and exit the Tender Restrictions window or **Cancel** to exit without saving.

6. Assign an **External Reference ID** to assign an external reference number to the current tender type. It should correspond to the tender type ID number that the Back Office System uses to identify the tender.
7. Touch **OK** to save and exit or **Cancel** to exit without saving.

11.1.1 Programming a Food Stamps Tender Type

The programming and processing of Food Stamps is handled as a Tender type. There are two different types of Food Stamp transactions that can take place. The first is the standard tender which involves the use of Food Stamp coupons. The second is the use of EBT (Electronic Benefits Transfer) which is a separate authorization network that electronically pays for Food Stamp purchases similar to a credit card network. The tax-exempt flag is enabled for the Food Stamp tenders since Food Stamps are exempt from all taxes on the allowable items.

NOTE: Food Stamp processing is not supported for Canadian sites.

Items are designated to allow the food stamp tender through the existing Tender restriction programming at the department or product level.

The database upgrade of existing sites will have the Food Stamp tender and EBT added but each site must:

1. Enable the Food Stamp tender.
2. Add a Food Stamp tender key.
3. Program the appropriate department restrictions to allow or disallow both Food Stamps and EBT.

If a department has some products that are not to be used with food stamps, the products can override the department tender restrictions on the Product programming screen. For example, there is a department of Grocery items that include all food items. The Food Stamp tender and EBT is enabled for the Grocery department. One of the products is a hot pretzel. The hot pretzel product must override the department's Tender Restrictions. Then Food Stamps and EBT must be turned off as allowable tender types. If Food Stamps and EBT are not both turned off then either of those tender types would allow the Food Stamp tender to be accessed.

Food Stamps cannot be used to buy the following products: (according to the USDA Food Stamps rules and regulations):

- beer, wine, liquor, tobacco, or cigarettes
- foods that are hot at the point of sale
- food to be eaten in the store
- vitamins or medicines
- pet foods

It is the site's responsibility to properly set/update their pricebook, department, product list to enable the Food Stamp tender.

11.2 Assign Key Programming

Use Assign Key programming to assign additional tender keys to be available when the cashier presses the TENDER button from the Operations Screen. The additional tender keys will be assigned to any of 8 locations above the cash speed keys.

Access the Assign Key programming window by selecting **Cash > Tender > Assign Key**. See Figure 11-4 below. To program a key, touch the key to be assigned and then touch the tender to be assigned to that key.

NOTE:The user must logoff or press the Tender key for changes in the programming to take full effect.

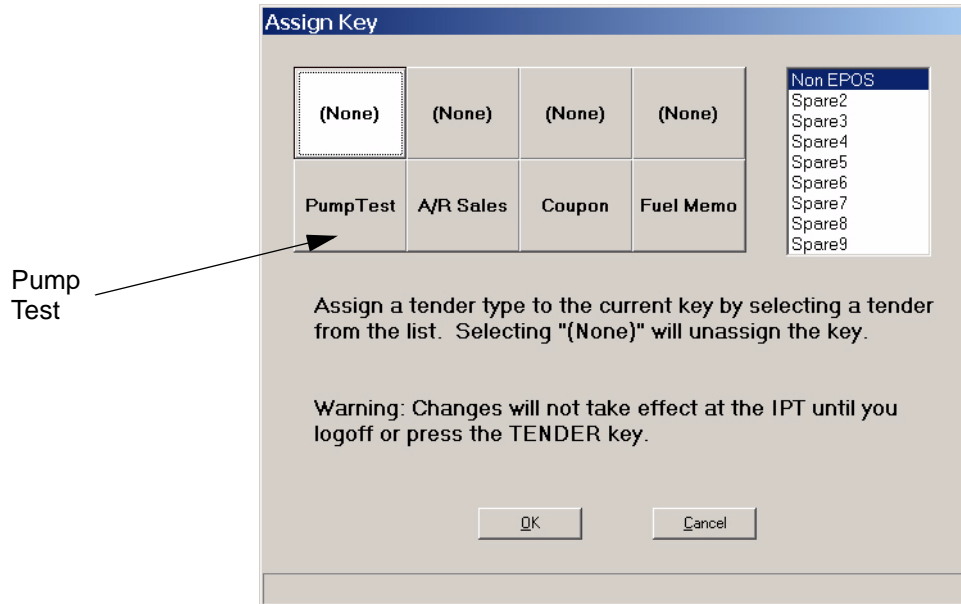


Figure 11-4 Assign Key Window

Once the tender types have been assigned to the appropriate tender keys, these keys will be available to the cashier from the Operations Screen. When the cashier presses the TENDER button from this screen, the additional tender keys will appear above the cash speed keys shown in Figure 11-5 below.

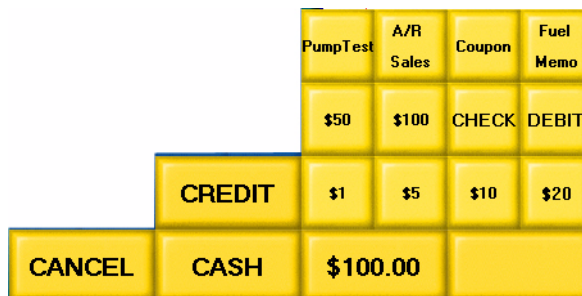


Figure 11-5 Secondary Tender Buttons

11.2.1 Pump Test

A tender type called Pump Test can be assigned from the Assign Key programming window. Pump Test is used when tendering out an amount of fuel that gets dispensed by a technician while testing a dispenser. Normally this fuel is put back into the tank and therefore the current reporting components will ignore all pump test transactions. See Figure 11-4.

NOTE:To track Pump Test activities add the Pump Test Totals component to the End of Shift and End of Day reports. Go to **Programming > Reports > Setup > Component**.

NOTE:For more information on the operation of the Nucleus system, refer to the Operation Manual (Part No. 1-920494).

12 FINANCIAL PROGRAMMING

Financial programming allows you to set up Nucleus to maintain the following operations as required by your site. From the Programming Access window select **Cash Register > Financial**. The window in Figure 12-1 appears.

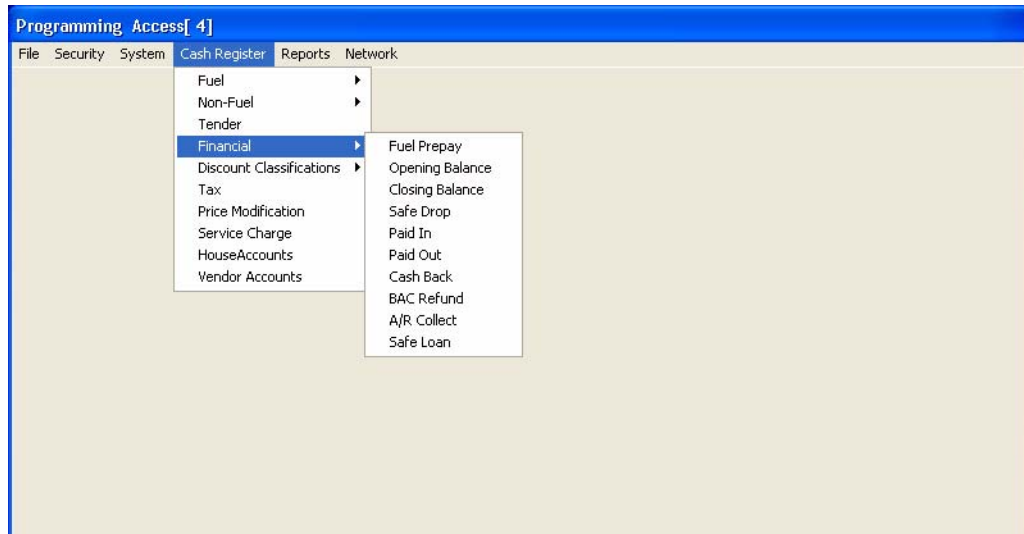


Figure 12-1 Programming Access Window

12.1 Fuel Prepay Programming

Use Fuel Prepay programming to set up security levels, a high amount limit, and allowable tender types for fuel prepays. Select **Fuel Prepay** to display the window in Figure 12-2 below.

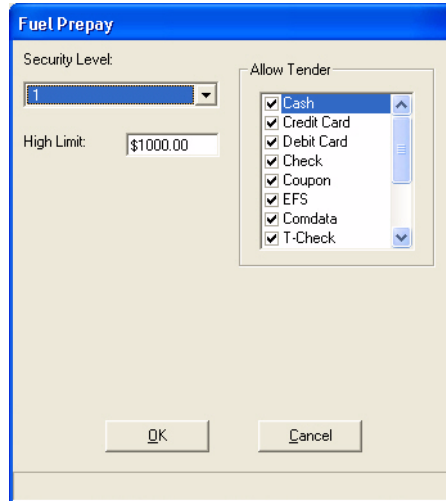


Figure 12-2 Fuel Prepay Window

- **Security Level** - Choose the lowest security level that you will permit a cashier to have to use the fuel prepay tender. Select the level from the Security Level pull-down menu.
- **High Limit** - The High Limit feature allows you to set the maximum monetary amount the station can accept on a fuel prepay.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type. For example, the Fuel Prepay programming window in Figure 12-2 above shows all of the allowable tender types that can be used for a fuel prepay.

NOTE:For Fuel Prepays to function properly the Fuel Memo box must be checked to allow fuel overruns to be cleared from the system

12.2 Opening Balance Programming

Use Opening Balance programming to set up security levels, a high amount limit for your start cash requirements, and whether a reference number is required. Select **Opening Balance** to display Figure 12-3 below.

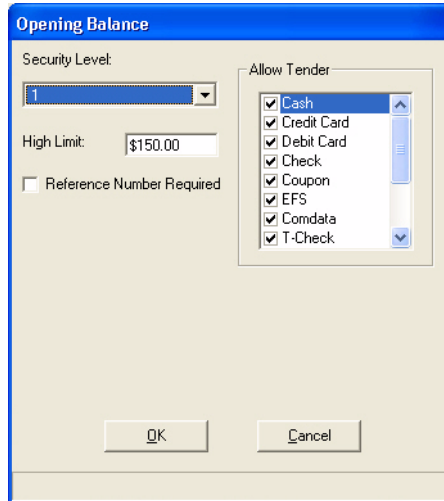


Figure 12-3 Opening Balance Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the opening balance feature. Select the level from the Security Level pull-down menu.
- **High Limit** - The High Limit feature allows you to set the maximum monetary amount the cashier can have in the cash drawer when she or he enters the opening balance.
- **Reference Number Required** - The option to require an opening balance reference number should be disabled. A Reference number should not be required for the cashier to enter an opening balance.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.3 Closing Balance Programming

Use Closing Balance programming to set up security levels, a high amount limit for your closing balance requirements, and whether a reference number is required. Select **Closing Balance** to display the window in Figure 12-4 below.

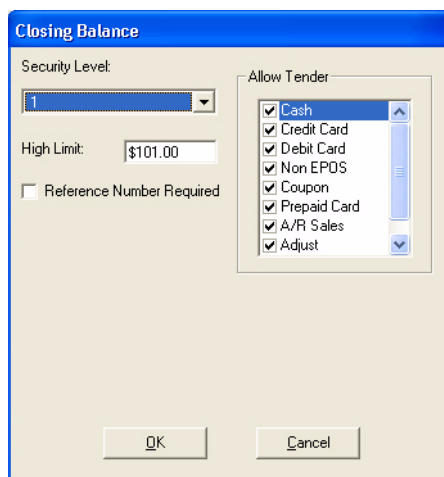


Figure 12-4 Closing Balance Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the closing balance feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may have in the drawer when she or he enters the closing balance.
- **Reference Number Required** - The option to require a closing balance reference number should be disabled. A Reference number should not be required for the cashier to enter a closing balance.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.4 Safe Drop Programming

The cashier uses the Safe Drop feature to put money into the safe when she or he has reached the maximum allowable cash in the cash drawer. Use Safe Drop programming to set up security levels, a high amount limit, and whether a reference number is required. Select **Safe Drop** to display the window in Figure 12-5 below.

Figure 12-5 Safe Drop Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the safe drop feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in a safe drop.
- **Reference Number Required** - Check this option to require a safe drop reference number.

12.5 Paid In Programming

Use Paid In programming to keep track of money received by the site when a vendor makes payments to the store such as bottle deposits. Paid In programming options are **Security Levels**, a **High Limit**, and whether a **Reference Number** or **Account Number** is required. Select **Paid In** to display the window in Figure 12-6 below.

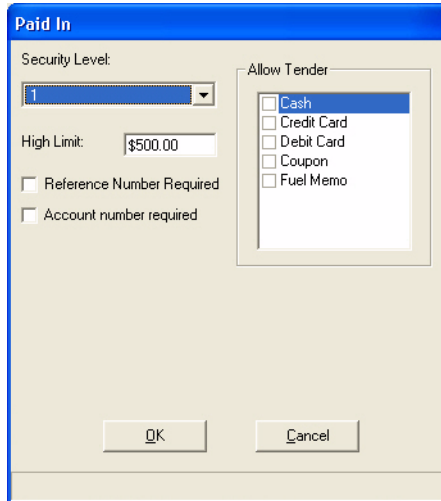


Figure 12-6 Paid In Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the paid in feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in a paid in operation.
- **Reference Number Required** - Check this option to require a paid in reference number. Using reference numbers enables the system to find a particular transaction faster.
- **Account Number Required** - Check this option to require a paid in account number. Using account numbers enables the system group particular transactions together.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.6 Paid Out Programming

Use Paid Out programming to pay a vendor for goods and services such as the ice or snack vendor. Paid Out programming options are Security Levels, a High Limit, and whether a Reference Number or Account Number is required. Select **Paid Out** to display the window in Figure 12-7 below.

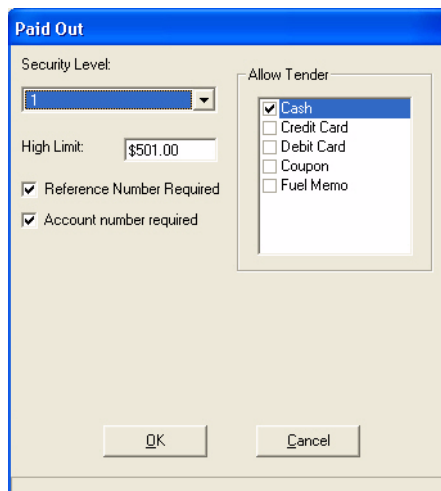


Figure 12-7 Paid Out Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the paid out feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in a paid out operation.
- **Reference Number Required** - Check this option to require a paid out reference number. Using reference numbers enables the system to find a particular transaction faster.
- **Account Number Required** - Check this option to require a paid in account number. Using account numbers enables the system group particular transactions together.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.7 Cash Back Programming

Use Cash Back programming to set up security levels, service charges, high amount limit, and allowable tender for cash back operations. Select **Cash Back** to display the window in Figure 12-8 below.

NOTE: **Cash Back (Over) Transactions will be allowed using Discover cards. Discover card holders will be able to receive cash back (over) with their purchase at Chevron & Texaco stations. Once this feature is implemented, and the card table modifications have been made then Nucleus programming will need to be modified to support this feature.**

Figure 12-8 Cash Back Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the cash back feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may issue in a cash back operation.
- **Service Charge Product** - This programming selection lets you select the service charge (if any) that you want to use for cash back.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.
- **Enabled** - Check this box to turn on the cash back programming.

12.8 BAC Refund Programming

Use BAC Refund programming to set up security levels, a high amount limit, and whether a reference number is required. A BAC Refund is needed when a customer deposits for example \$10.00 in the bill acceptor at the pump but only pumps \$9.00 worth of fuel. Select **BAC Refund** to display the window in Figure 12-9 below.

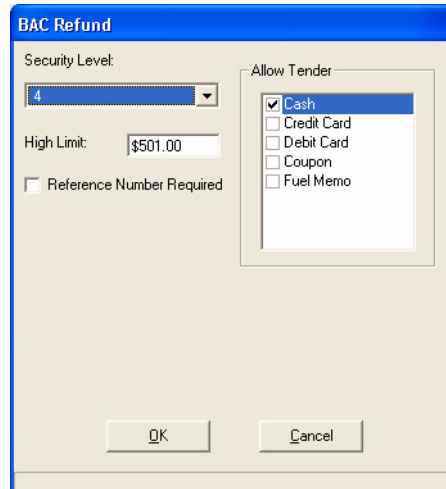


Figure 12-9 BAC Refund Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the BAC refund feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in a BAC refund operation.
- **Reference Number Required** - Check this option to require a BAC refund reference number. Using reference numbers enables the system to find a particular transaction faster.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.9 A/R Collect Programming

Use A/R Collect programming to set up security levels and a high amount limit for transactions using the House Accounts function. Select **A/R Collect** to display the window in Figure 12-10 below. For details on House Accounts functions see the House Accounts Programming section on page 177.

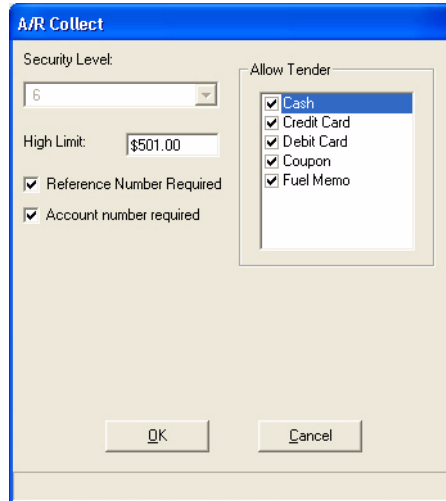


Figure 12-10 A/R Collect Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the Accounts Receivable feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in an A/R Collect operation.
- **Reference Number Required** - Enable this option to require a reference number for all A/R Collect transactions.
- **Account Number Required** - Enable this option to require an account number to be entered for all A/R Collect transactions. Refer to the House Accounts Programming section on page 177.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

12.10 Safe Loan Programming

A Safe Loan is a loan in which the cashier borrows money from the safe to add to the cash drawer. Select **Safe Loan** to display the window in Figure 12-11. The Safe Loan window allows you to program the security level needed to perform this operation.

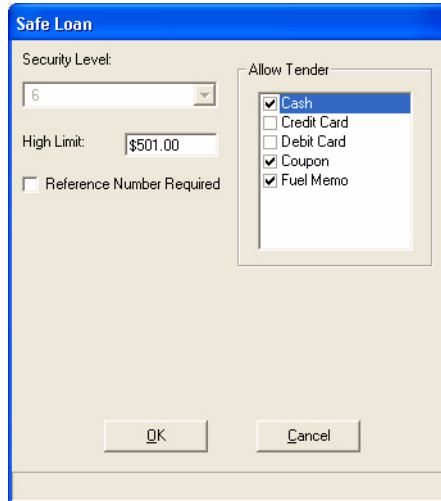


Figure 12-11 Safe Loan Window

- **Security Level** - Choose the lowest security level that you will permit to have access to the Safe Loan feature. Select the level from the Security Level pull-down menu.
- **High Limit** - Set the maximum monetary amount the cashier may make in a Safe Loan operation.
- **Reference Number Required** - Enable this option to require a reference number for all Safe Loan transactions.
- **Allow Tender** - Allow tender determines which tender types the system will accept. Check the types of allowable tender in the box next to the tender type.

13 DISCOUNT CLASSIFICATIONS PROGRAMMING

Discount Classifications programming lets you select special options that allow the system to handle offerings associated with a discounted product. From the Programming Access window select **Cash Register > Discount Classifications**. Figure 13-1 shows the options that are available from the Discount Classifications programming menu.

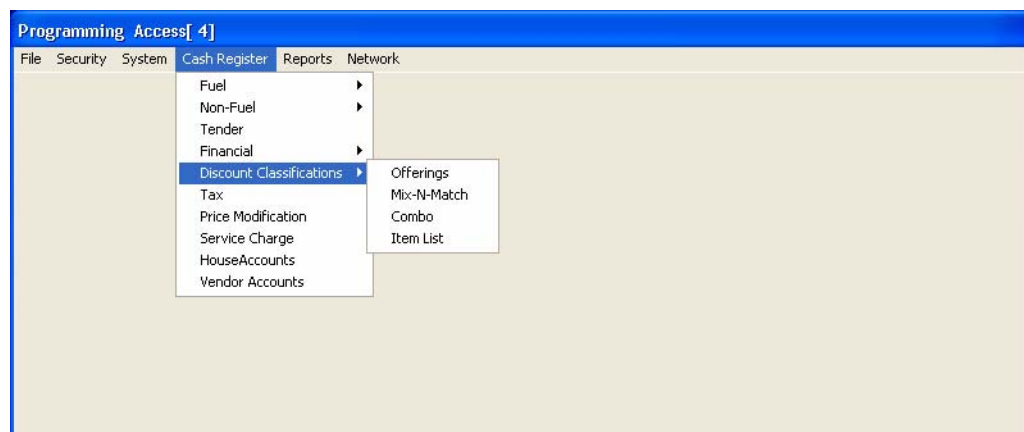


Figure 13-1 Programming Access Window

13.1 Offerings Programming

Offerings are discounts or rewards set up for customers that meet or exceed minimum purchase amounts. Offerings are usually discounts on other goods or services. Programming for this feature is accessible at different points within the system. Offerings can be accessed from the Fuel, Non-Fuel, and Discount Offerings sections of Nucleus programming.

1. Access Offerings programming by selecting **Cash Register > Discount Classifications > Offerings**.

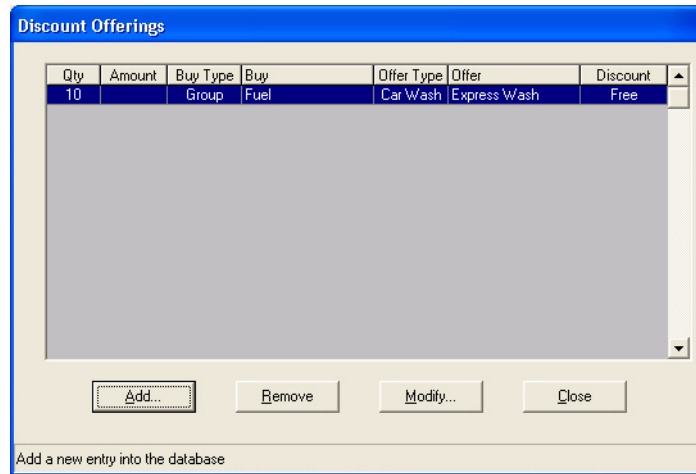


Figure 13-2 Discount Offerings Window

2. Select **Add** or **Modify** to program Discounted Offerings or modify existing Discount Offerings. The Discounted Offering window will appear. See Figure 13-3.

