



-  *Version 8 General Batches*
-  *Technical Reference*
-  *for ISS45 8.1.1.0*
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ISS45 V8 General Batches Technical Reference

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Introduction

This reference describes the interfacing protocols (Host-to-POSware) developed in V8 Office for updating a back office system via PLU Batches and General Batches.

The files and functionality that require interfacing are:

General Batches:

- Loyal Customers
- Member Promotions
- Member Promotions Linked
- Credit Programs
- Fuel Grades
- PLU Groups
- Subdepartment
- Department
- Bad Accounts
- Bad Accounts Enhanced
- A/R Accounts

PLU Batches:

PLU interfacing (e.g., master file create and price changes) is performed using the existing PLU batch maintenance protocol.

Input ASCII Files

HOST or Head Office systems use ASCII files to send various updates to stores.

- Updates and changes are sent in ASCII files. These files must reside in the POSWare\Office\Import directory. The file naming convention is described in File Names, page 4.
- ASCII files have different OpCodes and record layouts for every file and update type.
- Every batch file may update only one type of table. One batch may not update for example, the department AND promotion files.

Basic Explanation of Batch Process

An ASCII file is copied to the POSWare\Office\Import directory. BatchExe.exe is currently configured to run every 30 seconds (we can alter this interval if necessary) to process these files. Data is imported to a SQL table from the ASCII file via a BCP process. We use internal components to maintain the replication between SQL and QDX. There are many business rules that have to be followed, so no entity – not even the V8 application – is writing directly to SQL without using these components. When we make changes to the SQL tables, we send maintenance to QDX through PosMaintAcx.exe. We only send data from SQL to QDX, not the other way around. PCMCRC can be used to compare QDX and SQL and to rebuild the QDX files. PCMCRC is parameter-based and can be set to run at EOD. There are several modes that can be used: check, rebuild or both.

If a batch file is rejected, error messages will post to the event viewer and the file will be moved into the Rejected directory under the Import directory.

ASCII File Layouts

File Names

Batch files to be executed are found in the application path
C:\POSWare\Office\Import directory. This path may vary according to choices made during installation.

General Batch file names are in the format: BX?????.DAT, where the first ??? are the batch type and the second ??? are the batch number. The application allows up to 6 digits (i.e., 999999) for the batch number on General Batches.

PLU Batch file names are in the format: PLU?????.CSV, where the ??? are the batch number. The batch number for a PLU Batch can be from 1 to 2147483647 (a positive integer), but is typically only 3 to 6 digits long.

File Layouts

The file size must be greater than zero or the batch will be rejected (for PLU or General Batches).

General Batches have a fixed length record structure of 1024 bytes.

Record length is: 1024 + CR

OR

1024 + CR + LF

All records contain a header. Some of the fields are not used. General Batch headers are 64 bytes.

Note: Fields printed in italic format are not implemented!

The first record in a General Batch file is a header record. This record has a file number of 999 and holds such things as the date and time for an automatic execution of the batch file.

Field Types

ASC_N	ASCII numeric
ASC_YN	ASCII flag ("Y" or "N")
ASCII	Alphanumeric ASCII field
ASC_0	ASCII 0
ASC_DT	ASCII date 31/12/1997 is 971231, 31/12/2000 is A01231,

	31/12/2025 is C51231
ASC_FULL_DT	ASCII date and time 31/12/1997 12:50 is 199912311250

PLU Batch Maintenance – ASCII File Structure

- File format is ASCII
- Each column is DELIMITED WITH 0XAA delimited – Char(170)
- Each row ends with CR+LF

Header File Definition

ID	Name	Description	Type	Size	Required Field
1	BTCH_NBR	PLU Batch number	numeric	10	Yes: 1 – 2147483647
2	DESCR	PLU Description	char	250	No
3	DT_CREATED	Creation Date	datetime		Yes
4	REC_CNT	Record Count	numeric	8	No – but better to put a number > 0 to avoid empty file messages
5	ACT_DATE	Activation Date – for Batch Oper 5 – Execute by Date	date	10	No – used for Batch Oper 5 – Execute by Date
6	ACT_TIME	Activation Time – same as above	time	11	No – same as above
7	ACT_STORE_ID	Activation Store ID	numeric	8	No
8	IMPORT_FILE	Import File	char	250	No
9	EXPORT_FILE	Export File	char	250	No
10	BTCH_TYPE	Batch Type	char	10	No – If missing it will default to HOST batch. Value is 'Local' or 'Host'.
11	BTCH_VER	Batch Ver	char	10	No
12	BTCH_STATUS	Batch Status	char	10	No
13	LAST_EXEC	Last Execute	datetime		No
14	ITM_PASS_CNT	Item Pass Count	numeric	8	No

ID	Name	Description	Type	Size	Required Field
15	END_SALE_DATE	End Sale Date	date	10	No
16	END_SALE_TIME	End Sale Time	time	11	No
17	BATCH_OPER*	Batch Operation	numeric	3	No – but won't run until executed manually through application.
18	BATCH_SCOPE	Batch Scope (0 last 1 All)	numeric	3	No
19	NEXT_BTCH_NBR	Next batch number to run Char 1-6 batch number Char 7-9 batch type *	numeric	9	No

