



# *Release Notes for Version 6.20*

This document includes a moderately detailed listing and descriptions of program changes in the initial Keystroke Version 6.20 release. For additional information and more recent Release Notes pertaining to Keystroke POS, please refer to the README.TXT file located on the Keystroke License Disk and accessible from the Windows Start menu under the Keystroke POS program folder. The on-screen F1-Help system also includes reference information regarding specific program features.

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If you have questions or comments, please contact your local Authorized Keystroke Dealer, or call SBS Technical Support Services at 800-275-4727 (Monday - Friday, 8am - 6pm Mountain Time).



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# User-Interface and Other Fundamental Enhancements

## Window Placement

Windows can now be moved by dragging their title bar. The program does restrict the windows from being dragged completely off of the Keystroke screen.

If a window is moved, its new position will be saved to the file WP#.DAT (where # is the register number). To restore all windows to default locations, delete this file. Note that a few windows don't remember their position due to their ability to change size/position based on what they are being used for (Matrix Item Selection windows for example) or because they are pop-up lists for buttons on other windows.

There are security levels to control this; the "Move Windows" and "Save Window Positions" security levels. If the "Move Windows" security is not met (default=10), then the clerk will not be able to drag the window around. If the "Save Window Positions" security is not met (default=9), then the default window positions will be reloaded when the program changes modules. Note that while the Enter Clerk box is on the screen, the windows cannot be moved since the system is locked and there is no clerk to meet the Move Windows security level.

The Check Mark button in title bars has been removed. Instead, either click on the Ok button, double click on the selection in a list box, or use the Enter or Save buttons on the tool bar.

## Title Bar and Border Styles

### Windows XP Theme

If the computer is set to use a Windows XP theme then Keystroke will now display its windows to match that theme. The Windows Theme on a computer is set using the Display Properties function in Windows Control Panel (or right click on the Desktop and select properties). The computer must be running on Windows XP or newer and the Windows and Buttons setting on the Appearance tab must be set to something other than "Windows Classic Style". If these conditions are met (and most new computers are already set this way) then Keystroke will run in "XP Theme Mode" otherwise it will run in "Classic Mode".

When running in XP Theme Mode the following will be used:

- The color and style of the borders and title bars of windows in Keystroke will be based on the settings in Windows and not the colors set in Keystroke.
- The location of the text in the title bar will be on the left side instead of centered in the middle and the font style will be bold.
- The Cancel (X Mark) button will use the Close button drawn by the Windows XP theme.

## Other Aesthetic Changes

### Larger Display Area

The Frame around the main Keystroke screen has been turned off so that the size of the data entry area appears larger (the font size is still the same but there can be more space between the fields). Also, the BackgroundColor has been changed so that it is similar to other Windows programs. The previous look can be restored by putting: "Use-Frame=1" in the WS.INI file and changing the Background color in the Configuration Manager (see below).

While the frame is said to be Off, it really is still there but is only 2 pixels wide around the main screen, it may still be seen around the new toolbars though. To truly turn it off, set BackgroundColor and FrameColor to be the same.

### Menu Font

The font used in menus is now the same as the Windows Menu font as specified in the Windows Display Properties (both font name and size).



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## New Keystroke Toolbars

A new type of Toolbar has been added to provide greater flexibility in the size, design and function of on screen buttons. The new toolbars are called the “Keystroke Toolbars” while the old toolbars are now called the “Traditional Toolbars”.

The initial release of Keystroke version 6.20 ships with a set of three toolbars (a toolbar is a group of buttons). The toolbars are “Payments”, “Numpad”, and “Keyboard”. The Payment toolbar is located in the upper right corner of the screen and contains payment buttons as well as other buttons to make entering sales faster and easier. The Numpad Toolbar is located in the lower right corner of the screen and has buttons for entering numbers as well as buttons to Save and Cancel. The Keyboard Toolbar is located on the bottom of the screen but is initially hidden. Pressing the “Keyboard Button” on the payments toolbar will cause this Keyboard Toolbar to appear (or disappear if it is already visible). The Keyboard Toolbar is designed to replace a standard keyboard so Keystroke can be run with just a mouse (or touch screen monitor).

