

# Toshiba VisualStore Suite - Function List

**TOGETHER  
COMMERCE**

*Better access to better services for retail that support the omni-channel operations*

VisualStore® Suite is the latest, open, flexible modular solution for managing end-to-end retail processes focused on the retail market and targeted to the grocery, consumer electronics, general merchandising and specialty sectors. VisualStore® Suite of products covers processes from store to head office level. VisualStore® is developed by Toshiba Global Commerce Solution Italy, a Toshiba Group company.

The Suite's well-tested functions increase in-store efficiency, reduces operational costs, improves business performance and provides centralized management and control capabilities.

To be successful in the present economic context, Retailers must adapt dynamically to the changes in consumer shopping behavior, guaranteeing a more personalized shopping experience..

VisualStore® Suite helps Retailers handle this challenge by offering a front-end solution which is capable of running on a variety of customer-interactive devices available in the store. VisualStore® architecture is based on a multi-platform approach, supporting a variety of operating systems and databases. It is based on open standards to guarantee maximum integration with other store systems and back-end applications. VisualStore® is available in the main Western languages (English, French, German, Spanish, Italian, etc.).

It can easily be translated into other languages thanks to NLS support and is implemented in UNICODE and therefore managing non alphabetic character languages (e.g. Chinese). VisualStore® also supports multi-language operations in the same shop.

VisualStore® comes in both fiscal and non fiscal versions depending on the market requirements.

## Highlights

- Sales application support for a variety of devices and store touch-points
- Flexible rule-based promotion engine and campaign management
- Central control capability across stores
- Ready for mobile and omni-channel

# Point-of-Sale capabilities

## Sign-on and Sign-Off

- Sign-on using code, barcode or MSR.
- Pause function to temporarily secure the register.
- Sign Off with/without Cash Drawer Opening.

## Item Sale

- Barcode or code sale.
- Sale without barcode.
- Item selling with velocity codes.
- Item selling with preset item key/touch screen button.
- Department sale.
- Quantity function for selling multiple items.
- Enter button for selling multiple items.
- Weight/Meter/Square meter/Cubic meter/Litre sale.
- Sale with/without decimal separator
- Sale of Christmas and gift baskets with a barcode.
- Sale items on trays of different capacities.
- Price enquiry to look for an item price.
- Force item price changes
- Sell items in packages also with different unit prices.
- Sale of Age Restricted Items.
- Sale with salesperson code.
- Sale in offline mode.
- Coupon refund management.
- Deposit management.
- Bottle Deposit management.
- Customer data collection.
- In-store orders, wedding lists and reservations.
- Mobile top-up cards management.
- POS Item search.
- VAT Change and exemption

## Voiding

- Void last item
- Void any Item
- Cancel tender to cancel a payment totally or partially.
- Current transaction void w. or w/o approval.
- Closed transaction void.

## Manual discounts

- Fixed or variable percentage discount on item.
- Amount discount on item or total.
- Percentage Price Raise.
- Amount Price Rise.
- Deferred discount coupons printing.

## Automatic promotions

Automatic promotions are applied by the sales application, without manual input, but some operations may still be required.

- Loyalty card input upon automatic request.
- Loyalty gift redemption with points.
- Personal items list selection on promotions .
- Loyalty card points info request.

## Refunds

- Refunds management during transaction
- Refunds with the amount deducted from the total
- Refunds with credit voucher
- Refunds with reason code
- Transaction refund of a complete transaction.
- Cash refunds from server back office.
- Coupon refunds from server back office.
- Used items refunds.

## Subtotal

- Simple subtotal.
- Multiple subtotal.

## Tendering

- Rounded on payments automatically calculated.
- Payments with multiple tenders.
- Payments with foreign currencies.
- Management of food voucher payments
- Celiac disease vouchers payment.
- Acceptance and automatic printing of cheques.
- Electronic payment management with PIN-code.
- Credit payment for credit customers.
- Management of credit notes for VAT refund.
- Invoice printing at the POS.