* **Batch operations:**

- 0 = None
- Will load to the batch tables, but will not be processed until someone executes it by clicking the Execute button in the application.
- 1 = Pending
- Will load to the batch tables, but will not be processed until someone executes it by clicking the Execute button in the application.
- 2 = Execute
- Will be changed to Execute Asynchronously and run automatically when BatchExe picks it up
- 3 = Purge
- Will run automatically when BatchExe picks it up and delete the relevant items.
- 4 = Immediate execute
- Will run automatically when BatchExe picks it up.
- 5 = Execute by date
- Will run at the Activation Date/Time set in the header.
- 6 = Execute Asynchronously
- Will run automatically when BatchExe picks it up.

- 20 = Batch with no items
- 98 = Full Item Load
- Must be executed manually through the application. Deletes everything from the PLU table and refills all of the items. Use record OpCode 1 (New) or 6 (New/Update) for Full Item Load.
- 99 = Master File
- Executes automatically. Deletes everything from the PLU table and refills all of the items. Use record OpCode 1 (New) or 6 (New/Update) for Master File load.
-

It is recommended that the following Header fields be filled in:

- **Batch Number**
- **Date Created**
- **Record Count***
- **Batch Type** (Host, Local, etc.)**
- **Batch Operation*** (Full Item Load, Execute, Execute By Date, etc.)**

*It will process if Record Count is empty or zero, but you'll receive an event log error saying the file is empty.

**Batch type will default to Host if this field is empty.

***If the Batch Operation is not set, it will be taken as zero, which is the operation code for None. This means it will just sit in the PLU Batch table and will not execute – no changes will be made to the PLU table – until someone executes it through the application.

-
-

Item File Definition

Col. #	Name	Description	Type	Used	Size	Terms
1	PLU_BTCH_NBR	PLU Batch number	Numeric		3	NOT NULL
2	OP_CODE	Record Op. Codes *	Numeric		1	NOT NULL
3	ITM_ID	PLU Item	Numeric		13	NOT NULL,

Col. #	Name	Description	Type	Used	Size	Terms
		Number				1-999999999999999
4	STR_HIER_ID	Department Number	Numeric		4	NULL
5	DFLT_RTN_LOC_ID	Default return location ID	Numeric		4	NULL
6	MSG_CD	Linked Message number	Numeric		2	NULL
7	DSPL_DESCR	Item Description	Char		40	NULL
8	SLS_RESTRICT_GRP	Restriction layout number	Numeric		2	NULL, 0 - 255
9	RCPT_DESCR	POS Item Description	Char		20	NULL
10	TAXABILITY_CD	Taxability Code	Numeric		4	NULL
11	MDSE_XREF_ID	Merchandise cross reference ID	Numeric		4	NULL
12	NON_MDSE_ID	Non-Merchandise Flag	Numeric		1	NULL,1,0
13	UOM	Unit of measure	Char		4	NULL
14	UNT_QTY	Unit Quantity	Numeric		2	NULL, 0 - 99
15	LIN_ITM_CD	Line Item code	Numeric		4	NULL
16	MD_FG	Merchandise flag	Numeric		4	NULL, 0 - 9999
17	QTY_RQRD_FG	Quantity Required flag	Numeric		1	NULL,1,0
18	SUBPRD_CNT	Sub product count	Numeric		4	NULL, 0 - 999

Col. #	Name	Description	Type	Used	Size	Terms
19	QTY_ALLOWED_FG	Quantity allowed flag	Numeric		1	NULL,1,0
20	SLS_AUTH_FG	Prohibit Sales flag	Numeric		1	NULL,1,0
21	FOOD_STAMP_FG	Payment by food stamps flag	Numeric		1	NULL,1,0
22	WIC_FG	WIC flag	Numeric		1	NULL,1,0
23	PERPET_INV_FG	Perpetual invoice flag	Numeric		1	NULL,1,0
24	RTL_PRC	Item Price	Money		13	NULL
25	UNT_CST	Unit cost	Money		13	NULL
26	MAN_PRC_LVL	Manual price level	Numeric		3	NULL, 0 - 255
27	MIN_MDSE_AMT	Min Merchandise amount	Money		13	NULL
28	RTL_PRC_DATE	Retail price date	Datetime			NULL
29	SERIALIZED_MDSE_FG	Serialized merchandise flag	Numeric		1	NULL,1,0
30	CNTR_PRC	Center price	Money		13	NULL
31	MAX_MDSE_AMT	Maximum merchandise amount	Money		13	NULL
32	CNTR_PRC_DATE	Center price date	Datetime			NULL
33	NG_ENTRY_FG	Negative Entry flag	Numeric		1	NULL,1,0
34	STR_CPN_FG	Store coupon	Numeric		1	NULL,1,0