Whenever Keystroke is started, it will check the data set for the file that stores the toolbars (“TOOLBARS\TB.DAT”). If the file is not found then the program will automatically initialize the default toolbars. This will happen when upgrading from a previous version or when starting a new data set.

When the new toolbars are initialized, they are configured to only appear in the Sales Manager. This can easily be changed using the Configuration Manager-Settings-Toolbars-Keystroke Toolbars function (see below).

If Keystroke is run with data from versions prior to 6.20, the program will ask “Do you want to use the new Keystroke Toolbars”. Be careful when answering this question. The default answer is “No” which will cause the toolbars to be turned Off and they will not appear in the Sales Manager (or anywhere else) until they are turned back On. (The toolbars can be turned On or Off in the Configuration Manager - Toolbar Settings function.) Answering “Yes” will leave the toolbars on and they will be available just like in a new data set.

### Toolbar Settings

Modules and Registers where Keystroke Toolbars are displayed can be defined in the Configuration Manager under Settings-Toolbars-Keystroke Toolbars. Selecting this function will display a list of the toolbars found in the toolbar data file. Selecting a toolbar from this list will display the settings.

The name of the toolbar and the data file in which it is stored are displayed at the top of the settings window. On the left side is a list box which shows all the modules that the toolbar has been set up for. On the right side there are four check boxes which determine whether or not the toolbar is available in the highlighted module and whether or not it will be visible when first entering that module. If it is Available but not Visible, then it will be loaded into memory but will not be displayed. A macro can then be used to display it at anytime. However, if it is not available, then it will not be loaded and there is no way to make it appear (other than changing the settings).

These settings can be changed for “All Registers” as well as “This Register”. The “This Register” settings override the ones for “All Registers”. If both settings are the same, they will be linked. While linked, changing the “All Registers” setting will also change the “This Register” setting. To unlink the setting, change it in the “This Register” section.

### Toolbar Buttons

When the toolbars are displayed, any of the buttons can be used by simply clicking on it with a mouse (or by pressing it when using a touch screen). When the button is pressed, it will run a Macro that is stored inside of it. If a button is grayed out, then it is disabled and pressing it will not do anything. Buttons may be automatically disabled depending on what screen is being displayed and/or the security level of the current clerk. A button can be held down and will start repeating itself the same way a key on the keyboard would.



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## Button Editor

The way a button looks and what it does is based on the settings stored in its toolbar's data file. The settings for each button can be changed by pressing the right mouse button to "right-click" on a toolbar button. This will bring up the Keystroke Button Editor where the button's settings can be viewed and changed.

In the upper right corner of the Editor is a sample of how the button looks (or will look once any changes are applied to it). As changes are made, the program immediately displays the results by changing this sample button. Clicking the "Ok" button will close the Editor, update the button in the toolbar, and save the changes to the Toolbar data file (e.g. "TOOLBARS\TB.DAT"). Pressing Cancel will close the editor without making any changes to the actual button or toolbar.

For more information on each of the Button Editor settings, please see the Button Editor document "DOC\BttnEdtr.doc". It contains a description of each of the settings and how the Button Editor operates as well as information on the Advanced Button Editor.

## Toolbar Files

The files that control how the new toolbars look are stored in the directory "TOOLBARS\" beneath the Data Directory. The default filename is "TB.DAT". So for a standard installation on a computer's C: drive, the toolbars are controlled by the file "C:\KEYSTROK\DATA\TOOLBARS\TB.DAT".

The name of the default file can be changed by using "ToolBarsFile=" in the WS#.INI or on the command line to specify a different name for the file (default is "TB.DAT"). If used, then the extension (usually ".DAT") must be specified but the path cannot be (the path will always be "TOOLBARS\" below the Data Directory).

The Toolbar data files are in a text based format (simple XML) editable using any text or XML editor (or the built-in Button Editor).

Please see the file "DOC\TOOLBARS.DOC" for technical information on the structure and commands used within these files.

