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Introduction

What is Aloha QuickService

The Aloha QuickService® system provides a software solution that manages the fast food environment and increases hospitality to your guests with nearly unlimited functionality to meet the needs of your business. It provides you with the tools needed to effectively and efficiently manage your establishment. Each element of the system is customized to fit the needs of your business.

Quick service is an environment that focuses on speed, reliability, and flexibility. It typically handles up to a thousand checks, at an average of a check every 20 seconds. Aloha QuickService also supports the drive-thru environment, which typically holds up to five to ten open orders that you can recall and close upon acceptance of payment.

Aloha QuickService manages restaurant automation by placing orders using check numbers. It performs the following functions:

- Interfaces with common hardware and third-party labor programs to facilitate reliable transmission of data across networks.
- Utilizes built-in redundancy so data is not lost during power outages and technical difficulties.
- Incorporates menu management of product items.
- Includes a comprehensive reporting package that is easy to understand.
• Provides extensive security features, utilizing magnetic swipe cards and passwords.
• Utilizes intuitive user-configurable FOH panels and screens which make order taking and training your employees faster and easier.

Aloha QuickService utilizes two programs; Front-of-House, also referred to as Iber, and Back-of-House, also referred to as Aloha Manager. Upon installation, a shortcut for each program is placed on your desktop. Click the icon to start the program.

**Front-of-House Interface**

The Front-of-House (FOH) screens enable you to ring orders and add sales to your system with ease. Aloha QuickService is user-configurable and utilizes buttons, panels, and screens to customize how your system operates and looks. This decreases your training time and labor hours, and increases your employee productivity.

The FOH reflects your current day of business. Everything you do in the FOH, such as ringing sales and making employee time changes, posts for the same day. The following are some of the things you can do in the FOH:

• Set up your cash drawers for your employees for the day.
• Add login security for your employees, such as assign password extensions or magnetic swipe cards.
• Perform functions on guest checks, such as refund a check, reopen a check, and recall a check.
• Reroute items to print to another printer or printer group.
• Adjust clock in and out times and break in and out times, to ensure correct labor hours.

**Back-of-House Interface**

The multi-functional Back-of-House (BOH) interface, also known as Aloha Manager, offers nearly unlimited functionality for your restaurant. Some functions and settings affect the entire restaurant, a single or group of employees, a single or group of items, or a single record.

The BOH reflects your previous days of business. Everything you do in the BOH, such as adding employees and product items, becomes active in the FOH when the next End-of-Day runs. The following are some of the things you can do in the BOH:

• Add employees.
• Create and maintain labor schedules.
• Add and categorize menu items.
• Set up messages that appear on the log in screen, guest check, and when the employee clocks in.
• Maintain multiple tiers of pricing methods for your product.
• Configure events that activate functionality at specific times of the day.
• Add promotions and coupons.

Reports

The comprehensive reporting package allows you to keep track of real-time sales and labor results and other data. The FOH operates without sacrificing security and control, such as real-time sales statistics, product mix reports, employee clock in times and employee sales. You are able to spend more time with your customers, and still keep up with the latest profit margins and performance measures.

The following information is some of the data you can find in your reports:

• Sales for the selected day(s).
• Labor hours for the selected day(s).
• Product usage and cost percentages for the selected day(s).
• Calculations used in report sections and columns.
Is This Guide for You?

The purpose of this guide is to provide you, the restaurant manager, the help you need to provide better service to your guests, and to quickly resolve any troubleshooting problems. This guide provides step-by-step procedures for performing most of the daily activities with which you are involved. More advanced Aloha QuickService features are not discussed in this guide.

This guide assumes you have the following knowledge or expertise:

- Operational understanding of PCs.
- Understanding of POS terminology and concepts.
- Working knowledge of the Microsoft® Windows® interface, including menu structures, buttons, check boxes, and text boxes.
- Basic knowledge of relationships between local drives, directories, subdirectories, and files, as well as network directories and subdirectories.
- Understanding of the operation of a computer mouse and keyboard.
- Knowledge about the basic layout of your company network.

Aloha QuickService is a multi-functional platform that operates on several operating systems and interfaces with other packages available from Radiant Systems. These optional packages include:

**Aloha Quick Count** — Provides you with basic inventory functions. This package monitors composite and tracking items to determine product usage, waste and projections.

**Aloha EDC** — Authorizes, processes, and settles credit card transactions. This package includes IP-based credit card processing (EDC), multi-transaction processing support, split dialing capabilities, printer routing, complete reporting and audit trail functionality, and tip processing fee collection.

**Aloha Video Display Systems** — Provides you the flexibility you need to route menu items automatically to remote display systems in the kitchen and food preparation areas. This package increases your productivity with menu item routing, order processing, order recall verification, paperless routing of orders, and more.

**Aloha PMS Interface** — Integrates your hotel, country club, or resort restaurant operations with your property management system (PMS). The package includes posting transactions to the PMS and creating daily charge reports, and simple tracking capabilities.
**Aloha Meal Accountability System** — Manages dining plans in real-time, and tracks meal, debit, and credit type accounts without requiring significant intervention by a system manager.

**Aloha Inventory Control** — Offers the most accurate process available to take your business to the next level without worrying about numbers, budgets, ordering, or stock, by making one time changes in the system.

**Aloha Delivery and Frequent Buyer** — Adds the capability of a fully integrated delivery and customer reward system to your business. You can receive delivery orders over the telephone, assign them to existing or new customers, and dispatch the orders to customers by assigning them to drivers. The program also tracks current and past orders, and awards discounts on future orders with bonus and coupon programs.

To add these valuable packages, contact your Aloha sales representative, or check out [www.alohapos.com](http://www.alohapos.com) on the Web.
Screen Components

The Aloha Manager interface consists of multiple components that enable and control access to functions and user tools. An example of a typical Aloha Manager function tab is shown in Figure -1:

![Example Aloha Manager Function Tab]

The components of the Aloha Manager BOH interface are as follows:

**Function Tabs**

Function tabs, with the label at the bottom, are used for features that are distinctly different from each other. A function tab can contain any of several standard Windows® control features, including but not limited to:

- Additional tabs (with labels at the top)
- Check boxes
The sample QuickService screen shows three Aloha Manager function tabs running simultaneously. Each function currently running displays a tab along the bottom of the function area, with the function name on the tab. Aloha Manager does not allow more than one instance of a function to run at the same time. The functions active in the example are Items, Employees, and Comps. The function currently in use is Comps, as its tab is on top of the others. To access Items or Employees, click the desired tab, or use the Back button to return to the previously used function.

When a new function is executed, Aloha Manager appends the new tabbed dialog to the existing list of currently running functions. If more tabs are displayed than can fit in the application window, buttons display in the bottom right corner enabling you to scroll through the tabs.

**Function Tab Title Bar**

Each function tab has a title bar at the top containing the following information:

**Function name** — The function title is left justified and spelled without abbreviations.

**Back button** — The Back button is on the right side of the title bar. Click Back to return to the most recently used function tab. For example, in the Items function, you could click the Printer button on the Item tab to launch the Printers function, then click Back to return to the Items function.

**Close button** — The Close button is to the right of the Back button. This button closes the active, selected function. Closing a function tab closes the entire tab. It is not possible to close individual tabs displayed on a function tab.

**Additional Tabs**

Some functions contain additional tabs, arranged along the top of the function tab. These tabs divide and organize related features assigned to the function tab into smaller, more manageable work areas, making it less cumbersome to work with the specific function. Click a tab title to make the tab active.
The sample QuickService screen shows the Comps function tab, which contains three additional tabs: Comps (the default tab displayed immediately upon function startup), Taxes, and Restrictions. When you click a tab, the function switches to the selected tab and remains in the function, with the current record still selected. The Save, Cancel, Edit, etc. buttons apply to the Comp record currently selected (you are not required to save information from each tab).

**Standard Button Functions**

Several button functions are available in Aloha Manager. The functions of these buttons are the same in every case, and are similar to buttons used in many Windows applications.

The Save, Edit, Delete, Cancel and Apply command buttons control action taken on data within function tabs:

- **Save** Click Save to write the data to the disk any time a new record is added or changes are made to an existing record. Otherwise, the changes and additions are discarded.

- **Edit** Click Edit, press Enter, or click anywhere in the function to display the record in Edit mode.

- **Cancel** Click Cancel to exit the function tab without writing the changes to disk. All entries since the last time Apply was selected are not saved.

- **Delete** Click Delete to remove the active record from the database. Use caution when deleting records. Carelessly deleting records can cause serious errors because of the relational nature of the Aloha file structure.

- **Apply** Click Apply to write the changes to the disk. This is very similar to Save, but keeps the record available for further edit.

- **Done** Click Done to exit the function.
Navigation in Aloha Manager

Use the mouse and the keyboard, singly or together, to navigate within Aloha Manager.

Navigating with the Mouse

Use the mouse to make major selections in Aloha Manager. Select items from the menu, or functions groups and functions from the navigation bar with a single click of the left mouse button.

Navigating with the Keyboard

For simplicity, this guide omits the instruction ‘Press Tab’ in procedures requiring navigation from one option to the next. If a procedure requires you to make changes to several options in a series, press the Tab key to move to the next option.

Keyboard Support

In addition to the uniformity in functions and their additional tabs, there are several standard methods used to move around within tabs, and for entering and selecting data. The most common method is to click the left mouse button in the desired setting or on the desired button. Keyboard support is also provided for navigating within Aloha Manager function tabs. Perform the following keystrokes to navigate within Aloha Manager using the keyboard:

- **F4**  Displays the drop-down list for the active text box, if applicable.
- **F10 or Alt**  Activates the menu bar so that you can use the keyboard to select a menu command. Use the right or left arrows to make a menu selection.
- **F12**  Toggles between the HTML page and the open function tab(s).
- **Ctrl + right or left arrow**  Scrolls through open function tabs.
- **Ctrl + Tab**  Moves from tab to tab within a function.
- **Escape**  Exits a function.
In addition to these functions, the following keyboard shortcuts, common to most Windows-based software, are available in Aloha Manager:

**Tab**
Moves forward in the settings on a tab or dialog box.

**Shift + Tab**
Moves backward in the settings on a tab or dialog box.

**Space bar**
Click a check box or option to activate/deactivate the setting, or tab to the desired setting and press the **SPACE** bar to select or clear it.

**Up and Down arrows**
Moves forward or backward through the records in the database file.

In addition to these functions, the following keyboard shortcuts, common to most Windows-based software, are available in Aloha Manager:

**Alt+(A)**
Selects a function on an active menu or menu bar. Hold down Alt and press the underlined letter in a menu to select the item.

**Ctrl+X**
Removes (cuts) highlighted data and copies it to the Windows Clipboard for subsequent use in another location.

**Ctrl+C**
Copies highlighted data to the Windows Clipboard for subsequent use in another location.

**Ctrl+V**
Pastes information from the Windows Clipboard to an active location, with the cursor designating the point of insertion.
How This Guide is Organized

This guide is designed to help you familiarize yourself quickly with Aloha QuickService. It is organized as follows:

Chapter 1: Performing Daily Functions

This chapter provides instructions for performing routine functions from the FOH terminals, such as maintenance on guest checks, security options, and more.

Chapter 2: Managing Your Data

This chapter discusses how to make changes to your data and update your system either for the next day, or for immediate availability.

Chapter 3: Running Your Reports

This chapter discusses the three most vital reports you need to operate a successful business and provides a sample of the Sales, Labor, and Product Mix reports. This chapter also provides information about how to limit and sort the information that goes into the reports, and how to print reports before or after previewing them in the system.

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Performing Daily Functions

This chapter discusses the procedures for the daily functions you might encounter with the Aloha system while operating your restaurant. All procedures pertain to the current day of operations.

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In this chapter you learn how to operate the Front-of-House (FOH) system, which displays on the order entry terminals on your floor. All procedures pertain to the current day of business, and the sales and labor for today becomes yesterday’s data when the End-of-Day (EOD) runs at a scheduled time. It is important that you finish your day’s functions before the EOD.

This chapter is structured by three different parts of the day:

- **Opening Your Restaurant**
- **Running Your Restaurant**
- **Closing Your Restaurant**

You do not have to perform these procedures in order, or in the correct time frame. For example, if a problem occurs with a checkout from the day shift, you do not have to wait until the closing of your restaurant to delete the checkout and fix the check. In fact, if the employee works a second shift for the day, you must finalize the first checkout before the employee clocks in for their second shift.

Perform all procedures for the FOH by touching the screen, including entering names with an alphabetic keypad, and numbers with a numeric keypad. Ring orders in the FOH using check numbers, although names can be used. Queues separate orders for proper distribution. As noted throughout this guide, QuickService is a unique product and user-configurable to meet the needs of different POS environments. Most likely, your screen functions in the same way as the sample order entry screen.

![Sample Order Entry Screen](image)
Touch the MGR Functions button to access the panel containing the functions used in this guide, as shown in the sample MGR Functions panel.

![Sample MGR Functions Screen](image)

*Figure 1-2 Sample MGR Functions Screen*

Your screens, panels, and buttons are customized for your establishment and will not be the same as Figure 1-1 and Figure 1-2. We also assume that the names of your buttons are the same name as the function of the button, unless indicated otherwise. For example, we named the Edit Time button ‘Edit Time’ because it uses the Edit Time function, but your button could be named ‘Clock In/Out Times’.

You may also use the Manager Approval screen, which is not discussed in these procedures. This screen appears when an employee is using the FOH, and they perform a function which requires a manager’s approval to continue. These functions could include applying a comp, a promotion, and others. Enter your manager ID in these cases, and touch OK. The system records your ID number with the transaction.
About Your Restaurant

Only you know how to operate your restaurant and make it perform to meet your business needs and run like a well-oiled machine. The Aloha system is extremely flexible and can accommodate your business to ensure a successful operation. You may find ways in which the system can speed up certain aspects of your operations and aide you in trouble areas.

You perform some of these functions daily, such as setting up your cash drawers, and some functions you may perform as the need arises, such as adjusting a payment. You do not have to be at the same terminal from which the employee committed the mistake in order to fix it.
Opening Your Restaurant

As a manager, you probably perform a wide range of duties from ensuring proper food quality and temperature, to cleaning the windows of the front door. The Aloha system does not require much of your valuable time to set up each day. Usually the most time consuming function is replacing the paper in a receipt printer.

This section discusses the following procedures when opening your restaurant:

- **Performing a System Check** — Includes checking for the floating logo screen, error messages, and the FOH system date.
- **Clocking Yourself In** — Details how to clock in for the day.
- **Setting Up the Cash Drawer** — Includes assigning an employee to a cash drawer and removing an employee from a cash drawer.

This section discusses the following managing options:

- **Performing a System Check**
- **Clocking Yourself In**
- **Setting Up the Cash Drawer**

**Performing a System Check**

Your FOH terminal should always be running when you arrive and leave each day. Your screens are enhanced with encoded configurations within the system. Keep in mind each screen is touched up to a thousand times a day and requires cleaning of smudges and dirt. Clean your screen daily.

**Checking for the Floating Logo**

Ensure all FOH terminals have a floating logo. The floating or bouncing logo acts as a screensaver for your terminals.
Checking for Error Messages

Touch the Floating Logo on each FOH terminal to display the Log In screen. If a problem occurs, a message appears. Fix any error, such as a printer is out of paper.

Checking the FOH System Date

Determine if the system date and the DOB (date of business) are the same. These dates must match. Conflicting dates occur only if the End-of-Day did not run the previous night, meaning you are still on yesterday’s date of business, or back farther. If they do not match, call your technical support number for assistance in correcting the system date.
Clocking Yourself In

As a manager, you are an employee. Clock yourself in to perform manager tasks for the day.

1. Touch the floating logo. The Log In screen appears.
2. Enter your employee number using the numeric keypad.
3. Touch OK. The Clock In screen appears.
4. Touch the job code, if it is not already selected.
5. Touch Clock In.
6. Touch Exit to display the floating logo.

Setting Up the Cash Drawer

Assign cash drawers to employees who will be operating a cash drawer for the day, such as your counter and drive-thru cashiers. You should know the employees who are working for the shift. Perform this procedure for each employee with a cash drawer when the employee arrives. Drawers are represented in boxes on the cash drawers screen.

The drawer displays the name and number of the drawer, the employee assigned to the drawer, and the amount of cash in the drawer. An asterisk after the employee indicates the employee has confirmed the starting bank. Available indicates the drawer is available to assign it to an employee.

Figure 1-4 Cash Drawer Box
Assigning an Employee to a Cash Drawer

1. From the panel containing your MGR Functions, touch Manage Drawers to display the cash drawers screen.

   ![Cash Drawers Screen](image1)

   **Figure 1-5 Cash Drawers Screen**

2. Select an available **drawer**.
3. Touch **Assign**.
4. Touch the **name** of the employee.
5. Touch **OK** to display the Drawer screen with the Starting Bank function.

   ![Drawers Screen](image2)

   **Figure 1-6 Drawers Screen**
6. Enter the **amount** of the starting bank using the numeric keypad.
7. Touch **OK** to return to the cash drawers screen.
8. Touch **Done** to return to the order entry screen.
9. Touch **Exit** to display the floating logo.

### Removing an Employee from a Cash Drawer

1. From the panel containing your **MGR Functions**, touch **Manage Drawers** to display the cash drawers screen (Figure 1-5).
2. Select the **drawer** with the employee.
3. Touch **Assign**. A confirmation message appears asking if you want to deassign the employee from the drawer.
4. Touch **OK**.
5. Touch **Done** to return to the order entry screen.
6. Touch **Exit** to display the floating logo.
Running Your Restaurant

Running your restaurant refers to the everyday functions you perform during the day, or shift. An efficient manager knows how to perform guest check procedures, system procedures, and more.

This section discusses the following types of procedures:

- **Performing Security Procedures** — Includes how to add, change, and clear FOH passwords, and assign and clear magnetic swipe cards.
- **Performing Guest Check Procedures** — Includes how to recall checks from the same or separate queue, open closed checks, adjust payment amounts, apply a different payment, and reprint and refund checks.
- **Performing Cash Drawer Procedures** — Includes how to perform a paid in and paid out.
- **Performing System Procedures** — Includes how to reroute items to print to another printer or printer group. Also includes how to calibrate your terminal.
- **Viewing FOH Reports** — Includes how to view and print available reports from the FOH terminals.
- **Performing Video Display System Procedures** (Aloha Video Display Systems users) — Includes how to reroute items to display on another video display system or monitor group for video display system users.

Performing Security Procedures

All employees log in with their employee ID numbers. You can increase security by adding passwords to the log in ID number. When the employee logs in, they must enter their log in ID and their password before pressing OK. You can also use magnetic (mag) swipe cards.
Using Passwords

Add a password to use when clocking in to increase personal security. Employees maintain passwords on their own, however, you might need to clear or change them for security audits, or when an employee forgets their password.

**Notes** If you are assigning passwords for an employee, you must be logged in under their ID number.

---

**Adding or Changing Your FOH Password**

1. From the panel containing your **MGR Functions**, touch **Change Password**. The Enter New Password screen appears.
2. Type the **new password** using the numeric keypad.
3. Touch **OK**.
4. Type the **same new password** using the numeric keypad.
5. Touch **OK**.
6. Touch **Exit** to display the floating logo.

---

**Notes** When you log back in, the system reminds you that you have changed your password. Touch inside the box to clear the message.

---

**Clearing a FOH Password**

Clear passwords when employees forget their password.

1. From the panel containing your **MGR Functions**, touch **Clear Password**. The Select Employee to Clear Password screen appears.
2. Select the **employee**.
3. Touch **OK**. A confirmation message appears.
4. Touch OK.
5. Touch Exit to display the floating logo.

When the employee logs back in, the system reminds them that you have changed their password. They can assign a new password, or begin ordering without a password.

Using Magnetic Swipe Cards

Use magnetic (mag) cards to swipe across a reader rather than entering an employee ID number and password. When assigning a mag card, use the same button and screens as when you change a password. Swipe your card whenever you normally enter your password by touching the numeric keypad.

Assigning a Mag Card

1. From the panel containing your MGR Functions, touch Change Password. The Enter New Password screen appears.
2. Swipe your mag card.
3. Touch OK.
4. Swipe your mag card again.
5. Touch OK.
6. Touch Exit to display the floating logo.

Clearing a Mag Card

Clear a mag card when an employee forgets their mag card or the card is unreadable. If a mag card is not required for log in, the employee can manually log in. If a mag card is required to log in, you must clear their mag card for them, and assign the employee a new mag card. The system reminds them that you cleared their mag card. Touch inside the box to clear the message.

