POSitouch New Features and Enhancements – 2016

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Version 641

POSitouch Cloud

Flash Reports

Monitor Your Stores' Sales and Labor Activities

- Select stores from the store hierarchy panel on the left, select a business date and a report in the selection criteria panel in the middle and view the data in the workspace panel on the right.
- 2. Drill down into more detail by pressing the "expand" (+) control in a grid row.
- 3. Open a PDF version of a specific store's report by pressing the PDF icon in the store's header.

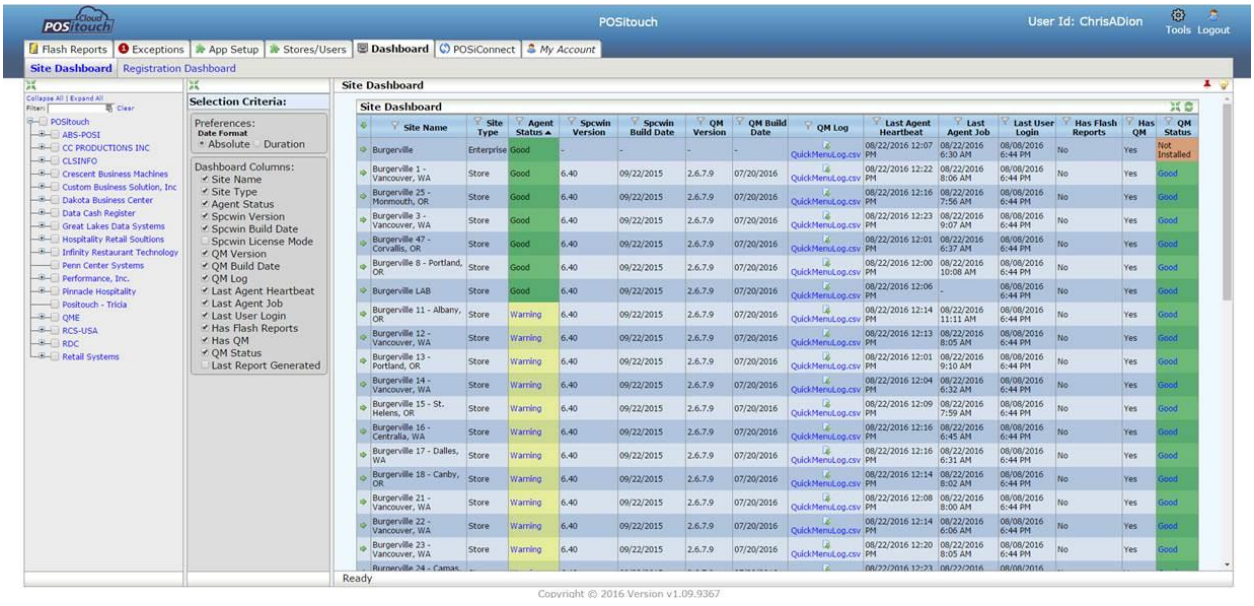
Exceptions

Exception conditions such as overtime, break violations, minors, too much cash in drawer can be emailed or texted in real time to managers, owners and headquarters.
Exceptions can be reviewed later on mobile or desktop devices by store, date and exception type.

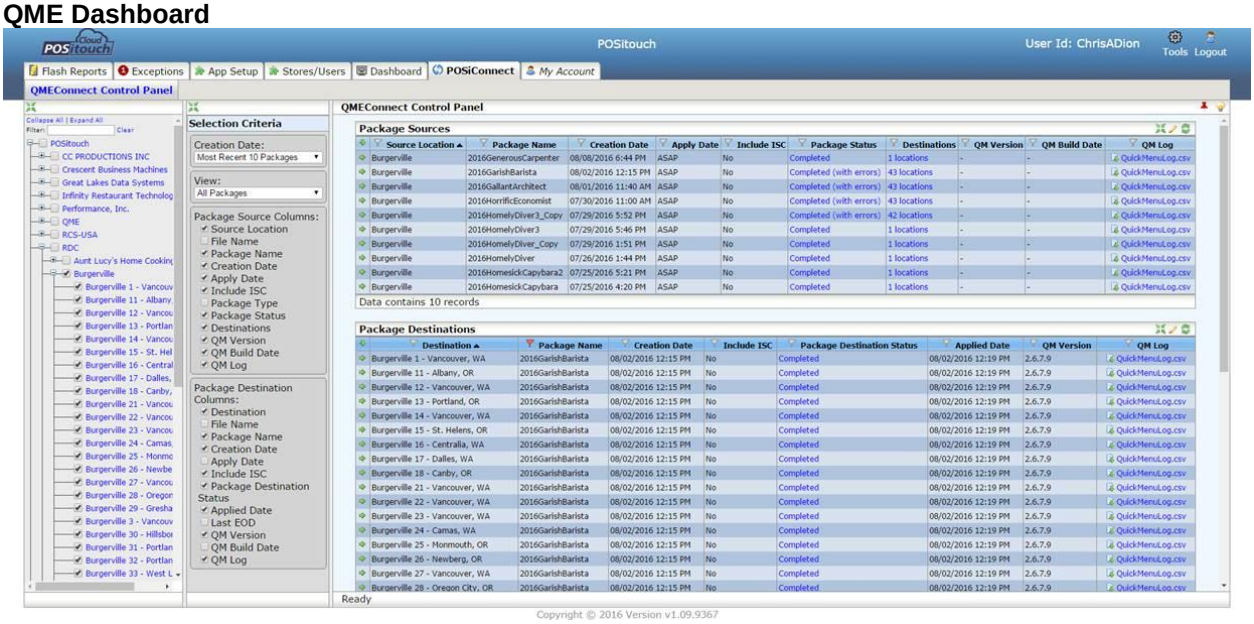
Dashboard

Dealer Dashboard

The Dealer Dashboard allows dealers to monitor the health of sites via Positouch Cloud. It displays the Spcwin version, QM version and other various information about the site. It shows the health of the Positouch Cloud agent connection to Positouch Cloud and can alert about sites not properly connected to PP.



QME
QME Dashboard



POSicloud Licensing

Positouch Cloud Licensing

Positouch Cloud licenses will replace hardware security keys in the future. Sites will install the Positouch Cloud agent and its connection to Positouch Cloud l will update licensing information. This will facilitate the provision of POSitouch systems on a rental basis as it will give full immediate control over licensing.

- no hardware key
- easier license updates
- subscription model

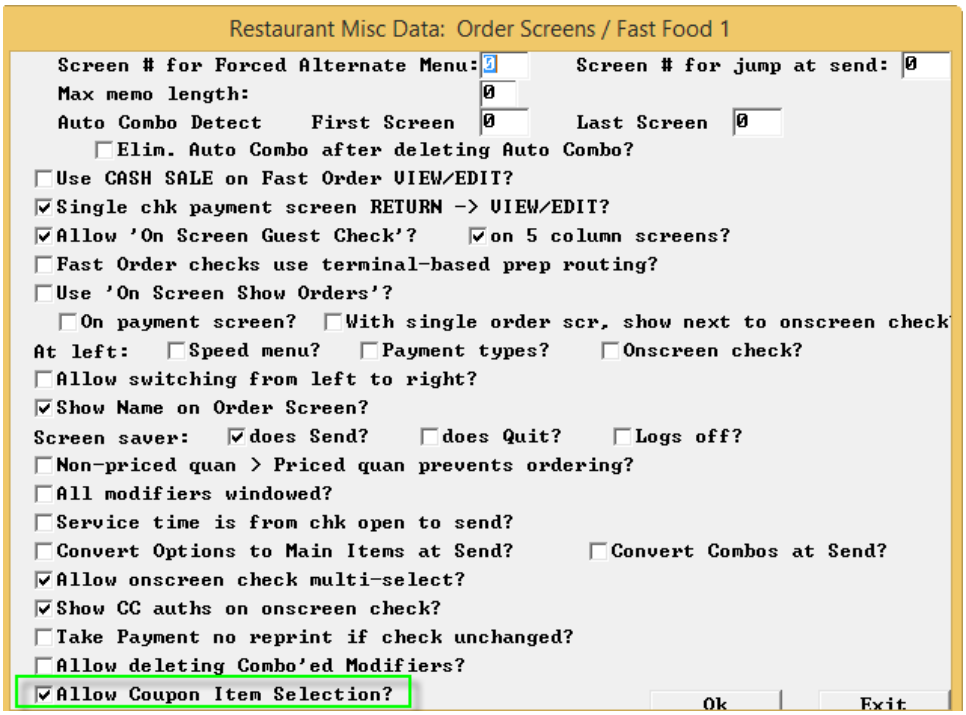
Item sales on cashout for servers

ITEM SALES, ENTIRE DAY 05/03/16 15:15

Item	#Sold	Total	%Sales
AMSTEL LIGHT	2.00	8.50	5.14
APPLE STRUDEL	1.00	6.25	3.78
BAKED ZITI	1.00	12.00	7.26
BLK CHIC SANDWICH	1.00	7.75	4.69
BUDWEISER	2.00	6.50	3.93
CALAMARI	1.00	7.00	4.24
GRILLED SALMON	1.00	14.50	8.77
HOUSE BURGER	1.00	6.75	4.08
KJ SAUVIGNON BLANC	1.00	24.00	14.52
PIZZETTA OF DAY/LU	2.00	17.00	10.29
RUFFINO CHIANTI	1.00	40.00	24.21
SOUP OF DAY	2.00	4.00	2.42
TAHITAIN CREME BRU	1.00	5.00	3.03
TUSCAN SALAD	1.00	6.00	3.63

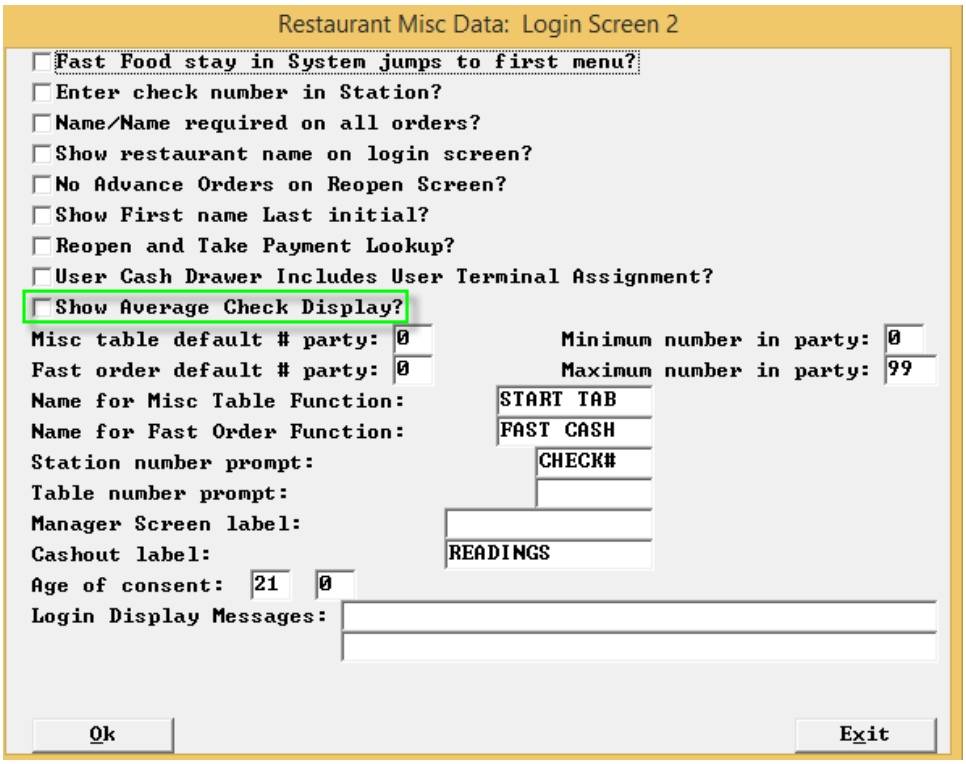
Allow Coupon Item Selection

Setup>Restaurant Miscellaneous Data>Fast Food 1:"Use coupon item selection?" This flag will allow you to select which items to use for a specific coupon's eligibility when multiple eligibly items are on the check.

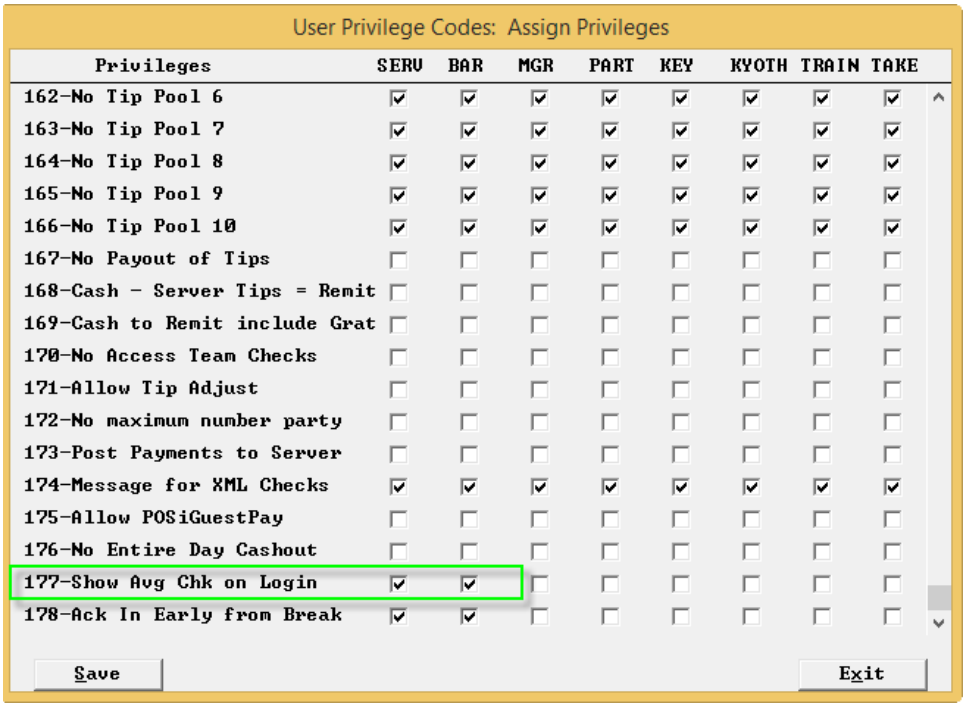


Server check average display.
Average check Display can be used for competitions. The idea here is that the manager and all servers can see instantly on every login screen, how they are doing relative to each other in terms of check average. This encourages upselling and not giving away drinks, coffee and dessert for free to get a bigger tip.

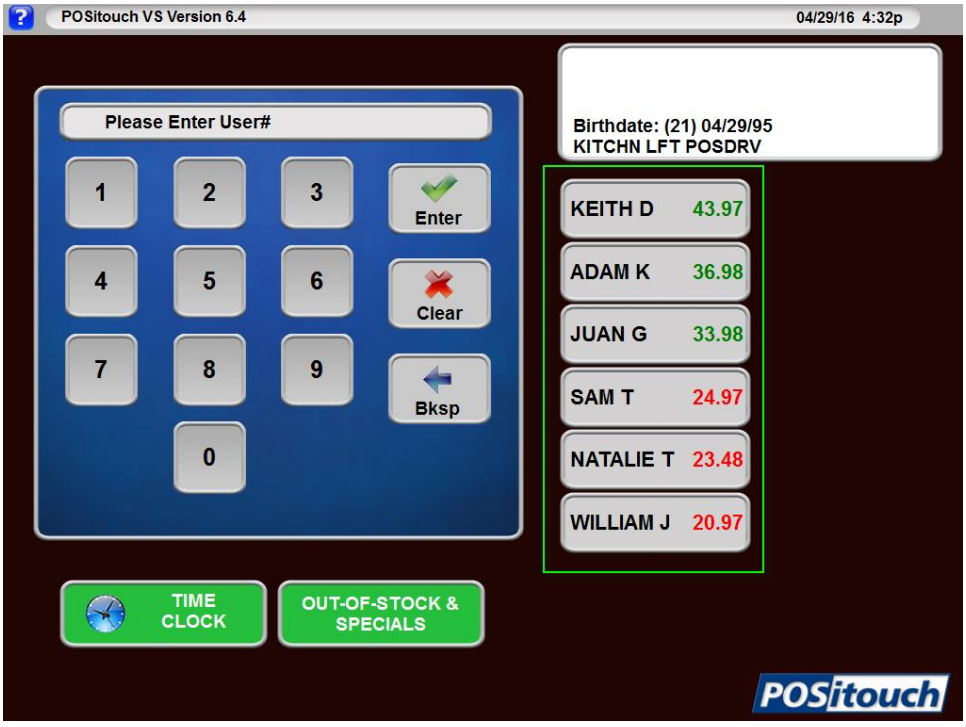
Average Check Display
Setup>Restaurant Miscellaneous Data>Login Screen>Login Screen 2: “Show Average Check Display?”



Show average check on login
Setup>User Privilege Codes> Assign Privileges. “177-Show Avg Chk on Login”. Users with this privilege on will be among the users seen with their sales average on the front screen…



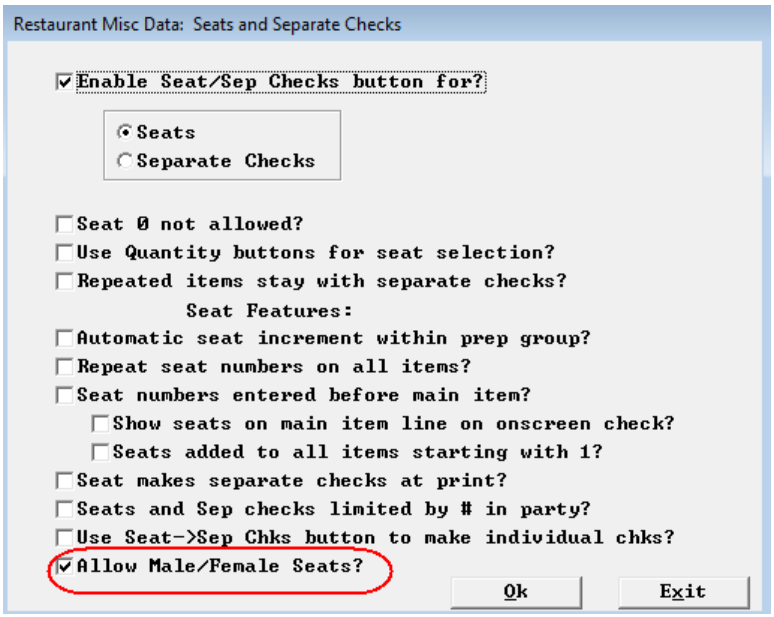
The averages for the highest half of the group shows in green and lowest half shows in red.



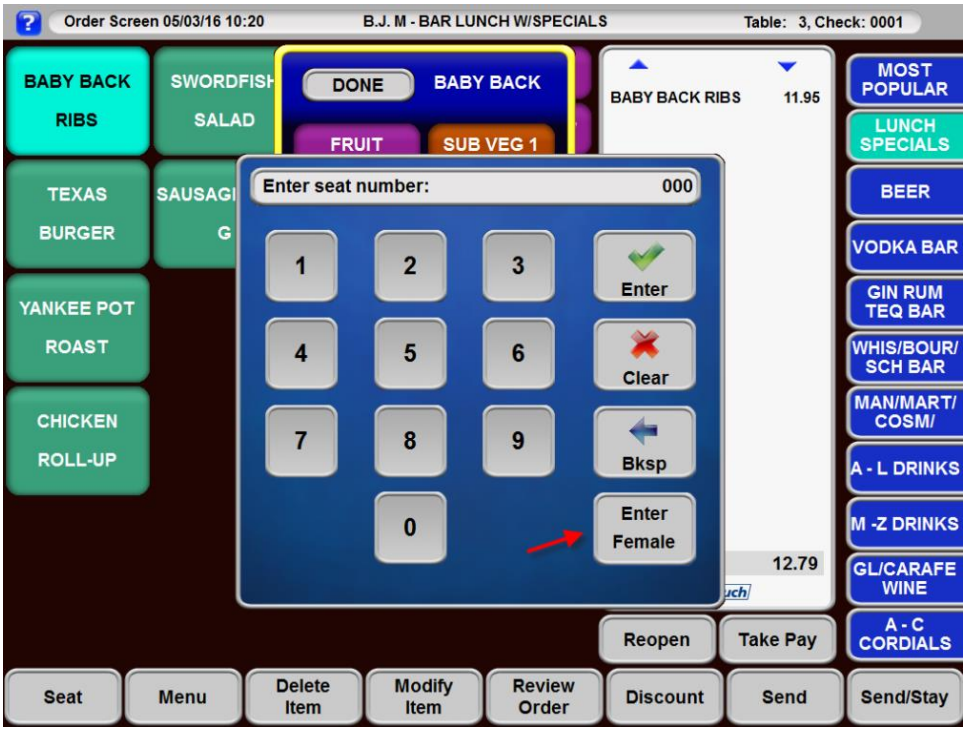
Male/Female seats

Setup>Restaurant Miscellaneous Data>Seats and Separate Checks:"Allow Male/Female Seats?" We now have the ability to enter seats and to designate some of them as Female and default the others to being Male.

Version 6.41 and dats & bmps dated April 2016 or later.

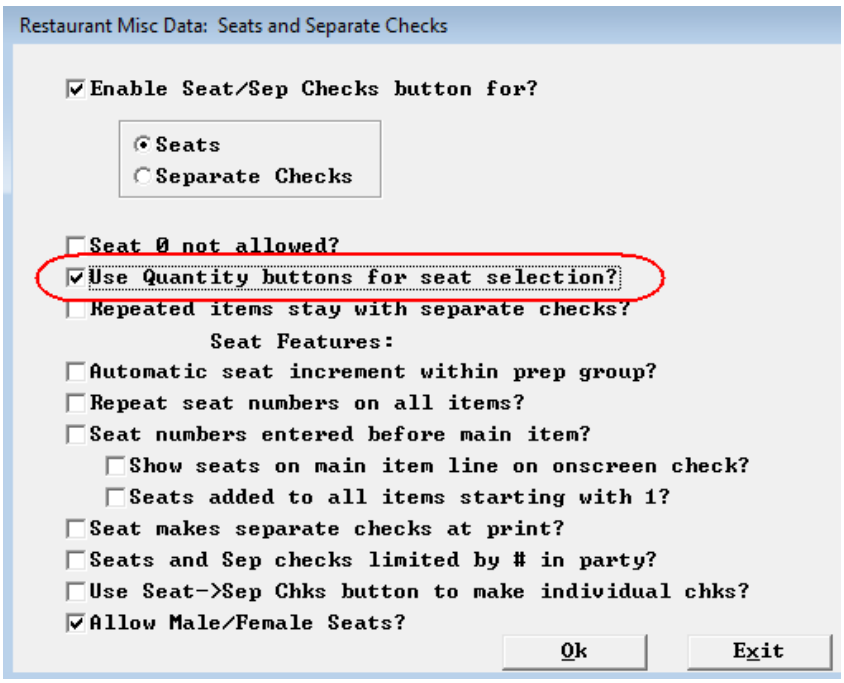


When using standard Seat Entry, you touch the Seat number then "enter female":



You will then see seat number and an F, example seat 1F.
A seat without an F is the default “male” seat:

If you wish to use “quantity buttons” as seat numbers,…

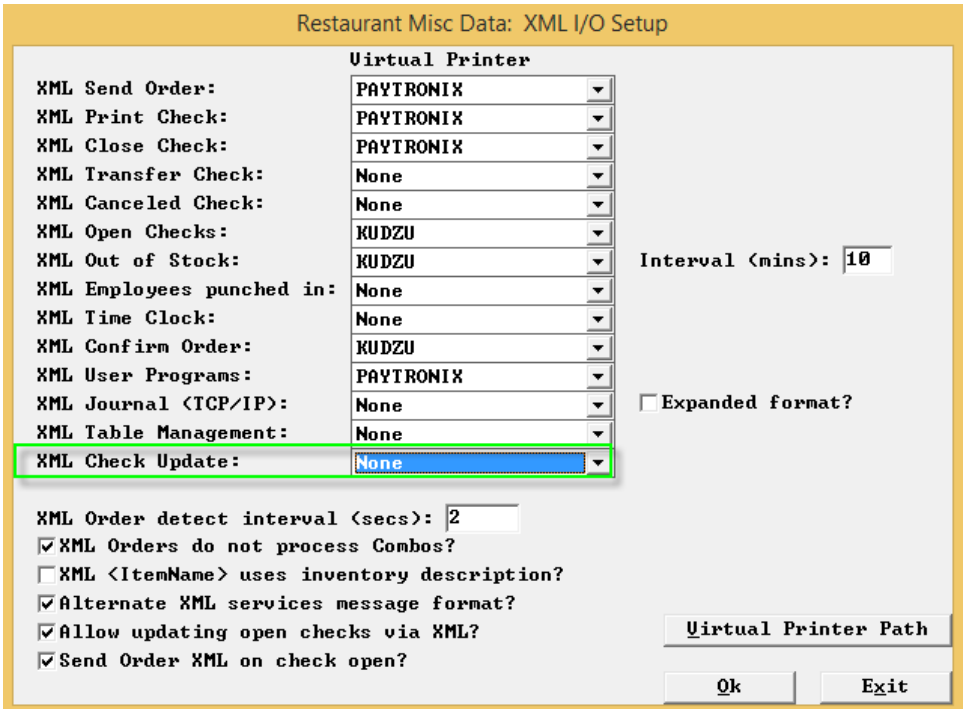


You touch the F **first** then the seat number, and as it always has been, using quantity buttons for seats only allows up to seat 9:

XML Enhancements

Check update xml

Setup>Restaurant Miscellaneous Data>XML I/O setup: “XML Check Update:” We now have a New XML Check update



Check Update

<CheckUpdate>	
<StoreNumber>	
<BusinessDate>	
<TransactionDate>	
<TransactionTime>	
<UpdateType>	This field tells what sort of event triggered generating the file: • **U – Update of check but no send, print or close – this will be rare as it means touching the check and then quitting. It could be new items or an account or credit card but the user quit without sending** • **S – Send – check touched and Sent** • **P – Print – check touched, sent and printed** • **C – close – Check touched, sent, printed and closed** • **X – Cancelled/Deleted check**
<Check>	
<CheckHeader>	
<OverringCheck>	This check is an Overring
<OverringManagerNumber>	
<OverringManagerName>	
<Adjustment>	This is a zero balance check with a payment adjustment attached.
<CheckNumber>	
<SubCheckNumber>	This is the sub-check number for separate checks numbered as 123-1, 123-2 etc.
<ParentCheckNumber>	This is the parent check number for separate checks.
<CheckOpenDate>	The date the check was opened.
<CheckOpenTime>	The time the check was opened.
<ShiftNumber>	
<ShiftName>	
<CheckPrintTime>	
<TerminalNumber>	Terminal Number where check was originally opened. This tag does not change during the life of the check.
<TerminalName>	Terminal Name where check was originally opened. This tag does not change during the life of the check.
<CurrentTerminal>	Terminal number where the user is currently accessing the check from.

	This tag changes as the user accesses the check from different terminals.
<CurrentTerminalName>	Terminal name where the user is currently accessing the check from. This tag changes as the user accesses the check from different terminals.
<TableNumber>	
<TableAlias>	If alias feature used, alternate table designation
<CostCenter>	
<CostCenterName>	
<StationNumber>	
<MenuNumber>	Menu currently in effect for this check. Can change over time.
<ServerNumber>	
<ServerName>	
<ServerCheckNumber>	
<NumberInParty>	
<Subtotal>	
<NonTaxableTotal>	
<CheckTotal>	
<Tax1>	
<TaxInc1>	Note that tax included tax is part of the price of the item and is backed out of each individual item as the check closes and is written to the check file.
<Tax2>	
<TaxInc2>	
<Tax3>	
<TaxInc3>	
<Tax4>	
<TaxInc4>	
<TaxTotal>	
<DiscountAmount>	
<DiscountCode>	Discount category number from 1-15
<DiscountName>	
<OpenDollarDiscount>	Open dollar discount amount
<OpenPercentDiscount>	Open percentage discount percentage
<ServiceChargeAmount>	
<ServiceChargeNumber>	Range 1-4
<ServiceCharge2Amount>	
<ServiceCharge2Number>	Range 1-4
<ExpectedGratuityAmount>	This is the calculated gratuity value on the check at this moment if a gratuity has been applied. The word Expected is used because without settings to force collection of gratuities, they are tentative.
<GratuityNumber>	Range 1-3

<AdvanceOrderDate>	
<AdvanceOrderTime>	
<AdvanceDeposit>	Amount of deposit for a check that has an advance deposit paid on day of order and held till a later date when the order will be picked up.
<Training>	Training check. No financial impact.
<DummyCheck>	Pseudo check used to create accounting entries to split sales among team members. Can only appear at check close time.
</CheckHeader>	
<ItemDetail>	
<PaymentDiscount>	Y indicates that this item results from the application of a Payment type coded as a Payment Discount that becomes a negative item on the check.
<PaymentDiscountRemoveTax>	Payment discount has reduced tax
<PaymentDiscountPaytype>	Payment type associated with Payment Discount
<NewServer>	Special item indicating that a new server has accessed the check and subsequent items will have been ordered by this server. Feature based on settings.
<NewServerName>	
<SplitItem>	This item has been split
<Points>	Points for this item from menu item file.
<SentToPrep>	This item has already been sent
<DiscountApplied>	The discount in CheckHeader applies to this item.
<DiscAmount>	The amount of the discount apportioned to this item. Should not be used in financial calculations. Memo only.
<SetBaseItemNumber>	When using a set modifier this is the number of the original item ordered.
<ItemNumber>	The item number. If a set modifier has been used, this is the set item number.
<ItemName>	The item name is a combination of the base item name and the set modifier name. In the case where the "Base Item is Vodka and the "Set Modifier" is -Double the item name would be Vodka-Double.
<CellName>	Item name from the screen, cell from which it was ordered.
<ExcludeFromCheck>	Excluded from printed check if price is also 0.00.