## New Keystroke Macros

Keystroke now has the ability to store and use macros. A macro is a set of commands that are run when the macro is used. Macros can be run by calling them from a specified keyboard combination (for example <Ctrl+F10>), from a toolbar button, from a script, from other programs, or even from other macros. The commands that make up the macro can be a variety of things from keys being pressed to setting variables within Keystroke.

Currently Macros are only available in the Sales Manager module. The Sales Manager Macros are stored in the file "MacrosSM.DAT". The Macros data file is in XML format and can be edited with a text editor or by using the Macro Editor built into Keystroke. The Editor in the Sales Manager is accessed using the Transaction - Parameters - Macros function.

The Macro Editor will first display a list of the macros that have already been defined. From this list, you can: Add-<Ins>, Delete-<Del>, Cut-<Ctrl+X>, Copy-<Ctrl+C>, Paste-<Ctrl+V>, and Edit-<F3> (or <Enter>) each Macro. After selecting a macro (or pressing <Ins> to add one), the Macro Editor screen will be displayed. From here you can set the following parameters for:

**Name:** Used to identify the macro. This name can be used to call the macro from other macros or scripts. While not required, the name should be unique and should not include spaces.

**Description:** A note on what the macro does.

**HotKey:** Used to run the macro from the keyboard.

**Commands:** The set of functions that the macro will run. Use <Ins> to select a command from a list.

Note that the program will not check for duplicate Macro Names or HotKeys. Only the first one found will be used. Also, the HotKey is optional since the macro can be run from anything else that supports macro functions (Toolbar buttons (both old and new), other macros, scripts, etc.).



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The Macro Command field holds Macro Functions. While the functions can be edited using standard text editing (same as in a Comment field), it is best to add new functions by pressing <Ins> and then selecting the function from the list that pops up.

Most of the functions existed in previous versions for use by toolbars and scripts and are documented in help screens. The functions that have been added with this version are (Square brackets “[ ]” symbolize entries to be replaced.):

**@SET [Variable]=[Value]** - Changes the specified internal [Variable] to be equal to the specified [Value]

**@TOGGLEFLAG([Variable],[BitValue])** - Toggles (1 to 0, 0 to 1) the specified [BitValue] (1,2,4,8,etc.).

**TOOLBARTOGGLE=** Toggles the display of a toolbar (On to Off, Off to On).

**RUNMACRO=[Name]** - Runs the Macro that matches the specified Name. The program will first search for the Macro Name, and if not found will search for a matching Command Name in the Traditional ToolBars.

**RUNMENU=[MenuPath]** - Tells the system to select the specified menu option. The Menu-Path is the name of the options to be selected, separated by a dash.

For example: (RUNMENU=Transaction-Edit/Print-Layaway-Customer Number...) will bring up the list of layaways sorted by Customer Number.

**POPUP=[Function]** - Will launch another Keystroke Function. (For example: “PopUp=Calendar” will bring up the Calendar function.) In most cases this will be the same as sending the function key. However, Macros can include functions that don’t have function keys (PopUp=MainMenu) or can be used when the function key has been used by another macro.

The @Set and @ToggleFlag functions are used for special purposes. The @Set function changes a variable’s value while the @ToggleFlag function allows a single bit within a variable to be changed. These don’t do anything on their own. It is the change made to the Variable specified that really does the work. The Variables are predefined by the program and allow the macro to change internal settings directly. The variables that are available are displayed when the function is selected. The available values for the selected variable will be displayed after the variable is selected.

This new Macro system has many advantages over standard Keyboard macros. The main one being that it doesn’t matter where you are in the program when the macro is run and you will still get the correct results. For example, to switch the current Line Item Entry mode from Stock Number to Description, a keyboard macro would send in 3 <F9> keys. The problem is, if the current Entry Mode is not Stock Number, you won’t end up on Description. And if you are not on a line item, pressing <F9> might do something different. With the new macro function you can now set the line entry mode to be directly what you want and it doesn’t matter from where it is done. Another example is the Screen Mode <Shift+F9>. With the new functionality, this can be set from anywhere (works while in the customer entry box where <Shift+F9> does not). Also, if the current transaction type does not support the Screen Mode being requested, then nothing happens instead of ending up in some other mode. (Note: Macro key assignments take precedence over default function keys. For example; if <F8> is assigned to a macro, the <F8> key will no longer work to move in and out of the Customer Entry Box.)