Col. #	Name	Description	Type	Used	Size	Terms
		flag				
35	VEN_CPN_FG	Vendor coupon flag	Numeric		1	NULL,1,0
36	MAN_PRC_FG	Manual price flag	Numeric		1	NULL,1,0
37	WGT_ITM_FG	Weighted item flag	Numeric		1	NULL,1,0
38	NON_DISC_FG	None discount flag	Numeric		1	NULL,1,0
39	COST_PLUS_FG	Cost plus flag	Numeric		1	NULL,1,0
40	PRC_VRFY_FG	Price verify flag	Numeric		1	NULL,1,0
41	PRC_OVRD_FG	Price override flag	Numeric		1	NULL,1,0
42	SPLR_PROM_FG	Supplier promotion flag	Numeric		1	NULL,1,0
43	SAVE_DISC_FG	Save discount flag	Numeric		1	NULL,1,0
44	ITM_ONSALE_FG	Item on sale flag	Numeric		1	NULL,1,0
45	INHBT_QTY_FG	Prohibit Quantity flag	Numeric		1	NULL,1,0
46	DCML_QTY_FG	Decimal Quantity flag	Numeric		1	NULL,1,0
47	SHELF_LBL_RQRD_FG	Shelf label required flag	Numeric		1	NULL,1,0
48	TAX_RATE1_FG	Tax Rate 1 flag	Numeric		1	NULL,1,0
49	TAX_RATE2_FG	Tax Rate 2 flag	Numeric		1	NULL,1,0
50	TAX_RATE3_FG	Tax Rate 3 flag	Numeric		1	NULL,1,0
51	TAX_RATE4_FG	Tax Rate 4 flag	Numeric		1	NULL,1,0

Col. #	Name	Description	Type	Used	Size	Terms
52	TAX_RATE5_FG	Tax Rate 5 flag	Numeric		1	NULL,1,0
53	TAX_RATE6_FG	Tax Rate 6 flag	Numeric		1	NULL,1,0
54	TAX_RATE7_FG	Tax Rate 7 flag	Numeric		1	NULL,1,0
55	TAX_RATE8_FG	Tax Rate 8 flag	Numeric		1	NULL,1,0
56	COST_CASE_PRC	Cost per case	Numeric		7	NULL
57	DATE_COST_CASE_PRC	cost per case price date	Datetime			NULL
58	UNIT_CASE	Unit Per Case	Numeric		3	NULL
59	MIX_MATCH_CD	Mix and Match Code	Numeric		5	NULL
60	RTN_CD	Return type code	Numeric		2	NULL
61	FAMILY_CD	Family code	Numeric		3	NULL
62	SUBDEP_ID	Sub department code	Numeric		12	NULL
63	DISC_CD	Discount number	Numeric		2	NULL
64	LBL_QTY	Label quantity	Numeric		3	NULL, 0 - 255
65	SCALE_FG	Scale flag	Numeric		1	NULL
66	LOCAL_DEL_FG	Local delivery flag	Numeric		1	NULL
67	HOST_DEL_FG	Host delivery flag	Numeric		1	NULL
68	HEAD_OFFICE_DEP	Head office department	Numeric		10	NULL
69	WGT_SCALE_FG	Weight on scale flag	Numeric		1	NULL
70	FREQ_SHOP_TYPE	Frequent	Numeric		1	NULL

Col. #	Name	Description	Type	Used	Size	Terms
		Shopper discount type				
71	FREQ_SHOP_VAL	Frequent shopper discount amount	Money		13	NULL
72	SEC_FAMILY	Second family	Numeric		4	NULL
73	POS_MSG	Linked message Number	Numeric		2	NULL
74	SHELF_LIFE_DAY	Shelf life time	Numeric		3	NULL, 0 - 999
75	PROM_NBR	Promotion number	Numeric		4	NULL, 0 - 9999
76	BCKT_NBR	Bucket number	Numeric		4	NULL, 0 - 9999
77	EXTND_PROM_NBR	Extended promotion number	Numeric		4	NULL, 0 - 9999
78	EXTND_BCKT_NBR	Extended Bucket number	Numeric		4	NULL, 0 - 9999
79	RCPT_DESCR1	Receipt description 1	Char		20	NULL
80	RCPT_DESCR2	Receipt description 2	Char		20	NULL
81	RCPT_DESCR3	Receipt description 3	Char		20	NULL
82	RCPT_DESCR4	Receipt description 4	Char		20	NULL
83	CPN_NBR	Coupon number	Float		13	NULL
84	TAR_WGT_NBR	Tare weight	Numeric		2	NULL

Col. #	Name	Description	Type	Used	Size	Terms
		Number				
85	RSTRCT_LAYOUT	Restriction layout	Numeric		2	NULL
86	INTRNL_ID	Internal ID	Numeric		13	NULL
87	OLD_PRC	Old price	Money		13	NULL
88	QDX_FREQ_SHOP_VAL	QDX Frequent shopper value	Numeric	N	13	NULL
89	VND_ID	Vendor ID	Char		8	NULL
90	VND_ITM_ID	Vendor item ID	Numeric		25	NULL
91	VND_ITM_SZ	Vendor item size	Char		10	NULL
92	CMPRTV_UOM	Comparative UOM	Numeric		3	NULL
93	CMPR_QTY	Comparative Quantity	Numeric		12	NULL
94	CMPR_UNT	Comparative unit	Numeric		12	NULL
95	BNS_CPN_FG	Bonus Coupon	Numeric		1	NULL
96	EXCLUD_MIN_PURCH_FG	Exclude min perch	Numeric		1	NULL,1,0
97	FUEL_FG	Fuel Flag	Numeric		1	NULL,1,0
98	SPR_AUTH_RQRD_FG	Super authorization required	Numeric		1	NULL,1,0
99	SSP_PRDCT_FG		Numeric		1	NULL,1,0
100	NU06_FG	* Not used *	Numeric	N	3	NULL
101	NU07_FG	* Not used *	Numeric	N	3	NULL
102	NU08_FG	* Not used *	Numeric	N	3	NULL