## Non-sale functions

- Transaction suspend and resume.
- Clock In/ Clock Out to record operators activity.
- Miscellaneous transactions of non sales transaction.
- Loan management directly at the register.
- Pickup money from the register to the cash office.
- Pickup for more than one tender.
- Cash count of physical money.
- Tender correction.
- Transaction reprint since the beginning of the day.
- Transaction invoice (re)print.
- Tender cashing.
- Keyboard locking at POS terminal.
- Operator password change.
- EFT password change.
- Print department totals for the current day at POS.
- Mobile pre-paid top-up services via EFT device.
- Tender listing report accepted at POS.
- Current transaction void.
- Completed transaction void.
- Training mode.
- GS1 Databar support four new retail barcode.
- Run external processes from the sale application.

# Scales and Promotions

## Service Scale Functions

- Floating operator support for service scale.
- Free a floating operator button in a transaction.
- Hide floating operator transaction.
- Item selling without the ENTER key
- Good temporary receipt of suspended transaction.
- Label printing with stickers for packing items.
- Manual tare entry, possibility to set the tare to zero.
- Vendor tare save for multiple scale usage.
- Shopping numbered baskets.

## Self Service and Pre-packing Scale Functions

- Self-Service/Pre-packing mode switching function.
- Self-service weighing with preset key.
- Self-service weighing with item fast codes.
- Pre-packing weighing with scale fast codes/barcodes.
- Item pre-pack with a fix tare value.
- Item pre-pack with measured tare values.
- Packing date definition different from the actual.

## Scale Maintenance

- Scale reset so the weight is initialised to zero.
- Paper feed to prompts the label print or eject.
- Label printer reset for label alignment.
- Force label printer calibration after initialization.
- Force touch screen calibration.
- Manual out of order to locks the touch screen.
- Lock the touch screen to clean the display.
- Print two type of label, stickers and endless.

## Fiscal functions for Italy

- POS fiscal closing automatic and manual.
- POS fiscal closing without fiscal counters reset.
- Fiscal memory printout showing fiscal closing.
- Refund on fiscal environment with cash or voucher.
- Printing functions from printer fiscal memory.

## Cash Office functions

- Loan for tender transfer from Cash Office to POS.
- Pickup tender transfer from POS to Cash Office.
- Pre-pickup as a pickup with authorization.
- Operator cash count for counting of the tenders.
- Operator final cash count at end of day.
- Cash Office Cash Count for balance checking.
- Cash Office Final Cash Count for store closure.
- Miscellaneous transactions for store maintenance.

## Promotion Engine

The VisualStore promotions engine enables the user to define a very wide range of offers and promotions. It is designed to allow retailers to create new promotions quickly and easily in order to meet their marketing targets.

Promotions can give different rewards (points, discount, coupons, etc.) and may be triggered by different criteria (spend, number of items bought, means of payment, etc.). They can be awarded to specific types of customer or may give different rewards depending on the type of customer. An item or department may be in more than one promotion at once and in this case the customer could get a combined discount, or might get just one promotion, for example, the best deal for the customer.

## List of promotion you can define with VisualStore:

- Basic amount and percentage discounts on total/departments/item groups/items.
- Amount and percentage discounts on total/departments/item groups/items upon reaching purchase thresholds (i.e. buy from department A or an item group, spend more than X excluding department B, etc.).
- Amount and percentage discounts on total/departments/item groups/items depending on the tender used.
- MxN
- Different discount thresholds on total/departments/item groups/items depending on the member loyalty level or on the tender used to pay the transaction.
- The cheapest/more expensive item in the transaction, from a department or out of an item group is free or discounted (either percentage or amount discount).
- Supplier promotions on total/departments/item groups/items.
- Paper stamps handling
- Amount and percentage discounts on the first n items A bought in the transaction.
- Free items.

# Promotions and data management

## List of promotion you can define with VisualStore:

- Amount and percentage discounts on item A if the customer buys more than n items A.
- Amount and percentage discounts on item A if the customer buys one or more items B or item B and C and D, etc.
- Buy up to n items and get X discount, buy m items and get Y discount.
- Personalised marketing (the customer gets discounts on items previously selected from an item group).
- Loyalty points on purchased amounts.
- Loyalty points on the purchase of specific items/department/item groups
- Points conversion into discounts.
- Gift redemption with/without contribution.
- Gift redemption with variable points (donations).
- Promotions activated by coupons.
- Deferred promotions.
- Promotions activating coupon printing.
- Frequency points accumulation
- Purchased amount accumulation
- Points, frequency and purchased amount redemption as selectable % discount on total.
- Points, frequency and purchased amount redemption as direct % discount on item.
- Promotions on reduced total can be calculated by excluding the items already discounted during the transaction.

