

Suspense Payments with Payment Terminal

Payment Terminal - Semi-Integrated

Changes to invoicing related to Suspense Payment Type

- Cash Sale transaction defaults to payment method of Suspense
 - Require a new Card Type of "S" to indicate proper GL Account
 - Accept of cash transaction goes directly to payment screen without asking payment method
 - Actions in the payment screen
 - Accept will send invoice information to Payment terminal
 - F3 allows change of the amount to go on a card or paid by cash
 - F11 will void the transaction
 - If no monies have been received both the invoice and credit will be posted to the Suspense Account
 - \$ will pay the remaining amount of the transaction by cash
 - Charge Account cannot change the method of payment to card or cash
 - Must change the Customer to the Cash Account
 - This change offers the option to recalculate pricing
 - The default is a parameterized value that can be set for Y or N
 - Customer setup as COD and/or "\$" defaults to S as method of payment
 - These are treated the same as the Cash Account and will be pushed directly to the payment screen when the invoice is accepted
 - **Require a GL Account to use for the Suspense payment method**
 - The Invoice Register can be used to find any transactions posted with the "S" payment code
 - Used to determine errors.
 - All cash transactions are reported on the invoice register with the card type used by the customer. This is not entered by the sales clerk.
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