1. From the panel containing your MGR Functions, touch Clear Password. The Select Employee to Clear Password screen appears.
2. Select the employee.
3. Touch OK. A confirmation message appears.
4. Touch OK.
5. Touch Exit to display the floating logo.
Performing Guest Check Procedures

Perform maintenance on guest checks. As you open new checks, the system assigns the check a sequential number per order queue, even if employees have the ability to name orders. In a given day, you might ring up to 1000 checks.

All checks reside in queues used to hold orders. Most likely, each of your terminals has its own queue to properly manage your checks. For example, a terminal at the drive-thru window has a queue holding checks specifically for drive-thru orders, and the terminal at the counter has a queue holding checks specifically for the counter. A ‘double’ drive-thru environment would use the same queue because both windows work with the same checks.

This section discusses the following guest check procedures:

- Recalling a Check in the Same Queue
- Recalling a Check from a Different Queue
- Opening a Closed Check
- Adjusting the Amount of a Payment
- Applying a Different Tender to a Check
- Reprinting a Check
- Refunding a Check

Recalling a Check in the Same Queue

Recall checks to display and work with them in the guest check window. If the check is closed, it appears in gray. If the check is open, it appears in white. Both managers and employees usually have the ability to recall checks from the same queue.

1. From the panel containing your MGR Functions, select one of the following options:
   - To recall the last check in the queue whether it is open or closed, touch Recall Previous.
   - To recall the next check in the queue whether it is open or closed, touch Recall Next.
   - To recall the next open check in the queue, touch Recall Next Open.
Recalling a Check from a Different Queue

Recall checks from another queue when you are not at the same terminal from the queue. Employees usually do not have the ability to recall checks from different queues.

1. From the panel containing your MGR Functions, touch Recall to display the Select Queue screen.
2. Touch the order queue in which the check resides. The Select Check screen appears.
3. Touch the check.
4. Touch OK. The check appears in the guest check window.

Opening a Closed Check

Open closed guest checks when an employee closes it prematurely or make any adjustments to the check. Do not leave checks open.

1. If the check is not displayed, use the appropriate Recall procedure to find the closed check.
2. From the panel containing your MGR Functions, touch Reopen Check.
3. Add to or close the check.
4. Touch Exit to display the floating logo.

Adjusting the Amount of a Payment

Adjust a payment on a check for instances when the employee closes a check to a non-cash tender with the incorrect amount or tip. For example, the employee closed a check without adding a tip amount and does not have the ability to add the tip.

1. If the check is not displayed, use the appropriate Recall procedure to find the check.
2. If the check is closed, touch Reopen Check to open the check.
3. From the panel containing you MGR Functions, touch the applied tender from the guest check window.
4. Touch Adjust Tender. The screen for the selected tender appears.
5. Enter the correct adjustments to the tender using the numeric keypad.
6. Touch OK.
7. Touch Exit to display the floating logo.
Applying a Different Tender to a Check

Change the tender on a check for instances when the employee closes a check to an incorrect tender. To change a tender, you must first delete the wrong tender, except when the incorrect tender is cash, then apply the correct tender. Because you cannot delete a cash tender, you must take different steps to correct this scenario. Select the incorrect cash tender, and then select the correct tender to override the cash tender.

1. If the check is not displayed, use the appropriate Recall procedure to find the check.
2. If the check is closed, touch Reopen Check to open the check.
3. Touch the incorrect tender in the guest check window. If it is cash, continue with Step 8.
4. Touch Delete. A confirmation message appears and a void receipt prints for you to hand to the customer.
5. Touch OK to clear the message.
6. Apply the correct tender to the check.
7. Touch Exit to display the floating logo.

Reprinting a Check

Reprint checks when you need to print a receipt for a guest and the employee is not available.

1. If the check is not displayed, use the appropriate Recall procedure to find the check.
2. From the panel containing your MGR functions, touch Reprint Check to print the check to a local printer.
3. Touch Exit to display the floating logo.
Refunding a Check

Refund checks to offset transactions you ring up incorrectly or when a guest asks for their money back. For inventory purposes, determine if the product was already prepared, and select the appropriate refund reason. A refunded check must be a separate check and displays all entries in negative amounts to offset the refunded items.

When you perform a refund function, the check assumes the ‘refund mode’ where all entries appear in negative amounts. In refund mode, you can not apply an order mode or a payment to a check. You should have a Close Check, or Close $0 button available to close a refund and start the next check.

1. With a new check open, touch Refund from a panel containing your MGR Functions to display the Refund Reasons screen.

![Refund Reasons Screen]

2. Select the reason.
3. Touch OK. The guest check appears in ‘refund mode’.
4. Touch the item(s) to refund. All entries appear in negative amounts.
5. Touch Close Check. A confirmation message appears.
6. Touch OK.
7. Touch Exit to display the floating logo.
Performing Cash Drawer Procedures

Perform cash maintenance for such things as adding and removing petty cash from the drawer, cash drops, and more.

Performing a Paid In

Perform a paid in when you are adding money to the drawer. The system posts the transaction to a petty cash account and displays it on the checkout report. Use this function for things like receiving a partial payment for a deposit and others.

1. From the panel containing your MGR Functions, touch Manage Drawers.
2. Select the drawer.
3. Touch Cash In to display the Drawer screen with the Cash In function.

4. Touch a Petty Cash account.
5. Enter the amount of the transaction using the numeric keypad.
6. Touch OK. The Drawers screen appears with the adjusted amount reflected in the total for the drawer.

Whether the amount displays on this button is dependent on how your system is set up. Refer to the QuickService Reference Guide, Store Settings > Security group > Cash Drawer tab for more information regarding the ‘Hide Cash Drawer Amount’ check box.
7. Touch **Done** to return to the order entry screen.
8. Touch **Exit** to display the floating logo.

**Performing a Paid Out**

Perform a paid out when you are taking money out of the drawer. The system posts the transaction to a petty cash account and displays it on the checkout report. Use this function when you pay for supplies and services rendered.

1. From the panel containing your **MGR Functions**, touch **Manage Drawers** (Figure 1-5).
2. Select the **drawer**.
3. Touch **Cash Out** to display the Drawer screen with the Cash Out function.
4. Touch the **Petty Cash account**.
5. Enter the **amount** of the transaction using the numeric keypad.
6. Touch **OK**. The Drawers screen appears with the adjusted amount reflected in the total for the drawer, if the system is set up to show the amount in the drawer.
7. Touch **Done** to return to the order entry screen.
8. Touch **Exit** to display the floating logo.

**Performing System Procedures**

Perform system maintenance for your printers and terminals to do such things as rerouting items to print to a different printer, or calibrating the touch screen terminal.
Rerouting Items to Another Printer

Reroute items to another printer, when needed. Use this for instances when a printer is down or out of paper. Printers are configured to automatically reroute to a backup printer, however, you may need to manually override the destination.

1. From the panel containing you **MGR Functions**, touch **Reroute Printer**. The Printer Routing screen appears.

   ![Printer Routing Screen](image)

   Figure 1-9 Printer Routing Screen

   2. Select the **printer** to reroute.

   3. Touch **Change Routing**.

   4. Select the **printer** where you want the items to start printing.

   5. Touch **OK**. A confirmation message appears.

   6. Touch **OK**.

   7. Touch **Done**.

   8. Touch **Exit** to display the floating logo.

Resetting the Printer Routing

Reset the printer destination back to the original configuration, as needed. Use this function when a printer comes back online.

1. From the panel containing your **MGR Functions**, touch **Reroute Printer**. The Printer Routing screen appears (Figure 1-9).
2. Touch **Reset All**. A confirmation message appears.
3. Touch **OK**.
4. Touch **Done**.
5. Touch **Exit** to display the floating logo.

**Rerouting Items to Another Printer Group**

Reroute items to print to another printer group, when needed. Printers are collected into groups for such things as two printers located in the main area, or a group set up for the patio. Use this function for instances when a section is shut down.

1. From the panel containing your **MGR Functions**, touch **Reroute Printer Group**. The Printer Group Routing screen appears.

![Printer Group Routing Screen](image)

*Figure 1-10 Printer Group Routing Screen*

2. Select the **printer group** to reroute.
3. Touch **Change Routing**.
4. Select the **printer group** where you want the items to start printing.
5. Touch **OK**. A confirmation message appears.
6. Touch **OK**.
7. Touch **Done**.
8. Touch **Exit** to display the floating logo.
Resetting the Printer Group Routing

Reset the printer group destination back to the original configuration, as needed. Use this function when a section reopens.

1. From the panel containing your MGR Functions, touch Reroute Printer Group. The Printer Group Routing screen appears (Figure 1-10).
2. Touch Reset All. A confirmation message appears.
3. Touch OK.
4. Touch Done.
5. Touch Exit to display the floating logo.

Calibrating the Terminal

Calibrate the terminal, as needed. Use this function when the button pressure point on the touch screen is off. For example, if you touch a button, and an adjacent button is selected, you need to calibrate your terminal.

Due to the system’s flexibility to interface with various touch screen terminals, calibration procedures are different. Your touch screen terminal should provide the necessary on-screen instructions for calibration.

1. From the panel containing your MGR Functions, touch Calibrate Terminal. The calibration screen appears.
2. Follow the on screen instructions.
3. Touch OK or Yes.
4. Touch Exit to display the floating logo.
Viewing FOH Reports

View and print reports on a regular basis to monitor the progress of your restaurant’s sales and labor for the current day. You have the ability to view some FOH reports, and some reports only print. All FOH reports print to the local receipt terminal. Most likely, your report buttons are all on the same panel.

---

**CAUTION**

*Do not use these FOH reports for balancing or posting sales. Always use the BOH reports.*

---

Viewing and Printing the Restaurant Sales Report

View and print the Restaurant Sales report to determine the sales for the day.

1. From the panel containing your **Report buttons**, touch **Restaurant Sales** to display the Restaurant Sales report.

---

![Figure 1-11 FOH Sales Summary Report](image-url)
2. Select any of the **following view options** on the bottom of the screen to show data for the current day at the present time:

   To view the net sales by category, touch **Net**.

   To view the sales with inclusive taxes by category, touch **Sales**.

   To view the labor dollars, touch **Labor**.

   To view sales received by each payment type, touch **Payments**.

   To view the dollar amount of each comp, touch **Comps**.

   To view the dollar amount of each promo, touch **Promos**.

   To view the dollar amount of each tax, touch **Taxes**.

   To print the view you are on, touch **Print**.

   To print all views, touch **Print All**.

3. Touch **Done**.

4. Touch **Exit** to display the floating logo.
Viewing the Flash Report

View the Flash report to view sales and labor dollars for the current day.

Define the start and end times for a period in the BOH using Maintenance > Store Settings > Printing > Reports.

1. From the panel containing your **Report buttons**, touch **Flash Report** to view the report.

<table>
<thead>
<tr>
<th>Flash Report</th>
</tr>
</thead>
<tbody>
<tr>
<td>From: 12:00 PM to 12:55 PM</td>
</tr>
<tr>
<td>Guest: 0, Checker: 0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sales</th>
<th>Performance</th>
<th>Labor</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suggestive</td>
<td>0.00 NET SALES</td>
<td>$8.84 Front 5</td>
</tr>
<tr>
<td>FOGO</td>
<td>0.00 Beverage</td>
<td>N/A Front N</td>
</tr>
<tr>
<td>LIQFOR</td>
<td>0.00 Apparel</td>
<td>N/A</td>
</tr>
<tr>
<td>REST</td>
<td>0.00 Total/Floor</td>
<td>N/A Kitchen 2</td>
</tr>
<tr>
<td>WINE</td>
<td>0.00 Yogurt/Side</td>
<td>N/A Kitchen N</td>
</tr>
<tr>
<td>OTHER</td>
<td>0.00 Dessert</td>
<td>N/A</td>
</tr>
<tr>
<td>No Category</td>
<td>0.00 Beverages</td>
<td>N/A Training 3</td>
</tr>
<tr>
<td>Cigar</td>
<td>N/A</td>
<td>N/A Training N</td>
</tr>
<tr>
<td>All/Other</td>
<td>$8.84</td>
<td>N/A</td>
</tr>
<tr>
<td>19%</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

![Figure 1-12 FOH Flash Report](image)

2. Select any of the **following view options** on the bottom of the screen:

   - To view the guest count, check count, gross sales, net sales, and labor dollars earned, touch **Entire Day Summary**.
   - To view the net sales for each sales and retail category, touch **Entire Day Net Sales**.
   - To view the gross sales for each sales and retail category, touch **Entire Day Performance**.
   - To view the labor dollars earned, touch **Entire Day Labor**.

3. Touch **Done**.
4. Touch **Exit** to display the floating logo.
Viewing and Printing the Server Sales Report

View the Server Sales report to monitor drawer activity per employee. It displays the number of checks, amount of sales, the average sales per transaction (AST), the average time of transaction per interval period (TPP), and the average time of transaction (ATT). Use the TPP column to determine which employees have the best transaction average for the day. The lower the number, the better their performance.

1. From the panel containing your Report buttons, touch Server Sales to display the report.

```
<table>
<thead>
<tr>
<th>SERVER</th>
<th>CHECK</th>
<th>SALES</th>
<th>AST</th>
<th>TPP</th>
<th>ATT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manager</td>
<td>4</td>
<td>-25.70</td>
<td>-6:46:2/54:150:01:21</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total:</td>
<td>4</td>
<td>-25.70</td>
<td>-6:46:2/54:150:01:21</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

*Figure 1-13  FOH Server Sales Report*

2. To print the report, touch Print.
3. Touch Done.
4. Touch Exit to display the floating logo.
Viewing and Printing the Product Mix Report

View the Product Mix report to monitor the sales of your items, and percentage of sales for each item compared to total sales.

1. From the panel containing your **Report buttons**, touch **Product Mix** to display the report.

2. Select any of the **following view options** from the bottom of the screen:
   - To sort items by the highest percentage of net sales, touch **Percent**.
   - To sort items by the highest number sold, touch **Quantity**.
   - To sort items alphabetically by the item’s name, touch **Name**.
   - To sort items from the lowest to the highest priced items, touch **Price**.

3. Touch **Done**
4. Touch **Exit** to display the floating logo.
Viewing and Printing the Labor Report

Print the Labor report to determine the hours and labor dollars earned for each employee.

1. From the panel containing your Report buttons, touch **Labor Report** to display the report.

2. To print the report, touch **Print**.

3. Touch **Done**.

4. Touch **Exit** to display the floating logo.

```
Unit #1

<table>
<thead>
<tr>
<th>Time In</th>
<th>Time Out</th>
<th>Total Hrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>15:21</td>
<td>15:21</td>
<td>0.45</td>
</tr>
</tbody>
</table>

TOTAL: 0.45

SHIFT 151

<table>
<thead>
<tr>
<th>Cashier</th>
<th>Time In</th>
<th>Time Out</th>
<th>Total Hrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>11:37</td>
<td>11:37</td>
<td>4.35</td>
<td></td>
</tr>
</tbody>
</table>

