

# ENCOR

■ ActiveX™ Technical Reference

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## ENCOR ActiveX™ Technical Reference

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# ENCOR Business Objects

This reference describes the business objects used by ENCOR. It contains general explanations about those objects, programming overview, examples, and detailed list of methods and properties available by those objects.

## Overview

ENCOR business objects are ActiveX DLL's. Each object is responsible for one or more subjects in the system. Those subjects can be tables (PLU, Promotion etc.), areas (Cash Office) and more.

The objects encapsulate all the business functionality needed to implement the subject. This functionality is usually made of:

- Reading object from database
- Writing object to database
- Updating QDX where needed, including sending maintenance to POS terminals
- Updating related tables.
- Business rules (validations)

ENCOR Objects infrastructure is based upon Three-Tier Architecture. Each tier can be recognized by its name that composed as follows:

- Tier prefix  
V8G\_ - represent the Presentation tier ("G" for GUI)  
V8O\_ - represent the Business (Middle) tier ("O" for Object)  
V8P\_ - represent the Data tier ("P" for Persist)
- Subject name

Right after the prefix comes the subject name.

**For Example:**

Presentation object -	V8G_PLU.DLL
Business object -	V8O_PLU.DLL
Data object -	V8P_PLU.DLL

## Object Types

There are two kinds of ENCOR Business objects.

- Objects – (which are loaded with a list of keys).

(See “Loading ENCOR Objects”)

- Filtered Objects – (To load them, either an empty recordset representing a whole collection, or a recordset representing a filter to get selected result, can be sent. A sorting recordset can also be sent.

(See “Loading ENCOR Objects with filtering”)

## Class Types

Basically, for each table in the system, there are 2 classes:

- **Single**

Handles a single object (a single PLU, a single department etc.). Single objects are implemented as a class that is usually named CDEP, CPlu, CDiscount etc.

Class name format:

Prefix: “C”

Suffix:       Table name

- **Multi**

Handles multiple objects (list of departments, list of discounts etc). Multiple objects are implemented as a class that is usually named CDEPS, CPluS, CDiscountS etc.

Class name format:

Prefix: “C”

Suffix:       Table name + “S”

## Loading ENCOR Objects

While loading ENCOR single objects, using the method “Load”, a list of keys (as parameters) is passed.

Basically, the parameters list determines by the fields included in the Primary Key of the table, which linked to the object.

Dlls Name	Class's Name	Linked table	Parameters list
V8BusObj	CAudit	AUDIT	AUDIT_ID
	CAuditDetail	AUDIT_DETAIL	ID, FLD_NM
	CCashOffice		
	CCashOfficeLog		
	CCCashOfficeMange		
	CChkoutBank	CHKOUT_BNK	BNK_ID
	CChkoutBankDisplay		
	CChkoutBankOpen Loan	CHKOUT_BNK_OPEN_LOAN	TND_CD, CHK_BNK_ID
	CCntrlChk	CNTRL_CHK	CC_NBR
	CCommunityPartner	COMUNTY_PRTNR	PRG_ID
	CCoupon	COUPON	COUP_NBR
	CCshrChkBnk	CASHR_CHK BANK_AS SGN	BANK_ID, EMP_ID
	CCustSurvLnk	CUST_SURV_LNKD	BNK_ID, QST_ID
	CCustSurvQst	CUST_SURV_QST	QST_ID
	CDEAGrp		
	CDEPDisplay		
	CDep	DEP	STR_HIER_ID,
	CDepGrp	DEP_GROUP	GRP_ID
	CDiscount	DISCOUNT	DISC_NBR
	CEmp	EMP	EMP_ID
	CExciseTax	EXCISE_TAX	EXCISE_TAX_NBR
	CMenuSysImport		

Dlls Name	Class's Name	Linked table	Parameters list
	CMsgCenter	MSG_CNTR	MSG_TYPE, ID
	CMsgQue	MSG_QUE	ID, MSG_TYPE, EMP_ID, TER_ID, BNK_ID
	CPlu		
	CPluAtProm		
	CPluPriceReasone		
	CPLUReport		
	CPLUReportSelect		
	CposMenu		
	CposMenuLine	POS_MENU_LINES	MNU_TYPE, MNU_NBR, LINE_NBR
	CPosMenu	POS_MENU	MNU_TYPE, MNU_NBR
	CpostItemMsg	POST_ITM_MSG	MSG_NBR
	CProm		
	CReceipt		
	CReceiptLine		
	CRemoteLogOff Display		
	CRestrictionLayout		
	CReturnType	RTN_TYPE	RTN_NBR
	CSubDep		
	CSubDepDisplay		
	CSysParameter	SYS_PRM	NAME
	CTareWeight	TARE_WGT	TAR_WGT_NBR
	CTerminal	TER	TER_ID
V8O_CashOffice	CViewLoanPickup	LOAN_PICKUP	DT, EMP_ID, TER_ID, TND_CD
V8O_PLU	CDEAGrp	DEA_GRP	ID
	CPlu	PLU	ITM_ID
	CPluPriceReasone	PLU_PRC_RSN	PRC_RSN_ID

Dlls Name	Class's Name	Linked table	Parameters list
	CPriceGroup	PRC_GRP	PRC_GRP_ID
V80_Plubatch	CPlubatch	PLU_BTCH	BTCH_NBR, DT_CREATED
V80_Plucategory	CPLUCategoryField	PLU_CTG_FLD	ID_FLD, FLD_NAME_TXT, TBL_NAME, DEF_VAL
	CPLUCategory	PLU_CTG	ID_CTG
	CPLUFilterCategory	PLU_FLTR_CTG	FLTR_ID, CTG_ID
	CPLUFilter	PLU_FLTR	FLTR_ID
	CPLUFilterValue	PLU_FLTR_VAL	VAL_ID, SEQ_NBR, FLD_ID, TBL_NAME
	CPLUReportEnv	PLU_RPT_ENV	RPT_ID, RPT_TYPE
V80_Alrt	CAlrt	ALRT	ALRT_ID
	CAlrtAssgn	ALRT_ASSGN	ALRT_ID, TRGT_ID
	CAlrtTran	ALRT_TRAN	TRAN_ID, ALRT_ID, POS_PC_FG, POS_PC_ID, GEN_TM
	CAlrtTrgt	ALRT_TRGTS	TRGT_ID
V80_EmailSend	CEmailSend	EMAIL_SEND	LOYAL_CUST_NUM, TRAN_FILE_PTR
V80_PostEmail	CPosEmail	POST_EMAIL	MailID
V80_SysPrm	CCpnPrnMaint	CPN_PRN_MAINT	ID
	CcpnValueCode	CPN_VAL_CODE	ID
	CMultStampScheme	MULTIPLE_STAMP_ SCHEMES	ID
	CQdxFileChkSum	QDX_FILE_CHECKSUM	ID
	CRestrictSales	RSTRCT_SLS	ID
V80_SysPrmGeneral	CSysPrmGen	SYS_PRM	ID, NAME
V80_Table	CEcca	ECCA	ECCA_CD
	CTareWgt	TARE_WGT	TAR_WGT_NBR
V80_Tasks	CTasks	TASKS	NAME
V80_EodInt	CEodAutoTimes	EOD_AUTO_TIMES	DAY_ID

