Feature Focus Guide: Included Modifiers

Core Product: Aloha Quick Service, Aloha Table Service Last Updated: May 30, 2024

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01/24/2023	Created the Included Modifiers Feature Focus Guide.
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12/12/2023	Updated document to reflect NCR Voyix branding.
04/09/2024	Changed the 'Automatically printing included modifiers in the kitchen' procedure to clear 'Print in kitchen' in Store > Store Settings > User Interface group > 'Display > POS Order Entry Check' group bar.



About Included Modifiers

Included Modifiers at a Glance	
Core Product	Aloha Quick Service, Aloha Table Service
Complementary Products	No
Separate License Required?	No
Other References	Aloha Quick Service Reference Guide, Aloha Table Service Reference Guide

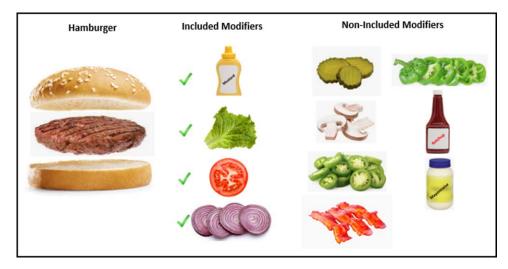


Figure 1 Included modifiers illustration

A modifier is an item used to extend, alter, or further define a menu item. Modifiers are collected into modifier groups and then associated with as many menu items as needed. For example, lettuce, tomatoes, onions, and pickles are common modifier items used for a Hamburger menu item, or french fries and cole slaw are common with a Fish Basket. When the consumer modifies the menu item, you can select one or more modifiers to communicate information to the kitchen when printers and remote display systems are in use.

An included modifier is a modifier that comes standard with an item without modifications and is usually assumed, unless stipulated otherwise. For example, a Hamburger menu item includes mustard, lettuce, tomatoes, and onions; however, the consumer can add bacon or pickles to the Hamburger. The consumer can also omit an included modifier, if desired.

The Included Modifiers feature in the Aloha[®] POS system provides counter employees and servers with a visual indication of the default modifiers to avoid redundancy and the sending of confusing and incorrect orders to the kitchen. They also quickly answer the question from the consumer of what comes standard with the item.



The first section of this guide addresses the Included Modifiers functionality available in both Aloha Quick Service (QS) and Aloha Table Service (TS). The second section applies to Aloha Quick Service only and builds upon the configuration in the first section to take fast food order entry to the next level. For example, you can assign blank buttons to populate with included modifiers, configure groups of included modifiers, define rules for substituting an included modifier for a non-included modifier, and more.

Configuration prerequisites

This document assumes you have the following configured and operating. We build upon these prerequisites for configuring included modifiers.

- Menu items and modifier items in Maintenance > Menu > Items.
- Modifier codes in Maintenance > Menu > Modifier Codes.
- Modifier groups in Maintenance > Menu > Modifier Groups.
- Context panels in **Maintenance** > **Screen Designer** for advanced features in Aloha Quick Service operations.

Configuring included modifiers for use with pizza

Included modifiers play an important role in pizza operations with regard to order taking and inventory.



Reference

Refer to the <u>Advanced Pizza in Quick Service Feature Focus Guide - HKS1673</u> or <u>Advanced Pizza in</u> <u>Table Service Feature Focus Guide - HKS321</u> for information on configuring included modifiers with the Pizza Topping Depletion Inventory Matrix.



Configuring basic Included Modifiers for QS and TS

This section details the configuration requirements within Aloha Manager and Aloha Configuration Center (CFC) for Included Modifiers in Aloha Quick Service and Aloha Table Service. If you are an experienced user, refer to Procedures at a Glance for abbreviated steps. If you prefer more detail, continue reading this document.

Included Modifiers Procedures at a Glance:

If you are viewing this document using Adobe Acrobat Reader, click each link for detailed information regarding the task.

1.	Access Maintenance > Business > Store > Store Settings tab to activate the included modifier functionality. See <u>page 7</u> .
2.	Access Maintenance > Menu > Items > Dynamic Modifiers tab to define which modifiers in a modifier group are included with an item. See <u>page 8</u> .
3.	Access Maintenance > System Settings > Media Files to make an image for an included modifier available for use. See <u>page 9</u> .
4.	Access Maintenance > Menu > Modifier Codes to attach a bitmap or color to an included modifier button. See page 9.
5.	Select Utilities > Refresh POS & All Products to refresh the data. See <u>page 14</u> .



Activating the Included Modifiers feature

You must activate the Included Modifiers feature in the Store function to use included modifiers and insert the necessary logic into the Aloha POS system.

To activate the Included Modifiers feature:

- 1. Select Maintenance > Business > Store > Store Settings tab.
- 2. Select the **User Interface** group located at the bottom of the screen.

