

# **DRS-POS Basic User Guide**

V 5.10

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# **About this Document**

Oracle Corporation acquired MICROS and its Torex products. All further references to Torex should be considered as Oracle Corporation.

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## 1 Ranging

All sales and stock items, once created, need to be ranged. Ranging is essentially what connects all the dots of what has been set up on a sales or stock record. There are a number of fields which will contribute towards the record being ranged, some of which are required fields.

**Replenishment (cost)** – a cost must be entered on a record, even it that cost is zero. The system requires this field to be completed.

**Retail (selling price)** – a selling price must be entered against a record, even if, in the case of a stock item it will never be sold. The system requires this field to be completed.

**Classification** – if customers database uses classifications, then the record must have the appropriate classification, otherwise it will not generate a range record for a record.

**Location structure** – if a record is set up and linked to an incorrectly set up location structure, it will not range. All items need to see from the location linked to the replenishment and retail locations to the top of the location structure (most commonly ALL).

A replenishment or retail entry can only have one entry for a given location for any given date. Once a record has been ranged, it will keep hold of this range information even if the line is deleted form view. The only way (from the standard DRS interface) to overwrite this is by entering a record the next day and ranging it.

If, after taking all the above advise into account, the record is still not ranging, the services may have to be restarted. In the case of a new database build, the licence should also be checked.

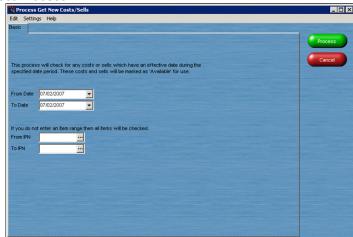
There are two ways to range a record:

#### 1.1 ON INDIVIDUAL ITEMS

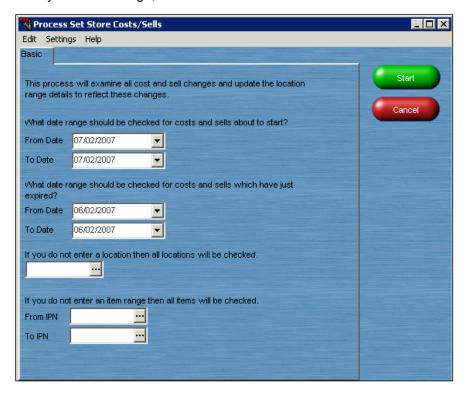
When you are in a sales or stock item you can range just that record by selecting the SEND key on the top tool bar of the item screen. Select SEND, then OK to the date box that appears. This can take several minutes to process depending on the workload on the server.

#### 1.2 ON A GROUP OF ITEMS

If you are making a large number of changes in a database, its best practice to complete those changes and run "Get & Set" afterwards, this will reduce the amount of resource required to make large volume changes. After the changes have been made, close the items table. Select GET NEW COST/SALES from the main menu options, this will bring up a box (shown below) set the start date to when the first change you made was applied to the items, then select Process



Once this has completed, select SET NEW COST/SALES (shown below), again set the start date to when the first change was made. Enter the location which you require, if no location is entered then it will set all locations and take longer. If there is a specific range of IPN's you wish to range, then enter that in to the last 2 fields.



Get essentially grabs all the changes made and Set activates them making them available to locations to access.

**NOTE**: ranging is only for the items table, changes to keyboards, discounts etc do not require ranging.

#### 2 Sales item

To create a new sales item, select the ITEM button to access the items table. All sales and stock items are stored in this table. However they both have different areas which need to be configured.

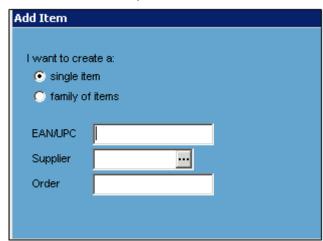
To create a new sales item, select NEW from the top tool bar.