Col. #	Name	Description	Type	Used	Size	Terms
103	NU09_FG	* Not used *	Numeric	N	3	NULL
104	NU10_FG	* Not used *	Numeric	N	3	NULL
105	FREQ_SHOP_LMT	Frequent shopper limit	Numeric		3	NULL, 0 - 255
106	ITM_STATUS	Item status	Numeric	N	3	NULL
107	DEA_GRP	DEA Group	Numeric		2	NULL
108	BNS_BY_OPCODE	Bonus Buy OP CODE	Numeric		2	NULL
109	BNS_BY_DESCR	Bonus Buy Description	Char		20	NULL
110	COMP_TYPE	Comparison Type	Numeric		2	NULL
111	COMP_PRC	Comparison Price	Numeric		8	NULL
112	COMP_QTY	Comparison Quantity	Numeric		4	NULL
113	ASSUME_QTY_FG	Assume Quantity flag	Numeric		1	NULL
114	EXCISE_TAX_NBR	Excise tax number	Numeric		3	Null
115	COMP_DATE	Comparison Price Date	Datetime		26	
116	PRC_RSN_ID	Price change reason Id	Numeric		3	
117	ITM_POINT	Item Points	Numeric		8	NULL
118	PRC_GRP_ID	Price Group ID for member promotions	Numeric		2	NULL
119	SWW_CODE_FG		Numeric		1	NULL,1,0

Col. #	Name	Description	Type	Used	Size	Terms
120	SHELF_STOCK_FG	Store keeps the item not on shelves but in a storage room.	Numeric		1	NULL
121	PRNT_PLU_ID_RCPT_FG	Print Item ID on the receipt	Numeric		1	NULL,1,0
122	BULK_GRP	Bulk tax group ID	Numeric		4	1-1000
123	EXCHANGE_TENDER_ID	Exchange Tender ID	Numeric		2	NULL,1-99
124	CAR_WASH_FG	Car Wash Item flag	Numeric		1	NULL,1,0
125	PACKAGE_UOM	UOM ID for package	Numeric		3	NULL
126	UNIT_FACTOR	Unit Factor	Numeric		12	1 or greater
127	PACKAGE_SIZE	Package Size	Numeric		25	1 or greater
128	FS_QTY	Frequent Shopper Quantity	Numeric		2	NULL, 0 - 99

- Record OpCodes
 - 0 - Ignore this record
 - 1 - Add New item
 - 2 - Update
 - 3 - Price
 - 4 - Delete
 - 5 - Sale
 - 6 - New/Update

The following Item File Definition fields must be filled in to insert a PLU Item:

- **Batch Number (Col. #1)**
- **Record OpCode (Col. #2)**
- **Item ID (Col. #3)**
- **Department ID (Col. #4)**
- **The remaining fields will be inserted with their default values**

The following Item File Definition fields must be filled in to update a PLU Item:

- **Batch Number (Col. #1)**
- **Record OpCode (Col. #2)**
- **Item ID (Col. #3)**
- **The remaining fields will be ignored if left null and will not override the values in the PLU table for a particular item**

General Batch Maintenance

File Header Record Structure

Field	Options	Type	Size
File number	999 File Header	ASC_N	3
Automatic Execution Date	YYMMDD (all zeros if not automatic)	ASC_DT	6
Automatic Execution Time	HHMM (all zeros if not automatic)	ASC_N	4
Batch Number		ASC_0	6
Description	Batch description	ASCII	20
Flags	Bit 0 Execute batch at EOD if exist	ASC_N	8
Next Batch to Run	First 6 will be batch number. Last three will be batch type when 100 will be PLU batch.	ASC_N	9
Filler		ASC_0	968
Total Bytes			1024

Record Header

Field	Options	Type	Size	Validations
File number	1 Loyal Customers 2 Member Promotion 4 Credits Program 11 Fuel Grades 27 PLU Groups 37 Sub-department 40 Department 52 Bad Accounts 90 A/R Accounts 101 Member Promotion Linked 150 Enhanced Bad Accounts 999 File header	ASC_N	3	Supported file number
Action	0 Read 1 Start 2 Read next 3 Read previous 4 Read last	ASC_N	3	Supported action