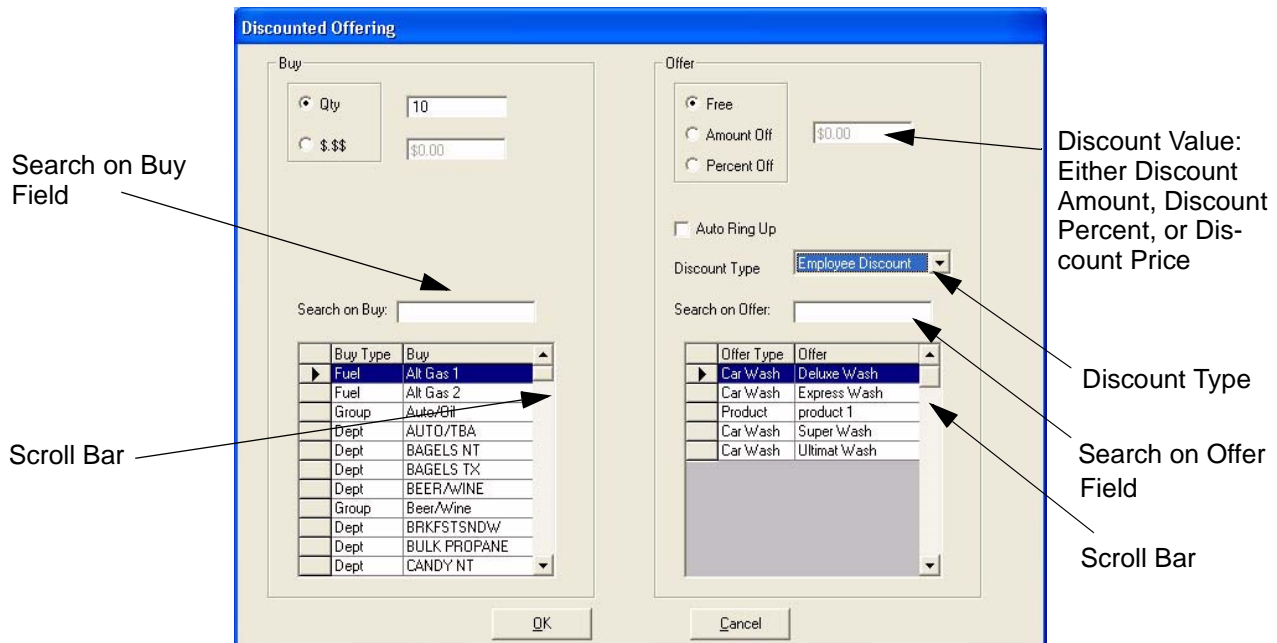


Figure 13-3 Discounted Offering Window

3. Use the arrow keys to scroll down the list of items in the Buy Type and Offer Type fields.

From the Discounted Offering window, you can program the following options:

- **Buy** - The Buy option allows you to select the minimum purchase required to earn a discount. You may choose either a minimum quantity requirement (Qty) or a minimum dollar amount requirement (\$.\$\$).
 - * No Fractional Quantities are allowed with this option. For example, if you set the Buy option for Qty and Fuel, the amount must be a whole gallon amount, like 8 for 8 gallons.
 - * If you choose a minimum quantity requirement, enter the number of items (or gallons when the discount is based on fuel) to be sold in the Qty field.
 - * If you choose a minimum dollar amount requirement, enter that amount in the \$.\$\$ field.
- **Search on Buy** - Enter the item that you are searching for in this field and the listing will display the closest match to your search criteria.
- **Buy Type** - The Buy Type feature allows you to select the item that must be purchased to qualify for the discount.
- **Offer** - The Offer option allows you to select the discounts that the system will offer.
- **Free/Amount Off/Percent Off** - This option allows you to choose the nature of the discount.
 - * To make the discount a gift, choose Free.
 - * To make the discount a price reduction, choose Amount Off and enter the amount of the reduction in the field to the right.
 - * To make the discount a percentage discount, choose Percent Off and enter the percent of the reduction in the field to the right.
- **Auto RingUp** - This option allows you to program the system to automatically ring up the offering whenever the required amount and item is purchased.
- **Discount Type** - Select the Discount Type from the pull-down to be assigned to this Discount Offering.

NOTE:The Discount Type option is only available when a NAXML compliant Back Office System has been selected. See Section 7.11 on page 67
- **Search on Offer**- Enter the item that you are searching for in this field and the listing will display the closest match to your search criteria.
- **Offer Type** - The Offer Type feature allows you to select which items will be discounted.

The example in Figure 13-2 shows an Offering in which the group Fuel is set up to offer a \$1.00 discount on a Deluxe Car Wash to a customer that makes a purchase of \$10.00 or more from items in this group.

NOTE:You can set up more than one offering for a single group. In addition to the offering already associated with the example group Fuel, you could set up an offering to give a free Car Wash to a customer that purchases \$20.00 worth of an item in the Fuel group.

4. To delete an item from the Discount Offerings programming window, highlight the item, then select **Remove**.

13.2 Mix-N-Match Programming

A Mix-N-Match Classification consists of a selection of products from a similar product group that have the same price. (i.e. All products must come from the same department or department sub-category).

A department sub-category is a grouping of products within a Non-Fuel department. Sub-categories are used to program the Mix-N-Match and Combo Discount Classifications. To access the Department Sub-Categories programming select **Cash Register > Non-Fuel > Department > Sub-Categories**. See Figure 13-4.

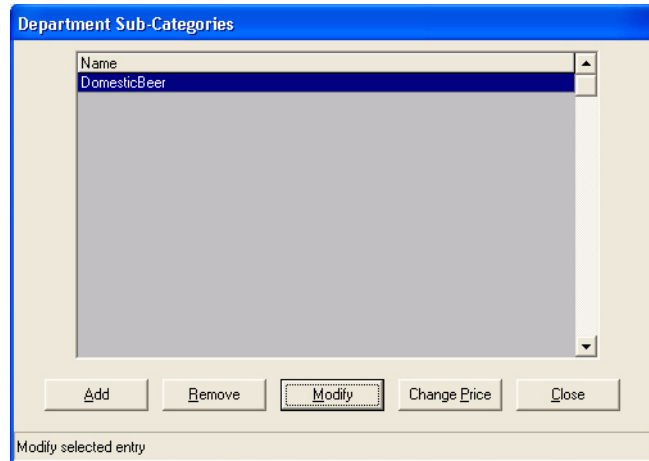


Figure 13-4 Department Sub-Categories Window

This window provides a view of all sub-categories currently programmed in the system for the selected department. Options available from this window are **Add, Remove, Modify, Change Price, and Close**.

NOTE:The **Change Price** option is only active whenever **None** has been selected as a Back Office type. Refer to the "Back Office Configuration" section on page 73.

Choose **Add** to display the window in Figure 13-5 below. Nucleus allows the department products to be sorted by Name, UPC/PLU, Pack Size, or Unit Price by clicking on the different headers located at the top of the grid. The vertical scroll bar can be used to help navigate the product listing making it easier to locate products within the database when programming sub-categories.

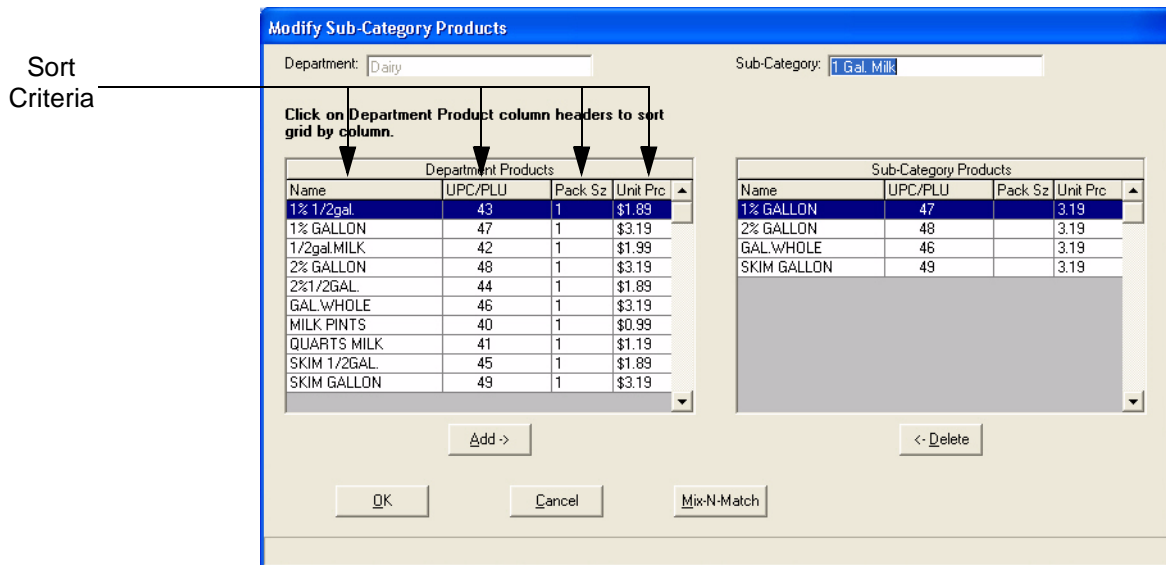


Figure 13-5 Add Sub-Category Products

Use the **Change Price** button from the Department Sub-categories window to perform a mass change of all the prices of the products listed within the selected Sub-Category. Press the Change Price button and the following window will be displayed.

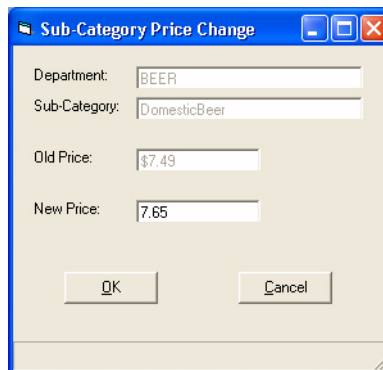


Figure 13-6 Sub-Categories Price Change

The window above shows the current Department, Sub-Category, and current price. The new price for all the products within the listed Sub-Category is entered in the **New Price** field.

1. Access Mix-N-Match programming by selecting **Programming > Cash Register > Discount Classifications > Mix-N-Match**. The window in Figure 13-7 below shows the present Mix-N-Match classifications.

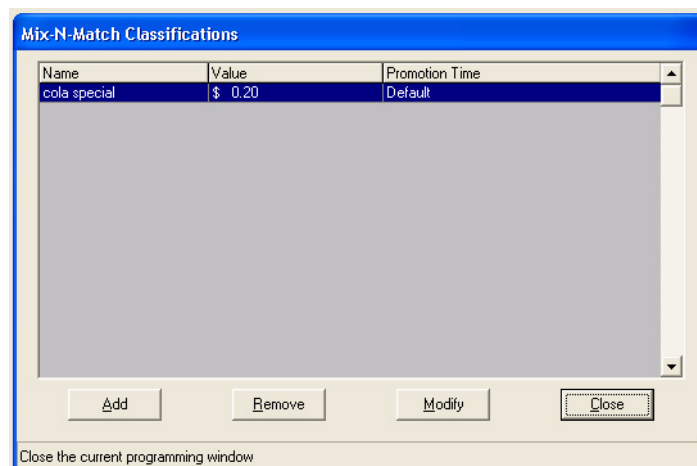


Figure 13-7 Mix-N-Match Classifications Window

2. Select **Add** or highlight an existing item and touch the **Modify** button to display the Mix-N-Match programming window. See Figure 13-8.

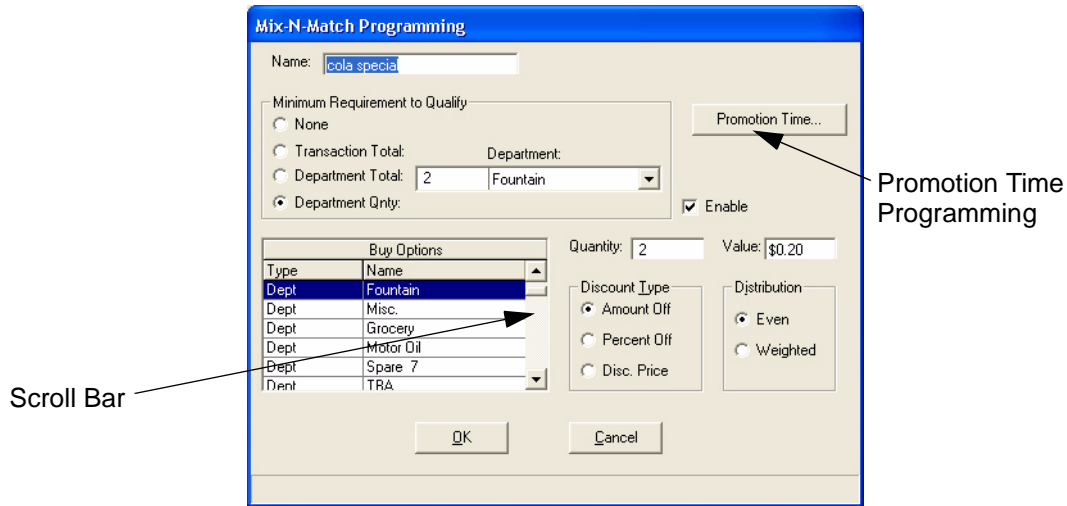


Figure 13-8 Mix-N-Match Programming Window

3. Enter a **Name** for the offering of up to 12 characters including spaces.
4. Define the **Minimum Requirement to Qualify** for the promotion. This means that you can program particular purchase minimums that must be met prior to consideration for the programmed Mix-N-Match discount. Select one of the following requirements:
 - * **None** - No purchase minimums are required before consideration of the Mix-N-Match discount.
 - * **Transaction Total** - The current transaction must have a minimum dollar amount before consideration of the Mix-N-Match discount. Enter the minimum transaction dollar amount that must be met.
 - * **Department Total** - The current transaction must have a minimum dollar amount from the defined department before consideration of the Mix-N-Match discount. Enter the minimum transaction dollar amount and the department that the products must come from.
 - * **Department Quantity** - The current transaction must have a minimum quantity of products from the defined department before consideration of the Mix-N-Match discount. Enter the minimum quantity of products and the department that the products must come from.
5. Select a department or department sub-category from the **Buy Options** list.
6. Enter the **Quantity** that will comprise the Mix-N-Match classification for the department or department sub-category in the previous step.
7. Select the **Discount Type**: Amount Off, Percentage Off, or Discount Price.
 - * The **Amount Off** options allows you to program the dollar amount to be discounted in the Value field to the right.
 - * The **Percentage Off** option allows you to program the percentage to be discounted in the Value field to the right.
 - * The **Discount Price** option instructs the system to set the total price of all the items sold to the price shown in the Value window. As an example, when the promotion is 'buy 5 sodas for \$1.00'. The Quantity would be 5, the Value would be \$1.00 and the Discount Type would be Disc. Price. Buying any 5 sodas would cost \$1.00..

8. Check the **Distribution** type, either **Even** to apply the discount amount or percentage evenly, based on the number of items in the Quantity field, or **Weighted** to apply the discount amount or percentage based on the items' price as a percentage of the total offering amount.
9. Check the **Enable** box to activate this Mix-N-Match programming entry.
10. Click the **Promotion Time** button to access the Promotion Time programming which is where the times are programmed that the discount promotions will be available. See Section 13.5 on page 166.
11. Press the **OK** button to save the data and exit.

NOTE: Before the save can be completed, the system will validate the data. If any errors are found a message will pop-up describing the error and focus will shift to the field containing the error. At this point, the user can choose to fix the error and attempt to save again or exit the window without saving. Press the **Cancel** button to exit the window without saving.

In the example in Figure 13-8, the Mix-N-Match classification is named Cola special. For the Cola special, the Quantity programmed is 2, the Buy Options type is set to the Fountain department, and the Discount Price is set to \$0.20. Therefore, when a customer buys 2 items from the Fountain department, the system will automatically apply the Cola special to this purchase by deducting \$0.20 from the total price.

The Cola special will appear on the Electronic Cash Register Display in the Sales/Operations screen, as in Figure 13-9, below.



Figure 13-9 Cola Special in the Electronic Cash Register Display

12. To delete an item from the Mix-N-Match Classifications programming window, highlight the item then select **Remove**.

13.3 Combo Programming

A Combo Classification programming consists of selected products that can span different product groups (i.e. Items selected can be Dry Products and/or department sub-categories). Combo selections can be selected from items within the same department if desired.

A department sub-category is a grouping of products within a Non-Fuel department. Sub-categories are used to program the Mix-N-Match and Combo Discount Classifications. To access the Department Sub-Categories programming select **Programming > Cash Register > Non-Fuel > Department > Sub-Categories**. See Figure 10-7.

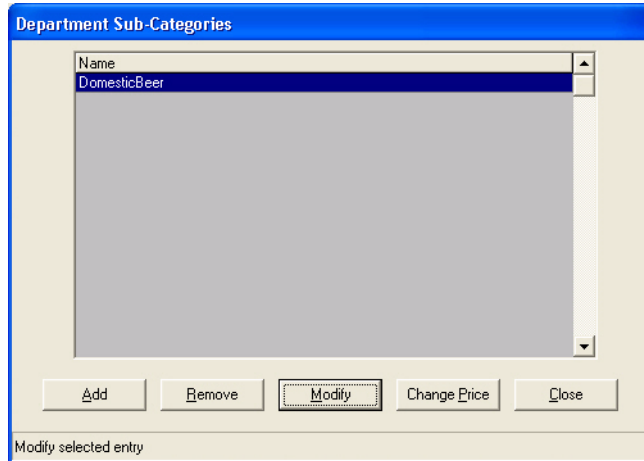


Figure 13-10 Department Sub-Categories Window

This window provides a view of all sub-categories currently programmed in the system for the selected department. Options available from this window are **Add**, **Remove**, **Modify**, **Change Price**, and **Close**.

NOTE: The **Change Price** option is only active whenever **None** has been selected as a Back Office type. Refer to the "Back Office Configuration" section on page 73.

Choose **Add** to display the window in Figure 10-8 below. Nucleus allows the department products to be sorted by Name, UPC/PLU, Pack Size, or Unit Price by clicking on the different headers located at the top of the grid. The vertical scroll bar can be used to help navigate the product listing making it easier to locate products within the database when programming sub-categories.

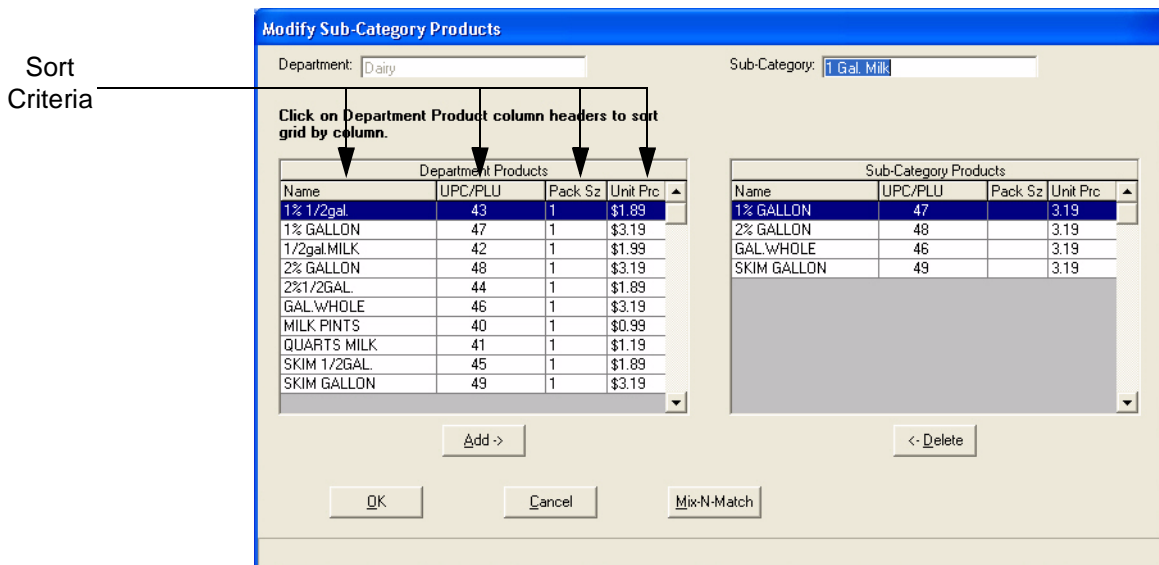


Figure 13-11 Add Sub-Category Products

Use the **Change Price** button from the Department Sub-categories window to perform a mass change of all the prices of the products listed within the selected Sub-Category. Press the Change Price button and the following window will be displayed.

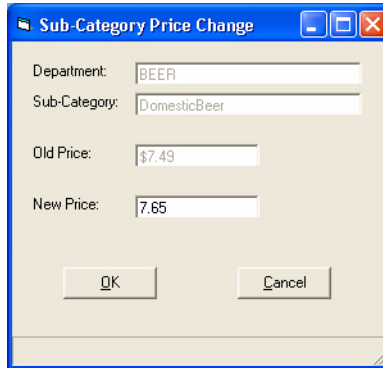


Figure 13-12 Sub-Categories Price Change

The window above shows the current Department, Sub-Category, and current price. The new price for all the products within the listed Sub-Category is entered in the **New Price** field.

Access Combo programming by selecting **Programming > Cash Register > Discount Classifications > Combo**. The window in Figure 13-13 shows the Combo Classifications window that appears.

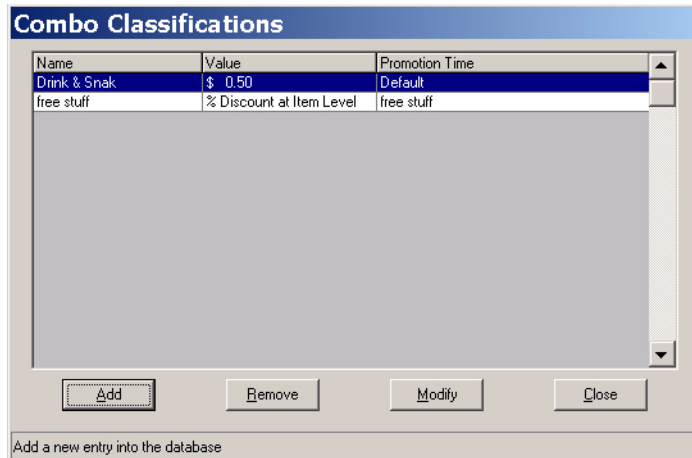


Figure 13-13 Combo Classification Window

1. Select **Add** or highlight an existing item and press **Modify** to access the Combo Programming window. See Figure 13-14.

Discount Value:
Either Discount
Amount, Discount
Percent, or Dis-
count Price

Figure 13-14 Combo Programming Window

- Enter a **Name** for the offering of up to 12 characters including spaces.
- Define the **Minimum Requirement to Qualify** for the promotion. This means that you can program particular purchase minimums that must be met prior to consideration for the programmed Combo discount. Select one of the following requirements:
 - * **None** - No purchase minimums are required before consideration of the Combo discount.
 - * **Transaction Total** - The current transaction must have a minimum dollar amount before consideration of the Combo discount. Enter the minimum transaction dollar amount that must be met.
 - * **Department Total** - The current transaction must have a minimum dollar amount from the defined department before consideration of the Combo discount. Enter the minimum transaction dollar amount and the department that the products must come from.
 - * **Department Quantity** - The current transaction must have a minimum quantity of products from the defined department before consideration of the Combo discount. Enter the minimum quantity of products and the department that the products must come from.
- Select the Discount **Type**: Amount Off Total, Percentage Off Total, Total Price, Percentage Off Item, or Amount Off Item.
 - * The **Amount Off Total** option allows you to enter the dollar amount to be discounted off of the price of the total combo offering. Enter this dollar amount in the **Value** field.
 - * The **Percentage Off Total** option allows you to enter the percentage amount to be discounted off of the price of the total combo offering. Enter this percentage amount in the **Value** field.
 - * The **Total Price** option allows you to enter the total amount to be charged for the combo offering. Enter this dollar amount in the **Value** field.