<MajorName>	Major Category
<MajorNumber>	
<MinorName>	
<MinorNumber>	
<ScreenNumber>	Screen from which item was ordered
<CellNumber>	Cell on the screen
<ShiftCode>	This is the price level from 1-10 at which this item was sold.
<FullPrice>	Menu price before discounts and tax included tax and before a void brings to 0.00
<NetPrice>	Selling price of item. 0.00 if deleted, net of tax included tax and any item level discount.
<TaxIncludedTax>	Computed tax included tax for this item
<Quantity>	Number of items ordered if quantity button or multiplier cells used.
<PriceLevel>	Range 1-10 for menu item prices
<Deleted>	Item is deleted
<DeletionUser>	User number of person deleting this item
<DeletionUserName>	
<DeletionReasonNumber>	Range 1-15, reasons 1-9 after sending.
<DeletionReason>	Configured name for reasons 1-9
<CoverCount>	For items configured as covers, the cover count in the form 99.9
<SendTime>	Time this item sent to prep in form hhmm
<SerialNumber>	This is a unique number for each main item that is ordered during the business day. It begins at 1 and increases with each main item that is ordered. Numbering restarts on next business day.
<PrepSequence>	Range 0-9
<PrepSequenceName>	
<Coupon>	This item is a coupon
<CouponUser>	User who applied this coupon
<CouponItemDisc>	Discount 1-15 this coupon is tied to if any
<CouponApplied>	This item has had a coupon applied to it
<CouponAmount>	If coupon applied, amount of the coupon apportioned to this item
<CouponItem>	If coupon applied, item number of the coupon applied to this item
<CouponDisc>	If coupon applied and the coupon is tied to a discount, the discount number in the range 1-15.
<ZeroedByCoupon>	This item was zeroed by a coupon such as a BOGO coupon.
<Comp>	This item is a line item Comp based

	on highlighting an onscreen check item and touching a Comp cell.
<CompUser>	User number of person who applied this Comp, Coupon or Item Discount
<CompApplied>	Comp was applied to this item
<CompDisc>	Discount 1-15 that may be associated with this Comp
<CouponCard>	This item is a Coupon Card applied via the external card processing interface.
<Seat>	Seat. Can be multiple instances
<CellDiscount>	This item is a cell type 12 discount
<CellDiscountUser>	User who applied this cell type 12 discount
<CellDiscountDisc>	Discount 1-15 cell discount is associated with, if any
<ItemDiscount>	This item has had a cell type 12 discount applied to it
<DiscAmount>	Amount of the discount apportioned to this item
<DiscNumber>	If item discount tied to a discount category, the discount number in the range 1-15
<DiscItem>	The menu item number of the cell type 12 discount item that applies to this item
</ItemDiscount>	
<Option>	
<Points>	Points from menu item file
<ItemNumber>	Item number from menu item file
<ItemName>	
<CellName>	
<Memo>	If this is a memo cell, the text
<MajorName>	
<MajorNumber>	
<MinorName>	
<MinorNumber>	
<ScreenNumber>	
<CellNumber>	
<ExcludeFromCheck>	
</Option>	
</ItemDetail>	
<CreditCardAuth>	These entries detail all card auths attached to a check at the current time. They may exceed what is needed to close a check. In a closed check XML, a subset of these may be used to close the check and will be referenced in the Payment block
<CardType>	
<DefaultPaymentType>	The default POSitouch payment type number that is associated with the

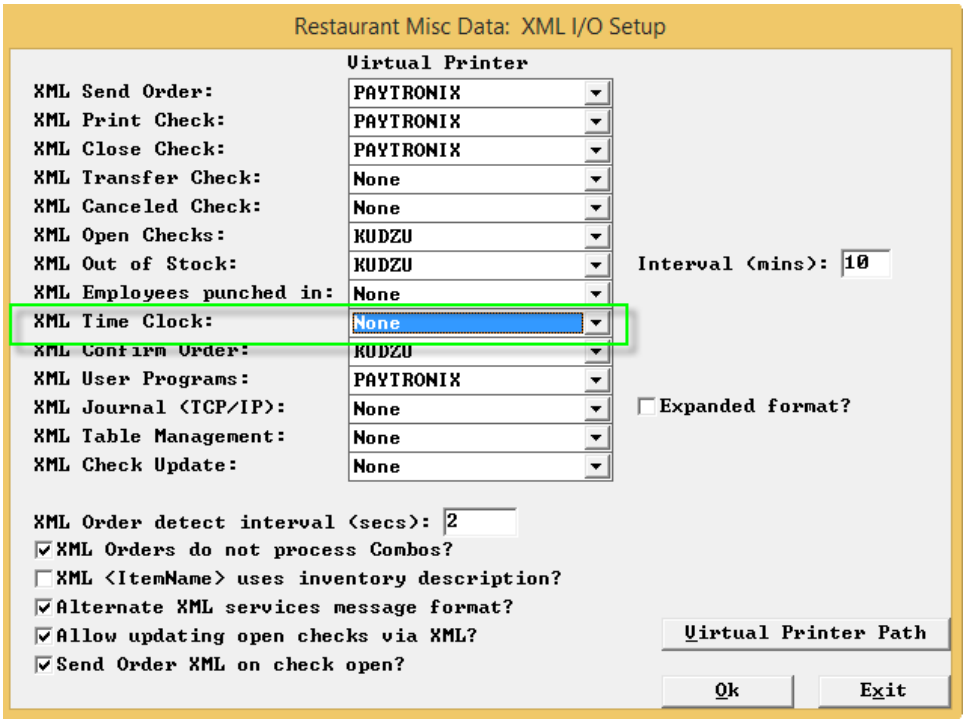
	card's BIN range.
<DefaultPaymentName>	The default POSitouch payment name that is associated with the card's BIN range.
<CardNumber>	Masked card number
<CreditCardName>	Cardholder name if available
<Debit>	This card treated as debit for change calculation purposes
<ReferenceNumber>	Reference number exchanged with middleware
<TokenReferenceNumber>	Original reference number for secondary transaction such as tip adjust or overring.
<ApprovalCode>	Approval code returned by middleware
<CCAuthRecno>	Sequence number of card transaction for the day
<Amount>	
<Gratuity>	
<AdditionalTip>	Additional tip amount in excess of the calculated prorated gratuity (when multiple cards are used for payment). The additional Tip field requires the use of "Enter amount including Gratuity on CC-Auth?" in Setup > Payment > Gratuities and Service Charges.
<GCRemainingBalance>	Remaining balance for any gift card or stored value card.
</CreditCardAuth>	
<AccountDetail>	
<AccountNumber>	
<LastName>	
<FirstName>	
<MiddleInitial>	
<AddressLine1>	
<AddressLine2>	
<City>	
<State>	
<Zip>	
<Zone>	Can be entered or calculated
<Phone>	
<PhoneExtension>	
<Phone2>	
<Phone2Extension>	
<MembershipType>	
<ReciprocatingFlag>	For country clubs
<StatusCode>	Account status code
<MagneticCard>	4 digit user card number
<CreditLimit>	Whole number
<CreditLimit2>	Decimal number
<FirstOrderDate>	If order history field in use
<LastOrderDate>	
<GeneralDate>	

<Notes1>	
<Notes2>	
<Notes3>	
<Notes4>	
<Numeric1>	
<Numeric2>	
<Numeric3>	
<Numeric4>	
</AccountDetail>	
<LoyaltyCardDetail>	
<CardNumber>	
<AuthorizationNumber>	Returned by middleware
<ReferenceNumber>	Exchanged with middleware
<Amount>	
<LoyaltyBalance>	Additional loyalty dollar wallet associated with the card
<GiftBalance>	Gift dollar wallet balance
</LoyaltyCardDetail>	
<Check>	
<Payment>	
<PaymentHeader>	
<PaymentCheckNumber>	
<PaymentSubCheckNumber>	
<PaymentParentCheckNumber>	For checks that have been separated
<PaymentTime>	
<StationNumber>	
<ServerNumber>	
<ServerName>	
<ServerCheckNumber>	
<CashierNumber>	
<CashierName>	
<TerminalNumber>	
<CashDrawer>	
<AdditionalMemo>	User entered payment screen memos and other memos not associated with Payment Details
</PaymentHeader>	
<PaymentDetail>	
<PaymentType>	
<PaymentName>	
<PaymentMemo>	Memos related to this payment entry
<CreditCardName>	Cardholder name if available
<CreditCardReferenceNumber>	<ReferenceNumber> from CreditCardAuth block
<CreditCardTokenReferenceNumber>	<TokenReferenceNumber> from CreditCardAuth block
<PaymentAmount>	
<PaymentAmountTendered>	
<PaymentTip>	
<PaymentCashChange>	For Cash, payment type, Cash change
<PaymentCashPayout>	For non-cash payments, Cash change returned
<PaymentIssuePayout>	If payment type is coded to give back same currency (gift cert

	Issues gift cert in change) this is the amount of change issued.
<PaymentIssueChange>	If payment type is coded to give back same currency (gift cert returns gift cert in change) this is the amount of change issued. Slightly different case than PaymentIssuePayout but same meaning.
</PaymentDetail>	
</Payment>	
<MiscMemo>	Non payment memos related to a check
<MemoType>	FISCAL - Fiscal check number and text ATOMIC - Atomic transaction memo ACCOUNT - Account record TEAM - Team member listing GIFTCERT - Gift certificate redeemed LOYALTY - Loyalty card number MAGCARD - Magcard message response DISCOUNT - Discount memo MEMO - Memos saved in checkfile POINTS - Points COMPCARD - Comp Card memo CUSTNAME - Customer name from Name feature
<MemoText>	
</MiscMemo>	
<CheckUpdate>	

Time clock xml output
Setup>Restaurant Miscellaneous Data>XML I/O setup: “XML Time Clock:” We now have Time clock transactional output from Spcwin for all clock in’s out’s and adjustments.

The file name of XML is Pxxxxx.XML, where xxxxx is a serial number (with leading zeroes) of the punch record from punch2.dat. Therefore, the XML files will go in the sequential order of file names (for example, P00024, P00025, P00026, etc) and the XML files recipient should process them in the same sequential order of file names.



Time Clock Transaction XML

<TimeClockTransaction>	
<StoreNumber>	
<TerminalNumber>	
<PunchType>	1=in, 2=out, 3=rejected, 4=adjustment. 7=break1 start, 8=break1 end 9=break1 adjustment 10=break2 start 11=break2 end 12=break2 adjustment 13=adjustment acknowledge
<PunchTypeName>	
<BreakNumber>	1 or 2 for which break if punch is a break

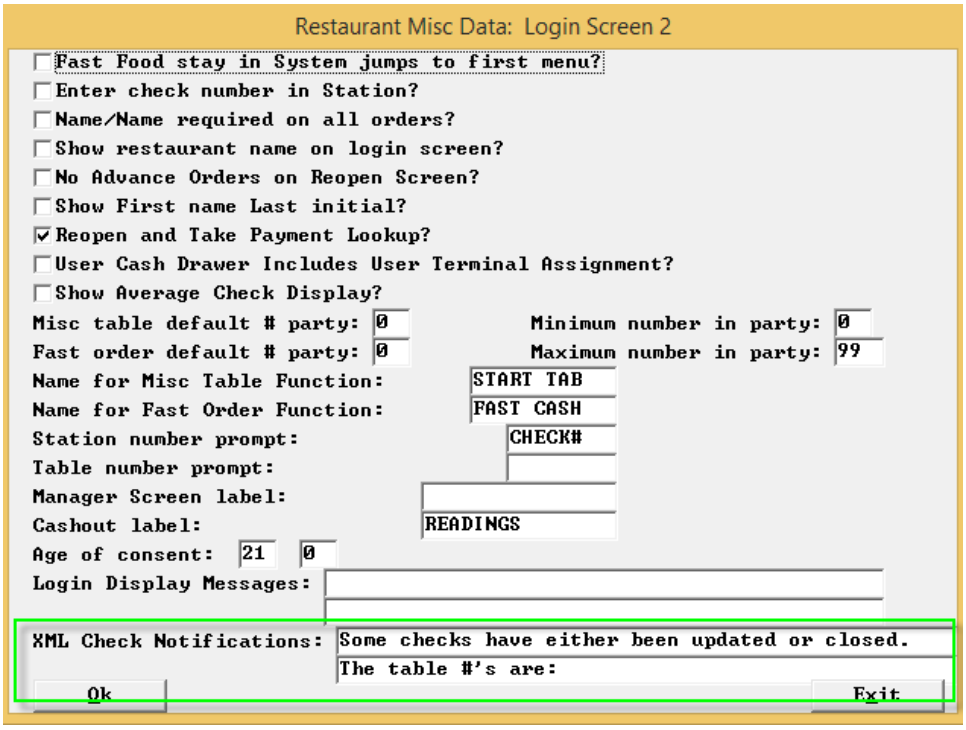
<SerialNumber>	Spcwin assigned serial number from punch file
<EmployeeNumber>	
<EmployeeName>	
<AltEmployeeNumber>	
<EmpMagCardNumber	
<POSUser>	
<JobNumber>	
<JobName>	
<AlternateJobCode>	
<DepartmentNumber>	
<DepartmentName>	
<StartPayPeriod>	
<EndPayPeriod>	
<Date>	
<Time>	
<AdjustmentType>	1=Add, 2=Delete, 3=Change
<AdjustmentTypeName>	
<AdjustmentJobChanged>	Was job changed during an adjustment
<DateIn>	
<TimeIn>	
<DateOut>	
<TimeOut>	
<ReasonCode>	
<Reason>	
<AdjSerial>	Serial number of punch being deleted or changed
<AdjDate>	Date of record being deleted or changed
<AdjIn>	In time of record being deleted or changed
<AdjOut>	Out time of record being deleted or changed
<AdjJob>	Job of record being deleted or changed
<ManagerNumber>	
<ManagerName>	
<OffSchedule>	
<ScheduleOverride>	
<ManagerPunch>	
<InEarly>	
<InLate>	
<OutEarly>	
<OutLate>	
<JobChanged>	Employee selected job other than default at punch in
<ManagerPunchIn>	Manager punch in function from adjustment screen
<ManagerPunchOut>	Manager punch out function from

	adjustment screen
</TimeClockTransaction>	

Notify server feature – closed checks and xml tag

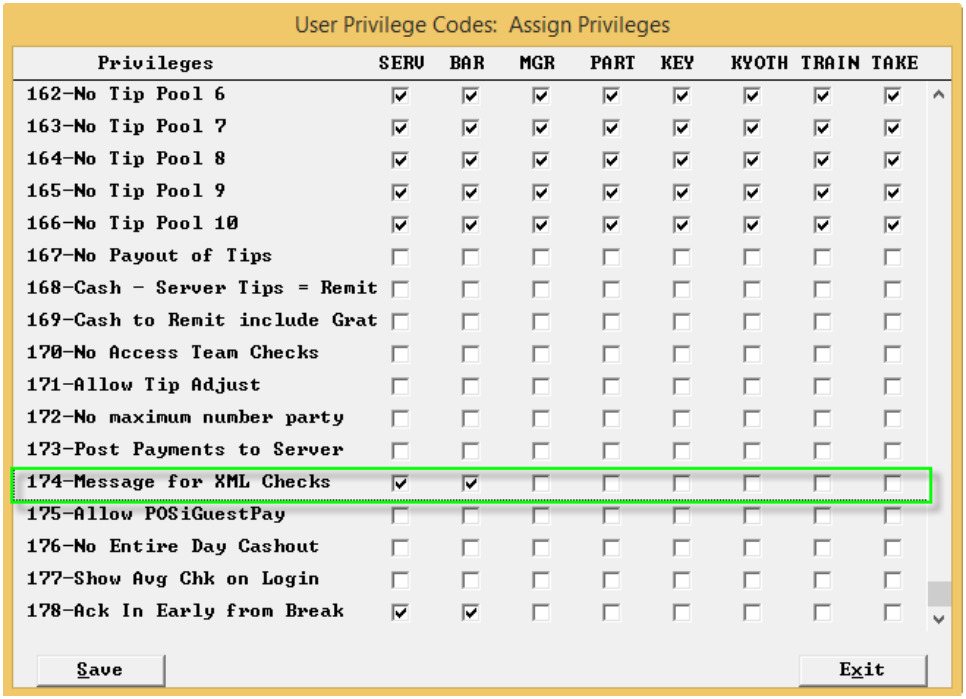
Configurable closed check message.

Setup>Restaurant Miscellaneous Data>Login Screen 2: " XML Check Notification" : 2 Lines of 50 Characters each for the check notification message for XML closed or updated checks.

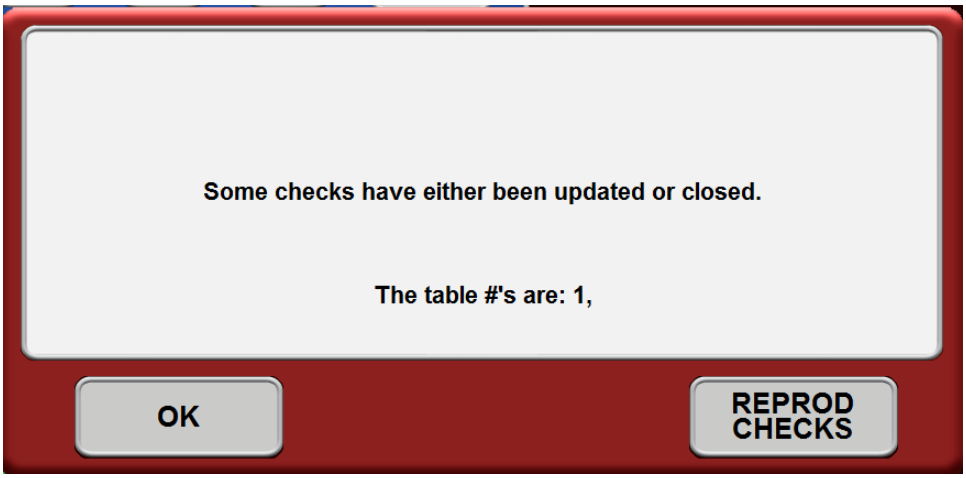


Message for XML Checks

Setup>User Privilege Codes>Assign privileges: "Message for XML checks" - With this flag on the server of the check will be notified the next time they log into the system if an XML that has the <NotifyServer>Y</NotifyServer> tag updates or closes a check.

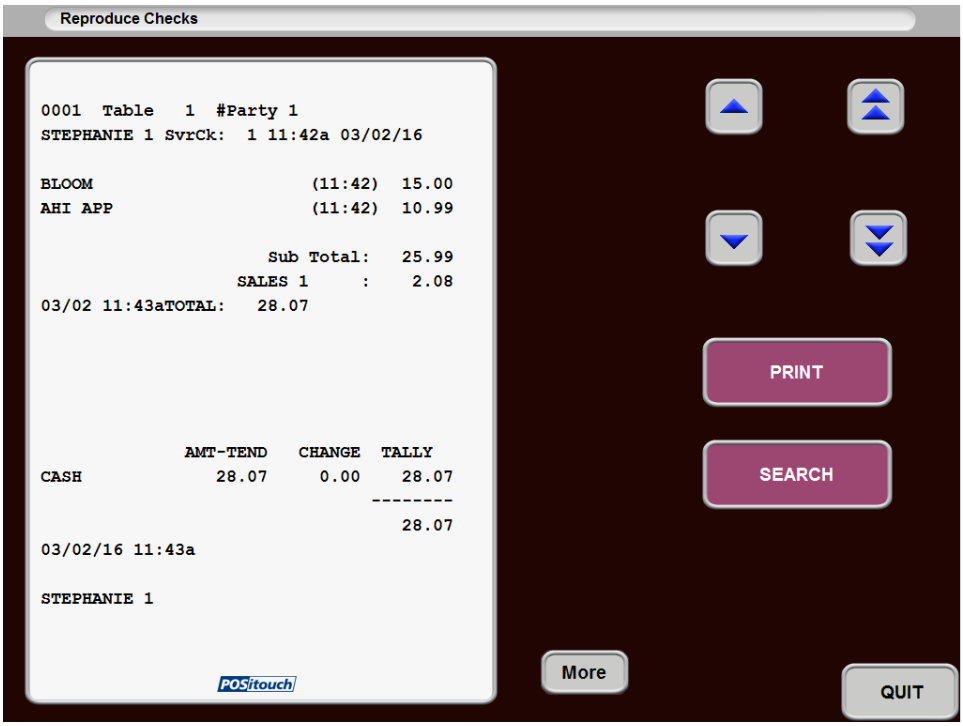


When the user logs in to the system they will see the message that will notify them that 1 or more of their tables (which will be listed) have been updated or closed.
There is also a reproduce check button).



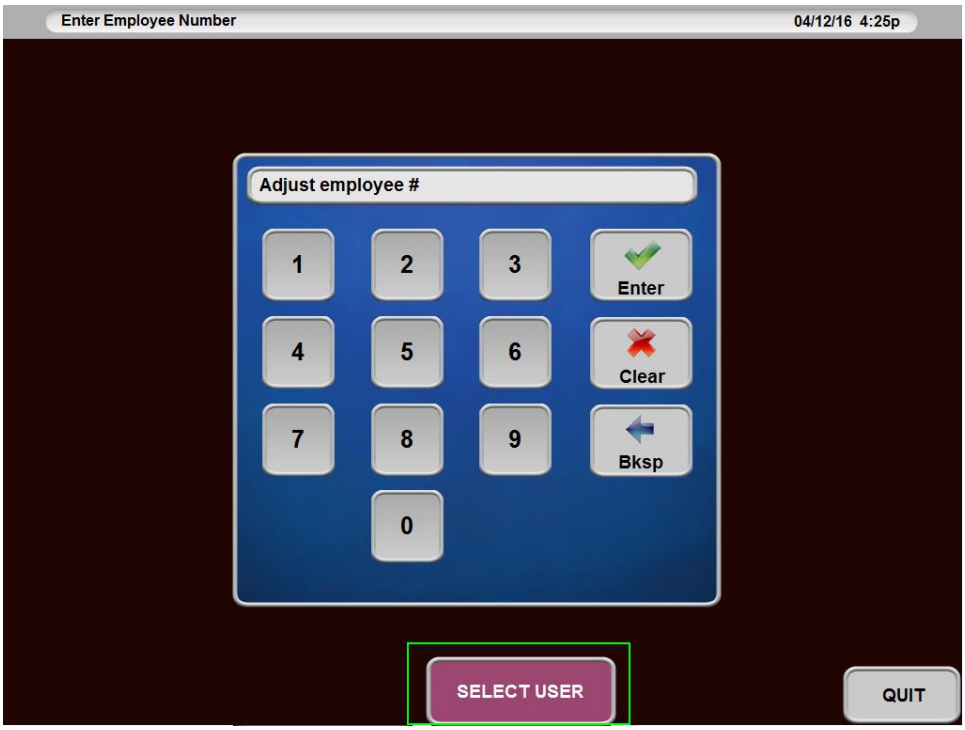
Reproduce checks button:

When touched it brings the user right into reproduce checks so if they want/need to they can print out a copy of any of the closed checks.



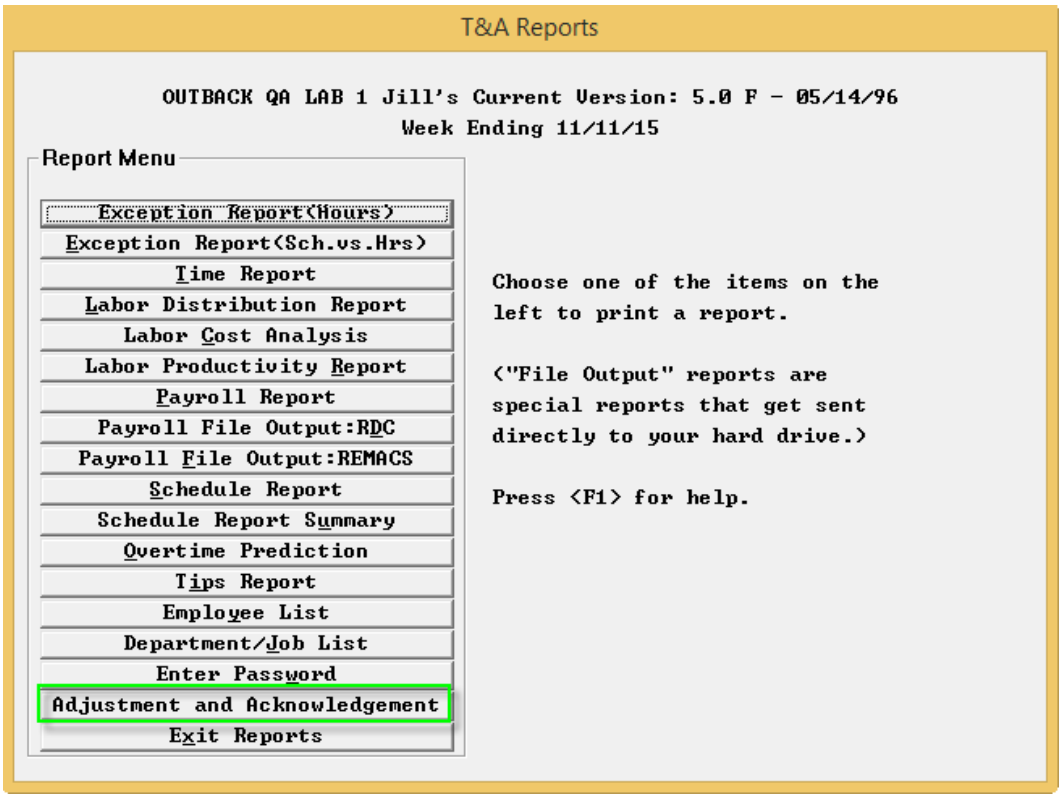
Time and Attendance Enhancements

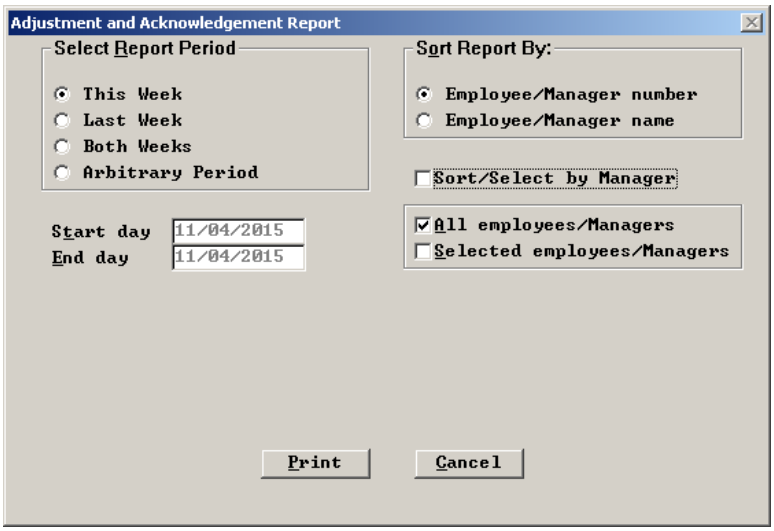
Time clock adjustments - select users from list –



You can now select employees to adjust from a user list.

Adjustment and Acknowledgement Report
New report in TARW Including hour and tip adjustments.
Direct command to show report screen (for Navigator) is “TARW 17”.
To print report from command line:
TARW –R 101 … - numerical sort
TARW –R 102 … - alpha sort
To generate DBF files from command line:
TARW –R 103…





It will create 3 files: ADJHRS.DBF, ADJTIP.DBF and ADJACK.DBF.
ADJHRS.DBF – Punch Adjustments

Field Information

Name	Type	Length	Decimals
Store	Character	4	
Empl_num	Numeric	8	
Adj_type	Numeric	2	
N_date	Date	8	
N_time_in	Character	6	
N_time_out	Character	6	
N_job_num	Numeric	3	
O_date	Date	8	
O_time_in	Character	6	
O_time_out	Character	6	
O_job_num	Numeric	3	
A_date	Date	8	
A_time	Character	6	
A_mngr_num	Numeric	8	
Reason_num	Numeric	2	
Reason_txt	Character	20	

ADJTIP.DBF – Tip Adjustments

Field Information

Name	Type	Length	Decimals
Store	Character	4	
Empl_num	Numeric	8	
T_date	Date	8	
T_job_num	Numeric	3	
T_amount	Numeric	9	2
A_date	Date	8	
A_time	Character	6	
A_mngr_num	Numeric	8	

ADJACK.DBF - Acknowledgements

Field Information

Name	Type	Length	Decimals
Store	Character	4	
Empl_num	Numeric	8	
Date	Date	8	
Time	Character	6	

More info on ADJHRS.DBF:
ADJ_TYPE:

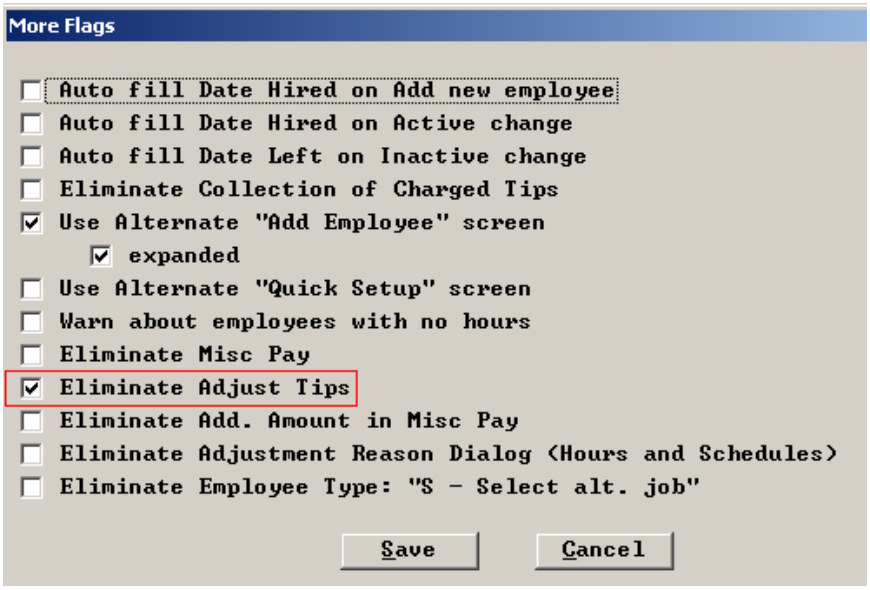
- 1 – New Punch
- 2 – Changed Punch
- 3 – Deleted Punch

All fields starting with N_ contain current punch info. These fields are not populated for Adjustment type “3 – Deleted Punch”.
All fields starting with O_ contain old punch info. These fields are not populated for Adjustment type “1 – New Punch”.
All fields starting with A_ contain adjustment punch info.

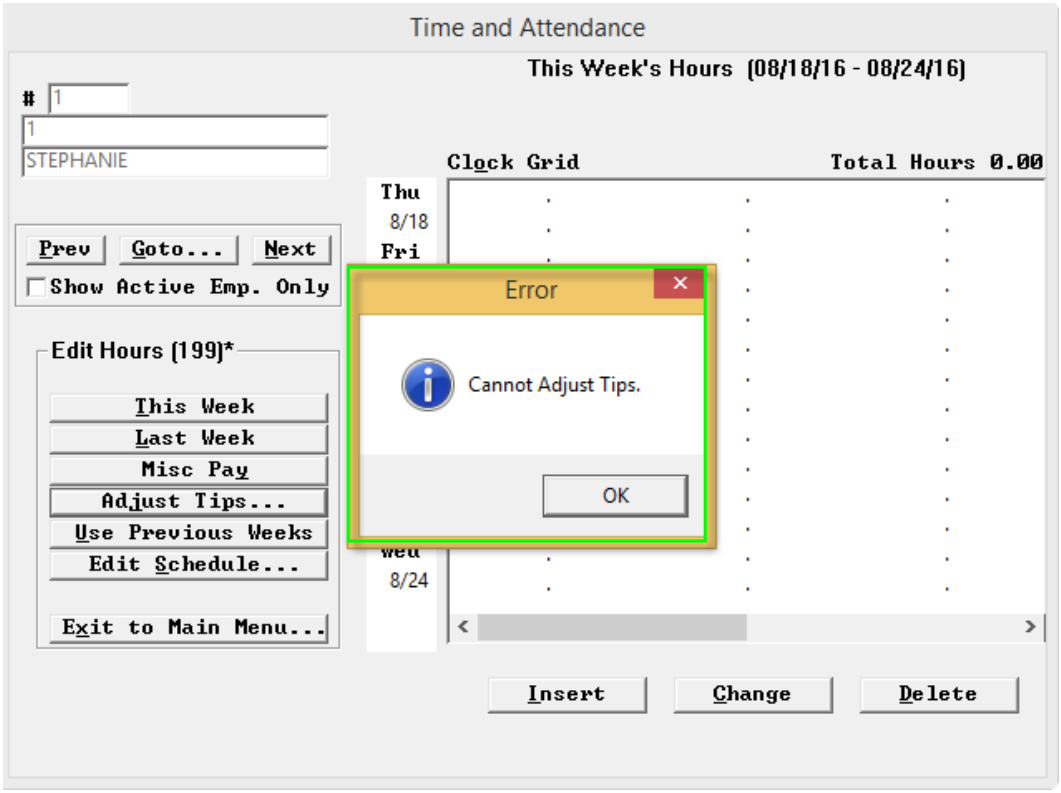
Declared tips on time report
We now show declared tips on the time report.

```
TIME REPORT 05/03/16 15:02:35


Tuesday, 05/03                        Dec Tip

DINING ROOM
 ROB,ROBINSON    2
 11:50a 11:55a   WAITSTAFF
                              0:05     22.00
 11:55a  3:00p   WAITSTAFF
                              3:05     58.00
 TARASIUK,NADZEYA   10
 12:50p  3:00p   WAITSTAFF
                              2:10     35.00
-----------------------------------------
DINING ROOM Total             5:20    115.00
BAR
   115.00    3
 12:45p  3:00p   BARTENDER
                              2:15     55.00
-----------------------------------------
BAR Total                     2:15     55.00
                             --------------
                              7:35    170.00
```

Eliminate Adjust Tips
Setup>Time and Attendance>T&A Backof the House>Options>More Flags: “Eliminate adjust tips?” This flag will eliminate the ability to adjust tips for anyone, under employees hours and schedules.