2 Coffee Bean Coffee Bean		
n Information Licensing Custom Store Settings Aloha Configur	ation Center	
On-screen check background	None	8
POS Order Entry Check		
💯 Display items in priority order		
🥸 Consolidate identical items		
🥸 Uses context panels		
Siplay modifiers in priority order		
Consolidate quantity ordered modifiers		
Always sort modifiers in order entered		
Use included modifiers		
Display message for deferred modifier		
🥨 Print in kitchen		
Auto-combine scanned checks		
Use Alphanumeric keyboard for get check		
👰 Auto-scroll to bottom upon order		
Display image on active and review checks		
Functionality		
Single order mode per guest check		
🥸 Override refund order mode		
Default order mode	None	
Category for item lookup	All	Σ
Automatically detect card swipe		
Automatically detect and hold all tapped cards		
Google wallet support	None	

Figure 2 User Interface Group - POS Order Entry Check

- 3. Under the 'Display > POS Order Entry Check' group bar, select **Use included modifiers**.
- 4. Click **Save** and exit the **Store** function.



Designating the included modifiers for an item

As normal, you attach the appropriate modifier groups to an item in the Items function. To configure a modifier from one of these modifier groups to be included with an item, you must take an additional step and designate which modifiers come standard with the item on the Dynamic Modifiers tab.

To designate the included modifiers for an item:

- 1. Select Maintenance > Menu > Items.
- 2. Select a **menu item** for which to designate the included modifiers, such as 'Hamburger,' from the drop-down list.
- 3. Select the **Modifier** tab.
- 4. Ensure the included modifiers you want to add to the item reside in at least one of the **modifier groups** associated from the 'Modifier' drop-down list. If not, select the applicable **modifier group** from one of the drop-down lists.
- 5. Select the **Dynamic Modifiers** tab.

Ι	tems							
I	Item: 3505 Hamburger Food							
D	em Modifier	Pricing Ge	neral Settin	gs Print Dis	play Options	Quick Count	Dynamic Me	odifiers SKU I 💶 🕨
C)ynamic I	Modifiers						
	Modifier	Modifier I	Included	Auto Add	Substituti	Print in kit	Takeout c	Add
Þ	Condi 💌	Ketchup			None			
	Condimen	Tomato	V		None			Remove
	Condimen	Lettuce	•		None			Move up
	Condimen	Pickle	V		None			Move up
	Burger Bu	Plain Bun	V		None			Move down
	Burger Bu	Seseame			Charge di	•		Modifier Group
	Burger Bu	Brioche Bun			Charge di			
	Condimen	Jalapeno			Charge di			
	Condimen	Grilled On			Charge di	•		

Figure 3 Items - Dynamic Modifiers tab

6. Click **Add**. The modifier groups added to the Modifier tab appear for selection under the 'Modifier group' drop-down list.



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- 7. Select the **modifier group** that contains the included modifier from the 'Modifier group' drop-down list.
- 8. Select a **modifier** to include with the menu item from the 'Modifier Item' drop-down list.
- 9. Select Included to indicate the modifier behaves as an included modifier.
- 10. Repeat steps 6 through 9 for each modifier to include with the item.
- 11. Click Save.
- 12. Repeat this **procedure** for each menu item for which to add included modifiers.
- 13. Exit the **Items** function.

Configuring visual indicators to appear for included modifiers

Cherdar	Childar	Pep <mark>pe</mark> gack	Jalapano Sices
Included	No	Add	Extra

Figure 4 Visual indicator examples

Modifier codes play an important role with included modifiers and you can designate a single image, color, or both, with a modifier code as a visual representation of the different states of the modifier, in relation to the present order. The visual indicator appears on any modifier designated as 'Included,' or applied with the modifier code, when the modifier appears on the Front-of-House (FOH).

The following are the common modifier codes, their purpose, and the suggested image to use. You can use any image or color that is visually appealing to your color scheme and concept. Be aware that, with the exception of modifier code 202, you can also create a copy of a modifier code for use on your menu. If you do this, you must configure the visual indicators for the copies of these modifier codes.

Included (modifier code 202) - Appears on the FOH for all included modifiers configured for the selected item so the employee can easily identify the modifiers that come standard with the menu item. The visual indicator appears by default prior to selecting a modifier code. **Suggested Image:** Check mark.

Tip

In Aloha POS v12.3 and earlier, you select the modifier image for indicating an included modifier in Maintenance > Business > Store > Store Settings tab > User Interface group.