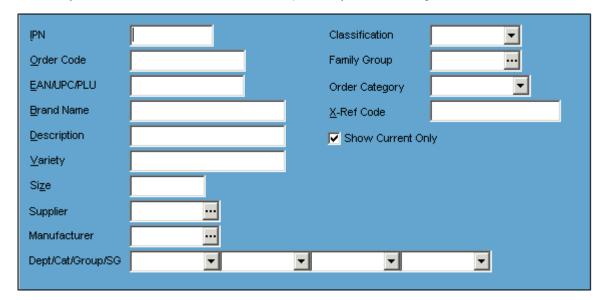
A box will appear prompting for:

- EAN/UPC number, this can be left blank
- Supplier need to add this even if its UNK
- Order this is the order number, something has to be entered here even if it is just a space

Once you enter this info and select ADD, it will create an IPN number for the sales item.

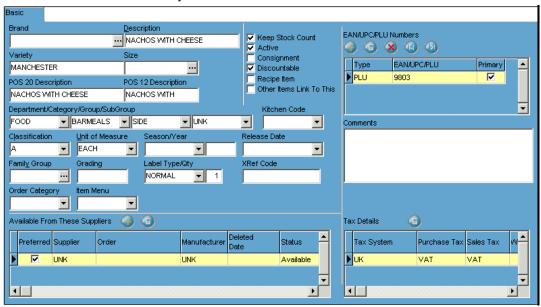


To find an existing sales item, select ITEM from the toolbar, a search parameter box will appear, enter in the search parameters you require and select search, some of the search parameters will allow partial descriptions, if you put a % sign in front of those descriptions then the system will be better able to locate the product you are looking for.



#### 2.1 BASIC TAB

There are several tabs which you need to fill in to create a sales item.



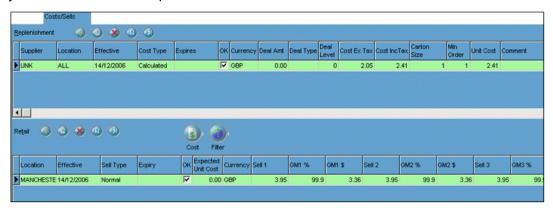
| Brand                       | In Caffe Nero, this field is used to distinguish between eat in and takeaway products.  |
|-----------------------------|---|
|                             | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.  |
| Description                 | <ol> <li>There are 2 description field:</li> <li>Description has 30 characters and is what will appear on receipts and reports.</li> <li>POS 20 Description is what will appear on the keyboards by default (it can be changed) and on kitchen printing.</li> <li>ITS OKAY TO EDIT THESE FIELDS AT A LATER DATE.</li> </ol> |
| Variety                     | Often used to identify items for specific stores/groups or a grouping of products not covered by D/C/G/SG as it can be used as a search parameter.  |
|                             | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.  |
| Size                        | Often used to distinguish between different product sizes, eg postmix 20oz, 14oz etc.   |
|                             | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.  |
|                             | Reporting hierarcy of the item.   |
| Dept/Cat/<br>Group/SubGroup | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE, however its important to note that once the change is made, any historical sales will still report against the old D/C/G/SG  |
| Classification              | Not always required, but is used to allow different stocking policies to be run in the same database.   |
|                             | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.  |
| Units of measure            | A drop down list of UOM's for the UOM table, in the instance of a normal sales item, this is set to EACH.   |
| Omits of measure            | ONCE A UOM HAS BEEN SENT TO SITE IT SHOULD NEVER BE CHANGED.  |

| Family Group  | Allows an additional layer so sorting and linking small groups of items.   |
|---------------|--|
| Failing Group | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.   |
| EAN/UPC/PLU   | If not determined when creating the item, this allow bar codes and unique look up numbers to be linked to an item.                     |
|               | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.   |
|               | Additional supplier can be added if required.  |
| Suppliers     | IF YOU WISH TO CHANGE THE SUPPLIER AT A LATER DATE THEN YOU SHOULD ADD IN A NEW ONE AND EXPIRE THE OLD SUPPLIER.                       |
| Tax Details   | The standard tax set up will be added when the item is created, this can be amended as required (this may be required for Caffe Nero). |
|               | ITS OKAY TO EDIT THIS FIELD AT A LATER DATE.   |

#### 2.2 COST/SELLS TAB

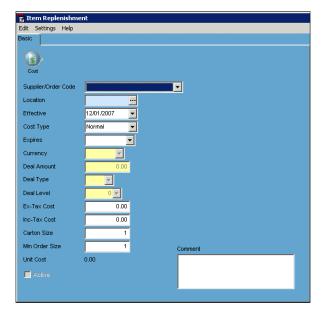
This tab deals with the cost price and selling price of an item.