The macro functions and variables (and their accepted values) are listed in the file FuncList.xml located in the FILES\ directory. This file may be accessed by outside programs.



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## New WS.INI Settings and Command Line Switches

### Title Bars, Border Styles, etc.

**BorderStyle=** Changes the way the borders around windows inside of Keystroke will look. The program will default this setting to either “Classic” or “XP” depending on the windows version and its settings (see above). The setting can be entered as a number or as a name as follows:

- 0 = “Classic” - use traditional gray 3D borders, and Keystroke colors.
- 1 = “Colored” - use a flat colored border and Keystroke colors.
- 3 = “Colored3D” - use a 3D (shaded) colored border and Keystroke colors.
- 15 = “XP” - use XP Theme.

If “XP” is specified on a machine that doesn’t support it then “Colored3D” will be used.

**TitleAlignment=** Sets how the text in the title bars will be justified. If the BorderStyle is “Classic” then this setting will default to “Center”, otherwise the default will be “Left”. The setting can be entered as a number or as a name as follows:

- 0 = “Left”
- 1 = “Right”
- 2 = “Center”

**TitleBold=** Sets whether or not the text in the title bars are bold. If the BorderStyle is “Classic” then this setting will default to “Off”, otherwise the default will be “On”. The setting can be entered as a number or as a name as follows:

- 0 = “Off” = “No” - font will not be bold.
- 1 = “On” = “Yes” - font will be bold.

**UseFrame=** Turns on the frame around the data entry area. This is off by default which allows the main Keystroke screen to be as large as possible and not show the frame around it (although the frame will still be visible if there are gaps around the new toolbars). (The default is Off.)

**Menus** (If these settings are not used then the Menu Font will match the Windows Menu Font.)

**MenuFontName=** Sets the name of the font to be used by the menus.

**MenuFontSize=** Sets the size of the font to be used by the menus (or a ratio if MenuFontAutoSize is also used, see below).

**MenuFontAutoSize=** Sets whether or not the size of the font used by the menus is fixed or if it scales along with the font size being used by Keystroke (which scales depending on the size of the window). If MenuFontAutoSize is On, then the font size used by the menus will be the font size being used by Keystroke multiplied by the MenuFontSize setting. The default MenuFontSize is set to 1 when MenuFontAutoSize is turned On.

### Sounds

Three new sound settings (**SoundOpenDrawer=**, **SoundPaymentApproved=**, **SoundPaymentDeclined=**) were added to help clerks recognize the events by sound instead of having to watch the screen. By default these are left as blank in which case the program will use the sounds as in previous releases (OpenDrawer did not make a sound, Payment Approved played “SoundProcessDone” and Payment Declined played the Warning Sound).

### Other New Settings

**DateShift=** - Used to shift the date/time in Keystroke by the specified number of days. This allows the entry of older invoices without having to change the date on each one (or the system date on the computer). The value entered is in Days (use fraction of a day for time) and can be positive or negative. Examples: DateShift=-1 for one day back, DateShift=-30 for thirty days back, DateShift=0.04167 to go forward one hour.

**DisplayOff=0** - Used to turn the customer pole display back on (when DisplayOff=1 is in the .INI file). This is rarely used but can make it easier to set up the system when only a few of the machines have a customer display. (Set DisplayOff=1 in the WS.INI file and then add DisplayOff=0 to the command that launches Keystroke on the machines that do have a customer display).



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## New Utilities-Extension Menu

The Utilities Menu now contains a line called “Extensions”. The sub menu off of this function is called the “Extensions Menu”. This menu is used to launch other programs (either Keystroke programs or any other program). The default list of items on the menu includes some of the Keystroke Extension programs. However, the Extensions Menu can be altered to match the needs of the store using Keystroke. The menu is controlled by the file “EXTMENU.XML” located in the program directory. Editing this file allows you to customize the items that are on the menu. Note: The program reads this file when entering a module so changes made to this file will not be seen until you exit and enter a Keystroke Module.