Dlls Name	Class's Name	Linked table	Parameters list
	CEodExpDate	EOD_EXP_DATE	DAY_ID
	CPosEodListPersists	POS_EOD_LIST	POS_NBR
V80_ReportSchedule	CReportArchive	ReportArchive	DDateActivate, iReportId, iUserDefineld
	CReportSource	ReportSource	iReportSourceId
	CRptAttributes	ReportAttributes	iReportId
	CRptParameter	ReportParameter	IReportId, iParamNo
	CRptPrmVal	ReportParamValues	IJobId, iParamNo
	CRptSched	ReportSchedule	iJobId
	CRptType	ReportType	iReportType
V80_MmbrProm	CClbCrdScheme	CLB_CRD_SCHM	SCHM_ID
	CCreditProg	CRDT_PROG	CRDT_PROG_ID
	CLoyalCust	LOYAL_CUST	LOYAL_CUS_NUM
	CMmbrPromLnkd	MMBR_PROM_LNKD	MMBR_PROM_ID, LNK_TYP, LNK_ID
	CMmbrProm	MMBR_PROM	MMBR_PROM_ID
	CSegments	SEGMENTS	SEGMENT_ID
V80_Language	CControls	Controls	lLanguageId, sProject, sFormName, sControlName, iSubControlId, iCollItemId
	CEdtMenu	MenuObjectStrings	lLanguageId, lObjectId
	CEdtMsg	MsgValue	lMessageId, lLanguageId
	CLanguages	Languages	lLanguageId
	CReportStrings	ReportStrings	lLanguageId, lStringId, sReportName
	CStrLng	Strings	lLanguageId, lStringId
V80_ServiceFee	CFee	FEE	FEE_ID
	CFeeRange	FEE_RANGE	FEE_ID, RANGE_ID

Dlls Name	Class's Name	Linked table	Parameters list
V8O_GenBatch	CGenBatchHeader	GEN_BTCH_HDR	BTCH_NBR, DT_CREATED, BTCH_TYPE,
	CGenBatchType	GEN_BTCH_TYPE	ID
	CGenBtchError	GEN_BTCH_ERROR	BTCH_NBR, DT_CREATED, BTCH_TYPE
	CBtchMbrPrmLnk	GEN_BTCH_MMBR_ PROM_LNKD	GEN_BTCH_NBR, DT_CREATED, OPCODE, MMBR_PROM_ID, LNK_TYP, LNK_ID
	CBatchSubDep	GEN_BTCH_SUB_DEP	GEN_BTCH_NBR, DT_CREATED, OPCODE, SUB_DEP_NBR
	CBatchPluGroup	GEN_BTCH_PLU_GRO UP	GEN_BTCH_NBR, DT_CREATED, OPCODE, GRP_ID
	CBatchMemberProm	GEN_BTCH_MMBR_PR OM	GEN_BTCH_NBR, DT_CREATED, OPCODE, MMBR_PROM_ID
	CbatchLoyalCust	GEN_BTCH_LOYAL_ CUST	GEN_BTCH_NBR, DT_CREATED, OPCODE, LOYAL_CUS_NUM
	CbatchBadAccount	GEN_BTCH_BAD_ ACCT	GEN_BTCH_NBR, DT_CREATED, OPCODE, ACCT_NBR
	CbatchCrdtProg	GEN_BTCH_CRDT_ PROG	GEN_BTCH_NBR, DT_CREATED, OPCODE, CRDT_PROG_ID
	CbatchDep	GEN_BTCH_DEP	GEN_BTCH_NBR, DT_CREATED, OPCODE, STR_HIER_ID
	CBatchFuelGrade	GEN_BTCH_ FuelGrades	GEN_BTCH_NBR, DT_CREATED, OPCODE, GradeId

## Loading ENCOR Objects with filtering

While working with the second type of objects, a filter object can be used in order to send the exact filtering to get from the collection (Multi object) by using the V8\_DataManager.Dll

V8\_DataManager.Dll, has two important classes:

**CFilter** – which define a recordset (ADO) representing the filtering, using two methods: ADD and CLEAR.

**CSort** – which define a recordset (ADO) representing the sorting,

Using two methods: ADD and CLEAR.

### **CFilter – “ADD” Method**

The “ADD” method has the following parameters list:

#### **Property name –**

The name of the field in the object (V8O\_Tender, V8O\_Dep, etc...) to filter.

#### **Property Value –**

The field's value to filter on.

#### **Operator –**

Operator between the field and it's following field.

Following is the operator's enumeration:

POSCFilterOpNone = 1

POSCFilterOpEqual = 2

POSCFilterOpNotEqual = 3

POSCFilterOpLessOrEqual = 4

POSCFilterOpGreaterOrEqual = 5

POSCFilterOpLess = 6

POSCFilterOpGreater = 7

POSCFilterOpLike = 8

### **PreLinkOperator –**

Logical operator.

Following is the operator's enumeration:

POSCFilterLinkOpNone = 1

POSCFilterLinkOpAnd = 2

POSCFilterLinkOpOr = 3

POSCFilterLinkOpLeftParenthesis = 4

POSCFilterLinkOpRightParenthesis = 5

POSCFilterLinkOpNot = 6

POSCFilterLinkOpNotAnd = 7

POSCFilterLinkOpNotOR = 8

### **CSort – “ADD” Method**

The “ADD” method has the following parameters list:

#### **Property name –**

The name of the field in the object (V8O\_Tender, V8O\_Dep, etc...) to filter.

#### **Order Type –**

Ordering type according the following enumeration:

POSOrderTypeDesc = 1

POSOrderTypeAsc = 2

### **CSort & CFilter– “CLEAR” Method**

Clearing the filtering and sorting object.