To add a **cost price**, select the orange plus key next to replenishment, once a cost price has been entered and ranged it cannot be amended. If you need to make a change then you need to add a new replenishment line in



A dialogue box will appear and prompt for the following information:

- Supplier
- Location usually set to ALL
- Effective dates
- Cost Type
  - 1. Normal fixed cost against the item
  - 2. Calculated cost to come from a recipe calculation
- ExTax Cost or IncTax Cost enter the cost price in which ever format you have it, the system will automatically populate the other field according to the tax system rules for the item

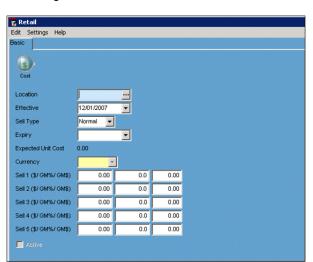




To add a **selling price**, select the orange plus key next to retail, once a selling price has been entered and ranged it cannot be amended. If you need to make a change then you need to add a new retail line in.

A dialogue box will appear and prompt for the following information:

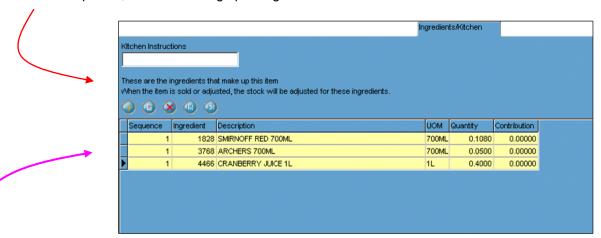
- Location can be either a specific trading location, group of stores or ALL
- Effective dates
- Price 1 5 by default all sites will look at price level 1, however different trading modes may require different pricing eg happy hour. Price levels can also be linked to discounts



#### 2.3 RECIPE TAB

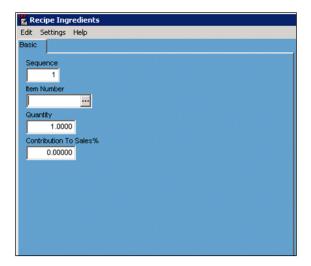
Those items which have a calculated cost will need to have a recipe set against them to allow the system to calculate the cost. The below example is a Jug of Woo Woo cocktail. The system will access the cost prices for these stock items and calculate the cost of the sales items from them.

To add a recipe line, select the orange plus sign to add a new line.



A dialogue box will appear and prompt for the following information:

- Sequence the order in which the item are to appear when viewed on the system, leave at default unless recipes are printed for users
- Item Number the IPN of the stock item
- Quantity the proportion required of the stock UOM in decimal format, eg 750ml stock item, if 20ml is required, then the quantity is 0.0267



If you need to amend a line in an existing recipe then you need to select the line in the recipe then select the EDIT button

#### 3 Stock item

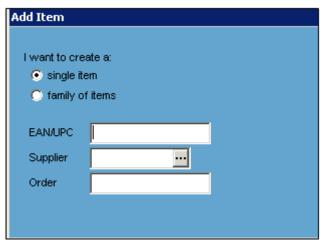
Creating a new stock item is similar to creating a new sales item.

To create a new stock item, select NEW from the top tool bar.