TOTAL: 4.35

TOTAL ALL JOBS: 4.80
```

*Figure 1-15  Product Mix Report*
Viewing and Printing the Employee Breaks Report

Print the Employee Breaks report to manage the breaks employees are allowed to take.

1. From the panel containing your Report buttons, touch **Employee Break** to display the report.

![Employee Break Report](image)

*Figure 1-16  Employee Break Report*

2. To print the report, touch **Print**.
3. Touch **Done**.
4. Touch **Exit** to display the floating logo.
Viewing and Printing the Break Alert Report

Print the Break Alert report to determine when employees are required to take meal and rest period breaks.

1. From the panel containing your Report buttons, touch **Break Alert** to display the report.

2. To print the report, touch **Print**.
3. Touch **Done**.
4. Touch **Exit** to display the floating logo.
Performing Video Display System Procedures

If you are utilizing the video display system package, read and perform the following procedures. You can reroute items to display at another video display system or video group.

This section discusses the following video display system procedures:

- Rerouting Items to Another Video Display System
- Resetting the Video Display System Routing
- Rerouting Items to Another Video Display System Group
- Resetting the Video Display System Group Routing

Rerouting Items to Another Video Display System

Reroute items to another video display system for instances when a monitor is down or an area is closed. Video display systems are configured to automatically reroute to a backup monitor, however, you may need to manually override the destination.

1. From the panel containing your MGR Function buttons, touch Reroute Video. The Video Routing screen appears.
2. Select the monitor to reroute.
3. Touch Change Routing.
4. Select the monitor where you want the items to start displaying.
5. Touch OK. A confirmation message appears.
6. Touch OK.
7. Touch Done.
8. Touch Exit to display the floating logo.

Resetting the Video Display System Routing

Reset the video display system destination back to the original configuration, as needed. Use this function when a monitor comes back on line.

1. From the panel containing your MGR Function buttons, touch Reroute Video. The Video Routing screen appears.
2. Touch Reset All. A confirmation message appears.
3. Touch OK.
4. Touch **Done**.
5. Touch **Exit** to display the floating logo.

**Rerouting Items to Another Video Display System Group**

Reroute items to display at another video display system group, when needed. Monitors are collected into groups for such things as two monitors located in the prep area, or a group set up for the fry station. Use this function for instances when a station is shut down.

1. From the panel containing your **MGR Function** buttons, touch **Reroute Video Group**. The Video Group Routing screen appears.
2. Select the **video group** to reroute.
3. Touch **Change Routing**.
4. Select the **video group** where you want the items to start displaying.
5. Touch **OK**. A confirmation message appears.
6. Touch **OK**.
7. Touch **Done**.
8. Touch **Exit** to display the floating logo.

**Resetting the Video Display System Group Routing**

Reset the video display system group destination back to the original configuration, as needed. Use this function when a station reopens.

1. From the panel containing your **MGR Function** buttons, touch **Reroute Video Group**. The Video Group Routing screen appears.
2. Touch **Reset All**. A confirmation message appears.
3. Touch **OK**.
4. Touch **Done**.
5. Touch **Exit** to display the floating logo.
Closing Your Restaurant

As a manager, you probably perform a wide range of duties from ensuring appliances are turned off, the restaurant is clean, and the front door is locked. The Aloha system does not require much of your valuable time to close your restaurant. Employees are responsible for checking out and clocking out to end their shift.

This section discusses the following procedures when closing your restaurant:

- **Performing Employee Break Procedures** — Includes how to edit break in and out times for employees.
- **Performing Employee Checkout Procedures** — Includes how to delete a checkout for employees.
- **Performing Employee Clockout Procedures** — Includes how to ensure all employees have clocked out, delete clockouts, and edit clock in and out times for employees.
- **Clocking Yourself Out** — Details how to clock out for your shift.
- **Performing Credit Card Procedures** (Aloha EDC users) — Includes how to authorize and preauthorize manual credit card entries, adjust the amount of a transaction, and force, refund, and void a transaction. Also includes how to settle a batch, edit a rejected transaction, and view the Batch Transaction report.
- **Performing PMS Guest Account Procedures** (Aloha PMS Interface users) — Includes how to inquire about a room service account, and post, adjust, and delete a charge. Also includes how to use the Charge report.
- **Performing Quick Count Procedures** (Aloha Quick Count users) — Includes how to enter Add, Usage, Waste, and Closing counts for inventory adjustments. Also includes how to view and print the Quick Count and Prep Projection reports.

Performing Employee Break Procedures

Perform employee break maintenance, when needed. A break with incorrect times alters your labor report.
Editing a Current Break In and Out Time for an Employee

Edit the break in and out times for the current day for an employee, as needed. You can also end a break for an employee who forgot to return to the clock. You should also select an available reason for performing each edit, such as ‘Forgot to return from break’. To edit a break for a previous day, refer to Chapter 2, Managing Your Data.

1. From the panel containing your MGR Functions, touch Edit Break. The Select Employee to Edit Break In/Outs screen appears.
2. Select the employee.
3. Touch OK. The Edit Break In/Out screen appears.

![Edit Break In/Out Screen]

4. To adjust the hour of the break in and out times, touch the corresponding double UP and DOWN arrows.

   To adjust the minutes of the break in and out time, touch the corresponding single UP and DOWN arrows.

5. Touch OK. The Select Reason for Punch Edit screen appears.
6. Select the edit punch reason.
7. Touch OK.
8. Touch Exit to display the floating logo.

Figure 1-18  Edit Break In/Out Screen
Performing Employee Checkout Procedures

Checking out is the function an order entry employee performs before clocking out. In most cases, they are responsible for balancing their drawer with the checkout report. You may have to perform such things as troubleshooting, or deleting a checkout.

Deleting a Checkout for an Employee

Delete a checkout for an employee when the checkout is incorrect. After you delete a checkout, you, or the employee, must run the checkout again.

1. From the panel containing your MGR Functions, touch Delete Checkout. The Select Employee to Delete Checkout screen appears.
2. Select the employee.
3. Touch OK. A confirmation message appears.
4. Touch OK.
5. Touch Exit to display the floating logo.

Performing Employee Clockout Procedures

Clocking out is the last function an employee performs. You may have to perform such things as deleting clockouts when checkouts are incorrect and the employee has clocked out. Remember that the EOD clocks all employees out to start a new day.

Deleting a Clockout for an Employee

Delete a clockout for an employee when the clockout is premature, or when a checkout is incorrect and the employee has already clocked out. After you delete a clockout, the employee must clock out again.

1. From the panel containing your MGR Functions, touch MGR Functions.
2. Touch Delete Clockout. The Select Employee to Delete Clockout screen appears.
3. Select the employee.
4. Touch OK. A confirmation message to delete the clockout appears.
5. Touch OK.
6. Touch Exit to display the floating logo.
Editing a Clock In and Out Time for an Employee

You can edit the clock in and out times for an employee for the current day. You can also clock employees out who have not clocked out, as long as they have checked out. You should also select an available reason for performing each edit, such as ‘Forgot to clock in’.

1. From the panel containing your MGR Functions, touch Edit Time. The Select Employee to Edit Clock In/Outs screen appears.
2. Select the employee.
3. Touch OK to display the Edit Clock In/Out screen.

   ![Edit Clock In/Out Screen]

4. To adjust the hour of the clock in and out time for the employee, touch the double UP and DOWN arrows.
   To adjust the minutes of the clock in and out time for the employee, touch the single UP and DOWN arrows.
   To clock an employee out who is still on the clock, touch Clock Out, as long as they have checked out.
5. Touch OK. The Select Reason for Punch Edit screen appears.
6. Select the edit punch reason.
7. Touch OK.
8. Touch Exit to display the floating logo.
Performing Credit Card Procedures

If you are utilizing the Aloha EDC package, read and perform the following procedures. You can authorize, adjust, force, pre-authorize, refund, and void transactions, as needed. All transactions are collected in a batch for processing. When using Aloha EDC, the system dials out to a processor and receives real-time authorization.

Authorizing a Manual Credit Card Entry

Authorize a manual entry of a transaction to override or supplement the FOH transactions for the day. These transactions are not associated with a particular guest check and offset the current batch total.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Authorize to display the Authorize dialog box.
4. Type the following transaction information:
   - Card number
   - Expiration number
   - Amount
   - Tip
5. Touch OK. An approval number appears.
6. Exit Aloha EDC.

Preauthorizing a Manual Credit Card Entry

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Preauthorize to display the Preauthorize dialog box.
4. Type the following transaction information:
   - Card number
   - Expiration date
   - Amount
5. Click OK.
6. Exit Aloha EDC.
Adjusting the Amount of a Credit Card Transaction

Adjust a credit card amount when an incorrect payment was applied. When possible, make adjustments in the FOH before the EOD runs. Use this procedure if the EOD has already occurred.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Adjust to display the Select Transaction dialog box.
4. Select the transaction to adjust.
5. Click OK to display the Adjust dialog box.
6. Type the correct amount.
7. Click OK.
8. Exit Aloha EDC.

Forcing the Authorization of a Credit Card Transaction from the FOH

Force a transaction when a card does not process automatically, or when the processor requires a manual authorization. This usually requires a call to the processor help desk to receive an approval code.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Force to display the Force dialog box.
4. Type the following transaction information:
   - Card number
   - Expiration number
   - Amount
   - Tip
5. Enter the approval number provided by the processor help desk.
6. Click OK.
7. Exit Aloha EDC.
Forcing the Authorization of a Credit Card Transaction from EDC

Force a transaction when a card does not process automatically, or when the processor requires a manual authorization. This usually requires a call to the processor help desk to receive an approval code.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Force to display the Force dialog box.
4. Type the following transaction information:
   - Card number
   - Expiration number
   - Amount
   - Tip
5. Enter the approval number provided by the processor help desk.
6. Click OK.
7. Exit Aloha EDC.

Refunding a Credit Card Transaction

Refund transactions to issue a refund to a guest and credit their account. This transaction does not dial out, and posts a credit amount to the current batch.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Refund to display the Refund dialog box.
4. Type the following transaction information:
   - Card number
   - Expiration date
   - Amount
   - Reason
5. Click OK. A confirmation message appears.
6. Click OK.
7. Exit Aloha EDC.
Voiding a Credit Card Transaction

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Void to display the Select Transaction dialog box.
4. Select the transaction.
5. Click OK to display the Void dialog box.
6. Verify the card number, expiration date, and amount are correct.
7. Click OK to void the transaction.
8. Exit Aloha EDC.

Settling a Batch

A batch is a collection of credit card transactions which must settle with the processor. If you use more than one processor, perform a separate batch for each processor. Batching does not rely on the EOD, therefore, you can perform it at any time of the day and for multiple days.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Settle Batch to display the Select Processor dialog box.
4. Select a processor in use.
5. Click OK. A confirmation message appears.
6. Click OK to settle the batch.
7. Exit Aloha EDC.

Figure 1-20 Select Processor Dialog Box
Working with a Rejected Transaction When Settling

Edit or delete a rejected transaction that does not clear during settling due to such things as corruption, excessive network traffic, and more. A batch can not settle with a problem transaction. If you can, fix the problem, click Re-Add to add the transaction back to the current batch, and attempt to settle the batch again. If you can not fix the problem, delete the transaction and settle the batch without it. To obtain the monies for a deleted transaction, correct the problem and include it in another batch. Contact the processor, if necessary.

You can only edit a rejected transaction for the BuyPass, CES, FDC, and Visanet processors.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Functions > Edit Rejected Transactions to display the Select Transaction dialog box.
4. Select the rejected transaction.
5. Click OK to display the Edit Rejected Transaction dialog box.
6. To delete the transaction from the current batch, click Delete and proceed to Step 10.
7. Type the following transaction information:
   - Card number
   - Expiration date
   - Amount
   - Tip
   - Authorization code
8. Click Re-Add to replace the rejected transaction in the batch.
9. Run the settle batch process again.
10. Exit Aloha EDC.
Viewing and Printing the Batch Transaction Report

View and print the Batch Transaction report to monitor and keep track of transactions for current and settled batches. You can include multiple batches, card types, and have up to two sorts. Perform this procedure before or after settling a batch.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select Reports > Review Transactions to display the Batch Transaction Report dialog box.

4. Select the batch(s).
5. Select the credit card type(s).
6. Select from the First Sort By inset to determine the first sort order.
7. Select from the Second Sort By inset to determine the second sort order after ‘First Sort By’.

Figure 1-21  Batch Transaction Report Dialog Box
8. Click **View** to view the report, if desired.

9. Click **Print** to print the report, if desired.
10. Close the **report**.
11. Exit **Aloha EDC**.

A legend appears at the bottom of the Transaction Report and only appears if the transaction occurred.

- * = Automatic authorization
- M = Manually entered card number
- F = Forced authorization
- ( ) = No capture. This does not refer to a voided transaction.
Performing PMS Guest Account Procedures

If you are utilizing the Aloha PMS Interface package, read and perform the following procedures. The package interfaces with the Property Management System (PMS) in use at the hotel and uses the Aloha EDC interface. You can inquire about an account, and post, adjust, and delete a charge posted to a room. Before performing these procedures, view the Charge report to obtain the list of charges and transaction numbers.

Using the Charge Report

View, print, and save the Charge report, which lists the room number, amount of the charge, and the transaction number posted to the account. You need to know the transaction number to make adjustments to accounts.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select PMS > Charge Report to display the Report.txt log in MSWordpad, as shown in Figure 1-23:

![Figure 1-23 Charge Report](image)

To print the report, select File > Print.
To save the report, select File > Save As.
4. Close the report.
5. Exit Aloha EDC.
Inquiring About a Guest Account

Inquire about an account of a guest to determine whether the guest is assigned to a room at the hotel and has charging privileges. This function is the same as the function employees use in the FOH:

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select PMS > Inquire to display the PMS Inquire dialog box.
4. Type the account number or room number for the guest.
5. Type your employee ID number.
6. Click OK to send the inquiry to the PMS in use by the hotel.
7. Exit Aloha EDC.

Posting a Charge to a Guest Account

Post charges for times when the employee forgot to charge the transaction to an account, or use this to post a transaction to the correct account, if you deleted it from another account:

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select PMS > Post Charge to display the PMS Authorize Transaction dialog box, as shown in Figure 1-24:

4. Type the account number or room number for the guest.

Figure 1-24 PMS Authorize Transaction Dialog Box
5. Select Direct Bill to bill the amount directly to an individual or company, if applicable.
6. Type the revenue center.
7. Type the tender ID number.
8. Type the sales totals, discounts, service charges, and taxes in the Enter Check Totals area, where applicable. Include decimal points.
9. Click OK to post the transaction to the PMS in use by the hotel.
10. Exit Aloha EDC.

**Adjusting a Charge to a Guest Account**

Adjust charges for times when the employee charged the incorrect amount to an account.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select PMS > Adjust Charge to display the PMS Transaction Number dialog box.
4. Type the transaction number obtained from the Charge report.
5. Click OK to display the PMS Adjustment Transaction dialog box, similar to Figure 1-24.
6. Type the necessary changes to the sales totals, discounts, service charges, and taxes.
7. Click OK to send the information to the PMS in use by the hotel.
8. Exit Aloha EDC.

**Deleting a Charge to a Guest Account**

Delete charges for times when a charge was applied incorrectly to an account. Use the ‘Posting a Charge to an Account’ procedure to post a transaction to the correct account.

1. Log in to Aloha EDC.
2. If POS processing is not started, select File > Start POS Processing.
3. Select PMS > Delete Charge to display the PMS Transaction Number dialog box.
4. Type the transaction number obtained from the Charge report.
5. Click OK to display the PMS Delete Transaction dialog box, similar to Figure 1-24.
6. Click OK to delete the information.
7. Exit Aloha EDC.
Performing Quick Count Procedures

If you are utilizing the Aloha Quick Count package, read and perform the following procedures. The package offers a limited inventory tracking solution for items you prepare daily, such as sliced tomatoes, hamburger buns, and more. The Quick Count process could be automated, but there are times you need to manually enter your counts. You can enter add, waste, usage, and closing counts throughout the day, as needed. Use the Quick Count report to obtain a summary of all counts with an over/short.

Adding Add Counts

Add all product deliveries and transfers to the system as ‘add counts’. This increases your counts, because you have added more product to your inventory.

1. Log in to the FOH.
2. Touch MGR Functions and locate your Quick Count buttons.
3. Touch Add Counts. The Enter Add Counts screen appears.
4. Touch the tracking item in the list.
5. Enter the quantity using the numeric keypad.
6. Touch Update. The entered amount appears as the last count and is added to the total count.
7. Touch Done and exit to the floating logo.

Adding Waste Counts

Add all product waste, misprepared items, improperly stored, or unused to the system as ‘waste counts’.

1. Log in to the FOH.
2. Touch MGR Functions and locate your Quick Count buttons.
4. Touch the tracking item in the list.
5. Enter the quantity using the numeric keypad.
6. Touch Update. The entered amount appears as the last count and is added to the total count.
7. Touch Done and exit to the floating logo.
Adding Usage Counts

Add product items which are not wasted or sold, to the system as ‘usage counts’. For example, a usage count could be product items you transfer to another location. Another example could be items you use to prepare another product, such as when you run out of ground beef, and have to use burger patties to prepare chili or taco meat. You would enter burger patties as a usage count, because the product was used, but not individually wasted or sold. Also add usage counts for products entered as open food, because the system does not know what is used as open food.

1. Log in to the FOH.
2. Touch MGR Functions and locate your Quick Count buttons.
3. Touch Usage Counts. The Enter Usage Counts screen appears.
4. Touch the tracking item in the list.
5. Enter the quantity using the numeric keypad.
6. Touch Update. The entered amount appears as the last count and is added to the total count.
7. Touch Done and exit to the floating logo.

Adding Closing Counts

Add product items that were unused but still salable to the system as ‘closing counts’. This count is carried over to the following day. Include items left in pans, bread warmers, unused sandwich setups, and more. If you throw away the product, enter it as a ‘waste count’.

1. Log in to the FOH.
2. Touch MGR Functions and locate your Quick Count buttons.
3. Touch Close Counts. The Enter Closing Counts screen appears.
4. Touch the tracking item in the list.
5. Enter the quantity using the numeric keypad.
6. Touch Update. The entered amount appears as the last count and is added to the total count.
7. Touch Done and exit to the floating logo.
Viewing and Printing the FOH Quick Count Report

View and print the Quick Count report to obtain a daily count for your tracking items and composite tracking items. The report prints all items defined as tracking items to the local receipt printer. The screen displays one tracking item at a time.

1. Log in to the FOH.
2. Touch MGR Functions and locate your Quick Count buttons.
3. Touch Quick Count. The Quick Count Report screen appears, as shown in Figure 1-25:

![Quick Count Report]

To view the previous tracking item, touch the double up arrow.

To view the next tracking item, touch the double down arrow.

Touch Print to print the report.

4. Touch Done and exit to the floating logo.
Viewing and Printing the FOH Prep Projection Report

View and print the Prep Projection report to project future inventory needs based on past sales, waste, usage, and additions. You can use the report to forecast supply and demand in order to schedule prep personnel or predict time allowed for thawing and cooking.

You must have at least a week of sales for the product item to appear in the report.

1. Touch **MGR Functions** and locate your Quick Count buttons.
2. Touch **Prep Projection Report**. The Product Projections Report screen appears, as shown in Figure 1-26:

![Product Projections](image)

To select the day of the week to display the report, touch a **day** from the top row.

To print the report, touch **Print**.

To display all dates, touch **Show Dates**.

To hide all dates, touch **Hide Dates**.

To display the tracking item entries, touch **Show Ingredients**.

To hide the tracking item entries, touch **Hide Ingredients**.

To select the dates to include in the report, touch **Select Dates**.

To save the display settings for the report, touch **Save**.

3. Touch **Print** to print the report.

4. Touch **Done** and exit to the floating logo.
Clocking Yourself Out

As a manager, remember that you are an employee. Clock yourself out before the EOD runs.

If you are using any of the Aloha add-ons, clock out after performing those procedures.

1. From the panel containing your MGR Functions, touch **Clock Out**. The Clock Out screen appears.

![Clock Out Screen](image)

*Figure 1-27  Clock Out Screen*

2. Touch **Clock Out**.
Summary

This chapter covered the procedures involved for the current day from the Front-of-House. Perform these, when needed, to run a smooth operation. We covered the following points:

- Procedures to use when opening your restaurant, such as performing a system check and setting up your cash drawers.
- Procedures to use during the day, such as performing functions for security, guest checks, cash drawers, and your system hardware. Also explained is the value and information obtained from the FOH reports.
- Procedures to use when closing your restaurant, such as performing functions for employee breaks, employee clock in and out times, checkouts, and clocking yourself out.
Managing Your Data

This chapter describes data management for such things as your labor, product, pricing, and more.

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About Your Data