- * The **Percentage Off Item** option allows you to enter the percentage amount to be discounted off of the price of any of the items in the Combo Selections area. Enter the discount percentage in the Value column of any or all of the items listed in the Combo Selections area.
- * The **Amount Off Item** option allows you to enter the dollar amount to be discounted off of the price of any of the items in the Combo Selections area. Enter the discount dollar amount in the Value column of any or all of the items listed in the Combo Selections area.
- Enter the **Value** of the discount in dollars or percentage.
- Select the **Distribution** type, either Even or Weighted. Even distribution will divide up the discount amount or percentage based on the number of items in the combo offering. Weighted distribution divides up the discount amount or percentage based on the each items' price as a percentage of the total combo offering amount. This option is used only if the distribution value has not been programmed in the combo selections area.
- Enable the **Show Outdoors** option to make the Combo Offering available to customers at the CAT.

NOTE: If a Combo offering is made available at the CAT using the Show Outdoors option, then one of the products in the Combo offering must be fuel.

- Use the **CAT Promo Message** pull-down to select one of the CAT Promotions programmed earlier which matches the Combo offering being programmed. See "Promotions" section on page 45.
- Check the **Enable** box to activate this Combo programming entry.
- Click the **Search On Name** field to perform a search of the products based on the first few letters that are entered.
- Click the **Search On UPC/PLU** field to perform a search of the products based on the UPC or PLU code that is entered.
- Select an item from the **Buy Options** list (department sub-category or product) by selecting the item from the left-hand side and pressing the **Add** button. Repeat as many times as necessary. To remove an item from the combo selection list, select an item on the right-hand side and press the **Delete** button.
- Tab to the **Combo Selection** list. The Value field can be modified to distribute the percentage or amount across all items. If you choose Amount Off, the sum of the Combo Selections Value fields must equal the amount.
 - * For example, if a combo is created with an Amount Off of 1.00, and it contains three items, the \$1.00 can be distributed \$0.25, \$0.25, and \$0.50.

NOTE: If no value is defined for each of the products in the Combo Selection then Nucleus will apply the discount equally.

 - * If you select Percent Off, the sum of the Combo Selection Value fields must equal 100%.
 - * If Discount Type is set to Discount Price or if the Amount Off and Percentage Off fields are left at 0, the discount will be distributed evenly among all items. For example, if the discount is \$3.00 and three items are purchased, then \$1.00 will be discounted on the first item, \$1.00 will be discounted on the second item, and \$1.00 will be discounted on the third item.
- Click the **Promotion Time** button to access the Promotion Time programming which is where the times are programmed that the discount promotions will be available. See Section 13.5 on page 166.

2. Select the **OK** button to save the data.

NOTE: Before the save can be completed, the system will validate the data. If any errors are found, a message will pop-up describing the error and focus will shift to the field containing the error. At this point, the user can choose to fix the error and attempt to save again or exit the window without saving. Press the **Cancel** button to exit the window without saving.

In the example in Figure 13-14, the Combo classification is named Drink & Snak. For the Drink & Snak combo, the Combo Selection includes the products Cheetos and Sprite 20oz and the Amount Off is set to \$0.50. Therefore, when a customer buys a Sprite and also buys 1 bag of Cheetos, the system will automatically apply the Drink & Snak combo to this purchase by deducting \$0.50 from the price of the items.

The Drink & Snak combo will appear on the Electronic Cash Register Display in the Sales/ Operations screen, as in Figure 13-15, below.

CHEETOS	0.75T
SPRITE 12oz	0.59T
Drink & Snak	-0.50
Cash	0.87
Cash Change Due:	0.00

Cancel	Quantity	0	◆
Journal View	Tax	0.03	
	Total	0.87	

Figure 13-15 Drink & Snak Combo on the Electronic Cash Register Display

3. To delete an item from the Combo programming window, highlight the item then select **Remove**.

13.4 Item List Programming

Item List programming is used to create lists of items to be available for selection as a Buy Option in Mix & Match and/or Combo Classifications programming. Item List is similar to the sub-categories feature, except that the items in the list do not have to belong to the same department, and the items can have different prices. Carwash products are available for inclusion in an Item List.

Access Item List programming by selecting **Programming > Cash Register > Discount Classifications > Item List**. The window in Figure 13-16 shows the Item List window that appears.

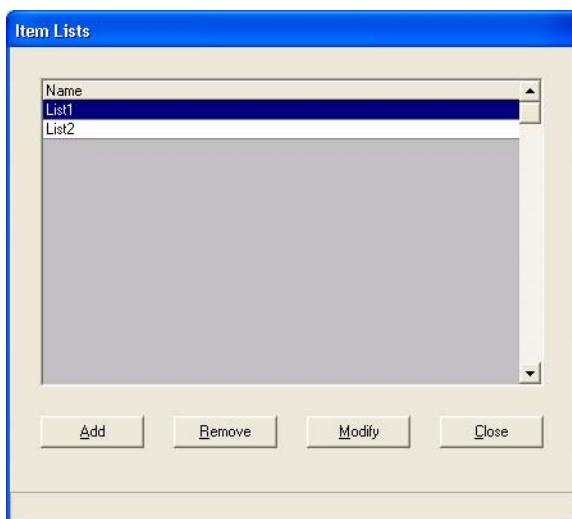


Figure 13-16 Item List Window

1. Select **Add** to create a new Item List or select an available list from the selection window and press **Modify**. The following window then will be displayed.

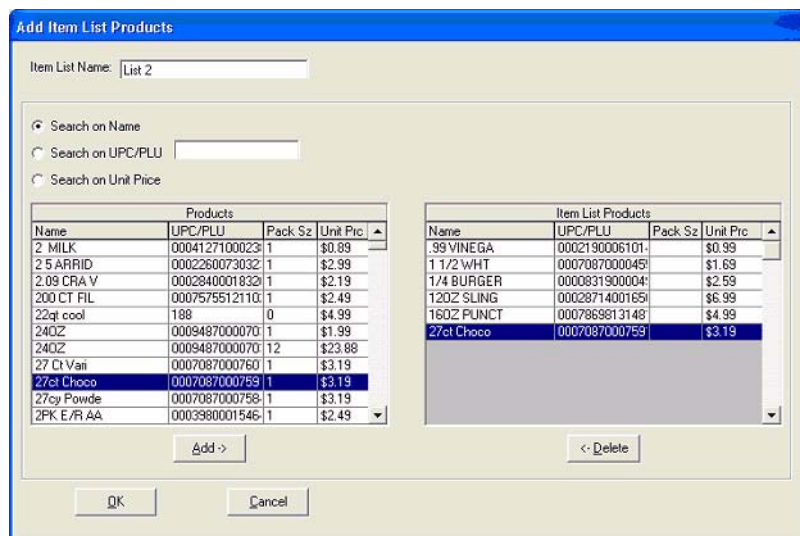


Figure 13-17 Add Item List Products Window

2. Use the **Search on Name** function to sort the product list by name, or use the **Search on UPC/PLU** function and enter the UPC/PLU to find the item, or use the **Search on Unit Price** function to sort the product list by price.
3. Select the product that you wish to add and press **Add** to move it to the Item List Products area of the window.
4. Repeat step 3 to add more products or press **OK** to save and exit or **Cancel** to exit without saving.

5. The Item List will now be available to select when programming Mix- n-Match or Combo offerings.

13.5 Promotion Time

The Promotion Time programming is used to define the time period that Combo/Mix-N-Match/Price Modification discounts are available. This programming option is very flexible and allows for a wide range of scenarios to be set up depending on the circumstances of the promotion. The Promotions Time function is available from the Combo, the Mix-N-Match, and the Price Modification programming screens and once displayed, the Promotions Time programming screen looks and operates the same.

Depending on the entry point, any programming done from the Promotion Time screen is associated with the discount offering from where the Promotion Time programming screen was entered. The following examples will illustrate the different uses of the Promotion Time programming.

13.5.1 Default Setting

The below example shows the default settings for the Promotion Time option. The screen displayed is when the Recurrence is set for **None**.

The screenshot shows the 'Promotion Time' dialog box. The 'Description' field contains 'Morning Promo'. The 'Recurrence' dropdown is set to 'None'. The 'Start Date' is '8/9/2006'. The 'End Date' section has three options: 'Indefinite' (selected), 'End after: 0 of 1 occurrences', and 'End by: 8/9/2006'. On the right, there are three rows for 'Start Time' and 'End Time', each with an 'Enabled' checkbox and time selection fields. The first row is checked and shows 12:00 AM to 11:59 PM. The second and third rows are unchecked. At the bottom are 'OK' and 'Cancel' buttons. An arrow labeled 'Recurrence' points to the 'None' dropdown.

Figure 13-18 Default Promotion Time

These settings are used whenever a Combo/Mix-N-Match/Price Modification discount is enabled but the Promotion Time programming has not been done.

- The **Recurrence** is set to **None**
- **Start Date** is set for today's date, or any future date
- **End Date** can be set for:
 - * **Indefinite** which means that it has no end date
 - * **End after** which can be set to end the promotion after it has occurred x number of times
 - * **End by** which can be set to end on a specific date

13.5.2 Recurrence Setting - Daily

The below example shows the screen displayed when the Recurrence is set for **Daily**.

The screenshot shows a dialog box titled "Promotion Time" with the following settings:

- Description: Morning Promo
- Recurrence: Daily (selected in a dropdown)
- Start Date: 8 / 9 / 2006
- End Date: Indefinite (selected with a radio button)
- End after: 0 of 1 occurrences
- End by: 8 / 9 / 2006
- Daily section: Every 1 day(s) (selected with a radio button)
- Start Time and End Time: Three time periods are listed, each with an "Enabled" checkbox and time pickers. The first period (1) is enabled, with a start time of 12:00 AM and an end time of 11:59 PM. The second and third periods are disabled.

Annotations with arrows point to the "Recurrence" dropdown, the "Daily" radio button, and the "Start Time" and "End Time" pickers.

Figure 13-19 Daily Promotion Time

These settings are used whenever a Combo/Mix-N-Match/Price Modification discount is enabled and the Promotion Time recurrence has been set for Daily.

- The **Recurrence** is set to **Daily**
- **Start Date** is set for today's date, or any future date
- **End Date** can be set for:
 - * **Indefinite** which means that it has no end date
 - * **End after** which can be set to end the promotion after it has occurred x number of times
 - * **End by** which can be set to end on a specific date
- **Daily** can be set to 1 for the promotion to occur everyday or 2 for the promotion to occur every two days, etc.
- **Start Time** and **End Time** can be used to program up to three separate time periods within a calendar day that the promotion will be active.

13.5.3 Recurrence Setting - Weekly

The below example shows the screen displayed when the Recurrence is set for **Weekly**.

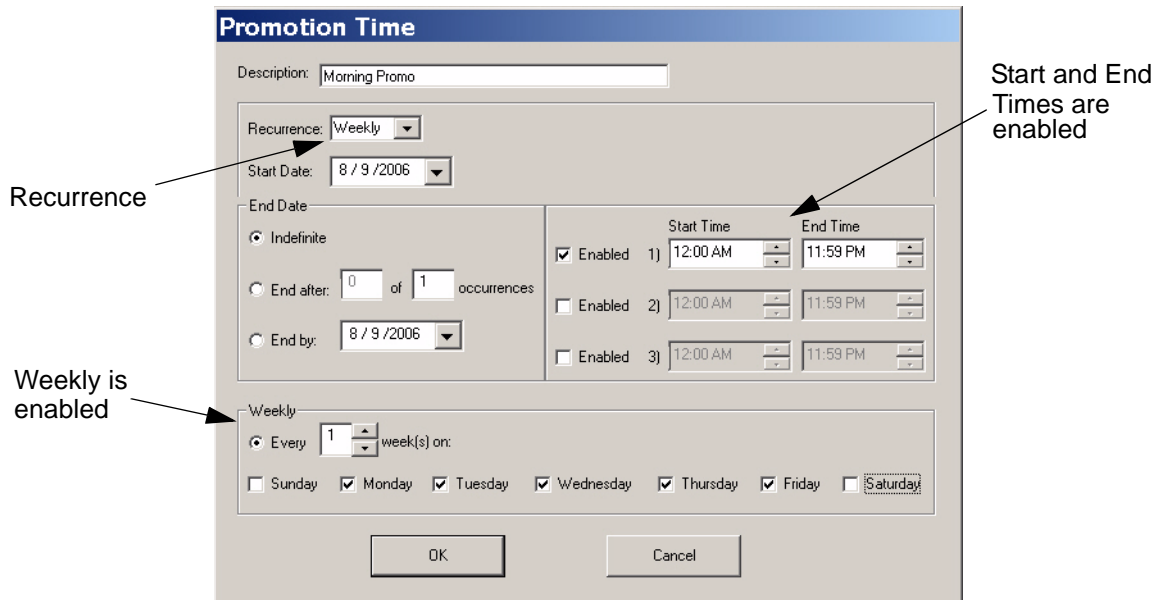


Figure 13-20 Weekly Promotion Time

These settings are used whenever a Combo/Mix-N-Match/Price Modification discount is enabled and the Promotion Time recurrence has been set for Weekly.

- The **Recurrence** is set to **Weekly**
- **Start Date** is set for today's date, or any future date
- **End Date** can be set for:
 - * **Indefinite** which means that it has no end date
 - * **End after** which can be set to end the promotion after it has occurred x number of times
 - * **End by** which can be set to end on a specific date
- **Weekly** can be set to 1 for the promotion to occur every week or 2 for the promotion to occur every two weeks, etc. The days of the week are selected for when the promotion is supposed to be active during the week.
- **Start Time** and **End Time** can be used to program up to three separate time periods within a calendar day that the promotion will be active.

13.5.4 Recurrence Setting - Monthly

The below example shows the screen displayed when the Recurrence is set for **Monthly**.

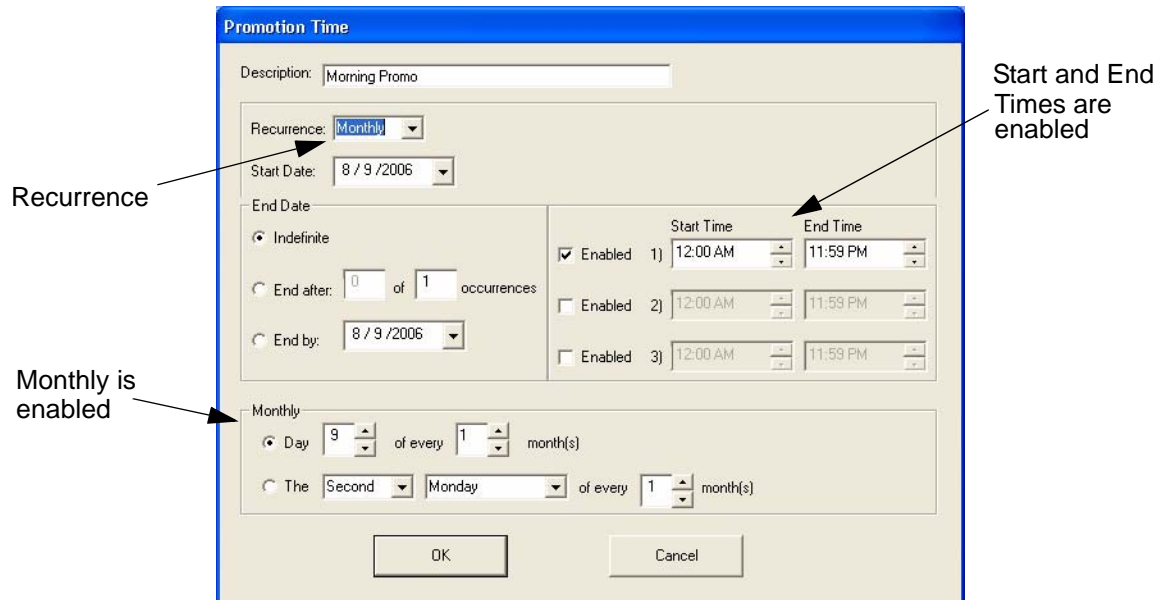


Figure 13-21 Monthly Promotion Time

These settings are used whenever a Combo/Mix-N-Match/Price Modification discount is enabled and the Promotion Time recurrence has been set for Monthly.

- The **Recurrence** is set to **Monthly**
- **Start Date** is set for today's date, or any future date
- **End Date** can be set for:
 - * **Indefinite** which means that it has no end date
 - * **End after** which can be set to end the promotion after it has occurred x number of times
 - * **End by** which can be set to end on a specific date
- **Monthly** can be set for:
 - * A particular **day** of the month is selected, then select **1** to choose every month or **2** to choose every other month, etc.
 - * A recurring **day** of the week within a recurring **week** of the month. Then select **1** to choose every month or **2** to choose every other month, etc.
- **Start Time** and **End Time** can be used to program up to three separate time periods within a calendar day that the promotion will be active.

14 TAX PROGRAMMING

The Tax Programming section allows you to view and modify the tax parameters set up in the Nucleus system. From the Programming Access window select **Cash Register > Tax** to access the Tax Programming window. See Figure 14-1.

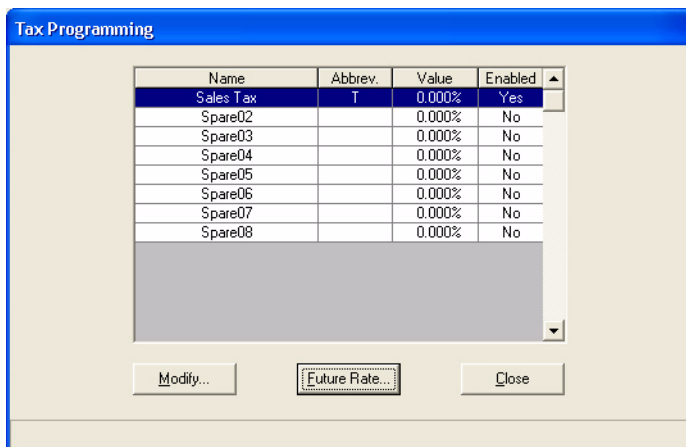


Figure 14-1 Tax Programming Window

1. To modify a tax, select the tax from the list and touch **Modify**. The Modify Tax window appears. See Figure 14-2.

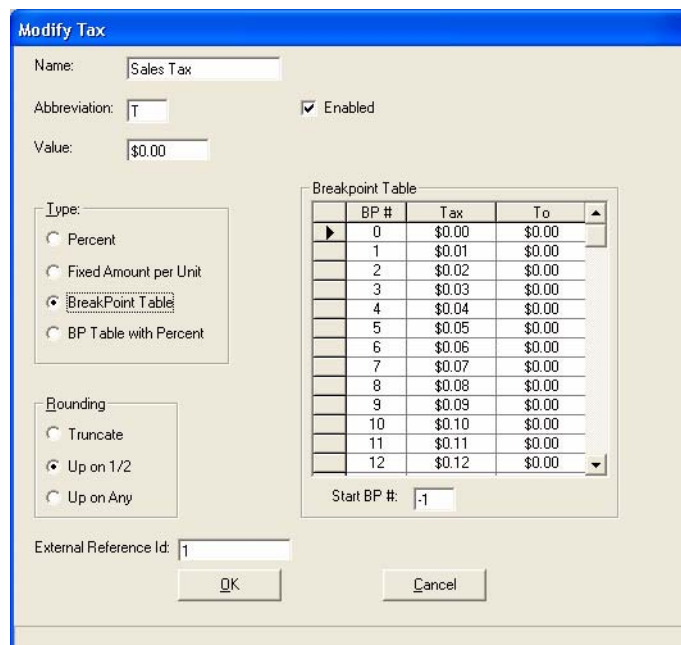


Figure 14-2 Modify Tax Window

- Using this window you can enter a tax **Name**, **Abbreviation** and **Value**.
- Choose the **Type** of tax (Percent, Fixed, or from a BreakPoint Table). Refer to the following section on Breakpoint Programming for information about breakpoint tables.
- Select the type of **Rounding** from this window.
- **External Reference ID** - Use this field to assign an external reference number to the particular tax that corresponds to the tax ID number that the Back Office System may use to identify the particular tax.

- Click on the **Future Rate** button to open up the Modify Tax window. This window contains an Effective Date and Time Field which is used to enter a future date when a new tax rate will go into effect.

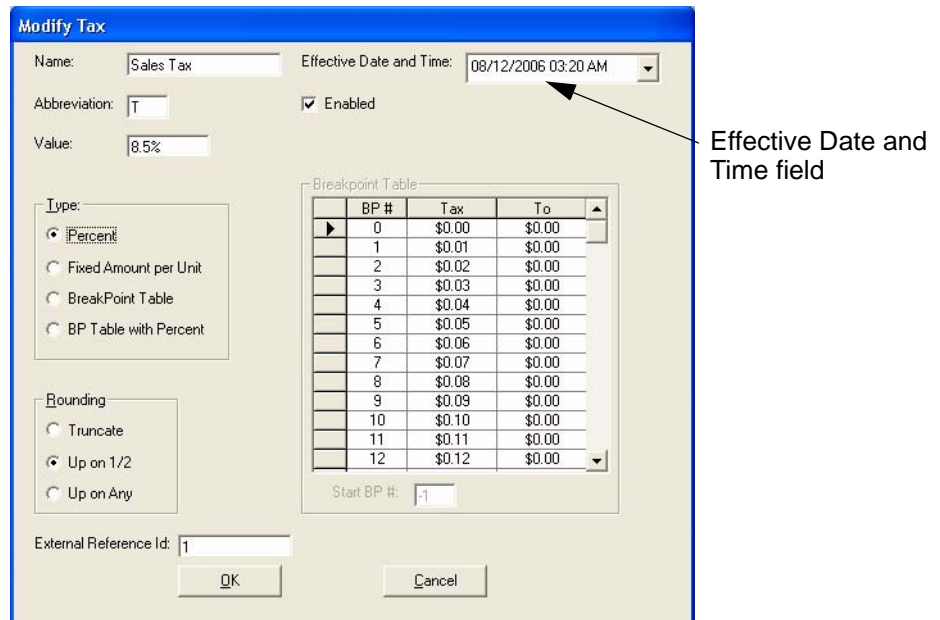


Figure 14-3 Modify Tax - Future Rate

- Click **OK** to save and exit or **Cancel** to exit without saving.

14.1 Multiple Tax Rates for Canada

The Nucleus database for use in Canadian sites has two additional tax rates pre-programmed which are used to support multiple taxes in some Canadian areas. The two tax rates are called GST and PST and you can access these tax rates by going to **Programming > Cash Register > Tax**. The following Tax Programming window will be displayed.

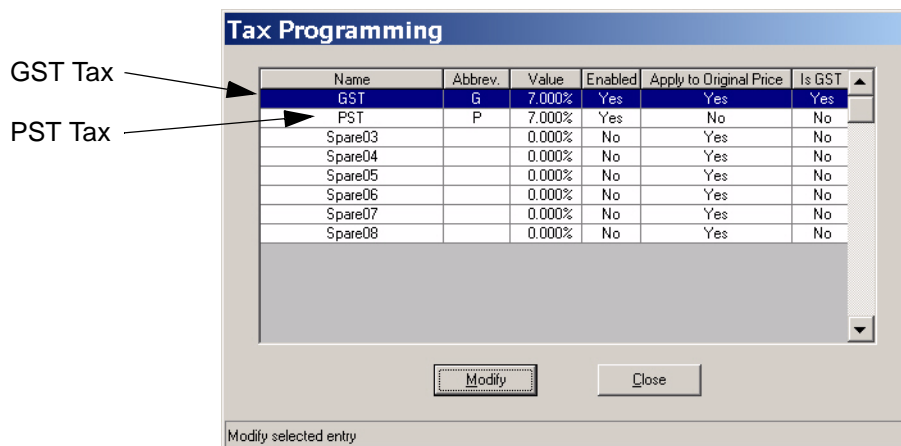


Figure 14-4 Tax Programming Window - Canada

The Goods and Services Tax (GST) amount is calculated by applying the GST tax rate to the Sub-Total amount.