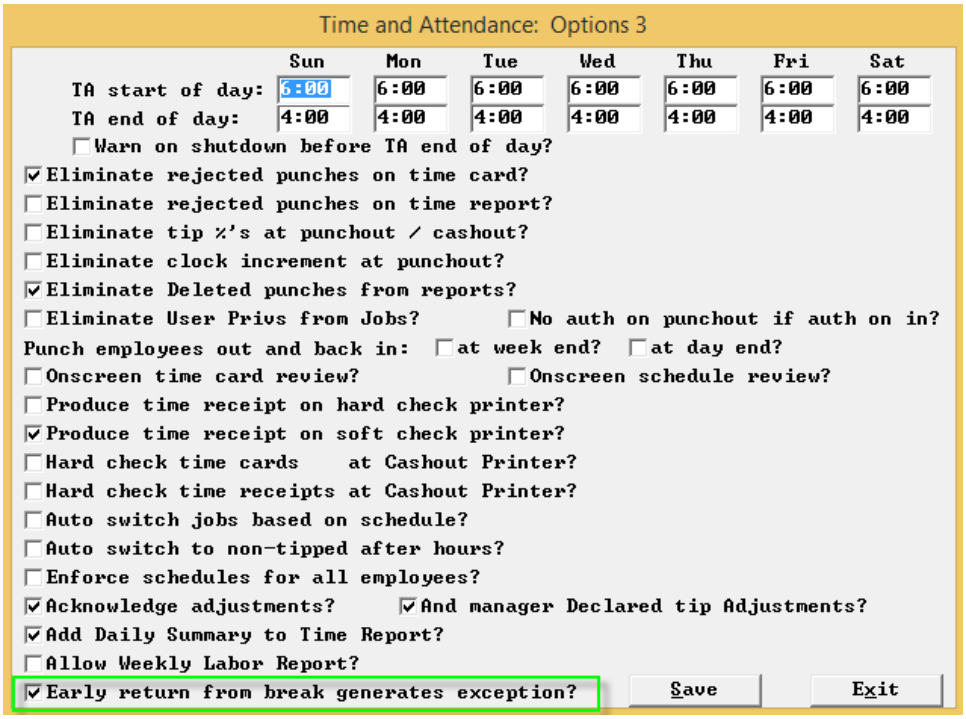
Popup message:



Early punch in from break without manager

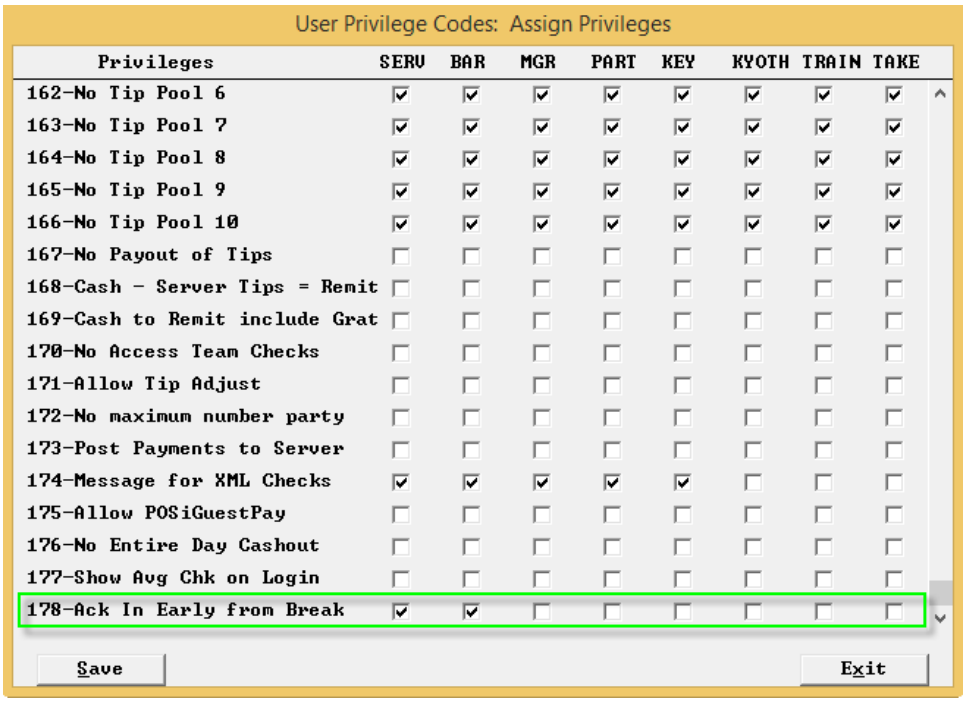
Exceptions

Setup>Time & Attendance>Front of the House> Time and Attendance Options 3: Early return from break generates exception.

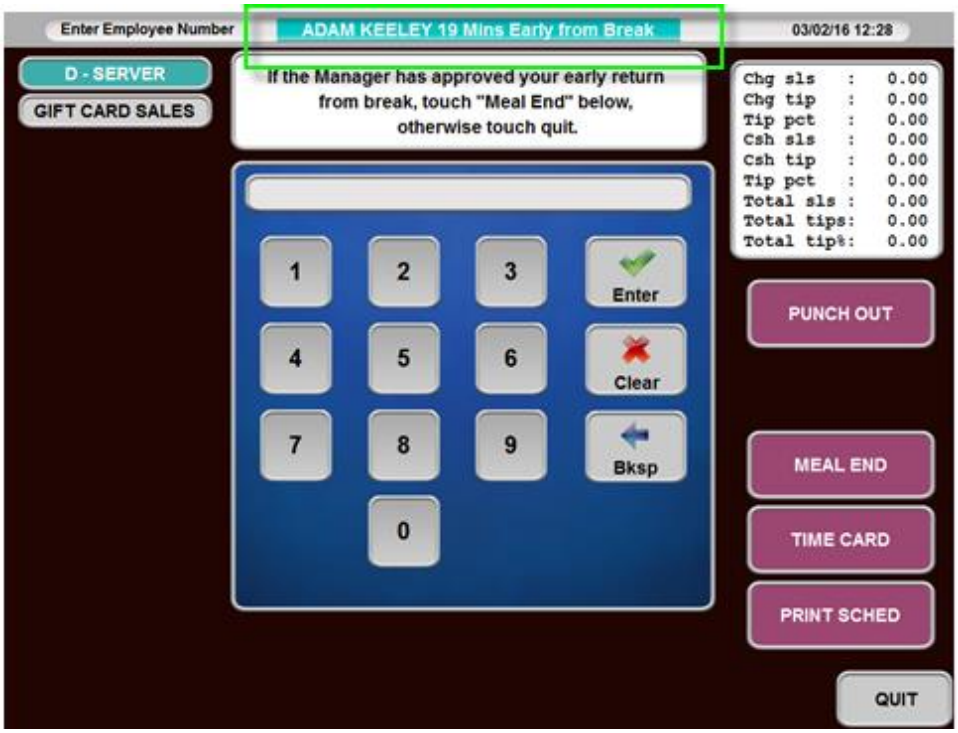


Acknowledge

Setup>User Privilege Codes>Assign Privileges: 178- “Ack In early from break”: This flag is set for users that are allowed to acknowledge an early return from a break authorized by a Manager.



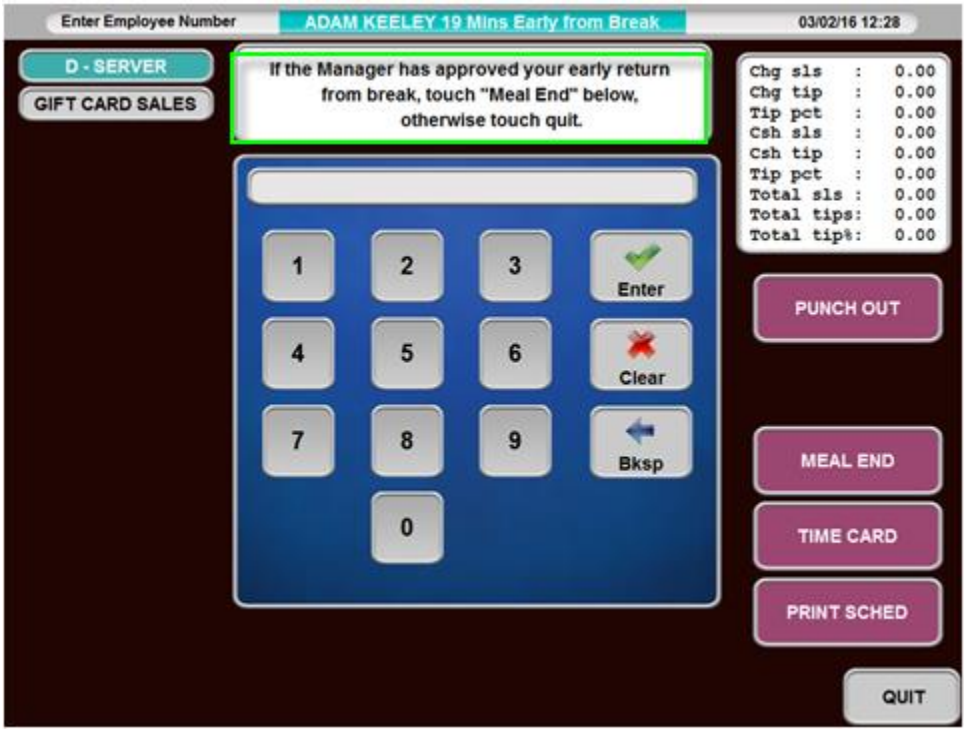
New message will appear if someone tries to clock back in from break too soon telling them how early they are.



A message can also be setup in the Clockerr.dat file in # 2 the Early from break section.

```
;[1]Declared Tips, [2]Early from Break, [3]Off Schedule, [4]Early, [5]Late

[1]
Declare Cash tips only, do not deduct tipshare.
[2]
If the Manager has approved your early return
    from break, touch "Meal End" below,
         otherwise touch quit.

[3]
Do not start working. Your clock-in was not successful.
You need manager approval to clock-in and start working
before your scheduled time.
[4]
Do not start working. Your clock-in was not
successful. You need manager approval to clock-in
and start working before your scheduled time.
```

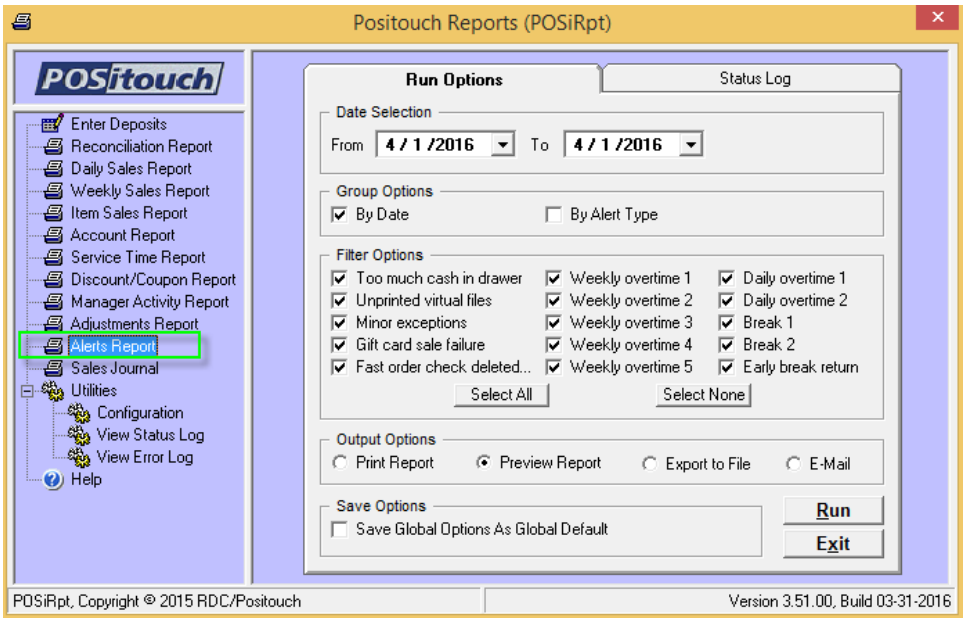
This message will show up in the message box on the timeclock screen explaining that if they have been approved by a Manager to return early from break they can touch meal end, if not they should quit out and finish their break.



Touching meal end at this point creates a new manager exception in our standard exception format. The next time a manager logs in; they will be notified that they have exceptions. They can then choose to review them and acknowledge them.

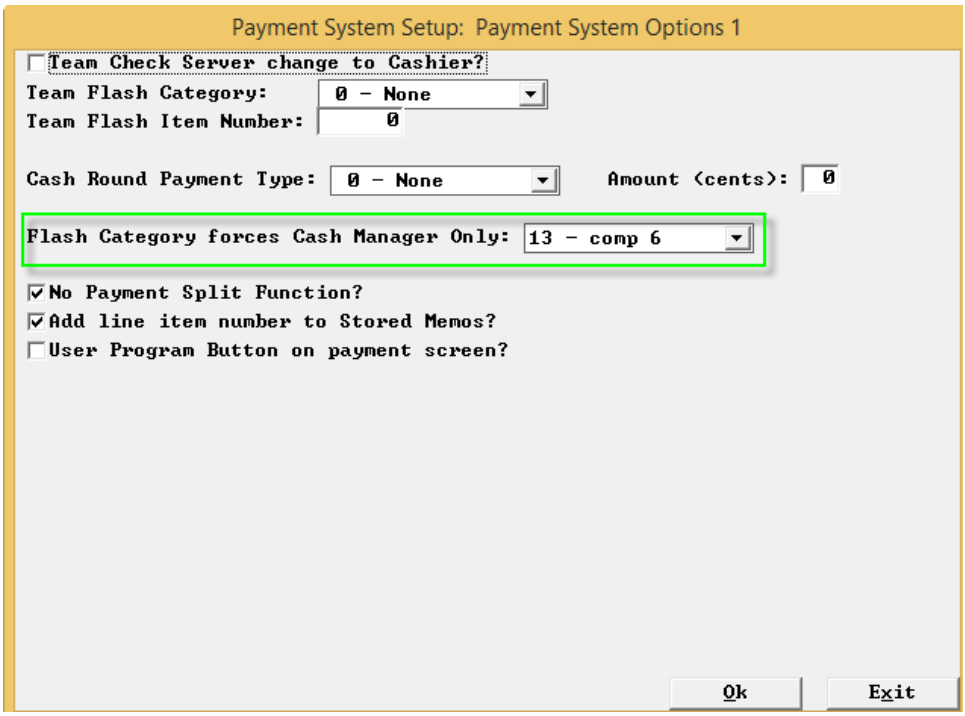
Report

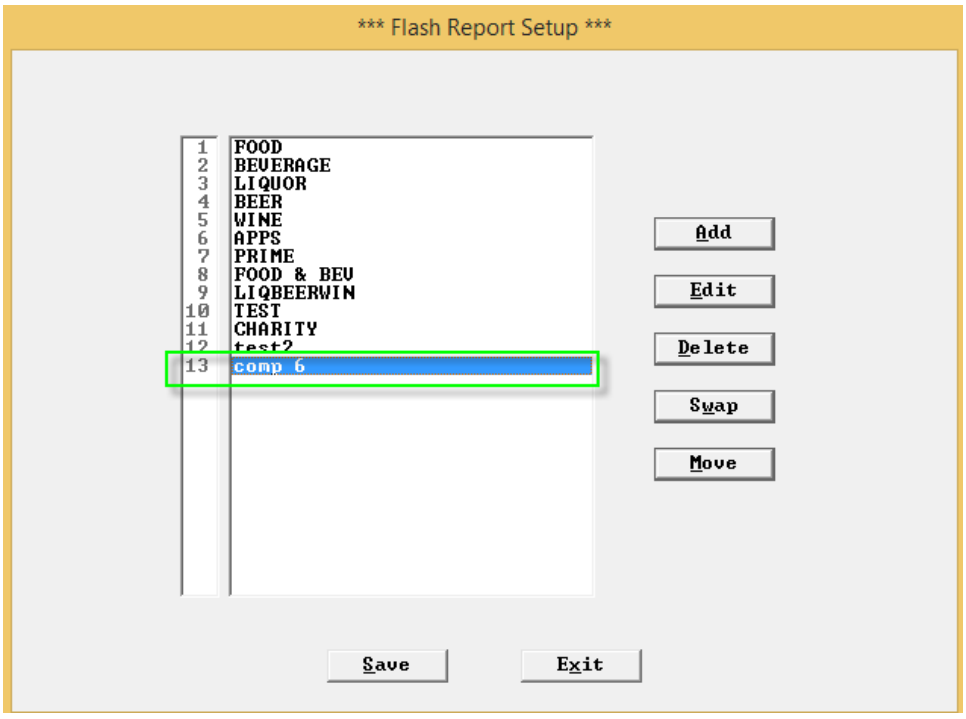
New backoffice Exceptions report that covers all exception types and lets you select which ones you want to see so that you can pick just this one for a report tabulating these details.
New POSirpt that includes a new Alerts report.

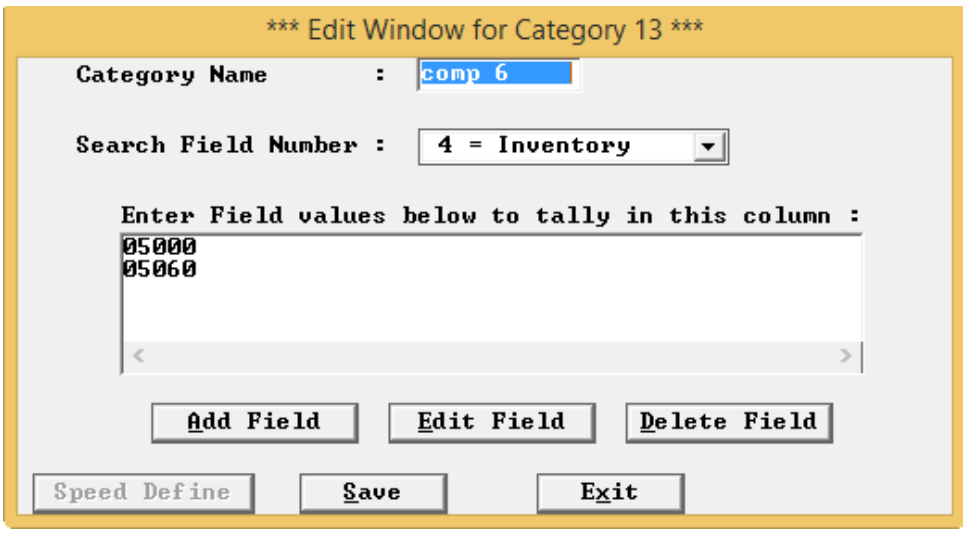


Manager cash flash category

Setup>Payment>Payment System Options 1"Flash Category forces Cash to Manager Only:" You can set a flash category to cause cash to become a manger only payment type when that particular check is being closed.



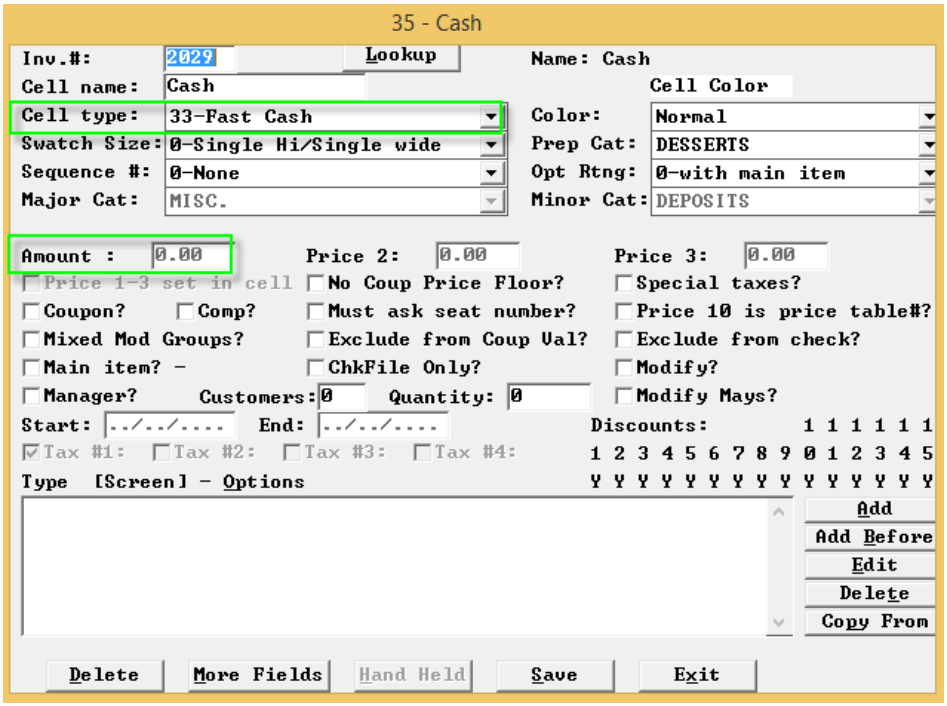

*** Flash Report Setup ***
1 FOOD
2 BEVERAGE
3 LIQUOR
4 BEER
5 WINE
6 APPS
7 PRIME
8 FOOD & BEV
9 LIQBEERWIN
10 TEST
11 CHARITY
12 test2
13 comp 6
Add
Edit
Delete
Swap
Move
Save
Exit


*** Edit Window for Category 13 ***
Category Name : comp 6
Search Field Number : 4 = Inventory
Enter Field values below to tally in this column :
05000
05060
Add Field
Edit Field
Delete Field
Speed Define
Save
Exit

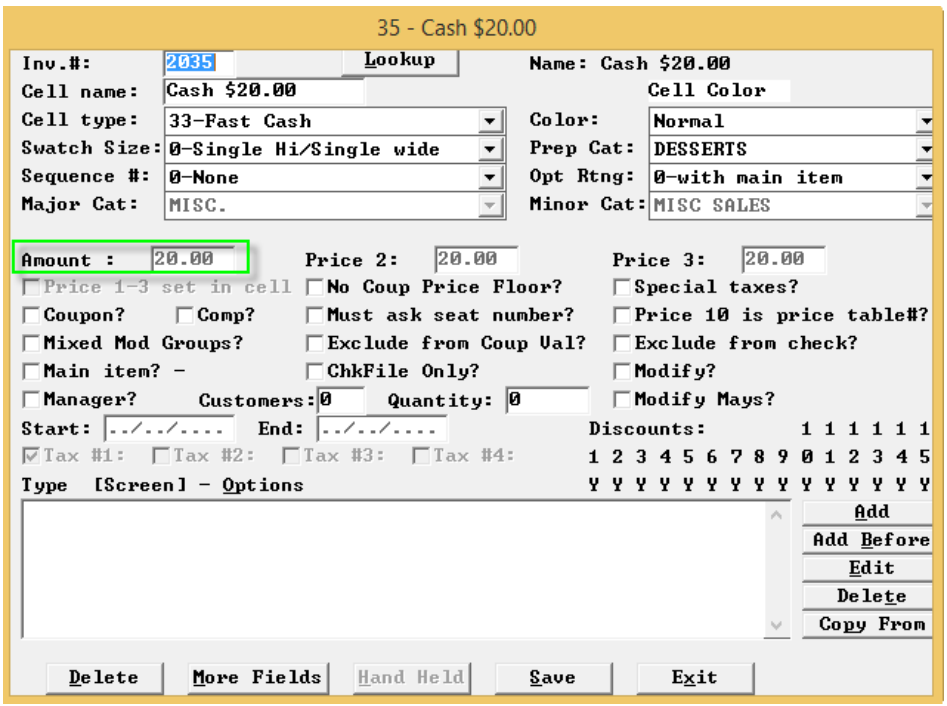
Fast cash cell 33

Menu Screens>Edit an Order Screen>Cell>Cell Type: “33-Fast Cash” There is now a cell type 33 that can be used to put a fast cash button on any order screen if desired.

When priced as 0.00 as below this button will represent the nearest $ amount of the check being rung up.

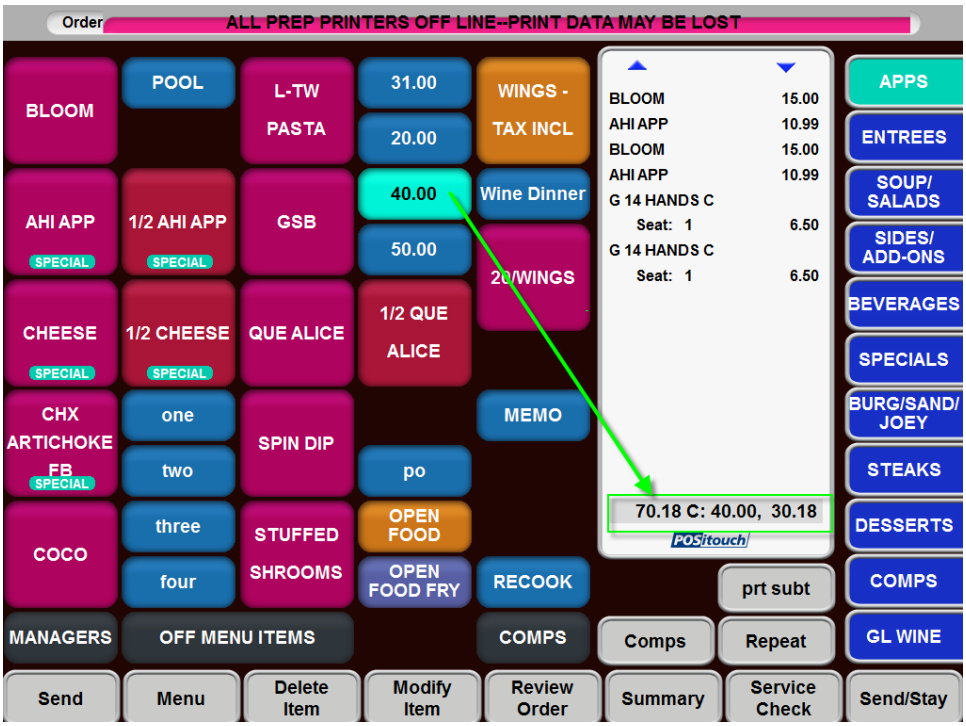


When a $ amount is entered in price 1 it will represent a fixed amount for cash payment…

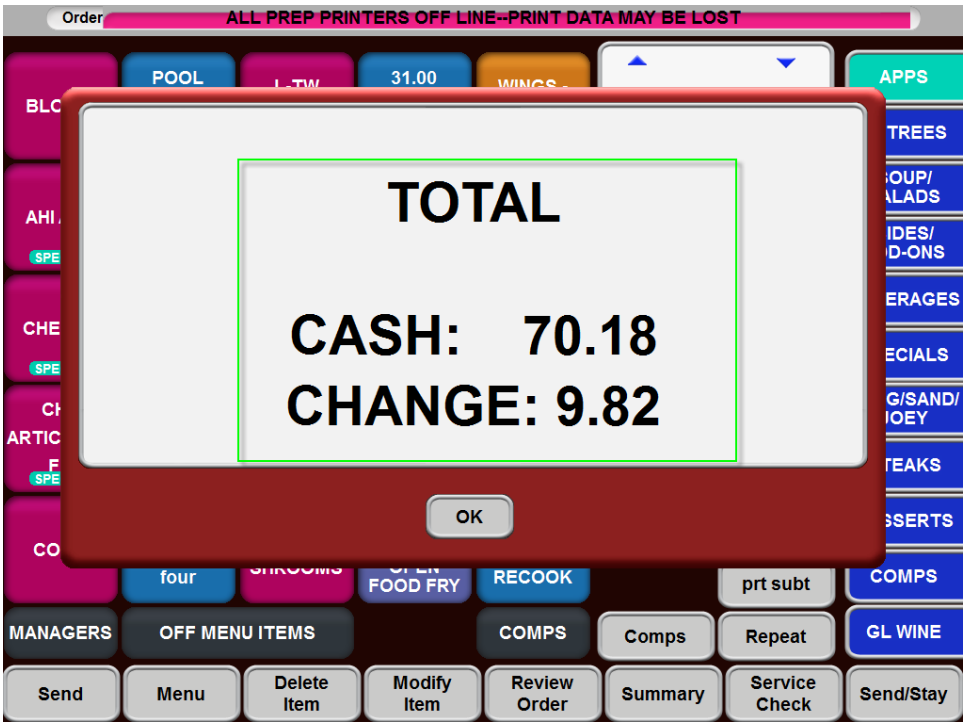


See below the 0.00 button becomes $71.00 because the check is 70.18.

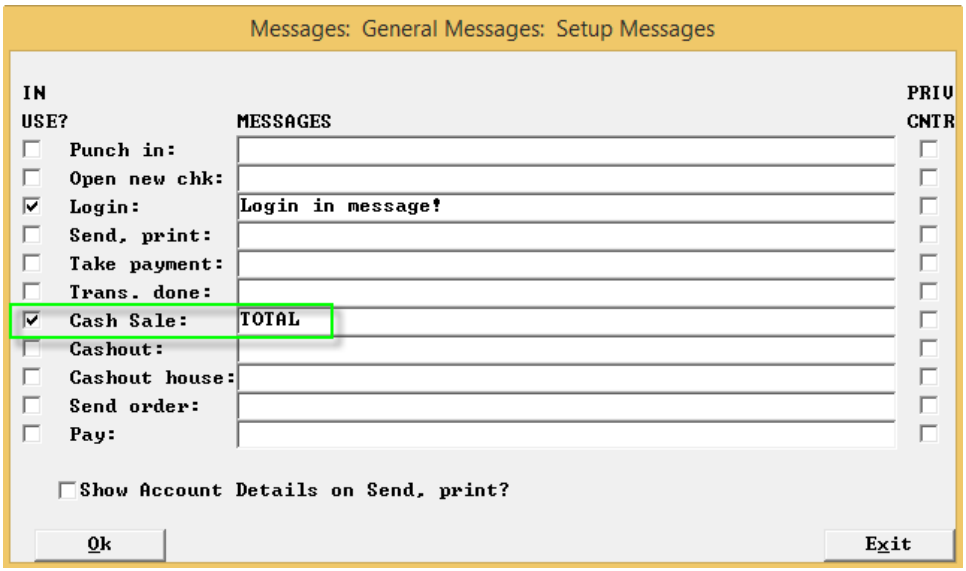
Note that you can also use the fixed button multiple times. Lets say the customer gives $80.00 for the check below. After touching $40.00 once… It is noted that $0.00 was applied and that $30.18 is still due.



After touching $40.00 for the second time the balance has been satisfied and this box will pop up (based on settings) showing the change due.

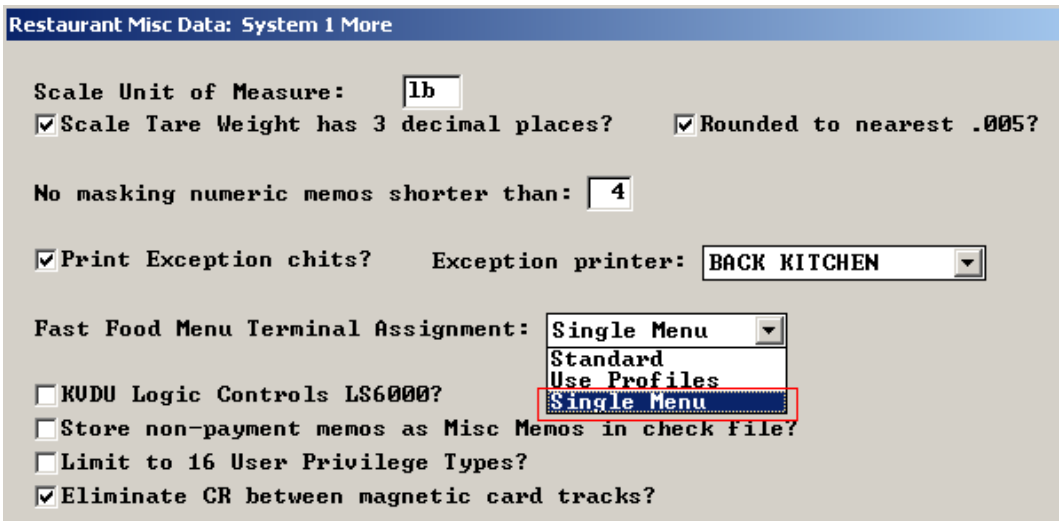


The pop up is based on the normal cash sale message being set up in general messages.