Field	Options	Type	Size	Validations
	5 Insert 6 Update 7 Write part 8 Delete 20 Relative read 21 Sequential read 22 Relative write 23 Sequential write 29 Maintenance insert (pmainput) 50 Empty file (for 51 & 52 only) 255 Ignore			
Write Part Offset	Rread - Record number Sread - Position	ASC_N	6	
Write Part Length	Rread/Sread - Record size	ASC_N	6	
Bit Fields	1 0= Query operation 1= Update operation 2 Build POS maintenance record 3 Generate AUDIT record 4 This update is Date & Time pending 5 Special treatment (Transfer as ASCII) 6 UNIX Client (this record received from UNIX) 7 Batch =1, Interactive=0 8-15 Not used 16 Do not manipulate action	ASC_N	16	
Pending Date	YYMMDD	ASC_DT	6	
Pending Time	HHMM	ASC_0	4	
Version	Initially zero	ASC_0	2	
Filler		ASC_0	9	
Batch Number		ASC_0	6	
Status		ASC_0	3	
Total Bytes			64	

Loyal Customers

Field	Options	Type	Size	Validations
Header			64	
Member number		ASCII	20	
Points		ASC_N	6	
Redemption value		ASC_N	9	
Pending redemption		ASC_N	9	
Update date		ASC_DT	6	
Type		ASC_N	2	
Member name		ASCII	20	
Segment 1		ASC_N	1	0 or 1
Segment 2		ASC_N	1	0 or 1
Segment 3		ASC_N	1	0 or 1
Segment 4		ASC_N	1	0 or 1
Segment 5		ASC_N	1	0 or 1
Segment 6		ASC_N	1	0 or 1
Segment 7		ASC_N	1	0 or 1
Segment 8		ASC_N	1	0 or 1
Segment 9		ASC_N	1	0 or 1
Segment 10		ASC_N	1	0 or 1
Segment 11		ASC_N	1	0 or 1
Segment 12		ASC_N	1	0 or 1
Segment 13		ASC_N	1	0 or 1
Segment 14		ASC_N	1	0 or 1
Segment 15		ASC_N	1	0 or 1
Segment 16		ASC_N	1	0 or 1
Message no.		ASC_N	4	
Scheme no.		ASC_N	5	
Savings		ASC_N	9	
Status		ASC_N	1	
Main sort		ASC_N	3	
Second sort		ASC_N	3	
Send email		ASC_N	1	0 or 1

Email address		ASCII	50	
Filler		ASC_0	796	
Total			1024	

Member Promotion File

- If the value in the “Department” field is zero, then the value will be taken from the “Department 4 Digit”.
- If there are values in the “Department” field AND in the “Department 4 Digit” field, the value will be taken from the “Department 4 Digit” field

Example 1:

Reward Values depend on Reward Types.

Reward-Type Field	Reward Value
0 Not defined	
1 Cash value	0 - 0009999.99
2 Percentage off	0 - 00100.000
3 Member card points	0 - 000099999
4 Per item discount	
5 BOGO - Low price	
6 BOGO - High price	
7 STUB	
8 New price	0 - 0009999.99
9 Amount off per	0 - 0009999.99
10 Amount off per item	0 - 0009999.99
11 New price per	0 - 0009999.99
12 Target message	0 - 000999999
13 Percent of order	0 - 00100.000
14 Amount of order	0 - 0009999.99
15 Free item	0 - 0009999.99
16 Credits per item	0 - 000099999
17 New Price Per Qty	0 - 0009999.99

Example 2:

Member Promotion Threshold Quantity depends on Group Types.

Group-Type Field	Threshold/Level Qty (Value)
1 Units	0-999999
2	0-999.999
3 Amount By	0-9999.99
4 Credits	0-999999

5	Order Value	0-9999.99
---	-------------	-----------

Field	Options	Type	Size	Validations
Header			64	
Promotion Number		ASC_N	9	
Promotion Type	2 Enhanced Promotion 3 Group Promotion 8 Order/Level Promotion	ASC_N	1	Supported type
End Day	YYMMDD (AYMMDD, where A = 200. Ex: A21213 = Dec. 13, 2002. B will be 201, C 202...for every decade)	ASC_D T	6	>= start date
Description		ASCII	20	
Reward Type	0 Not defined 1 Cash value 2 Percentage off 3 Member card points 4 Per item discount 5 BOGO - Low price 6 BOGO - High price 7 STUB 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 16 Credits per item 17 New price per quantity	ASC_N	2	Supported reward type Valid for this promotion type BOGO only on ICL STUB only on Posware

Field	Options	Type	Size	Validations
Department		ASC_N	3	Exist and valid
Member Card Scheme Number		ASC_N	3	0-101
Reward Value	Reward value depends on the reward type. (See example 1 on page 24).	ASC_N	9	
Start Date	YYMMDD (AYMMDD, where A = 200. Ex: A21213 = Dec. 13, 2002. B will be 201, C 202...for every decade)	ASC_D T	6	
Member Card required		ASC_Y N	1	0 or 1
Available for all card schemes		ASC_N	1	0 or 1
Not Used		ASC_N	6	
Card scheme	One scheme size is 3 Available card schemes	ASC_N	30	
Limited quantity		ASC_N	8	
Filler		ASC_0	76	
Promotion Data	According to Promotion Type (See structure on pg 312) Enhanced Promotion Group Promotion Level Promotion		139	
Filler	Reserved	ASC_0	16	
Start time		ASC_N	4	Valid time
End time		ASC_N	4	Valid time
Activation day	Bit 0 Sunday Bit 1 Monday Bit 2 Tuesday Bit 3 Wednesday	ASC_N	7	0 or 1