The Provincial Tax (PST) amount is calculated by first adding the Sub-Total amount plus the GST amount and then applying the PST tax rate to that total. The programming of these two taxes is shown in the examples below.

1. To modify the GST tax rate, select the **GST** tax and then press **Modify**.
2. The following window is then displayed where you enter the appropriate tax rate, type, rounding, and breakpoint calculations, and also check the two boxes labelled **Original Price Only** and **Is GST**. Check the two boxes to tell Nucleus to calculate the tax on the original item price(s) only.

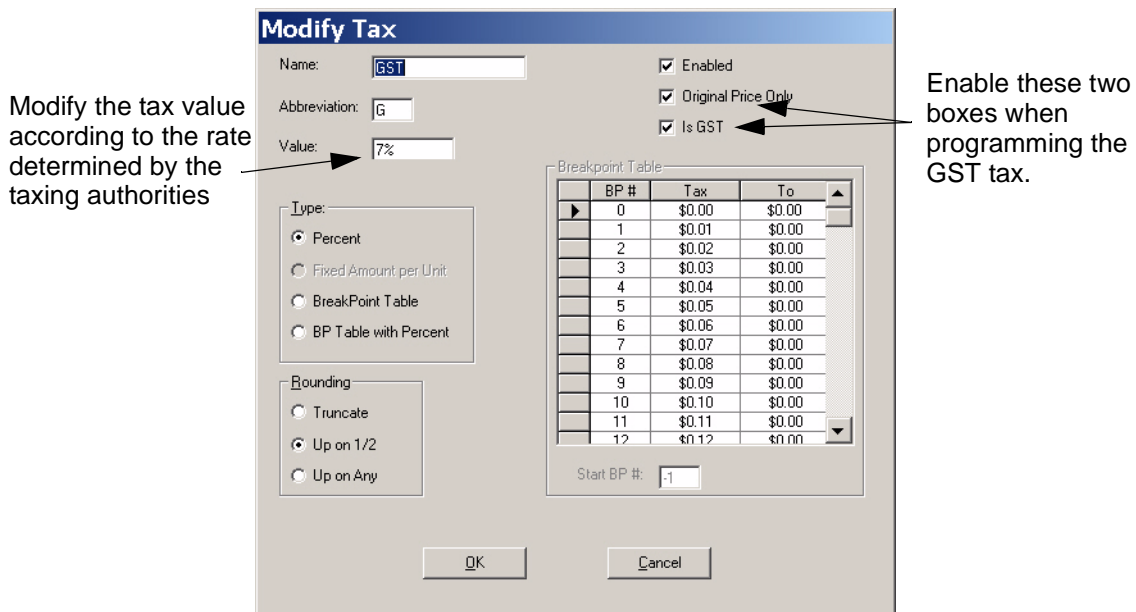


Figure 14-5 Modify GST Tax Window

3. Check the **Enable** box to enable the tax rate then press **OK** to exit.
4. To modify the PST tax rate, select the **PST** tax and then press **Modify**.
5. The following window is then displayed where you enter the appropriate tax rate, type, rounding, and breakpoint calculations, and also uncheck the two boxes labelled **Original Price Only** and **Is GST**. Un-checking the two boxes to tell Nucleus to calculate the tax by adding the original item price(s) plus the GST tax and then apply the PST tax rate to that amount.

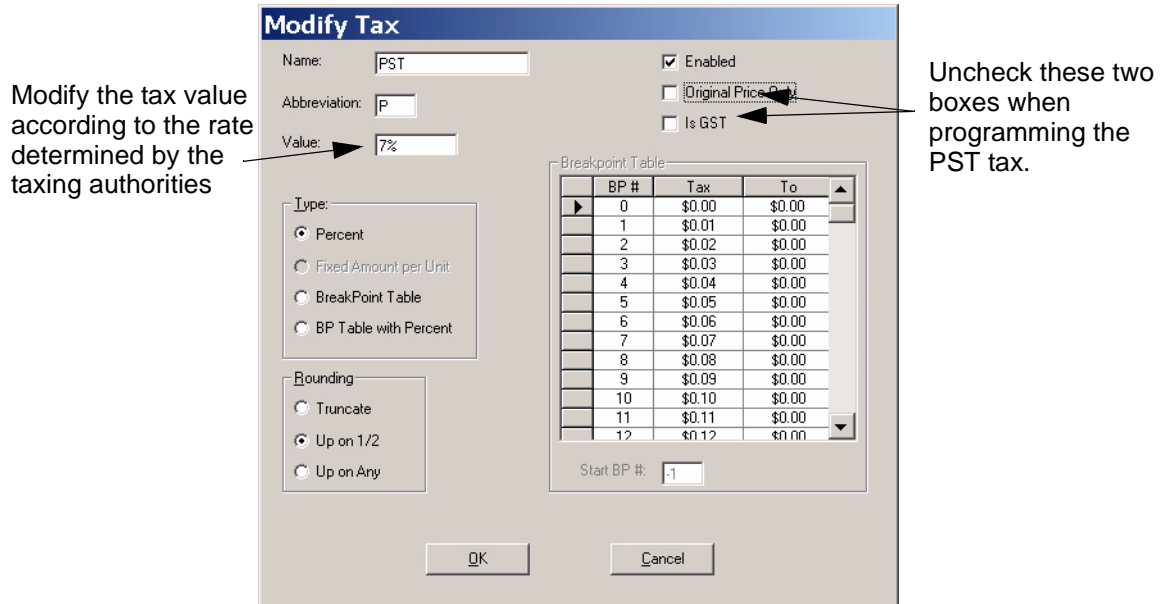


Figure 14-6 Modify PST Tax Window

6. Check the **Enable** box to enable the tax rate then press **OK** to exit.

14.2 Breakpoint Programming

Access the Tax Breakpoint programming window by selecting **Programming > Cash Register > Tax > Modify**. See Table 14-1.

Programming the system for taxes that are not straight percentage requires you to use a tax breakpoint table supplied by your tax authorities. The following steps explain how to program the system for breakpoints.

1. Obtain a tax breakpoint table from your taxing authority. The following example shows a tax table.

Table 14-1 Sample Tax Breakpoint Table

To	Tax
0.10	\$0.00
0.22	\$0.01
0.39	\$0.02
0.56	\$0.03
0.73	\$0.04
0.90	\$0.05
1.08	\$0.06

To	Tax
1.74	\$0.10
1.91	\$0.11
2.08	\$0.12
2.24	\$0.13
2.41	\$0.14
2.58	\$0.15
2.74	\$0.16

1.24	\$0.07	2.91	\$0.17
1.41	\$0.08	3.08	\$0.18
1.58	\$0.09		

2. Enter the information from the tax breakpoint table into the Breakpoint Table field. (Refer to the following paragraphs on Tax Table Breakpoint Programming and Combination Breakpoint and Percentage Programming for more detailed information on different types of breakpoint table programming.)
3. Enter a **Start BP#** value in that field to indicate at what BP# you want the Breakpoint Table to start calculating the taxes, based on the repeating pattern.

14.2.1 Tax Table Breakpoint Programming

1. To program a tax rate for breakpoints, select **BreakPoint Table** as the Type from the Modify Tax window.
2. Enter the money values from the tax table into the **To** column of the Breakpoint Table field, up to the repeating pattern.
3. Enter the **Start BP#** where the repeating pattern begins.
4. The system automatically calculates the tax based on this pattern.
5. Select **OK** to save and exit or select **Cancel** to exit without saving.

14.2.2 Combination Breakpoint and Percentage Programming

Some states have tax rates that follow a breakpoint table up to some point, and then switch to a straight percentage. In this case, use the following steps to program the breakpoint table:

1. Select **BP Table with Percent** as the Type from the Modify Tax window. Enter the percent value.
2. Enter the money values from the tax table into the **To** column of the Breakpoint Table field, up to the repeating pattern.
3. Enter the **Start BP#** to have the system automatically complete the rest of the table.
4. Select **OK** to save and exit or select **Cancel** to exit without saving.

15 PRICE MODIFICATION PROGRAMMING

Price Modification programming allows you to establish discounts for use with the system. From the Programming Access window select **Cash Register > Price Modification**. The window in Figure 15-1 appears.

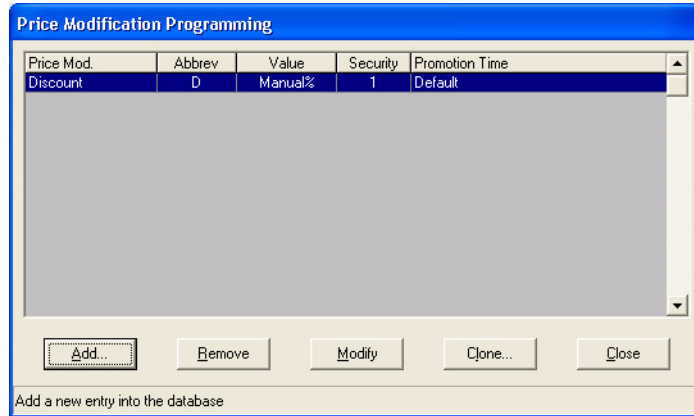


Figure 15-1 Price Modification Programming Window

The Price Modification Programming window allows you to Add, Remove, Modify, or Clone the discounts as needed for the operation of your system. Select **Add** or **Modify** to access the Price Modification window below.

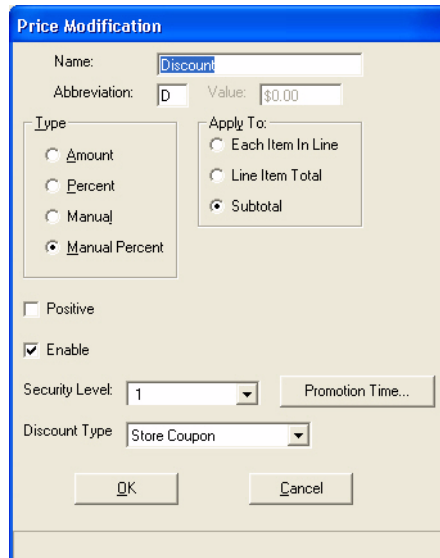


Figure 15-2 Price Modification Window

- **Name** - Enter a discount name of 12 characters maximum.
- **Abbreviation** - Enter an abbreviation of one character.
- **Value** - Enter a dollar value when the Type is set to Amount or Percent.
- **Type** - Select Amount, Percent, Manual, or Manual Percent.
 - * **Amount** - A preset money amount is applied to the line item or subtotal of a given transaction.
 - * **Percent** - A preset percentage is applied to the line item or subtotal of a given transaction.
 - * **Manual** - A money amount is manually entered.
 - * **Manual Percent** - A percentage amount is manually entered.

- **Apply To** - Select whether the discount applies to each item in line, the line item total, or the subtotal.
- **Positive** - Select to add the value to the price. If this item is not selected, the value is subtracted from the price. Discounts should be a negative, therefore, this should not be selected.
- **Security Level** - Enter a security level for operation from the Security Level pull-down menu.
- **Discount Type** - Define the discount type here from the choices in the pull-down menu.
NOTE:The Discount Type option is only available when a NAXML compliant Back Office System has been selected. See Section 8.11 on page 60.
- Click the **Promotion Time** button to access the Promotion Time programming which is where the times are programmed that the discount promotions will be available. See Section 13.5 on page 166.
- Select **OK** to save and exit or choose **Cancel** to exit without saving.

16 SERVICE CHARGE PROGRAMMING

The Service Charge window allows you to add, remove, or modify the service charges needed for the operation of your site. From the Programming Access window select **Cash Register > Service Charge**. The Service Charges window appears. See Figure 16-1.

NOTE:It is against current Chevron policy to assess a service charge to ATM or Credit card transactions.

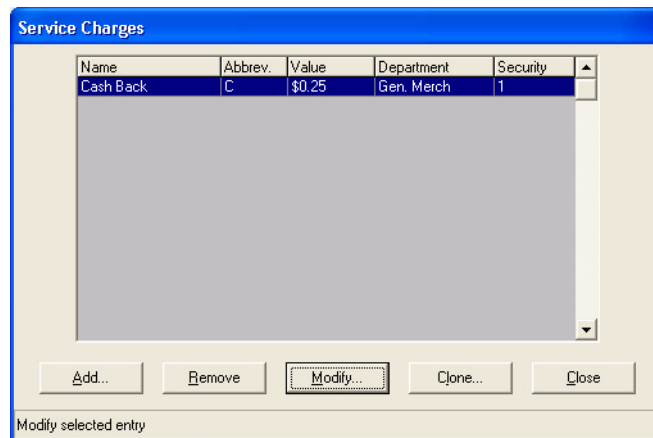


Figure 16-1 Service Charges Window

The Service Charges programming window allows you to Add, Remove, Modify or Clone service charges as needed for the operation of your system. Select **Add** or **Modify** to access the Service Charge Modify window. See Figure 16-2.

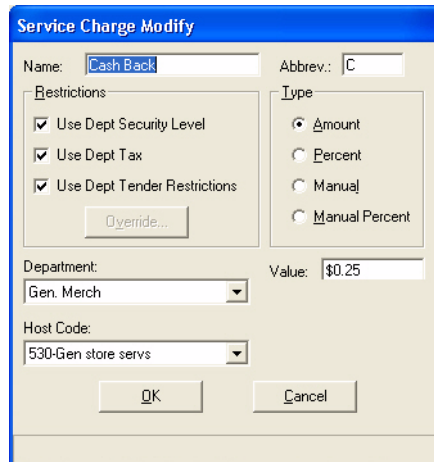


Figure 16-2 Service Charge Modify Window

- **Name** - Enter a service charge name of 12 characters maximum.
- **Abbreviation** - Enter an abbreviation of one character.
- **Restrictions** - Establish the Security Level, Department Tax, and Department Tender Restrictions required to use a service charge.
- **Type** - Select Amount, Percent, Manual or Manual Percent.
- **Department** - Assign the department to which the service charge belongs from the pulldown menu.
- **Value** - Enter a dollar amount for value if the Type is set for Amount or enter a percentage amount if the Type is set for Percent.
- **Host Code** - Assign a Host Code to allow the network to keep track of certain product types by linking them to a host product code.
- Select **OK** to save and exit or choose **Cancel** to exit without saving.

17 HOUSE ACCOUNTS PROGRAMMING

A House Account is used by large commercial or individual customers to put all of their purchases of goods or services into one account that can be paid off in the future. There are two types of House Accounts transactions, the first is A/R Sales which is a tender key that is used to purchase merchandise and charge the amount to a customer's account. The second is A/R Collect which is located under the Financial Operations button and is used to make payments to the customer's account.

From the Programming access window select **Cash Register > House Accounts** to access the House Accounts Programming window shown below.

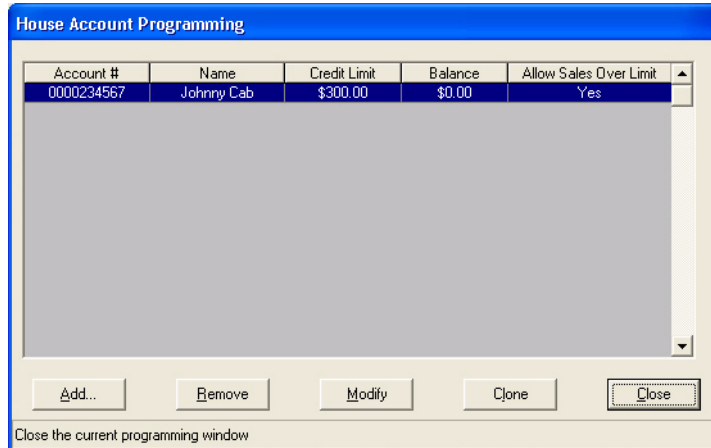


Figure 17-1 House Accounts Programming Window

- This window shows a list of the House Accounts that have been entered in the system.
- Use the **Add**, **Modify** or **Remove** buttons to add a new account, modify an existing account, or delete an account. See Figure 17-2 below.
 - * Enter the **Name** (optional) of the new account holder.
 - * Enter an **Account #** no longer than ten digits including blanks and spaces.
 - * Enter the **Credit Limit** which is the amount of credit you will extend to this account holder.
 - * Check **Allow Sales Over Credit Limit** which will enable sales over the preset credit limit after acknowledging the “Inform Customer the Account is Over the Credit Limit” pop-up.
 - * The **Balance** window displays the current balance of the selected House Account. This amount is the current running balance of money owed by the account holder to the station.

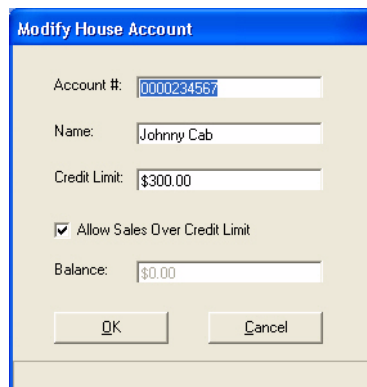


Figure 17-2 Modify House Accounts Window

- * Select **OK** to save and exit or **Cancel** to exit the Modify House Accounts Window without saving.
 - Push the **Close** button to exit the House Account Programming Window.
- NOTE:**In order to use House Accounts the following options must be set up:
1. Go into Tender programming by selecting **Cash Register > Tender**.
 2. Highlight **A/R Sales** and choose the **Assign Key**.

3. Touch one of the eight button locations that you wish to assign to the tender type **A/R Sales**. Select A/R Sales from the list to complete the assignment of the button. This creates an A/R Sales key to allow tendering of a sale as an A/R Sale.
4. Touch **OK** to save and exit.
5. Touch **Modify** to program the A/R Sales tender functions in the Modify Tender window. Be sure and check the **Enable** box to enable A/R Sales Functions.
6. Touch **OK > Close > File > Close** to exit programming.

The addition of a House Accounts balance amount which is displayed in the Modify House Accounts window will also change the Ref Media Report where the House Accounts balance will also be displayed. Once you have completed these steps, Nucleus will be programmed to assign an A/R Sales key to an optional key that is available when you choose Tender from the Nucleus Sales window.

Lastly, Verify that the Ref. Tender Media report component is included in the Day and Shift report, also verify that the print type is set for Detailed and not Summary so that House and Vendor account information will be in the reports.

18 VENDOR ACCOUNTS PROGRAMMING

Vendor Accounts programming is used by the site to set up accounts for it's commercial vendors to pay for goods and services and for vendors to make payments back to the site such as bottle deposits. There are two types of Vendor account transactions, first is the Paid Out which is for paying a vendor for goods and services such as the ice or snack vendor. The second is the Paid In which is used when a vendor makes payments to the store such as bottle deposits. These transactions can be tracked by Account number or Reference number for reporting purposes.

NOTE:A detailed accounting of House and Vendor account activity can be obtained by insuring that the **Referenced Tender Media** component is added to the shift and day reports and the **Print Type** is set to **Detailed**.

From the Programming access window select **Cash Register > Vendor Accounts** to access the Vendor Accounts Programming window shown below.

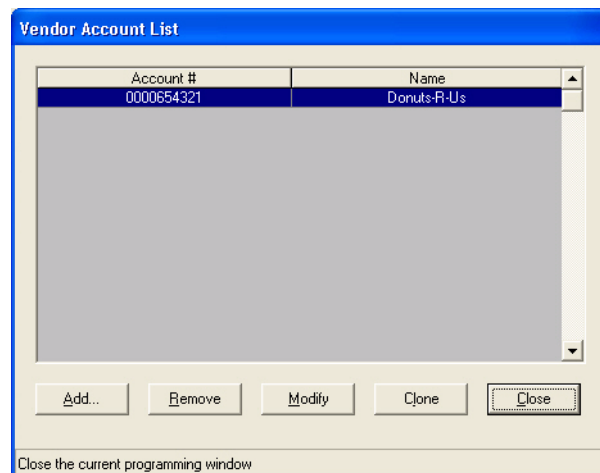


Figure 18-1 Vendor Accounts Programming Window

- Use this window to see a list of the Vendor Accounts that have been entered in the system.
- Use the **Add** or **Modify** buttons to add a new or modify an existing account.

- * Enter or modify the name of the account holder.
- * Assign or modify the account number. The account number can be no longer than ten digits including blanks and spaces. See Figure 18-2 below.

Figure 18-2 Add Vendor Accounts Window

- * Select **OK** to save and exit or **Cancel** to exit without saving.
- Select **OK** to save and exit or **Cancel** to exit without saving.
- Use the **Remove** button to delete an account from the system.

NOTE:In order to use Vendor Accounts the following options must be set up:

1. Go into Tender programming by selecting **Cash Register > Financial > Paid Out**.
2. Check the **Account Number Required** box so that when a Paid Out or a Paid In is rung up, then a selection of the different vendors will be required.
3. Check the optional **Reference Number Required** box to require that a reference number for the transaction be entered.
4. Touch **OK** to save and exit.

Once you have completed these steps, Nucleus will be programmed to display a list of vendors for you to choose from whenever a Paid Out or a Paid In is rung up.

Lastly, Verify that the Ref. Tender Media report component is included in the Day and Shift report, also verify that the print type is set for Detailed and not Summary so that House and Vendor account information will be in the reports.

19 CURRENCY SETUP

Currency Setup programming is used to setup the Nucleus system to accept foreign currency as well as United States currency. This option is only available if **Enable Multi Currency** has been enabled under **Programming > System > IPT > Site**. This programming option is only available to a user with a level 6 security level and should only be modified by a qualified service technician. See Section 8.6.1 on page 35.

Go to **Programming > Cash Register > Currency Setup** to display the following window.

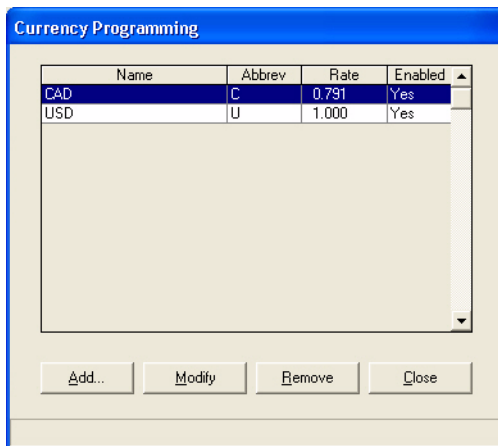


Figure 19-1 Currency Programming Window

From this window you can **Add** a new currency, **Delete** a currency, or **Modify** the settings of the selected currency. Select a currency that you wish to modify and then select **Modify**. The following window will be displayed.

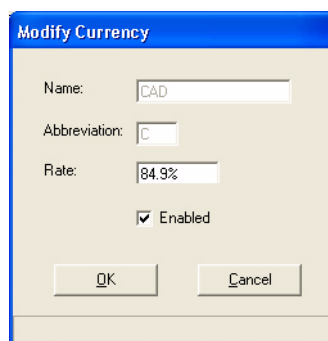


Figure 19-2 Modify Currency Window

From this window you can:

- Modify the Name
- Modify the Abbreviation of the currency
- Modify the exchange rate for the selected currency
- Enable or disable the selected currency

The currently installed database of the Nucleus system will determine the “home” currency that the system uses when calculating the Exchange rate. For example, If the system is loaded with a US database then the US dollar becomes the home currency. When entering an exchange rate for an alternate currency, the rate is calculated as a percentage of the home currency.

In the above example the Currency rate is determined to be 1 US Dollar = 1.17851 Canadian dollars which is **1.0** divided by **1.17851** = **.848529** or an exchange rate of **84.85%**. A value of **84.8529** is entered in the rate field as the exchange rate for the Canadian currency.