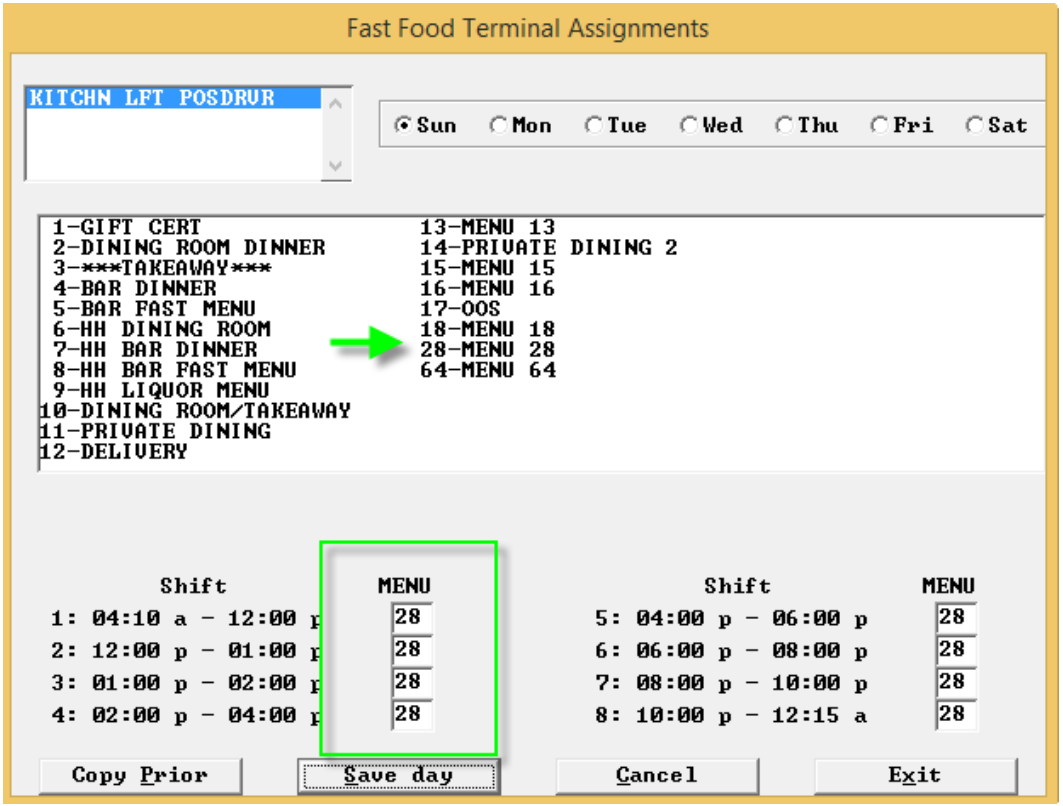


Single Menu per Terminal

Setup>Restaurant Miscellaneous Data>System 1>More: “Fast food Menu Terminal Assignment: Single Menu.” You can now limit assigning a single menu to a terminal for Fast Food Menu Terminal assignments.



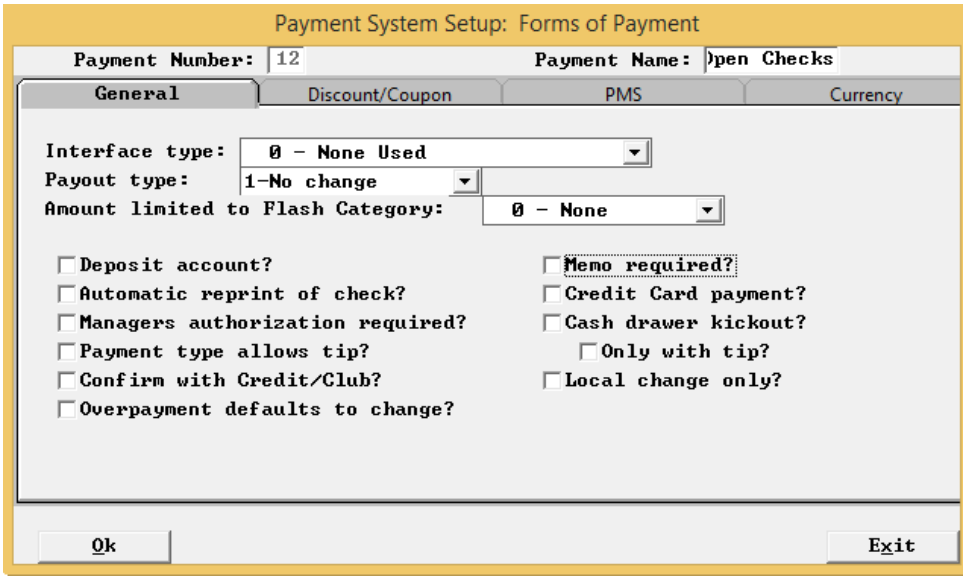
By doing this the limitation of using only defined menus 1-16 is removed.



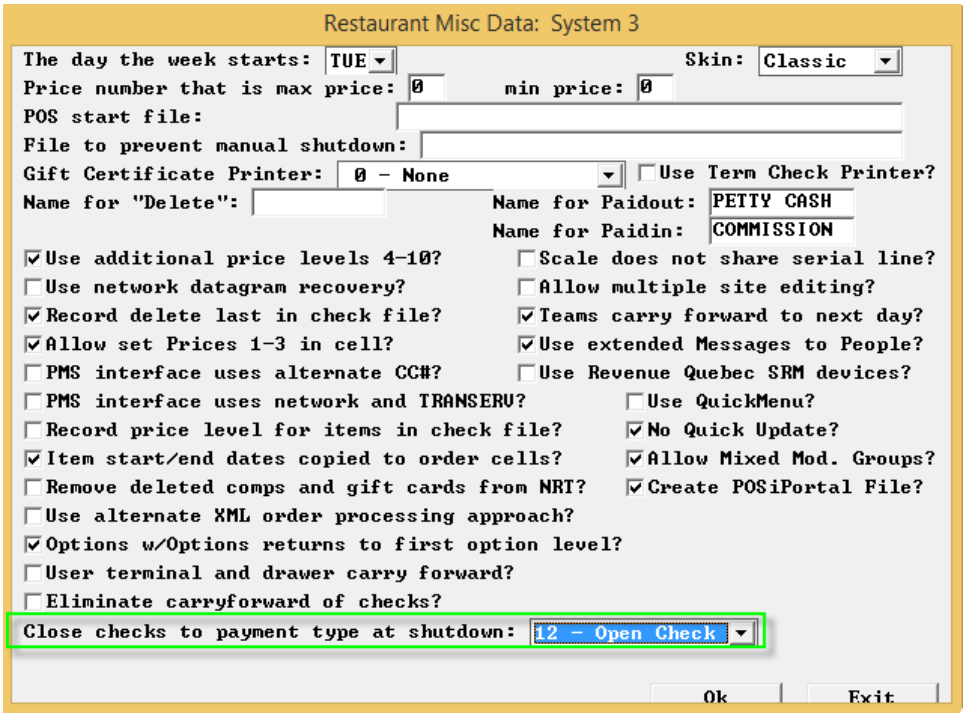
Checks close to payment type at shutdown

Setup>Restaurant Miscellaneous Data>System3 – related to carryforward of checks, “Close checks to payment type at shutdown:” this is a payment type pulldown. Customer that wish to use this need to create a payment type called something like “Open Checks” and checks will be closed to this payment type at shutdown. This will work for Manual shutdown as well as auto shutdown.

New payment type:

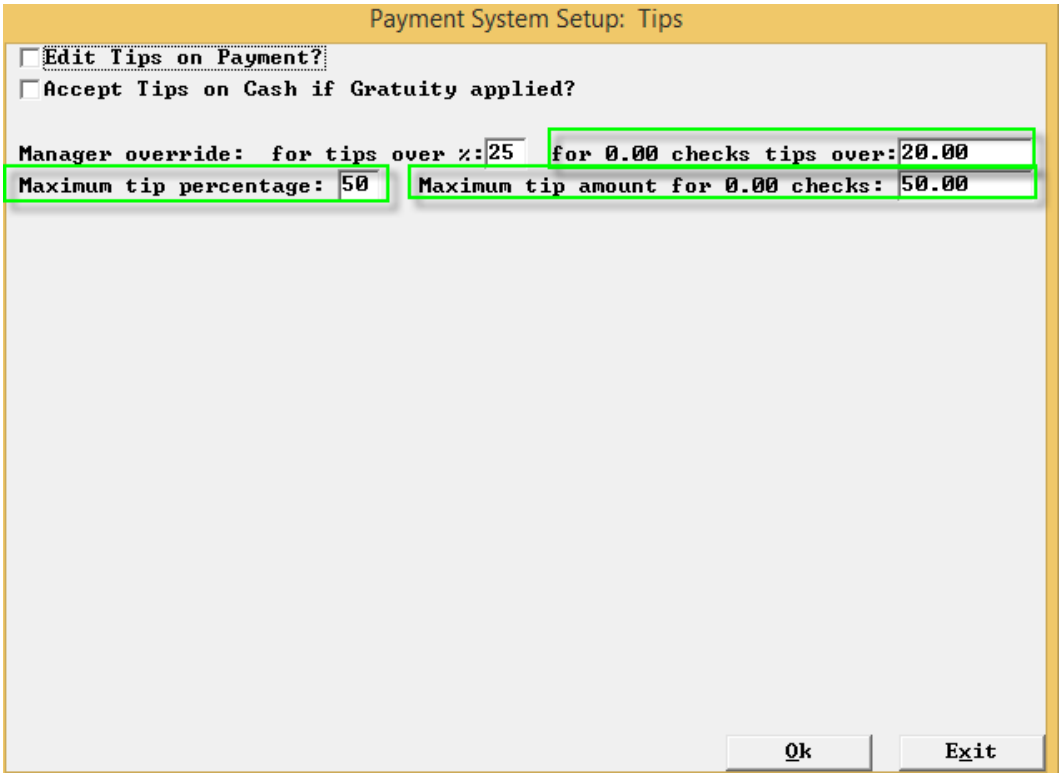


And then point to that new payment type by way of the new flag in system 3.



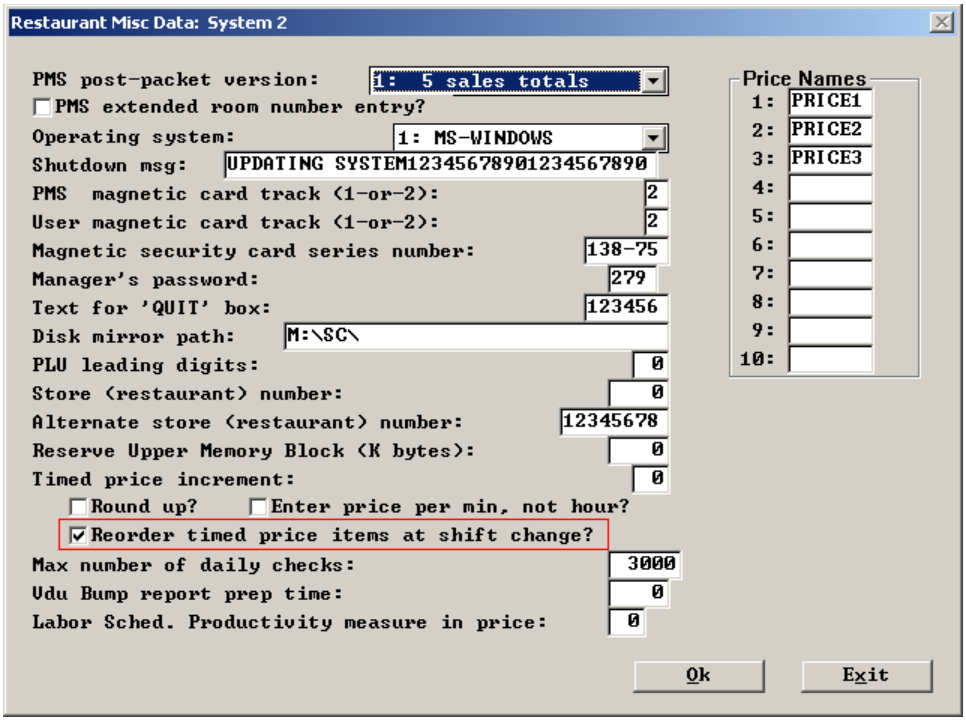
Expansion to Manager override for tips

Setup>Payment system>Payment System options 2 – Related to manager override for tips over %: __
“Maximum tip percentage:--- This is the percentage a manger can’t go over for non-zero checks.
“For 0.00 checks tips over:”----- This is a dollar floor amount for manager override for 0.00 checks.
“Maximum tip amount for 0.00 check ---- This is the amount a manager can’t go over for 0.00 checks.. There is no crossover here. Two of these apply only to non-zero checks and is a percentage. And the other two of these apply only to zero checks and is a dollar amount..



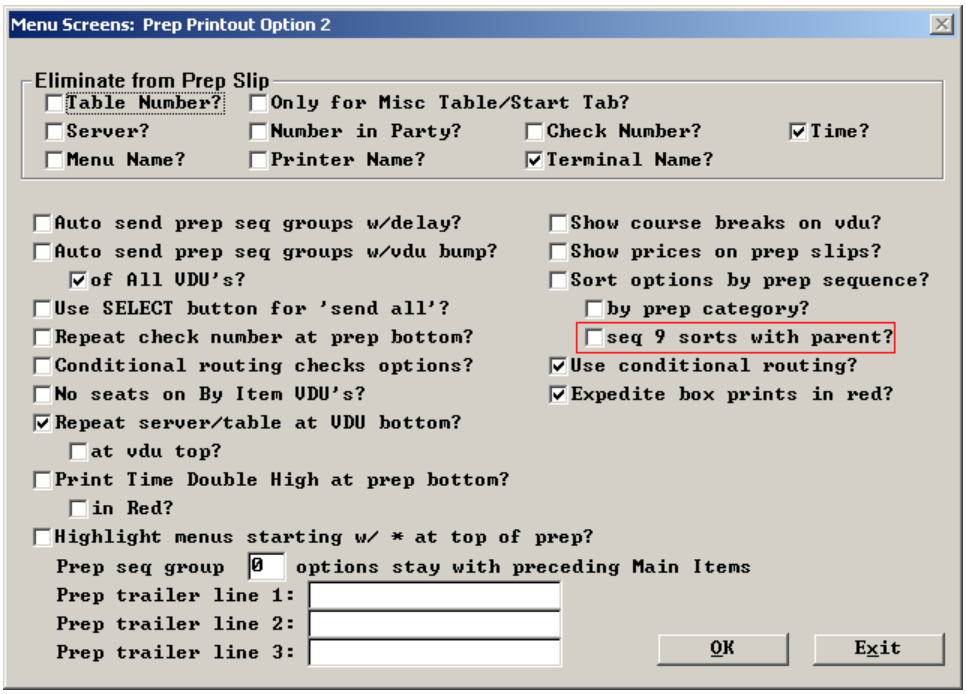
Reorder Time priced items at shift change

Setup>Restaurant Miscellaneous Data>System2: “Reorder timed price items at shift change?” With this flag on live Timed priced items will automatically get reorder at shift change to be able to properly reflect any price changes.



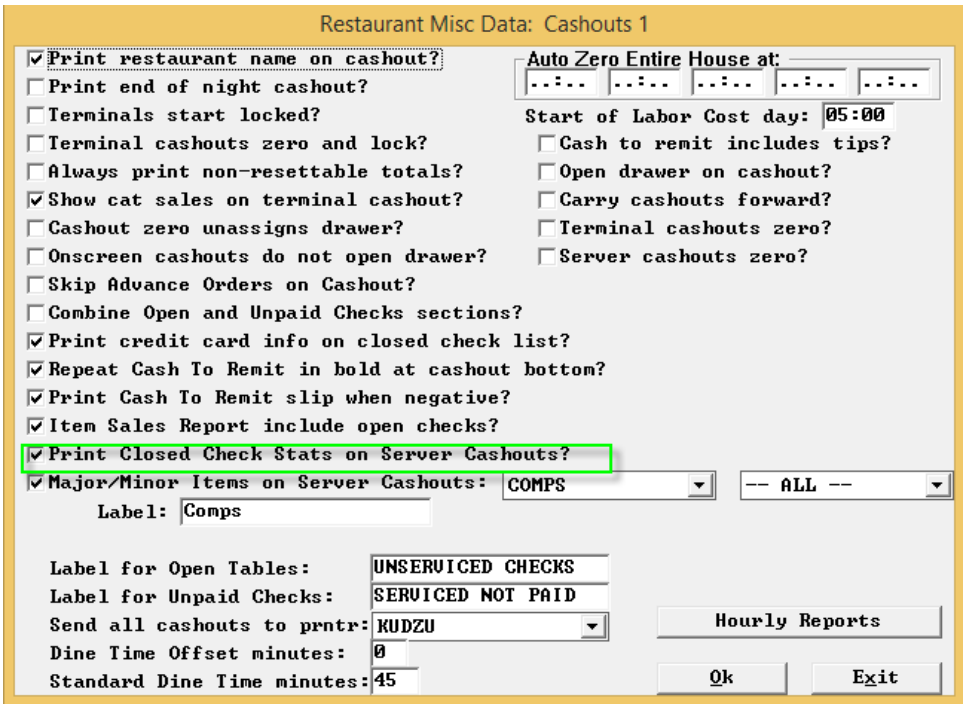
Options to sort with parent via Sequence 9

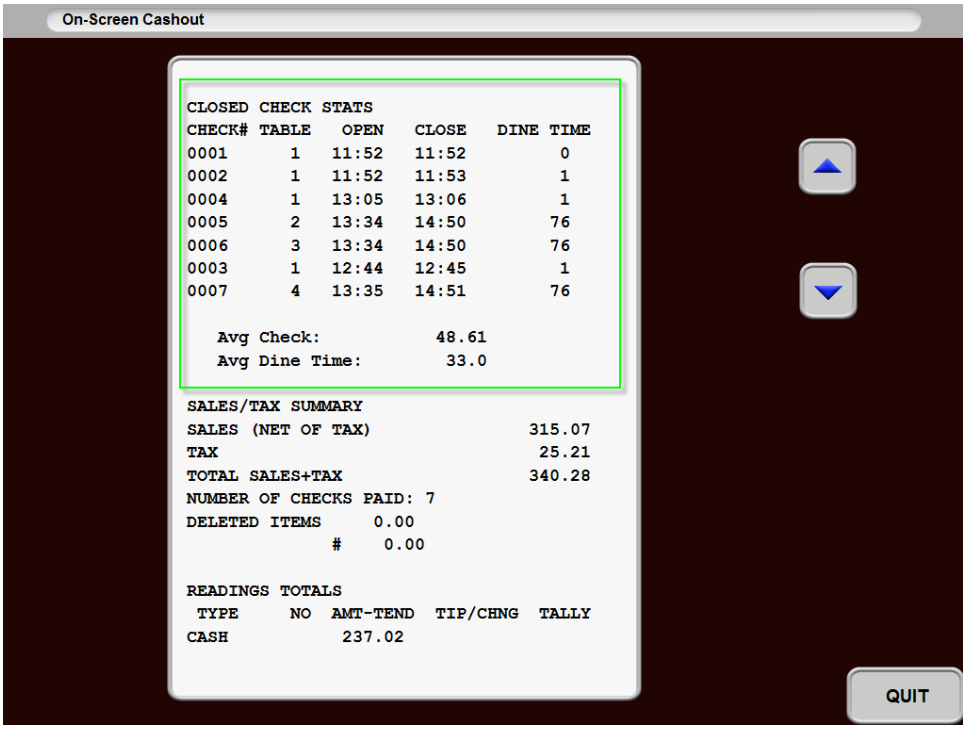
Setup>Menu Screens>Prep printouts>Prep printout option 2: “Seq 9 sorts with parent?” This flag eliminates the need to have multiples of the same options with different sequences in order for them to rout with the right main item. With this flag, simply making them a sequence 9 they follow their parent.



Print Closed Check Stats on server cashout

Setup>Restaurant Miscellaneous Data>Cashouts 1:" Print Closed Checks Stats on server cashout?"





Tracking dine time and % of checks under standard

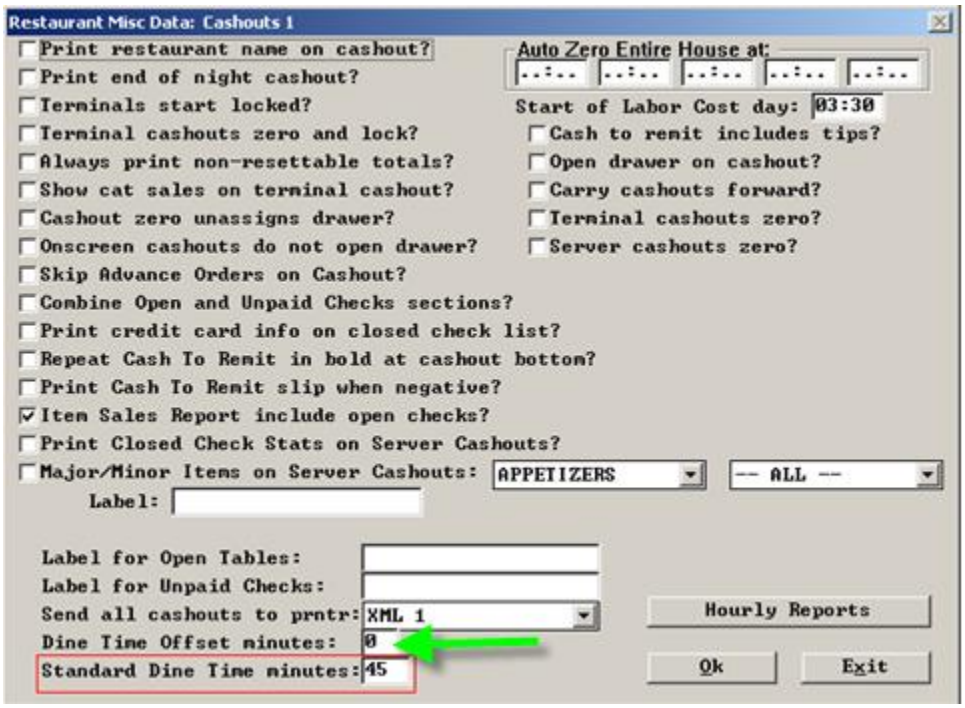
Setup>Restaurant Miscellaneous Data>Cashout 1: “Standard Dine Time minutes:” and “Dine time offset minutes:”

Standard Dine Time minutes

When this figure is non-zero, we add a column to the sales journal statistics report to the right of dine time called “% under 45 mins” where 45 is the new setting above. This has also been added to the front of house cashout closed check stats section.

Dine Time Offset in minutes

Users can select to offset the Standard dine time by this figure to allot for customers time to get to the cashier to pay their check.



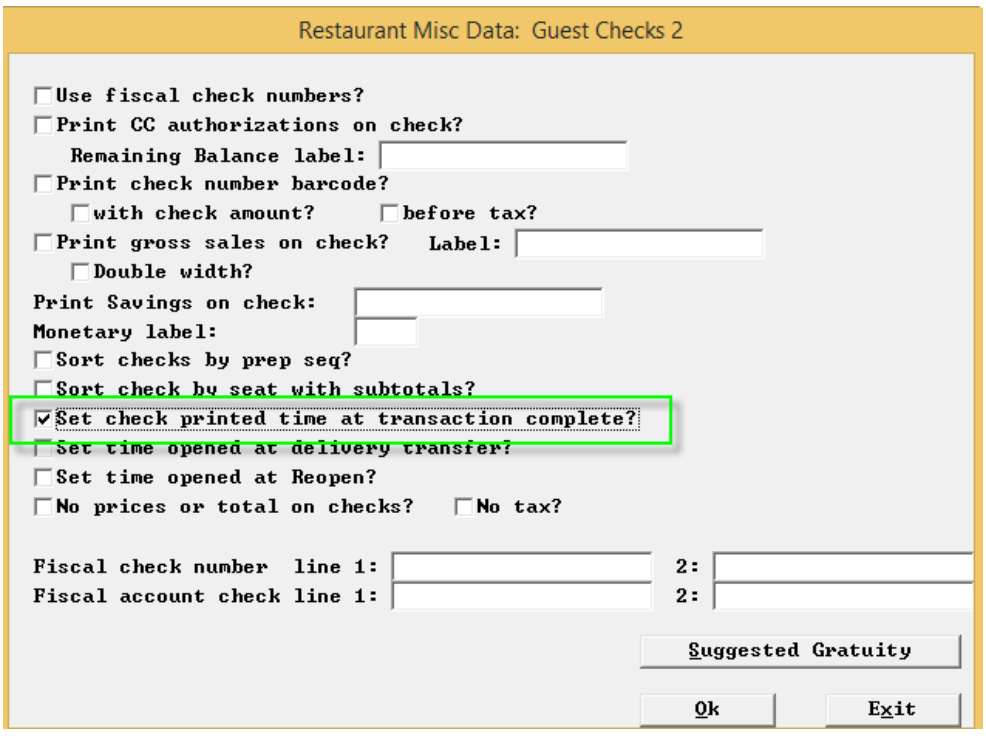
BOSTON PIZZA KILDONAN — PAGE: 1
REPORT DATE: 06/15/2016 — REPORT TIME: 12:43:30.06

SALES JOURNAL REPORT FOR 06/15/2016

	TOTAL SALES	CUST COUNT	SALES/ CUST	TOTAL CHECKS	STATISTICS SALES/ CHECK	DINE TIME	% UNDER 45 MINS	COVER SALES	COVER COUNT	SALES/ COVER	COVER CHECKS
RESTAURANT											
LUNCH	271.13	12	22.59	7	38.73	44	43	271.13	15.00	18.08	7
AFTERNOON	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
DINNER	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
EVENING	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
LATE NITE	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
TOTAL	271.13	12	22.59	7	38.73	44	43	271.13	15.00	18.08	7
ENTIRE HOUSE											
LUNCH	271.13	12	22.59	7	38.73	44	43	271.13	15.00	18.08	7
AFTERNOON	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
DINNER	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
EVENING	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
LATE NITE	0.00	0	0.00	0	0.00	0	0	0.00	0.00	0.00	0
TOTAL	271.13	12	22.59	7	38.73	44	43	271.13	15.00	18.08	7

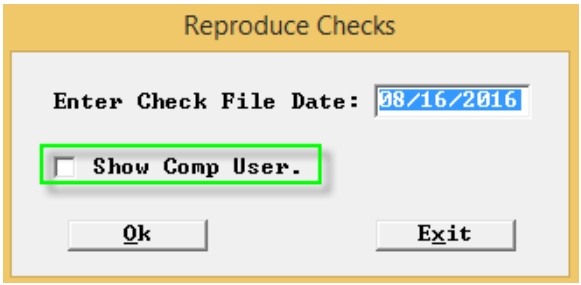
```
CHECK# TABLE   OPEN   CLOSE   DINE TIME
0001      1   11:45   12:25         40
0002      2   11:45   12:25         40
0003      3   11:46   12:31         45
0004      4   11:50   12:40         50
0005      5   11:50   12:30         40
0006      6   11:55   12:41         46
0007      7   11:55   12:42         47

   Avg Check Per Guest:   25.30
   Avg Dine Time:          44.0
   Percent Under 45 Mins:    43

SALES/TAX SUMMARY
SALES (NET OF TAX)                271.13
TAX                                32.53
TOTAL SALES+TAX                   303.66
NUMBER OF CHECKS PAID: 7
DELETED ITEMS     0.00
              #    0.00

CASHOUT REPORTS TOTALS
 TYPE     NO  AMT-TEND  TIP/CHNG  TALLY
CASH           303.66
```

This flag will play a factor in dine time. A decision should be made if the dine time should include the time between the check being printed and paid.



Show comp/discount manager on Reproduce checks

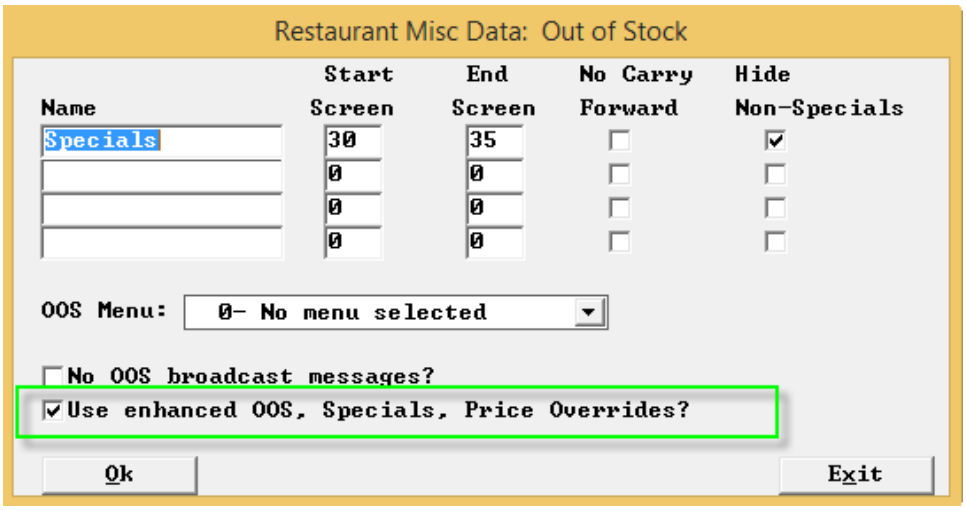
Reports and Batches>Reproduce Checks: ““Show Comp User.” When checked, it will show manager named who applied comp/discount.



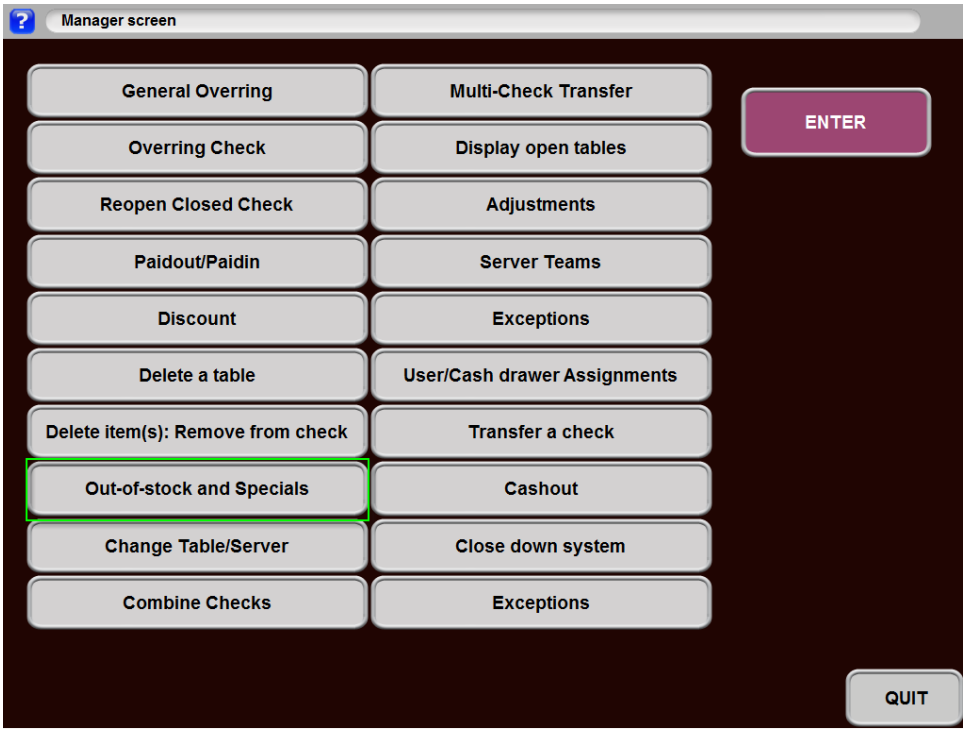
OOS Enhancements

Use Enhanced OOS, Specials, and Price Overrides?

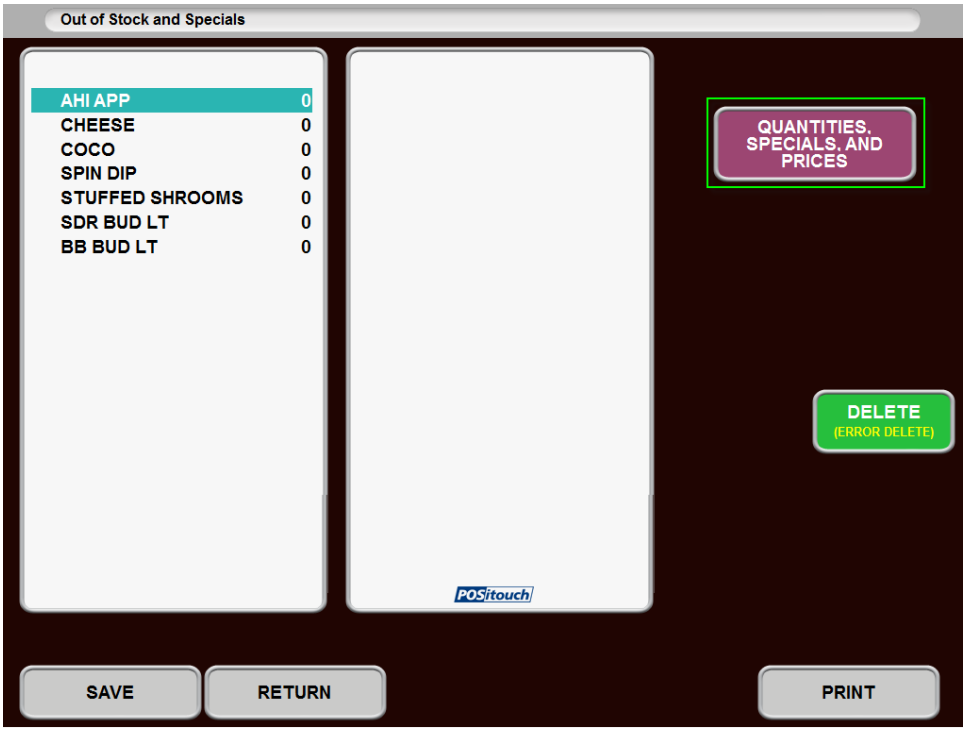
Setup>Restaurant Miscellaneous Data>Out of Stock: ‘Use Enhanced OOS, Specials, and Price Overrides? This information is kept in OSmmddyy.dat.