The EXTMENU.XML file is in simple XML text format. The tags supported are:

**<MenuItem>** - each item to be listed on the menu must be surrounded by this tag.

**<Name>** - the name as it should appear on the menu.

**<HotKeyPos>** - the position of the character in Name that should be underlined and used as the hotkey for this menu item.

**<Command>** - the command to be run when the item is selected (i.e., the program filename and any necessary parameters). When the menu item is selected, Keystroke will first replace the following tokens in the specified Command:

%Register% with Register Number

%Machine% with Machine Number

%DataDir% with Data Directory

%ClerkNum% with Clerk Number

Keystroke will then launch the program by executing the Command as a Macro with the RUN= function. For example, the entry: **<Command>CONTPRIC.EXE /D %DataDir%</Command>**, will result in Keystroke running the following macro:

```
RUN=CONTPRIC.EXE /D C:\KEYSTROK\DATA\
```

**<SecurityCheck>** - The menu item will be disabled if the current clerk is not allowed to use the specified function. This parameter is entered as a numeric value. This value can be found by looking at the Message Bar in Keystroke when the desired security function is highlighted in Keystroke-Configuration Manager-Tables-Security Levels lists. For example, if only clerks that have access to the DOS Shell Utility can use this menu item, then the tag would be: **<SecurityCheck>46</SecurityCheck>**.



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## Other New Features and Improvements

### README.TXT

The order of the changes listed in the readme.txt file has been reversed. The most recent changes will now be listed towards the top of the file.

### Product ID Codes

Product IDs will no longer contain the numbers “0” or “1” or the letters “I”, “L”, “O”, or “Q” in order to make it easier to read them. (The Product ID is the code that is entered when installing or upgrading Keystroke without a License Disk.)

### Mouse Wheel

Mouse Wheels are now supported throughout the program (moving the wheel is interpreted as pressing the <Up> and <Down> arrow keys). Note that Record List boxes and the Report Viewer already had support for the mouse wheel.

### Entering Text – Undo Command

Keystroke now supports pressing <Ctrl+Z> in edit fields and in the comment editor to undo the last key pressed. Pressing this key will undo changes made to the field (up to 32 levels). Like the <Esc> key in edit fields, this only works as long as you stay in the field. Note that some edit fields actually exit and re-enter after every key, in which case <Ctrl+Z> will not work (e.g., toggle fields).

### Alternate Customer and Vendor Codes

The Customer and Vendor database now support the use of an Alternate Code list for each record. These work the same as the Inventory Alternate Codes. For Customers, the data is stored in “ALTCC.DAT” and “ALTCCNDX.DAT”. For Vendors, the data is stored in “ALTVC.DAT” and “ALTVCNDX.DAT”.

To access the new Alternate Code lists for Customers and Vendors, select the AltCodes button on the respective database record screen. Note: Existing Keystroke installations require minor modification to add the AltCode button to the Customer and Vendor database screens. If using standard non-customized database screens, delete the files SCRWC\*.DAT and SCRWW\*.DAT from your data directory; then upon restart the program will reinitialize with updated screen files including the AltCodes buttons.

### Record List Boxes

The Record List Boxes now have a small specialized button bar just below the title bar. The available buttons include:

“**Filter**” - Same as <Shift+F2>. For limiting which records to include in the list.

“**Sort By (Left)**” and “**Sort By (Right)**” - Same as <Shift+Tab> and <Tab>. Used to change which field is displayed in the first column which is what the list is sorted by.

“**Prev File**” and “**Next File**” - Same as <Ctrl+PgUp> and <Ctrl+PgDn>. Only available when looking up a transaction and is used to change the list to show an earlier or later date range of transactions.

In order to keep the new “Sort By” buttons in the same position on the screen, the Record List Boxes are now always aligned near the right hand side of the screen.

### Entering File Names

The <Ins> key can now be used from the Filename field to access the File Browse button (when it exists).