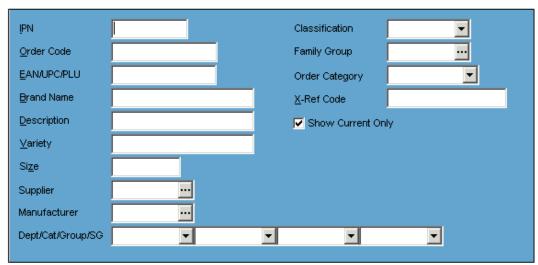


A box will appear prompting for:

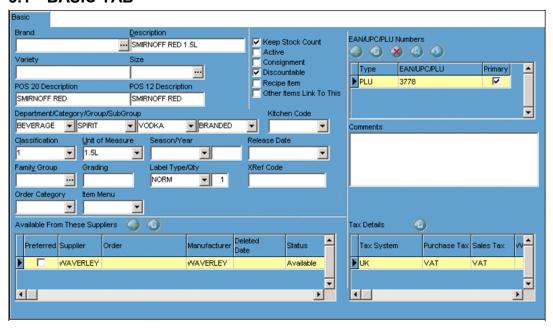
- EAN/UPC number, this can be left blank
- Supplier need to add this even if its UNK
- Order this is the order number, something has to be entered here even if it is just a space



To find an existing stock item, select ITEM from the toolbar, a search parameter box will appear, enter in the search parameters you require and select search, some of the search parameters will allow partial descriptions, if you put a % sign in front of those descriptions then the system will be better able to locate the product you are looking for.



#### 3.1 BASIC TAB

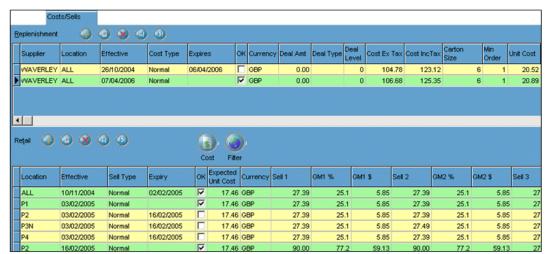


|                             | There are 2 description fields:  |  |  |  |  |
|-----------------------------|--|--|--|--|--|
| Description                 | Description has 30 characters and is what will appear on receipts and  |  |  |  |  |
| Description                 | reports.  2. POS 20 Description is what will appear on the keyboards by default (it can be changed) and on kitchen printing.   |  |  |  |  |
| Variety                     | Often used to identify items for specific stores/groups or a grouping of products not covered by D/C/G/SG as it can be used as a search parameter.   |  |  |  |  |
| Size                        | Often used to distinguish between different product sizes as it is a searchable parameter.   |  |  |  |  |
| Dept/Cat/<br>Group/SubGroup | Reporting hierarchy of the item.   |  |  |  |  |
| Classification              | Not always required, but is used to allow different stocking policies to be run in the same database.  |  |  |  |  |
| Units of measure            | A drop down list of UOM's for the UOM table, for stock items it is imperative that the correct UOM is linked to the stock it, eg 700ml etc to ensure correct recipe calculations. If items like bottles of beer, where the product is sold as, then EACH should be entered here. |  |  |  |  |
|                             | ONCE A UOM HAS BEEN SENT TO SITE IT SHOULD NEVER BE CHANGED  |  |  |  |  |
| Family Group                | Allows an additional layer so sorting and linking small groups of items.   |  |  |  |  |
| EAN/UPC/PLU                 | If not determined when creating the item, this allow bar codes and unique look up numbers to be linked to an item.   |  |  |  |  |
| Suppliers                   | Additional suppliers can be added if required.   |  |  |  |  |
| Tax Details                 | The standard tax set up will be added when the item is created, this can be amended as required (this may be required for Caffe Nero).   |  |  |  |  |

#### 3.2 COST/SELLS TAB

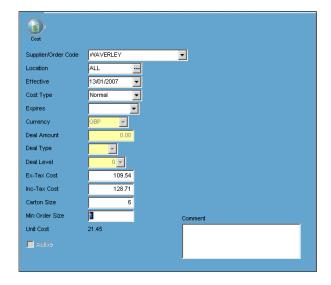
This tab deals with the cost price and selling price of an item.

To add a **cost price**, select the orange plus key next to replenishment.