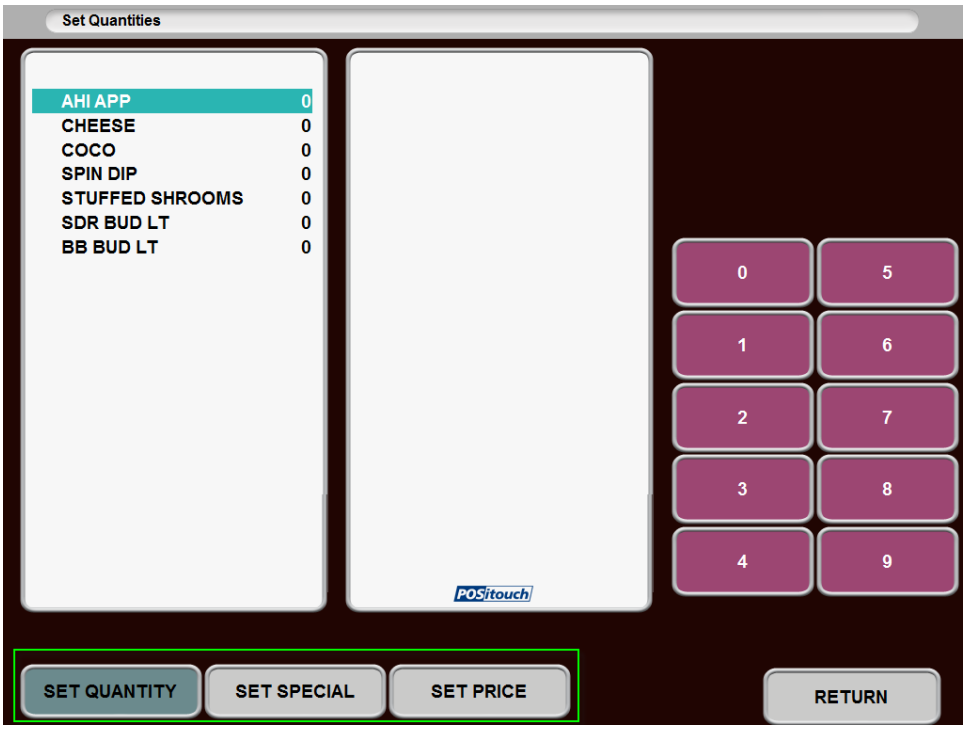
Manager Out of stock screen has been enhanced.



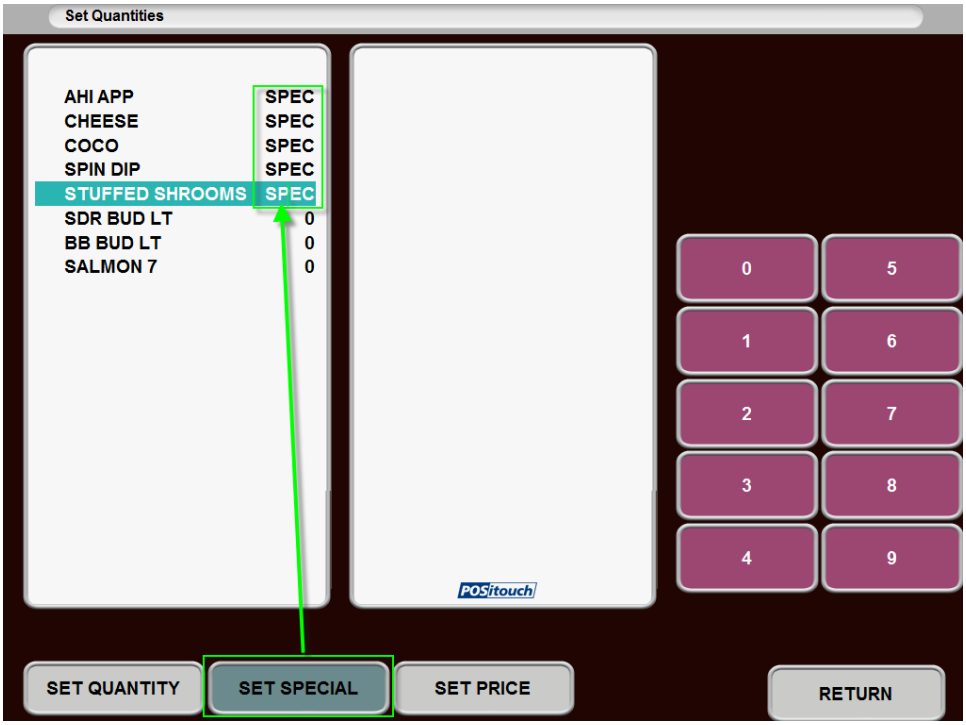
Note that the Button is now for quantity specials and prices.



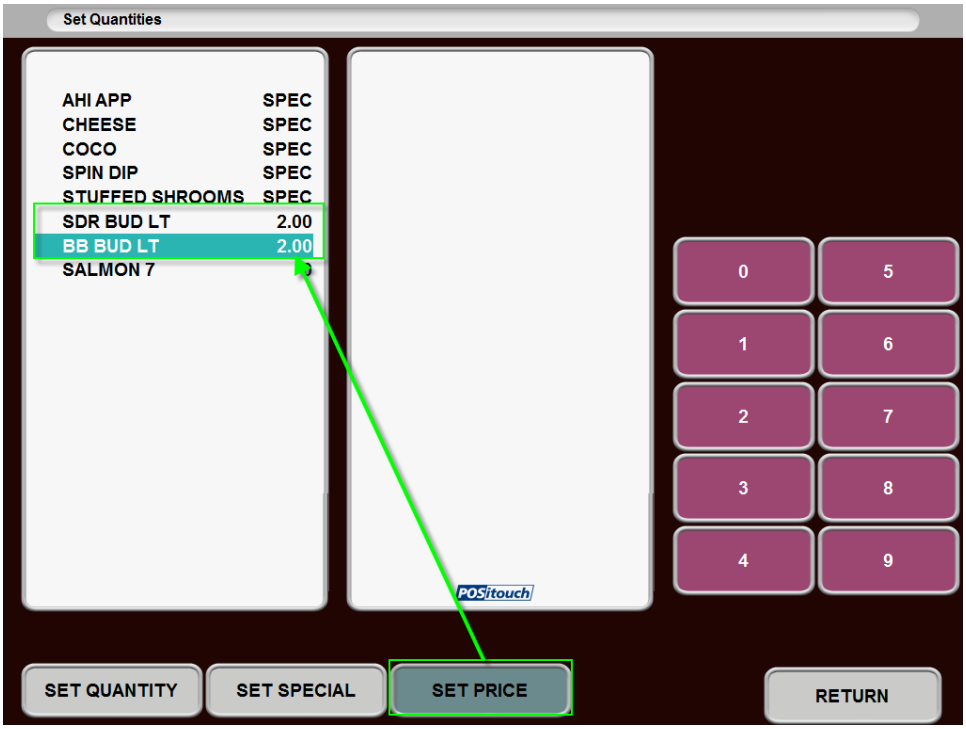
Note below there are now three buttons. One for quantity, one for specials and one for prices.



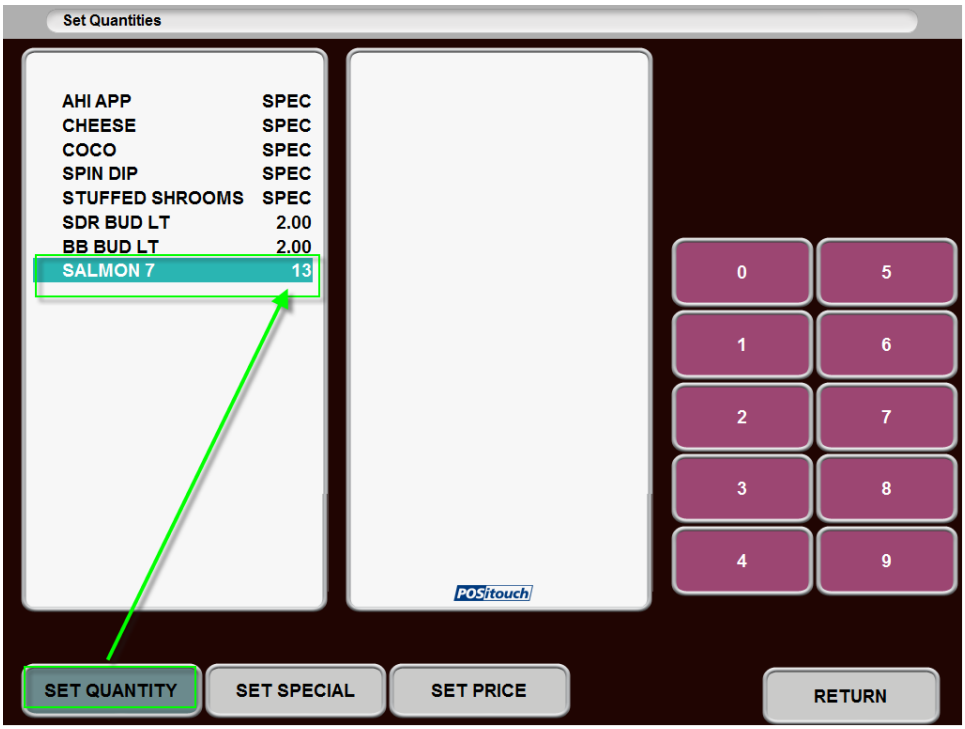
So if you highlight specials you can then touch each item that is a special.



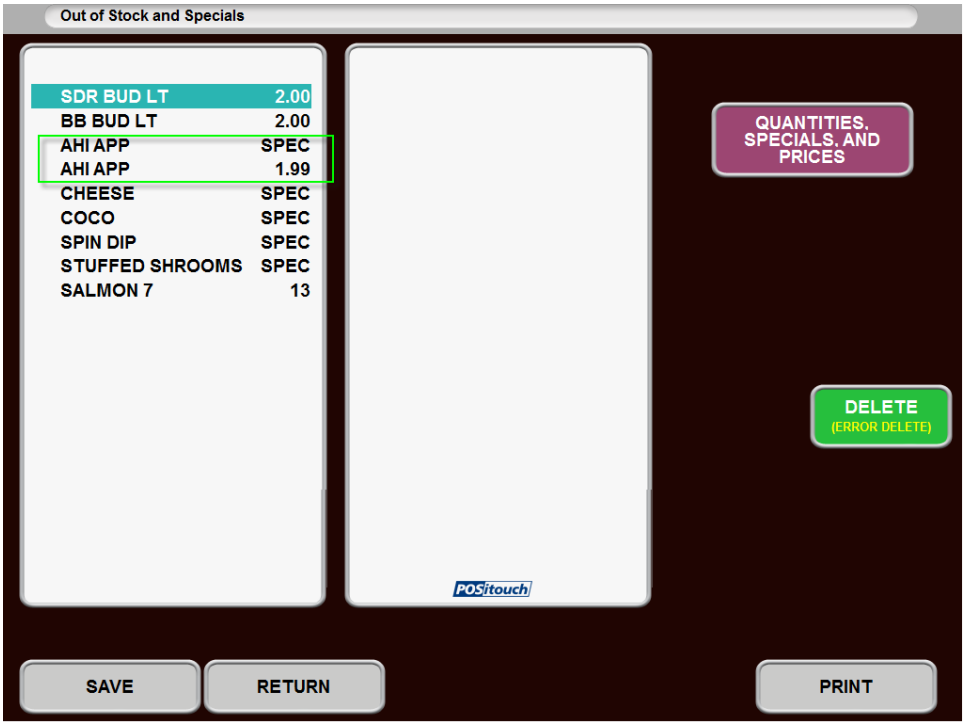
If you highlight set price you can then set that item to a different price.



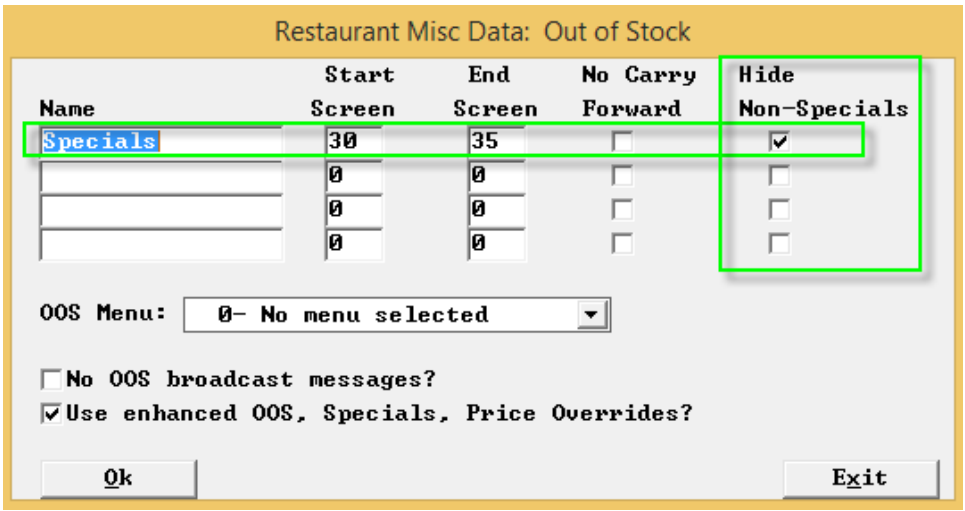
If you highlight the quantity you set the quantity left in stock of that item. Which works the same as It always has.



Note that you could set an item as a special and then also set a new price for it if needed.

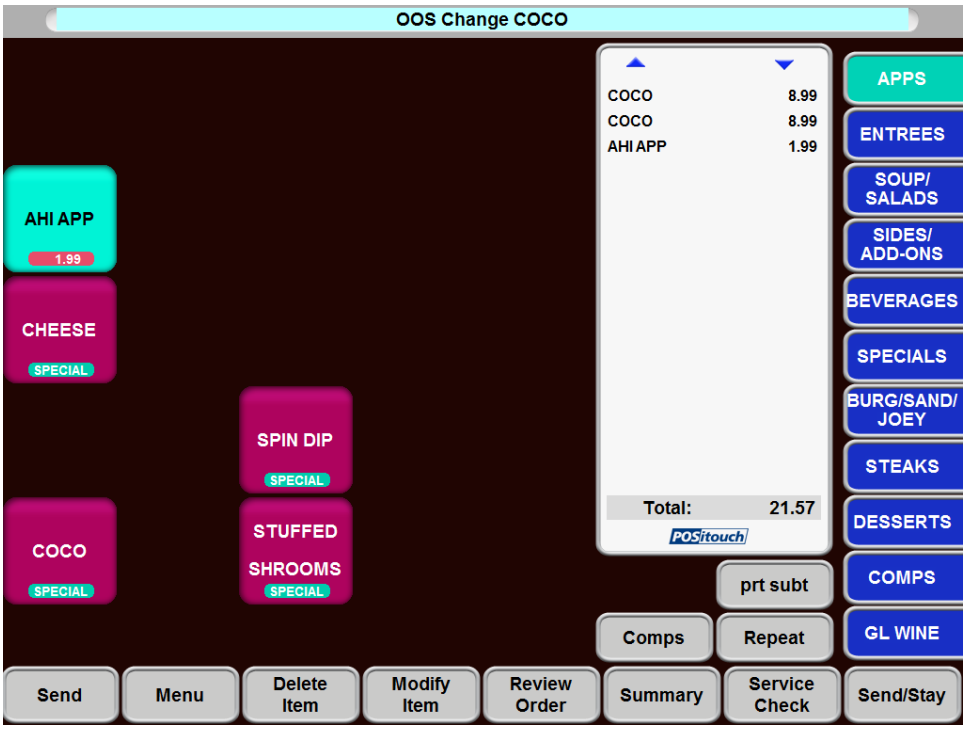


Hide Non-specials
There is also a flag that can be set to hide non-specials on certain screens.



So this allows for sites to have screens full of items that they can designate as special screens….

And after assigning those items from the FOH… Those are the items that will be displayed.



Posidbfw: New field for accurate number of checks and number in party.
POSIDBFW.EXE we have added the field “IS_CHECK” to CHKHDR.DBF.
This new field will help customers get the correct number of checks and number in party.
The logic to calculate number of checks is:
Add 1 if IS_CHECK == Y and OVERRING == N.
Subtract 1 if IS_CHECK == Y and OVERRING == Y.
The logic to calculate number in party is:
Add all numbers from NUM_PARTY if IS_CHECK == Y.

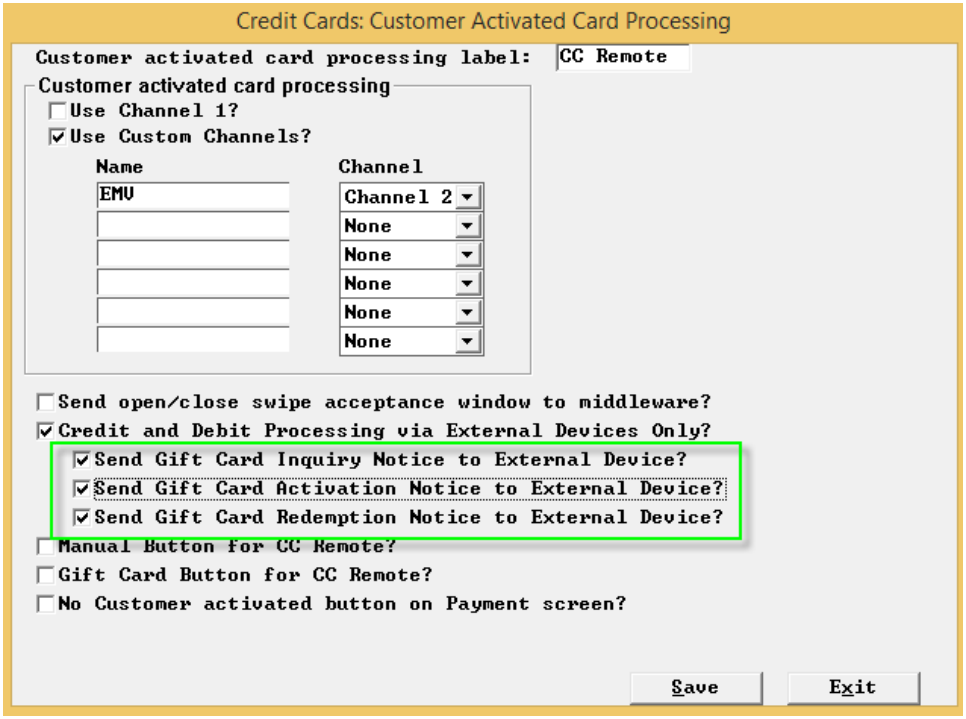
Credit Card Settings / Enhancements

Send gift card inquiry, activation and redemption notices to external device *

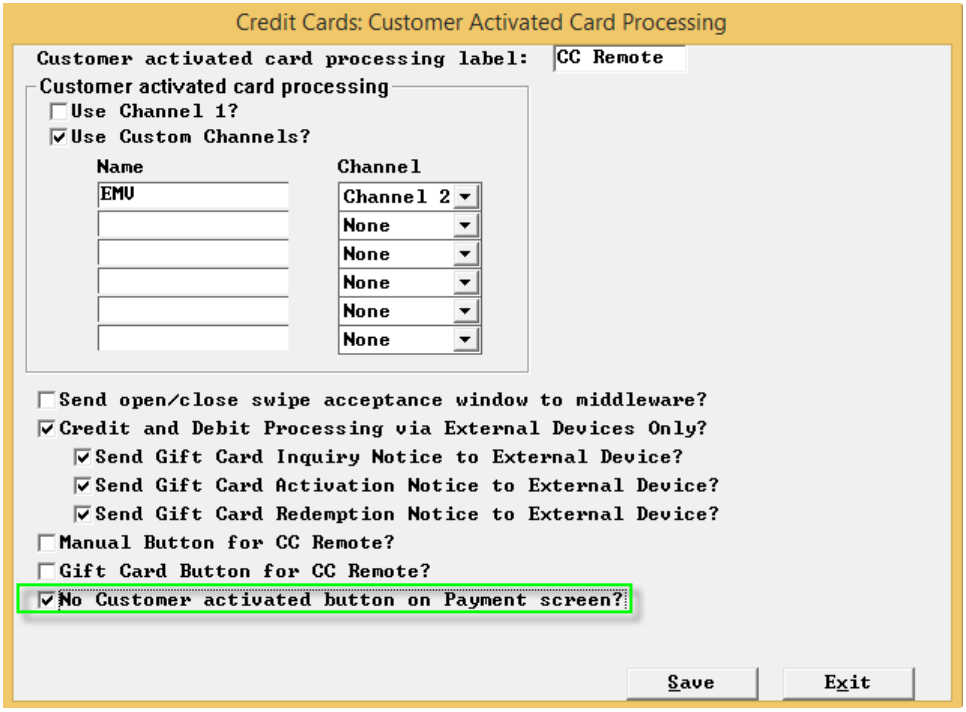
Setup>Credit Cards>Setup Merchant Data>More 2:
“Send Gift card Inquiry Notice to External Device”. With this flag Spcwin sends AT&UM42 at the point of an entering the gift card inquiry screen.

“Send Gift card Activation Notice to External Device”. With this flag Spcwin sends AT&UM43 (Open GC Activation window) at the point when GC is being sold on the order screen. AT&UM44 closes this window.

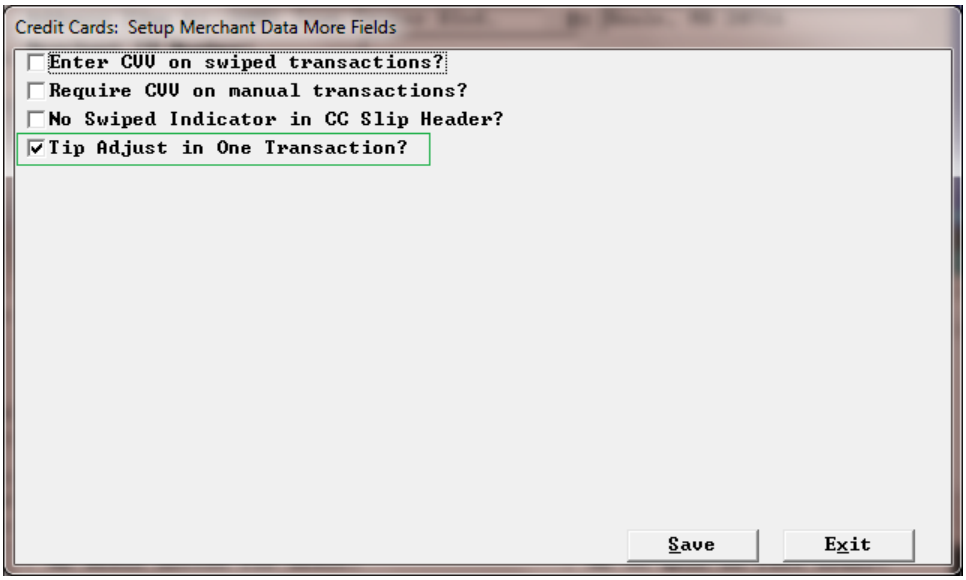
“Send Gift card Redemption Notice to External Device”. With this flag Spcwin sends AT&UM43 (Open GC redemption window in this case) when GC button is being touched (based on the flag “Gift card button for CC remote”. AT&UM44 or 41 closes this window. All of these flags you highlighted (including “Inquiry” flag) are for the purpose to allow to use external PinPad devices as pass through magnetic card readers for EMV customers.



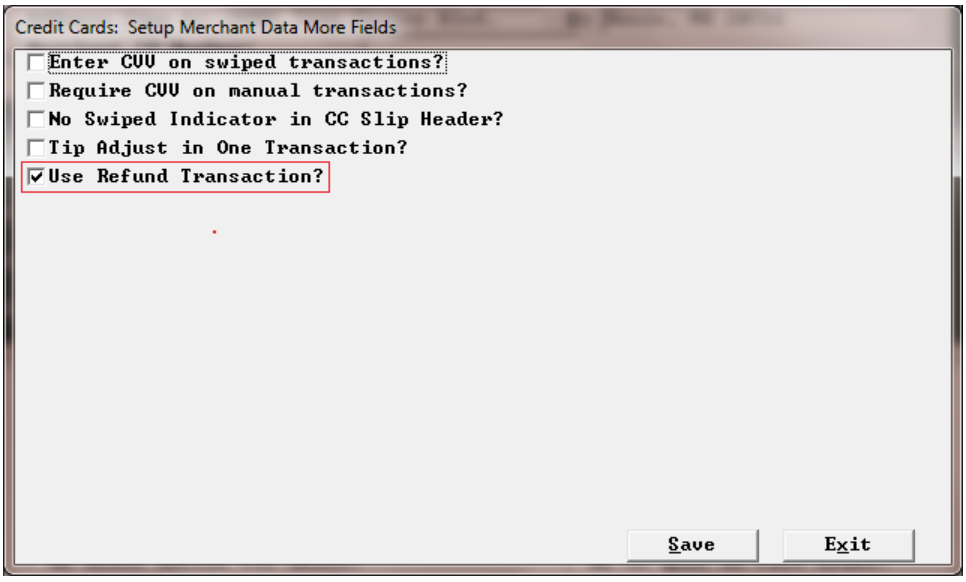
No Customer activated button on Payment screen
Setup>Credit Cards>Setup Merchant Data>More 2: “No Customer activated button on Payment screen?” This flag will eliminate the customer activation button from the payment screen.



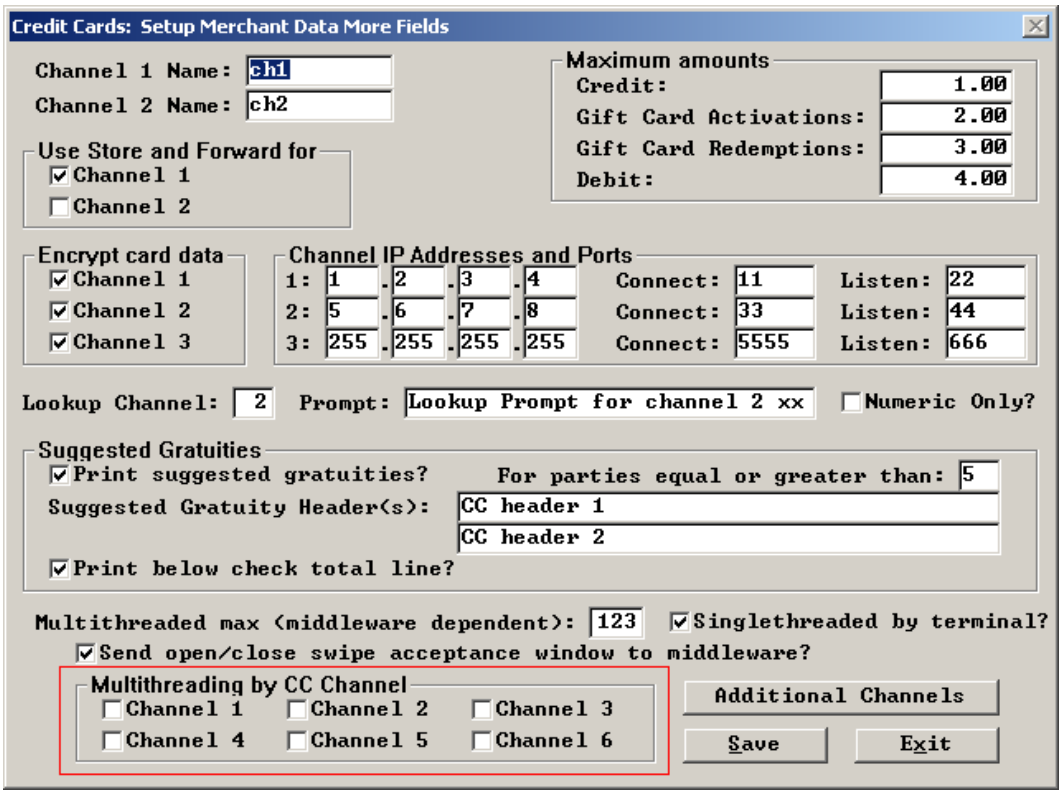
Tip Adjust in one transaction
Setup->Credit Cards->Merchant Data->More 3: “Tip adjust in one transaction?” This is for 3rd parties, T+ and Slipstream. It condenses the number of transactions sent back and forth. We used to send 2 or 3 transactions for a single overring. Now we do it all at once, behind the scenes.



Use Refund Transaction
Setup->Credit Cards->Merchant Data->More 3: “Use Refund Transaction?” *

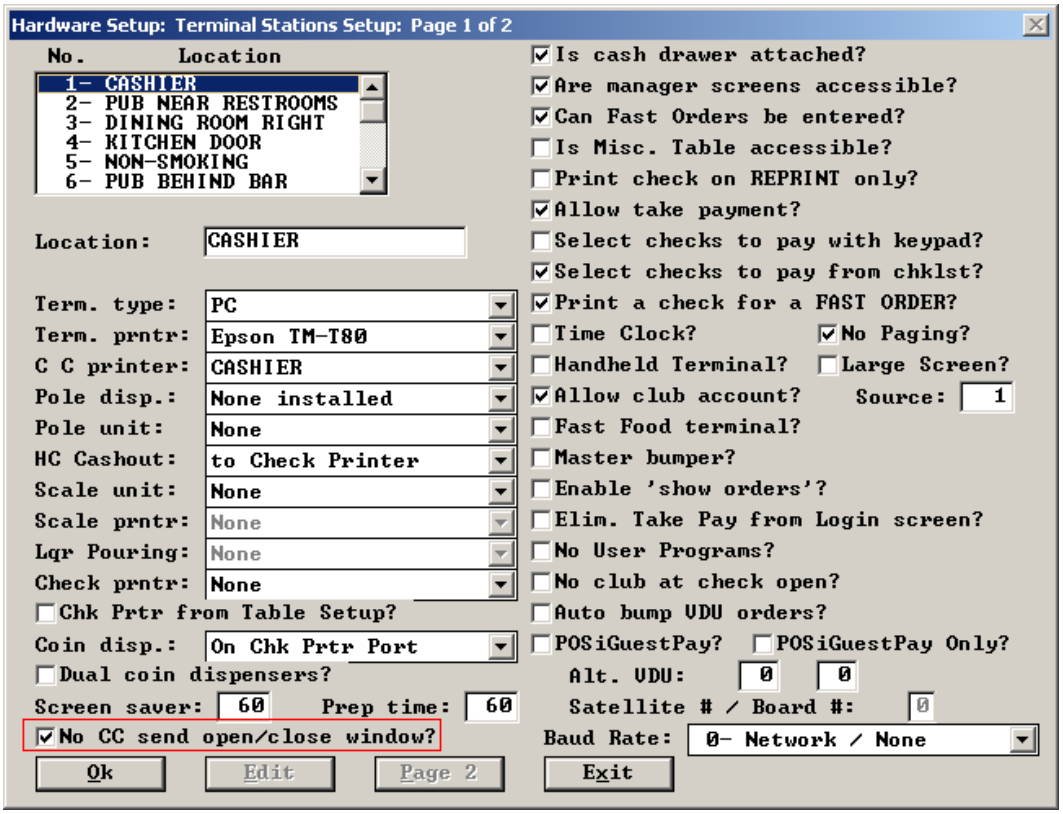


Multithreading by CC Channel
Setup>Credit Card>More 1: “Multithreading by CC Channel” We now allow the option of multithreading by CC Channel.