NOTE:It is advisable to consult the current official exchange rate on a regular basis and modify the exchange rate as needed.

20 REPORTS OVERVIEW

Nucleus generates reports that cover financial activities and system configuration. The report types include Current, Sales, Configuration, Period To Date, Bill Acceptor Refunds, PLU List, SKU, Hourly Sales (HS), Tank Inventory, Mix-N-Match, PLU Z, Item Sales Query, Mail, Full Serve Attendant Reports, Carwash Cash Reconciliation, Employee Time Tracking, and Archived.

NOTE: Reports selected from the **Programming > Reports** window will print immediately on selection.

Current reports are a collection of transaction information compiled and presented in a desirable format. These reports are based on transaction information that the system collects during operation from both indoor and outdoor terminals. Nucleus reports summarize activities for a given period for both Fuel and Non-Fuel sales. Current reports are "X" (examine) reports that show the items and sales totals up to the point that the report was taken. Taking an EOS or EOD report "Z"s (zero) out the totals for the Current reports, except for PTD.

Sales Log reports may be best thought of as an "electronic journal." All Nucleus sales are logged in this report.

Configuration reports contain software release levels, peripheral types and number and so on.

Period To Date reports contain the total products, quantity and dollar amount sold since the last PTD report was taken. (The PTD print function can be configured via Reports > Setup > PTD Configuration.) Taking this report "Z"s out the PTD totals.

Bill Acceptor Refunds report gives details of money refunded to customers due to the customer pumping less fuel than was paid for at a dispenser using the bill acceptor at the pump. The report contains information about which pump was used and how much was refunded to the customer.

PLU List reports show the list of PLUs programmed in the system, which includes the PLU number, unit price, quantity, quantity price and product description

SKU reports list the SKU items purchased and their price since the last SKU report was run.

Hourly Sales report lists the total number of transaction and dollar amounts by hour for the last 24 hours. This report lists both indoor and outdoor transactions. By default this report is included in the EOD report chain and is a "Z" report. Thus the hourly information is only valid for the hours since the last time the report was taken either manually or by EOD.

Tank Inventory report lists the tanks, grades and product volume in each tank. The report also shows the date and the amount of the last fuel drop.

Mix-N-Match reports list the total number of Mix-N-Match discount sales that were done since the last time that the report was taken.

PLU Z reports list the PLU items purchased and their price since the last PLU Z report was run.

Item Sales Query allows the system to search the Sales log for the number of sales of a product or range of products within a specified period of time.

Mail is how Secured and Unsecured mail from the Chevron Host is accessed.

Full-Serve Attendant Reports track sales data for an outdoor attendant even if he is logged onto more than one full-serve CAT. The report tracking is done by attendant and not by CAT. The report is active even if an attendant signs off of a CAT. The report must be specifically closed by the attendant or manager from the Nucleus terminal.

Carwash Cash Reconciliation reports details information on how much money was retrieved from the standalone Carwash terminal.

Employee Time Tracking is used to access the Employee Time Tracking report function where reports for individual employees can be accessed and printed.

Archived reports contain stored reports for the following areas: Cashier, Shift, Day, BAC, PTD, SKU, Hourly, Mix-N-Match, Terminal, and PLU. Archived reports are maintained for 365 calendar days. Reports older than 365 days are purged from the system.

21 REPORTS PROGRAMMING

Reports programming allows you to set up the reports part of the Nucleus system to record and print financial reports. The following paragraphs include diagrams, windows, and instructions that explain how to program Nucleus to manage the programming and printing of reports.

21.1 Item Sales Query

Item Sales Query is used to search the sales log and compile reports based on the number of sales of a particular product or group of products within a certain time period. From the Programming Access window select **Reports > Item Sales Query**.

Item Sales Query

Start Date must be within the last 32 days.

Start Time and Date

Hour: 1 AM
Minute: 0 PM
Month: Day: Year:

End Time and Date

Hour: 0 AM
Minute: 0 PM
Month: Day: Year:

Enter PLU/SKU Numbers and/or PLU/SKU Number ranges separated by commas. For example: 1, 3, 5-12

PLU Number
 SKU Number
 Product Desc.
 Mix-N-Match
 Combo
 Dept. Name: BEER

For Product Description use asterisk(*) as a wildcard if needed.

Print Close

Figure 21-1 Item Sales Query Window

- **Start Time and Date** - This parameter defines the starting time and date where the item search will begin.
- **End Time and Date** - This parameter defines the end time and date where the item search will stop.
- **Search Qualifier Field** - The parameters that the query will use to locate the desired information.
 - * **PLU Number** - Enter a PLU number or PLU number range separated by commas. For Example: 1, 3, 5-12 would search for PLU 1 and 3 and then any PLU number between 5 and 12.
 - * **SKU Number** - Enter an SKU number or SKU number range separated by commas. For Example: 1, 3, 5-12 would search for SKU 1 and 3 and then any SKU number between 5 and 12.
 - * **Product Description** - Enter a Product Description. Use the wildcard asterisk (*) if needed.
 - * **Mix-N-Match** - Select one of the Mix-N-Match discount offerings as a search parameter.
 - * **Combo** - Select one of the Combo discount offerings as a search parameter.
 - * **Department Name** - Select one of the Departments as a search parameter.

Once the desired selections have been made touch the **Print** button to begin the search or touch **Close** to exit. The report will print out on the Report printer if available, otherwise it will print on the Receipt printer.

21.2 Full Serve Attendant Reports

The Full Serve Attendant Reports window is used to close any Full Serve Attendant Reports that are currently open. From the Programming Access window select **Reports > Full-Serve Attendant Reports**, and the following window will be displayed.

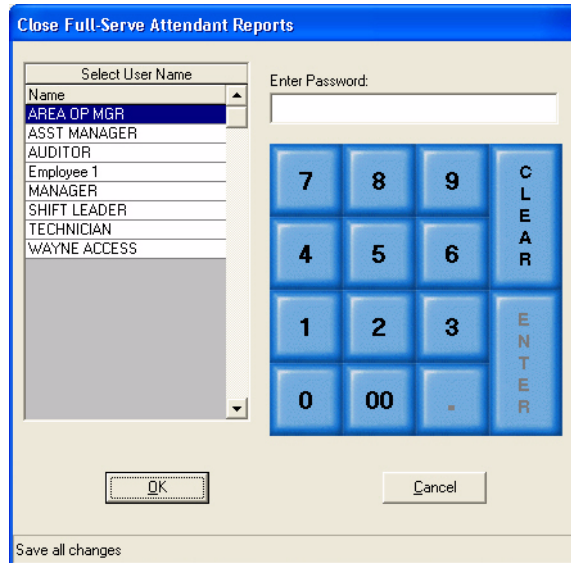


Figure 21-2 Close Full-Serve Attendant Reports Window

1. To close a Full-Serve Attendant Report that is currently open, select the user name from the listing on the left.
2. Enter the password, then select **OK** to proceed or **Cancel** to exit.

21.3 Components Programming

Report Components programming is used to gather information over a broad range of transactions and assign them to a particular report or set of reports. From the Programming Access window select **Reports > Setup > Components**.

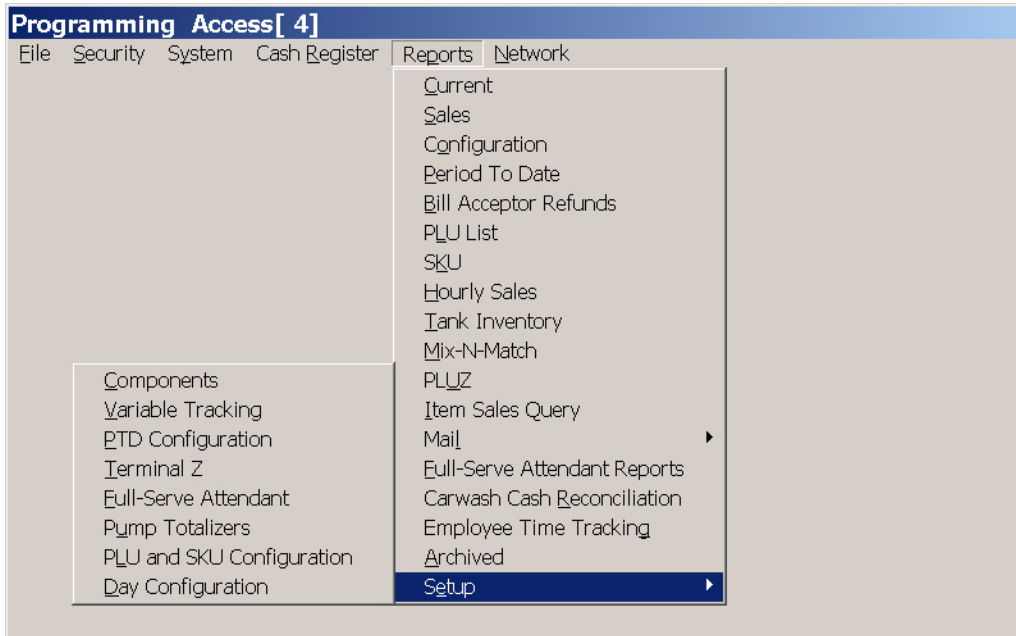


Figure 21-3 Programming Access Window

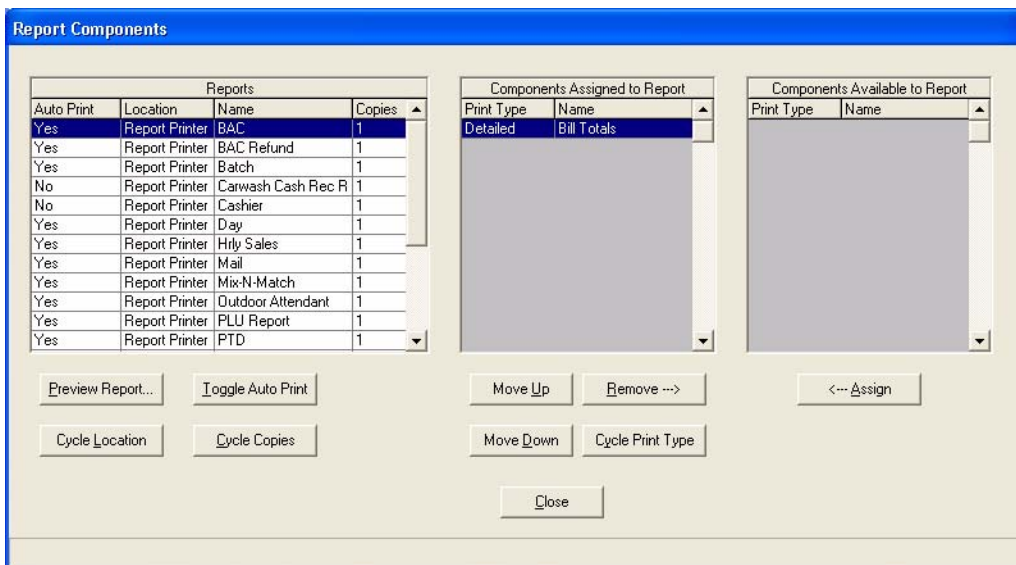


Figure 21-4 Report Components Window

- **Reports** - The Reports column displays a list of reports that are currently available.
 - **Components Assigned to Report** - The Components Assigned to Report column contains the report components that have been assigned to the report that is highlighted in the Reports column.
 - **Components Available to Report** - The Components Available to Report column shows what report components are available but not presently assigned to the report highlighted in the Reports column.
 - **Preview Report** - Opens a window and displays an example of the selected report.
 - **Toggle Auto Print** - Toggles the auto print function on the selected report. By touching the Toggle Auto Print button, the systems toggles between Yes and No.
- * If Yes is selected, the system will automatically print and archive the report when queued to do so.

- * If No is selected, a report will not be printed, and only archived.
- **Cycle Location** - Toggles the location where the report will print. The choices are Local, Remote, and Ask.
- **Cycle Copies** - Increments the number of copies of the report to be printed. (1through 9) This option will only function if AutoPrint is set to **Yes**.
- **Move Up** - Adjusts the position of the assigned report components within the highlighted report.
- **Move Down** - Adjusts the position of the assigned report components within the highlighted report.
- **Remove** - Removes the component from the report.
- **Cycle Print Type** - Toggles the print type assigned to the highlighted report component. Print Type is the level of detail to which a component is reported. The three Print Types are Summary, Detail, and Non-Zero.
 - * **Summary** - Summation of detailed information.
 - * **Detail** - Individual items printed.
 - * **Non-Zero** - Does not print details on zero sales.
 - * **NO Print** - Does not print the report component
- **Assign** - Adds the component to the highlighted report.
- **Close** - Exits the window.

NOTE:In order to avoid overloading system memory with unnecessary data, make sure to **Remove** all Components Assigned to a Report that you will not be using. After you remove the appropriate Report Components, you must take that report in order to zero out the data at the End of Day.

Table 21-5 shows the Report Components and their available print type.

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
BAC	Bill Totals	Detailed		Provides Bill Acceptor financial information such as amounts and denominations of bills accepted
BAC Refund	Bill Accpt Refunds	Detailed		Tracks the refunds given on bill acceptor sales
Batch	Host Batch	Detailed		Host Batch report
Carwash Cash Rec Rpt	Carwash Cash Accntg	Detailed	Yes	Tracks cash received at the carwash terminal
Cashier	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
	Group	Print non-zero/Detailed		Provides sales totals by group
	Departments	Print non-zero/Detailed	Yes	Provides department sales totals. Department sales totals are updated when a sale is finalized

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Cashier	Non-Fuel Products	Detailed	Yes	Provides total sales for all the non-fuel products including PLUs, SKUs, and Presets. Products with no sales are not printed. Only Detail print option is available
	Carwash Sales	Detailed	Yes	Provides sales detail for car washes sold
	Other Financial Items	Detailed		
	Grade Prod	GRADE PRODUCT DETAIL if "Detail" is selected and FUEL PRODUCTS if "Summary" is selected	Yes	Provides totals sales for each grade of fuel. Detail print options breaks out sales by Pump Indoor/Outdoor, by Service Level (Self, Full, Mini, an Other), and by Tier. Summary print prints only combined totals for all grades
	Price Overrides	Summary/Detailed	Yes	Provides detail on sales where the <Price Override> button was used to override the wrong price of a scanned item
	MixNMatch Sales	Detailed		Provides summary of mix and match and combo discount classifications
	Pump Test Totals	Detailed		Provides details on transactions using the Pump Test tender
	Ref. Tender Media	Detailed		Provides detail of tender and financial items where a reference number was recorded
Day	Station Summary Ref	Detailed	Yes	
	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
	Group	Print non-zero/ Detailed		Provides sales totals by group
	Departments	Print non-zero/ Detailed	Yes	Provides department sales totals. Department sales totals are updated when a sale is finalized
	Non-Fuel Products	Detailed	Yes	Provides total sales for all the non-fuel products including PLUs, SKUs, and Presets. Products with no sales are not printed. Only Detail print option is available
	Carwash Sales	Detailed	Yes	Provides sales detail for car washes sold
	Other Financial Items	Detailed		

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Day	Grade Prod	GRADE PRODUCT DETAIL if "Detail" is selected and FUEL PRODUCTS if "Summary" is selected	Yes	Provides totals sales for each grade of fuel. Detail print options breaks out sales by Pump Indoor/Outdoor, by Service Level (Self, Full, Mini, an Other), and by Tier. Summary print prints only combined totals for all grades
	Outdoor Term Totals	Summary/Detailed		Provides volume and sales by Customer Activated Terminal (CAT)
	Price Overrides	Summary/Detailed	Yes	Provides detail on sales where the <Price Override> button was used to override the wrong price of a scanned item
	Auto Pay	Detailed		
	Hourly Sales	Hourly/Quarter Hourly		Provides total products, quantity and dollar amount sold Indoors and Outdoors, up until the point the report is taken. Defaulted to print in the End of Day
	Host Day	Detailed		Host Day Report from the Host Network
	MixNMatch Sales	Detailed		Provides summary of mix and match and combo discount classifications
	Discount Sales	Detailed		This section provides detail for items sold where a Line Item Discount or Service charge was applied
	Bill Acpt Refunds	Detailed		Tracks the refunds given on bill acceptor sales
	Carwash Cash Acct	Detailed		Tracks cash received at the carwash terminal
	Average Transaction	Detailed		Tracks the average number and amounts of transactions by cashier
	Mannatec Card Sales	Detailed		Provides detail of sales using Mannatec cards
	Card/Tender Loyalty	Detailed		Provides details on quantity and amount of loyalty transactions
	Convert	Detailed		Provides details on quantity, type, and amount of conversion transactions
	Fuel Price Changes	Detailed		Provides details on dates, types, prices, and who performed fuel price changes
	Loyalty Accounts	Detailed		Provides Loyalty account status information
	Loyalty Drive Offs	Detailed		Provides Loyalty account drive off information
	Loyalty Sales	Summary/Detailed		Provides Loyalty sales information
	Manual Entry	Detailed		Tracks the number, date, and amount of manually keyed transactions by cashier.
	SKU Price Check	Detailed		Provides details of SKU price checks
MOP Totals	Detailed		This report component details the sale type, method of payment, location, and totals	
PLU Sales	Detailed		Provides detail of Price Look-Up products sold	

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Day	Pump Test Totals	Detailed		Provides details on transactions using the Pump Test tender
	Pump Totalizers	Summary/Detailed	Yes	Provides a snapshot of the pump totalizers
	Ref Tender Media	Detailed		Provides detail of tender and financial items where a reference number was recorded
	SKU Totals	Detailed		Provides detail of Stock Keeping Units products sold
	Tank Inventory	Detailed		Provides detail of fuel tank volumes
	User Time Tracking	Detailed		Provides details of employee hours worked
	Manual Entry	Detailed		Provides information on manual entry transactions per cashier
	Convert	Detailed		Provides information on payment method conversions per pump
Hrly Sales	Hourly Sales	Hourly/Quarter Hourly		Provides total products, quantity and dollar amount sold Indoors and Outdoors, up until the point the report is taken. Defaulted to print in the End of Day
Mail	Mail	Detailed		Provides details of mail messages from host
Mix-N-Match	MixNMatch Sales	Detailed		Provides summary of mix and match and combo discount classifications

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Outdoor Attendant	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
	Carwash Sales	Detailed	Yes	Provides sales detail for car washes sold
	Outdoor Term Totals	Summary/Detailed		Provides volume and sales by Customer Activated Terminal (CAT)
	Other Financial Items	Detailed		
	Departments	Print non-zero/Detailed	Yes	Provides department sales totals. Department sales totals are updated when a sale is finalized
	Grade Prod	GRADE PRODUCT DETAIL if "Detail" is selected and FUEL PRODUCTS if "Summary" is selected	Yes	Provides totals sales for each grade of fuel. Detail print options breaks out sales by Pump Indoor/Outdoor, by Service Level (Self, Full, Mini, an Other), and by Tier. Summary print prints only combined totals for all grades
	Group	Print non-zero/Detailed		Provides sales totals by group
	MixNMatch Sales	Detailed		Provides summary of mix and match and combo discount classifications
	Non-Fuel Products	Detailed	Yes	Provides total sales for all the non-fuel products including PLUs, SKUs, and Presets. Products with no sales are not printed. Only Detail print option is available
	Price Overrides	Summary/Detailed	Yes	Provides detail on sales where the <Price Override> button was used to override the wrong price of a scanned item
	Ref Tender Media	Detailed		Provides detail of tender and financial items where a reference number was recorded
PLU Report	Station Summary Ref	Detailed	Yes	
	PLU Sales	Detailed		Provides detail of Price Look-Up products sold

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
PTD	Station Summary Ref	Detailed	Yes	
	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
	Group	Print non-zero/Detailed		Provides sales totals by group
	Departments	Print non-zero/Detailed	Yes	Provides department sales totals. Department sales totals are updated when a sale is finalized
PTD	Non-Fuel Products	Detailed	Yes	Provides total sales for all the non-fuel products including PLUs, SKUs, and Presets. Products with no sales are not printed. Only Detail print option is available
	Carwash Sales	Detailed	Yes	Provides sales detail for car washes sold
	Grade Prod	GRADE PRODUCT DETAIL if "Detail" is selected and FUEL PRODUCTS if "Summary" is selected	Yes	Provides totals sales for each grade of fuel. Detail print options breaks out sales by Pump Indoor/Outdoor, by Service Level (Self, Full, Mini, an Other), and by Tier. Summary print prints only combined totals for all grades
	Outdoor Term Totals	Summary/Detailed		Provides volume and sales by Customer Activated Terminal (CAT)

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Shift	Station Summary Ref	Detailed	Yes	
	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
	Group	Print non-zero/Detailed		Provides sales totals by group
	Departments	Print non-zero/Detailed	Yes	Provides department sales totals. Department sales totals are updated when a sale is finalized
	Non-Fuel Products	Detailed	Yes	Provides total sales for all the non-fuel products including PLUs, SKUs, and Presets. Products with no sales are not printed. Only Detail print option is available
	Carwash Sales	Detailed	Yes	Provides sales detail for car washes sold
	Other Financial Items	Detailed		
	Grade Prod	GRADE PRODUCT DETAIL if "Detail" is selected and FUEL PRODUCTS if "Summary" is selected	Yes	Provides totals sales for each grade of fuel. Detail print options breaks out sales by Pump Indoor/Outdoor, by Service Level (Self, Full, Mini, an Other), and by Tier. Summary print prints only combined totals for all grades
	Outdoor Term Totals	Summary/Detailed		Provides volume and sales by Customer Activated Terminal (CAT)
	Pump Totalizers	Summary/Detailed	Yes	Provides a snapshot of the pump totalizers
Price Overrides	Summary/Detailed	Yes	Provides detail on sales where the <Price Override> button was used to override the wrong price of a scanned item	
Shift	Auto Pay	Detailed		
	Host Shift	Detailed		
	MixNMatch Sales	Detailed		Provides summary of mix and match and combo discount classifications
	Discount Sales	Detailed		This section provides detail for items sold where a Line Item Discount or Service charge was applied
	Average Transaction	Detailed		Provides average number and amount of transactions by cashier
	Bill Acppt Refunds	Detailed		Tracks the refunds given on bill acceptor sales
	Card/Tender Loyalty	Detailed		Provides details on quantity and amount of loyalty transactions
	Carwash Cash Acct	Detailed		Tracks cash received at the carwash terminal

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Shift	Convert	Detailed		Provides details on quantity, type, and amount of conversion transactions
	Fuel Price Change	Detailed		Provides transaction details on Fuel Discount sales
	Hourly Sales	Hourly/Quarter Hourly		Provides total products, quantity and dollar amount sold Indoors and Outdoors, up until the point the report is taken. Defaulted to print in the End of Day
	Loyalty Accounts	Detailed		Provides Loyalty account status information
	Loyalty Drive Offs	Detailed		Provides Loyalty account drive off information
	Loyalty Sales	Summary/Detailed		Provides Loyalty sales information
	Mannatec Card Sales	Detailed		Provides detail of sales using Mannatec cards
	Manual Entry	Detailed		Provides details on manual entry transactions
	SKU Price Check	Detailed		Provides details of SKU price checks
	MOP Totals	Detailed		This report component details the sale type, method of payment, location, and totals
	PLU Sales	Detailed		Provides detail of Price Look-Up products sold
	Pump Test Totals	Detailed		Provides details on transactions using the Pump Test tender
	Ref Tender Media	Detailed		Provides detail of tender and financial items where a reference number was recorded
	SKU Totals	Detailed		Provides detail of Stock Keeping Units products sold
	Tank Inventory	Detailed		Provides detail of fuel tank volumes
	User Time Tracking	Detailed		Provides detail of Employee and Contractor time tracking
	Manual Entry	Detailed		Provides information on manual entry transactions per cashier
	Convert	Detailed		Provides information on payment method conversions per pump
	Fuel Price Changes	Detailed		Provides list of fuel price changes, listing old and new prices as well as dates and cashier performing change
	SKU Report	Station Summary Ref	Detailed	Yes
SKU Totals		Detailed		Provides detail of Stock Keeping Units products sold
System	Station Summary Tr	Detailed		
Tank Report	Tank Inventory	Detailed		Provides detail of fuel tank volumes
Terminal Cash Rec	Station Summary Ref	Detailed	Yes	

Table 21-5 Report Components Table

Report Name	Available Report Component	Print Type Available	Req'd for BOS	Description
Terminal Cash Rec	POS Oper Summary	Detailed	Yes	Provides breakout of Net Sales calculation; total tax received, total tax credits, net non-fuel sales and summary of the total voids, transaction cancels, no sales and average sale calculation
	Tendering	Summary/Detailed	Yes	This section reports on the totals for each tender type. Detail print option is generally used in Cashier reports with Summary print on Shift and Day reports
Totalizer	Pump Totalizers	Summary/Detailed	Yes	Provides a snapshot of the pump totalizers
User Time Tracking	User Time Tracking	Detailed		Provides detail of Employee and Contractor time tracking

Several reports contain the Grade Product Report Component within them. This component is programmable for different levels of detail within the report. The following reports are examples of the Grade Product Detail if Detail is selected and Fuel Products if Summary is selected.