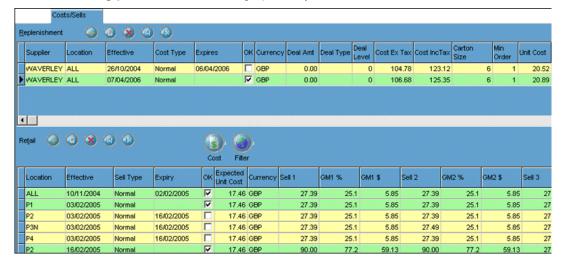


A dialogue box will appear and prompt for the following information:

- Supplier
- Location usually set to ALL
- · Effective dates
- Cost Type set to NORMAL for stock items
- ExTax Cost or IncTax Cost enter the cost price in which ever format you have it, the system will automatically populate the other field according to the tax system rules for the item
- Carton Size enter the number of stock units the cost price is associated with the cost price you have entered, the example right shows a case costing £109.54 (ex tax) containing 6 units, Giving a unit cost of £21.45 (inc tax)

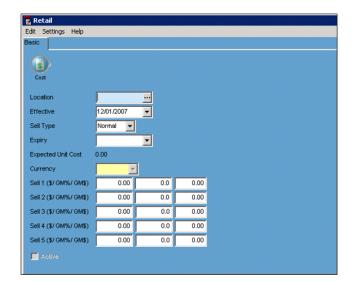


To add a selling price, select the orange plus key next to retail



A dialogue box will appear and prompt for the following information:

- Location can be either a specific trading location, group of stores or ALL
- Effective dates
- Price 1 5 a selling price must be entered for the product to range, even if it is zero



#### 4 What if the sales item is also a stock item?

This would be the case for alcopops, bottled beers, pre-packaged minerals etc. In the instance the item is set up as per a sales item, with EACH as a UOM. Then, in the replenishment record the pack cost should be entered and the number of units in the pack be entered into the carton size field. No recipe is required as the EACH/Carton size combination deals with this.

#### 4.1 LINKED/STOCKED ITEMS

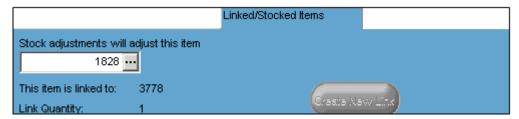
When you have more then one size of a stock product you will need to link them together for counting purposes, resulting in just one entry for a stockline, eg Smirnoff Red could be supplied in 1.5L & 700ml, by linking them together you count the 2 units of products but the system adjusts one against to the predetermined "main" unit.

Shown on the below example if 700ml Smirnoff Red is the "main" unit and:

IPN 3778 is 1.5L Smirnoff Ref

IPN 1828 is 700ml Smirnoff Red

Then you would set 1.5L to adjust to 700ml



#### 5 Modifiers

Modifiers are options that appear once a button has been selected, they can be non chargeable such as a steak cooking prep (rare, medium etc), or chargeable upgrade options such as extra cheese on a jacket potato or sauce with a steak. As a general rule the non chargeable modifiers are prompts for prep and don't require reporting.

#### 5.1 CHARGEABLE MODIFIERS

 In the ITEMS table create the modifiers as normal sales items and range them, making a note of the IPN's they are set up on

Basic

Description

# of Modifiers

Zero or More

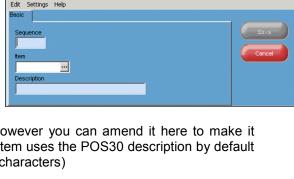
Sequence

Modifier Detail

IPN

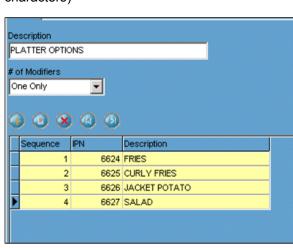
Item Modifie

- Open the modifiers table, select NEW from the top toolbar, this will create a new modifiers record, make a note of the unique modifier number created for reference
- Enter a description to easily identify the modifier group
- The # of Modifiers needs to be amended
  - Zero or more –allows no modifiers to be selected, user selects exit to come out of modifier screen
  - One or more at least one selection must be made, user then selects exit to come out of modifier screen
  - One Only only one selection can be made, screen will automatically come out of modifier screen once selection is made
- Select the orange plus icon to add in the modifier options, a dialogue box (below) will appear
- The sequence number is the order in which you want the modifier options to appear in the moodier screen
- Enter the IPN of the modifier previously created in the ITEMS table
- The description field will automatically be populated from the ITEM description, however you can amend it here to make it easier to identify of the modifier screen (system uses the POS30 description by default which may be to long for the keyboard's 20 characters)
- Add all other modifier options, example right shows 4 modifier options