## Promotions confirmed by the cashier (sellout)

With the sellout option, the system prompts the operator to check whether the promotion should be applied or not. The promotion activation is decided at the POS.

## Promotional messages

Promotion messages printed on the customer receipt on the basis of promotional rules.

## Multistore definition

VisualStore has been built with a store-in-store architecture, meaning that multiple logical sub-stores can be managed from a single location. This feature perfectly fits stores with supporting concessions within a supermarket, but it could be used, for example for an in-store bar or restaurant. Each store is characterised by its own department structure, items, promotions, etc.

## POS keyboard management

VisualStore supports different keyboards, and a POS keyboard maintenance allows you to define the keyboard layout by assigning a function to each key.

## Touch screen designer

A graphical maintenance utility at the server enables the definition of the touch screen pages that are used at the POS. The touch screen maintenance allows the retailer to define different templates so that it will be possible to assign different templates to registers installed in the store.

## Document Formatter Tool

The document formatter has been developed in order to give the possibility to autonomously implement different receipt and document layouts according to the user's specific needs. The document formatter tool allows the user to create and design the layout of a number of documents, including customer sales and return receipts, credit notes, invoices and cheques.

## Fashion items management

Management of item size, colour, brand, year, collection, season, model and fabric.

## Kit Items management

Possibility to associate to an item its components so that it will be possible to sell this item like a kit.

## Department management

The department structure can be organised by levels. Departments can also be grouped for report a promotional purposes.

# Data management

## Gift basket management

A gift basket is a collection of items that are put in a basket and sold as a single item at special times of the year (e.g. Christmas).

## Store options

VisualStore is highly customisable, this is the reason why a set of options and parameters are made available. The application is composed of a set of programs (modules), each of them depending on and using parameters for activation or/and configuration.

## Store tenders

Definition and management of the tenders used in the store. It is possible to group tenders for report purposes.

## In-store Orders

In-store orders are used to create internal orders for those items that cannot be carried at the POS for payment (for example because they're too heavy).

An in-store order is usually created in the department, on an Admin Client, where an in-store order document is printed with the details of the selected item(s). It will be recalled at the POS for payment.

## Reservations

Customer to book items that are not available in the store. The booked items receive the promotions active at reservation time.

It is possible for the customer to pay a deposit for the reserved items and to finish paying when items are retrieved.

## Wedding List Management

Management of wedding lists from the server or Admin Client.

## Guarantee Management

Possibility to associate guarantee extension to purchased items.

## Refund Management from server

An alternative to the POS refund procedure. Possibility to look for a transaction performed at the POS and to select the item(s) the customer would like to be refunded.

Refunds can be paid with cash or vouchers.

Store calendar

The store calendar allows the planning of the store opening days, by allowing/denying the store opening and closing.

## Tare management

VisualStore manages weight items as well, and the tare maintenance allows to define fix tare values to be subtracted from the item gross weight.

## VAT maintenance

The VAT maintenance is used to manage different VAT percentages (to be associated to items and departments).

## Store open/close

The store open and closing procedures are made up of steps that can be enabled/disabled according to the store needs. Daily and period closing procedures are available. Store reports can be printed at closing and opening time on the network printers.

## Parameters

The VisualStore application is composed of a set of programs (modules), each of them depending on and using parameters for activation or/and configuration. A module is made available for the management of parameters.

## Customer management

Different types of customer can be managed by VisualStore:

- Loyalty customers.
- Credit customers.
- Invoice customers.
- Reservation customers
- Wedding list customers
- Internal orders customers

# Reports and Utilities

## Report and Report Generator

- The Report Generator provides flexibility in the autonomous construction of reports and allows the customisation of the existing reports.  
The report generator has been conceived so that retailers can build their own reports without asking for new developments. The user can thus generate new customised reports and make them available in the VisualStore menu structure under standard security levels.