21.3.1 Grade Product Report Component

Several reports contain the Grade Product Report Component within them. This component is programmable for different levels of detail within the report. The following reports are examples of the Grade Product Detail if Detail is selected and Fuel Products if Summary is selected.

21.3.2 Detail Level - Detailed

-----					PER PUMP FUEL TOTALS				
WAYNE					Grade	Volume	Amount		
AUSTIN, TX					Pump 1 (Self)				
ID #: 1234567					TOTAL	0.000	0.00		
Cashier Report # 143					Pump 2 (Self)				
Cashier : John Smith					TOTAL	0.000	0.00		
Terminal : 2					Pump 3 (Self)				
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000	0.00		
End Time :Wed Oct 31 13:23:04 2001					Pump 4 (Self)				
Report Taker : John Smith					TOTAL	0.000	0.00		
GRADE PRODUCT DETAIL					Pump 5 (Self)				
FUEL PRICE TABLE					TOTAL	0.000	0.00		
Grade	SvcLv1	Tier	Price	TimeStamp	Pump 6 (Self)				
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000	0.00		
				17:52					
Supreme	Self	Night	1.3	08-01-00	Pump 7 (Self)				
				17:52	TOTAL	0.000	0.00		
Supreme	Full	Day	1.3	08-01-00	Pump 8 (Self)				
				17:52	TOTAL	0.000	0.00		
Supreme	Full	Night	1.3	08-01-00					
				17:52					
Plus Unlead	Self	Day	1.3	08-01-00	GRAND TOTAL ALL PUMPS				
				17:52	Supreme	0.000	0%	0.00	
Plus Unlead	Self	Night	1.3	08-01-00	Plus Unlead	0.000	0%	0.00	
				17:52	Unleaded	0.000	0%	0.00	
Plus Unlead	Full	Day	1.3	08-01-00	Diesel	0.000	0%	0.00	
				17:52	TOTAL	0.000		0.00	
Plus Unlead	Full	Night	1.3	08-01-00	PUMP TIER FUEL TOTALS				
				17:52	Grade	Volume	Amount		
Unleaded	Self	Day	1.3	08-01-00	Day				
				17:52	TOTAL	0.000	0.00		
Unleaded	Self	Night	1.3	08-01-00	Night				
				17:52	TOTAL	0.000	0.00		
Unleaded	Full	Day	1.3	08-01-00	GRAND TOTAL ALL TIERS				
				17:52	Supreme	0.000	0%	0.00	
Unleaded	Full	Night	1.3	08-01-00	Plus Unlead	0.000	0%	0.00	
				17:52	Unleaded	0.000	0%	0.00	
Diesel	Self	Day	1.3	08-01-00	Diesel	0.000	0%	0.00	
				17:52	TOTAL	0.000		0.00	
Diesel	Self	Night	1.3	08-01-00	PER GRADE FUEL TOTALS				
				17:52	Grade	Volume	Amount		
Diesel	Full	Day	1.3	08-01-00	Indoor				
				17:52	TOTAL	0.000	0.00		
Diesel	Full	Night	1.3	08-01-00	Outdoor				
				17:52	TOTAL	0.000	0.00		
PER PUMP FUEL TOTALS									
Grade	Volume	Amount							

GRAND TOTAL ALL - INDOOR/OUTDOOR			
Supreme	0.000	0%	0.00
Plus Unlead	0.000	0%	0.00
Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00
PER SERVICE LEVEL FUEL TOTALS			
Grade	Volume	Amount	
Self			
TOTAL	0.000	0.00	
Full			
TOTAL	0.000	0.00	
GRAND TOTAL ALL SERVICE LEVELS			
Supreme	0.000	0%	0.00
Plus Unlead	0.000	0%	0.00
Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00

21.3.3 Detail Level - Pump Detail

-----					PER PUMP FUEL TOTALS			
WAYNE					Grade	Volume	Amount	
AUSTIN, TX					Pump 1 (Self)			
ID #: 1234567					TOTAL	0.000	0.00	
Cashier Report # 143					Pump 2 (Self)			
Cashier : John Smith					TOTAL	0.000	0.00	
Terminal : 2					Pump 3 (Self)			
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000	0.00	
End Time :Wed Oct 31 13:23:04 2001					Pump 4 (Self)			
Report Taker : John Smith					TOTAL	0.000	0.00	
GRADE PRODUCT DETAIL					Pump 5 (Self)			
FUEL PRICE TABLE					TOTAL	0.000	0.00	
Grade	SvcLv1	Tier	Price	TimeStamp	Pump 6 (Self)			
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52				
Supreme	Self	Night	1.3	08-01-00	Pump 7 (Self)			
				17:52	TOTAL	0.000	0.00	
Supreme	Full	Day	1.3	08-01-00	Pump 8 (Self)			
				17:52	TOTAL	0.000	0.00	
Supreme	Full	Night	1.3	08-01-00				
				17:52				
Plus Unlead	Self	Day	1.3	08-01-00	GRAND TOTAL ALL PUMPS			
				17:52	Supreme	0.000	0%	0.00
Plus Unlead	Self	Night	1.3	08-01-00	Plus Unlead	0.000	0%	0.00
				17:52	Unleaded	0.000	0%	0.00
Plus Unlead	Full	Day	1.3	08-01-00	Diesel	0.000	0%	0.00
				17:52	TOTAL	0.000		0.00
Plus Unlead	Full	Night	1.3	08-01-00	-----			
				17:52				
Unleaded	Self	Day	1.3	08-01-00				
				17:52				
Unleaded	Self	Night	1.3	08-01-00				
				17:52				
Unleaded	Full	Day	1.3	08-01-00				
				17:52				
Unleaded	Full	Night	1.3	08-01-00				
				17:52				
Diesel	Self	Day	1.3	08-01-00				
				17:52				
Diesel	Self	Night	1.3	08-01-00				
				17:52				
Diesel	Full	Day	1.3	08-01-00				
				17:52				
Diesel	Full	Night	1.3	08-01-00				
				17:52				
PER PUMP FUEL TOTALS								
Grade					Grade	Volume	Amount	

21.3.4 Detail Level - Tier Detail

-----					PER TIER FUEL TOTALS				
WAYNE					Grade	Volume		Amount	
AUSTIN, TX					Day				
ID #: 1234567					Supreme	0.000	0%	0.00	
Cashier Report # 143					Plus Unlead	0.000	0%	0.00	
Cashier : John Smith					Unleaded	0.000	0%	0.00	
Terminal : 2					Diesel	0.000	0%	0.00	
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000		0.00	
End Time :Wed Oct 31 13:23:04 2001					Night				
Report Taker : John Smith					Supreme	0.000	0%	0.00	
GRADE PRODUCT DETAIL					Plus Unlead	0.000	0%	0.00	
FUEL PRICE TABLE					Unleaded	0.000	0%	0.00	
Grade	SvcLv1	Tier	Price	TimeStamp	Diesel	0.000	0%	0.00	
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000		0.00	
				17:52	-----				
Supreme	Self	Night	1.3	08-01-00	GRAND TOTAL ALL TIERS				
				17:52	Supreme	0.000	0%	0.00	
Supreme	Full	Day	1.3	08-01-00	Plus Unlead	0.000	0%	0.00	
				17:52	Unleaded	0.000	0%	0.00	
Supreme	Full	Night	1.3	08-01-00	Diesel	0.000	0%	0.00	
				17:52	TOTAL	0.000		0.00	
Plus Unlead	Self	Day	1.3	08-01-00	-----				
				17:52	PER TIER FUEL TOTALS				
Plus Unlead	Self	Night	1.3	08-01-00	Grade	Volume		Amount	
				17:52					
Plus Unlead	Full	Day	1.3	08-01-00					
				17:52					
Plus Unlead	Full	Night	1.3	08-01-00					
				17:52					
Unleaded	Self	Day	1.3	08-01-00					
				17:52					
Unleaded	Self	Night	1.3	08-01-00					
				17:52					
Unleaded	Full	Day	1.3	08-01-00					
				17:52					
Unleaded	Full	Night	1.3	08-01-00					
				17:52					
Diesel	Self	Day	1.3	08-01-00					
				17:52					
Diesel	Self	Night	1.3	08-01-00					
				17:52					
Diesel	Full	Day	1.3	08-01-00					
				17:52					
Diesel	Full	Night	1.3	08-01-00					
				17:52					

21.3.5 Detail Level - Grade Detail

-----					PER GRADE FUEL TOTALS			
WAYNE					Grade	Volume	Amount	
AUSTIN, TX					Indoor			
ID #: 1234567					Supreme	0.000	0%	0.00
Cashier Report # 143					Plus Unlead	0.000	0%	0.00
Cashier : John Smith					Unleaded	0.000	0%	0.00
Terminal : 2					Diesel	0.000	0%	0.00
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000	0.00	
End Time :Wed Oct 31 13:23:04 2001					Outdoor			
Report Taker : John Smith					Supreme	0.000	0%	0.00
GRADE PRODUCT DETAIL					Plus Unlead	0.000	0%	0.00
FUEL PRICE TABLE					Unleaded	0.000	0%	0.00
Grade	SvcLv1	Tier	Price	TimeStamp	Diesel	0.000	0%	0.00
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52	GRAND TOTAL ALL INDOOR/OUTDOOR			
Supreme	Self	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Supreme	Full	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Supreme	Full	Night	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52	PER SERVICE LEVEL FUEL TOTALS			
Plus Unlead	Self	Day	1.3	08-01-00	Grade	Volume	Amount	
				17:52	Self			
Plus Unlead	Self	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Plus Unlead	Full	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Plus Unlead	Full	Night	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52	Full			
Unleaded	Self	Day	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Unleaded	Self	Night	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Unleaded	Full	Day	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52	GRAND TOTAL ALL SERVICE LEVELS			
Unleaded	Full	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Diesel	Self	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Diesel	Self	Night	1.3	08-01-00	TOTAL	0.000	0.00	
				17:52	-----			
Diesel	Full	Day	1.3	08-01-00				
				17:52				
Diesel	Full	Night	1.3	08-01-00				
				17:52				
PER GRADE FUEL TOTALS								
Grade	Volume	Amount						

21.3.6 Detail Level - Pump Tier Detail

-----					PER PUMP FUEL TOTALS			
WAYNE					Grade	Volume	Amount	
AUSTIN, TX					Pump 1 (Self)			
ID #: 1234567					Supreme	0.000	0%	0.00
Cashier Report # 143					Plus Unlead	0.000	0%	0.00
Cashier : John Smith					Unleaded	0.000	0%	0.00
Terminal : 2					Diesel	0.000	0%	0.00
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000		0.00
End Time :Wed Oct 31 13:23:04 2001					Pump 2 (Self)			
Report Taker : John Smith					Supreme	0.000	0%	0.00
GRADE PRODUCT DETAIL					Plus Unlead	0.000	0%	0.00
FUEL PRICE TABLE					Unleaded	0.000	0%	0.00
Grade	SvcLv1	Tier	Price	TimeStamp	Diesel	0.000	0%	0.00
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000		0.00
				17:52	GRAND TOTAL ALL PUMPS			
Supreme	Self	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Supreme	Full	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Supreme	Full	Night	1.3	08-01-00	TOTAL	0.000		0.00
				17:52	PER TIER FUEL TOTALS			
Plus Unlead	Self	Day	1.3	08-01-00	Grade	Volume	Amount	
				17:52	Day			
Plus Unlead	Self	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Plus Unlead	Full	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Plus Unlead	Full	Night	1.3	08-01-00	TOTAL	0.000		0.00
				17:52	Night			
Unleaded	Self	Day	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Unleaded	Self	Night	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Unleaded	Full	Day	1.3	08-01-00	TOTAL	0.000		0.00
				17:52	GRAND TOTAL ALL TIERS			
Unleaded	Full	Night	1.3	08-01-00	Supreme	0.000	0%	0.00
				17:52	Plus Unlead	0.000	0%	0.00
Diesel	Self	Day	1.3	08-01-00	Unleaded	0.000	0%	0.00
				17:52	Diesel	0.000	0%	0.00
Diesel	Self	Night	1.3	08-01-00	TOTAL	0.000		0.00
				17:52	-----			
Diesel	Full	Day	1.3	08-01-00				
				17:52				
Diesel	Full	Night	1.3	08-01-00				
				17:52				
PER PUMP FUEL TOTALS								
Grade	Volume	Amount						

21.3.7 Detail Level - Pump Grade Detail

-----					PER PUMP FUEL TOTALS					
WAYNE					Grade Volume Amount					
AUSTIN, TX					Pump 1 (Self)					
ID #: 1234567					Supreme 0.000 0% 0.00					
Cashier Report # 143					Plus Unlead 0.000 0% 0.00					
Cashier : John Smith					Unleaded 0.000 0% 0.00					
Terminal : 2					Diesel 0.000 0% 0.00					
Start Time: Wed Oct 31 13:22:46 2001					TOTAL 0.000 0.00					
End Time :Wed Oct 31 13:23:04 2001					Pump 2 (Self)					
Report Taker : John Smith					Supreme 0.000 0% 0.00					
GRADE PRODUCT DETAIL					Plus Unlead 0.000 0% 0.00					
FUEL PRICE TABLE					Unleaded 0.000 0% 0.00					
Grade	SvcLv1	Tier	Price	TimeStamp	Diesel 0.000 0% 0.00					
Supreme	Self	Day	1.3	08-01-00	TOTAL 0.000 0.00					
				17:52	GRAND TOTAL ALL PUMPS					
Supreme	Self	Night	1.3	08-01-00	Supreme 0.000 0% 0.00					
				17:52	Plus Unlead 0.000 0% 0.00					
Supreme	Full	Day	1.3	08-01-00	Unleaded 0.000 0% 0.00					
				17:52	Diesel 0.000 0% 0.00					
Supreme	Full	Night	1.3	08-01-00	TOTAL 0.000 0.00					
				17:52	PER GRADE FUEL TOTALS					
Plus Unlead	Self	Day	1.3	08-01-00	Grade Volume Amount					
				17:52	Indoor					
Plus Unlead	Self	Night	1.3	08-01-00	Supreme 0.000 0% 0.00					
				17:52	Plus Unlead 0.000 0% 0.00					
Plus Unlead	Full	Day	1.3	08-01-00	Unleaded 0.000 0% 0.00					
				17:52	Diesel 0.000 0% 0.00					
Plus Unlead	Full	Night	1.3	08-01-00	TOTAL 0.000 0.00					
				17:52	Outdoor					
Unleaded	Self	Day	1.3	08-01-00	Supreme 0.000 0% 0.00					
				17:52	Plus Unlead 0.000 0% 0.00					
Unleaded	Self	Night	1.3	08-01-00	Unleaded 0.000 0% 0.00					
				17:52	Diesel 0.000 0% 0.00					
Unleaded	Full	Day	1.3	08-01-00	TOTAL 0.000 0.00					
				17:52	GRAND TOTAL ALL - INDOOR/OUTDOOR					
Unleaded	Full	Night	1.3	08-01-00	Supreme 0.000 0% 0.00					
				17:52	Plus Unlead 0.000 0% 0.00					
Diesel	Self	Day	1.3	08-01-00	Unleaded 0.000 0% 0.00					
				17:52	Diesel 0.000 0% 0.00					
Diesel	Self	Night	1.3	08-01-00	TOTAL 0.000 0.00					
				17:52	PER SERVICE LEVEL FUEL TOTALS					
Diesel	Full	Day	1.3	08-01-00	Grade Volume Amount					
				17:52	Self					
Diesel	Full	Night	1.3	08-01-00	Supreme 0.000 0% 0.00					
				17:52	Plus Unlead 0.000 0% 0.00					
PER PUMP FUEL TOTALS					Unleaded 0.000 0% 0.00					
Grade	Volume	Amount				Diesel 0.000 0% 0.00				
					TOTAL 0.000 0.00					
					Full					
					Supreme 0.000 0% 0.00					
					Plus Unlead 0.000 0% 0.00					

Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00
GRAND TOTAL ALL SERVICE LEVELS			
Supreme	0.000	0%	0.00
Plus Unlead	0.000	0%	0.00
Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00

21.3.8 Detail Level - Tier Grade Detail

-----					PER TIER FUEL TOTALS					
WAYNE					Grade	Volume	Amount			
AUSTIN, TX					Day					
ID #: 1234567					Supreme	0.000	0%	0.00		
Cashier Report # 143					Plus Unlead	0.000	0%	0.00		
Cashier : John Smith					Unleaded	0.000	0%	0.00		
Terminal : 2					Diesel	0.000	0%	0.00		
Start Time: Wed Oct 31 13:22:46 2001					TOTAL	0.000		0.00		
End Time :Wed Oct 31 13:23:04 2001					Night					
Report Taker : John Smith					Supreme	0.000	0%	0.00		
GRADE PRODUCT DETAIL					Plus Unlead	0.000	0%	0.00		
FUEL PRICE TABLE					Unleaded	0.000	0%	0.00		
Grade	SvcLv1	Tier	Price	TimeStamp	Diesel	0.000	0%	0.00		
Supreme	Self	Day	1.3	08-01-00	TOTAL	0.000		0.00		
				17:52						
Supreme	Self	Night	1.3	08-01-00						
				17:52						
Supreme	Full	Day	1.3	08-01-00						
				17:52						
Supreme	Full	Night	1.3	08-01-00						
				17:52						
Plus Unlead	Self	Day	1.3	08-01-00						
				17:52						
Plus Unlead	Self	Night	1.3	08-01-00						
				17:52						
Plus Unlead	Full	Day	1.3	08-01-00						
				17:52						
Plus Unlead	Full	Night	1.3	08-01-00						
				17:52						
Unleaded	Self	Day	1.3	08-01-00						
				17:52						
Unleaded	Self	Night	1.3	08-01-00						
				17:52						
Unleaded	Full	Day	1.3	08-01-00						
				17:52						
Unleaded	Full	Night	1.3	08-01-00						
				17:52						
Diesel	Self	Day	1.3	08-01-00						
				17:52						
Diesel	Self	Night	1.3	08-01-00						
				17:52						
Diesel	Full	Day	1.3	08-01-00						
				17:52						
Diesel	Full	Night	1.3	08-01-00						
				17:52						
PER TIER FUEL TOTALS					GRAND TOTAL ALL TIERS					
Grade	Volume	Amount				Supreme	0.000	0%	0.00	
					Plus Unlead	0.000	0%	0.00		
					Unleaded	0.000	0%	0.00		
					Diesel	0.000	0%	0.00		
					TOTAL	0.000		0.00		
					PER GRADE FUEL TOTALS					
					Grade	Volume	Amount			
					Indoor					
					Supreme	0.000	0%	0.00		
					Plus Unlead	0.000	0%	0.00		
					Unleaded	0.000	0%	0.00		
					Diesel	0.000	0%	0.00		
					TOTAL	0.000		0.00		
					Outdoor					
					Supreme	0.000	0%	0.00		
					Plus Unlead	0.000	0%	0.00		
					Unleaded	0.000	0%	0.00		
					Diesel	0.000	0%	0.00		
					TOTAL	0.000		0.00		
					GRAND TOTAL ALL - INDOOR/OUTDOOR					
					Supreme	0.000	0%	0.00		
					Plus Unlead	0.000	0%	0.00		
					Unleaded	0.000	0%	0.00		
					Diesel	0.000	0%	0.00		
					TOTAL	0.000		0.00		
					PER SERVICE LEVEL FUEL TOTALS					
					Grade	Volume	Amount			
					Self					
					Supreme	0.000	0%	0.00		
					Plus Unlead	0.000	0%	0.00		
					Unleaded	0.000	0%	0.00		
					Diesel	0.000	0%	0.00		
					TOTAL	0.000		0.00		
					Full					
					Supreme	0.000	0%	0.00		
					Plus Unlead	0.000	0%	0.00		

Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00
GRAND TOTAL ALL SERVICE LEVELS			
Supreme	0.000	0%	0.00
Plus Unlead	0.000	0%	0.00
Unleaded	0.000	0%	0.00
Diesel	0.000	0%	0.00
TOTAL	0.000		0.00

21.3.9 Detail Level - Summary

-----				Diesel	0.000	0%	0.00
WAYNE				TOTAL	0.000		0.00
AUSTIN, TX				Night			
ID #: 1234567				Supreme	0.000	0%	0.00
Cashier Report # 143				Plus Unlead	0.000	0%	0.00
Cashier : John Smith				Unleaded	0.000	0%	0.00
Terminal : 2				Diesel	0.000	0%	0.00
Start Time: Wed Oct 31 13:22:46 2001				TOTAL	0.000		0.00
End Time :Wed Oct 31 13:23:04 2001				-----			
Report Taker : John Smith							
FUEL PRODUCTS							
Description	Price	Volume	Total				
Supreme	1.299	1.130	1.47				
Plus Unlead	1.259	0.968	1.22				
Unleaded	1.089	1.200	1.30				
Diesel	1.159	0.000	0.00				
PER GRADE FUEL TOTALS							
Grade		Volume		Amount			
Indoor							
Supreme		0.000	0%	0.00			
Plus Unlead		0.000	0%	0.00			
Unleaded		0.000	0%	0.00			
Diesel		0.000	0%	0.00			
TOTAL		0.000		0.00			
Outdoor							
Supreme		0.000	0%	0.00			
Plus Unlead		0.000	0%	0.00			
Unleaded		0.000	0%	0.00			
Diesel		0.000	0%	0.00			
TOTAL		0.000		0.00			
PER SERVICE LEVEL FUEL TOTALS							
Grade		Volume		Amount			
Self							
Supreme		0.000	0%	0.00			
Plus Unlead		0.000	0%	0.00			
Unleaded		0.000	0%	0.00			
Diesel		0.000	0%	0.00			
TOTAL		0.000		0.00			
Full							
Supreme		0.000	0%	0.00			
Plus Unlead		0.000	0%	0.00			
Unleaded		0.000	0%	0.00			
Diesel		0.000	0%	0.00			
TOTAL		0.000		0.00			
PER TIER FUEL TOTALS							
Grade		Volume		Amount			
Day							
Supreme		0.000	0%	0.00			
Plus Unlead		0.000	0%	0.00			
Unleaded		0.000	0%	0.00			

21.4 Variable Tracking

Variable Tracking programming is used to assign certain products to be tracked on specific reports. From the Programming Access window select **Reports > Setup > Variable Tracking**. See Figure 21-6 below.