No (modifier code 2) - Appears on the FOH when you remove an included modifier indicating it should not be prepared with the menu item. You must first select the No modifier code and then the modifier item to which it applies. **Suggested Image:** A red 'X,'



© 2024 NCR Voyix. All rights reserved. NCR Voyix — Confidential Use and Disclose Solely Pursuant to Company Instructions **Add** (modifier code 19) - Appears on the FOH when you add a non-included modifier to an item by itself, or when you substitute an included modifier for a non-included modifier. You must first select the Add modifier code and then the modifier item to which it applies. *Suggested Image*: A plus sign.

Extra (modifier code 3) - Appears on the FOH when you apply an extra amount of a modifier to an item. You must first select the Extra modifier code and then the modifier item to which it applies. *Suggested Image:* Two plus signs.

Heavy (modifier code 15) - Appears on the FOH when you add a heavier amount of a modifier to an item. You must first select the Heavy modifier code and then the modifier item to which it applies. This modifier code is supported in Aloha Quick Service only. **Suggested Image:** None.

Light (modifier code 14) - Appears on the FOH when you apply a lighter amount of a modifier to an item. You must first select the Light modifier code and then the modifier item to which it applies. This modifier code is supported in Aloha Quick Service only. **Suggested Image:** None.

Half (modifier code 17) - Appears on the FOH when you apply a half portion of the modifier to an item. You must first select the Half modifier code and then the modifier item to which it applies. This modifier code is supported in Aloha Quick Service only. **Suggested Image:** None.

Quarter (modifier code 18) Appears on the FOH when you apply a quarter portion of the modifier to an item. You must first select the Quarter modifier code and then the modifier item to which it applies. This modifier code is supported in Aloha Quick Service only. **Suggested Image:** None.

To make an image available for use with included modifiers:

To make an image file available for use in the system, you must save the file as a supported file type in the Bmp folder and then upload the image using the Media Files function. You can search the Internet for clip art, if you do not have images available. We recommend you size your images to 48 x 48 pixels; however, you may need to change the pixel size of the image to fit correctly on your configured buttons.

- 1. Select Maintenance > System Settings > Media Files.
- 2. Click the **New** drop-down arrow, select **Aloha Point-of-Sale**, and click **OK**.



3. Accept the **system assigned number** or click the **ellipsis (...)** next to 'Number' to display the Number Assignment dialog box, from which you can choose an **alternate number**.

Media Fi	es		
Media File:	88 Green Check Mark Aloha P	Point of Sale	-
Media Files Pr	eview		
🖬 Identific	ation		
Number		88	•••
Name		Green Check Mark	
Applicatio	n	Aloha Point of Sale	
Original Fi	le Name	U_Included USE.bmp	
File Type		BMP	
Select File			

Figure 5 System Settings - Media Files

- 4. Type a name, such as 'Green Check Mark,' to help you identify the image file.
- 5. Select the **file type**, such as 'BMP,' from the drop-down list.
- 6. Click the **ellipsis (...)** to browse to and select the image file for the included modifier from the directory in which you have it saved. The system defaults to the BMP directory.



7. Select the **Preview** tab to preview the image, if necessary.

Media Files		
Media File: 88 Green C	heck Mark Aloha Point of Sale	
Media Files Preview		
1		
•		
Dimensions: 35 × 37 pixels	Size: 3.96 KB	

Figure 6 Media Files - Preview tab

- 8. Click Save.
- 9. Repeat this **procedure** for each image file to add as a media file.
- 10. Exit the **Media Files** function.

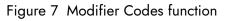


To configure an image and color to use with included modifiers:

Once you make images available for use in the Media Files function, attach them to the applicable modifier code. Some sites only use the Included Modifier code, which is hard-coded to use ID 202, and the No modifier code, but you might also want to use other modifier codes, such as Extra, Light. or Heavy. You can also assign a color to appear on the button when the modifier code is applied.

- 1. Select Maintenance > Menu > Modifier Codes.
- 2. Select a modifier code, such as '202 Included,' from the drop-down list.

Modifier Codes	
Modifier Code: 202 Included	
Modifier Codes	
🖬 Settings	
Number	202
Description	Included
Display name	Included
Active	
Indicator	INCL
Quantity	1
Display graphical modifier image	Green Check Mark 💌
Kitchen modifier image	None
Use graphical modifier color	
Custom graphical modifier color	255, 255, 0 💌
Used in pizza matrix	
Item highlight	None 💌



- 3. To attach an image, select the **bitmap** to associate with the modifier code, such as 'Green Check Mark,' from the 'Display graphical modifier image' drop-down list.
- 4. To assign a color, select **Use graphical modifier color** and select a **color** from the 'Custom graphical modifier color' drop-down list.
- 5. Click Save.
- 6. Repeat this **procedure** to add an image or color to other modifier codes, such as 'No.'
- 7. Click Save and exit the Modifier Codes function.