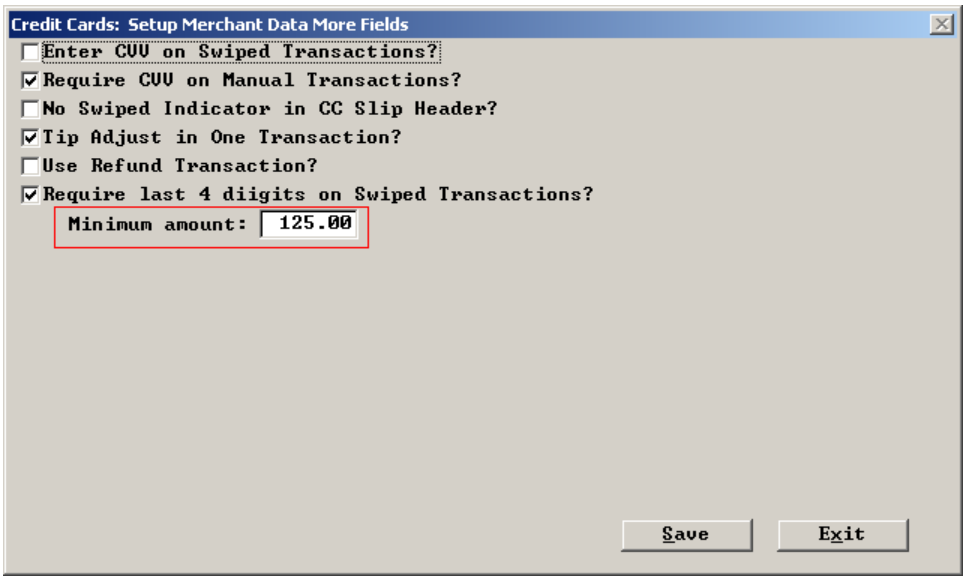
No CC send open/close window

Setup>Hardware>Terminal Stations>Page 1: “No CC send open close window?” *



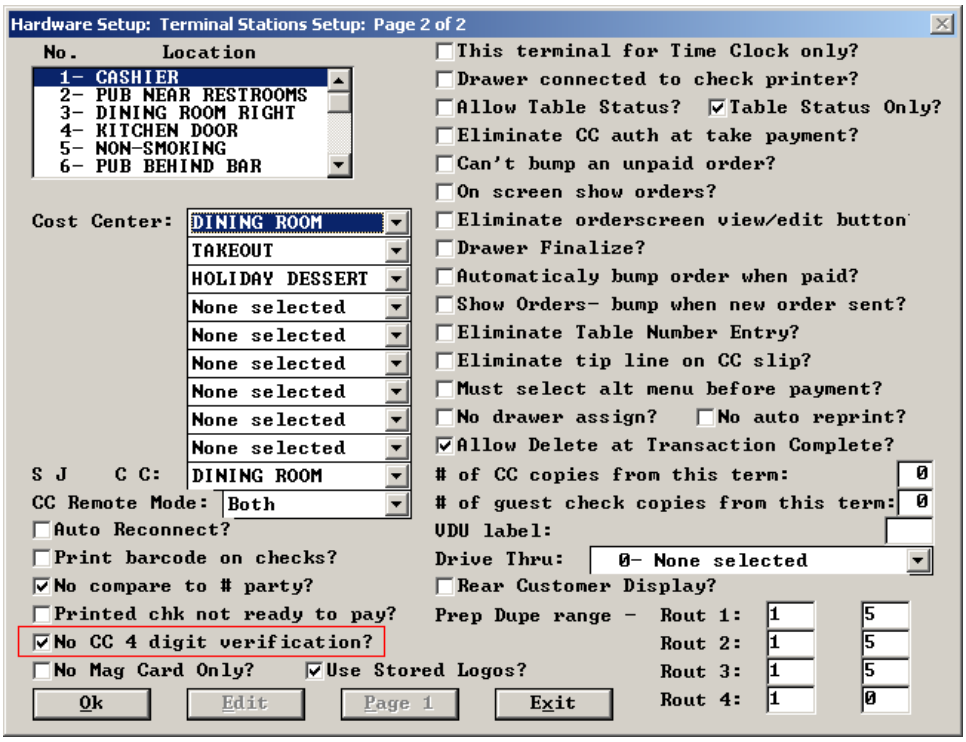
Minimum amount for 4 digit verification

Setup>Credit Cards>Merchant Data>More 3: “Minimum Amount”: Minimum amount for requiring last 4 digits on a Swiped Transaction. You can now set a minimum amount to require the last 4 digits of the card on a swiped transaction.



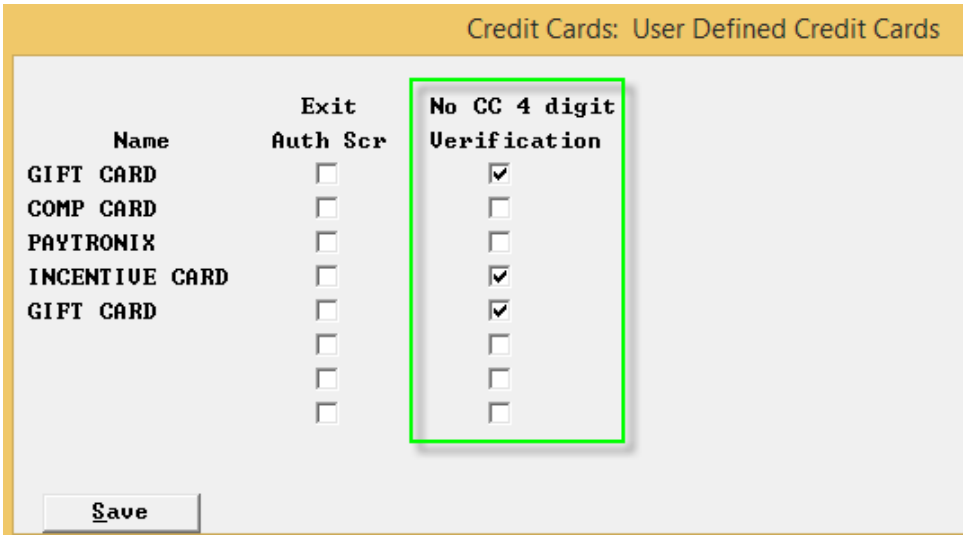
Eliminate 4 digit Verification for Credit Cards by Terminal

Setup>Hardware>Terminal Stations>Page 2: “No CC 4 digit verification?” You can now eliminate by terminal the requirement of a Credit Card 4 digit verification.



Eliminate 4 digit Verification for Credit Cards at card level.

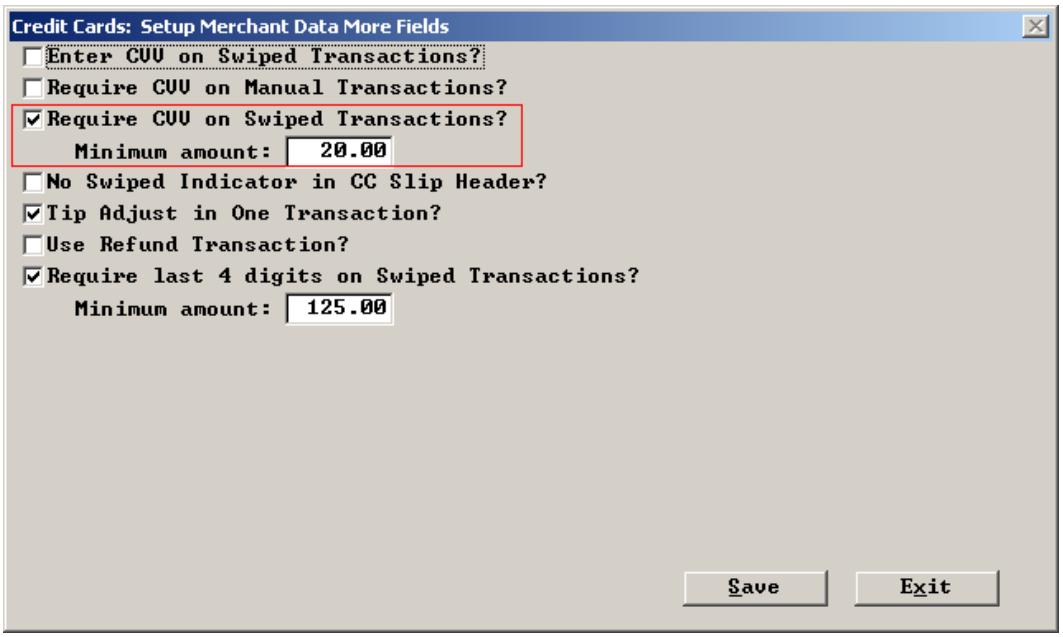
Setup>Credit Cards>User defined Credit Cards> More 2: “No CC 4 digit Verification” You can now eliminate at the card level the requirement of a Credit Card 4 digit verification.



CVV settings

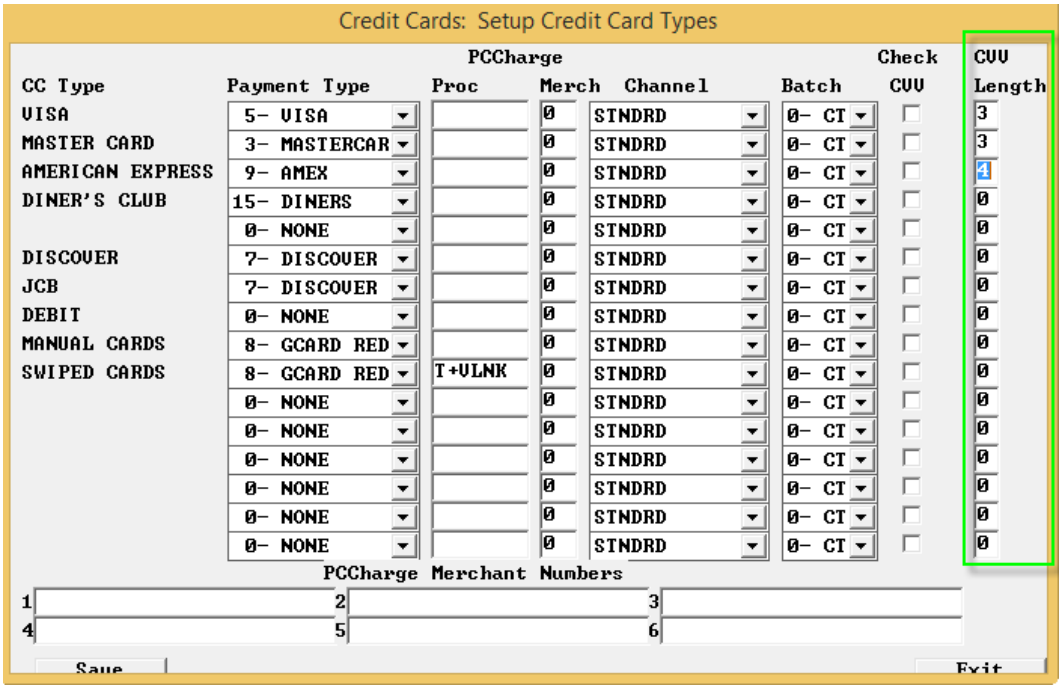
Require CVV on swiped transactions w/ Minimum amount

Setup>Credit Cards>Merchant Data>More:
“Require CVV on Swiped Transactions?” This is the global flag to require CVV on Swiped transactions.
“Minimum amount:” This flag will allow setting a minimum amount to require a CCV.

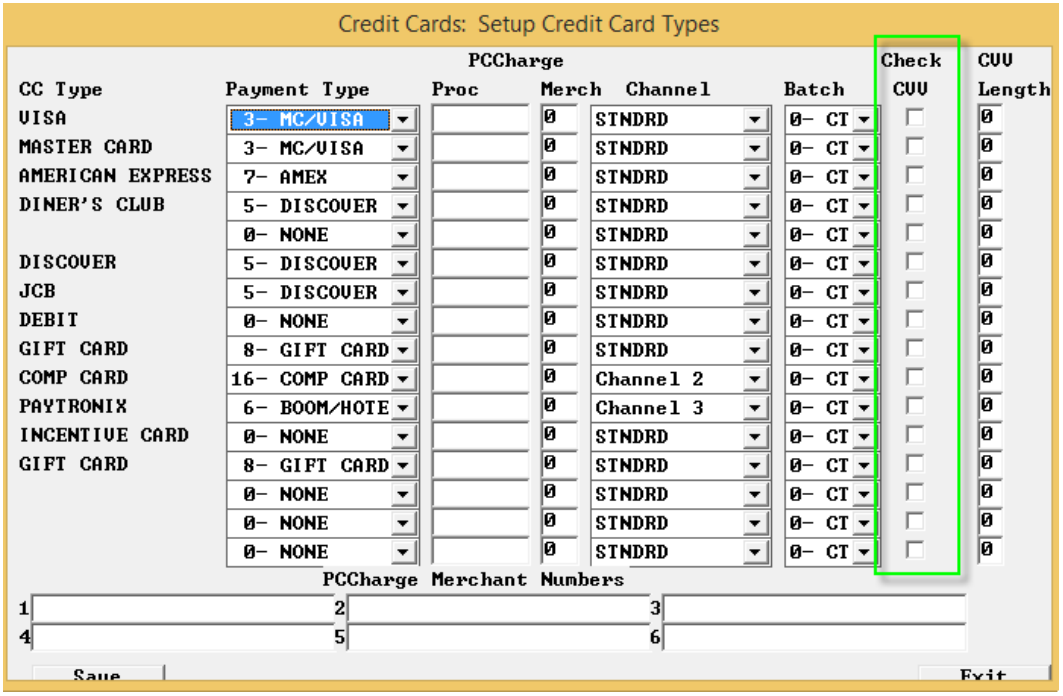


CVV Length for each Credit Card Type

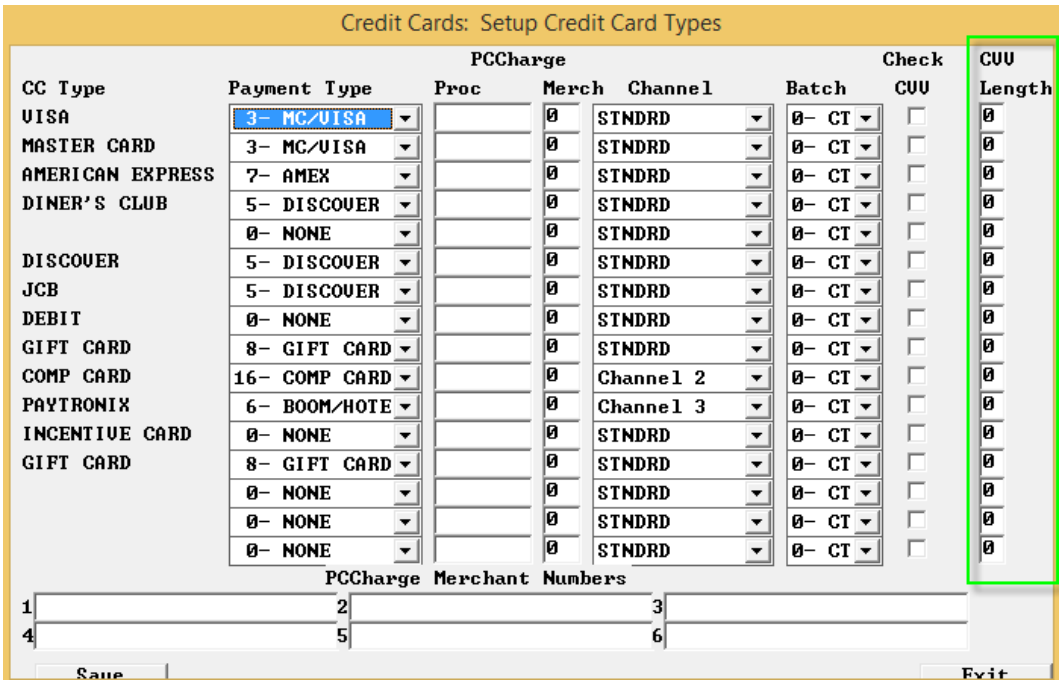
Setup>Credit Cards> Credit Card Types: “CVV Length”. You can set the CVV length individually for each Credit Card Type.



CVV Check based on Credit Card Type
Setup>Credit Cards> Credit Card Types: “Check CVV” With this flag you can decide by credit card type whether or not to require a CC check by each credit card type.

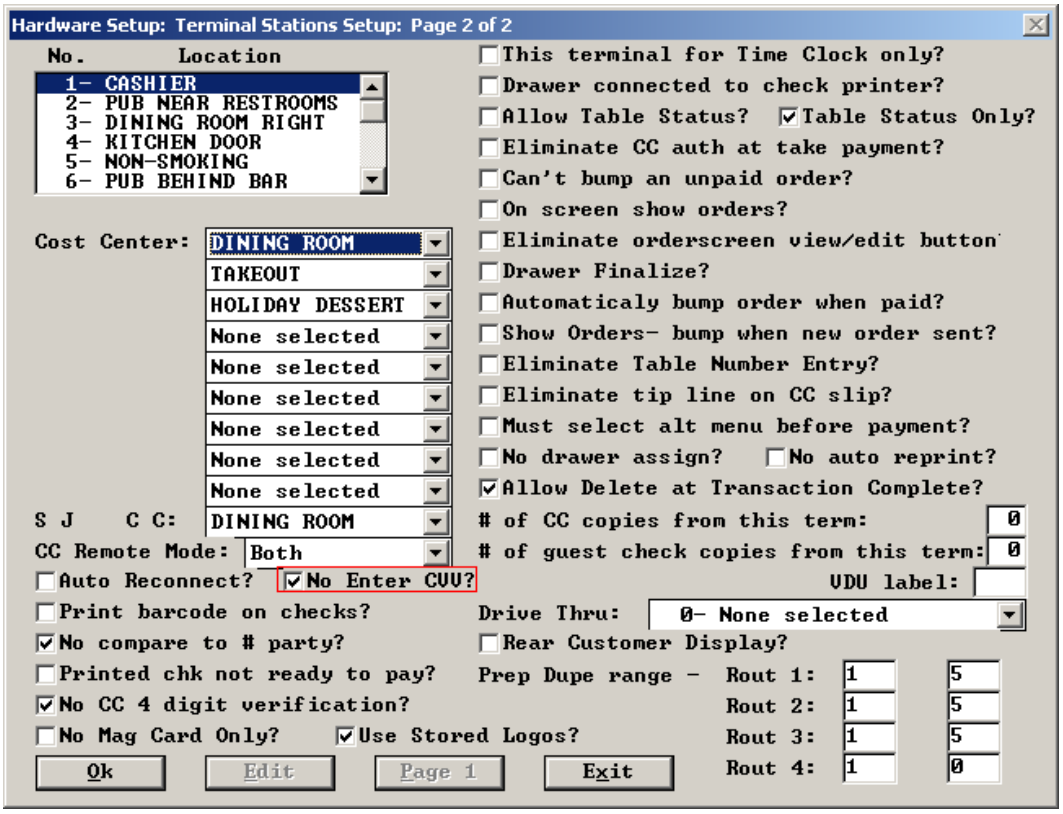


CVV Length based on Credit Card Type.
Setup>Credit Cards> Credit Card Types: “CVV Length” With this flag you can decide by credit card type whether or not to require a CC check by each credit card type.



No CVV based on Terminal

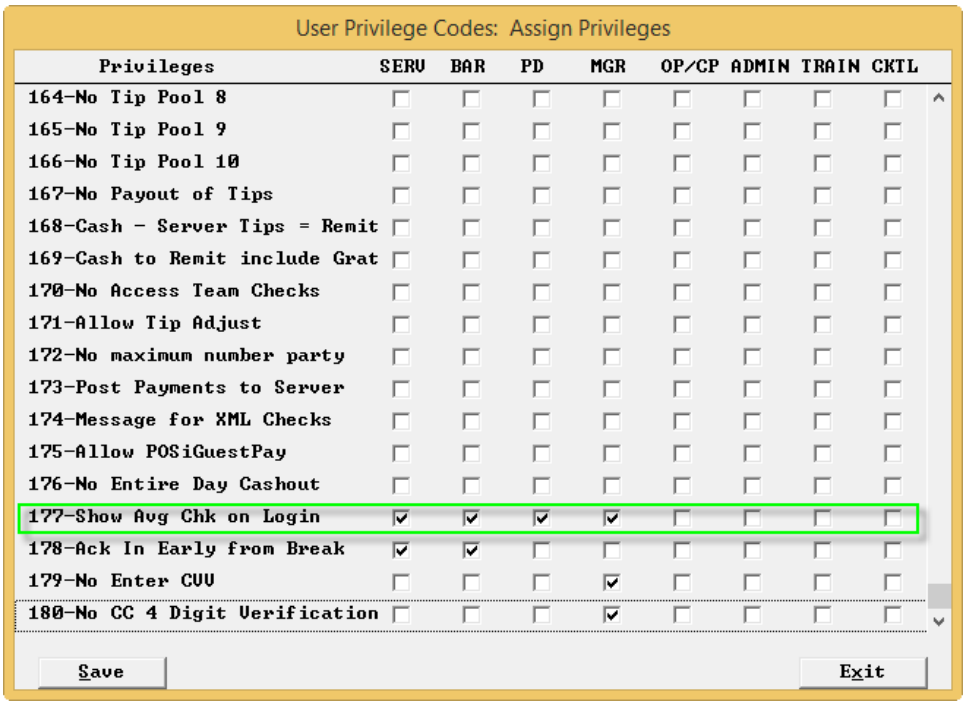
Setup>Hardware>Terminal Stations>Page 2: “No Enter CVV?” With this flag you can decide by terminal if the CVV code is required.



New User Privileges and Enhancements:

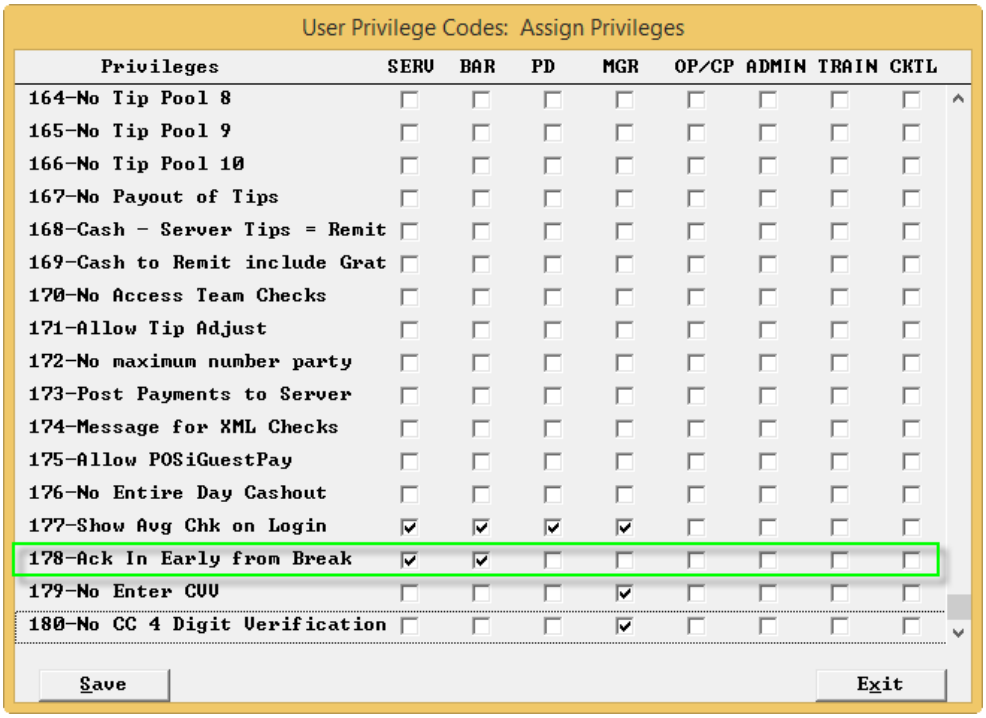
Show Average check on Login

Setup>User Privilege Codes> Assign Privileges. 177-Show Avg Chk on Login.

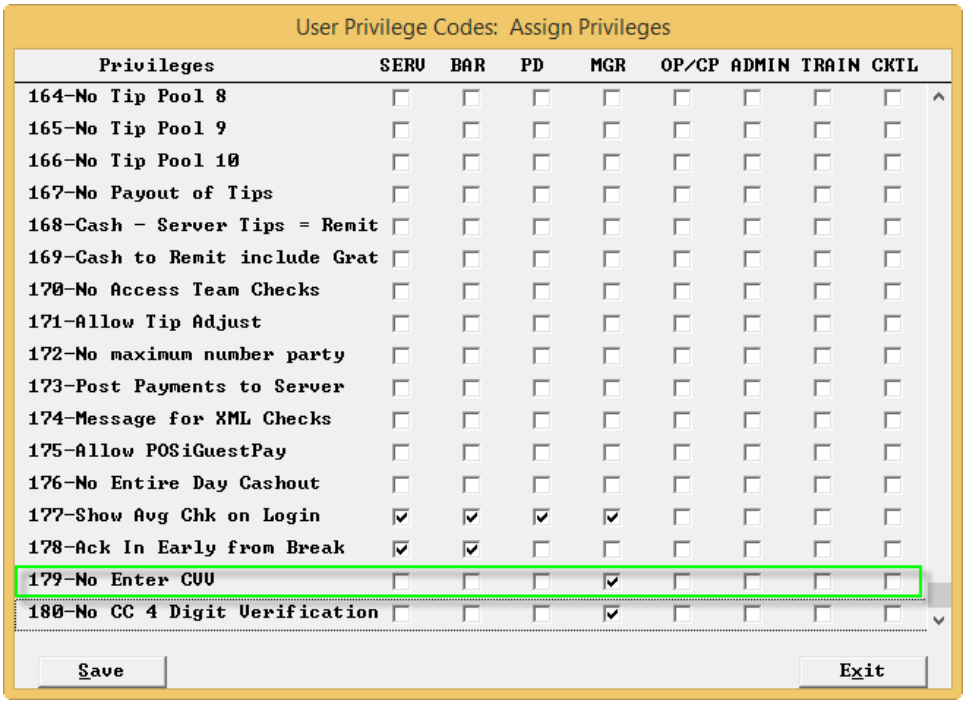


Acknowledge in early from break

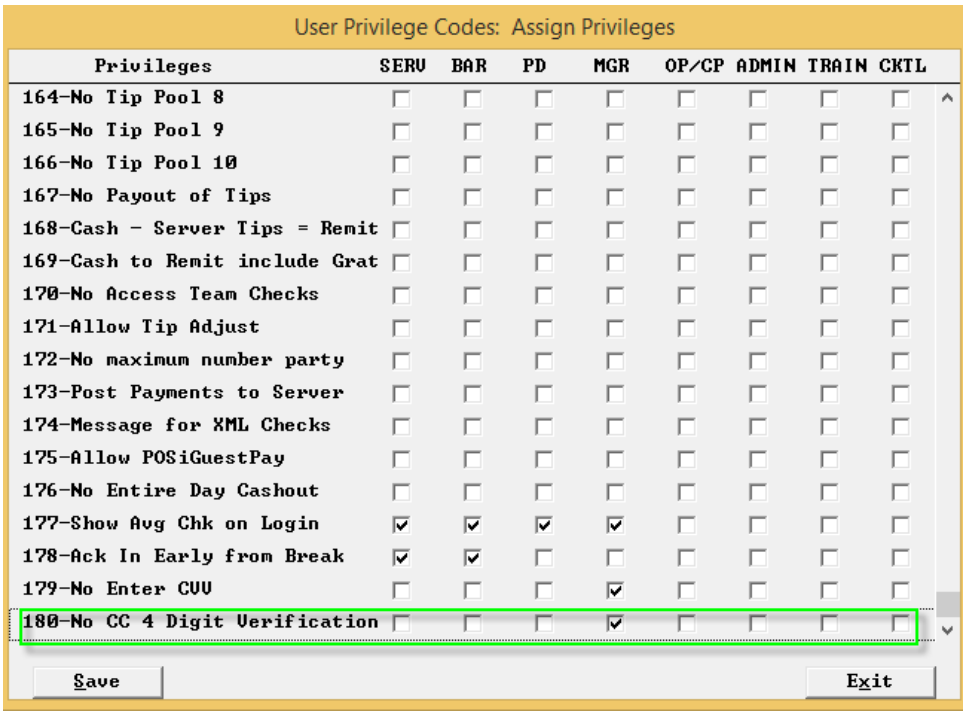
Setup>User Privilege Codes> Assign Privileges.



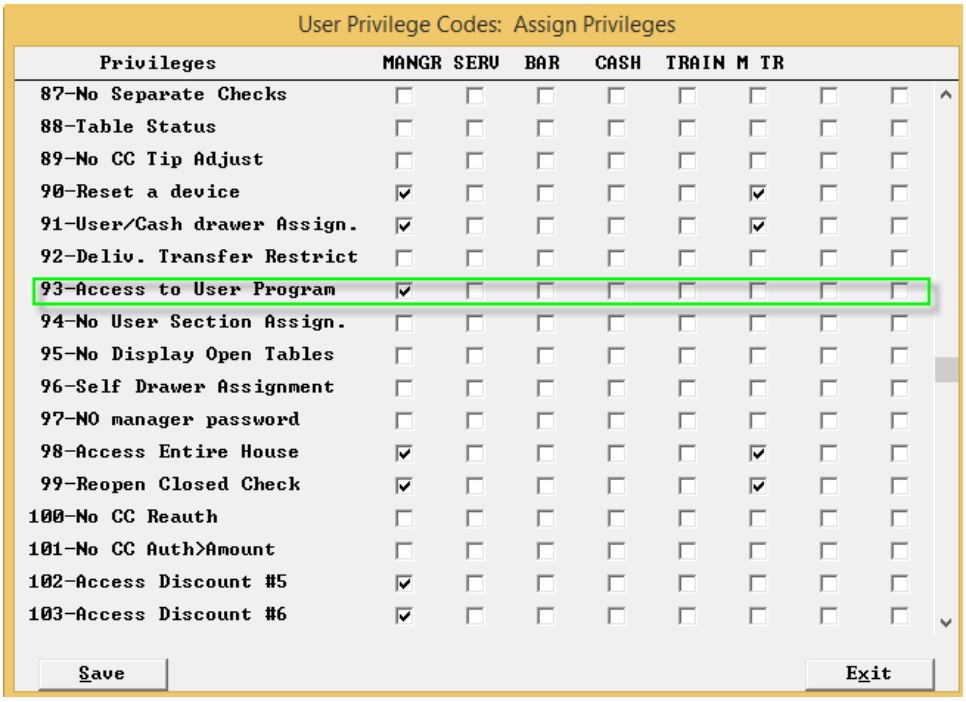
No enter CVV
Setup>User Privilege Codes> Assign Privileges: “179 – No enter CVV” Requiring a CVV code can be determined by user privilege code.



No CC 4 digit Verification
Setup>User Privilege Codes> Assign Privileges: “180 – No CC 4 Digit Verification” Requiring a 4 digit verification code can be determined by user privilege code.



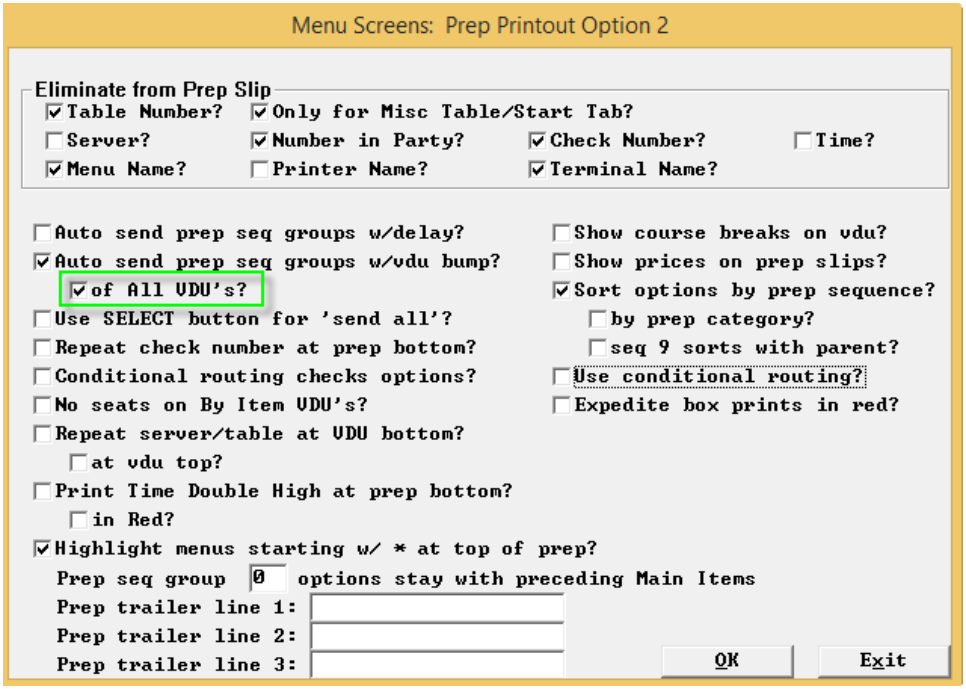
User Privilege 93 Changed–
We have separated user privilege 93 so that it only controls its one button and all macro user program buttons are independent and not under the umbrella of user privilege 93. So user program buttons can now be used with macros under the macro user privileges.