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## Changes to Individual Modules

### Accounts Receivable

Increased the number of Open invoices that can be displayed on screen by one.

Statements can now print to three different forms/printers.

### Closeout

An Open Drawer button is now available in the Confirm Date Range box (at the start of a closeout) and the Save box (at the end of a closeout). If pressed, then the drawer will be opened and an audit entry will be made (same as using F7 to open the drawer, but the Open Drawer security level is not checked).

The appearance of the Open Drawer button is controlled by the “Open Drawer at Start” and “Open Drawer at End” parameters in the Closeout - Parameters function. By default, these parameters will be Off in existing data sets but will be On in new data sets.

### Configuration Manager

The Setup - Colors function now has a setting for “Background” and “Frame” colors. The name of the old “Screen Text/Background” is now “Title Bars”. The new “Background” and “Frame” settings use the Windows Color Palette (unlimited color choices) while the rest still use the Keystroke Color Selector (limited color choices).

The Standard Backup/Restore functions (and Tables - Authorization Method Setup for MercuryPay and PCCharge) now have the new file browse button. Note that even though the program only needs the path, a file must be selected in order to leave the browser. The filename will be dropped and only the path will be used by Keystroke.

The Export Transaction - Details (Line Items) function now exports the “TransDate” and “TransTime” fields as field numbers 37 and 38. (The Line Item Comment field is now field number 39 as it is always the last field.)

The Export function can now be used to export Alternate Customer and Vendor codes. When using KSEXPORT from the command line, use the codes “DU” to export “Database - alternate cUstomer codes” and “DE” to export “Database - alternate vEndor codes”.

### Database Manager

#### Default Function

The Screen Name and File Name are now displayed in the Title bar while using the Setup-Default function.

#### Inventory Database

If a Vendor Number that does not exist is entered on the Vendor Info screen of an Inventory item, the program will now display the vendor name as “\*\* NOT FOUND \*\*” instead of just showing it as blank.

#### Matrix Database

While editing the Matrix Database, the Search & Replace function now supports using formulas on the price/cost fields including the use of the variable code for the other price/cost fields (“A”=AvgCost, “C”=LastCost, “P”=BasePrice, “L”=ListPrice, “S”=SalePrice, “X”=Level1, “Y”=Level2, “Z”=Level3).

### General Ledger Link

The GL-Link module will no longer run directly from the command prompt (e.g., to generate the journal entries file from a script or automated scheduler) if it is not licensed for use.



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## Report Manager

The fields TransDate and TransTime are now available to be printed with the Transaction Line Items data. (This same information is available through the Transaction Header section, it was added here when added to the Export function.)

The Database - Alternate Codes - function now shows a sub menu to select whether to print Inventory, Customer, or Vendor alternate codes. The Inventory Alternate Codes reports use the forms "RDA1\*.KSR" (same as before). The Customer Alternate Codes reports use the forms "RDA2\*.KSR" and the Vendor Alternate Codes reports use the forms "RDA3\*.KSR".

ASCII Character Codes enclosed in braces (e.g. "{27}" for the Escape Character) are now supported in report variables (filters and formulas). They used to be only supported in the Field Text field.

## Production Module

The Production Module will no longer run directly from the command prompt (e.g., to run the Auto-Produce function from a script or automated scheduler) if it is not licensed for use.

## Importer

The setup function now has the new File Browse button to look up the file to be imported.

The Importer Module will no longer run directly from the command prompt if it is not licensed for use.

## Import Purchase Transactions Tool (IMPPOR.EXE)

If a Vendor Number, Code, or Name is entered but not found, then the program will now check the Alternate Vendor Codes list to try and identify the vendor.

## Import Sales Transactions (IMPTRN.EXE)

If a Customer Number, Code, or Name is entered but not found, the program will now check the Alternate Customer Codes list to try and identify the customer.

## Purchase Manager

Increased the number of lines shown on the screen by one.

Added the File Browse button to the Import Line items function.

If a Vendor Number, Code, or Name is entered but not found, then the program will now check the Alternate Vendor Codes list to try and identify the vendor.