#### **Example:**

```
Dim objFilter as DataObject.CFilter
```

```
Dim objSort as DataObject.CSort
```

```
Dim objTender as V8O_Tender.CbadAcct
```

```
Set objTender = V8O_Tender.CbadAcct
```

```
Set objFilter = New DataObject.CFilter
```

Set objSort = New DataObject.CSort

objSort.Add "AccountNumber", POSOrderTypeAsc

objFilter.Add "AccountNumber", "981435"

objTender.CastObject.Load objFilter.GetRecordset, objSort.GetRecordset

DII's Name	Class's Name	Property list
V8O_Alrt	CAlertLog	
	CAIrt	
	CAIrtAssign	
	CAIrtProfile	
	CAIrtTran	
	CAIrtTranDisplay	
	CAIrtTrgt	
V8O_AppProfiles	CAppProfile	
	CAppUsers	
	CAppUsersDisplay	
V8O_ArAcct	CArAccount	
V8O_Bad_Acct	CBad_Acct	
	CBad_AcctDisplay	
	CBad_AcctEnh	
	CBad_AcctEnhDisplay	
V8O_Barcode	CBarcode	
	CBarcodeDisplay	
V8O_CashOffice	CCashOffice	
	CCashOfficeLog	
	CCCashOfficeMange	
	CViewLoanPickup	
V8O_CDM_Export	CCDMLogObj	
	cFilterLinesObj	

DII's Name	Class's Name	Property list
	cTableFilterObj	
	CTableFilterObj	
	cImport	
	cRestore	
V8O_CDV	CCdvS	
	Display	
V8O_CustAcct	CCustAcct	
V8O_DashBoard	CEmpData	
	CEmpData	
	cHrlyPrdcvty	
	cIMessages	
	cRMA	
	CStoreSales	
	CTerData	
V8O_Dep	cDep	CFTaxRate7, CFTaxRate8
	CDepGroup	Description, GroupID, NoneMDSE, SouperGroup
	CSubDep	GroupID, DepartementID, Description SubDepartmentID
	CSuperGroup	SprDescription, sprNonBankAble, sprID
V8O_Departments	CDepartments	
	CDepartmentsDisplay	
	cSubDep	
	CDepBudget	
	CDepBudgetDisplay	
V8O_DepBudget		
V8O_Tender	CBadAcct	ACCT_NBR = AccountNumber;CNTRL_CHK_NBR = CCNumber

DII's Name	Class's Name	Property list
	CBadAcctEnh	AccountID, AmountOWING, AmountTendered, ControlCheckNumber, Description, DateTendered, Initials, OrgStoreNumber, SeqNumber, SpecialDescr, Tender
	CCardsRange	AllowedAuthoKeyFlg, AuthoFlg, CardUseage, CashBackSchMax, CashBackSchMin, ClubCardCode, CountFileFlg, CreditCardFlg, CreditRna
	CCrdVld	ControlCheckNumber, CheckMMYYFlg, CardValidCode, Description, DateExpReqFlg, DateFormat, DateManualFlg, ExpirationDate, ExtraIDOption, ExtraC
	CEcca	Address, BadAccountControlCheck, BadAccountFlg, CheckFileFlg, Damount, DcashBack, DcheckAmountFlg DcheckCashBackFlg, DcheckCountFlg, Dco
	CTender	AcceptRefund, AcceptSales, AccountNumber, AccountOption AccountPrmpt, AccountRequired, AdditionalTenderInform, AddFloat
	CTenderGroup	TenderGroupName, TenderGroup
V8O_PluGroup	CPLUGroup	GroupID, Description, QDX_OP_CODE

## Programming Concepts

This section describes how to write programs that use ENCOR business objects. Since most objects are similar in their concepts, the concepts described below apply to most ENCOR business objects.

### Common Methods and Properties

The following concepts (object types, method, properties) are common to all objects in the system (PLU, Department, Promotion etc.).

#### “Single” Object

The single object is made of the following parts:

- Property IsNew
- Property IsDirty
- Property IsDeleted

- Property CastObject
- Properties and methods unique to the specific object.

### Common Properties (Read Only Properties)

These properties are common to all single objects and they indicate the object status. These properties are:

Property Name	Description
IsNew	Indicates that the lookup item is not found in the database. This property is set after calling the Load() method, which reads the record from database. If the item was found, IsNew will be FALSE. If the item was not found, IsNew will be TRUE.
IsDeleted	Indicate intention to delete the object. This property is set after the Delete() method is called.
IsDirty	Indicate that the object one or more of the object properties were modified.

### CastObject

CastObject is an object inherited by all business objects. It contains the basic methods and properties common to all objects.

These methods are used to implement the general interface business objects.

Name	Description
Load(ByVal vKey1, Optional ByVal vKey2, Optional ByVal vKey3, Optional ByVal vKey4, Optional ByVal vKey5)	Reads object from database. Pass object keys (PLU number, promotion number etc.) to this method to read the item. The IsNew property will be set true or false if the record was found or not.
Edit()	Allow editing the object. Before any of the object properties (price, name, etc.) are changed or a new item is added, this method must be called to switch the object into edit mode.
CancelEdit()	Cancel any changes to the object and restore its initial values (after load or reset)
Apply()	Save changes to database.

Name	Description
Delete()	Put the object in delete state. After calling Apply the object is deleted from storage.
IsEdit	The object is in edit mode
IsNew	The object is new. See above.
IsValid	The object is valid. Run all business rule validations of this object to make sure the record is valid.
AddNew()	Private to PLU
IsDeleted	The object is marked for delete. See above.
IsDirty	Object is dirty (properties were changed). See above.

### Unique Properties (Read/Write Properties)

These properties differ from one object to the other. On the PLU object they will be PLU number, description, price etc. On department they will be department number, name, active etc.

### “Multi” Object

The multi object is made of the following parts:

- Property CastObject
- Method Item
- Properties and methods unique to the specific object.

### CastObject

CastObject is an object inherited by all business objects. It contains the basic methods and properties common to all objects:

Name	Description
Load()	Read all records into the “Items” collection (see below)
MoveFirst()	Move to first record in collection
MoveLast()	Move to last record in collection
MoveNext()	Move to next record
MovePrevious()	Move to previous record

Name	Description
Refresh()	Refresh collection
RemoveCurrent()	Delete current record from the "Item" collection
GetOrder()	Get order as string
Bookmark	Bookmark of current record in collection. Updated as the collection is moved through.
Count	Number of records in collection. Set after calling Load()
IsFirst	Is it the 1 <sup>st</sup> record in collection
IsLast	Is it the last record in collection
OrderBy	Determines if Load() sorts records in ascending/descending order

## Item

Item() enables the collection of records read by the Load() method to be accessed. Records are kept in a collection, which can be accessed using an index number.

For example: DepS.Item(1). Description

## Project Settings

When starting a new program, create a reference to the objects to be used.

