

Fact Sheet

RetailStore

BIZERBA

Modern design combined with latest technologies and intuitive multi-touch gestures. This is what distinguishes the flexibly usable RetailStore software. Operate the devices as intuitive as your smartphone. Look forward to easy operating procedures thanks to the professional UX design. Digital interaction with your customers and the modular software concept that simply grows with you.



More information
High performance
with a wide range of
solutions and options.

System requirements

Operating system Windows® 10 IoT Enterprise 2019 LTSC (64 bit Windows) Linux OpenSuse® Leap ≥15.1 64 bit Kernel 4.12 (64 bit Linux)	Additional RetailStore modules – Cash register function – Operator time recording – Delivery notes, return, cash invoices, purchase orders – Proof of origin – Video journal – Scanning – E-cash – External contents, Content Flash – Total QR barcode – Easy Level tilt compensation – RetailApps
Retail infrastructure Oracle Java VM PostgreSQL Python IE browser CEF browser RetailBridge	Supported Bizerba software solutions – RetailControl 2.20 (device management, monitoring) – RetailConnect (communication, integration) – CWS2 – bld.BRAIN 9.07 (label design)
External printers EPSON printer (Windows JPOS-driver 1.62) K-Class II Pro printer	Supported Bizerba scales – K3 Optional: – K-Class II Pro – K-Class Flex II Pro – X-Class II Pro – M-Class II Pro
Processor Intel® Atom x5 processor E3940 Quad Core Clock rate of up to 1.80 GHz L2 cache: 2 MB Instruction set: 64 bit Integrated graphics card: Intel® HD Graphics 500	Bizerba SE & Co. KG Wilhelm-Kraut-Straße 65 72336 Balingen T +49 7433 12-0 fax: +49 7433 12-2696 marketing@bizerba.com www.bizerba.com
Main working memory – Min. 512 MB – Min. 1 GB for RetailApps	
Displays & resolutions Operator display: – 12.1": 1,280 x 800 (16:10), WXGA – 15.6": 1,366 x 768 (16:9), HD Wide Customer display: – 7": 800 x 480 (5:3), WVGA – 12.1": 1,280 x 800 (16:10), WXGA – 15.6": 1,366 x 768 (16:9), HD Wide Supported standard image for- mats: – .jpg – .gif	