The Import Line Items function can now import Comments. The comment is the 4th field and is optional. Field 2 (Qty) and Field 3 (Cost) are also optional, so to import a comment without these fields, leave them blank but include the field separators (for example: 123,,,"This is the Comment"). To include line breaks (paragraph marks) in the comment, you must use ASCII character number 20. Since this can be difficult to create with some programs, you can also use tokens {20} or &#20 instead.

The Import Line Items function now supports the importing of Serial Numbers for serialized items. The serial numbers are imported through the comment field and must be formatted correctly. Each serial number must be on a separate line (lines are separated by a character number 20, see above) in the comment and the line must start with the Serial Number Prefix as set in the Configuration Manager. (For an example, view the comment for a line item that has serial numbers attached to it in the Purchase Manager. The format used there by Keystroke is the same as what is required by the Import Line Items function.)

If importing Serialized Items and updating the Received Qty, the program will now set the Received Qty on the line item to match the number of serial numbers imported.



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## Sales Manager

Increased the number of lines shown on the screen by one.

Added the File Browse button to the Import Line items function.

If a Customer Number, Code, or Name is entered but not found, the program will now check the Alternate Customer Codes list to try and identify the customer.

If the clerk does not meet the “Print/Save Blank Transactions” security level, then the program will no longer allow a payment to be added to a blank transaction (one with no line items on it).

When displaying line items in the Cost/Profit or List/MarkDown mode, the program will now display the total Profit Percentage or Percent MarkDown for the transaction.

When using the Line Item Detail screen, pressing <Ins> while in an inventory lookup field (Description, Product Code, etc.) will now display the record list box in Query mode (<Enter> to view, <F3> to edit) and no longer allows the selection of a different item to replace the current line item.

New security levels are now available for “Sell Item Below Sale Price”, “Sell Item Below Level 1 Price”, “Sell Item Below Level 2 Price”, and “Sell Item Below Level 3 Price”. The default setting is the same as “Edit Line Item Price”. Note that the level is only checked when the clerk manually changes the line item price. Therefore, it is still possible to sell below these prices via the Base Price, On Sale, or Price Table settings. Also, if the clerk doesn’t meet the “Edit Line Item Price” security level, then the price can’t be changed anyway so these new security levels will not be checked.

A clerk can now remove a “Check Balance” Gift Card Line Item (by pressing <Ctrl+Backspace>) even if they don’t have the security to “Edit Line Items”. This is now being allowed since this type of line item does not sell anything and does not change the total on the transaction, but is sometimes generated when a customer asks the clerk to check the balance left on a gift card.

The Price Lookup list (<Ins> from price field) will no longer show prices that the clerk does not have the security to select based on the “Sell Item Below...” security levels and the Override Minimum Price security level.

The Import Line Items function can now import Comments. The comment is the 4th field and is optional. Field 2 (Qty) and Field 3 (Price) are also optional, so to import a comment without these fields, leave them blank but include the field separators (for example: 123,,，“This is the Comment”). To include line breaks (paragraph marks) in the comment, you must use ASCII character number 20. Since this can be difficult to create with some programs, you can also use tokens {20} or &#20 instead.

The Import Line Items function now supports the importing of Serial Numbers for serialized items. The serial numbers are imported through the comment field and must be formatted correctly. Each serial number must be on a separate line (lines are separated by a character number 20, see above) in the comment and the line must start with the Serial Number Prefix as set in the Configuration Manager. (For an example, view the comment for a line item that has serial numbers attached to it in the Sales Manager. The format used there by Keystroke is the same as what is required by the Import Line Items function.)

If importing Serialized Items and updating the Shipped Qty, the program will now set the Shipped Qty on the line item to match the number of serial numbers imported.

## Store Link Module

Added the File Browse button to the Import Line items function.

## Other Modules and Utilities

### Change Numbers (CHGNUMS.EXE)

Added support for Alternate Customer Codes.

### Customer Dates (CUSTDATE.EXE)

The DATE= command line parameter can now be used to set the date that the Oldest Open Invoice date on each customer should be set to. If not used, then current date/time will be used.



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