### VB

Add a reference to relevant object. Usually it will be "ENCOR Business logic objects", found in POSware\Office\Components\DII\v8busobj.dll

### VC++

- Add the following to the application STDAFX.H:  

```
#import "C:\Program Files\POSWare\Office\Components\DII\v8Intf.dll"
#import "C:\Program Files\POSWare\Office\Components\DII\v8BusObj.dll"
```
- Add the following to the class .H files:  

```
using namespace v8BusObj ;
```

## Initialization

Create object, single or multi, according to need.

Define variable of the object type required. Initialize it. For example:

### VB

```
Dim oPlu As Cplu           \ "Single" PLU object
Dim oDepS as CdepS       \ "Multi" department
object
Set oPlu = New Cplu
Set oDepS = new CDepS
```

### VC++

```
_CPluPtr          pPlu;    \ "Single" PLU object
_CDepSPtr         pDep;    \ "Multi" department
object
pPlu = _CPluPtr(__uuidof(CPlu)) ;
pDep = _CDepSPtr(__uuidof(CDepS)) ;
```

## Reading Single Record

In order to read a record, use the Load() method.

- Call the Load method in the CastObject object to read single record.
- Check the "IsNew" property to determine if record was found or not.

### VB

```
oPlu.CastObject.Load PluNumber
If oPlu.IsNew Then
    \ item not found
Else
    \ item found
endif
```

## VC++

```
pPlu->GetCastObject()->Load(PluNumber);  
if ( pPlu->IsNew )  
{  
    // item not found  
}  
else  
{  
    // item found  
}
```

## Updating/Inserting Single Record

Writing changes to the database requires the following steps:

- Calling the Load() method to read the item
- Set the object to edit mode.
- Set object properties
- Validate data
- Apply changes

## VB

```
If Not oPlu.CastObject.IsEdit Then  
    oPlu.CastObject.Edit  
End If  
oPlu.RetailPrice = txtPrice  
If oPlu.CastObject.IsValid Then  
    oPlu.CastObject.Apply  
Else  
    MsgBox "Invalid data"  
End If
```

## VC++

```
if ( !pPlu->CastObject->GetIsEdit() )
    pPlu->CastObject->Edit() ;
pPlu->PutDepartmentID(m_Dep);
if ( pPlu->CastObject->GetIsValid() )
{
    pPlu->CastObject->Apply();
}
else
{
    AfxMessageBox("Invalid data");
}
```

## Deleting Single Record

To delete a record from database:

- Load the record
- Set object state to edit mode
- Delete record
- Apply changes to database

## VB

```
oPlu.CastObject.Edit
oPlu.CastObject.Delete
oPlu.CastObject.Apply
```

## VC++

```
pPlu->CastObject->Edit();
pPlu->CastObject->Delete();
pPlu->CastObject->Apply();
```

## Exceptions and Errors

All business objects raise errors in case of errors and illegal operations.

Exceptions might be raised when trying to perform illegal operation (like accessing a read only property, deleting a non-existing item). Exception may also be raised due to violation of business rules. For example: setting a zero price to an item.

Add exception handling to the code to handle those errors.

## Sample Code

Below is a piece of source sample written in Visual Basic 5.0.

Full sample code package in VB and VC is also available.

### Declare objects

```
Dim oPlu As CPlu
Dim oDeps As CDepS
Dim oDep As CDEPDisplay
Dim oErr As cErrService
Dim cnt As Control
```

### Initialize objects when loading the form

```
Private Sub Form_Load()
    Set oPlu = New Cplu ' PLU object
    Set oDeps = New CdepS ' Departments collection
    oDeps.CastObject.Load ' loading the collection
    Set cnt = txtDesc
    //Populating combo box with department names
    iCount = oDeps.CastObject.Count
    For i = 1 To iCount
        Set oDep = oDeps(i)
```

```

    cmbDep.AddItem oDep.Description
    cmbDep.ItemData(cmbDep.NewIndex) = oDep.Depld
    oDeps.CastObject.MoveNext
Next
End sub

```

## PLU lookup

```

Private Sub cmdLookup_Click()
Dim pe As PosError
On Error GoTo errr
ClearControls ' clear the screen controls
Form1.MousePointer = 11
oPlu.CastObject.Load Val(txtld) //loading the PLU with the ID.
If Not oPlu.IsNew Then ' Item was found. Loading controls from object.
    txtDesc = oPlu.DisplayDescription
    txtPrice = oPlu.RetailPrice
    txtDep = oPlu.DepartmentID
    cmbDep.ListIndex = oDeps("k" & oPlu.DepartmentID).Position - 1
    txtDesc.SetFocus
    lblStatus = "Exists"
Else ' Item not found
    MsgBox "PLU not Found"
    txtld.SetFocus
    txtld.SelStart = 0
    txtld.SelLength = Len(txtld)
    lblStatus = "New"
End If
End If
Form1.MousePointer = 0

```

```

Exit Sub
errr:
        Set oErr = New cErrService
        oErr.ErrorHandle "PLU Demo", Log_Msg, Err
        Exit Sub
End Sub

```

## Applying changes to database

```

Private Sub cmdApply_Click()
On Error GoTo errr
If Not oPlu.CastObject.IsEdit Then
        oPlu.CastObject.Edit
End If
SetObject
If oPlu.CastObject.IsValid Then
        oPlu.CastObject.Apply
End If
txtId.SetFocus
Exit Sub
errr:
MsgBox Err.Description
Exit Sub
End Sub

```

## Destroying objects

```

Private Sub Form_Unload(Cancel As Integer)
        Set oPlu = Nothing
        Set oDeps = Nothing
End Sub

```

' Procedure to clear screen

```
Private Sub ClearControls()
```

```
    txtDesc = ""
```

```
    txtPrice = "0"
```

```
End Sub
```

## **Setting Object Properties**

```
Private Sub SetObject()
```

```
    oPlu.DisplayDescription = txtDesc
```

```
    oPlu.RetailPrice = txtPrice
```

```
    'oPlu.DepartmentID = txtDep
```

```
    oPlu.DepartmentID = oDeps(cmbDep.ListIndex + 1).DepId
```

```
End Sub
```

## Sample Business Objects

This section describes some of ENCOR business objects. Since most objects share a lot in common, described here is only the properties and methods that are unique to each object. The common parts were listed above.

### PLU

This section describes properties, methods and other things unique to the PLU object only.

Other methods and properties available by all objects are described under "Programming Methods and Properties".

As for now, there is no "Multi" object for the PLU object. This object will be provided with later versions of ENCOR. In order to scan the PLU tables, use standard VB/VC++ database functions.

### Unique Properties - Read/Write

Name	Description
ItemID	PLU item id
DepartmentID	Department ID
FromBatch	Source of the change(Internal)
APISourceName	Name of external device ("Telxon")
CastObject	Property that exposes Business objects interface that is a general interface to all POS business object.
PriceReasonID	Price change reason ID.
DefaultReturnLoc	Future V9
MessageId	The POS message Id link to the item.
DisplayDescription	Full Description of the Item.
SaleRestrict	Pointer to sale restriction group.
ReceiptDescription	The description of the item on ticket.
TaxabilityID	V9 pointer to taxability group.
MerchandiseCrossRe	Future V9 pointer to merchandise category.