- **Here follows the list of the available reports in VisualStore:**

- Cash office movements
- Loan report
- Miscellaneous report
- Store balance report
- Hourly Statistics Report
- Terminal Productivity Report
- Department Report
- Departments with levels
- Operator Turnover Report
- Operator Productivity Report
- Operator Cash Drawer Report
- Operator differences
- Pickup & Loan Report
- Pickup History Report
- Exception Movement Report
- Store Item Movements
- Local Price Overview
- Item Local Price Changes
- Change Scale Item Prices
- Price History Report
- Manual Discounts at POS
- Items to be deleted
- Items not found
- Promotion report
- Suspended transactions
- Salesperson Report
- Grand Total Report

- Credit Movements Report
- Order/Deposit Report
- Tender Listing Report
- Fiscal VAT Report
- Credit Voucher Report
- Department Report with VAT Details
- Deductions Report per Cashier
- Electronic Payments
- Invoice Statistics
- Orders Report
- Ordered Items Report
- Reservation from Wedding List
- Transaction View Report
- Initiative Report
- Food Voucher Ticket Report

## Utilities

- Electronic journal a diary about all the transactions.
- Invoice and credit note printing actual and past.
- POS guided installation tool allows cloning.
- XML import and export files also customizable.
- Virtual offline activation for system maintenance.
- Messages maintenance for server and POS in XML.
- Synchronisation View between the DB and registers.
- Script management to record and simulate sales.
- VisualStore Task Manager monitor program.

## Security

- Menu structure maintenance to show/hide entry.
- Security maintenance to assign rights to users.
- Operator maintenance to create user and groups.

# VisualStore SDK

## Software Development Kits (SDKs)

- In order to allow the retailer to integrate VisualStore with other systems, VisualStore comes by default
- with some Software Development Kit (SDK) packages. These packages are generic modules that
- provide a standard interface to VisualStore, so that the integration of external modules is limited to a
- short code development.
- Available SDKs are:

## Electronic Funds Transfer (EFT) SDK:

- VisualStore includes a generic EFT maintenance module
- providing a series of APIs to enable the integration with electronic payment systems from different
- suppliers/countries. VisualStore includes a generic module for the electronic payment providing a
- standard interface for the terminal application. This application programming interface is built to allow
- third parties to interface the Electronic Funds Transfer solutions with VisualStore.

## POS Printer SDK:

- It is a generic module allowing to interface POS printers not supported directly by the
- base product using JavaPOS or Serial/C drivers both in a Windows and a Linux environment.
- A skeleton source code is provided. The implementation of a new printer implies the insertion of a specific code in particular and well-defined points in the code that are commented for a better clarity.
- The skeleton-based code was used to implement both fiscal and non-fiscal printers.

## Loyalty API:

- this SDK allows the integrations of a third-party loyalty system in case the VS Loyalty
- central component is not used. VisualStore provides a set of APIs called FIDAPI (Fidelity API) in C
- language.

## Java SDK for Server Modules:

- this SDK allows customers and third parties to extend the current
- functionalities of VisualStore in a simple and flexible way. It allows to implement back-office functions
- and to integrate them directly with the VisualStore GUI.

# Self scanning

## Self Scanning

VisualStore Self-Scan module is available starting from VS version 5.2 and is based on the use of mobile terminals by the customer in store. The terminal is an innovative mobile device designed for retail self-service shops, particularly in supermarkets. Customers independently identify the items purchased by scanning bar codes. This innovation allows to reduce waiting times at checkouts, check prices, locate the items on promotion, and know at any time to the amount of spending and more by using a simple and intuitive interface of the terminal. It is therefore a multifunctional device designed to facilitate the sales process by strengthening customer loyalty.

## Components

- Handout stations nodes to unlock mobile terminals.
- Cradles, the mobile terminals battery chargers.
- Mobile gateways act as servers for the mobile terminals.
- Pay stations used to pay the shopping done with a mobile terminal.
- Self scanning dashboard monitor application.