Description

Save Cancel Delete

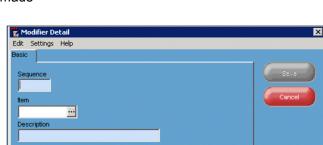


#### 5.2 NON CHARGEABLE MODIFIERS (no sales reporting available)

- Open the modifiers table, select NEW from the top toolbar, this will create a new modifiers record, make a note of the unique modifier number created for reference
- Enter a description to easily identify the modifier group
- The # of Modifiers needs to be amended
  - Zero or more –allows no modifiers to be selected, user selects exit to come out of modifier screen
  - One or more at least one selection must be made, user then selects exit to come out of modifier screen
  - One Only only one selection can be made, screen will automatically come out of modifier screen once selection is made

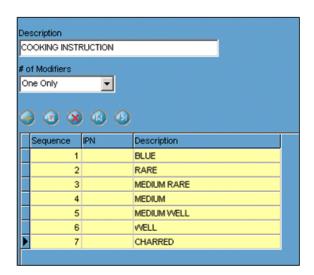
🕕 📵 🗙 🔞 🕟

- Select the orange plus icon to add in the modifier options, a dialogue box (below) will appear
- The sequence number is the order in which you want the modifier options to appear in the modifier screen
- Enter the description of the modifier group, IPN is not required



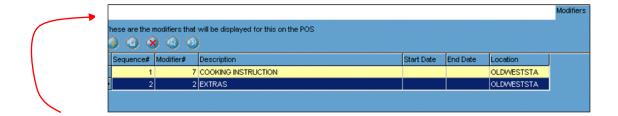
Save Cancel Delete

 Add all other modifier options, example right shows 7 modifier options



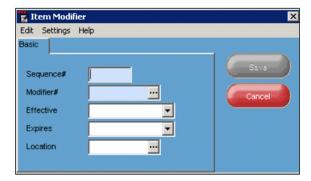
#### 5.3 ADDING MODIFIERS TO THE SALES ITEMS

Once the modifier groups have been created, go back to the sales item which will trigger the modifiers to appear and add them to the item, eg 8oz Rump Steak may have the below modifier groups linked.



To add a modifier group to a sales item, select the orange plus icon on the modifier tab on the sales item to trigger the modifier group.

- Sequence is the order in which the groups are to appear in, the above example will show the cooking instruction before the extras
- Modifier number is the unique number for the modifier group
- Effective dates can be left blank if the modifier is to run all the time
- Location is for the site the modifier is to run I, can also be set to ALL



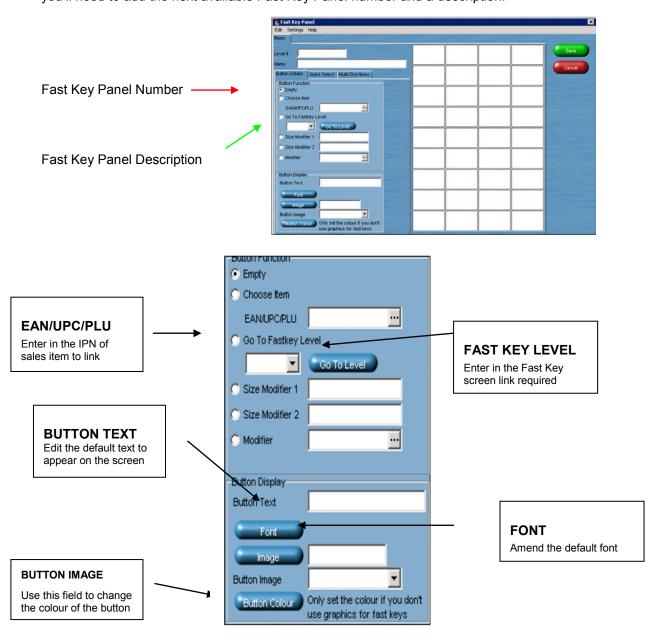
## 6 Keyboards

To create a new keyboard, select the NEW key from the top toolbar, it will create a new keyboard, you will need to enter a name to be able to identify it later.