Field	Options	Type	Size	Validations
	Bit 4 Thursday Bit 5 Friday Bit 6 Saturday			
Activation time X 7	For each day Start time size is 4 End time size is 4	ASC_N	56	
Trigger Flags 2	Bit 0 Trigger for group 1 Bit 1 Trigger for group 2 Bit 2 Trigger for group 3 Bit 3 Trigger for group 4 Bit 4 Trigger for group 5 Bit 5 Trigger for group 6 Bit 6 Trigger for group 7 Bit 7 Trigger for group 8 Bit 8 Trigger for group 9 Bit 9 Trigger for group 10	ASC_N	10	0 or 1
Low or High reward Price		ASC_N	1	0 or 1
Min Item Value	4.2	ASC_N	6	
Min Item Weight	3.3	ASC_N	6	
Min Purchase	4.2	ASC_N	6	
Delayed Promotion		ASC_N	1	0 or 1
Value entered by cashiers		ASC_N	1	0 or 1
Require Coupon Code		ASC_N	13	
Linking another Promotion		ASC_N	9	
Max Item Weight	3.3	ASC_N	6	
Segments X 16	Segments for loyalty server	ASC_Y N	16	

Field	Options	Type	Size	Validations
Update loyalty srv	Update loyalty server	ASC_Y N	1	
Coupon required type	0 None 1 One time only 2 One time per reward	ASC_N	1	
Credit Program Id		ASC_N	8	
Promotion external Id		ASC_N	8	
Department 4 digits		ASC_N	4	Exist and valid
Promotion Identifier		ASCII	1	
Filler			455	
Total			1024	

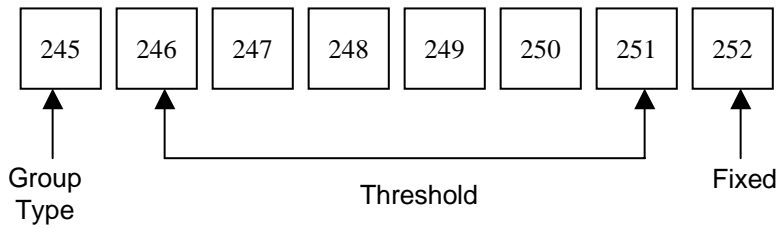
Promotion Data - Enhanced Promotion

Field	Options	Type	Size	Validations
Group Type	1 Units 2 Weighed/Decimal 3 Amount By Value 4 Credits 5 Order Value	ASC_N	1	Supported group
Threshold Qty	Threshold quantity depends on the group type. (See example 2 on page 24).	ASC_N	6	

Step Count Qty	Threshold quantity depends on the group type. (See example 2 on page 24).	ASC_N	6	
Reward By Threshold Flag		ASC_N	1	in use in ongoing version
Non Netted Discount Flag		ASC_Y N	1	
Points Redemption Approval		ASC_Y N	1	
Points Required To Redeem		ASC_N	6	
Filler			117	
Total			139	

Promotion Data - Group Promotion

The example below shows how batch information must be organized. The pattern from offset 245 to 252 must be repeated 10 times.



Field	Options	Type	Size	Validations
Group Type x 10	1 Units 2 Weighed/Decima 3 Amount By Value 4 Credits 5 Order Value	ASC_N	1*10	Supported group
Threshold Qty X 10	Threshold quantity depends on the group type. (See example 2 on page 24).	ASC_N	6*10	
Fixed Group reward X 10		ASC_Y N	1*10	
Points Redemption Approval Flag		ASC_Y N	1	
Non Netted Discount Flag		ASC_Y N	1	
Filler			57	
Total			139	

Promotion Data – Order/Level Promotion

The example below shows how batch information must be organized. This pattern must be repeated 5 times (from offset 246 to 366).

Quantity (6)	Value (9)	Reward (9)

Field	Options	Type	Size	Validations
Group Type	1 Units 2 Weighed/Decima 3 Department 4 Credits 5 Order Value	ASC_N	1	Supported group
Quantity	Threshold quantity depends on the group type. (See example 2 on page 24).	ASC_N	6*5	
Value		ASC_N	9*5	>0
Reward Value	Reward value depends on the reward type. (See example 1 on page 24).	ASC_N	9*5	>0
Filler			18	
Total			139	

Member Promotion Linked File

Field	Options	Type	Size	Validations
Header			64	
Member Promotion Id		ASC_N	9	1-9999 9999
Link Promotion Type	50 - PLU 53 - Mix & Match 51 - Department 54 - Manufacturer 55 - Price Group 58 - Segments	ASC_N	2	Supported type
Link Item Id		ASC_N	14	According to type: 50-(0-9999999999999999) 51-(0-0000000000999) 53-(0-000000099999) 54-(0-000000099999) 55-(0-000000099999) 58-(0-000000999999)
Group Promotion Id	0 Not a Group Promotion 1- 10	ASC_N	2	
Filler			933	
Total			1024	