Auto send prep sequence groups of *ALL* vdu bumps

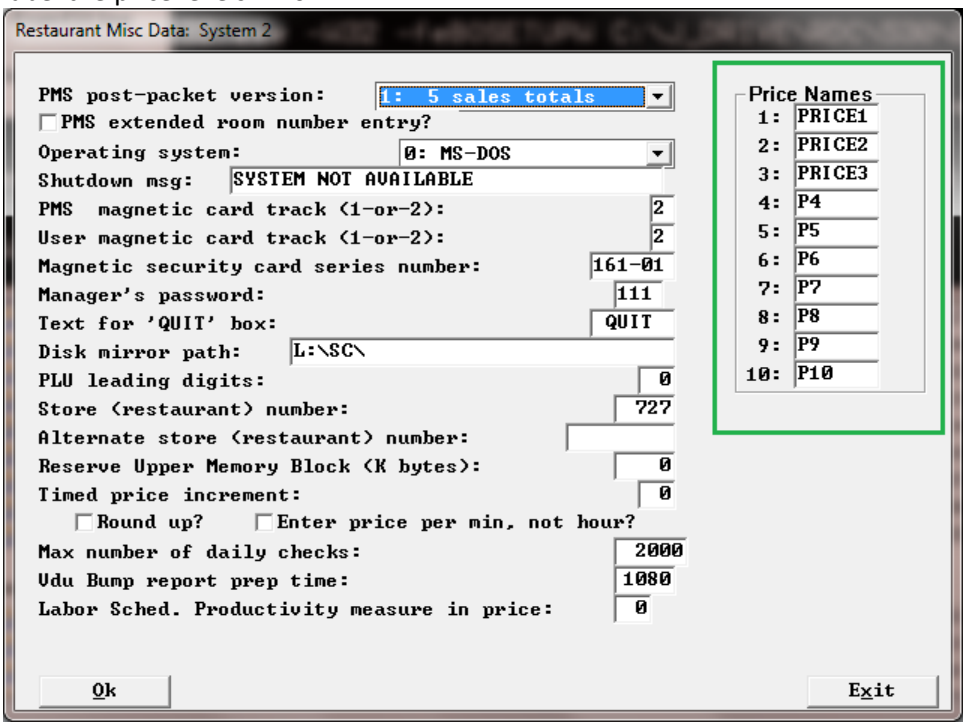
Menu Screen>Prep Printouts>Prep Printouts options 2: "of all VDU's?" This flag will cause the system to watch for a bump of the previous sequence on "all" kvdu's, before sending the next sequence.

Ex: the order has apps, salads, entrees. These items get sent to multiple vdu's. We make sure all the apps are bumped from all kvdu's before it sends the salad sequence.



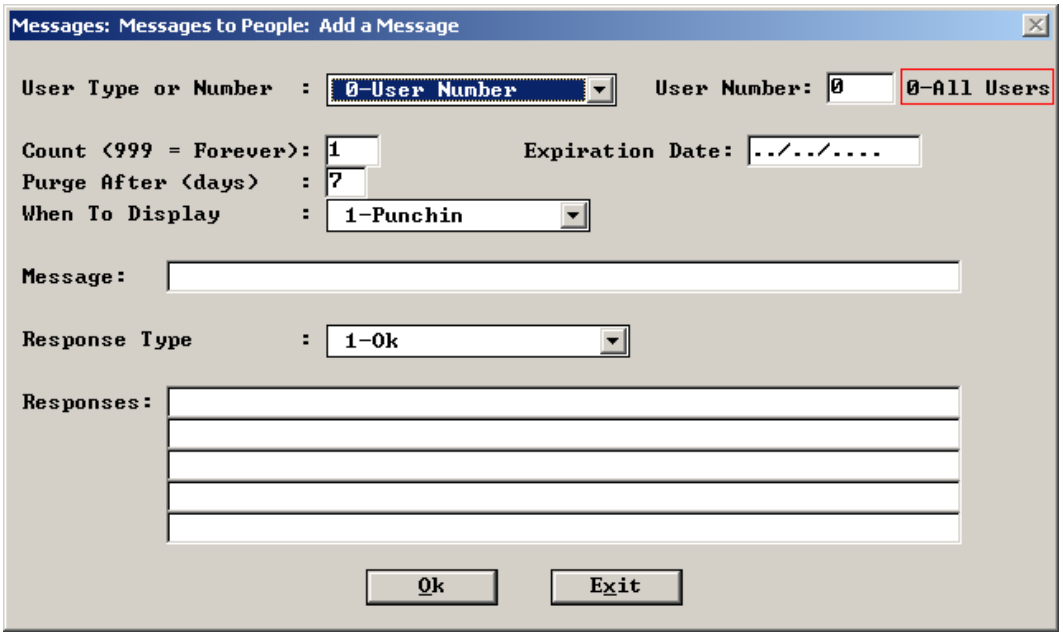
Price Names

Setup>Restaurant Miscellaneous Data>System2: “Price Names”. We now have a place where you can label the price levels 1-10.



Messages to all users

Setup>Messages>Messages to People: “0-All Users” There is now a setting to have messages to “all” users. In the past the options were by user and user type.



Stored Logos

The standard customer logo implementation in POSitouch has been based on a file called LOGO.T85 that stores a logo bitmap in volatile printer memory. Volatile means that when the printer is turned off, it will lose the logo. Spcwin sends a command to each terminal and through RemoteDC to IP printers each time it starts to resend the LOGO.T85 bitmap to the printers.

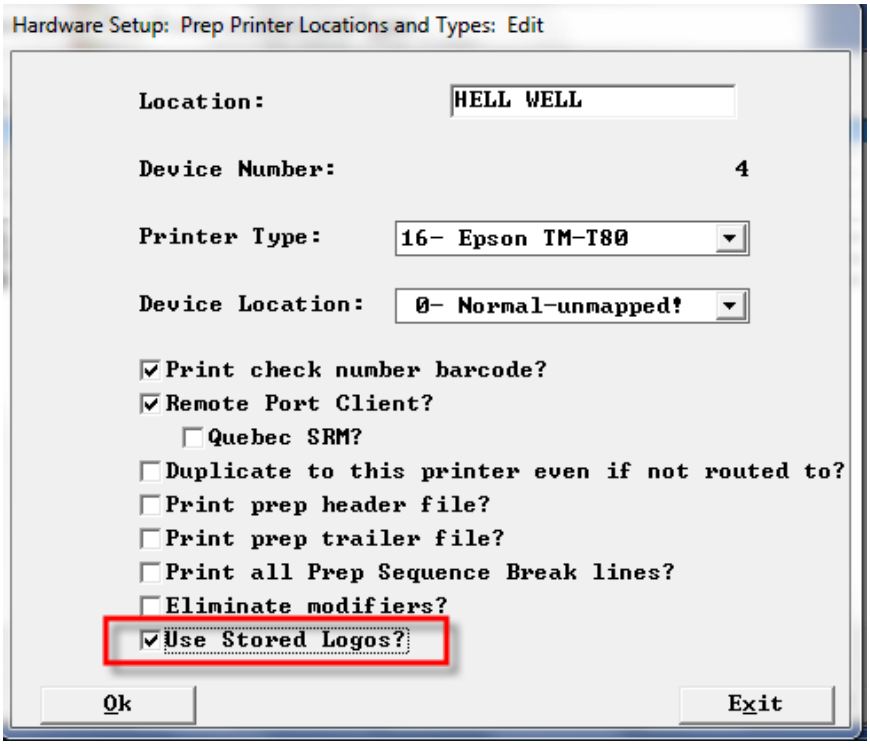
Wireless printers will lose their logos more frequently as wireless connectivity issues force resets of the printers. In addition, customers want to be able to load multiple logos or bitmaps into the printers to print above and below the check body in the header and trailer areas.

The Alternate Logo facility allows these new capabilities by storing multiple bitmaps or logos in non-volatile memory in the printer, memory that is not lost when the printer is powered down or reset. The following must happen to make use of this feature:

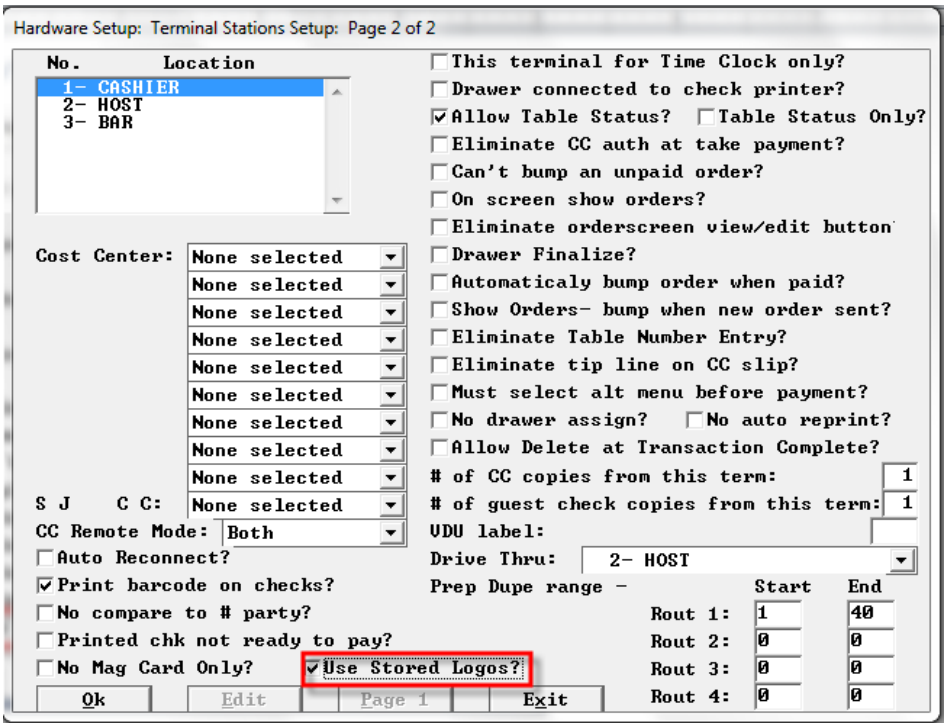
1) An Epson utility must be used to create a new ALTLOGO.T85 file containing one or more separate bitmaps or logos.
2) Backoffice settings to designate which printers are using this approach
3) WINTERM.ini settings on each terminal to configure this approach

For more detailed information see: “Epson Printer Alternate Stored logos.doc”

By Printer
Setup>Hardware>Prep Printer>Locations and types>Edit: “Used Stored Logos?” *

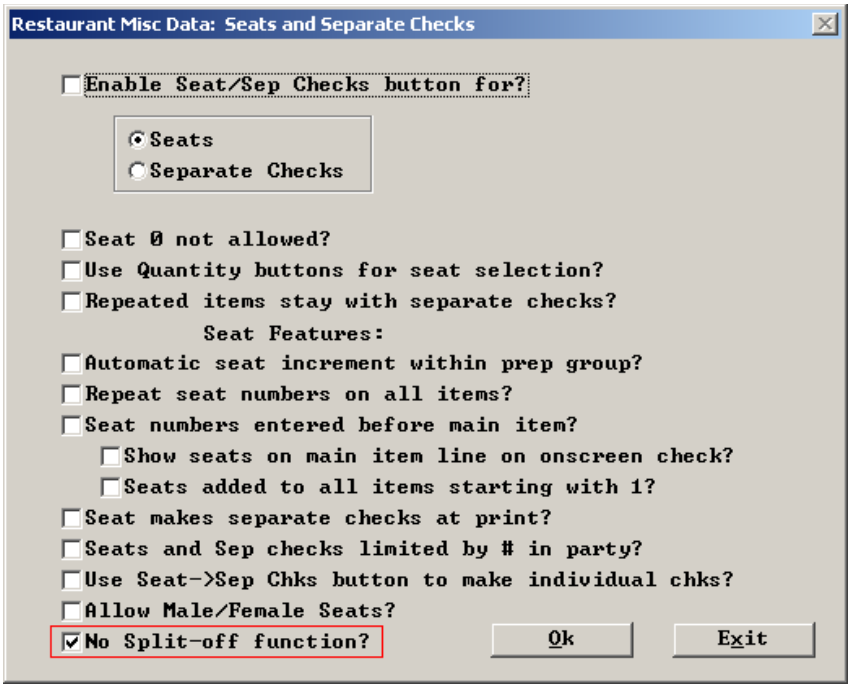


By Terminal
Setup>Hardware>Terminal Stations>Page2: “Use Stored Logos” *



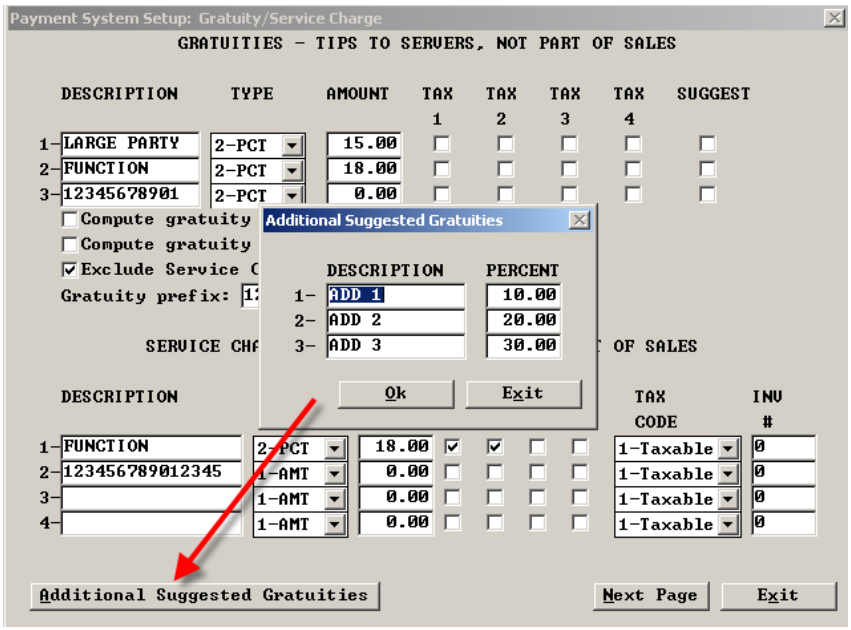
No split off function for separate checks

Setup>Restaurant Miscellaneous Data>Seats and Separate Checks: “No split off function?” This will remove the ability to split off items from a check in the separate check screen.



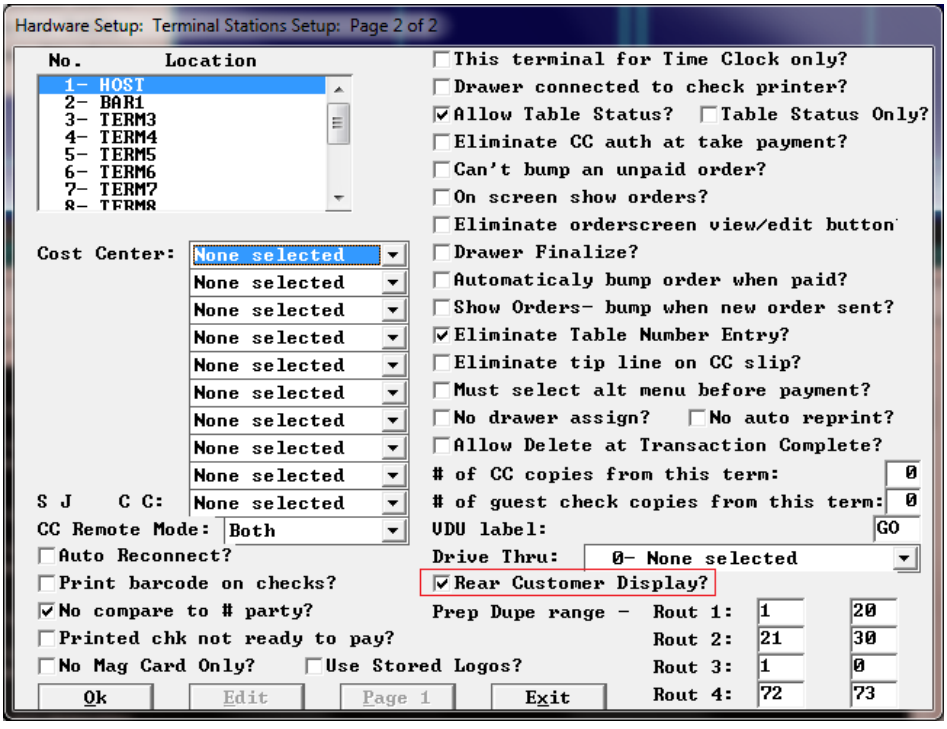
Additional Suggested Gratuities

Setup>Payment>Gratuity and service charge>Additional suggested Gratuities: ”Additional suggested gratuities” We have added more suggested gratuity percentages. These are not an expansion of gratuities beyond 3, just more suggested gratuities for the checks and cc slips.



Rear Costumer Display

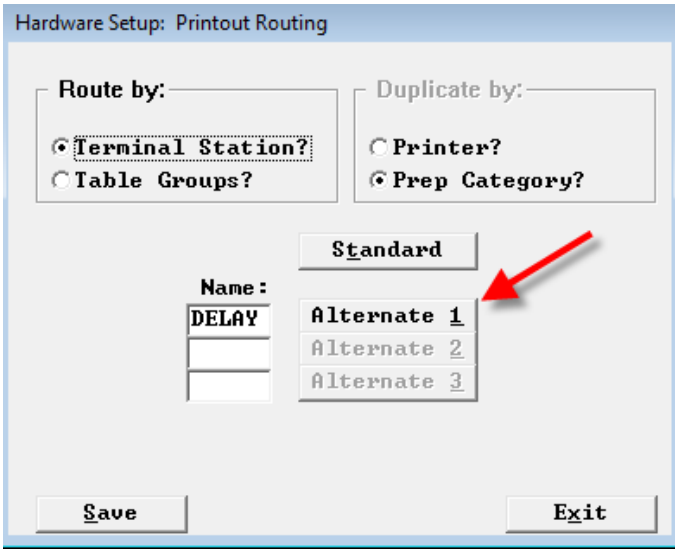
Setup>Hardware>Terminal Stations: ”Rear Customer Display?”



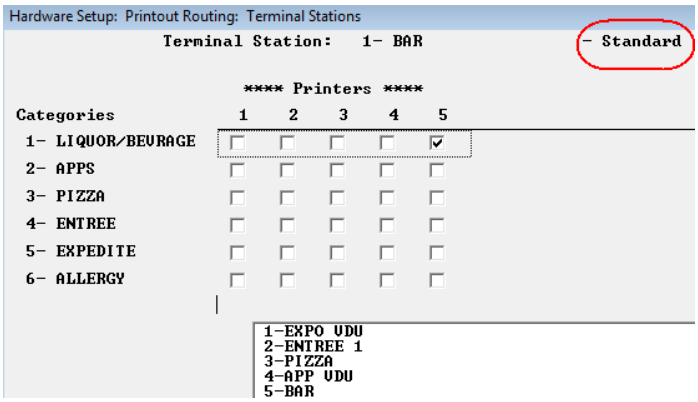
Prep Delay by Item

This feature gives the server the ability to start an order and time items individually.

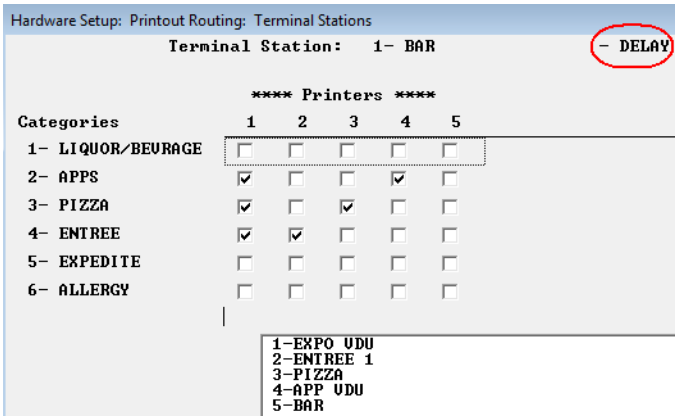
Required Settings >There must be a **Delayed Routing Scheme** set up in Set up> Hardware > Printout Routing for the Delay timer to kick in. The standard routing scheme is still in play here and should be used for any items that are going to be sent right away such as beverages. A server can enter beverages and menu items and when they touch send, the beverages will go immediately because they are included in the Standard Routing scheme and the menu items will go according their send times:



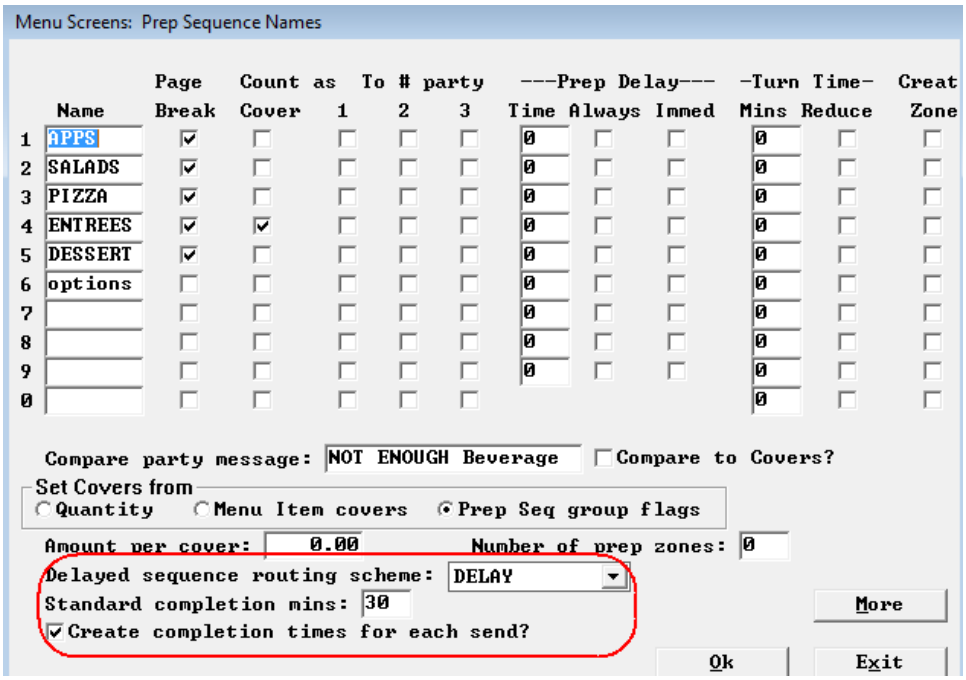
Below you can see the only category following the standard routing scheme is the Liquor/Beverage category which means these items will get sent immediately:



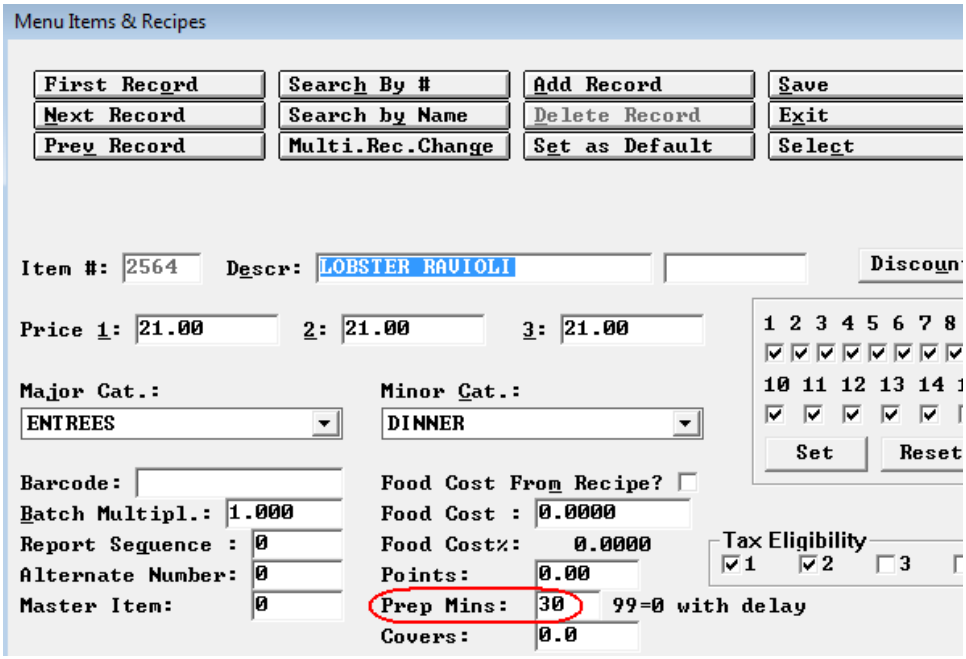
The example below shows the Delay routing entries which means these categories will follow the Delay routing scheme:



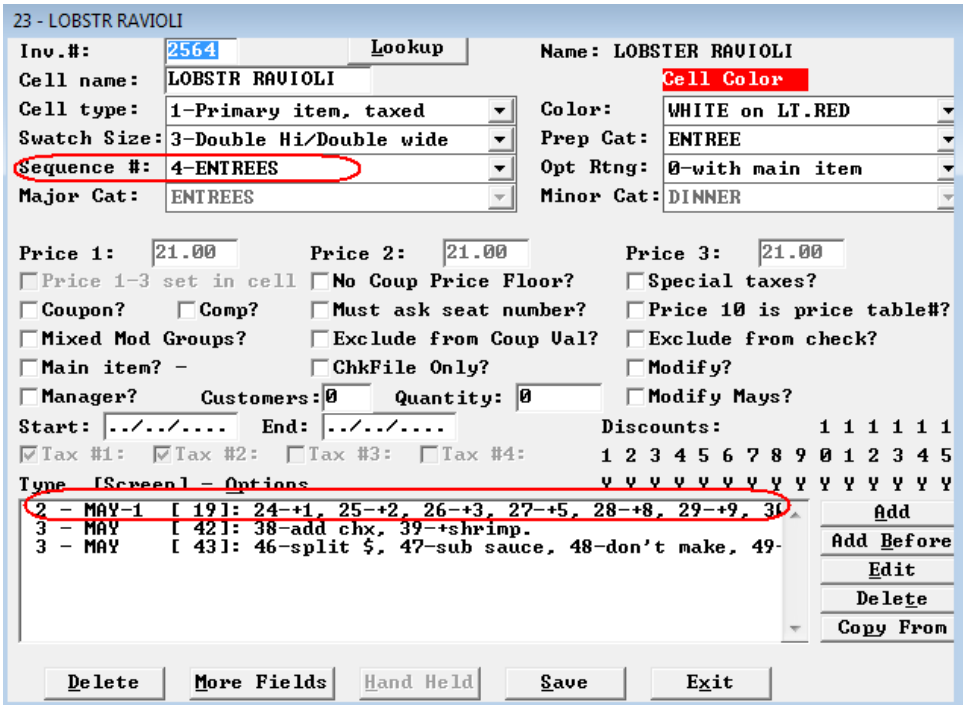
In **Menu Screens** : Prep Sequence Names > **Standard Completion Minutes**, This setting will be the max amount of minutes an item can be delayed. **Create Completion Times for Each Send,** in order for any additional items to be timed or to have the ability to modify an item after the initial delay time:



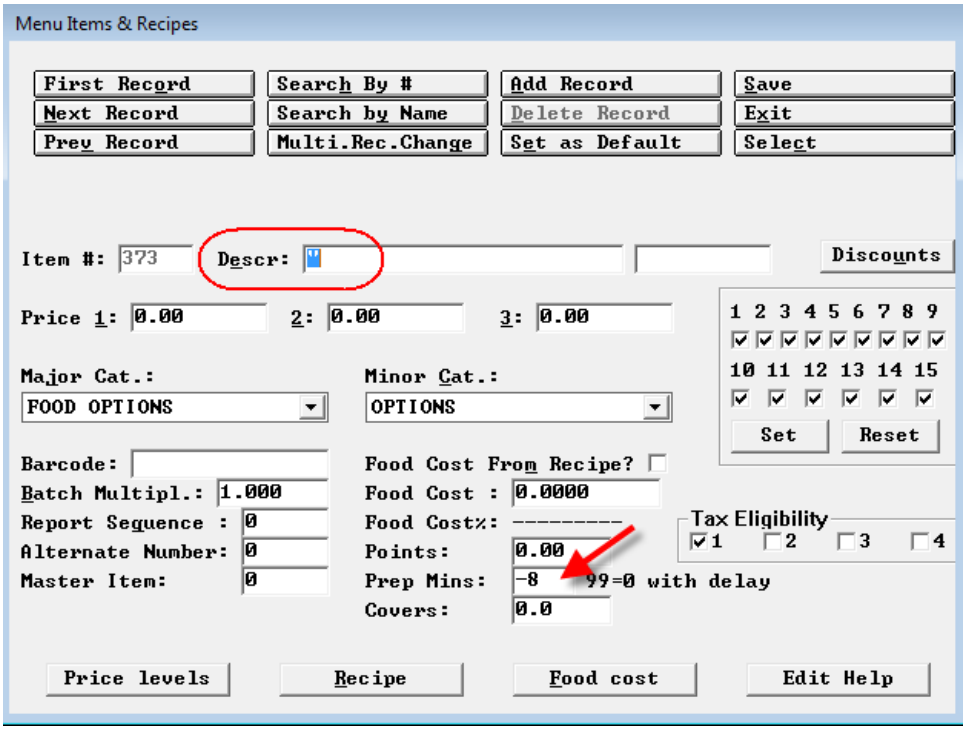
All items in Delayed send routing scheme must have the same Prep Minutes filled in to match the **Standard Completion** setting mentioned above:



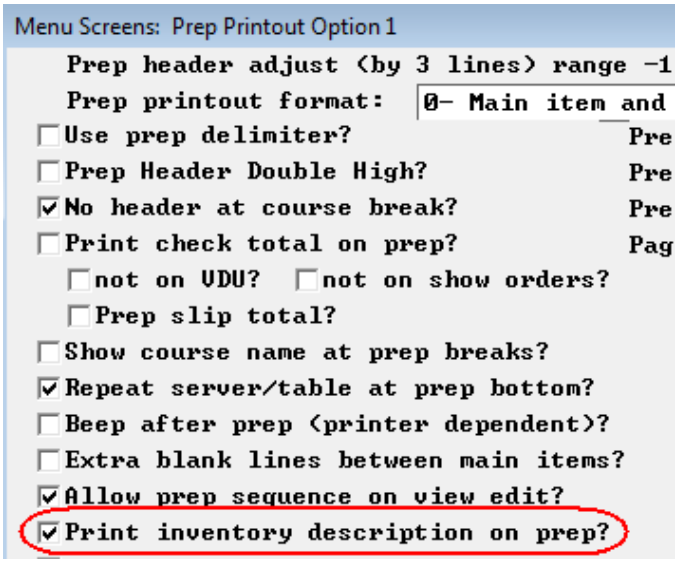
All Menu items in the delayed send routing scheme have to be in the same Sequence # and need a "modifier group" containing the timing in minutes with which to delay items. The example below uses 1 to 10 minutes:



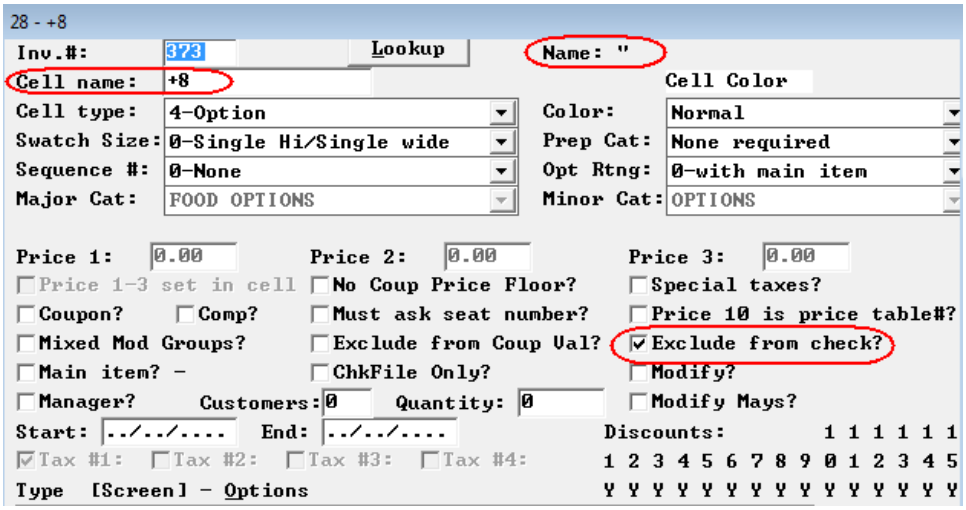
The “delay time” options must have a negative amount in the prep minutes and we suggest showing inventory descriptor on prep and enter a description that won’t really say anything as we don’t want to confuse the cooks. In the example below you see quotes but you can use any descriptor.