Name	Description
NoneMerchID	Future V9 pointer to non merchandise category.
UnitOfMeasure	Pointer to Unit of measure table. Not Used.
UnitQty	The quantity for one unit of sale of item.
LineItemCode	Future V9
MarkDown	Future V9
QtyRequired	The sale quantity is required
SubProductCount	Future V9
QtyAllowed	Future V9
SaleAuth	The item can be sold.
FoodStamp	Payment by food-stamps allowed
WIC	WIC item.
PerpetuallInventory	Future V9.
RetailPrice	The sale price of the item
RetailPriceDate	Date of the last retail price.
UnitCost	The cost price of item.
ManualPriceLevel	Future V9
MinimumMerchAmount	Future V9
SerializedMerch	Future V9
CenterPrice	The head office price of the item.
CenterPriceDate	The date of the head office price of the item.
MaxMerchAmount	Future V9.
NegativeEntry	Is Negative item.
StoreCoupon	Is store coupon
VendorCoupon	Is vendor coupon.
ManualPrice	The price of the item must entered manually during the sale.
NoneDiscount	Item can't have discount.
CostPlus	The item is cost plus item.
PriceVerify	Future V9
PriceOverride	Future V9

Name	Description
SupplierPromotion	Future V9
SaveDiscount	Future V9
ItemOnSale	The item is on sale.
InhibitQtyFlag	Prohibit quantity flag
DecimalQtyFlag	The item is sold in decimal quantity.
ShelfLablesRequired	The Item must have shelf label.-Future V9
TaxRate1	Connected to tax id 1
TaxRate2	Connected to tax id 2
TaxRate3	Connected to tax id 3
TaxRate4	Connected to tax id 4
TaxRate5	Connected to tax id 5
TaxRate6	Connected to tax id 6
TaxRate7	Connected to tax id 7
TaxRate8	Connected to tax id 8
CostPerCasePrice	Cost per case price.
UnitCase	The number of units of the item in the case.
MixMatchID	The mix and match code id.
ReturnCode	The return code id.
FamilyID	Family code number 1.
SecondFamily	Family code number 2.
SubDepartmentID	Sub department Id.
DiscountID	Discount Id in discount table
LabelQty	Future V9 Label quantity
ScaleFl	Future V9
HeadOfficeDeplD	Head Office department ID.
WeightScale	Weight On scale
FreqShopType	Frequent shopper type
FreqShopVal	Frequent shopper value
POSMessgae	Id of POS message linked to item.

Name	Description
ShelfLifeDay	Shelf life time in days V9
PromotionID	Promotion ID linked to item.
BucketNumber	NR
ExtendedPromotionID	NR
ExtendedBucketID	NR
RecieptDescription2	Second receipt description for multilingual support
RecieptDescription3	Third receipt description for multilingual support
RecieptDescription4	Fourth receipt description for multilingual support
CouponNumber	Coupon number
TareWeightNumber	TARE weight ID number
RestrictionLayout	Restriction layout ID.
InternalID	Internal code ID.
OldPrice	Previous price.
VendorID	Vendor ID
VendorItemID	Vendor item ID.
VendorItemSZ	Vendor item description.
ComparativeUOM	Comparative UOM
BonusBuyOpCode	Bonus buy opcode- always 4.
BonusBuyDescription	Bonus buy dexription
ComparsionType	(0-5) 0 No comparition to be done 1 Bonus buy saving 2 Advertised saving 3 Match advertised saving 4 private label saving 5 competitor compare saving.
ComparsionPrice	Comparison price.
ComparsionQty	Comparison quantity
ComparsionDate	Comparision date
CompareQty	Compare quantity
CompareUnit	Compare unit
AssumeQuantity	Assume quantity
DEAGroup	DEA group ID.
FreqShopLimit	Frequent shopper limit

Name	Description
PluHaveCheckDigit	Plu is with check digit.
AllowDiscountGreaterThanPrice	Override business rule and allow discount greater than price.
EnhancedFrequentShopper	NR
ItemOnPromotion	Item has active promotion.
ExciseTaxID	Excise tax id
ZeroPriceAllowed	Allowed Zero Price
UpdateLinkedItemsByInternalID	Update Linked Items By Internal ID
CopyDataFromDepartment	Copy Data From Department
HostDelete	Delete host delete flag
LocalDelete	Delete Local flag
SuperAuthRequired	Super authorization required
SwwCode	
SspProduct	
SkipQdxMaint	Skip QDX
SkipAudit	Skip Audit
MerchandiseCrossRef	Merchandise Cross Reference
BonusCoupon	Bonus coupon
OriginalPrice	Original Price
DeletePLU	Set the selected item for deletion
DeleteDate	The deletion date
OriginalUnitQty	Original Unit Qty
ExcludeMinPurch	Exclude Min Purch
PriceGroupID	Price Group ID
ItemPoint	Item Point
FuelFlag	Fuel flag
ShelfLifeDay	Shelf life number of days 0-999
ForceDelete	This flag force to delete PLU ignoring the systems parameter

## Methods

The following methods are unique to the PLU object.

Name	Description
ResetObj()	Create new empty objects and reset its properties to empty values.
Validate()	Apply business rules against object. This method is also executed automatically before applying changes.
AddNew()	Create new PLU object.
BR_CheckPLULinkedToSubDep()	Check if current PLU Linked To Sub Department
BR_CheckDigitValidation(ByVal i sNumber) as Boolean	Check Digit Validation
BR_ItemIsUPC2(Optional dGetItemID) as Boolean	Check if an item is UPC2
BR_ItemID(ByVal sGetItemID As String) As Double	Check the item number
BRCheckPromotion()As Integer	Check if the current item is at promotion 0 - No Promotion 1 - Promotion On PLU 2 - Promotion On Dep. 3 - Promotion On Mix & Match 4 - Promotion On Mix & Match AND Dep
BR_ActiveDepartmentPromotion(iDep As Long)	Check if the given iDep is on promotion
BR_ActiveMixMatchFiveDigitPromotion(iMixMatch As Long)	Check if the given iMixMatch is on active promotion
CopyPLU(ByRef dbiGetItemID As Double)	This function receives a Plu number, checks if given Plu exists and if not, adds a new Plu by this number and returns true , otherwise returns false

## Object Validations and Error Codes

The following are error codes and their descriptions. The PLU object raises these errors.