Credits Program File

Field	Options	Type	Size	Validations
Header			64	
Credit program Id		ASC_N	8	
Credit program description		ASCII	20	
Start date	YYMMDD	ASC_DT	6	
End date	YYMMDD	ASC_DT	6	>= start date
Start time		ASC_N	4	Valid time
End Time		ASC_N	4	Valid time
Activation day	Bit 0 Sunday Bit 1 Monday Bit 2 Tuesday Bit 3 Wednesday Bit 4 Thursday Bit 5 Friday Bit 6 Saturday	ASC_N	7	0 or 1
Activation time X 7	For each day start time size is 4 End time size is 4	ASC_N	56	
Print credit earning after each item in a receipt		ASC_YN	1	0 or 1
Print total credits earning on receipt		ASC_YN	1	0 or 1
Report to loyalty promotion srv		ASC_YN	1	0 or 1
Print voucher		ASC_YN	1	0 or 1
Barcode for voucher Id		ASC_YN	1	0 or 1

Field	Options	Type	Size	Validations
Earning details on voucher		ASC_Y N	1	0 or 1
Member card dependency		ASC_Y N	1	0 or 1
Enable for all card schemes		ASC_Y N	1	0 or 1
Schemes X 10 card scheme	Available card schemes One scheme size is 3	ASC_N	30	
Event invisible on receipt		ASC_Y N	1	0 or 1
Negative event		ASC_Y N	1	0 or 1
Display avi\bmp image		ASC_Y N	1	0 or 1
Refresh customer display		ASC_Y N	1	0 or 1
Report to Internet explorer		ASC_Y N	1	0 or 1
Display message box		ASC_Y N	1	0 or 1
Enter to queue messages		ASC_Y N	1	0 or 1
Empty (not used)		ASC_Y N	1	0 or 1
Item template name		ASCII	10	
Total on receipt template name		ASCII	10	
Voucher template name		ASCII	10	
Print voucher Id	0 None 1 Internally 2 Promotion Server	ASC_N	1	
Redeem validation period (in days)	999	ASC_N	3	

Field	Options	Type	Size	Validations
Minimum order purchase	99999.99	ASC_N	8	
Minimum program purchase	99999.99	ASC_N	8	
Minimum program qty purchase	9999	ASC_N	4	
Price threshold	99999.99	ASC_N	8	(include point)
Value reward		ASC_N	8	
Price step	99999.99	ASC_N	8	
Value step reward		ASC_N	8	
Value threshold		ASC_N	8	
Price reward	99999.99	ASC_N	8	
Value step		ASC_N	8	
Price step reward	99999.99	ASC_N	8	
Reward type		ASC_N	1	
Avi bmp file name		ASCII	40	
Number of seconds to display picture	0-60	ASC_N	2	
Text message		ASCII	50	
Num of seconds to display msg	0-60	ASC_N	2	
Maximum Credit Program Purchase	99999.99	ASC_N	8	
Credit Program Type	0 Normal 1 Gas Reward	ASC_N	1	
Print Credits After Redeemed Promotion		ASC_Y N	1	0 or 1
Redeemed Promotion Credits Template Name		ASCII	10	
Filler		ASC_N	562	
Total			1024	

Fuel Grades

Field	Options	Type	Size	Validations
Header			64	
Grade Number		ASC_N	3	1-16
Blends Percentage	Whole percent	ASC_N	3	
Grade Name		ASCII	32	
New Price Cash in Full Service	(4, 3)	ASC_N	7	
New Price Cash in Self Service	(4, 3)	ASC_N	7	
New Price Credit in Full Service	(4, 3)	ASC_N	7	
New Price Credit in Self Service	(4, 3)	ASC_N	7	
First Product Number		ASC_N	3	
Second Product Number		ASC_N	3	
Grade Short Name 3		ASCII	3	
Grade Short Name 5		ASCII	5	
Valid Grade Flag		ASC_YN	1	0 or 1
Price Changing Date from NEW to OLD		ASC_FU LL_DT	12	
Filler		ASC_0	867	
Total			1024	

PLU Group

Currently under development - not implemented in V8.

Field	Options	Type	Size	Validations
Header			64	
Group Number		ASC_N	2	0 exist if opcode is data
Op-code	0- 0 Group Header 1- 1 Group data	ASC_N	1	0 or 1
PLU name / Group name		ASCII	16	
PLU number		ASC_N	13	Exist
Filler		ASC_0	928	
Total			1024	

Subdepartment

Field	Options	Type	Size	Validations
Header			64	
Sub-Department number		ASC_N	12	
Description		ASCII	16	
Department number		ASC_N	4	exist or 0
Group number		ASC_N	3	0-255
Filler		ASC_0	925	
Total			1024	