## Self scanning transaction operations:

- Add an item by scanning its barcode
- Void an item by scanning its barcode
- Change the quantity of an item already present in the shopping cart or just scanned by pressing appropriate buttons to increase or decrease it
- View the details of an item already present in the shopping list

## Self scanning transaction end

- A self-scanning purchase can be concluded in five different ways:
- Putting the terminal directly on the handback cradle: the 'end-of-shop' is executed automatically, the transaction is suspended and then resumed and completed at a cash register or at a pay station using the loyalty card.
- Reading the 'end-of-shop' barcode and putting the terminal on the handback cradle: the transaction is suspended and then resumed and completed at a cash register using the loyalty card.
- Placing the terminal on a handback cradle directly connected to a pay station: the transaction is automatically transferred to the pay station for the payment.
- Reading the 'end of shop' barcode on a pay station and directly pay the transaction. The terminal is put by the customer in the handback cradle.
- Handing the mobile terminal to a cashier for the payment at a standard cash register by the use of 'end-of-shop' or a specific button on the touch screen.



# Self checkout

## Self Checkout System Integration

- Self Checkout systems are used in the store because they offer retailers the ability to reduce the store management costs and give customers the opportunity to complete the shopping and payment operations autonomously and in a faster way.
- The following features and capabilities are provided by the Toshiba **CHEC** application:
  - Multimedia interface for the customer
  - Security control based on the weight
  - Management of specific devices (scales, lights, proximity sensor, etc.)
  - Management of cash payment devices, including the cash recycler and EFT
  - Supervision and support functions for the sales operations
  - Administrative functions and reporting
  -
- The following features and capabilities are provided directly by **VisualStore**:
  - Store parameters and configuration
  - Item data, prices and promotions
  - Interface to the loyalty system
  - Store opening and closing operations
  - Print receipts, fiscal setup, etc.
  - Ability to process transactions in offline mode in case of lack of communication with the VisualStore server and automatic realignment of data as soon as the connection is restored.
  - Automatic Software Maintenance and Systems Management for the VisualStore software.
  - Security control to ensure an adequate level of security and prevent fraud by the purchaser, the Self Checkout solution implements a control function based on the weight of the items purchased.
  - Supervision and assistance suspensions and correction of transactions.
  - Payment methods electronic, debit and credit cards.
  - Reporting for error situations, exceptions, overrides, usage statistics, and so on.

## Operating flow

- The sales process Self Checkout mode is summarized as follows:
- SCS unit in waiting state, optionally with active information or advertising messages on the touch screen.
- Automatic start of the operation (via the optional proximity sensor) or manually by pressing on the touch screen.
- Optional identification of the customer by reading the loyalty card and language selection among those available. The system can be configured to accept all customers or only those with loyalty cards.
- Items scanning and placement in the weight control area. Scanning can be performed using the built in scanner or, for bulky items, using an additional hand held scanner.
- Control of the item weight, with management of returns and possible exceptions.
- Display of the running bill during the transaction on the screen, with details of items, prices, applicable discounts and promotions, etc.
- Age verification, when required, through the intervention of the assistant.
- Coupon reading.
- Payment method choice.
- Electronic payment via EFT device, or cash, where available.
- Print the fiscal or non fiscal receipt
- Print the promotional coupons.

## Central modules

### VisualStore Promotion and VisualStore Gift Card

VS Promotion is an optional module that enables the centralized management of VisualStore promotions. The application allows you to define, distribute and control from a central point, in an effective and consistent way, the execution of all promotions and campaigns for the entire network of stores. The central promotion modules execute all the functionality available in the store plus the promo delivery capability, campaign management and electronic wallet central management.

In addition to VS Promotion and leveraging the same infrastructure and lines of communication among headquarters and stores, the VS Gift Card optional application module enables the management, sale and use of gift cards in a shop chain within the same company.

#### Functionality

- **Admin Client and Web Admin Client:** Possibility to work remotely on VSLP console both using a windows client or a Web client using a browser
- **Convention management:** logically group more loyalty cards by associating them to a Convention. Customer having a loyalty card associated to a Convention can get discount or points given by promotions with condition on that specific loyalty level.
- **Electronic wallet:** Used as a tender. Amounts loaded as conversion of loyalty points and other promotion initiatives (or from other applications)
- **Promotion delivery:** Possibility to delivery promotions to a single store or group of stores
- **Promotion scheduled delivery:** Possibility to delivery promotions by scheduling the delivery time
- **Promotion delivery feedback:** Possibility to receive a feedback about the promo installation in the store
- **Promotion delivery reports:** Track the promo delivery in the stores
- **Initiatives and accumulators:** a set of mechanisms that can be invoked by VS Promotions and other VS functions to build personalized promotions/ rewards and other engagement actions with specific Customers
- **Central Coupon management:** Promotions can generate electronics coupons that are associated with customer data and stored centrally for controlled “usage” at redemption time
- **Centralized Refunds Management:** centralized management has been implemented. Support of cross-store redemption of return coupons. Central return for monitoring and analysis