The screenshot shows the 'Variable Tracking' window with two main grids and a 'Mass Changes' section at the bottom.

Department	Cashier	Day	Shift
Auto Supply	Yes	Yes	Yes
Bagel	Yes	Yes	Yes
Bakery Pkg.	Yes	Yes	Yes
Btl/Can Dep.	Yes	Yes	Yes
Candy	Yes	Yes	Yes
Car Wash	Yes	Yes	Yes
CASH CARDS	Yes	Yes	Yes
CHILDRENS	Yes	Yes	Yes
Cigarettes	Yes	Yes	Yes
CMN	Yes	Yes	Yes
Coll. Cards	Yes	Yes	Yes
Conv. Oven	Yes	Yes	Yes

Product	Cashier	Day	Shift
ANTI FREEZE	Yes	Yes	Yes
FILL & TOSS	Yes	Yes	Yes
GAL WASH FLD	Yes	Yes	Yes
TRANS FLUID	Yes	Yes	Yes
W/W CONCEN	Yes	Yes	Yes

Mass Changes:

Report Type: All, Cashier, Day, Shift

Target: All Departments, All Dry Products, All Dry Products of Current Department

Track: Yes, No

Buttons: Apply, Close

Figure 21-6 Variable Tracking Window

The Variable Tracking window is used to set/clear the Cashier, Shift, and Day tracking flags for Products and Departments. The Product field displays the dry products of the department selected in the Department field. The entries in the current department and product can be toggled individually within the field. Mass changes can be made using the Apply button.

- **Individual Entries** - The 3 columns (Cashier, Day, and Shift) of the Department and Product grids can be toggled individually.
 1. Highlight the Department that the products belong to. A list of all the products belonging to that department will appear on the right side of the screen.
 2. Highlight the Product for which you want to turn tracking off.
 3. Double click on the Cashier, Shift, or Day column for that product to toggle between Yes and No. The user can also type Yes or No in the field. These columns are the only ones in the grid that can be modified.
 4. Repeat steps 2 and 3 as many times as necessary.
 5. You can repeat steps 1 through 4 for other departments.

When you are done press the Close button. Do not press the Apply key for Individual Entries. The Apply key is used only for Mass Changes, so pressing it might undo everything you just finished doing above.

- **Mass Changes** - The controls on the bottom half of the window are used to perform mass changes to Departments and Products.
- **Report Type** - This section allows the user to select which combination of changes will be affected by the mass update. If All is selected then the other values (Cashier, Day, and Shift) are not selectable. If All is not selected then the user can select any combination of Cashier, Day, and Shift.

- **Target** - This section determines which records are affected. Either all the departments, all the products, or all the products of the current department.
- **Track** - This feature enables you to track or not to track on the report.
- **Apply** - The Apply button is used to make the mass update take place.
- **Close** - Select **Close** to apply changes and exit this window.

Refer to the following figures for examples of how a report with variable tracking will appear when it is printed at the end of a cycle. Figure 21-7 shows an example of a cashier report with variable tracking.

NOTE:For Variable Tracking to take effect, you must have the component (Department and/or Dry Product) assigned to the report (Cashier, Shift, Day).

NOTE:You must take an End of Day for any component or Report Tracking changes to take effect.

Outdoor Tenderings	0	0.00	
Drawer Total		0.00	
Closing Balance		0.00	
Drawer Amount matches			
A/R Sales			
Total Tenderings	0	0.00	
Indoor Tenderings	0	0.00	
Outdoor Tenderings	0	0.00	
Drawer Total		0.00	
Closing Balance		0.00	
Drawer Amount matches			
NET Drawer Total		151.48	
NET Closing Balance		100.00	
NET Short Amount in Drawer		51.48	
GROUPS			
Description	Qty	Total	
Fuel	247.651	297.33	
Beverages	40	78.66	
Coupon	0	0.00	
Fountain	24	50.76	
Gen. Mdse.	20	75.75	
Inst Cash	0	0.00	
Manual Fuel	0	0.00	
Motor Oil	11	56.26	
Other Income	6	18.00	
Prepay Fuel	0	0.00	
Snacks	35	35.95	
Tobacco	6	13.20	
Unknown	0	0.00	
DEPARTMENTS			
Description	Qty	Total	
NON-FUEL PRODUCTS			
Description	Price	Qty	Total
Basic Wash	2.00	1	2.00
Deluxe Wash	3.00	1	3.00
Gen Cigs	2.25	1	2.25
Marlboro	3.35	1	3.35
Merit	3.35	1	3.35
The Works	4.00	1	4.00
No Financial Items in this reporting period.			
FUEL PRODUCTS			

← "Department" Component included on Cashier Report but no departments tracked via Variable Tracking.

← "Dry Product" Component included on Cashier Report and only Car Washes and Tobacco Products are tracked via Variable Tracking.

Figure 21-7 Cashier Report with Variable Tracking

Figure 21-8 shows an example of a report without variable tracking.

Outdoor Tenderings	0	0.00	
Drawer Total		0.00	
Closing Balance		0.00	
Drawer Amount matches			
A/R Sales			
Total Tenderings	0	0.00	
Indoor Tenderings	0	0.00	
Outdoor Tenderings	0	0.00	
Drawer Total		0.00	
Closing Balance		0.00	
Drawer Amount matches			
NET Drawer Total		151.48	
NET Closing Balance		100.00	
NET Short Amount in Drawer		51.48	
GROUPS			
Description	Qty	Total	
Fuel	247.651	297.33	
Beverages	40	78.66	
Coupon	0	0.00	
Fountain	24	50.76	
Gen. Mdse.	20	75.75	
Inst Cash	0	0.00	
Manual Fuel	0	0.00	
Motor Oil	11	56.26	
Other Income	6	18.00	
Prepay Fuel	0	0.00	
Snacks	35	35.95	
Tobacco	6	13.20	
Unknown	0	0.00	
No Financial Items in this reporting period.			
FUEL PRODUCTS			
Description	Price	Volume	Total
SuprPlus	1.259	26.214	33.00
Regular	1.089	111.032	120.91
Supreme	1.299	110.405	143.42
Diesel	1.159	0.000	0.00
PER GRADE FUEL TOTALS			
Grade		Volume	Amount
Indoor			
Super Unl		26.214	33.00
Special Unl		111.032	120.91
Regular Unl		110.405	143.42

“Department” Component not included on Cashier Report and all departments tracked via Variable Tracking. Nothing reports.

“Dry Product” Component not included on Cashier Report and all products tracked via Variable Tracking. Nothing reports.

No indication of variable tracking appears on the Cashier Report if the Component is removed from the Report.

Figure 21-8 Cashier Report without Variable Tracking

21.5 PTD Configuration

PTD Configuration programming is used to tell the system when or if to print the Period To Date report. From the Programming Access window select **Reports > Setup > PTD Configuration**.

NOTE:The user must logoff, a Shutdown must be performed, and the system restarted for the changes in the programming to take full effect. For additional information on performing a shutdown and restart, see the Countertop Reference manual (Part No. 8-920494) or Section 2 of the Operations Manual (Part No. 1-920494).

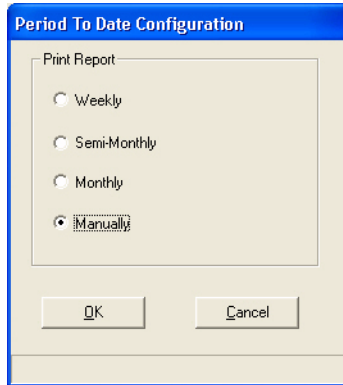


Figure 21-9 Period To Date Configuration Window

- To program the report printing features, select from Weekly, Bi-weekly, Monthly, or Manually. See the table below for an explanation of options.

Table 21-10 Period-to-Date Report Programming

Programming Option	Print Queue	
Manually	On Demand	Initiate via Reports Period To Date
Weekly	<ul style="list-style-type: none"> - First Day of the Week = Sunday - If programmed on Wednesday, March 8, 2003, the first Weekly PTD Report would auto print after the EOD Report is generated on Sunday, March 12, 2003 - 1st PTD Period - 2nd PTD Period - Subsequent periods 	<ul style="list-style-type: none"> - March 8 – March 14, or 4 days - March 13 – March 19, or 7 days - Each 7 day period thereafter until changed otherwise
Bi-weekly (every fourteen days or semi-monthly)	<p>First half of the Month = 1st thru 15th</p> <p>Report would auto print along with the EOD Report on the 15th</p> <p>Second half of the Month = 16th thru end of month</p> <p>Report would auto print along with the EOD Report on the 1st</p>	
Monthly	Report would auto print along with the EOD Report on the 1 st of the month.	<p>Report totals based on when the programming was implemented</p> <p>Contains data collected for the entire month.</p>

NOTE: In order to generate the Period-to-Date report and to activate any changes made to the programming, you must take an End-of-Day report.

- Select **OK** to save and exit or choose **Cancel** to exit without saving.

21.6 Terminal Z

Use the Terminal Z setting to program Nucleus whether or not to print the Terminal Report at the close of a Day or Shift. To access Terminal Z, select **Reports > Setup > Terminal Z** from the Programming Access window. See Figure 21-11.

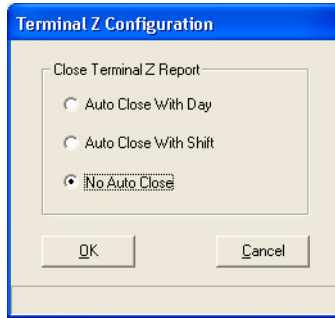


Figure 21-11 Terminal Z Window

- **Auto Close with Day** - Instructs the system to close the Terminal Report at the close of a Day. To have the system print the report at the close of day then the Auto Print option must be set to “Yes” in **Reports > Setup > Components**.
- **Auto Close with Shift** - Instructs the system to close the Terminal Report at the close of a Shift. To have the system print the report at the close of shift then the Auto Print option must be set to “Yes” in **Reports > Setup > Components**.
- **No Auto Close** - Instructs the system not to close the Terminal Report at Close Shift or Close Day.

21.7 Full-Serve Attendant

The Full-Serve Attendant Report can be programmed to automatically close at End of Day or End of Shift if desired. If auto close is enabled the system will close any Full Serve Attendant reports that are currently running. Be sure that all outdoor attendants have signed off of all outdoor terminals prior to End of Day or End of Shift for the auto close function to work. To access Full-Serve Attendant Report setup, select **Reports > Setup > Full-Serve Attendant** from the Programming Access window. See Figure 21-12.

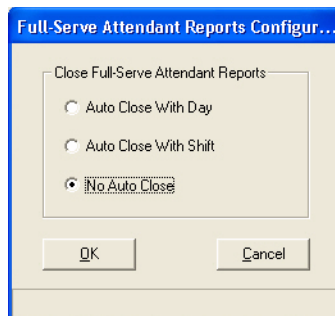


Figure 21-12 Full-Serve Attendant Report Window

- **Auto Close with Day** - Instructs the system to close the Full-Serve Attendant Report at the close of a Day. To have the system print the report at the close of day then the Auto Print option must be set to “Yes” in **Reports > Setup > Components**.
- **Auto Close with Shift** - Instructs the system to close the Full-Serve Attendant at the close of a Shift. To have the system print the report at the close of shift then the Auto Print option must be set to “Yes” in **Reports > Setup > Components**.
- **No Auto Close** - Instructs the system not to close the Full-Serve Attendant at Close Shift or Close Day.

21.8 Pump Totalizers Report Configuration

Nucleus now supports automatic electronic meter readings each time the fuel price is changed. This is to ensure the correct fuel inventory valuation. Go to **Programming > Reports > Setup > Pump Totalizers** and enable **Auto Close With Price Change** to turn the feature on or off. If the feature is turned on, a pump totalizer report will be generated every time a fuel price change is requested from Nucleus programming, NAXML Interface, or the NLink/PDI Interface. The current Pump Totalizer report will be changed so that it is archived when closed so that it will be available for later viewing through the **Programming > Reports > Archived** menu. Changes to fuel prices because of a fuel discount will not generate a pump totalizer report. If the report is set to Auto Print the report will be sent to the report printer and archived. If the report is set to not Auto Print it will be archived but not printed.

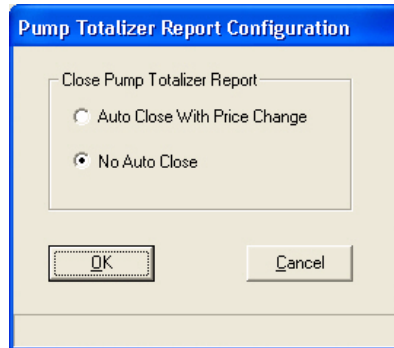


Figure 21-13 Pump Totalizer Report Configuration Window

This feature can be enabled by selecting **Auto Close With Price Change** or turned off by selecting **No Auto Close**.

See Figure 21-14 for an example of an automatically generated Pump Totalizer report.

Tom's Gas N Go 3814 Jarrett Way Austin, TX ID #: 00001100		
Totalizer Report # 1		
Start Time: Tue Nov 01 03:17:23 2005		
End Time : Wed Nov 02 02:45:24 2005		
PUMP TOTALIZERS		
Grade	Volume	Amount
Pump 1		
Midgrade	253532.910	861451.37
Unleaded	415527.830	910233.62
Super	756735.550	960264.08
Pump 2		
TOTAL	0.000	0.00
Pump 3		
TOTAL	0.000	0.00
Pump 4		
TOTAL	0.000	0.00
Totals		
Midgrade	253532.910	861451.37
Unleaded	415527.830	910233.62
Super	756735.550	960264.08
TOTAL	1425796.290	2731949.07

Figure 21-14 Pump Totalizer Report

21.9 PLU and SKU Configuration

The PLU and SKU Configuration window is used to program the system to close the PLU and SKU Reports whenever there is an End of Day or an End of Shift processed. Select Auto Close With Day to have Nucleus close the PLU and SKU reports whenever there is a Close Day processed. Select Auto Close With Shift to have Nucleus close the PLU and SKU reports whenever there is a Close Shift processed. To access PLU and SKU Configuration programming go to **Programming > Reports > Setup > PLU and SKU Configuration**.

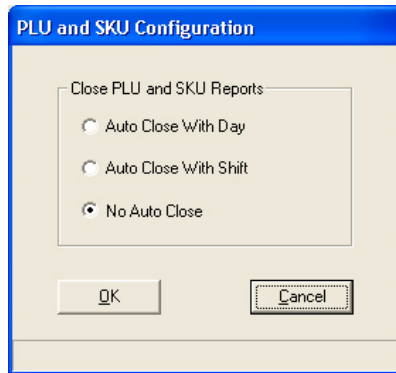


Figure 21-15 PLU and SKU Configuration Window

This option can be turned off by selecting **No Auto Close**.

21.10 Day Configuration

The Day Close Configuration window is used to program the system to close the Day Report automatically for certain days of the week. The Auto Close Day function will perform the Close Day function at the programmed time with no user intervention as long as the lowest numbered IPT is idle. If there is a sale in progress then Nucleus will wait until the IPT finishes the sale before initiating the Close Day.

To access the automatic Day Close Configuration window go to **Programming > Reports > Setup > Day Configuration**.

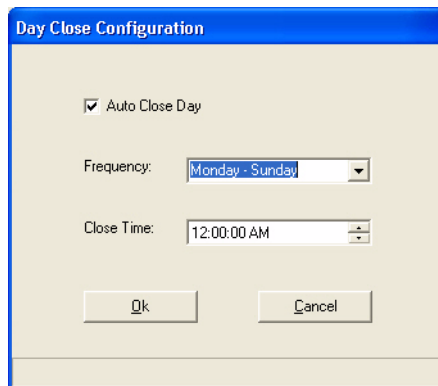


Figure 21-16 Day Close Configuration Window

The feature can be set up to close the Day Report automatically according to the following schedule:

- **Auto Close Day** - Click to enable the Automatic Day Close feature.
- **Frequency** - The Frequency pull-down can be used to set the following options.
 - * **None** - This disables Auto Close feature.

- * **Monday - Sunday** - This will force the system to close the Day at the same programmed time every day.
- * **Monday - Friday** - This will force the system to close the Day at the same programmed time every weekday.
- * **Saturday and Sunday** - This will force the system to close the Day at the same programmed time every Saturday and Sunday.
- **Close Time** - Select the time that you want the system to automatically close the day.

Click **OK** to save and exit or **Cancel** to exit without saving.

22 NETWORK PROGRAMMING

Network programming allows you to set up the Nucleus network settings as part of the system card processing function.

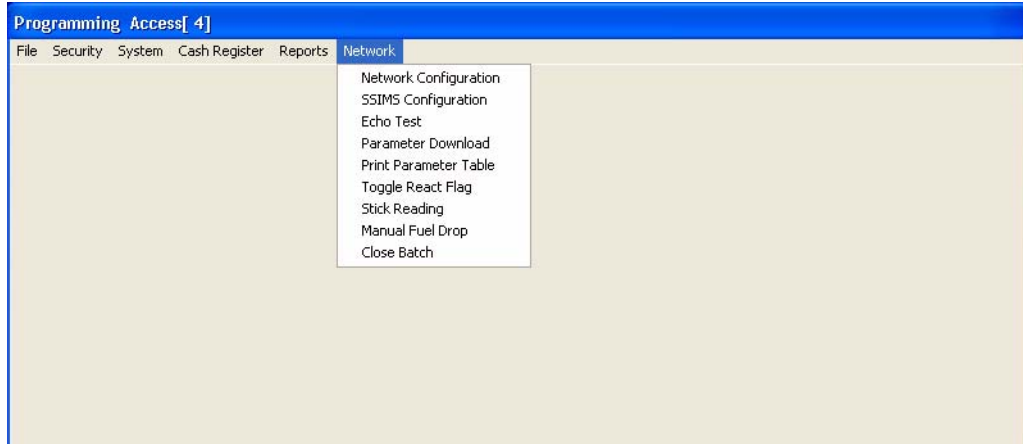


Figure 22-1 Programming Access Window

Network Programming

The Network window is where you enter station information into the system to identify the site on the credit card network. From the Programming Access window select **Applications > Network** to display the Network window. See .

22.1 Network Configuration Programming

The Network Options window is where you enter station information into the system to identify the site on the network. From the Programming Access window select **Network > Network Configuration**.

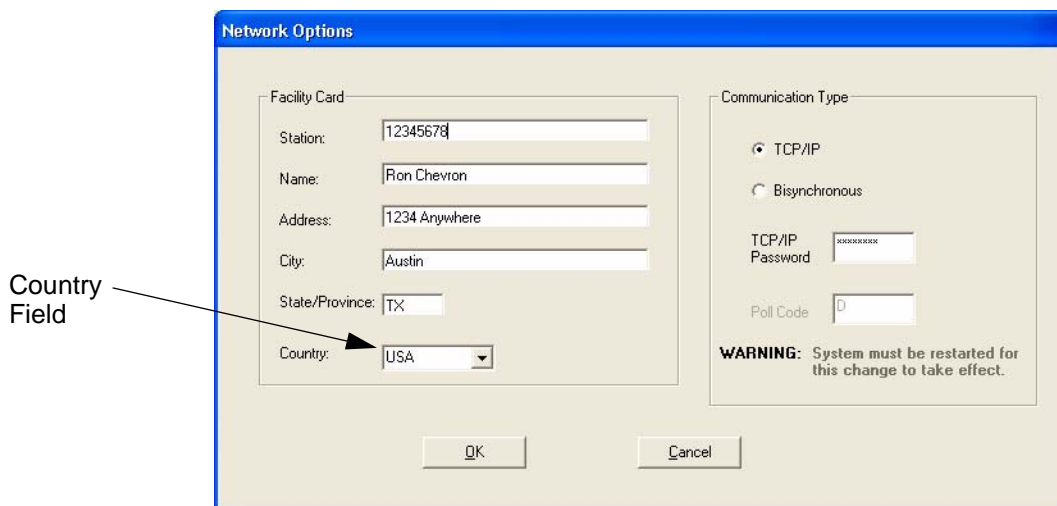


Figure 22-2 Network Options Window

- **Station** - Enter the 8-digit station ID that was obtained from the Chevron Retail Technology Support Center (RTSC) 1-800-435-7277.
- **Name** - Enter the station Name
- **Address** - Enter the station Address
- **City** - Enter the City
- **State** - Enter the State
- **Country** - Select the Country from the pull-down, either USA or Canada
- **TCP/IP** - Enables TCP/IP communication protocol
- **Bisynchronous** - Enables Bisynchronous communication protocol
- **TCP/IP Password** - Enter the TCP/IP password whenever the TCP/IP protocol is selected
- **Poll Code** - Enter the Poll Code as a capital letter whenever the Bisynchronous protocol is selected

22.2 SSIMS Configuration Programming

From the SSIMS configuration window you can choose the Send Hourly Fuel Sales flag and the Rent data flag. From the Programming Access window select **Network > SSIMS Configuration**.

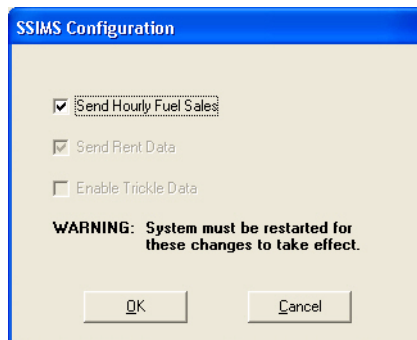


Figure 22-3 SSIMS Configuration Window

- **Send Hourly Fuel Sales** - Use the SSIMS configuration window to activate the Send Hourly Fuel Sales option which sends the site's hourly fuel sales to the Chevron host.
- **Send Rent Data** - The Send Rent Data flag controls whether or not the system sends sales data to the Chevron host.
- **Enable Trickle Data** - Set this option to enable the network Trickle Data option.

22.3 Echo Test

Select **Echo Test** from the Network pull-down to test communications from the Nucleus system to the host. The following window will be displayed following a successful Echo Test.

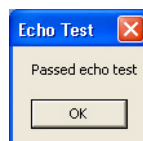


Figure 22-4 Echo Test Passed Window

22.4 Parameter Download

The Parameter Download selection is used to download a new credit card parameter table from the Chevron host. This selection should only be used by a service technician or as advised by the Chevron Retail Technology Support Center (RTSC) 1-800-435-7277.

22.5 Print Parameter Table

The Print Parameter Table selection is used to print the parameter table which is downloaded from the Chevron Host. This selection should only be used by a service technician or as advised by the Chevron Help Desk.

22.6 Toggle REACT Flag Programming

The Toggle React Flag window is where the react flag can be turned on or off. From the Programming Access window select **Network > Toggle React Flag**.

- Each time the Toggle React Flag option is selected the system will toggle the flag from on to off or from off to on. When the screen shows **Toggle react flag on** it means that the flag is currently on.
- Toggle the react flag to **on** to have the system communicate with the Chevron host. See Figure 22-5.



Figure 22-5 Toggle REACT Flag On Window

- Toggle the react flag **off** to stop communication to the Chevron host. See Figure 22-6.



Figure 22-6 Toggle REACT Flag Off Window

- Select OK to exit.

22.7 Stick Reading Programming

From the Stick Reading Capture window you can enter the volume tank stick readings. From the Programming Access window select **Network > Stick Reading**.