To copy an existing keyboard, select the keyboard you wish to copy, then select COPY on the top toolbar. The system will take a few moments to copy the keyboard, you will need to amend the name of the keyboard once it has copied to make it easy to identify.

A keyboard is what is linked to a till, within the keyboard there are a number of Fast Key Panels, the Fast Key Panels are what you links sales items to.

To create a Fast Key Panel, select the orange plus icon under the keyboard description, you'll need to add the next available Fast Key Panel number and a description.



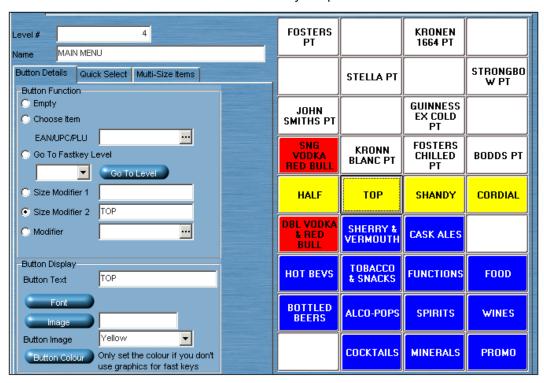
WHEN MAKING CHANGES TO FASTKEY PANELS THERE IS NO AUTO SAVE FUNCTION, EACH TIME A CHANGE IS MADE TO FAST KEY PANEL YOU MUST SAVE IT OTHERWISE IT WILL BE LOST.

To add a sales item to the Fast Key Panel, click into the cell you want to add it to on the right hand side. In the EAN/UPC/PLU field on the left hand side enter the IPN or PLU of the sales item, then click back into the cell on the right hand side for it to registar. The description which will appear is the what is in the POS 20 Description in the item table. This text can be changed in the BUTTON TEXT field.

To add a Fast Key Panel link, again select the cell you want to link to appear in, enter the Fast Key Panel number in the left hand side field of the Fast Key Panel the link is to go to, then enter a description of where the link is going to in the BUTTON TEXT field.

#### 6.1 MULTISIZE ITEMS

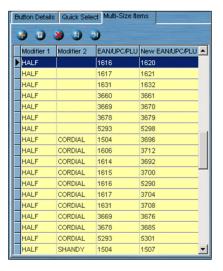
Those items which have different selling items, eg Beer, Pint, Halves, Shandys & Tops can be added to the tills with a reduced number of keys required.



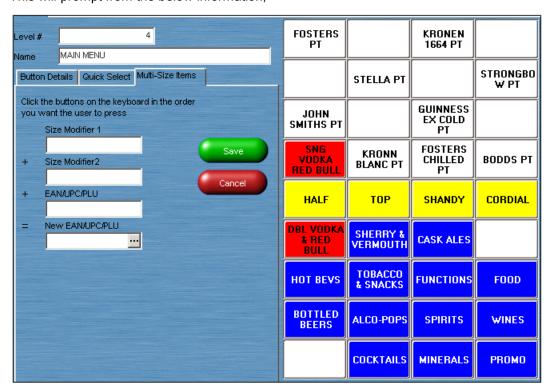
The above screen shot shows the screen layout for multisize beer products. You need to set up the multisize options using the size modifiers (not the same as sales item modifiers shown earlier in this document). In this instance we need to be able to multisize for pints and halves of standard, shandies, tops & cordial options. So we need to use both modifiers, for the yellow size modifier keys, the below options will need to be filled in for the multisize function to work:

| HALF    | In Size Modifier 1 field type in name HALF    |
|---------|---|
| ТОР     | In Size Modifier 2 field type in name TOP     |
| SHANDY  | In Size Modifier 2 field type in name SHANDY  |
| CORDIAL | In Size Modifier 2 field type in name CORDIAL |

Once this has been completed save the Fast Key Level and go back into it. Select the Multi Size tab on the left hand side. In this table you need to tell the system what items the size modifier combinations will link to. To add a new link select the orange plus icon above the yellow table.