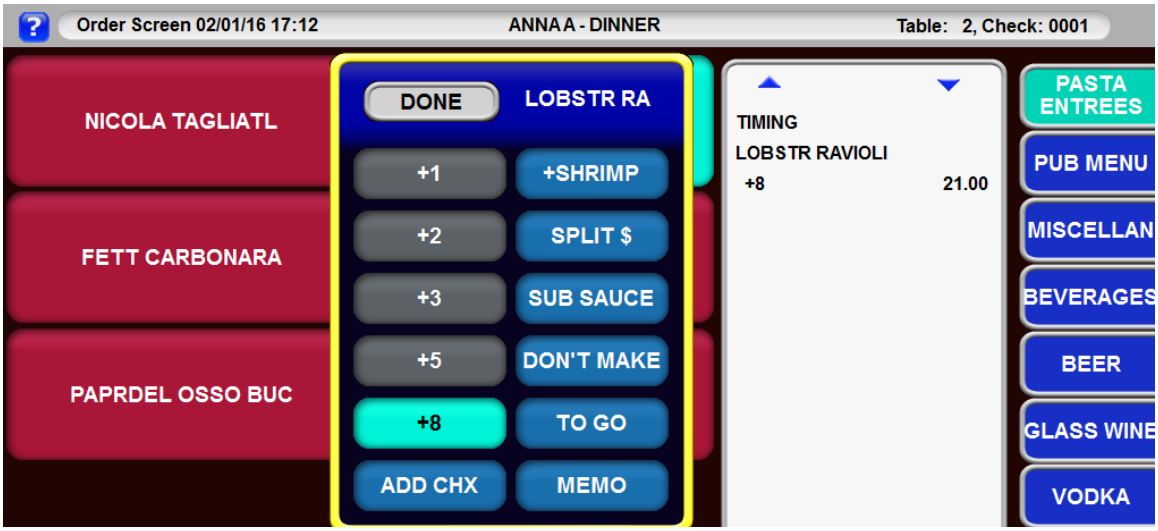
“Print inventory description on prep” needs to be on:



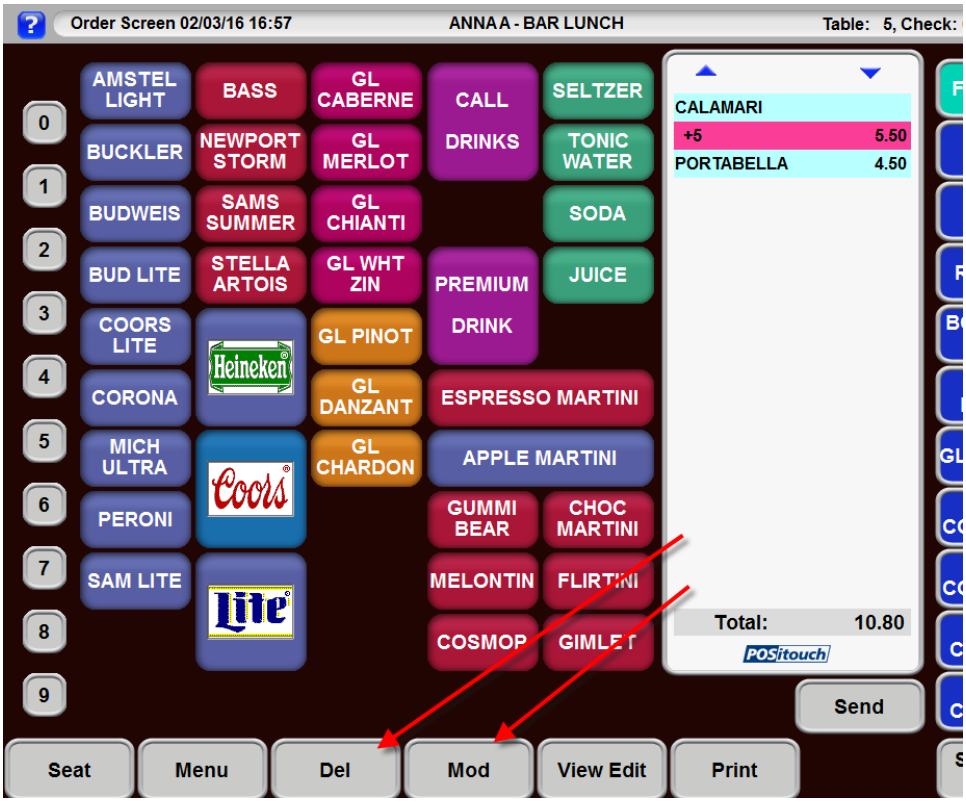
The flag “exclude from check” also needs to be on. (This flag will insure that these descriptors do not print on a guest check)The option cell name below reads +8 but 8 or Delay 8 mins or any description that will make sense to the wait staff can be used.



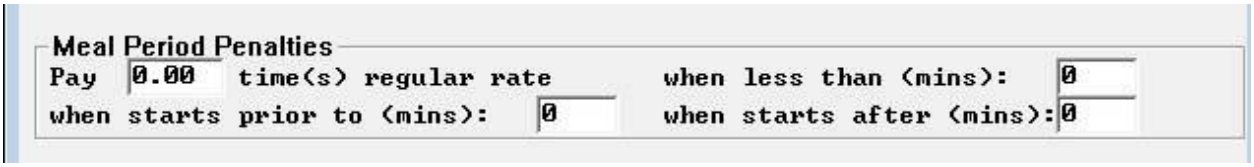
At the front of the house a server can touch the amount of minutes they want to delay an item. If they do not choose one of these options the item will be sent immediately when they touch Send.



A server can also go back to an order and modify or remove the timing by touching the minutes and touching Mod or Del. Mod will bring up the list of modifiers including the minutes to delay and they could change the delay time if desired at that point. Del will remove the time so that when the server touches send, the item will go immediately.



Meal Period Penalties



Pay 1.00 time(s) regular rate: This the regular rate of the employee, in the job that they are working on the day they exceed one of the 3 break criteria.

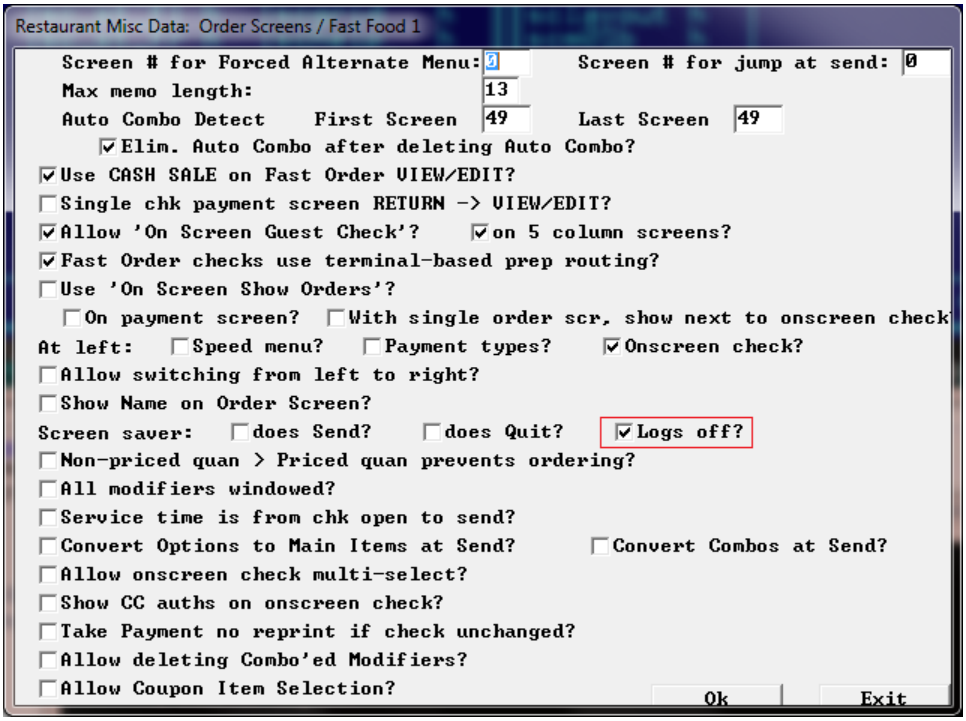
When less than (mins): this is the number of minutes that the break is required to be for example 15 minutes.

When starts prior to (mins): This is the number of minutes that an employee can't have a break before; for example 60 minutes.

When starts after (mins): This is the amount of time a break should not start after to avoid a penalty for example 240 minutes or 4 hours.

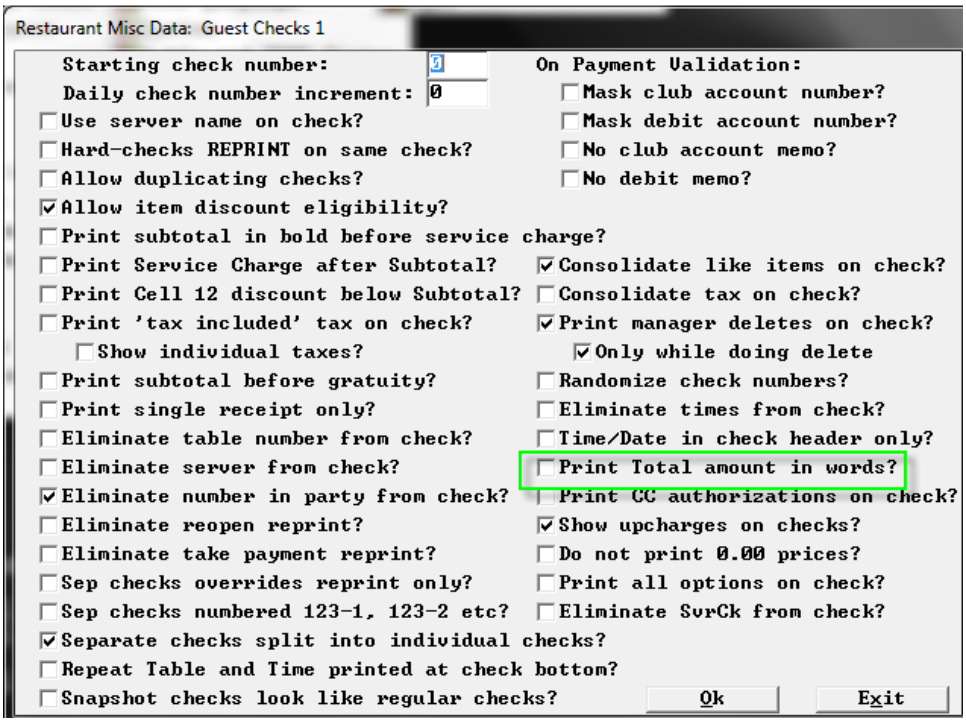
Screen Saver Logs off

Setup>Restaurant Miscellaneous Data>Order Screens>Fast food 1: “Screen Saver Logs off?”



Print total amount in words

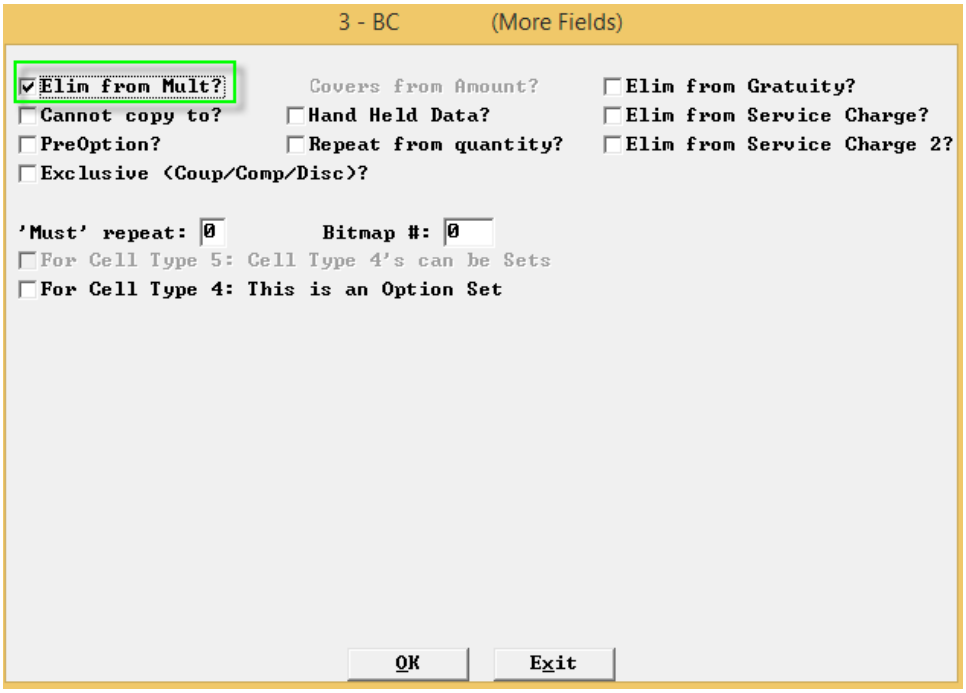
Setup>Restaurant Miscellaneous Data>Guest Checks 1> “Print total amount in words?”



"Prefix","Suffix","Minus"
"Pay:","(M.N.)","-"
1,"Uno Pesos y"
2,"Dos Pesos y"
3,"Tres pesos y"
4,"Cuatro Pesos y"
5,"Cinco Pesos y"
6,"Seis Pesos y"
7,"Siete Pesos y"
8,"Ocho Pesos y"
9,"Nueve Pesos y"
10,"Diez Pesos y"
11,"Once Pesos y"
12,"Doce Pesos y"
13,"Trece Pesos y"
14,"Catorce Pesos y"
15,"Quince Pesos y"
16,"Dieciseis Pesos y"
17,"Diecisiete Pesos y"
18,"Dieciocho Pesos y"
19,"Diecinueve Pesos y"
20,"Veinte Pesos y"

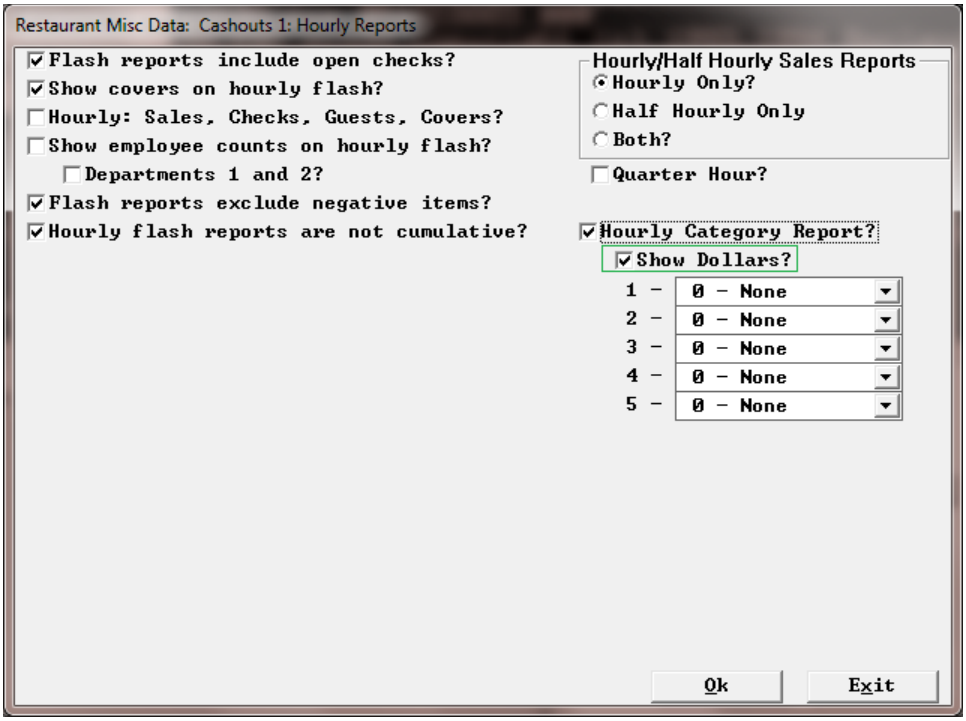
Eliminate from Multiplier

Menu Screens>Edit an order screen>Cell>more fields: “Elim from Mult?” This flag will eliminate this item from being multiplied. *



Hourly Category Report

Setup>Restaurant Miscellaneous Data>Cashouts1>Hourly Reports>Hourly Category report: ”Show Dollars?”



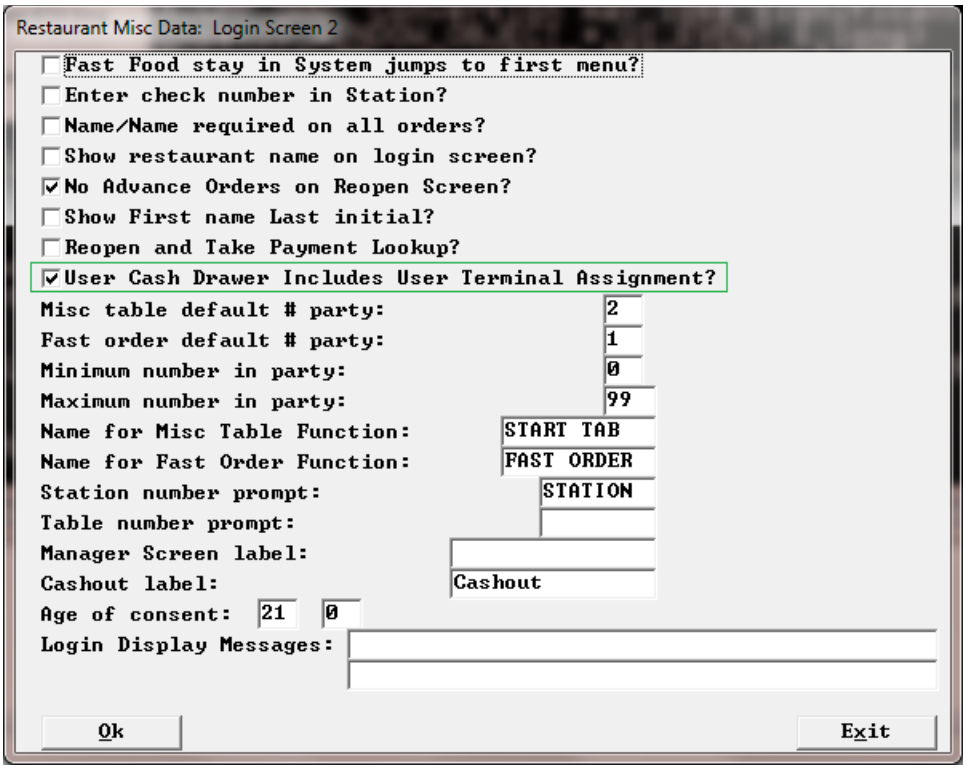
Total for amount tendered on Guest check

We have added a total for the amt-tend column to the payments section at the bottom of a check.

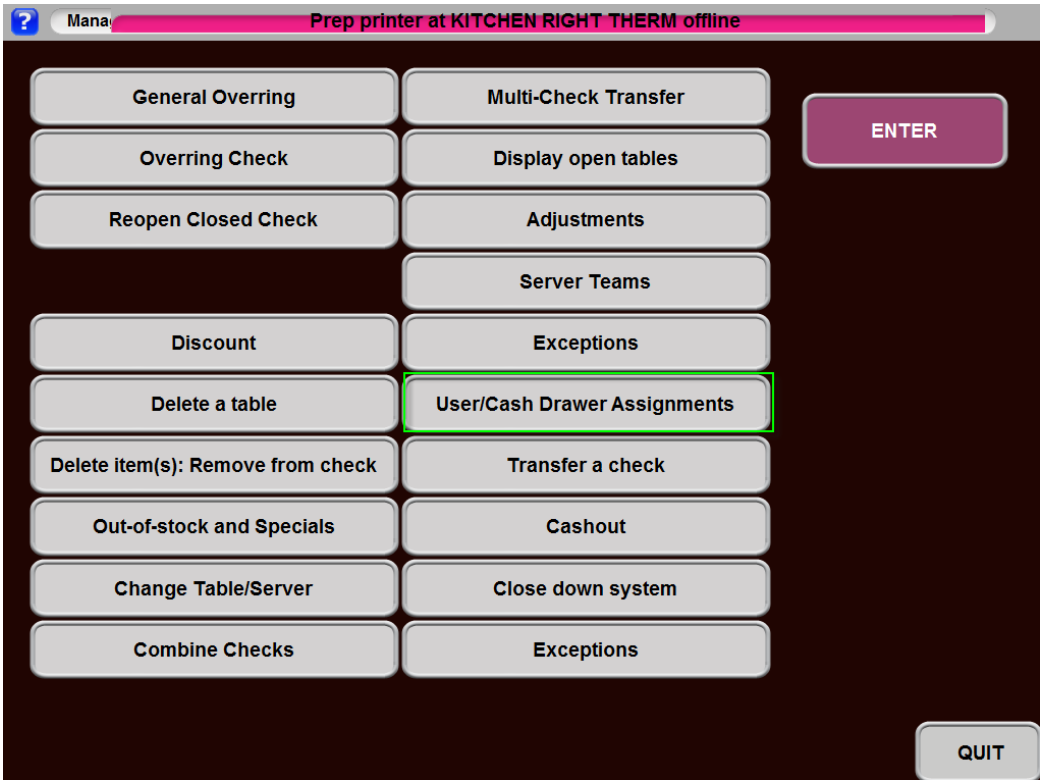
```
MC/VISA          30.00      5.00     25.00
HOUSE ACCT       25.00      5.00     20.00
CASH             30.51      0.00     30.51
                --------             --------
                   85.51                75.51

(Rec:1) Memo: 2.54,xxxxxx4444,    25.00
Memo: CREDIT
 25.00,OCONNOR,DONNA
07/05/16  1:33p

STEPHANIE 1
```

User cash drawer includes User terminal assignment

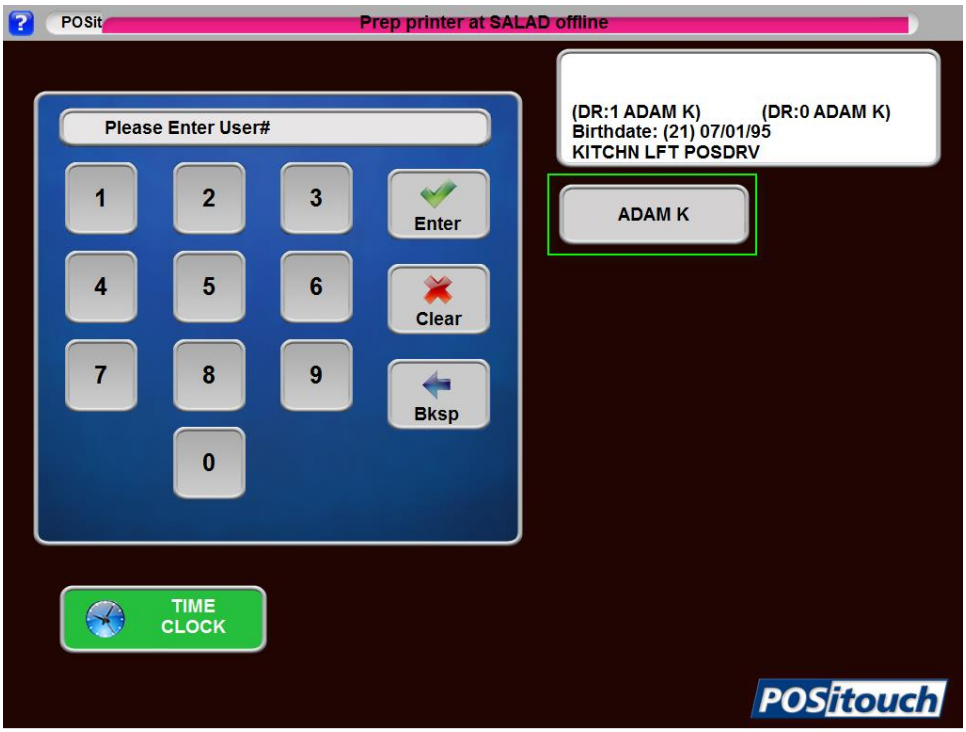
Setup>Restaurant Miscellaneous Data>Login Screen 2: User Cash Drawer Includes User Terminal Assignment? With this flag on…..



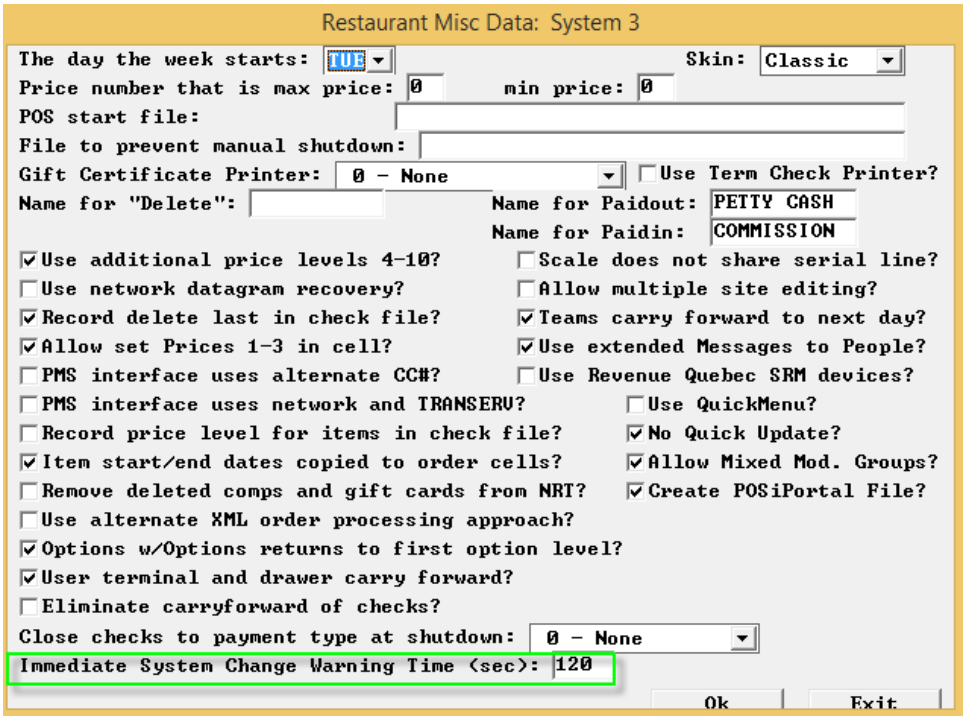
Assigning someone to a cash drawer will also assign them to that terminal.



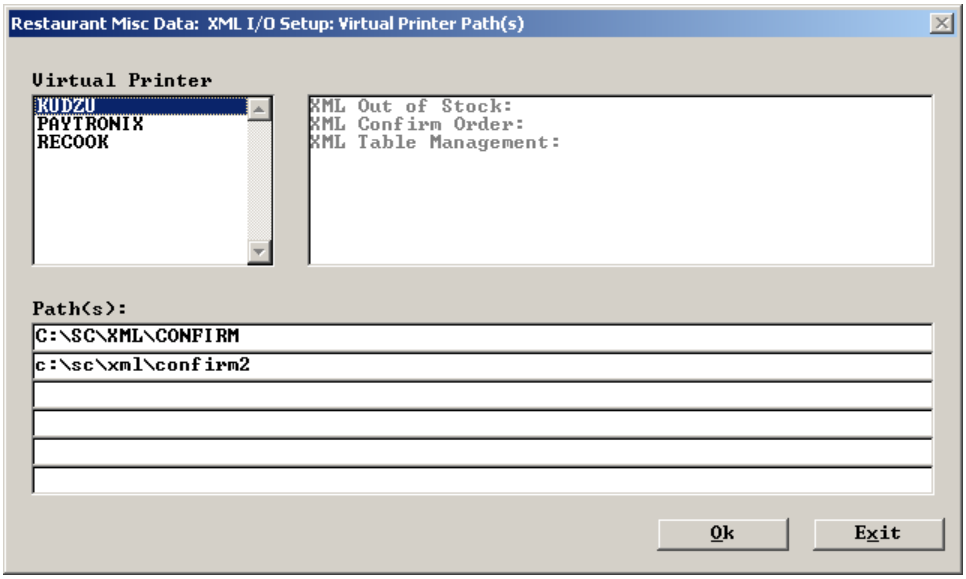
They will be able to access that terminal by touching their name on the screen.



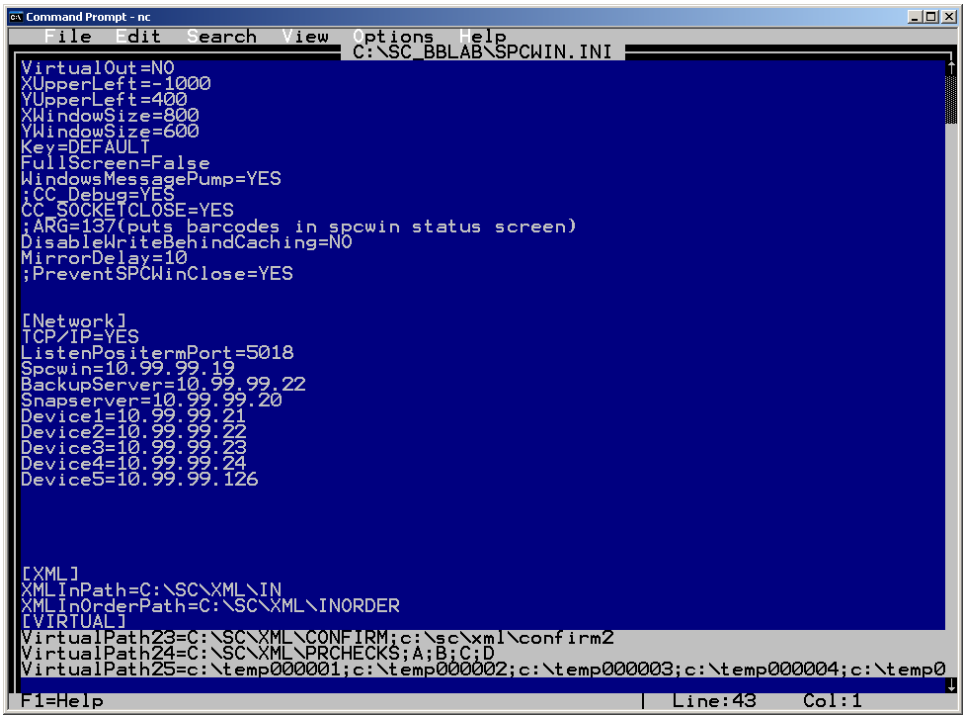
Immediate system change warning time – Coming Soon!
Setup>Restaurant Miscellaneous Data>System 3: Immediate system change warning time (sec): A warning will flash for the designated amount of time that an immediate system change will be taking place.



Virtual Printer Path Setup – *Coming Soon!*
This is new BOSETUPW with new screen under Setup->RMD->XML I/O->Virtual Printer Path: This new screen is UI to setup Virtual Path settings from SPCWIN.INI.



There is a new screen under Setup->RMD->XML I/O->Virtual Printer Path:
This new screen is UI to setup VirtualPath settings from SPCWIN.INI.
There are some rules:

Total number of paths for printer cannot exceed 6.
Individual length of the path cannot exceed 30 characters.
Total length of paths for printer cannot exceed 80 characters.

Also needed is a new BOHARDW.EXE which will adjust the values of VirtualPath printers when changing number of terminals or inserting the printers.