Number	Description
10001	String too long
10002	Invalid item number
10003	Invalid check digit In item number
10004	Invalid Internal Number
10005	Weighted item and decimal
10006	Force Prohibit Qty
10007	Invalid Department
10008	Invalid Negative Entry
10009	Display Description Too Long
10010	Receipt Description Too Long
10011	Zero Price Not Allowed
10012	Discount Not Allowed
10013	Frequent shopper Discount Not
10014	Discount Greater than Price
10015	Invalid Store Vendor
10016	Invalid Frequent shopper Discount
10017	Plu Must Be Linked To Sub dep
10018	Invalid Plu Price
10019	Invalid Cost Per Case Price
10020	Department 0 not allowed
10021	Bonus Buy Description Too long
10022	Wrong Date
10023	Item Not Exist
10024	The excise tax selected does not exists.
10025	Invalid Comparson Type

<b>Number</b>	<b>Description</b>
10026	Enhanced Frequent shopper in the
10027	Invalid Arguments for compressed code
10028	Item on promotion
10029	Item on promotion By Department
10030	Item on promotion By MixMatch
10031	The coupon selected does not exist.
10032	The department selected does not exist.
10033	The sub department selected does not exist.
10034	The tare weight selected does not exist.
10035	The discount selected does not exist.
10036	The return code selected does not exist.
10037	The pos item message selected does not exist.
10038	The DEA group selected does not exist.
10039	The change price reason selected does not exist.
10040	Item On sale
10041	Active Promotion By MixMatch
10042	Active Promotion By Department
10043	Invalid Source item number
10044	Copy to the same PLU number
10045	Invalid Destination item number
10046	Item on Promotion by Manufacture
10047	Item Linked To Grade
10048	Item Must Linked To Grade Department
10049	Fuel in the system flag is off
10050	Negative Entry flag set
10051	Coupon flag set
10052	Prohibit changes to Negative Entry flag
10053	Prohibit Manual Changes To Non Merchandise Flag
10054	The department selected does not exist.

<b>Number</b>	<b>Description</b>
10055	Invalid Internal code check digit
10056	Shelf life day should be between 0 to 999

## Member Promotion

This section describes properties, methods and other things unique to the Member promotion and Member promotion linked only.

Other methods and properties available by all objects are described under “Programming Methods and Properties”.

Member Promotion uses the parent - child technique. This means that the single promotion has multiple child objects and they are linked to a single child object. The child objects can also be used as a regular Multi and Single objects.

Member promotion (Parent):

### Unique Properties - Read/Write

Name	Description
PromId	Member Promotion id
PromType	Member Promotion type- 1.Immidiate 2.Enhanced 3.groupPromotion
StrtDate	Promotion Start activating date
EndDate	Active Promotion activating date
ActvFg	This property is not used. We use the start date and end date to calculate the activation of the promotion.
Description	Promotion description.
CrddpndncyFg	Member card required.
AllSchemAvail	Promotion available for all card scheme.
StrHierId	Mark down department. A department that takes the reward charge.
RwrTyp	Reward Type. 1-Amount off(cash). 2-Percentage off. 3-Points. 4-Per item discount. 8-New price. 9-Amount off per pound. 10- Amount off per item. 11-New price per pound. 12-Target message. 13-Percent of order. 14-Amount of order. 15-Free item.
RwrVal	Reward value.
LmtQty	Limit Quantity of items to buy.

<b>Name</b>	<b>Description</b>
SunFg	Promotion specific day active. Sunday.
SunStrtTm	Promotion specific day start time. Sunday.
SunEndTm	Promotion specific day end time. Sunday.
MonFg	Promotion specific day active. Monday
MonStrtTm	Promotion specific day start time. Monday
MonEndTm	Promotion specific day end time. Monday
TueFg	Promotion specific day active. Tuesday
TueStrtTm	Promotion specific day start time. Tuesday
TueEndTm	Promotion specific day end time. Tuesday
WedFg	Promotion specific day active. Wednesday
WedStrtTm	Promotion specific day strt tm Wednesday
WedEndTm	Promotion specific day end tm Wednesday
ThuFg	Promotion specific day active. Thursday
ThuStrtTm	Promotion specific day start time Thursday
ThuEndTm	Promotion specific day end time Thursday
FriFg	Promotion specific day active. Friday
FriStrtTm	Promotion specific day start time. Friday
FriEndTm	Promotion specific day end time. Friday
SatFg	Promotion specific day active. Saturday
SatStrtTm	Promotion specific day start time. Saturday
SatEndTm	Promotion specific day end time. Saturday
Grp1Type, Grp#Typ 1-10	Group type 1-units. 2-weighted. 3- By Value. 4-Points (in groups it's 1-10). In enhanced the group type field is grp1type.
Trshold#Qty 1-10	Threshold. The delta needed for getting the next promotion. (in groups it's 1-10 according the group type). In enhanced it's 1 and 2.
Trig#Fg 1-10	Triggers. Used in groups. The reward charge will be on the same group number.
StrtTm	Start time of the Promotion
EndTm	End time of the Promotion
Schmld# 1-10	Card scheme Id 1-10.

<b>Name</b>	<b>Description</b>
LowHighFg	The reward will be given on the highest priced item or the lowest priced item
MinValue	Minimum item value.
MaxWeight	Maximum weight value.
MinWeight	Minimum weight value.
MinPurchase	Minimum Purchase value.
DelayedPromFg	Delayed promotion-will be given at the end of the ticket.
ValByCshierFg	Reward value entered by cashiers.
CouponRqrd	Coupon required – PLU code.
LinkedProm	Linked promotion to promotion

## Methods

The following methods are unique to the Member Promotion object.

<b>Name</b>	<b>Description</b>
UserID ()	For Audit use.
OperatingSource ()	For Audit use.

## Object Validations and Error Codes

The following are error codes and their descriptions. The Member Promotion object raises these errors.

<b>Number</b>	<b>Description</b>
21401	Description is too long
21402	Promotion type is not between 1-6.
21403	Date is not valid
21404	Time is not valid
21405	Invalid Group Type Number
21406	Invalid Reward Type Number

Number	Description
21408	Member Promotion Id Should be between 1 to 9999
21409	Reward value Should be between 0 to 9999.99
21410	Limit Quantity Should be between 0 to 429000
21411	Threshold Quantity Should be between 0 to 999999
21412	Threshold Weight Should be between 0 to 999.999
21413	Threshold Value Should be between 0 to 9999.99
21414	Invalid Reward value
21415	Choose at least one group.
21416	Invalid Minimum Item Value
21417	Invalid Minimum Weight
21418	Invalid Minimum Purchase
21420	Invalid Linked Promotion
21421	The about to delete Promotion is also Linked Promotion

Member promotion Linked:

## Unique Properties - Read/Write

Name	Description
PromId	Member Promotion id
LnkType	Linked type- 0.PLU 1.Department 2.Mix & Match 3.Manufacture 4.Price group
LnkId	Linked Id
GrpId	If working with groups. 1-10

## Methods

The following methods are unique to the Member Promotion object.