Your system is pre-configured with the necessary settings and information you need to run your restaurant. The setup of your Back-of-House (BOH) system, also referred to as Aloha Manager, determines the flexibility and functionality of the Front-of-House (FOH) terminals. For all changes and added information you make in Aloha Manager, you must perform a refresh before you see them in the FOH. The FOH updates with your changes after every EOD.

Perform some of these functions often, such as logging in, and some functions you may perform as the need arises, such as adding a product item to your Aloha system. For example, you may introduce a new dessert to the menu, or wish to charge for a common modifier. You may also add a new employee and change passwords for security.

For immediate updates to the FOH, perform a refresh, as explained at the end of this chapter. Be aware that a refresh brings down the FOH terminals momentarily, and relaunches the program.

For simplicity, this manual omits the instruction ‘Press Tab’ in procedures requiring navigation from one option to the next. If a procedure requires you to make changes to several options in a series, press the Tab key to move to the next option.
Logging In

Each BOH user must log in and out of Aloha Manager with their number. When you launch the Aloha QuickService program for the first time, the Login dialog prompts for a log in number and a password.

1. Double-click the Aloha Manager icon, placed on your desktop upon installation. The Aloha Manager program opens with the Login dialog box.

   ![Aloha Manager Login Dialog Box](image)

   If the dialog box does not appear, select File > Login.

2. Type your user number.
3. Type your BOH password.
4. Click Login.

Logging Out

Always log out of Aloha Manager when you are not performing data maintenance. The system automatically logs you out when not in use. To log out of Aloha Manager, select File > Logout.

Changing a BOH Password

Change BOH passwords often to run a secure operation. This is helpful when someone other than you has access to the BOH, or when you forget your password.

1. Log in to Aloha Manager.
3. Type your current password.
4. Type your new password.
5. Type your new password again.
6. Click OK.
Managing Your Labor

Your labor is very important to you. It addresses the employees running your operation and the labor hours they earn. An efficient manager maintains where the employee lives, how much they are paid, and which jobs they can perform.

This section discusses the following managing options for labor:

- **Employee Maintenance** — Includes how to add, edit and terminate employees, place them on a leave of absence, and transfer them to another location.
- **Weekly Labor Schedules** — Includes how to create labor schedules from scratch or by copying from a previous week, and create, edit, move and delete time slices.
- **Shift Maintenance** — Includes how to add, edit and delete shift punches.
- **Break Maintenance** — Includes how to add, edit, and delete break punches.
- **Edit Punch Reasons Maintenance** — Includes how to add, edit, and delete a reason for making a shift or break punch.

Employee Maintenance

When you hire new employees, add them to your system and include personal information about them. Update their file regularly by editing. After they are added, you can terminate them, place them on a leave of absence, or transfer them to another location.
Adding or Editing an Employee

Assign your employees with log in numbers using a uniform method. For example, you can give counter employees a range of 1000-1999, and kitchen employees a range of 2000-2999. Using the employee’s last four digits of their social security number is also common. An employee rarely forgets a familiar number.

1. Select **Maintenance > Labor > Employees > Employee**. The Employees function tab appears.

2. Type an unused employee **ID number**, or select an **existing employee**, and press **Enter**.
3. Type the **following information** and press **Tab** after each selection:
   - Social security number
   - Last name, first name, and middle name
   - Nickname
   - Birth date
   - Hire date
   - Street address, city, state, and postal code
   - Phone number
4. Click the **Job Codes** tab.

![Image of Job Codes Tab]

Figure 2-3  Employees - Job Codes Tab

5. Select the primary **job code**.
6. Select the **access level** to associate with the job code to the left.
7. Type the **pay rate** for the corresponding job code.
8. Repeat steps 6 through 8 for additional job codes, access levels, and pay rates the employee might perform.
9. Click **Save** and exit the Employee function.

### Terminating an Employee

Always terminate your employees instead of deleting them from the Aloha system. You need to keep employee information for tax purposes and for certain labor code requirements.

**CAUTION**

Never delete an employee from your system.

1. Select **Maintenance > Labor > Employees**. The Employees function tab appears (Figure 2-2).
2. Select the **employee** and press **Enter**.
3. Click the **Zap** tab.

4. Select **Terminated**.
5. Select a **reason for termination**.
6. Type the **last day** the employee will work.
7. Select **Eligible for Rehire**, if appropriate.
8. Type comments in **Explanation**, if necessary.
9. Click **Save** and exit the Employee function.

**Placing an Employee on a Leave of Absence**

Place an employee on a leave of absence and reactivate them when they return.

1. Select **Maintenance > Labor > Employees**. The Employees function tab appears (Figure 2-2).
2. Select the **employee** and press **Enter**.
3. Click the **Zap** tab.
4. Select **Terminated**.
5. Select a **reason for termination**.
6. Type the **last day** the employee will work.
7. Select **Eligible for Rehire**, if appropriate.
8. Type comments in **Explanation**, if necessary.
9. Type the **date** the employee will **return**.
10. Click **Save** and exit the Employee function.

**Transferring an Employee to Another Location**

1. Select **Maintenance > Labor > Employees**. The Employees function tab appears (Figure 2-2).
2. Select the **employee** and press **Enter**.
3. Click the **Zap** tab (Figure 2-4).
4. Select **Terminated**.
5. Select a **reason for termination**.
6. Type the **last day** the employee will work at the current location.
7. Select **Eligible for Rehire**.
8. Type comments in **Explanation**, if necessary.
9. Type the **unit** to which the employee is transferring.
10. Select **Will Employee Move**, if appropriate.
11. Click **Save** and exit the Employee function.

**Weekly Labor Schedules**

Basic Labor Scheduler is a built-in feature enabling you to create weekly employee schedules. You can copy schedules from one week to another, or start with a new schedule. Once created, you can create, edit, move, and delete time slices, representing an employee’s shift. Use these schedules in conjunction with the clocking in and out restriction features.

**Creating a Labor Schedule from Scratch**

1. Select **Functions > Basic Labor Scheduler**. The Employee Scheduling program opens.
2. Select **Edit > Edit Schedule**. The Select Week dialog box appears.
3. Select a new week from the **Week** drop-down list. A message asking you if you would like to start with a copy of another week appears.

4. Click **No** to create a blank labor schedule.

![Blank Labor Schedule](image)

*Figure 2-5 Blank Labor Schedule*

### Creating a Labor Schedule by Copying from a Previous Week

1. Select **Functions > Basic Labor Scheduler**. The Employee Scheduling program opens.
2. Select **Edit > Edit Schedule**. The Select Week dialog box appears.
3. Select a new week from the **Week** drop-down list. A message asking you if you would like to start with a copy of another week appears.
4. Click **Yes**. The Select Week to Copy dialog box appears.
5. Select a **week**.
6. Click **OK**. A new schedule is created from the copied week.

### Creating a Time Slice for an Employee’s Shift

Create a time slice to indicate an employee’s shift. The left end represents the clock in time and the right end represents the clock out time of the shift.

1. With the labor schedule displayed, select the **starting day** of the schedule from the row of days at the top of the screen.
2. Select the **job code**. Employees assigned with the selected job code appear in the list box on the left of the screen.

3. Select the **employee**.

4. Position the **cursor** to the right of the employee’s name at the desired **start time** for the employee.

5. Click and hold the **left mouse button**, drag the **cursor** to the right until it is aligned with the desired **end time** and release the **mouse button**. The created time slice appears in blue.

6. Continue creating **time slices** for other employees to complete the shift.

7. Click **Save**. The Update dialog box, asking if you want to update the FOH now, appears.

8. Click **OK**.

**Editing the Length of a Time Slice**

Lengthen or shorten a time slice to make an employee’s shift longer or shorter.

1. With the time slice created, click the **time slice** to turn the color to green, indicating it is selected for edit.

2. Position the cursor on the **start** or **end time** until a double arrow appears.

3. Click and hold the **left mouse button**, drag to the **left** or **right** to lengthen or shorten the time slice, and release the **mouse button**.

---

*Figure 2-6  Labor Scheduler*
4. When finished, click **Save**. The Update dialog box, asking if you want to update the FOH now, appears.

5. Click **OK**.

**Moving a Time Slice**

Move a complete time slice to another time of the day. You may do this for a night shift employee who is picking up a day shift.

1. With the time slice created, click the **time slice** to turn the color to green, indicating it is selected for edit.
2. Position the **cursor** in the **middle of the time slice** until it becomes a hand-shaped cursor.
3. Click and hold the **left mouse button**, drag the time slice to the **employee**, and release the **mouse button**.
4. When all changes are made, click **Save**. The Update dialog box, asking if you want to update the FOH now, appears.
5. Click **OK**.

**Deleting a Time Slice**

1. With the time slice created, click the **time slice** to turn the color to green, indicating it is selected for edit.
2. Double-click the **time slice**. A confirmation message appears.
3. Click **OK**.

**Printing a Labor Schedule**

Print your finished labor schedule and post it on the wall, or keep it for your labor records. The schedule prints to a local printer.

1. Select **Functions > Basic Labor Scheduler**. The Employee Scheduling dialog box appears.
2. Select **Reports > Employee Schedule > Regular**. The Select Week dialog box appears.
3. To print the report including employee wages, select **Reports > Employee Schedule > With Wages**.

   To print the report sorted by job code, select **Reports > Employee Schedule > By Job Code**.

4. Select the **first day of the work week** from the **Week** drop-down list.
5. Click **OK**.
Shift Maintenance

A shift is the time between when an employee clocks in and when an employee clocks out. The clock in and out times are referred to as punches, hence the term, ‘punching the clock’. Perform maintenance on punches for prior days, as needed, using the following procedure. A FOH procedure for editing punches for the current day is described in the Running Your Restaurant section of Chapter 1.

Adding and Editing a Shift Punch

1. Select **Functions > Edit Punches**. The Edit Punches function tab appears.

2. Select the **date**. The employees who worked for the day and their labor hours appear.

3. Click **Add** to add a punch, or select an available punch and click **Edit**. The Edit Shift dialog box appears.

4. Complete the **following information** pertaining to the shift:

   - Employee ID
   - Time In
   - Time Out
   - Job Code
   - Pay Rate
   - Tips
   - Store

*Figure 2-7  Edit Punches Function Tab*
Tippable Sales
Edit Reason

5. Click OK to save and view the adjusted punch.
6. Click Done and exit the Edit Punches function.

Deleting a Shift Punch

1. Select Functions > Edit Punches. The Edit Punches function tab appears (Figure 2-7).
2. Select the date. The employees who worked for the day and their labor hours appear.
3. Select the punch.
4. Click Delete. A confirmation message appears.
5. Click OK and exit the Edit Punches function.

Break Maintenance

A break is when an employee temporarily goes off the clock for a short time and returns. The break in and out times are referred to as punches, hence the term, ‘punching the clock’. In some states and countries breaks are required to meet labor laws. Breaks are either paid or unpaid. Perform maintenance on break punches for prior days, as needed, using the following procedure. A FOH procedure for editing punches for the current day is described in the Running Your Restaurant section in Chapter 1.

Adding and Editing a Break Punch

1. Select Functions > Edit Punches. The Edit Punches function tab appears (Figure 2-7).
2. Select the date. The employees who worked for the day and their labor hours appear.
3. Select the punch.
4. Click Breaks. The Edit Breaks dialog box appears with a list of breaks.

![Edit Breaks Dialog Box](Figure 2-8)
5. Click **Add** to add a new break punch, or select an existing break punch and click **Edit**. The Edit Break Record dialog box appears.
6. Adjust the **Start** and **End** times using a 24 hour clock. For example, if the employee started a break at 5 p.m., and ended at 5:15, 17:00 and 17:15 appears.
7. Type **Y** if it is a paid break, or type **N** if it is an unpaid break.
8. Select a **reason** from the **Edit Reason** drop-down list.
9. Click **OK** to save and view the adjusted break punch.
10. Click **Done** to return to the Edit Punches function.
11. Click **Done** and exit the Edit Punches function.

### Deleting a Break Punch

1. Select **Functions > Edit Punches**. The Edit Punches function tab appears (Figure 2-7).
2. Select the **date**. The employees who worked for the day and their labor hours appears.
3. Select the **punch**.
4. Click **Delete**. A confirmation message appears.
5. Click **OK** and exit the Edit Punches function.

### Edit Punch Reasons Maintenance

When you perform shift and break maintenance, select a reason for the edit. For example, if you commonly edit an employee’s time because they forgot to clock in, create a ‘Forgot to clock in’ edit punch reason. Select an edit punch reason each time you change the break in or out, or clock in or out, for an employee, whether performed from the BOH or FOH.

### Adding and Editing a Reason for a Punch

1. Select **Maintenance > Labor > Edit Punch Reasons**. The Edit Punch Reasons function tab appears.
2. Type an unused **ID number**, or select an **existing edit punch reason**, and press **Enter**.
3. Enter a **description** for the reason.
4. Click **Save** and exit the Edit Punch Reasons function.

### Deleting a Reason for a Punch

1. Select **Maintenance > Labor > Edit Punch Reasons**. The Edit Punch Reasons function tab appears.
2. Select the **Edit Punch Reason**.
3. Click **Delete**. A confirmation message appears.
4. Click **OK** and exit the Edit Punch Reasons function.
Managing Your Product

Your product is very important to you. It determines a successful business and the availability of your product for selling. An efficient manager maintains the food and beverages that are sold, the location of the product on the FOH, and how to categorize it for reporting.

This section discusses the following managing options for your product:

- **Item Maintenance** — Includes how to add, edit, and delete items. Also includes how to place items on buttons to display on the FOH.
- **Category Maintenance** — Includes how to add, edit, and delete categories. Also includes how to add items to categories and remove them.
- **Modifier Maintenance** — Includes how to add, edit, and delete modifier groups, and display them automatically when you select the item in the FOH. Also includes how to add items to modifier groups, how to move and remove them and how to place them on buttons to display on the FOH.
- **Quick Count Item Maintenance** (Aloha Quick Count users) — Includes how to define tracking items for Quick Count users, and attach them to menu items. Also includes how to define which tracking items to appear on the FOH Quick Count report and Prep Projection report.

**Item Maintenance**

Your product is referred to as an item. Items are the focal point of your revenue, and have many dependencies in other areas. When you add a new item to the menu, add it to your system and place it on a button for ordering. Update the food cost of the item as needed, by editing.

You will be instructed to add or make changes to a button on a panel. Most likely, your panels are protected, which disables editing to the panel. To unprotect a panel, select Maintenance > Menu > Panel Editor and clear the ‘Marked as Template’ and ‘Fixed Button’ check boxes for the panel.
After you add the button, access this function again and select these same check boxes to protect the panel.

### Item Rules

- You must assign each item a primary tax rate.
- You must add each item to a sales or retail category.
- You must add each item to a modifier group or a panel for it to appear on the FOH for selection.
- You do not have to assign a printer to each item.
- You do not have to enter a price for each item.

### Adding or Editing an Item

As you add new items to your menu, add them to the system. Include not only your menu items, but your ingredients as well. Assign numbers to your items using a uniform method. For example, create burgers using a number between 1000-1999, and create sides using a number between 2000-2999. After you add the item, place it on a button for ordering.

1. Select **Maintenance > Menu > Items**. The Items function tab appears.

![Figure 2-9 Items - Items Tab](image)
2. Type an **unused number**, or select an **existing item**, and press **Enter**.
3. Type the **short name** for the text on the FOH button. For multiple lines of text, type ‘\n’ for each break.
4. Type the **chit name** for the text on the kitchen chit.
5. Type the **long name** for the text on the guest check.
6. Type the theoretical **food cost** of the item.
7. Select a tax rate from the **Primary Tax Rate** drop-down list.
8. Select the print destination from the **Print** drop-down list.
9. Select the **Price** tab.

10. Type a **price** of the item.
11. Click **Save** and exit the Items function.

**Adding an Item to a Button for Ordering**

You must add an item to a button to order it from the FOH and ring sales. Always place your item buttons together on a panel for easy access and organization.

1. Access **Panel Editor**.
2. Select **Open Existing Panel > Button Functions** from the **Commands** menu and select a panel for editing.
3. Double-click an **available button**. The Edit Button dialog box appears.
4. Select **Order Item** from the **Function** drop-down list.

![Edit Button - Quick Service](image)

*Figure 2-11  Order Item Button Function*

5. Select the **item** from the list box.
6. Complete the **text**, **background**, and **bitmap options** using the Preview window as a guide.
7. Click **OK** to return to the panel with the new item.
8. Select **Save All Panels** from the **Commands** menu and exit the Panel Editor function.

### Deleting an Item

1. Select **Maintenance > Menu > Items**. The Items function tab appears (Figure 2-9).
2. Select an **item**.
3. Click **Delete**. A confirmation message appears.
4. Click **Yes**.

---

**CAUTION**

Due to dependencies within the system, you must remove the item from a panel, a modifier group and a category before you delete it.
Category Maintenance

Categories combine like items into groups for reporting purposes. Categories can be as simple or as complex as needed. Use categories for such things as promotions, comps, order modes, labor groups, and performance measures.

Category Rules

- Include every item in only one sales or one retail category, not both.
- Include items in as many non-sales or suggestive categories as necessary.

Adding or Editing a Category

You may find the need to add a new category, although the more you have, the longer some sections of your reports become. You should create non-sales categories, as needed.

Common categories include:

<table>
<thead>
<tr>
<th>Category</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Food Sales</td>
<td>Sales</td>
</tr>
<tr>
<td>Retail (merchandise)</td>
<td>Retail</td>
</tr>
<tr>
<td>Promotion #1</td>
<td>Non-sales</td>
</tr>
<tr>
<td>Burgers</td>
<td>Non-sales</td>
</tr>
<tr>
<td>Beverages</td>
<td>Non-sales</td>
</tr>
<tr>
<td>All Items</td>
<td>Non-sales</td>
</tr>
</tbody>
</table>
1. Select **Maintenance > Menu > Categories**. The Categories function tab appears.

![Figure 2-12 Categories Function](image)

2. Type an **unused number**, or select an **existing category**, and press **Enter**.
3. Type a **descriptive name** for the category.
4. Select either **Sales**, **Retail**, or **Non-Sales**.
5. Click **Save** and exit the Category function.

### Adding an Item to a Category

As you add items to your menu and to your system, place them in the appropriate sales or retail category. Include them in non-sales categories for such things as eligible promotion items.

1. Select **Maintenance > Menu > Categories**. The Categories function tab appears (Figure 2-12).
2. Select the **category** and press **Enter**.
3. Select an **item** from the **right list box**.

   To select **multiple items in a row**, hold down the **Shift** key, select the first item and the last item to include in the category.
4. Click **Include**. The item appears in the left list box.
5. Click **Save** and exit the Category function.

**Removing an Item from a Category**

Remove items from categories, as needed. You may do this when you want to delete an item.

1. Select **Maintenance > Menu > Categories**. The Categories function tab appears (Figure 2-12).
2. Select the **category** and press **Enter**.
3. Select an **item** from the **left list box**.

   To select **multiple items in a row**, hold down the **Shift** key, select the first item and the last item to include in the category.

4. Click **Remove**. The item appears in the right list box.
5. Click **Save** and exit the Category function.

**Deleting a Category**

1. Select **Maintenance > Menu > Categories**. The Categories function tab appears (Figure 2-12).
2. Select a **category**.
3. Click **Delete**. A confirmation message appears.
4. Click **Yes**.

---

![CAUTION]

Delete categories with caution.

**Modifier Maintenance**

Your product’s ingredients are referred to as modifiers, however, that is not always the case. A modifier could be a side dish, such as french fries with a combo, a preparation method, such as how a burger is cooked, or a size, portion, or amount, such as small. Modifiers enhance items and assist in communication to the kitchen. A cafeteria environment, common in QuickService operations, would not require modifiers because the food is pre-prepared.
To use modifiers with items you must:

- Create a modifier group.
- Add modifier items to the modifier group.
- Attach the modifier group to the item requiring modification.

After you create the modifier group, add modifier items to the modifier group, and attach the modifier group to an item, you must provide a way to display them on the FOH terminal. We discuss two common methods of how modifiers might display for a screen. The method you are using affects how you order and access modifiers, and each behaves differently. We discuss the following modifier ordering methods:

- Using a Hard-Coded Modify Screen for Ordering
- Using a Custom Modify Panel for Ordering

You will be instructed to add or make changes to a button on a panel. Most likely, your panels are protected, which disables editing to the panel. To unprotect a panel, select Maintenance > Menu > Panel Editor and clear the ‘Marked as Template’ and ‘Fixed Button’ check boxes for the panel. After you add the button, access this function again and select these same check boxes to protect the panel.

<table>
<thead>
<tr>
<th>Modifier Rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>• You must create an item for each modifier.</td>
</tr>
<tr>
<td>• You must assign each modifier a primary tax rate.</td>
</tr>
<tr>
<td>• You must place each modifier in a sales or retail category.</td>
</tr>
<tr>
<td>• You must add each modifier to a modifier group, and assign the group to an item, for the modifier to appear on the FOH for ordering.</td>
</tr>
<tr>
<td>• You do not have to assign a print destination for each modifier.</td>
</tr>
<tr>
<td>• You do not have to enter a price for each modifier.</td>
</tr>
</tbody>
</table>
Adding or Editing a Modifier Group

Modifier groups are a collection of modifiers attached to specific items. A modifier cannot stand alone outside of a modifier group. Create modifier groups based on a product’s ingredients, or create groups for each question a server asks the guest in order to complete the item. An item can have up to ten modifier groups.


![Figure 2-13 Modifiers Function](image)

2. Type an unused number, or select an existing modifier group, and press Enter.
3. Type the short name for the text on the FOH button. For multiple lines of text, type \n for each break.