NOTE: Stick Reading programming should be used for sites that do not have a Tank Gauge system installed.

Last Stick Readings:			
Date (MM-DD-YYYY):	5	2	2002
Time (HH:MM):	5	:	00
Description	Grade	Stick Reading (Volume)	
Tank 1	Plus Unleaded	7894	
Tank 2	Supreme	4153	
Tank 3	Unleaded	3606	
Unused			
Unused			
Unused			
Unused			
Unused			

Figure 22-7 Stick Reading Capture Window

Use the Stick Reading Capture window to enter the volume stick readings for each tank and the date and time the readings were taken. Enter the stick readings by typing the data into the fields shown in Figure 22-7. After you select **OK**, you will be asked if you want to send the stick readings to the Chevron host.

22.8 Manual Fuel Drop

From the Manual Fuel Drop window you can enter the amount of a fuel drop that has been made at the site for each of the fuel grades and the time and date of the drop. From the Programming Access window select **Network > Manual Fuel Drop**.

NOTE: Manual Fuel Drop programming should be used for sites that do not have a Tank Gauge system installed.

Manual Fuel Drop Entry

Last Fuel Drop:

Date (MM-DD-YYYY): 7 - 13 - 2004

Time (HH:MM): :

Description	Grade	Fuel Drop (Volume)
Tank 1	Plus Unleaded	0
Tank 2	Supreme	0
Tank 3	Unleaded	0
Unused		
Unused		
Unused		
Unused		
Unused		

OK Cancel

Figure 22-8 Manual Fuel Drop Window

Use the Manual Fuel Drop Entry window to enter the fuel drop volume readings for each tank and the date and time the drop was made. Enter the fuel drop amounts by typing the data into the fields shown in Figure 22-8. Select **OK** to save the entry or **Cancel** to exit without saving.

22.9 Close Batch

From the Close Batch window you can close the electronic credit card batch and send to the host. From the Programming Access window select **Network > Close Batch**. A confirmation message will be sent from the host to verify that the batch has been successfully closed.

23 CARWASH PROGRAMMING OVERVIEW

The following instructions are meant as a programming aid for setting up Nucleus to sell car washes.

23.1 Introduction

1. First, you need to know:

- * How many Car Wash types are you going to sell? (Not including discounted Car Washes)
- * What are the Names of the Car Washes? (Example: Express, Deluxe, Works)
- * What is the full selling price for each Car Wash?
- * Are you going to offer a discount if a qualifier is met? (Example: If someone buys 8 gallons of Fuel gets \$1.00 off a car wash)

NOTE: If you are going to discount a Car Wash then you will need to know the following:

- What needs to be bought to qualify for the discount.
 - How much of a discount you will offer once the qualifier is met.
2. If a Car Wash controller is going to be connected to the Nucleus system it needs to be a controller that has been certified to work with the Nucleus POS such as one of the following models:

Ryko III Ryko IV Unitec

The Car Wash controller needs to be programmed as follows:

Baud Rate **19200**

Bits **8**

Stop Bit **1**

Parity **No**

XON/XOFF **Yes**

Alt POS **Yes**

3. The part numbers for the cables that will connect the Car Wash controller to the Nucleus system are as follows:

Ryko III Part #883664-002 = 25 Ft. Cable

Part #883664-004 = 50 Ft. Cable

Part #883664-007 = 100 Ft. Cable

Part #883664-009 = 150 Ft. Cable

Ryko IV Part #884156-025 = 25 Ft. Cable

Part #884156-050 = 50 Ft. Cable

Part #884156-100 = 100 Ft. Cable

Part #884156-150 = 150 Ft. Cable

Unitec Part #884096-025 = 25 Ft. Cable

Part #884096-050 = 50 Ft. Cable

Part #884096-100 = 100 Ft. Cable

Part #884096-150 = 150 Ft. Cable

You will need to verify the programming on the Car Wash Controller. You must have a button programmed for each Car Wash you will be selling and this information needs to match what is going to be programmed in Nucleus.

Example: If button #1 on the controller is programmed as a Express Wash. Then Car Wash #1 in Nucleus will also be programmed to Express Wash. If button #2 on the controller is programmed as a Deluxe Wash then Car Wash #2 in Nucleus will also be programmed to Deluxe Wash. If button #3 on the controller is programmed as a The Works Wash then Car Wash #3 in Nucleus will also be programmed to The Works Wash.

23.2 Programming

Nucleus Car Wash programming is now done in three steps.

1. **Car Wash Modify** (Setting up different Car Wash types)

Nucleus will allow up to twelve (12) different Car Wash types. Do not include any discounted Car Washes.

This will include the following information:

- Car Wash Name (up to twelve (12) characters)
- The full purchased price of the Car Wash
- Controller Code (If programmed to Fixed Code in Site Setup)
- PLU number
- Restrictions (which tender types will be allowed and if any sales tax is required)
- Department assignment (which department the sales will be record in)
- The Host Product Code for network purposes

Note: The Car Washes programmed in Modify must be in the same order as on the Car Wash Controller if there is a controller connected.

2. **Car Wash Site Setup**

This is where you program the following information:

- If you have connected a Car Wash controller
- The number of days the Car Wash will expire to print on the sales receipt
- Car Wash prompting Time-outs
- If there is a Unitec or Ryko Car Wash Terminal (CWT) installed at the Car Wash
- If you want to sell Car Washes at the outdoor terminals (CATs)

3. **Discount Offerings**

This is when you will program any discounts for the Car Wash:

- Need to know if a qualifier is needed before discounting the Car Wash
- What the qualifier is going to be (8 gallons of fuel)
- How much of a discount the customer will get when the qualifier is met

23.3 Car Wash Modify

How to get to this programming screen:

Press **Nucleus button > Programming > Cash Register > Non-Fuel > Car Wash**. Highlight Car Wash #01 then Press the **Modify** button.

Name:

Enter the name that will identify the car wash

NOTE:The name can be a maximum of 12 characters.

Number:

This enables you to change the car wash prompting sequence.

NOTE:This option is not active at this time.

Pricing:

Full purchase price of the selected Car Wash before any discounts are applied.

Codes:

PLU: The number the cashier will enter on the IPT to sell the Car Wash
Controller Code: A number that will identify the Car Wash type if the controller type is programmed to Fixed Code.

Restrictions:

Use Dept Security Level. This will use the departments security level
Use Dept Tax This will use the departments sales tax programming
Use Dept Tender Restrictions This will use the departments programmed tender restrictions
Override: Allows you to enable sales tax, set security levels and program allowable tender types for just this Car Wash.

NOTE:Suggest using the Use Dept. If something has to be modified like taxes you will have only one place to change it.

Department:

Select from the pick list the name of the department, that you want the car wash sales recorded.

Host Code:

Select the correct Host Product Code.

Enable:

Must be checked to activate the car wash.

NOTE:Need to modify additional Car Washes as needed Example: If you have three (3) Car Wash Types, modify Car Wash #1, #2 and #3.

The screenshot shows a software window titled "Modify Car Wash". It has a blue header bar. Below the header, there are several sections: "Name:" with a text box containing "Express Wash" and "Num:" with a text box containing "1". "Pricing:" with a text box containing "\$1.00" and "Each". "Restrictions:" with three checkboxes: "Use Dept Security Level", "Use Dept Tax", and "Use Dept Tender Restrictions", all of which are unchecked. Below these is a button labeled "Override...". "Codes:" with "PLU:" containing "1" and "Controller Code:" containing "1111". "Department:" with a dropdown menu showing "Car Wash". "Host Code:" with a dropdown menu showing "Car Wash". At the bottom, there is a checked checkbox labeled "Enable" and two buttons: "OK" and "Cancel".

23.4 Car Wash - Site Setup

How to get to this programming screen:

Press **Nucleus button > Programming > Cash Register > Non-Fuel > Car Wash**. Press the Site Setup button.

Controller Type:

Online - There is a third party car wash controller connected to the car wash communications port.

Fixed Code - The system will use the Controller Code programmed under each individual Car Wash type.

None - No Car Wash controller is connected to the Nucleus system.

NOTE: If Fixed Code or None are selected there would not be a Car Wash Controller connected

Car Wash Code Expires:

Never Expires - Car wash code never expires.

Expires In ## days - ## = number of days code is valid.

NOTE: Make sure that the number programmed in Car Wash Code Expires field matches the car wash controller. Note: This expiration date is printed on the outdoor receipt when a Car Wash is purchased. It will also print when a outdoor receipt is reprinted.

Car Wash Timeouts (In seconds)

Car Wash Wanted Prompt - Prompt asking the customer if they would like a car wash

Message To Customer - This is a text message reading "Select 1-3"

2-Line Select Car Wash Pass 1 - This is for the Text 2x16 display, the car wash prompting will make two passes prompting the customer.

4-Line Select From 3 Car Washes - This is for the Graphics 4x21 display, up to three car washes will be displayed at one time.

Disable Car Wash Terminal (CWT)

This allows to you turn off the Unitec or Ryko Car Wash Terminal.

NOTE: If the site does not have a Unitec or Ryko Car Wash Terminal, this option must be checked.

Disable Outdoor Car Wash Sales

This allows to you turn off Outdoor Car Wash sales

Car Wash Site Setup

Controller Type
 Online
 Fixed Code
 None

Car Wash Code Expires
 Never Expires
 Expires in 15 days

Car Wash Timeouts (in seconds)
Car Wash Wanted Prompt: 25
Message to Customer: 2
2-Line Select Car Wash Pass 1: 45
2-Line Select Car Wash Pass 2: 0
4-Line Select From 3 Car Washes: 45
Touch Screen Pass 2: 300

Disable Car Wash Terminal (CWT)

WARNING: System must be restarted for ANY of the ABOVE changes to take effect.

Disable Outdoor Car Wash Sale

OK Cancel

23.5 Cash Register - Discount Offering

How to get to this programming screen:

Press **Nucleus button > Programming > Cash Register > Discount Classifications > Offerings** Press the **Add** button.

Buy

This is the qualifier it can be either QTY or \$\$\$ (dollar) not both:

QTY - Number of Items or Gallons of Gas require to be purchased to get the discount.

\$\$\$ - Dollar amount that has to be purchased to get the discount.

Offer

This allows you to choose the nature of the discount:

Free - No charge, the item is discounted 100%

Amount Off - This will use the full purchase price of the item and discount the dollar amount programmed

Percent Off - This will use the full purchase price of the item and discount the percentage amount programmed.

Amount Box - This is the box displayed next to Amount Off. This is to enter the \$\$\$ or percentage of the discount.

Apply Tax to Free Product

This applies the normal tax amount if the product is Free. This is only active when Free is selected in the Offer options.

Auto RingUp

This option allows the system to automatically ring up the offering once the qualifiers required are met.

Buy Type

This is a product classification, used to help separate and identify the items in the list. It is broken as follows: Dept., Group, Fuel, Product and SubCatg.

Buy

This is a list of possible products. You will need to select the item to be purchased by highlighting it.

NOTE: You must use the up and down arrow keys to maneuver inside the list

Offer Type

This is a product classification, used to help separate and identify the items in the list. The list is separated as follows: Car Wash, Combo, Group, Product and SubCatg. The Offer Type heading groups the different offer types together to help identify them.

Offer

This is a list of possible products to choose from. You will need to select the item to be purchased and highlight it.

NOTE: You must use the up and down arrow keys to maneuver inside the list.

A GLOSSARY

Amount	Amount refers to a monetary amount. The currency units will depend on the application/country.
Attendant	A store employee who conducts fuel sales transactions outdoors at the pumps. If outdoor terminals are present, the attendant is the terminal operator, and may also perform non-fuel transactions. The attendant may or may not actually perform the fueling.
Authorize	An operation that enables a pump to dispense fuel. After a successful authorization, no further input is necessary to the pump for dispensing (though the pump itself may require local actions to take place, like nozzle out and push-to-start).
Bill Acceptor (BAC)	An outdoor terminal element that can accept and recognize paper currency.
Batch	Batches are collections of credit and debit sales to be sent to the host.
Card Handling System	The subsystem within Nucleus that reads and interprets magnetic cards, validates them via internal structures and card processing host communications, and sends transaction information to the Chevron host.
Cashier	A store employee who conducts sales and non-sales transactions at an indoor terminal.
Customer Activated Terminal (CAT)	An outdoor terminal containing a card reader. Transactions can be initiated by using a magnetic card at the terminal.
Customer Display Unit(CDU)	An indoor display unit visible to the customer, used to display sales transaction data including item names and prices, fuel sale data, amount due, tendered, and change due data.
De-authorize	Cancellation of a pump authorization command.
Department	A categorization unit for all items and services sold at a store. All line items in an ECR transaction are attributed to exactly one department in the set of departments. Each department has its own name and programmable characteristics.
Discount	A line item in an ECR transaction representing a discount to the customer. Discounts may apply to specific items or a sales transaction in general.
Electronic Cash Register (ECR)	The system within Nucleus responsible for conducting sales and non-sales transactions. May be controlled by a cashier indoors or an attendant outdoors.
Expiration Date (card)	A 4-digit date after which the card is no longer valid. It is embossed or printed on the plastic card and encoded on the magnetic stripe. It is usually expressed as MMY. Y.
Fallback Limit	If the network is unavailable and a sale is less than this amount, the card can be authorized locally. Typically, processing is disallowed if this value is 0.
Financial Operations Keys	Keys on an indoor payment terminal used by the ECR for non-sales transactions. Examples are safe drop, paid in, paid out, and safe loan.

Floor Limit	If a sale is less than this amount, the card can be authorized locally. No attempts are made to contact the network for authorization. Typically, all card accounts are sent to the host for authorization if this value is 0,
Fueling Point	See Pump.
Fueling Position	See Pump.
Full Service Terminal	An outdoor payment terminal configured for operation by store attendants. At a full service terminal an attendant may conduct fuel and/or non-fuel transactions.
Full-Serve	See Full Service Terminal.
Grade (fuel)	A categorization of fuel types available at a store. Grades may come straight from tanks or may be generated by blending two "pure" grades. Fuels that are treated in more than one way are also considered separate grades; e.g., filtered and un-filtered diesel fuel.
Group	A categorization unit for all items and services sold at a store. All line items in an ECR transaction can be attributed to exactly one group in the set of groups. Each department in the system reports to one group. Groups are a more aggregate categorization of items. See Department.
Header	A logo that is printed at the top of a customer receipt, typically used for station identification and advertising messages.
High Amount Lockout (HALO)	An amount programmed independently for each department which puts an upper limit on the amount of any line item attributed to that department. HALOs may also be programmed for tendering and non-sales operations.
Host Limit	If a sale is greater than this amount, a voice authorization is required. Also called a purchase limit.
ICAT	Indoor Card Authorization Terminal - The in-store unit that a customer uses to swipe a credit card.
Inclusive Tax	A type of taxation in which one tax rate must be applied to a sale prior to the calculation of any other tax. It is used in some Canadian provinces.
Incomplete Prepay	A state of a fuel operation in which the customer has begun a prepay fuel sale, but dispensing has stopped prior to dispensing the total amount and the customer is due a refund. See Prepay Fuel Sales.
Indoor Payment Terminal (IPT)	An industry-standard computer that acts as a cashier terminal to process transactions. The Primary IPT acts both as a cashier terminal and as Store Controller. Other IPTs are necessary if more than one cashier terminal is needed.
Issuer	An organization in charge of distribution and billing of cards; e.g., Visa, American Express, Maestro, etc.
Journal	A printed copy of all transactions. Journals may represent single or multiple terminal activities.
Level	In the context of fuel pricing, levels represent degrees of service, which may reflect distinctive unit pricing. Each tier in Nucleus contains four price levels: Self, Mini, Full-Serve, and Other.
Line Item	A single entry for a sales transactions. Each line item has at least a description and a price extension associated with it. Example of line items are open department sales, PLU sales, fuel sales, and discounts.

Logos	Generic term used for store-specific alphanumeric text descriptions programmed into the system. For example, header logos are programmable text lines that are printed at the top of each receipt.
Low Amount Lockout (LALO)	An amount programmed independently for each department which puts a lower limit on the amount of any line item attributed to that department.
Master Security Module	That part of the network host that decrypts Personal Identification Numbers upon receiving them from Point of Sale terminals.
Mini-Serve	A dispenser configuration in which an attendant performs the fueling operation and the customer pays for the sale either at an outdoor or indoor payment terminal.
Negative Department	A negative department causes the system to subtract an amount from the total of the transaction. An example of a negative department would be bottle returns paid out during the course of the day.
Nozzle In	This is the state in which the nozzle and any slide or lever has been placed in its resting position at a dispenser.
Nozzle	The physical device on a dispenser through which the operator dispenses fuel.
Nozzle Out	This is the state in which the nozzle has been removed from its resting position at a dispenser and all slides or levers have been set to the "on" position.
Off-line	A non-communicating state of a Nucleus device or peripheral. The off-line state may be due to device problems or due to intentional programming or disconnection of the device. See On-line.
On-line	The normal and communicating state of a Nucleus device or peripheral. See Off-line.
Operator	In Nucleus context, an operator is the person in control of a Nucleus payment terminal (indoor or outdoor) or dispenser. Operators may be cashiers, attendants, or customers; other lower frequency operators may be store vendors, tank truck drivers, and inspectors.
Paid In	An ECR non-sales transaction in which funds are transferred into the system. An example is a customer making a payment on a store account.
Paid Out	An ECR non-sales transaction in which funds are transferred out of the system. An example is a payment to a vendor (e.g., "bread man").
Personal Identification Number (PIN)	A 4 to 12 digit number known only to a customer for use in validating debit card transactions.
Personal Account Number	In card processing, the number that identifies the cardholder account to the Issuer. It is embossed or printed on the plastic card and encoded on the magnetic stripe. The maximum length is 19 digits.
PIN Keypad	Numeric keyboard used for entry of Personal Identification Numbers
Point of Sale (POS)	A terminal or other device at which sales transactions can take place. For example, indoor payment terminals and outdoor payment terminals are considered a Point of Sale.
Postpay Fuel Sales	A fueling operation in which fuel is dispensed prior to tendering the corresponding sale.

Pre-Authorization	In card processing at indoor terminals, a method of inputting card data (usually by card swipe) prior to the tendering phase, in order to allow time overlap between host card authorization and the sales transaction.
Pre-Cutoff	Same as Slowdown Point. A volume amount remaining to be pumped at which fuel flow is reduced at the fueling point.
Prefix	The first “N” digits of a credit card number. Typically, N ranges from 4 to 11. Note that these first digits of a card number may or may not be embossed on the card (but always appear on the magnetic strip).
Prepay Fuel Sales	A fueling operation in which the customer tenders a deposit prior to fueling. After fueling, the customer may be due a partial refund. See Incomplete Prepay.
Preset Key	A key on an indoor payment terminal used by the ECR subsystem for allowing the cashier to perform a one-key selection of a specific item for use as a line item in a sales transaction.
Preset Fuel Sales	A postpay fuel sale on which a volume or amount limit has been placed that is lower than the default.
Price Lookup (PLU)	A system used at a site for numeric identification of merchandise. An ECR can use Price Lookup for determining pricing and restrictions for items.
Price Extension	The total contribution of a line item to a sales transaction. For example, if a line item represents the sale of 2 items, the price extension is 2 times the item's unit price.
Primary Account Number	See Personal Account Number.
Pulser	The unit in a dispenser responsible for measuring fuel delivery in units of pre-defined pulses. The pulse count in US pumps is used by Nucleus along with a calibration factor from the pump to determine the volume of fuel delivered in a fueling operation.
Pump	Pump refers to an independently controllable fueling point. Two or more dispensers may be physically housed together.
Pump Positions	The possible ways in which one or more nozzles can dispense fuel. For multi-grade dispensers, each position corresponds to a nozzle. For blending dispensers that have a single nozzle, each position corresponds to an available blend selection.
Push to Start (PTS)	A type of pump configuration and operation in which a button must be pushed on the pump in order for fueling to commence. Used primarily with US Vista pumps.
QWERTY Keyboard	In this document, a PC-compatible alphanumeric keyboard.
Security Access Levels	A system of protection that allows the system to restrict access to various programming, reporting, and operational features depending on the access rights given to specific personnel.
Self-Serve	A dispenser configuration in which the customer himself performs the fueling operation and pays for the sale either at an indoor or outdoor payment terminal.
Slowdown Point	See Pre-Cutoff.
Stock Keeping Unit (SKU)	An inventory classification number assigned to a product for price lookup and tracking purposes.
Subtotal	The sum of all line items within a sales transaction. This includes all discounts or service charges but not applied taxes.

Tank	A tank is an individual container for fuel to which the dispensers are connected. If multiple tanks are plumbed together they are considered a single tank.
Tax Shift	An ECR sales transaction feature in which an individual item's taxability is altered; if the item is normally taxable then tax is exempted for that item. If the item is not taxable, tax is applied. Used mainly by the cashier for open department sales in which almost all items reporting to the department are taxed (or all are not), and a non-taxed (or taxed) item must be rung up to the department.
Tax Exempt	An ECR sales transaction feature in which either individual items or the entire sale can be excused from taxation that would normally apply.
Tax Breakpoint Table	A schedule of tax amounts created by a taxing entity (usually in hard copy form), and programmed into the ECR database. Each entry in the table has a "from" amount, a "to" amount, and the tax amount to be applied for sales subtotals that fall within the "from" and "to."
Tendering	The ECR sales transaction phase in which all line items have been created and money is now received from the customer.
Tier	Tiers reflect fuel product unit pricing. Typically tiers would be used for day/night pricing and/or altered mode of operation for a dispenser (e.g., full service during the day and self service during the night).
Trailer	A logo that is printed at the bottom of a customer receipt; usually used for advertising messages.
Unit Price	For fuel, Unit Price is the price per unit volume; e.g., dollars per gallon. For non-fuel items, unit price is the price per single item.
Universal Product Code (UPC)	The standard bar code symbol for retail food (and non-food) packages in the United States.
Volume	Volume usually denotes a quantity of fuel dispensed from a pump. Units of volume are either liters, gallons, or imperial gallons.
Wayne Plus/3	The previous Wayne Dresser USA product family which includes pump control, ECR, and card processing capabilities.
Weights & Measures (W&M)	Weights & Measures refer to the governing regulators for fuel dispensing equipment; e.g., the National Institute of Standards and Technology in USA, and Physikalisch-Technische Bundesanstalt (PTB) in Germany.

B LIST OF ACRONYMS

ANSI	American National Standards Institute.
BAC	Bill Acceptor
CHS	See Card Handling System.
CAT	See Customer Activated Terminal.
CDU	See Customer Display Unit.
CPS	See Card Processing System.
DEA	Data Encryption Algorithm.
DES	Data Encryption Standard. Adopted by the National Bureau of Standards for unclassified applications.

DSC Discount / Service Charge. See Discount or Service Charge.
ECR See Electronic Cash Register.
HALO See High Amount Lockout.
IPT See Indoor Payment Terminal.
LALO See Low Amount Lockout.
PC Personal Computer. Usually refers to an IBM PC or compatible computer system.
PIN See Personal Identification Number.
PLU See Price Lookup.
POS See Point of Sale.
PTS See Push to Start.
SKU See Stock Keeping Unit.

PROGRAMMING MANUAL

Chevron Nucleus XPe P/N 2-920494

Written by Tom Sigmon

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**Dresser Wayne, Dresser, Inc., is located at 3814 Jarrett Way, Austin TX 78728.
Wayne's general telephone number is (512)-388-8311.**

NOTE: "This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the 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."



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