Name	Description
UserID ()	For Audit use.
OperatingSource ()	For Audit use.

Name	Description
SendToQDX()	Saving Info to QDX after the saving transaction to the SQL DB was over.
SaveToAudit()	Writing changes to Audit object after the saving transaction to the SQL DB was over.

## Object Validations and Error Codes

The following are error codes and their descriptions. The Member Promotion object raises these errors.

Number	Description
21701	Description is too long
21702	Invalid Promotion Linked Item Type
21703	This PLU Item does not exist
21704	This Department Item does not exist
21705	This Mix And Match does not exist
21706	Group Id should be between 1 to 3

## Cash Office

This section describes properties, methods and other things unique to the Cash Office object only.

Other methods and properties available by all objects are described under “Programming Methods and Properties”.

Cash Office objects linked to several tables.

CCashOfficeS \ cCashOffice work with:

SHIFT\_TER\_DATA \ SHIFT\_EMP\_DATA

SHIFT\_TER\_MEDIA \ SHIFT\_EMP\_MEDIA

CCashOfficeS \ cCashOffice work with:

LOAN\_PICKUP

## CCashOfficeS - Unique Properties & Methods

<<Class Module>> CCashOfficeS
<ul style="list-style-type: none"><li>◆ &lt;&lt;Get&gt;&gt; CastObject() : IPOSCollection</li><li>◆ &lt;&lt;Get&gt;&gt; CastObjectChild() : IChildPOSCollection</li><li>◆ &lt;&lt;Get&gt;&gt; CashOfficeMange() : CCashOfficeMange</li><li>◆ &lt;&lt;Get&gt;&gt; IsEdit() : Boolean</li><li>◆ &lt;&lt;Let&gt;&gt; COType(vData : CO_Type)</li><li>◆ &lt;&lt;Get&gt;&gt; COType() : CO_Type</li><li>◆ &lt;&lt;Let&gt;&gt; ID(vData : Long)</li><li>◆ &lt;&lt;Get&gt;&gt; ID() : Long</li><li>◆ &lt;&lt;Let&gt;&gt; PreviousShift(vData : Boolean)</li><li>◆ &lt;&lt;Get&gt;&gt; PreviousShift() : Boolean</li><li>◆ &lt;&lt;Let&gt;&gt; POSMode(vData : Boolean)</li><li>◆ &lt;&lt;Get&gt;&gt; POSMode() : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; EnabledPrevShiftPeriod() : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; AllwCshrDclr() : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; CashierSignOff() : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; CashierStatus() : Integer</li><li>◆ &lt;&lt;Get&gt;&gt; ShiftExistance(EmpID : Long, bPOSMode : Boolean) : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; CashierSignOffByID(EmpID : Long) : Boolean</li><li>◆ &lt;&lt;Get&gt;&gt; CashierPosStatusByID(EmpID : Long) : Integer</li><li>◆ &lt;&lt;Get&gt;&gt; POSErrors() : POSErrors</li><li>◆ Item(ByVal Index : Variant) : CCashOffice</li></ul>

Name	Description
CastObjectChild	CastObject is an inherited object, exposing The entire common properties and methods of another business objects linked to the object itself, except of its child\single object.
CashOfficeManage	Exposing the cCashOfficeManage interface.
CoType	Returns\Sets the CashOffice transaction type. 1 = AddLoan 2 = Pickup 3 = Declaration
ID	Returns\Sets the POS\Cashier ID
PreviousShift	Returns\Sets whether the POS\Cashier has a previous shift. (Relevant for system that defined as “Delayed Cashier\POS balancing” mode. TRUE = Previous shift does exist FALSE = Previous shift does not exist
PosMode	Returns\Sets the balancing mode. TRUE = POS Balancing FALSE = Cashier balancing
EnablePreviousShiftPeriod	Determines whether the system allow to enable working with the Previous shift, though such period can be found.
AllwCshrDclr	Returns whether the POS\Cashier can be declared.
CashierSignOff	Returns whether the POS\Cashier is in a SignOff mode (According the period)
CashierStatus	Return the POS\Cashier status: 1 – Sign On 2 – Sign Off 9 – Locked (Balanced)
ShiftExistance	Return TRUE whether the POS\Cashier was active.

## Object Validations and Error Codes

Number	Description
10801	Maximum fields for ordering is 10.
10802	Option is not implement.
10803	Need to be in Edit Mode.
10804	Item Already Exist!

## CCashOffice - Unique Properties & Methods

<<Class Module>> CCashOffice
◆<<Get>> CastObject() : IBusObject
◆<<Let>> LoadObject(By Val vData : Boolean)
◆<<Get>> LoadObject() : Boolean
◆<<Let>> ID(ByVal IGetID : Long)
◆<<Get>> ID() : Long
◆<<Let>> MangerID(ByVal vData : Long)
◆<<Get>> MangerID() : Long
◆<<Let>> COType(ByVal bGetType : Byte)
◆<<Get>> COType() : Byte
◆<<Let>> TenderID(ByVal iGetTenderID : Integer)
◆<<Get>> TenderID() : Integer
◆<<Let>> TenderGroup(ByVal iGetTenderID : Integer)
◆<<Get>> TenderGroup() : Integer
◆<<Let>> AutoDeclr(ByVal vData : Boolean)
◆<<Get>> AutoDeclr() : Boolean
◆<<Let>> Description(ByVal sGetDescription : String)
◆<<Get>> Description() : String
◆<<Let>> Quantity(ByVal IGetQuantity : Long)
◆<<Get>> Quantity() : Long
◆<<Let>> Amount(ByVal dGetAmount : Double)
◆<<Get>> Amount() : Double
◆<<Let>> TotalQuantity(ByVal IGetTotalQuantity : Long)
◆<<Get>> TotalQuantity() : Long
◆<<Let>> TotalAmount(ByVal IGetTotalAmount : Double)
◆<<Get>> TotalAmount() : Double
◆<<Let>> ExpectedAmount(ByVal IGetTotalAmount : Double)
◆<<Get>> ExpectedAmount() : Double
◆<<Let>> POSMode(ByVal bGetPOSAccountability : Boolean)
◆<<Get>> POSMode() : Boolean
◆<<Let>> PreviousShift(ByVal bGetPreviousShift : Boolean)
◆<<Get>> PreviousShift() : Boolean
◆<<Let>> Position(vData : Long)
◆<<Get>> Position() : Long
◆<<Let>> IsNew(ByVal vData : Boolean)
◆<<Get>> IsNew() : Boolean
◆<<Let>> IsDeleted(By Val vData : Boolean)
◆<<Get>> IsDeleted() : Boolean
◆<<Let>> IsDirty(ByVal vData : Boolean)
◆<<Get>> IsDirty() : Boolean
◆<<Get>> POSErrors() : V8Interfaces.POSErrors