4. Type the long name for the text on the heading of the Modify screen.
5. Type the minimum number of modifiers which must be chosen from the modifier group in the Min text box. For example, type 1 if you must make at least one selection.

---

**Notes**

A number greater than zero placed in the ‘Min’ text box, automatically displays the modifier group when you touch the menu item.
6. Type the maximum number of modifiers which can be chosen from the modifier group in the **Max** text box. For example, type 2 if a dinner requires two choices.

7. Type the number of modifiers which can be chosen before a charge is applied in the **Free** text box.

8. Click **Save** and exit the Modifiers function.

**Adding a Modifier to a Modifier Group**

Place modifiers in appropriate groups. For example, place onion in a sandwich modifier group, but not in a beverage modifier group. Misplaced modifiers could lead to FOH confusion, incorrect orders, and giving away free modifiers.

---

**Notes**

Remember that modifiers are items. You must set up a modifier as an item using the ‘Adding or Editing an Item’ procedure earlier in this section.

---

1. Select **Maintenance > Menu > Modifiers**. The Modifiers function tab appears (Figure 2-13).

2. Double-click a **button** to the right. The Modifier Item dialog box appears.

3. Select the modifier from the **Item** drop-down list.
4. Type the **weight selection value** of the modifier, or accept the default of **one**. For example, type 2 to make a baked potato count as two vegetables.
5. Click **OK**.
6. Click **Save** and exit the Modifiers function.

**Moving a Modifier to Another Position**

You may not like the positioning of your modifiers in a group. Move modifiers, as necessary.

1. Select **Maintenance > Menu > Modifiers**. The Modifiers function tab appears (Figure 2-13).
2. Select the **modifier group** and press Enter.
3. Click the **modifier**, hold down the left mouse button, and drag to another position.
4. Click **Save** and exit the Modifiers function.

**Removing a Modifier from a Modifier Group**

You may wish to take modifiers out of a modifier group because the product is no longer sold. Remove modifiers, as necessary.

1. Select **Maintenance > Menu > Modifiers**. The Modifiers function tab appears (Figure 2-13).
2. Select the **modifier group** and press Enter.
3. Right-click the **modifier** to display the right-click menu.
4. Select **Delete**. A confirmation message appears.
5. Click **Yes**.
6. Click **Save** and exit the Modifiers function.

**Attaching a Modifier Group to an Item**

Attach modifier groups to an item(s) to indicate the modifiers available for the item. A modifier group cannot stand alone without an item. For example, to order a coffee with sugar, you must attach the modifier group containing sugar to the coffee item.

1. Select **Maintenance > Menu > Items**. The Items function tab appears.
2. Select an **item** to associate with the modifier group, and press **Enter**.
3. Click the **Modifiers** tab.

![Figure 2-15 Items - Modifiers Tab](image)

4. Select the modifier group from the **Mod 1** drop-down list.
5. Continue to select modifier groups for the remaining **Mod** drop-down lists until you have added all necessary modifier groups to the item.
6. Click **Save** and exit the Items function.

**Deleting a Modifier Group**

1. Select **Maintenance > Menu > Modifiers**. The Modifiers function tab appears (Figure 2-13).
2. Select the **modifier group**.
3. Click **Delete**. A confirmation message appears.
4. Click **Yes** and exit the Modifiers function.

---

**CAUTION**

Delete modifier groups with caution. Due to dependencies within the system, you must remove the modifier group from the item before you delete the modifier group.
Using a Hard-Coded Modify Screen for Ordering

You may be using hard-coded screens provided by the system to display your modifiers. This method is the easiest to configure, however, you can not customize the screen as you can with panels using Panel Editor. Configure the hard-coded screens to display automatically when you touch the item in the FOH, or when you select the Modify button.

1. Select **Maintenance > Menu > Modifiers**. The Modifiers function tab appears (Figure 2-13).
2. Select the **modifier group** and press Enter.
3. Select **Screen Flow Required**.
4. Click **Save** and exit the Modifiers function.

**Also check out these procedures related to modifiers:**

<table>
<thead>
<tr>
<th><strong>Adding an Item to a Category</strong></th>
<th>Attaches the modifier to a category(s) to ensure proper sales reporting.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Adding or Editing a Price on a Modifier</strong></td>
<td>Prices the modifier.</td>
</tr>
</tbody>
</table>

**Adding the Modify Button to a Panel**

Add a Modify button to your screen, if it is not already there. Otherwise, you can not access the modifiers for an item. Touch this button on the FOH to display the modifiers available for the selected, or last entered, item. You would not create a panel just for the Modify button.

1. Access **Panel Editor**.
2. Select **Open Existing Panel > Button Functions** from the **Commands** menu and select a **panel** for editing.
3. Double-click an **available button**. The Edit Button dialog box appears.
4. Select ‘Modify’ from the **Function** drop-down list.

![Modify Button Function](image)

*Figure 2-16  Modify Button Function*

5. Click **OK** to return to the panel with the added modifier button.
6. Select **Save All Panels** from the **Commands** menu and exit the Panel Editor function.

**Removing the Modify Button from a Panel**

Remove the Modify button only if you are not using the Hard-Coded Modify Screen method.

1. Access **Panel Editor**.
2. Select **Open Existing Panel > Button Functions** from the **Commands** menu and select a **panel** for editing.
3. Click the **button** to delete and select **Delete Button** from the **Commands** menu, or right-click the button and select **Delete Button**. A confirmation message appears.
4. Click **OK**.
5. Select **Save All Panels** from the **Commands** menu and exit the Panel Editor function.
Using a Custom Modifier Panel for Ordering

You may be using a modifier panel to display your modifiers. This method is more advanced than the Hard-Coded Screens, however you may find the customizing of button colors and resizing pleasing to the eye and rewarding.

1. Access Panel Editor.
2. Select Open Existing Panel > Button Functions from the Commands menu and select a panel for editing.
3. Double-click an available button. The Edit Button dialog box appears.
4. Select ‘Order Modifier’ from the Function drop-down list.

5. Select the item from the Modifier Item list box.
6. Click OK to return to the panel with the new modifier item.
7. Select Save All Panels from the Commands menu and exit the Panel Editor function.

Figure 2-17 Order Modifier Button Function
Quick Count Item Maintenance

If you are utilizing the Aloha Quick Count package, read and perform the following procedures. The package offers a limited inventory tracking solution for items you prepare daily, such as sliced tomatoes, hamburger buns, and more. To fully use Quick Count, you must define every item you want to track as a tracking item, and attach them to the menu item. When you order the menu item, the system counts the tracking item associated with it.

Defining a Tracking Item

1. Log in to Aloha Manager.
2. Select Maintenance > Quick Count > Tracking Items. The Tracking Items function tab appears, as shown in Figure 2-18:

![Figure 2-18 Tracking Item Function Tab](image)

3. Type an unused number, or select an existing item, and press Enter.
4. Type a description for the item.
5. If desired, select FOH Quick Count Report to display the item on the Quick Count report.
6. If desired, select Auto Depletion and Replenishment to automatically adjust the count sheets when the item is sold, wasted, or voided.
7. Select as many count screen options as necessary, from the ‘Display Item on Count Screens’ inset to determine which screens to include the tracking item.
8. Click Save and exit the tracking items function.
Adding a Tracking Item to a Menu Item

1. Log in to Aloha Manager.
2. Select Maintenance > Menu > Items. The Items function tab appears (Figure 2-9).
3. Select the item from the Number drop-down list.
4. Click Quick Count. The Quick Count Tracking Items dialog box appears, as shown in Figure 2-19:

![Quick Count Tracking Items Dialog Box](image)

Figure 2-19 Quick Count Tracking Items Dialog Box

5. Select the item(s) from the Tracking Items list box.
6. Click Add to include the tracking item(s) for the corresponding menu item.
7. Click Update. The Composite Recipe dialog box appears, as shown in Figure 2-20:

![Composite Recipe Dialog Box](image)

Figure 2-20 Composite Recipe Dialog Box

8. Type the usage quantity for the tracking item. For example, for one patty, type 1.000. For 1/4 pound hamburger, type .250000.
9. Click OK to return to the Quick Count Tracking Items dialog box.
10. Select as many **count screen options** as necessary, from the ‘Display Item on Count Screens’ inset to determine which screens to include the menu item.
11. Click **Save** to return to the Items function tab.
12. Click **Save** and exit the items function.

### Removing a Tracking Item from a Menu Item

1. Log in to **Aloha Manager**.
2. Select **Maintenance > Menu > Items**. The Items function tab appears (Figure 2-9).
3. Select the **item** from the Number drop-down list.
4. Click **Quick Count**. The Quick Count Tracking Items dialog box appears (Figure 2-19).
5. Select the **item(s)** from the ‘Added Tracking Items’ list box.
6. Click **Remove** to exclude the tracking item(s) for the corresponding menu item.
7. Click **Save** to return to the Items function tab.
8. Click **Save** and exit the items function.

### Selecting Items for Prep Projection

As you add new items and tracking items, include them in the FOH Prep Projection report for forecasting.

1. Log in to **Aloha Manager**.
2. Select **Maintenance > Quick Count > Projection Items**. The Projection Items function tab appears, as shown in Figure 2-18:

![Figure 2-21 Tracking Item Function Tab](image)
3. Select the **item(s)** from the ‘Don’t Project These Items’ list box.
4. Click **Add** to include the item(s) in the Prep Projection report.
5. Click **Save** and exit the Projection Items function.
Managing Your Pricing

Your pricing determines how much you are charging for your product. A simple pricing method is pricing by the item. You may opt for a more advanced method for certain items, which could reflect how you order the item. No matter which method you choose, your sales do not change.

You must know the pricing hierarchy to correctly charge for an item. This section discusses the following pricing hierarchy in ORDER:

1. Item Pricing
2. Price Levels Pricing
3. Price Changes Pricing
4. Button Pricing
5. Quantity Item Pricing

Item Pricing

Item pricing is the simplest method of pricing. Sales are generated straight from the price placed in the Items function tab. Refer to the Adding or Editing an Item procedure for more information.

Price Levels Pricing

Use price levels for groups of items that carry the same price. For example, if all medium drinks are $1.15, create a $1.15 price level and attach it to all medium drinks. You can change the price of all medium drinks by changing the price of the price level. To use this method, create the price level, and then assign the price level to the item.
Adding or Editing a Price Level

1. Select **Maintenance > Menu > Price Levels**. The Price Levels function tab appears.

   ![Price Levels Function Tab](image)

   *Figure 2-22 Price Levels Function Tab*

2. Type an **unused number**, or select an **existing price level**, and press **Enter**.
3. Type a **descriptive name**.
4. Type the **price**.
5. Click **Save** and exit the Price Levels function.

Assigning a Price Level to an Item

1. Select **Maintenance > Menu > Items**. The Items function tab appears (Figure 2-9).
2. Select the **item** and press **Enter**.
3. Click the **Price** tab.
4. Select the **price level**.
5. Click **Save** and exit the Items function.

Deleting a Price Level

1. Select **Maintenance > Menu > Price Levels**. The Price Levels function tab appears (Figure 2-22).
2. Select the **price level**.
3. Click **Delete**. A confirmation message appears.
4. Click **OK** and exit the Price Levels function.

**Price Changes Pricing**

Use the price changes method for a set of changes you wish to activate at a specific time. You can charge separate prices for separate items. For example, you may wish to offer $1.00 off on all desserts ordered an hour before closing. To use this method, create the price change, and then configure an event to activate it.

**Adding or Editing a Price Change**

1. Select **Maintenance > Menu > Price Changes**. The Price Changes function tab appears.

2. Type an **unused number**, or select an **existing price change**, and press **Enter**.
3. Type a **descriptive name**.
4. Type the **start date** and **end date**.
5. Select **Items** to display all defined items.
6. Select the **item** from the list.
7. Select **Active**.
8. Type the **price** of the item.

![Figure 2-23 Price Changes Function Tab](image)
9. Click Set.
10. Repeat steps 7 through 10 for all items included in the price change.
11. Click Save and exit the Price Changes function.

**Activating a Price Change at a Specific Time**

1. Select **Maintenance** > **System** > **Events**. The System Events function tab appears.
2. Click **Add Event**. The Event Time & Type dialog box appears.
3. Select ‘Set Price Change’ from the **Event Type** drop-down list.
4. Select either **Daily**, **Weekly**, **Monthly**, or **Special** for the time frequency of the event.
5. Type the **time** you want the price change to take effect.
6. Click **OK**. The Set Price Change dialog box appears.

![Set Price Change Dialog Box](image)

*Figure 2-24 Set Price Change Dialog Box*

7. Select the **price change**.
8. Click **OK** to return to the Events function tab.
9. Click **Done** and exit the Events function.
Button Pricing

Use button pricing on items added to modifiers. This overrides the item pricing and price level methods.

Adding or Editing a Price on a Modifier

1. Select Maintenance > Menu > Modifiers to display the Modifier Group function tab.
2. Select the modifier group and click Edit.
3. Double-click the modifier you wish to price.
4. Select Price.
5. Type the price of the item.
6. Click OK.
7. Click Save and exit the Modifier Group.

Quantity Item Pricing

Use quantity item pricing for items sold in bulk or by the usage, such as ounces, liters, and pounds. Also use this for counting heads in a banquet environment. When you order an item with quantity item pricing, an additional FOH screen appears for entering the amount.
Adding or Editing a Quantity Item Price

1. Select Maintenance > Menu > Special Pricing > Quantity Item Pricing to display the Quantity Item Pricing function tab.

![Image of Quantity Item Pricing Function Tab]

Figure 2-25 Quantity Item Pricing Function Tab

2. Click Add. The Quantity Item Price dialog box appears.

![Image of Quantity Item Dialog Box]

Figure 2-26 Quantity Item Dialog Box

3. Type the same item number as defined when you created the item.
4. Type the price per unit. The price depends on the unit of measure entered in the ‘Unit Name’ text box.
5. Type a descriptive name for the unit of measure.
6. Type the **number of decimal points** that can be used by the FOH when the weight measurement is entered.

7. Click **Save**.

8. Click **Done** and exit the Quantity Item Pricing function.
Managing Your Payments

Your payments reduce the bill until the check is tendered. It does not always refer to cash received from the guest. An efficient manager maintains the products available for a promotion and a comp, how much to reduce from the check, and how it is reporting.

This section discusses the following managing options for your payments:

• **Promotion Maintenance** — Includes how to add, edit, and delete Buy One Get One (BOGO), Coupon, and Quick Combo promotions. Also includes how to activate and deactivate promotions at specific times.

• **Comp Maintenance** — Includes how to add, edit, and delete comps. Also includes how to activate and deactivate promotions at specific times.

• **Managing Your Bonus Plans** (Aloha Delivery Frequent Buyer users) — Includes how to apply discounts to guests within a customer database.

• **Managing Your Coupons** (Aloha Delivery Frequent Buyer users) — Includes how to use Delivery Frequent Buyer coupons to reward guests.

Promotion Maintenance

Your coupons, combos sold at a reduced price, and other promotional devices are referred to as promotions. Create promotions to change your prices at specific times, such as the holiday season. To get the most out of your promotions, use categories defined in the ‘Adding or Editing a Category’ procedure.

You will be instructed to add or make changes to a button on a panel. Most likely, your panels are protected, which disables editing to the panel. To unprotect a panel, select Maintenance > Menu > Panel Editor and clear the ‘Marked as Template’ and ‘Fixed Button’ check boxes for the panel. After you add the button, access this function again and select these same check boxes to protect the panel.
Adding or Editing a Buy One Get One (BOGO)

Add a Buy One Get One Free (BOGO) promotion for discounts, such as when the guest purchases one item and the second item of equal or lesser value is either free or at a discounted price. The calculation included chargeable modifiers when determining the lower priced item(s). For example, buy two large burgers at regular price, and receive a small burger at the discounted price of $0.99, or half price.

1. Select **Maintenance > Payments > Promotions**. The Promotions function tab appears.

2. Type an **unused number**, or select an **existing promotion**, and press **Enter**.
3. Type the **name**.
4. Select ‘BOGO’ from the **Type** drop-down list.

*Figure 2-27 Promotions Function Tab*
5. Click **Type Specifics**. The Promotions - Buy One Get One dialog box appears.

![Promotions - Buy One Get One Dialog Box](image)

*Figure 2-28  Promotions - Buy One Get One Dialog Box*

6. Type the **required number** of items you must order before you can apply the BOGO, from the ‘of BOGO Items’ category.

7. Select the **BOGO Items category** containing items you must purchase before you can apply the BOGO.

8. Select the **Allow Discount Items category** containing items from which a discounted item may be selected.

9. Select the category of chargeable modifiers to exclude in the promotional price when you apply the BOGO from the **BOGO Modifiers** drop-down list. For example, include cheese to the category if it is $0.30 extra on a sandwich and you do not want to charge for it.

10. Select ONE of the following **pricing methods** for the BOGO:

   - **Free** — indicates the second item is free.
   - **$** — indicates the second item is sold at a discounted fixed price. Select and type the price.
   - **%** — indicates the second item is sold at a discounted percentage of the original price. Select and type the percentage reduction.

11. Click **Auto Apply** to automatically apply the promotion when you meet all the requirements during ordering.
12. Click **OK** to return to the Promotions function tab.
13. Type the **start date**.
14. Type the **end date**.
15. Type the **maximum amount** of discount allowable per check.
16. Select **Active** to make the promotion active.
17. Select **Print Check**.
18. Select **Manager Needed**, if a manager must enter their number to apply the promotion.
19. Click **Save**.
20. Select the new promotion from the **Report As** drop-down list.
21. Click **Save** and exit the Promotions function.

### Adding or Editing a Coupon

When you add coupons to your restaurant, add them as a Coupon promotion. You can have the system select the eligible items available for the promotions, or manually select them. You can also set restrictions on your coupons to avoid theft or require a manager to be present to apply the coupon.

1. Select **Maintenance > Payments > Promotions**. The Promotions function tab appears (Figure 2-27).
2. Type an **unused number** or select an **existing promotion**, and press **Enter**.
3. Type the **name** for the promotion and press Tab.
4. Select ‘Coupon’ from the **Type** drop-down list.
5. Click **Type Specifics**. The Promotions - Coupon dialog box appears.

![Promotions - Coupon Dialog Box](image)

**Figure 2-29** Promotions - Coupon Dialog Box

6. Select **ONE** of the following types of discounts, and type the applicable amount.
**Percentage** — Indicates the discount is a percentage.

**Dollar Amount** — Indicates the discount is a fixed dollar amount.

7. Select the category of *Items Available* from which you can order to apply the promotion.
8. Select the category of *Coupon Modifiers* from which you can order chargeable modifiers for free.
9. Select the category of *Req’d Items* from which you can order to apply the promotion.
10. Type the *minimum number* of items required to apply the coupon.
11. Type the *Item Limit* for the coupon.
12. Select ONE of the following *ordering application methods*:

   **User selects each qualified item** — Indicates the FOH user must select the qualifying items for the coupon.

   **System selects all qualified items** — Indicates the system automatically selects the qualifying items for the coupon.

13. Click **OK** to return to the Promotions function tab.
14. Type the *start date*.
15. Type the *end date*.
16. Type the *maximum amount* of discount allowable per check.
17. Select *Active* to make the promotion active.
18. Select *Print Check*.
19. Select *Manager Needed*, if a manager must enter their number to apply the promotion.
20. Click **Save**.
21. Select the new promotion from the *Report As* drop-down list.
22. Click **Save** and exit the Promotions function.

**Adding a BOGO or Coupon to a Button For Ordering**

1. Access **Panel Editor**.
2. Select **Open Existing Panel > Button Functions** from the **Commands** menu and select a **panel** for editing.
3. Double-click an **available button** to display the Edit Button dialog box.
Select ‘Promo’ from the **Function** drop-down list.

5. Select the **promo** from the **Promo Type** list box.
6. Click **OK** to return to the panel with the new promo button.
7. Select **Save All Panels** from the **Commands** menu and exit the Panel Editor function.

**Adding or Editing a Quick Combo Promotion**

When you add combos offered at a reduced price to your restaurant, add them as a Quick Combo promotion. You can have the system select the eligible items available for the quick combo, or manually select them. You can also use this with upselling.

1. Select **Maintenance > Payments > Promotions**. The Promotions function tab appears (Figure 2-27).
2. Type an **unused number**, or select an **existing promotion**, and press **Enter**.
3. Type the **name** for the promotion.
4. Select ‘Quick Combo’ from the **Type** drop-down list.
5. Click **Type Specifics**. The Promotions - Quick Combo dialog box appears.

6. Type the **regular name** of the combo, such as Combo #1.
7. Type the **upsell name** of the combo, such as Super Combo #1.
8. Type the **fixed price of the combo**, which is lower than the total of each item included in the quick combo if it were sold separately.
9. Type the **incremental price of the upsell**, if the quick combo can be upsold.
10. Select **Show Upsell as Modifier** to display the upsell text line with an indentation.
11. Select **Auto Apply If Possible?** to have the system automatically apply the quick combo to all eligible items on the check.
12. Select **Group Delete** to delete the individual items from a check and only show the order as a combo.
13. Type the **number of required components** you must purchase for the quick combo. A typical quick combo contains 3 components; burger, fries, and drink.
14. Select **Component 1**.
15. Type the **name** for the first component, such as Burgers.
16. Select the **items** available from the component in the **Regular Item** drop-down list, such as Aloha Burger for burgers, Reg Fries for french fries, and Reg Drink for drinks.
17. Select the **items** available for the component when it is upsold in the **Upsell Item** drop-down list, such as Big Aloha Burger for burgers, Large Fries for french fries, or Large Drink for drinks.
18. Type any additional charge for each item if you include it in a combo. For example, a shake may be available for the combo for $1.00 more.

19. Continue to select the remaining components and repeat steps 16 through 19 until you define each component of the quick combo.

20. Click OK to return to the Promotions function tab.

21. Type the start date.

22. Type the end date.

23. Type the maximum amount of discount allowable per check.

24. Select Active to make the promotion active.

25. Select Print Check.

26. Select Manager Needed, if a manager must enter their number to apply the promotion.

27. Click Save.

28. Select the new promotion from the Report As drop-down list.

29. Click Save.

Adding a Quick Combo to a Button for Ordering

1. Access Panel Editor.