### VisualStore Loyalty

VS Loyalty is the optional VS Suite central application that supports the entire process associated to loyalty programs and CRM initiatives. The module allows the recording of loyal customers, their profiles and association in groups (clusters), the management of the entire life cycle of the loyalty card, the definition of targeted promotions to specific customer groups, the management of points accumulation, the circular use of loyalty points and the sending of promotional information to customers via e-mail and SMS / MMS.

#### Functionality

- **Customer Registration:** Possibility to take a census of customers participating in the program (regardless of the issuance of a loyalty card) through registration forms configured via parametric set format;
- **Loyalty Cards:** Support for all the operations required for the definition, issuance, activation, maintenance and management of the entire life cycle of loyalty cards;
- **Counters and Causes Management:** Possibility to monitor all the counters and related causes of movement for use within the loyalty system;
- **Item reward maintenance:** Possibility to interface the management system of the catalogue awards with loyalty points
- **Account Statement:** It allows the authorized store users and headquarters users to view or print the account statement of the customer and its detailed movements that generated the balance;
- **Cluster Management:** Possibility to associate one or more statistical groupings (clusters) to each customer. The management of clusters is directly connected and integrated with the VS Promotion module for the management of promotions aimed at specific clusters of customers.
- **Customer info update:** VS Loyalty can be implemented in two distinct operational modes, depending on the type of need and operating environment: "batch" and "online".
- **Invoice Customer management:** Some loyalty members may usually ask for invoice for their purchases. VS Loyalty allows the management of this type of customers.

## Central modules

### List of supported VSLP features:

#### Loyalty:

- Card range Management
- Customer registration management
- Customer cancellation
- Transaction points recalculation
- Demographic statistics about customers
- Management of loyalty questionnaire

#### Database queries:

- Query about transaction points
- Query about store points
- Query about customer points
- Customer search

#### Loyalty reports:

- Final cost statement for any PoS
- Assigned reward list
- Weekly statement for any PoS
- Customer frequency in a period
- Promotion List defined by the customer

#### Loyalty control:

- Type of points management (double campaign)
- Type of transactions management
- Geographic management

#### Import and export:

- Manual import of files (items, departments, customers, demographic data, etc.)
- Manual export (cards and points)
- Current status export report
- Current status sending report
- Configuration and complete integration for ETL

#### Other:

- Client-server synchronization
- Client status query
- Customer notification per e-mail Points alignment tool

### VisualStore Central Report

VS Central Report module provide the possibility to collect the revenue and all the transaction data of a store chain in a single central site. This module handle data coming from different VS server versions and allows running aggregated reports on sale activities. The VSCR architecture will use a publish and subscribe methods to exchange data with the Front End stores. Each clients put on the BUS (publish) transaction and host data in XML format; the Central Report Server receive (subscribe) data and process it by storing into the Central Database. The following are the most important module characteristic:

- Automatic data gathering and aggregation
- Online updates via asynchronous messaging
- Web interface for report access anywhere
- On the Central Report Server it will be possible to perform all the reports relative to all the VisualStore Servers in realtime. It will be possible to generate “cumulative reports intra-stores”. It will be possible to generate reports starting from store with different VisualStore versions

### VisualStore Virtual Sales Service

The VisualStore Virtual Sales Service is an infrastructure that executes sales transactions in a virtual environment, independent from the POS and other front-end devices. VS Virtual Sales provide the possibility to use the VS sales engine in a multichannel and in a remote access environment (cell and smartphone) It can be installed either in the stores or at a central location, depending on specific use scenarios, and can interact with other components of the VS Suite, such as the VS Mobile Shopper, the VS Web Admin Client Reservation function, or with external applications, such as e-commerce sites.