Name	Description
LoadObject	Returns whether the object is in LOAD mode.
ID	Returns\Sets the POS\Cashier ID.
TenderID	Returns\Sets the Tender code.
Tender Group	Returns\Sets the Tender group.
AutoDeclr	Returns\Sets whether Automatic Declaration defined.
Description	Returns\Sets the CashOffice transaction's description.
Amount	Returns\Sets the CashOffice transaction's tender-amount.
Quantity	Returns\Sets the CashOffice transaction's tender-quantity.
TotalAmount	Returns\Sets the transaction's total amount (For all the tenders)
TotalQuantity	Returns\Sets the transaction's total quantity (For all the tenders)
ExpectedAmount	Returns\Sets the expected amount, before declaring.

## Object Validations and Error Codes

Number	Description
10501	String too long.
10502	Option is not implement.
10503	Amount Limited to 999999999999.99

## CViewLoanPickupS - Unique Properties & Methods

<<Class Module>> CViewLoanPickupS
◆<<Let>> ID(vData : Long) ◆<<Get>> ID() : Long ◆<<Let>> POSMode(vData : Boolean) ◆<<Get>> POSMode() : Boolean ◆<<Let>> PreviousShift(vData : Boolean) ◆<<Get>> PreviousShift() : Boolean ◆<<Get>> CastObject() : IPOSCollection ◆<<Get>> POSErrors() : POSErrors ◆Item(ByVal Index : Variant) : CViewLoanPickup

Name	Description
ID	Returns\Sets the POS\Cashier ID
PreviousShift	Returns\Sets whether the POS\Cashier has a previous shift. (Relevant for system that defined as "Delayed Cashier\POS balancing" mode. TRUE = Previous shift does exist FALSE = Previous shift does not exist
PosMode	Returns\Sets the balancing mode. TRUE = POS Balancing FALSE = Cashier balancing

## CViewLoanPickup - Unique Properties & Methods

<<Class Module>> CViewLoanPickup
<ul style="list-style-type: none"> <li>◆ &lt;&lt;Get&gt;&gt; CastObject() : IBusObject</li> <li>◆ &lt;&lt;Let&gt;&gt; LoadObject(ByVal vData : Boolean)</li> <li>◆ &lt;&lt;Get&gt;&gt; LoadObject() : Boolean</li> <li>◆ &lt;&lt;Let&gt;&gt; TransDate(ByVal dGetTransDate : Date)</li> <li>◆ &lt;&lt;Get&gt;&gt; TransDate() : Date</li> <li>◆ &lt;&lt;Let&gt;&gt; CashierID(ByVal iGetCashierID : Integer)</li> <li>◆ &lt;&lt;Get&gt;&gt; CashierID() : Integer</li> <li>◆ &lt;&lt;Let&gt;&gt; PosID(ByVal iGetPosID : Integer)</li> <li>◆ &lt;&lt;Get&gt;&gt; PosID() : Integer</li> <li>◆ &lt;&lt;Let&gt;&gt; TenderID(ByVal iGetTenderID : Integer)</li> <li>◆ &lt;&lt;Get&gt;&gt; TenderID() : Integer</li> <li>◆ &lt;&lt;Let&gt;&gt; LoanPickupFG(ByVal bGetLoanPickupFG : Boolean)</li> <li>◆ &lt;&lt;Get&gt;&gt; LoanPickupFG() : Boolean</li> <li>◆ &lt;&lt;Let&gt;&gt; LoanPickupAmount(ByVal cGetLoanPickupAmount : Currency)</li> <li>◆ &lt;&lt;Get&gt;&gt; LoanPickupAmount() : Currency</li> <li>◆ &lt;&lt;Let&gt;&gt; LoanPickupQuantity(ByVal lGetLoanPickupQuantity : Long)</li> <li>◆ &lt;&lt;Get&gt;&gt; LoanPickupQuantity() : Long</li> <li>◆ &lt;&lt;Let&gt;&gt; ManagerID(ByVal iGetManagerID : Integer)</li> <li>◆ &lt;&lt;Get&gt;&gt; ManagerID() : Integer</li> <li>◆ &lt;&lt;Let&gt;&gt; TransFrom(ByVal bGetTransFrom : Byte)</li> <li>◆ &lt;&lt;Get&gt;&gt; TransFrom() : Byte</li> <li>◆ &lt;&lt;Let&gt;&gt; CashierShiftNumber(ByVal lGetCashierShiftNumber : Long)</li> <li>◆ &lt;&lt;Get&gt;&gt; CashierShiftNumber() : Long</li> <li>◆ &lt;&lt;Let&gt;&gt; PosShiftNumber(ByVal lGetPosShiftNumber : Long)</li> <li>◆ &lt;&lt;Get&gt;&gt; PosShiftNumber() : Long</li> <li>◆ &lt;&lt;Let&gt;&gt; Position(vData : Long)</li> <li>◆ &lt;&lt;Get&gt;&gt; Position() : Long</li> <li>◆ &lt;&lt;Let&gt;&gt; IsNew(ByVal vData : Boolean)</li> <li>◆ &lt;&lt;Get&gt;&gt; IsNew() : Boolean</li> <li>◆ &lt;&lt;Let&gt;&gt; IsDeleted(ByVal vData : Boolean)</li> <li>◆ &lt;&lt;Get&gt;&gt; IsDeleted() : Boolean</li> <li>◆ &lt;&lt;Let&gt;&gt; IsDirty(ByVal vData : Boolean)</li> <li>◆ &lt;&lt;Get&gt;&gt; IsDirty() : Boolean</li> <li>◆ &lt;&lt;Get&gt;&gt; POSErrors() : V8Interfaces.POSErrors</li> </ul>

Name	Description
TransDate	Returns\Sets the transaction date.
CashierID	Returns\Sets the cashier ID.
PosID	Returns\Sets the POS ID.
TenderID	Returns\Sets the Tender code.
LoanPickupFG	Returns\Sets whether it is a Loan or Pickup transaction. True = AddLoan False = Pickup
LoanPickupAmount	Returns\Sets the transaction's tender-amount.
LoanPickupQuantity	Returns\Sets the transaction's tender-quantity.
ManagerID	Returns\Sets the manager ID
CashierShiftNumber	The number of the current period for the specific POS\Cashier.





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