2. Select Open Existing Panel > Button Functions from the Commands menu and select a panel for editing.

3. Double-click an available button to display the Edit Button dialog box.

4. Select ‘Quick Combo’ from the Function drop-down list.

5. Select the quick combo from the Promotion drop-down list. The components of the quick combo appear with the correct number and name.
6. For each required component, select one of the following options:
   Select Choose to have the system let you choose the item.
   Select an item to have the system automatically order the item.
7. Click OK to return to the panel with the new quick combo button.
8. Select Save All Panels from the Commands menu and exit the Panel Editor function.

Adding an Upsell Button for Upselling

1. Access Panel Editor.
2. Select Open Existing Panel > Button Functions from the Commands menu and select a panel for editing.
3. Double-click an available button to display the Edit Button dialog box.
4. Select ‘Quick Combo Level’ from the Function drop-down list.
5. Select the upsell from the Level list box.
6. Click OK to return to the panel with the new upsell button.
7. Select Save All Panels from the Commands menu and exit the Panel Editor function.

Deleting a Promotion

1. Select Maintenance > Payments > Promotions. The Promotions function tab appears (Figure 2-27).
2. Select the promotion.
3. Click Delete and exit the Promotions function.
Activating a Promotion at a Specific Time

Configure an event to activate a promotion for your restaurant to use during different times of the day. Events override the ‘normal’ settings in your system for a period of time and then reverts back to your original settings after the EOD runs. If you want to activate a promotion at a certain time and then deactivate it before the EOD runs, you must configure another event to deactivate the promotion.

1. Select Maintenance > System > Events. The System Events function tab appears.
2. Click Add Event. The Event Time & Type dialog box appears.
3. Select ‘Activate Promo’ from the Event Type drop-down list.
4. Select either Daily, Weekly, Monthly, or Special for the time frequency of the event.
5. Type the time the promotion becomes active.
6. Click OK. The Activate Promo dialog box appears.

![Activate Promo Dialog Box](image)

Figure 2-34  Activate Promo Dialog Box

7. Select the promotion.
8. Select Active.
9. Type the button position for the promotion.
10. Click OK.
11. Click Done.

Deactivating a Promotion

1. Select Maintenance > System > Events. The System Events function tab appears.
2. Click Add Event. The Event Time & Type dialog box appears.
3. Select ‘Activate Promo’ from the Event Type drop-down list.
4. Select either Daily, Weekly, Monthly, or Special for the time frequency of the event.
5. Type the time the promotion becomes inactive.
6. Click OK. The Activate Promo dialog box appears (Figure 2-34).
7. Select the promotion.
8. Click OK.
9. Click Done and exit the Events function.
Comp Maintenance

Your discounts are referred to as comps. Create comps for employee meals, manager meals, and guest complaints and good will. Use categories defined in the ‘Adding or Editing a Category’ procedure.

You will be instructed to add or make changes to a button on a panel. Most likely, your panels are protected, which disables editing to the panel. To unprotect a panel, select Maintenance > Menu > Panel Editor and clear the ‘Marked as Template’ and ‘Fixed Button’ check boxes for the panel. After you add the button, access this function again and select these same check boxes to protect the panel.

Adding or Editing a Comp

1. Select Maintenance > Payments > Comps. The Comps function tab appears.

2. Type an unused number, or select an existing comp, and press Enter.
3. Type the name for the comp and press Tab.
4. Type the name to appear on the guest check and press Tab.
5. Type the percentage reduction for the comp. For example, 100% makes the check free.
6. Type the Maximum dollar amount allowed for the comp.

Figure 2-35  Comps Function Tab
7. Select the **category of eligible items** from which you can apply the comp.
8. Select **Active**.
9. Select **Print Check**.
10. Select **Open Drawer**, if you want the drawer to open each time you apply the comp.
11. Select **Manager Needed**, if a manager must enter their number to apply the comp.
12. Select the **information** for the FOH user to enter from the following:
   - Must Select Items
   - Must Enter Unit
   - Must Enter Name
   - Must Enter Amount
   - Must Enter Percent
13. Click **Save**.
14. Select the **new comp** from the **Report As** drop-down list.
15. Click **Save** and exit the Comps function.

**Adding a Comp to a Button For Ordering**

1. Access **Panel Editor**.
2. Select **Open Existing Panel > Button Functions** from the **Commands** menu and select a **panel** for editing.
3. Double-click an **available button** to display the Edit Button dialog box.
4. Select ‘Comp’ from the **Function** drop-down list.

![Edit Buttons - Quick Service](image)

*Figure 2-36 Quick Combo Button Function*

5. Select the comp from the **Comp Type** list box.
6. Click **OK** to return to the panel with the new comp button.
7. Select **Save All Panels** from the **Commands** menu and exit the Panel Editor function.

**Deleting a Comp**

1. Select **Maintenance > Payments > Comp**. The Comps function tab appears (Figure 2-35).
2. Select the comp.
3. Click **Delete** and exit the Promotions function.
Activating a Comp at a Specific Time

Configure an event to activate a comp for your restaurant to use during different times of the day. Events override the ‘normal’ settings in your system for a period of time and the system reverts back to your original settings after the EOD runs. If you want to activate a comp at a certain time and then deactivate it before the EOD runs, you must configure another event to deactivate the comp.

1. Select **Maintenance > System > Events**. The System Events function tab appears.
2. Click **Add Event**. The Event Time & Type dialog box appears.
3. Select ‘Activate Comp’ from the **Event Type** drop-down list.
4. Select **Daily, Weekly, Monthly**, or **Special** for the time frequency of the event.
5. Type the **time** the comp becomes active.
6. Click **OK**. The Activate Comp dialog box appears.

![Activate Comp Dialog Box](image)

*Figure 2-37  Activate Comp Dialog Box*

7. Select the **comp**.
8. Select **Active**.
9. Type the **Button Position** for the promotion.
10. Click **OK** to return to the Events function tab.
11. Click **Done** and exit the Events function.

Deactivating a Comp

1. Select **Maintenance > System > Events**. The System Events function tab appears.
2. Click **Add Event**. The Event Time & Type dialog box appears.
3. Select ‘Activate Comp’ from the **Event Type** drop-down list.
4. Select **Daily, Weekly, Monthly**, or **Special** for the time frequency of the event.
5. Type the **time** the comp becomes active.
6. Click **OK**. The Activate Comp dialog box appears (Figure 2-37).
7. Select the **message**.
8. Click **OK** to return to the Events function tab.
9. Click **Done** and exit the Events function.

**Managing Your Bonus Plans**

Bonus plans provide discounts to your customers on a regular basis. These discounts may be based on various criteria, depending upon their configuration. When configured correctly, the system applies discounts to guest checks as the customers earn them. If so configured, a bonus plan may print coupons for the customers instead.

The initial build of the database often includes a set of bonus plans to go into effect at each restaurant location. Updates from the corporate office may change the plans, as promotions change across the company, or individual restaurants may change the plans to meet local needs.

You must open the Aloha BackOffice Main Menu to work with Bonus Plans.

1. Click **Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu**. The Aloha BackOffice Main Menu appears, as shown in Figure 2-38:

![Main Menu, Bonus Plans](image)

*Figure 2-38  Main Menu, Bonus Plans*

2. Verify **Delivery Plus / Frequent Buyer** is selected in the drop-down list.

After opening the main menu, you must open the Bonus Plan program function to work with bonus plans.
3. Double-click **Bonus Plans** in the Maintenance and Queries section of the menu, using the left mouse button. The Bonus Plan Maintenance dialog box appears, as shown in Figure 2-39:

![Bonus Plan Maintenance](image)

*Figure 2-39 Bonus Plan Maintenance*

The Bonus Plan Maintenance dialog box contains a list of all existing bonus plans, bonus methods, and bonuses. You can edit an existing bonus plan, or create a new one, in the Bonus Plan Maintenance program function. You should exercise caution when editing existing bonus plans, as this often causes customers to start over again in qualifying for discounts. To avoid inadvertent ‘resetting’ of customer discount earnings, it is generally better to let customers attain the maximum benefit possible on an existing plan, and then change them to a brand new plan.

Creating a functioning bonus plan typically involves creating the plan, the method, and the bonus itself.

1. Open the **Bonus Plan Maintenance** dialog box, shown in Figure 2-39.
2. Click **New** on the menu bar. The Add New Record dialog box appears, as shown in Figure 2-40:

![Add New Record](image)

*Figure 2-40 Add New Record Dialog Box*
3. Select **New Plan** and click **OK**. The Bonus Plan Maintenance dialog box returns, ready to add a new bonus plan, as shown in Figure 2-41:

![Figure 2-41 Bonus Plan Maintenance, Creating a New Plan](image)

4. Type a **Bonus Plan ID** and a **Bonus Plan Name**.
5. Click **Save** to establish the new bonus plan. The Bonus Plan Maintenance dialog box returns, with the first bonus plan in the list selected, as shown in Figure 2-42:

![Figure 2-42 Bonus Plan Maintenance, New Plan Saved](image)
6. Select the newly created **bonus plan** from the list of plans on the left and click **New**. The Add New Record dialog box returns, as shown in Figure 2-43:

![Add New Record Dialog Box](Figure 2-43)

7. Select **New Method** and select a **method type** from the drop-down list, as shown in Figure 2-44:

![Add New Record, Method Type](Figure 2-44)
8. Click **OK**. The Bonus Plan Maintenance dialog box returns, asking you to specify the type of **reset** required for the plan, as shown in Figure 2-45:

![Figure 2-45 New Bonus Plan, Reset Method](image1)

9. Select the type of **reset** required by the new bonus plan, then click **Save**. The Bonus Plan Maintenance dialog box returns, with the first bonus plan on the list selected, and the new bonus plan and method displayed in the list, as shown in Figure 2-46:

![Figure 2-46 Bonus Plan Maintenance, New Method Saved](image2)
10. Click the new bonus method from the list on the left to select it, then click New. The Add New Record dialog box returns with new selections available, as shown in Figure 2-47:

![Add New Record, New Bonus](image1)

**Figure 2-47** Add New Record, New Bonus

11. Select New Bonus and click OK. The Bonus Plan Maintenance dialog box returns, requiring you to specify the nature of the bonus, as shown in Figure 2-48:

![Bonus Plan Maintenance, New Bonus](image2)

**Figure 2-48** Bonus Plan Maintenance, New Bonus

Several settings are available in this step. You can define the nature of the new bonus according to number of orders placed, and you can also define the nature of the bonus.

12. Select the method of interaction and the number of orders to function with the bonus. For example, you can enter the number 10, and select The First to award the bonus after the first ten orders, or you can select Every to award the bonus at every tenth order.
Select the **type of bonus** the system awards to the customer. You can award a coupon, or you can award a dollar or percentage discount from the customer’s check. You can also tie these discounts to a promotion configured in the Aloha system.

---

Remember to enter the Aloha system ID number corresponding to the new bonus. If you have not already created a promotion in the Aloha system to match the new bonus, you can save the bonus without this information, and enter it later.

13. If desired, select a **restriction** to the bonus, based on the last reset or the customer’s order count. For example, you may want to award the bonus to the customer when his order count is between 10 and 15 orders. If the plan resets the order count after 20 orders, the customer has a specific time during which to claim the bonus.

14. Select a **minimum dollar amount**, per order, to qualify for the bonus. For example you may want to enter $5.00 as a qualifying amount, so an order for a single cold drink does not qualify for a $1.00 off discount.

15. After you configure the **new bonus** to meet your needs, click **Save**.

16. Click **Close** to return to the Aloha BackOffice Main Menu.

The configuration of your new bonus plan is now complete. The new bonus plan is available to customers immediately, provided the overall system is in operation, including the Aloha Interface.

### Managing Your Coupons

Coupons are a tangible way of awarding discounts to repeat customers. When a customer earns a coupon, the system prints the coupon along with the guest check. Typically, the coupon is redeemable when the customer next visits your restaurant. You can print a group of coupons manually, or you can print a single coupon as a means of specific reward or compensation.

As is the case with bonus plans, the initial database usually includes one or more coupons. Database updates from the corporate office may modify the coupons offered in your restaurant, or you may modify them locally to make them meet your immediate needs.
If outstanding coupons of a specific type exist, you cannot edit a coupon record. You must create a new coupon, and configure it according to your new requirements.

1. Click Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu. The Aloha BackOffice Main Menu appears, as

![Aloha BackOffice Main Menu](image)

*Figure 2-49  Aloha BackOffice Main Menu*

2. Verify **Delivery Plus / Frequent Buyer** is selected in the drop-down list.

   After opening the main menu, you must open the Coupons program function to work with coupons.
3. Double-click **Coupons** in the Maintenance and Queries section of the menu, using the left mouse button. The **Coupon Maintenance** dialog box appears, as shown in Figure 2-50:

![Figure 2-50 Coupon Maintenance](image)

4. Click **New** to create a new coupon. The Coupons Maintenance dialog box changes to enable you to create a new coupon record, as shown in Figure 2-51:

![Figure 2-51 Coupon Maintenance, New Coupon](image)

5. Type a **Coupon ID** and press **Tab** to move the cursor to the next text box.
6. Type a **Coupon Name** and press **Tab** to exit the text box.
7. Select an **expiration** for the coupon from the **Expiration Definition** inset.
   - Select **Never Expires** to prevent any expiration of the coupon.
   - Select **Expires On** and select a date from the calendar, to specify an expiration date for the coupon.
   - Select **Expires After** and type a number, to specify the number of days the customer has to redeem the coupon.
8. Type the **message lines** you want to print on the coupon in the **Coupon Print Text** text boxes. If you leave a line blank, that line prints blank.
9. Specify **Centered, Red, or Bold** for each line of text.
10. Select **Print Coupon in Real Time**, if you want the coupon to print immediately when the guest earns the coupon.
11. Select **Print Customer Name on Coupon**, if you want to personalize the coupon by printing the customer name on it. You must select ‘Print Coupon in Real Time’ to make this feature active.
12. Click **Save**. The new coupon is now part of the database and available to customers, as shown in Figure 2-52:

![Figure 2-52 Coupon Maintenance, Completed Coupon](image)

Once completed, a new coupon record is immediately available for customers to earn, based on the configuration of the bonus plan that awards the coupon.
Managing Your Messages

Your messages communicate information, promotions, meetings, and more. An efficient manager maintains what appears on the Log In screen, what prints on the bottom of the guest check, what prints on the chit and appears on the screen when the employee clocks in.

This section discusses the following managing options for your messages:

- **Main Screen Message Maintenance** — Includes how to add, edit, and delete the left and right side of the Log In screen. Also includes how to activate and deactivate main screen messages at specific times.

- **Guest Check Message Maintenance** — Includes how to add, edit, and delete the guest check message. Also includes how to activate and deactivate guest check messages at specific times.

- **Clock In Message Maintenance** — Includes how to add, edit, and delete messages that print when you clock in.

**Main Screen Message Maintenance**

Change the message that appears on the Log In screen to announce upcoming events, motivational messages, and more. Main Screen message defined as 1 appears on the left side and Main Screen message defined as 2 appears on the right side.
Editing the Left and Right Side Log In Screen Messages

1. Select **Maintenance > Messages > Main Screen**. The Main Screen Messages function tab appears.

![Main Screen Message Function Tab](image)

2. Select 1 or 2 from the **Main Screen** drop-down list and press **Enter**.
3. Make the **necessary changes** to the message.
4. Click **Save** and exit the Main Screen Messages function.

Adding a Main Screen Message

Add main screen messages to activate at certain times. You must use this with the ‘Activating a Main Screen Message Event at a Specific Time’ procedure.

1. Select **Maintenance > Messages > Main Screen**. The Main Screen Messages function tab appears (Figure 2-53).
2. Enter an **unused number greater than 02** and press **Enter**.
3. Enter the **name** for the message
4. Enter the **message**.
5. Click **Save** and exit the **Main Screen Message** function.
Deleting a Main Screen Message

1. Select **Maintenance > Messages > Main Screen**. The Main Screen Messages function tab appears (Figure 2-53).
2. Select the message.
3. Click **Delete**. A confirmation message appears.
4. Click **OK** and exit the **Main Screen Message** function.

Activating a Main Screen Message at a Specific Time

Configure an event to activate a left side message or right side message for your restaurant to use during different times of the day. Events override the ‘normal’ settings in your system for a short period of time and then reverts back to your original settings after the EOD runs. If you want to activate a main screen message at a certain time and then deactivate it before the EOD runs, you must configure another event to deactivate the message.

1. Select **Maintenance > System > Events**. The System Events function tab appears.
2. Click **Add Event**. The Event Time & Type dialog box appears.
3. Select ‘Set Left Message’ or ‘Set Right Message’ from the Event **Type** drop-down list.
4. Select **Daily**, **Weekly**, **Monthly**, or **Special** for the time frequency of the event.
5. Click **OK**. The Activate Left Message or Activate Right Message dialog box appears.
6. Select the **message** from the **ID** drop-down list.

![Activate Left Message Dialog Box](Figure 2-54)
7. Click **OK** to return to the Events function tab.
8. Click **Done** and exit the **Events** function.

**Guest Check Message Maintenance**

Change the message that appears on the guest check to announce upcoming events and salutations. Guest Check message defined as 1 appears as default.

**Adding or Editing a Guest Check Message**

Add guest check messages, as needed. If you are not editing the first guest check message, you must use this with the ‘Activate a Guest Check Message to Print at a Specific Time’ or ‘Activate a Guest Check Message to Print at a Specific Terminal’ procedures.

1. Select **Maintenance > Messages > Guest Check**. The Guest Check Messages function tab appears.

![Figure 2-55 Guest Check Messages Function Tab](image)

2. Type an **unused number greater than 01** and press **Enter**.
3. Type the **name** for the message
4. Type the **title**.
5. Type the message.
6. Click Save and exit the Guest Check Messages function.

Deleting a Guest Check Message

1. Select Maintenance > Messages > Guest Check. The Guest Check Messages function tab appears (Figure 2-53).
2. Select the message.
3. Click Delete. A confirmation message appears.
4. Click OK and exit the Guest Check Message function.

Activating a Guest Check Message to Print at a Specific Time

1. Select Maintenance > System > Events. The System Events function tab appears.
2. Click Add Event. The Event Time & Type dialog box appears.
3. Select ‘Set Guest Check Message’ from the Event Type drop-down list.
4. Select Daily, Weekly, Monthly, or Special for the time frequency of the event.
5. Click OK. The Set Guest Check Message dialog box appears.

6. Select the message from the ID drop-down list.
7. Click OK to return to the Events function tab.
8. Click Done and exit the Events function.

Figure 2-56  Set Guest Check Message Dialog Box
Activating a Guest Check Message to Print at a Specific Terminal

1. Select **Maintenance > System > Events.** The System Events function tab appears.
2. Click **Add Event.** The Event Time & Type dialog box appears.
3. Select ‘Set Guest Check Footer Message by Terminal’ from the **Event Type** drop-down list.
4. Select **Daily, Weekly, Monthly, or Special** for the time frequency of the event.
5. Click **OK.** The Set Guest Check Footer Message by Terminal dialog box appears.

6. Select the **terminal.**
7. Select the message from the **ID** drop-down list.
8. Click **OK** to return to the Events function tab.
9. Click **Done** and exit the **Events** function.
Clock In Message Maintenance

Change the message that appears when the employee clocks in to the system to announce meetings, promote selling, and more. Unless specified, the message appears for all employees.

1. Select **Maintenance > Messages > Clock In Information**. The Clock In Information function tab appears.

2. Type an unused number, or select an existing message, and press Enter.
3. Select an employee, if you want the message to display for a specific employee.
4. Select a job code, if you want the message to appear for a specific job code.
5. Type the text for the message.
6. Click Save and exit the Clock In Information function.

![Figure 2-58 Clock In Information Function Tab](image)
Managing Your System Data

Your data is important and controls the success of your operations. The system actually maintains two sets of system data: Data and Newdata. Everything you see on the FOH terminals work from Data. Everything explained in this chapter concerning additions and changes to your data is done in Newdata. When you refresh data, or the End-of-Day runs, Newdata is copied to Data for the FOH terminals to read.

This section discusses the following managing options for your data:

- **Verifying Data** — Explains how to check for database errors which might cause the system to not perform correctly.
- **Refreshing Data** — Explains how to refresh data immediately for up to the minute changes.
- **Managing Your Delivery-Frequent Buyer Database** (Delivery-Frequent Buyer users) — Explains how to manage your Delivery-Frequent Buyer database and perform such things as purging inactive customers and optimizing the database.

**Verifying Your Data**

Verify data whenever you add or make a change to your data. If errors are found, they appear in a text file. Errors could affect reporting, sales, and more.

1. Select **Utilities > Verify Data**. The Verify.txt text file appears.
2. Read any errors and click the **Close** button.
3. Correct any **errors** inside the Aloha system.
Refreshing Your Data

Refresh data only if you want to see your changes immediately. Refreshing occurs automatically at each End-of-Day.

---

**Refresh data with caution and never during peak hours of operation. All FOH terminals reboot with the new data and are down for a short period of time.**

---

1. Select **Utilities > Refresh Data**. A confirmation message appears.
2. Click **OK**.

Managing Your Delivery-Frequent Buyer Database

The Delivery and Frequent Buyer database is separate from the Aloha system database. You must perform separate maintenance activities in this database, to maintain optimum efficiency, and to keep the information in the database up to date.

Purging Inactive Customers

Over time, customers change their addresses or purchasing habits, making them inactive in your database. You should purge inactive customers from your database periodically, to reduce the
physical size of your database files, and to prevent slowing down the computer you are using for the Frequent Buyer database. Use the BackOffice Main Menu to purge inactive customers.

1. Select **Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu** from the Windows taskbar. The Aloha Backoffice Main Menu appears, as shown in Figure 2-59:

![Figure 2-59 Main Menu, Purge Inactive Customers](image)

The main menu, with the Purge Inactive Customers application highlighted, is shown in Figure 2-59.

2. Double-click **Purge Inactive Customers**, using the left mouse button, to open the application, as shown in Figure 2-60:

![Figure 2-60 Purge Active Customers](image)
3. Click the arrow in the **Oldest Trx Date to Retain** text box to select a date from a calendar. An example of the calendar is shown in Figure 2-61:

![Calendar](image)

*Figure 2-61 Calendar*

4. Use the **arrows** in the calendar to change the month and the year. The date you select here defines the oldest transaction you want to retain in the system.

5. Click **Refresh** to view the customers to be purged from the database. Although this step is not necessary to the purge process, it is recommended that you use it to review the list of customers to be purged from the database.

6. Click **Purge** to remove all customers displayed on the list.

7. Click **Close** to close the Purge Inactive Customers application and return to the Aloha BackOffice Main Menu.

**Optimizing the Database**

During normal operation of the program, the database generates empty spaces in its tables, as you add and remove information. Over time, this process causes the database to increase in size without a corresponding increase in content. To minimize the size of the database files, and to ensure
consistently efficient usage of the database, you should optimize the database on a regular basis. Use the BackOffice Main Menu to optimize the database.

1. Select **Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu** from the Windows taskbar. The Aloha Backoffice Main Menu appears, as shown in Figure 2-62:

![Main Menu, Database Utilities](image)

*Figure 2-62* Main Menu, Database Utilities

The main menu, with the Database Utilities application highlighted, is shown in Figure 2-62.
2. Double-click **Database Utilities**, using the left mouse button, to open the application, as shown in Figure 2-63:

![Database Utilities](image)

**Figure 2-63** Database Utilities

3. Click **Optimize** to optimize the database.

4. If you are actually experiencing difficulties with your database, click **Repair**.

5. Click **Close** to close the Database Utilities application and return to the Aloha BackOffice Main Menu.
Summary

In this chapter we covered the procedures you need to manage your data for your next day of operation, such as labor maintenance, product maintenance, promotion maintenance, and more. We covered the following points:

- Security related functions for such things as logging in and out of Aloha Manager, as well as changing the BOH password.
- Labor related functions for such things as adding, editing, and terminating employees. Also discussed are adjusting clock in and out, and break in and out times.
- Product related functions for such things as adding, editing, and deleting items, as well as how to categorize the item, and making the item appear on the FOH through modifier groups and panels.
- Pricing methods for such things as item level pricing, button pricing, quantity item pricing, price levels, and more.
- Message related functions for such things as the Main Screen message, Guest Check message, and Clock In message.
- System related functions for such things as verifying and refreshing your data.
Running Your Reports

This chapter discusses the reports used to analyze the information to achieve a successful business. It includes the Sales, Labor, and Product Mix report, as well as section, column, and setting definitions and calculations.

About Your Reports ................................................................. 3-4
Performing Common Report Functions ................................. 3-6
Working with Custom Report Settings ................................. 3-8
Analyzing Your Sales Report .................................................. 3-10
Working with Deposits in the Sales Report ............................. 3-11
Running Your Sales Report ................................................... 3-13
Editing the Sales Report Settings ........................................... 3-13
Sales Report Quick Reference ................................................. 3-15
Analyzing Your Labor Report .................................................. 3-24
Running Your Labor Report ................................................... 3-25
Editing the Labor Report Settings ......................................... 3-26
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In this chapter you learn how to analyze your business through reports and projections. The Aloha system reports information and data on every aspect of your business. Run reports at a regularly scheduled time, such as during the End-of-Day (EOD) process, to give you a complete day of information.

For simplicity, this manual omits the instruction ‘Press Tab’ in procedures requiring navigation from one option to the next. If a procedure requires you to make changes to several options in a series, press the Tab key to move to the next option.

Although there are many Aloha reports available to you, we focus primarily on the following reports:

- Sales Report
- Labor Report
- Product Mix Report

In this guide we also discuss the Aloha Delivery-Frequent Diner lists and reports.
About Your Reports

Reports speed up certain aspects of managing your restaurant and aide you in trouble areas.

Remember to use the BOH reports instead of the FOH reports, for your reporting and accounting information.

The following is a list of Aloha reports available to you and their key benefits. Menu options that differ from the report title are indicated in parenthesis:

<table>
<thead>
<tr>
<th>Report</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sales Report</td>
<td>Displays sales information for all terminals in use for the selected date(s). You can select sales information for a single date, or for a week.</td>
</tr>
<tr>
<td>Server Sales Detail Report</td>
<td>Displays sales information for a single employee, or groups of employees.</td>
</tr>
<tr>
<td>Sales Comparison Report (Comparative Employee Sales)</td>
<td>Displays sales comparisons between two employees, or groups of employees.</td>
</tr>
<tr>
<td>Hourly Sales and Labor Report</td>
<td>Displays sales and labor information based on a specific time period.</td>
</tr>
<tr>
<td>Sales by Revenue Center Report</td>
<td>Displays sales information for each section of your store.</td>
</tr>
<tr>
<td>Labor Report</td>
<td>Displays labor information for your employees.</td>
</tr>
<tr>
<td>Weekly Schedule vs Actual Labor Report</td>
<td>Displays labor information compared to weekly labor schedules.</td>
</tr>
<tr>
<td>Edited Deposits</td>
<td>Displays cash information, such as cash drops and cash drop editing.</td>
</tr>
<tr>
<td>Overtime Warning Report</td>
<td>Displays labor information for employees reaching overtime.</td>
</tr>
<tr>
<td>Employee Breaks Report</td>
<td>Displays labor information for employees that take breaks.</td>
</tr>
<tr>
<td>PMix Report (Product Mix)</td>
<td>Displays product information for items sold in your establishment.</td>
</tr>
<tr>
<td>Item Prep Forecast Report (Item Forecast)</td>
<td>Displays product information compared against a selected date. Use this report to determine preparation requirements for certain days, such as last New Year’s Day, Easter, and more.</td>
</tr>
<tr>
<td>Payments Detail Report (Payments)</td>
<td>Displays payment information for all cash and non-cash tender transactions.</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>---------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Daily Void Report (Voids)</td>
<td>Displays information pertaining to voids performed for the selected date(s).</td>
</tr>
<tr>
<td>Surcharge Report</td>
<td>Displays information pertaining to surcharges for the selected date(s).</td>
</tr>
<tr>
<td>Emp Performance Measures Report (Performance Measures)</td>
<td>Displays information pertaining to performance measures. Use this report to determine the value and progress of employees.</td>
</tr>
<tr>
<td>Audit Report</td>
<td>Displays detailed information on the functions performed from the Front-of-House terminals. Use this report to detect theft, and for other monitoring purposes.</td>
</tr>
<tr>
<td>Detailed Access Levels Report</td>
<td>Displays defined access level information and the functions each level can perform.</td>
</tr>
</tbody>
</table>
Performing Common Report Functions

When you access a report, a configuration dialog box, unique to each report, appears. Located on each dialog box are buttons that provide additional functionality. Use the dialog box to view the report on the screen, or print it to a printer. For each report, you must select a date(s) to generate the report.

Viewing a Report

Click View to generate and view a report on the screen.

1. Log in to Aloha Manager.
2. Select Reports, and then select a report. The dialog box for the report appears.
3. Select a date(s) to include in the report. Depending on the report, you may have to select other required options, such as an employee or revenue center.

![Figure 3-1 Preview Report Dialog Box](image-url)
5. Select the **following options** from the bottom of the Preview Report dialog box:

- Displays the first page of the selected report.
- Displays the previous page of the selected report.
- Displays the next page of the selected report.
- Displays the last page of the selected report.
- Exits the Preview Report screen without printing the report.
- Prints the current page of the selected report.
- Prints the entire report.
- Enlarges and reduces the selected report.

6. Click **Close** to close the report.

**Printing a Report**

Click **Print** to print a report to the local printer on the BOH file server.

1. Log in to **Aloha Manager**.
2. Select **Reports**.
3. Select a **report** from the menu. The dialog box for the report appears.
4. Select a **date(s)** to include in the report. Depending on the report, you may have to select other required options, such as an employee or revenue center.
5. Click **Print** to print the report.
6. Click **Close** to close the report.
Working with Custom Report Settings

Your reports display sections in a certain order and contain settings which dictate how you generate the report. Each report discussed in this guide gives you the option to save your settings, or base a setting off of another setting.

Custom report settings are only available for the Aloha reports discussed in this chapter: Sales report, Labor report, and Product Mix report.

Adding a Custom Report Setting

Add custom report settings for different managerial levels, such as for your kitchen managers, assistant managers, and more.

1. Log in to Aloha Manager.
2. Select Reports, and then select one of the following to display the dialog box specific to the report:
   - Sales > Sales > Summary
   - Sales > Sales > Weekly
   - Employee > Labor
   - Product Mix > Product Mix
   - Product Mix > Weekly Product Mix.

![Add New Report Setting Dialog Box](image)

*Figure 3-2  Add New Report Setting Dialog Box*
4. Type a name for the new setting.
5. Select a setting on which to base the new report setting, or select None to start from scratch.
6. Click OK.
7. Click Settings. The settings dialog box specific to the report appears.
8. Make changes, as necessary
9. Click Save.

Deleting a Custom Report Setting

1. Log in to Aloha Manager.
2. Select Reports, and then select one of the following to display the dialog box specific to the report:
   Sales > Sales > Summary
   Sales > Sales > Weekly
   Employee > Labor
   Product Mix > Product Mix
   Product Mix > Weekly Product Mix.
3. Click Delete. A confirmation message appears.
4. Click Yes and exit the report.
Analyzing Your Sales Report

The Sales report provides sales information by category and the breakdown of payment information by cash, non-cash, promos, gift certificates, etc. You can also edit or add cash deposits. The Sales report is a collection of sections, which we explain in detail. All sections are independent of each other. You define the information to include on the report and the layout.

There are two options for the Sales report:

**Summary Sales Report** — Displays a compilation of data based on the dates you select for the report.

![Figure 3-3 Sales Report Summary Preview](image)

**Figure 3-3 Sales Report Summary Preview**
Weekly Sales Report — Displays sales information by the week.

![Weekly Sales Report](image)

**Figure 3-4  Sales Report Weekly Preview**

**Working with Deposits in the Sales Report**

Enter deposits in the Sales report to balance against the cash you received during the day.

**Adding or Editing a Deposit**

If you have not made a deposit for the day of the report, the Aloha system prompts for a deposit amount. When you run the report, you can also click Change Deposit to enter or edit a deposit amount.

1. Log in to **Aloha Manager**.
2. Select **Reports > Sales > Summary** or **Reports > Sales > Weekly**. The Sales Report dialog box appears.
3. Click **Change Deposit**, if the Edit Deposits dialog box does not automatically appear. A sample deposit screen is shown in Figure 3-5:

![Edit Deposits Dialog Box](image)

*Figure 3-5 Edit Deposits Dialog Box*

4. Click **Add** to add a **new deposit**, or select an **existing deposit** and click **Edit**. The Edit Deposit Entry dialog box appears.
5. Enter the **amount**.
6. Type a **description** of the deposit.
7. Click **OK**.
8. Click **Done**.

### Deleting a Deposit

1. Log in to **Aloha Manager**.
2. Select **Reports > Sales > Summary** or **Reports > Sales > Weekly**. The Sales Report dialog box appears.
3. Click **Change Deposit**.
4. Select the **deposit** you want to delete.
5. Click **Delete**. The confirmation message appears.
6. Click **Yes**.
Running Your Sales Report

View and run your sales report to analyze the vital parts of your business based on generated sales and entered deposits.

1. Log in to Aloha Manager.
2. Select Reports > Sales > Summary or Reports > Sales > Weekly. The Sales Report dialog box appears.
3. Select a single date, or a range of dates.
4. To view the report, click View.
   
   To print the report, click Print.
5. Click Done and exit the report.

Editing the Sales Report Settings

Change the appearance of the Sales report, such as the order in which sections print, or add detail information to a section.

1. Log in to Aloha Manager.
2. Select Reports > Sales > Summary or Reports > Sales > Weekly. The Sales Report dialog box appears.
3. Click Settings. The Sales Report Settings dialog box appears.

![Figure 3-6 Sales Report Settings Dialog Box](image-url)
4. To add a section to the report, select a section from the **Available** list, and click >.
   
   To remove a section from the report, select the section from the **Included** list, and click <.

   To display a section higher in the report, select the section from the **Included** list, and click ^.

   To display a section lower in the report, select the section from the **Included** list, and click v.

   To add additional information to a section, if available, select the section from the **Included** list, and select the **necessary check boxes**.

5. Select **Landscape** to print the report in landscape format, if desired.
6. Click **Save**.
7. Click **Close**.
# Sales Report Quick Reference

<table>
<thead>
<tr>
<th>What do you want to find on your Sales report?</th>
</tr>
</thead>
<tbody>
<tr>
<td>The amount of sales.</td>
</tr>
<tr>
<td>The amount of sales that were comped.</td>
</tr>
<tr>
<td>The number of guests that came in to my restaurant.</td>
</tr>
<tr>
<td>The number of checks that were entered.</td>
</tr>
<tr>
<td>The number of coupons and promotions used.</td>
</tr>
<tr>
<td>The number of checks paid with a credit card.</td>
</tr>
<tr>
<td>The amount of money I deposited.</td>
</tr>
<tr>
<td>My opening and closing register readings.</td>
</tr>
<tr>
<td>My sales during lunch time.</td>
</tr>
<tr>
<td>The amount of money charged to taxes.</td>
</tr>
<tr>
<td>The number of voids I performed.</td>
</tr>
<tr>
<td>The amount of dessert sales.</td>
</tr>
<tr>
<td>The amount of money that was refunded.</td>
</tr>
<tr>
<td>The amount of supplies I paid for.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>What do you want to do with your Sales report?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add a deposit.</td>
</tr>
<tr>
<td>Change the title of a section.</td>
</tr>
<tr>
<td>Alter my gross sales figure.</td>
</tr>
<tr>
<td>Show two sections with single columns side by side, if applic-</td>
</tr>
<tr>
<td>able.</td>
</tr>
<tr>
<td>Show my sales report by each day of the week.</td>
</tr>
<tr>
<td>Itemize a section.</td>
</tr>
<tr>
<td>Print the report in landscape format.</td>
</tr>
<tr>
<td>Move a section up in the report.</td>
</tr>
<tr>
<td>Show only the data I rang up and not everything I have.</td>
</tr>
</tbody>
</table>
Sales Report Sections

The Sales report contains sections that display data reflecting different aspects of your operation. Some sections provide check boxes in the Options inset for additional latitude in how the data prints.

Most sections provide the following options:

**Header Text** — Provides the ability to title the section with a user-defined heading. The name of the section is used as the default.

**Display with Previous** — Displays one row sections with the previous section, if room allows. For example, if two sections display a single row of data and are defined together in sequential order, they display side by side.

We discuss the following sections on the Sales report. Each section and its corresponding options, if any, are explained in detail. We discuss the sections in alphabetical order, not in the order in which they are listed in the dialog box.

**Cash Payments Section**

The Cash Payments section displays a single-line total of payments applied to cash. This includes all tenders that report as cash, such as $1.00, Next $, etc.

**Check Count by Day Part Section**

The Check Count by Day Part section displays the total number of checks for each defined day part, with an ending total. Day parts are defined in Maintenance > System > Day Parts.

**Check Count by Sales Type Section**

The Check Count by Sales Type section displays the total number of checks for each defined sales type, or order attribute, with an ending total.

**Comps Section**

The Comps section displays the comped amount of sales. Comps are defined in Maintenance > Payments > Comps.

**Total Only** — Displays the total comped amount of sales.
List All — Displays the comped amount for each defined comp, with an ending total. This section could be long depending on the number of defined comps.

List All with Values — Displays the comped amount for applied comps only, with an ending total. Comps with a $0.00 balance do not display.

Deposit (Over/Short) Section

The Deposit (Over/Short) section displays the total amount of calculated cash, the deposits you entered, and the over/short total for the selected date of business. If the report uses a range of dates, only the calculated cash line appears. The total deposit and over/short fields do not display.

The formula for calculated cash is based on the following calculation: closed sales + taxes + surcharges + order mode charges + tip refunds + gift certificates sold + cash cards sold + petty cash transactions (if the account affects the deposit) + additional charges - non-cash tenders (if the tender affects the deposit) - comps - promos - non-collected delivery fees - petty cash transactions (if the account does not affect the deposit). Cash calculated is the expected cash in the drawer without non-cash payments.

Deposits are the total value of entries made with the BOH Edit Deposits function. The Over/Short formula is based on the following calculation: calculated cash - deposits. Negative amounts display in ( ).

Employee Over/Short Section

The Employee Over/Short section displays the excess or shortage amount of the cash owed and collected for each employee who performed a checkout, with an ending total, based on the following calculation: declared cash - calculated cash. Only job codes with ‘Must Declare Cash’ show over/short figures.

Exempt Taxables Section

The Exempt Taxables section displays the total tax exempt sales for each Tax ID, with an ending total.

Gratuity by Payment Type Section

The Gratuity by Payment Type section displays a single-line total of gratuity sales.
Show Detail — Displays gratuity information for each cash and non-cash payment, with an ending total.

The Gratuity by Payment Type section contains the following columns:

**Amount** — Displays the total amount of sales with charge tips and auto gratuity included.

**Charge Tips** — Displays the total amount of charge tips applied to transactions.

**Auto Gratuity** — Displays the total amount of automatic gratuity charges applied to transactions.

**Sales** — Displays the sales amount without charge tips and auto gratuity.

**Deferred Tips** — Displays the sales amount of tips, which are distributed at a later date. Deferred tips are usually posted and paid on a later pay period. This total does not calculate with other fields in this section and is used as a reference. For example, you may wish to pay out tips after the bank clears all checks and deposits instead of on the same day of business.

**Guest Count by Day Part Section**

The Guest Count by Day Part section displays the total number of guests for each defined day part, with an ending total. Day parts are defined in Maintenance > System > Day Parts.

**Guest Count by Order Mode Section**

The Guest Count by Order Mode section displays the total number of guests for each order mode, with an ending total.

**Guest Count by Sales Type Section**

The Guest Count by Sales Type section displays the total number of guests for each defined sales type, or order attribute, with an ending total.

**Non-Cash Payments Section**

The Non-Cash Payments section displays the sales amount paid with tenders other than cash. For example, a credit card payment is a non-cash payment. Non-cash tenders are defined in Maintenance > Payments > Tenders.
**Total Only** — Displays the total amount of sales paid with non-cash tenders.

**List All** — Includes all defined tenders, regardless of whether they had activity. This section provides a total for each tender, as well as an ending total.

**List All with Values** — Includes only the tenders with activity. This section provides a total for each tender, as well as an ending total.

**Show Gratuity** — Displays the sales and gratuity breakdown of each non-cash tender type, with an ending total. Columns ‘Amount’, ‘Charge Tip’, ‘Auto Gratuity’ and ‘Sales’ are added to the section.

**Non-Reset Totals Section**

The Non-Reset Totals section displays the opening and closing reading totals for the register, with an ending gross total. The closing reading is the total of gross sales up to and including the most current selected date before grind. The opening reading is the total of gross sales up to and including the earliest selected date before grind.

Select ‘Use Non-Reset Totals’ in Maintenance > Store Settings > Security > POS Security in conjunction with this section.

**Include Surcharges** — Includes surcharges in the sales figures.

**Petty Cash Section**

The Petty Cash section displays a single-line total amount applied to petty cash accounts. The calculation does not include petty cash accounts defined with the ‘Affect Deposits’ check box selected.

**Show Detail** — Displays totals for each defined petty cash account, even if the account did not have any transactions, with an ending total.

**Promos Section**

The Promos section displays the discount amount from applied promotions based on the following calculation: item sales price - promotional price. Promos are defined in Maintenance > Payments > Promotions.

**Total Only** — Displays the total savings amount of promotions.
**List All** — Includes all defined promos, regardless of whether they had activity. This section provides a total for each promo, as well as an ending total, and could be long, depending on the number of defined promotions.

**List All with Values** — Includes only the promos with activity. This section provides a total for each promo, as well as an ending total.

**Refunds Section**

The Refunds section displays a single-line total of refunded transactions.

**Show Detail** — Displays refund detail for each tender, regardless of whether they had activity. For example, if the original check is closed to a personal check, the refund amount displays under Check Refunds.

**Sales Section**

The Sales section displays a single-line sales total based on the menu item price and the options available for the section. The figure does not include refunds. If any of the following check boxes are not selected, they are indicated as ‘less’ in the header. For example, if Include Comps is not selected, the sales line displays, ‘Grs Sls less Comps’.

---

**Notes**

When running in a 24-hour operation, sales are generated from closed orders.

---

**Include Voids** — Includes voids in the section.

**Include Comps** — Includes comps in the section.

**Include Promos** — Includes promos in the section.

**Include Taxes** — Includes taxes in the section.

**Include Surcharges** — Includes surcharges in the section.

**Include Order Charges** — Includes applied order mode charges in the section.

**Include Additional Charges** — Includes additional charges added to transactions.
**Do Not Display Descriptors** — Does not display ‘less’ indicators for any cleared check box for the section.

**Sales by Category Section**

The Sales by Category section displays sales information for categories by net sales, comps, promos, taxes, and gross sales. Define categories in Maintenance > Menu > Categories.