This will prompt from the below information,



Size Modifier 1 & 2 link to those buttons shown in yellow, the EAN/UPC/PLU links to the items on the actual screen, usually the main sales unit in the above examples the PINT option, the New EAN/UPC/PLU is what item the modifier and EAN/UPC/PLU combination needs to change the sales item to.

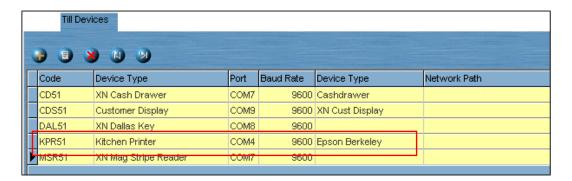
An example of what would need to be completed for Fosters 8 items

|                       | PINT | PINT<br>SHANDY | PINT<br>TOP | PINT<br>CORDIAL | HALF | HALF<br>SHANDY | HALF<br>TOP | HALF<br>CORDIAL |
|-----------------------|------|----------------|-------------|-----------------|------|----------------|-------------|-----------------|
| Size<br>Modifier<br>1 | n/a  | n/a            | n/a         | n/a             | HALF | HALF           | HALF        | HALF            |
| Size<br>Modifier<br>2 | n/a  | SHANDY         | TOP         | CORDIAL         | n/a  | SHANDY         | TOP         | CORDIAL         |

| EAN/UP<br>C/PLU        | Pint<br>Fosters<br>IPN | Pint<br>Fosters<br>IPN           | Pint<br>Fosters<br>IPN     | Pint<br>Fosters<br>IPN            | Pint<br>Fosters<br>IPN | Pint<br>Fosters<br>IPN           | Pint<br>Fosters<br>IPN     | Pint<br>Fosters<br>IPN            |
|------------------------|------------------------|----------------------------------|----------------------------|-----------------------------------|------------------------|----------------------------------|----------------------------|-----------------------------------|
| New<br>EAN/UP<br>C/PLU | n/a                    | Pint<br>Shandy<br>Fosters<br>IPN | Pint Top<br>Fosters<br>IPN | Pint<br>Cordial<br>Fosters<br>IPN | Half<br>Fosters<br>IPN | Half<br>Shandy<br>Fosters<br>IPN | Half Top<br>Fosters<br>IPN | Half<br>Cordial<br>Fosters<br>IPN |

## 7 Remote printing

Remote printers (kitchen and dispense printers) are usually cabled directly to a specific till, in this scenario the kitchen printers are set up on the individual tills under the Till Devices tab, as shown the below example.

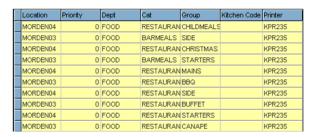


However, some customer have print server. This is set up as a till on the system and has all the remote printers cabled to it. The kitchen printers will be set up as per the above example.

Once the remote printers have been attached to the tills/print server. You will need to know exactly which items, or groups of items, will go to which printers.

From the Kitchen Printing screen, you can add, amend or delete kitchen printing routes. The below examples show the print routes at one site.

The print direction will need to be entered for each till where the items are sold.



| MORDEN03 | 1 | BEVERAGE | PR231 |
|----------|---|----------|-------|
| MORDEN04 | 1 | BEVERAGE | PR231 |
| MORDEN05 | 1 | BEVERAGE | PR231 |
| MORDEN06 | 1 | BEVERAGE | PR231 |
| MORDEN07 | 1 | BEVERAGE | PR231 |

| Location       | Enter the TILL description here.   |
|----------------|--|
| Priority       | Priority is the order in which the item groups will appear on the print out, for instance :  Starters - Priority 1, Mains - Priority 2, Sides - Priority 3,  Coffee - Priority 4, Desserts - Priority 5etc |
| Dept/Cat/Group | Dept/Cat/Group of the items to be routed.  |
| Kitchen Code   | A kitchen code can be attached to the sales items and then entered in this table instead of Dept/Cat/Group.  |
| Printer        | Enter the printer the sales items are to be routed to. The above examples show food items going to a kitchen printer and drinks items to a receipt printer acting as a dispense printer.                   |