

# Quick Reference



## LP-1000N



### Label Printing Scale







## PLU Programming

### Scale Version 3.3 and above

To speed up programming, items not being programmed can be bypassed by using , as long as the display does not say "enter,01.01, or 02.01".  will take you backwards.






**A.** Press  on the numeric keypad. Press  on the alpha/numeric keypad. The display will show **PLU**.

**B.** Press . The display will show **PLUno** and a 'number'. This number is how many PLU's are left for programming.



**C.** The PLU number is used to recall a PLU for a sale. 1-54 are automatically assigned to speed keys 1-54. If the PLU is not assigned to a speed key, then you call it up by keying in the number and pressing the PLU key. PLU numbers can only be 4 digits {1-4000}. Enter the PLU number you wish to program or edit. Press . The display will show **iCodeE**. If you do not want to program an **iCodeE**, then press  and go to step **E**. Press  if you are programming an **iCodeE**.




**D.** The display will show **iCodeE EntEr**. The **iCodeE** is the number that the scanning system uses to identify the commodity. This number can be from 0-999999.




The amount of numbers used has to correspond with the barcode selected in the settings. Please consult the manual for the list of combinations of **iCodeE**, total price check digit and total price that will appear in the barcode. Key in the desired **iCodeE**.




**E.** Press . The display will show **nAmE**. If you do not want to program a **nAmE** then press  and go to step **F**. If you want to program a **nAmE** Press . The display will show **nAmE 01.01**. If you make a mistake,  will delete the last character or  will delete all the characters.




Use the large alpha/numeric keypad for programming. The first **01** stands for line 1, while the second **01** is what character you are on for the commodity name. The shift key toggles between upper and lower case letters. If the light is not lit, it will be upper case. 28 characters per line can be programmed and the second **01** will increase in number as you type in the characters to show how many have been used. When

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the first line is completed, press , or  to go to the second line and the display will show **02.01** or Press  to bypass the second line and proceed to **F**. If you program the second line, it is done just like first line.




**F.** Press . The display will show **mSGno**. If you do not want to program **mSGno**, then press  and go to step **G**. If you want to program a **mSGno**, press . The display will show **mSgno EntEr** and a number. If you programmed or are going to program message {Ingredients} you assign the message {Ingredient} number that you wish to print with this PLU at this time.



**G.** Press . The display will show **PriCE**. If you do not want to program **PriCE**, then press  and go to step **H**. If you want to program a price, press . The display will show **PriCE EntEr 0.00**. Use the numeric keypad to key in the price of the commodity. This number can be from 0.00-9999.99.


**H.** Press . The display will show **LiFE**. If you do not want to program **LiFE**, then press  and go to step **I**. If you want to program a **LiFE**, press . The display will show **LiFE EntEr 0**. This is the shelf life of the commodity. The sell by date is calculated by

packed on date + life = sell by date. This number can be from 0-999.

**I.** Press . The display will show **tArE**. If you do not want to program a **tArE**, then press  and go to step **J**. If you want to program a **tArE**, press . The display will show **tArE EntEr 0.00**. If you know the weight of the container you are using with this commodity, you can key it in using the numeric keypad. This number can be from 0.00-30.00.

**J.** Press . The display will show **GCode**. If you do not want to program a **GCode**, then press  and go to step **K**. If you want to program a **GCode**, press . The display will show **GCode EntEr 0**. Use the numeric keypad to enter a number. This number is used to group like products together (Eg. Poultry -10, Beef -20, etc.). This number can be from 0-99.

**K.** Press . The display will show **SAvE**. Press  and the display will show **SAvE do...** and print a verification label.

**L.** After the label is printed the display will go back to **PLU**. If you wish to continue programming go back to step **B**. If you are done programming press .