The Reservation Management functionality is implemented into VisualStore and use the VS Virtual Sales Service engine to carry out the active real-time promotions information's.

### VisualStore Mobile Shopper based on TCxAmplify

The Mobile Shopper solution use the VisualStore Virtual Sales Service infrastructure to implement smartphone sales. The customer can use it's mobile smartphone in a VS transaction by downloading an App that make him connect to the customer wifi and allows to start the sale activity. The customer can scan the required item barcodes and at the end of all item scanning, the transaction will be suspended by an End Of Shopping barcode. The customer will then be able to retrieve the suspended transaction at a POS/Paystation by using it's loyalty card to finalize (or eventually add other items ) and pay for the transaction.

## Central modules

### VisualStore Configurator

VS Configurator allows the VisualStore centralized configuration management and parameter setup. It is a central application that allows retailers to create or modify the setting parameters and the configuration of VS Server and VS POS all the defined stores.

The configuration, defined and set at central level, can be exported and sent to stores in XML-format files, according to the standard data import interface of VisualStore Server.

The parameters allow you to set and govern various aspects of the store organization, from the setting of the operating mode to the configuration and security of sales devices. The parameters are key elements to define the aspects of business and the terms of sale. These affect different areas such as: payments, centralized management of operators, POS terminal parameters, keyboard and touch screen layout.

#### In detail, the operating parameters act on:

- Point of sale definition
- Opening Calendar
- Taxation groups
- Sale functions
- Operators profiles
- Tenders
- Debit and credit cards
- Store procedures
- POS configuration
- Keyboard configuration
- Touch screen layout distribution
- Report generator
- Centralized Automatic Software Maintenance

#### VS Configurator allows not only to define and update the settings for all the shops but also:

- Set parameters individually on stores;
- Set parameters for groups of stores;
- Set parameters for sub-stores (according to the concept of VS multistore on single location);
- Schedule the updates of the modified parameters;
- Have the control and the history of actions performed on the parameter setting.

### VisualStore BackOffice

VisualStore BackOffice is an optional solution component, integrated with the VisualStore Suite, that provides functions for the store back-office activities, such as:

- Ordering / Replenishment
- Goods receiving / shipping
- Inventory management / stock accounting
- Shelf label formatting and printing
- Reporting

VSBO is a centralized application, with clients installed in the stores. It acts as a dispatching and aggregation node for VS distributed data.

#### Order Management

- Supports both manual and automatic order creation by the stores
- Operational options
- Replenishment

#### Goods Receiving / Shipping

- Shipments received from Distribution Center or from Direct Suppliers
- Goods received without order
- Returns
- Quantity check and confirmation

#### Stock management

- Stock Movements
- Stock value
- Inventory countings
- Stock adjustments

# TOSHIBA

Leading Innovation >>>

© Copyright Toshiba Corporation 2016

TOSHIBA TGCS Italy  
Via Daniele Manin 14  
Vimercate (MB) CAP 20871  
Italy

Produced in the Italy  
March 2016  
All Rights Reserved

Toshiba, the Toshiba logo and Toshiba.com, are trademarks or registered trademarks of Toshiba in the United States, other countries or both.

Toshiba Global Commerce Solutions, the Toshiba Global Commerce Solutions logo and toshibags.com are trademarks of Toshiba Global Commerce Solutions in the United States, other countries or both. If these and other Toshiba Global Commerce Solutions trademarked terms are marked on their first occurrence in this information with a trademark symbol (® or ™), these symbols indicate U.S. registered or common law trademarks owned by Toshiba Global Commerce Solutions at the time this information was published. Such trademarks may also be registered or common law trademarks in other countries. A current list of Toshiba Global Commerce Solutions trademarks is available on the web at "Copyright and trademark information" at <http://www.toshibags.com/legal/copytrade.shtml>

Linux is a registered trademark of Linus Torvalds in the United States, other countries, or both.

Microsoft and Windows are trademarks or registered trademarks of Microsoft Corporation in the United States, other countries or both.

SUSE is a registered trademark of Novell, Inc.

Other company, product or service names may be trademarks or service marks of others.

## References

For further details, please, refer to the VisualStore product manuals



Please Recycle