**Total Only** — Displays a single-line total.

**List All** — Includes all defined categories, regardless of whether they had activity. This section provides a total for each category, as well as an ending total.

**List All with Values** — Includes only the categories with activity. This section provides a total for each category, as well as an ending total.

The Sales by Category section contains the following columns:

**Net Sls** — Displays the total sales from menu items only.

**Comps** — Displays the total value of discount amounts applied to sales. For example, if you discount 10% from a $5.00 check, the Comps column contains $0.50.

**Promos** — Displays the total value of the coupon amounts applied to sales. For example, if you apply a $0.99 Sundae promo to a sundae at a regular price of $1.49, the Promos column contains $0.50.

**Taxes** — Displays the total value of both inclusive and exclusive tax amounts applied to sales.

**Gross Sales** — Displays the total sales of all columns based on the following calculation: net sales + comps + promos + taxes.

**Sales by Day Part by Category Section**

The Sales by Day Part by Category section displays net sales for each sales and retail category by period, with an ending total. Define day parts in Maintenance > System > Day Parts.

**Display Averages** — Generates and displays the following averages for each day part:
• Check Average based on the following calculation: net sales per day part ÷ number of checks per day part.
• Guest Average based on the following calculation: net sales per day part ÷ number of guests per day part.
• Avg Guests/Check based on the following calculation: number of guest per day part ÷ number of checks per day part.

Sales by Order Mode Section

The Sales by Order Mode section displays sales reported for each defined order mode, with an ending total. For example, if a check is closed with a Drive-Thru order mode, the check amount is added to the Drive-Thru total.

Display Averages — Generates and displays the following averages for each order mode:

• Check Average based on the following calculation: net sales per day part ÷ number of checks per order mode.
• Guest Average based on the following calculation: net sales per day part ÷ number of guests per order mode.
• Avg Guests/Check based on the following calculation: number of guest per day part ÷ number of checks per order mode.

Tax by Tax ID Section

The Tax by Tax ID section displays amounts from each defined exclusive and inclusive tax, with an ending total. For example, if a check is closed with tax exemption, the check amount is added to the Tax Exempt total.

Voids Section

The Voids section displays a single-line total of voids applied to transactions.

Show Detail — Displays void detail for each sales and retail category, with an ending total, rather than just a combined summary of the categories.
We do not discuss the following enhanced sections of the Sales report:

- Additional Charges section
- Cash Cards by Sales Category section
- Cash Cards Sold section
- Credit Card Tip Reduction section
- Delivery section
- Gift Certificate/Rev Item Sold section
- Gift Certificate/Rev Item by Sales Category section
- Order Mode Charges section
- Sales by Concept section
- Sales by Sales Type section
- Tip Share section
- Voided Gift Certificate section
- Surcharges section
Analyzing Your Labor Report

The Labor report generates shift information for a selected period of time. The Labor reports can contain employee clock in/clock out times, break information, regular and overtime pay rates, regular and overtime hours, declared tips, and more. Define, name, save, and run as many labor reports with separate settings, as needed.

The report appears as shown in Figure 3-7:

![Labor Report Preview](image)

*Figure 3-7  Labor Report Preview*
Running Your Labor Report

View and run your labor report to analyze the timekeeping of your employees, and their labor hours earned based on shift and break data.

1. Log in to Aloha Manager.

3. Select a **single date**, or a **range of dates**.
4. Select an **employee(s)**, or click **Select All Employees** to include everyone on the report.
5. To view the report, click **View**.
   
   To print the report, click **Print**.

6. Click **Done** and exit the report.

---

**Editing the Labor Report Settings**

Change the appearance of the Labor report, such as the information to display on the report.

1. Log in to **Aloha Manager**.

---

*Figure 3-8 Labor Report Dialog Box*
3. Click **Settings**. The Labor Report Settings dialog box appears.

![Labor Report Settings Dialog Box](image)

**Figure 3-9 Labor Report Dialog Box**

4. Select the **settings** you want on the report.
5. Click **OK**.
6. Click **Close**.

**Labor Report Settings**

We discuss the following options available on the Labor report. Each option is explained in detail.

The following settings determine how you print the Labor report:

**Print Detail Lines** — Prints individual shift information in addition to totals.

**Print Detail Subtotals** — Includes details on the subtotals printed on the report.

**Print Summary Section** — Provides a summary section at the end of the report. The summary section encapsulates the information from the body of the report.

**One Page Per Employee** — Prints each employee's record on a separate page.
**Subtract Tip Reduction from CC** — Subtracts tips applied to sales paid with a credit card.

**Print Landscape** — Prints the report in landscape format.

**Report Fields Inset**

Configure labor reports by clicking the check boxes to add or remove the information. A check mark indicates the information is included in the report.

**Employee Number** — Denotes the ID number of the employee.

**Employee Full Name** — Denotes the full name of the employee.

**Employee Nickname** — Denotes the nickname of the employee.

**Employee SS Number** — Denotes the social security number of the employee.

**Date of Business** — Indicates the system date of business.

**Job Code** — Indicates the job code under which the employee clocked in.

**Time In** — Indicates the clock in time for the shift. When an employee works a second shift, the clock in time reports on a second line.

**Time Out** — Indicates the clock out time for the shift. When an employee works a second shift, the clock out time reports on a second line.

**Paid Break Hours** — Displays the total paid break minutes for the shift. The job code must have the ability to take paid breaks for data to display.

**Unpaid Break Hours** — Displays the total unpaid break minutes for the shift. The job code must have the ability to take unpaid breaks for data to display.

**Regular Rate** — Displays the regular rate of pay for the employee.

**Regular Hours** — Displays the total hours worked for the shift, excluding overtime hours.

**Regular Pay** — Displays the total labor dollars earned for the shift, excluding overtime hours and dollars, based on the following calculation: reg rate x reg hours.
Overtime Rate — Designates the overtime pay rate for the employee. The pay rate is based on the following calculation: reg rate x ‘mult’ text box. Define the ‘mult’ setting in the Overtime inset.

Overtime Hours — Denotes the total overtime hours worked for the shift.

Overtime Pay — Denotes the total overtime labor dollars earned for the shift, based on the following calculation: overtime rate x overtime hours.

Paid Time Off Hours — Denotes the total number of hours of paid time off for the employee.

Paid Time Off Pay — Denotes the total number of hours of time off labor dollars earned for the shift.

Total Hours — Denotes the total number of hours worked for the shift, based on the following calculation: reg hours + overtime hours.

Total Pay — Displays the total labor dollars earned for the shift, based on the following calculation: (reg hours x reg rate) + (overtime hours x overtime rate).

Credit Card Tips — Displays the total amount of tips from all non-cash tenders for the shift.

Declared Tips — Displays the total amount of tips declared at clock out for the shift. This total is equal to or greater than the amount of credit card tips total.

Tippable Sales — Displays sales from order modes selected as tippable.

Sales — Displays the total amount of tippable sales for the shift. This includes sales from order modes that have ‘Tippable’ selected.

% of Sales — Displays the percentage of tippable sales as defined in the ‘Tip Threshold’ text box in Maintenance > Store Settings > Financials > Reports, based on the following calculation: tippable sales x the percentage. Use this column to ensure employees declare at least this amount for federal tax reasons.

(*) Edited — Displays a preceding asterisk when a punch was edited using the Edit Punches function.

Edited By — Displays the name and ID number of the employee who edited the punch using the Edit Punches function.
**Export ID Inset**

Print the report by the employee’s Export ID for use with a third party software. Select the employee’s ID, a job code's Export Code, or none. Select None to excluded the Export ID.

**Sort By Inset**

Sort the report by one of the six sort options. If you sort the report by one of the employee settings, you need to specify a secondary job code sort. If the sort method is by job code, you need to specify a secondary employee sort.

<table>
<thead>
<tr>
<th>We do not discuss the following enhanced options of the Labor report:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Driver Fees</td>
</tr>
<tr>
<td>• Starting Mileage</td>
</tr>
<tr>
<td>• Ending Mileage</td>
</tr>
<tr>
<td>• Total Mileage</td>
</tr>
<tr>
<td>• Other Wages</td>
</tr>
<tr>
<td>• Total Other Wages</td>
</tr>
</tbody>
</table>
Analyzing Your Product Mix Report

The Product Mix report contains a total list of items sold for a selected day. Filter it by specific categories or by terminal. The item detail, such as quantity sold, amount of sale, profit, and percentage of category sales, is also listed for each item.

There are two display options for the Product Mix report:

**The Summary Product Mix** — Displays a compilation of information for a selected date(s).

---

**Figure 3-10** PMix Report Summary Preview
The **Weekly Product Mix** — Displays information for a selected week(s).

![PMix Report Weekly Preview](image)

**Figure 3-11 PMix Report Weekly Preview**

The Summary PMix report displays the following columns:

**Item #** — Displays the item number.

**Item Name** — Displays the name of the item.

**Num Sold** — Displays the quantity sold.

**Price Sold** — Displays the calculated price for which the item is sold. Calculations are less inclusive taxes if ‘Include Inclusive Taxes’ is cleared in the Settings dialog box.

**Amount** — Displays the calculated value, based on the following calculation: num sold x price sold.

**Cost** — Displays the cost of the item value, based on the following calculation: item cost x num sold.

**Profit** — Displays the profit of the item, based on the following calculation: amount - cost.
**Food Cost %** — Displays the calculated value, based on the following calculation: cost ÷ amount.

**% Sales** — Displays the calculated value, based on the following calculation: amount ÷ grand total amount.

The Weekly Product Mix report displays columns by the day of the week.

---

**Product Mix Report Quick Reference**

<table>
<thead>
<tr>
<th>What do you want to find on your Product Mix report?</th>
<th>Amount column</th>
</tr>
</thead>
<tbody>
<tr>
<td>The amount of sales for an item.</td>
<td>Amount column</td>
</tr>
<tr>
<td>The profit earned for an item.</td>
<td>Profit column</td>
</tr>
<tr>
<td>The quantity I sold of an item.</td>
<td>Num Sold column</td>
</tr>
<tr>
<td>The percentage of sales from one item compared to total sales.</td>
<td>% Sold column</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>What do you want to do with your Product Mix report?</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Show items from all sales and retail categories.</td>
<td>Click Settings. Select ‘Include all Sales/Retail Categories’.</td>
</tr>
<tr>
<td>Show items that do not contain a price.</td>
<td>Click Settings. Select ‘Exclude Zero Priced Items’.</td>
</tr>
<tr>
<td>Show all items, even those with a 0 price.</td>
<td>Click Settings. Select ‘Include 0 Priced Items’.</td>
</tr>
<tr>
<td>Sort the report by number of items sold.</td>
<td>Click Settings. Select ‘Num Sold’.</td>
</tr>
<tr>
<td>Show my PMix report by each day of the week.</td>
<td>Select Reports &gt; Product Mix &gt; Weekly Product Mix report</td>
</tr>
<tr>
<td>Itemize any items that have a different price, depending upon where you select them.</td>
<td>Click Settings. Select ‘Same Item Different Prices Separated’.</td>
</tr>
<tr>
<td>Print the report in landscape format.</td>
<td>Click Settings. Select ‘Print Landscape’.</td>
</tr>
<tr>
<td>Filter the report by a revenue center.</td>
<td>Click Settings. Click the Filter tab.</td>
</tr>
</tbody>
</table>
Running Your Product Mix Report

View and run your Product Mix report to analyze item usage and cost percentage, based on generated sales.

1. Log in to Aloha Manager.

3. Select a single date, or a range of dates.
4. To view the report, click View.
   To print the report, click Print.
5. Click Done and exit the report.

Figure 3-12 PMix Report Dialog Box
Editing the Product Mix Report Settings

Change the appearance of the Product Mix report, such as the categories to include in the report, or filter by a revenue center or terminal.

1. Log in to Aloha Manager.
3. Click Settings. The Product Mix Report Settings dialog box appears with the Settings tab as the active tab.

![Product Mix Report Settings Dialog Box](image)

4. Make the necessary changes to the report.
5. Click Save.
6. Click Close.
Product Mix Report Settings

The settings for the Product Mix report has two tabs: Settings and Filter.

**Settings Tab**

The following check boxes and their effect on the final output are:

**Include Sales/Retail Categories** — Includes all sales and retail categories on the report.

**Include Non-Sales/Retail Categories** — Includes all non-sales and retail categories on the report. Works in conjunction with the 'Non-Sales Categories' list box. Select one or more of the category names to include in the report from the 'Non-Sales Categories' list box.

**Select All Cats** — Includes all categories on the report.

**Print Name** — Determines the item name to print on the report. Select from 'Short Name', 'Long Name', or 'Chit Name'.

**Sort By** — Determines the sorting method used to print the report. Select between 'Sales', 'Quantity Sold', 'Profitability' or 'Item Num'.

**Group By** — Groups the report by either employee, revenue center, or day part. Select None to not group the report.

**Print Landscape** — Prints the report in landscape format.

**Report in Revenue Center Inset**

If you select ‘Revenue Center’ from the ‘Group By’ inset, the ‘Check Closed’ and ‘Item Rung Up’ options become available.

**Check Closed** — Includes items from the revenue center from which you closed the check.

**Item Rung Up** — Includes items from the revenue center from which you started the check.

**Display Price By Inset**

**Item Price** — Displays items with the price as entered.
Promotional Price — Displays items with the reduced promotional price as entered.

Option Inset

Same Item with Different Prices Separated — Displays the same item which has different prices, separately. For example, if an item is placed on a submenu at $5.99, and also on a modifier at $0.99, the item appears on the report as two entries.

Exclude Zero Price Items — Excludes items with a zero price. For example, modifiers without an associated price do not display on the report.

Include None Sold Items — Includes all defined items, whether sold or not, in the report.

Show Tax Breakout — Displays items with different taxes as separate entries. For example, if an item is defined at 8.25% on dine in orders, and 5% on to go orders, an entry appears for each.

Show Secondary Tax — Displays an entry for items with a secondary tax.

Include Misc Inset

Include Gift Cert/Rev Items — Includes the gift certificate items in the report.

Include Inclusive Taxes — Includes inclusive taxes on the report.

Include Refunds — Includes refunds in the report.

Sales % Inset

By Group — Calculates the percentage of the total sales based on the selection in ‘Group By’. For example, if Employee is selected, the report reflects the percentage of total net sales and total gross sales by employee.

By Category — Calculates the percentage of the total sales based on the selected categories. For example, select ‘Select All Cats’ to reflect the percentage of total net sales and total gross sales by all categories.
**Filters Tab**

Click the Filters tab to drill down to specific aspects of the establishment, such as revenue center, terminal, or menu. The Filters tab appears.

![Figure 3-14 Filters Tab](image)

**Revenue Center** — Filters the report to include data for the selected revenue center(s) only. Select ‘Select All’ to include data from all revenue centers.

**Terminal** — Filters the report to include data from the selected terminal only. Select ‘Select All’ to include data from all terminals.

**Menu** — Filters the report to include data for items on the selected menu only. Select ‘Select All’ to include data from all menus.
Working with Delivery-Frequent Buyer Lists and Reports

The Delivery and Frequent Buyer programs share a common database of customers, coupons, and bonus plans. The Aloha BackOffice Main Menu gives you the ability to create lists, reports, mailing labels, and coupons, all of which are available for printing. Any list, report, or other output assembled from the database makes no changes to the data in the database. You can safely generate lists, print mailing labels, and put together a customer history report without changing the database in the slightest. The main thing to remember is that all of the output tables tend to look like each other, but their printed output differs considerably, depending upon the selected function. An example of the types of tables generated by the Delivery and Frequent Buyer programs is the Customer List, shown in Figure 3-15:

You can scroll left and right through the columns to locate information you need in the list. You can also print the list, for a more concise visualization of the information it contains.

Only one report is available in the Delivery and Frequent Buyer program, the Customer History Report. The Customer History Report, as displayed on the computer screen, bears a very strong resemblance to the other tables generated within the program. When printed, however, the results are quite different. You can print the report in several different formats, selectable from a drop-down list, as follows:

- Customer Summary
- Order Summary
- Order Detail
• Bonus Plan Detail
• Reservations

We encourage you to experiment and determine the type of report that best suits your needs at a given time.

Information in the tables relating to Reservations is blank unless you are using the Aloha Reservations program. If you are using Aloha Reservations, the information in these tables does not relate to the Delivery and Frequent Buyer programs.

1. Select Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu from the Windows taskbar. The Aloha Backoffice Main Menu appears, as shown in Figure 3-16:

![Aloha BackOffice Main Menu](image)

*Figure 3-16  BackOffice Main Menu*

2. Verify Delivery Plus / Frequent Buyer is selected in the drop-down list at the top.
3. Select an application in Lists or Reports, and double-click it with the left mouse button.
4. Make any changes to configuration that may be necessary, such as Avery label size, printing date, or data format.
5. View or Print the item, as appropriate.
6. Click Close to close the application and return to the main menu.
Printing Mailing Labels

When you open the Customer Mailing Labels section of the program, a table appears that has very much the same appearance as the other tables produced by the program. However, the ‘Format’ drop-down list offers an extensive list of standard Avery mailing labels, by catalog number and by size, in inches.

Although the mailing labels table contains considerable information that has nothing to do with mailing labels, if you select an Avery size and click Print, the system prints a set of mailing labels containing just the customer’s name and address, and company name, if appropriate.

The mailing label feature also gives you the opportunity to specify and save a mailing date to tie to the printed batch of labels. You can then quickly open the Customer List and find the ‘DateLastMail’ column in the table to determine the last time you mailed something to your customers. This feature works equally well if you generate mailing labels for every customer, or if you generate a mailing label for just one customer.

1. Select Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu from the Windows taskbar. The Aloha Backoffice Main Menu appears, as shown in Figure 3-16:

![BackOffice Main Menu](image)

   *Figure 3-17 BackOffice Main Menu*

2. Verify Delivery Plus / Frequent Buyer is selected in the drop-down list at the top.
3. Double-click **Customer Mailing Labels**, in the Reports section of the menu, using the left mouse button. The Customer Mailing Labels dialog box appears, including all customer information corresponding to customer orders. An abbreviated view of the Customer Mailing Labels dialog box is shown in Figure 3-18:

![Customer Mailing Labels](image)

*Figure 3-18 Customer Mailing Labels*

The Customer Mailing Labels data table is much longer than the segment shown in Figure 3-18. Although the customer database table is quite large, the program uses only the relevant data columns when it prints customer labels.

4. Select the correct **Avery label size** from the **Format** drop-down list. The list provides Avery catalog numbers and label sizes, in inches. The number of Avery products, or equivalents, supported by the program is extensive.

5. Select a **date** from the **calendar**, if desired, for retention as a ‘last mailing’ date. The program defaults to the current date, if you make no selection.

6. Create any **filter** or **sort** specifications, to limit or rearrange the customers in the list. Use these features to create labels for specific neighborhoods, for specific customer categories, or for a specific customer.

7. Check settings in **Print Setup** to change font type, color, or size.

8. Click **Print** to print all selected mailing labels.

9. Click **Close** to close the application and return to the main menu.
Generating Coupon Batches

In a manner very similar to the Mailing Labels feature, you can generate a batch of coupons to mail to all your customers, or you can use the Filter or Sort features to generate a batch of coupons for a smaller group of customers, or for just one customer.

1. Select **Start > Programs > Aloha BackOffice > Aloha BackOffice Main Menu** from the Windows taskbar. The Aloha Backoffice Main Menu appears, as shown in Figure 3-16:

![BackOffice Main Menu](image)

**Figure 3-19** BackOffice Main Menu

2. Verify **Delivery Plus / Frequent Buyer** is selected in the drop-down list at the top.

3. Double-click **Batch Print Coupons**, in the Reports section of the menu, using the left mouse button. The Batch Print Coupons dialog box appears, as shown in Figure 3-20:

![Batch Print Coupons](image)

**Figure 3-20** Batch Print Coupons
The Batch Print Coupons data table is also too large to show, in full, in this document.

4. Select a **format** from the drop-down list, or click **Edit Format** to create a new one.
5. Select a **date** from the **calendar**, if desired, for retention as a ‘last mailing’ date.
6. Select **Limit to coupons earned**, or **Print Coupon (select) For all Customers**. If you select ‘Limit to coupons earned,’ the data table contains no visible information, as the system uses historical data to determine what coupons to print.
7. Select the **coupon** you want to print, if you are printing for ‘all’ customers.
8. Create any **filter** or **sort** specifications, to limit or rearrange the customers in the list. Use these features to create coupons for specific neighborhoods, specific customer categories, or a specific customer.
9. Click **Print Setup** to verify desired print settings.
10. Click **Print** to print the coupons.
11. Click **Close** to close the application and return to the main menu.
Summary

In this chapter, we covered the major reports you need to run your restaurant:

- Sales report
- Labor report
- Product Mix report

Other Aloha reports contain information you might need, such as sales information by revenue centers, or your actual labor compared to what you have scheduled. In these reports, you cannot save custom settings for individual BOH users, but you can view and print them like the others.
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