Department

- If the value in the “Department number” field is zeroed then the value will be taken from the “Department 4 digits” field.
- If there are values at the “Department number” field and in the “Department 4 digits” field then the value will taken from the “Department number” field
- If the values in the “Department number at H/O” field is zeroed then the value will be taken from the “Department H/O 4 digits” field.
- If there are values at the “Department number at H/O” field and at the “Department 4 digits” field the value will taken from the “Department H/O 4 digits” field

Field	Options	Type	Size	Validations
Header			64	
Department number		ASC_N	3	1-999
Department name		ASCII	16	
Tax rate 1		ASC_N	1	0 or 1
Tax rate 2		ASC_N	1	0 or 1
Tax rate 3		ASC_N	1	0 or 1
Tax rate 4		ASC_N	1	0 or 1
Tax rate 5		ASC_N	1	0 or 1
Tax rate 6		ASC_N	1	0 or 1
Tax rate 7		ASC_N	1	0 or 1
Tax rate 8		ASC_N	1	0 or 1
Payment with food		ASC_N	1	0 or 1
Stamps		ASC_N	1	0 or 1
Non merchandise		ASC_N	1	0 or 1
Negative entry		ASC_N	1	0 or 1
Allow weighing		ASC_N	1	0 or 1
Allow discount		ASC_N	1	0 or 1
Payment by WIC		ASC_N	1	0 or 1
Department in use	Can't put 0 if sales exist for this department.	ASC_N	1	0 or 1

Field	Options	Type	Size	Validations
Cost plus department		ASC_N	1	0 or 1
Report PLU changes to head office		ASC_N	1	0 or 1
Not Used		ASC_N	1	0 or 1
No clubcard points		ASC_N	1	0 or 1
No manual amount entry		ASC_N	0	0 or 1
Counter department		ASC_N	0	0 or 1
Non scanned department		ASC_N	0	0 or 1
Eligible for trading stamps		ASC_N	0	0 or 1
Not Used		ASC_N	4	0 or 1
Maximum value		ASC_N	8	
Minimum value		ASC_N	8	< Maximum value
Control check for maximum value		ASC_N	2	0-99
Control check for minimum value		ASC_N	2	0-99
Group number		ASC_N	2	0-50
Discount type		ASC_N	2	0-99
Restriction layout		ASC_N	2	0-10
Department number at H/O		ASC_N	3	0-999
Customer discount type 1	Customer discount type 1	ASC_N	6	
Customer discount type 2	Customer discount type 2	ASC_N	6	
Customer discount type 3	Customer discount type 3	ASC_N	6	
Customer discount type 4	Customer discount type 4	ASC_N	6	

Field	Options	Type	Size	Validations
Customer discount type 5	Customer discount type 5	ASC_N	6	
Department 4 digits	Department 4 digits	ASC_N	4	0-9999
Department H/O 4 digits	Department H/O4 digits	ASC_N	4	0-9999
Filler		ASC_0	850	
Total			1024	

Bad Accounts

Field	Options	Type	Size	Validations
Header			64	
Account Number		ASC_N	20	> 0
Control Check		ASC_N	3	
Filler		ASC_0	937	
Total			1024	

Enhanced Bad Accounts

Field	Options	Type	Size	Validations
Header			64	
Account Number		ASC_N	22	> 0
Sequential Number	NOT USED	ASC_N	4	
Description		ASCII	34	
Initials		ASCII	10	
Tender Code		ASC_N	4	
Date Tendered	YYMMDD	ASC_DT	6	
Control Check		ASC_N	3	
Store Number	NOT USED	ASC_N	4	
Amount Tendered		ASC_N	10	
Amount Owing		ASC_N	10	
Special Description		ASCII	255	
Store Number 2		ASC_N	5	
Routing		ASC_	10	

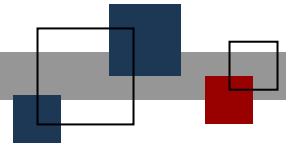
Field	Options	Type	Size	Validations
Number		N		
Filler		ASC_0	583	
Total			1024	

A/R Accounts

Field	Options	Type	Size	Validations
Header			64	
Account Number		ASCII	12	Not Empty
Account Name		ASCII	30	
Balance	7.2 (may begin with “-“)	ASC_N	10	
Status ID		ASC_N	3	0-255
Status Description		ASCII	20	
Internal Status		ASCII	1	Always 0
Limit	5.2 (may begin with “-“)	ASC_N	8	
Discount		ASCII	1	Always 0
Filler		ASC_0	875	
Total			1024	

Object Security

Field	Options	Type	Size	Validations
Header			64	
Security Date	000000	ASC-0	6	Will default to the current date and time
Entity Type	PLU = 1	ASC-N	3	
Entity ID Start		ASCII	40	
Entity ID End	Can be same as start if security is only for 1 item	ASCII	40	
User Group ID	000	ASC-N	3	Always 000 – not used right now
Allow Update Flag	0 = allow, 1 = don't allow	ASC-N	1	0 or 1
Allow Insert Flag	0 = allow, 1 = don't allow	ASC_N	1	0 or 1
Allow Delete Flag	0 = allow, 1 = don't allow	ASC-N	1	0 or 1
Allow Query Flag		ASC_0	1	Always 0 – not used right now
Filler		ASC_0	864	
Total			1024	



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