Refreshing data

After all settings are in place in Aloha Manager, it is necessary to select Utilities > POS > Refresh All POS Data to transfer the new information to the FOH terminals, or wait for the End-of-Day (EOD) process to accomplish the data refresh for you. If you run the refresh prior to the EOD process, select 'Automatically restart all POS terminals' and click OK to continue. After the data refresh is complete, all new settings become operational across the Aloha network.



Caution

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



Using basic Included Modifiers

You can use the basic configuration for included modifiers in Aloha Quick Service and Aloha Table Service. Included modifiers appear with a visual indication, such as an image or color, on modifier screens.

SCENARIO: The consumer orders a Single No Chz; however, does not want pickles, which is an included modifier.

Aloha Quick Service

Aloha Quick Service offers two types of modifier screens that contain modifier buttons. The most common type is a user defined panel that can appear anywhere on the screen during the ordering process. The other type is the classic modifier screen where the modifier buttons are in a uniform and consistent location. This screen is invoked when you press the Modify button.

- 1. Start a **check**.
- 2. Touch **Hamburger**. The included modifiers appear with the image designated for included modifiers, typically a green check mark.

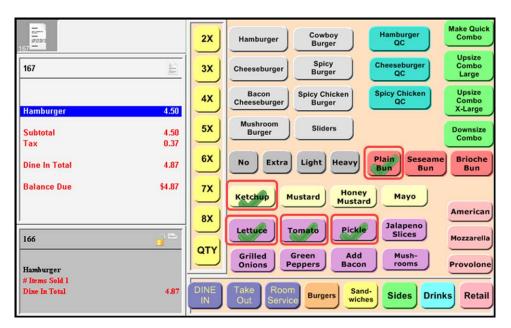


Figure 8 Included modifiers on user defined panel in Quick Service

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Modify Hamburger				
188/Check 1	BRGR Buns Condiments B	Cho No	oose between 1 and Extra Side	10 Light
		Grilled	Tem	Fick 1.00
		Onions	Jalapeno Slices	Peppers
		American	Provolone	Mozzarella
Hamburger	4.50	Mustard	Ketci p	Mayo
		Plain	Everything	Mushrooms
		Plain Bun	Seseame Bun	Brioche Bun
Modify Delete			Clear	
	📀 ок	😮 Can	cel	

Figure 9 Included modifiers on classic modifier screen in Quick Service

3. Touch **No** and then touch **Pickle**. The Pickle button changes color and a red 'X' appears.

167		2X Hamburger Cowboy Hamburger QC	Make Quick Combo
167	11	3X Cheeseburger Spicy Burger QC	Upsize Combo Large
Hamburger NO Pickle	4.50	4X Bacon Cheeseburger Spicy Chicken Burger QC	Upsize Combo X-Large
Subtotal Tax	4.50 0.37 4.87	5X Mushroom Burger Sliders 6X No Extra Light Heavy Plain Seseame Bur Bur	Downsize Combo Brioche Bun
Balance Due	4.87 \$4.87	7X Ketchup Mustard Honey Mayo	American
166		8X Lettuce Tomato Pice Jalapeno Slices Grilled Green Add Mush-	Mozzarella
Hamburger # Items Sold 1 Dine In Total	4.87	Onions Peppers Bacon rooms NE Take Room Burgers Sand- Ne Out Service Burgers Sides Drinks	Provolone s Retail

Figure 10 No pickles on user defined panel in Quick Service



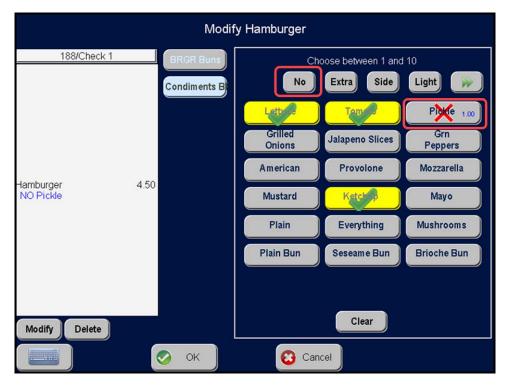


Figure 11 No pickles on classic modifier screen in Quick Service

4. Complete the **check**, as normal.

Table Service

Aloha Table Service offers the classic modifier screen where the modifier buttons are in a uniform and consistent location; however, depending on your configuration, the area that holds modifier buttons could have a user defined panel. The user defined panel has modifiers at any size and location within the modifier area.

- 1. Start a **check**.
- 2. Touch Single No Chz.



3. If the system does not automatically navigate to the Modify screen, touch **Modify** at the bottom of the screen. The Modify screen appears with the included modifiers marked with the included modifier image.



Figure 12 Table Service Modify screen

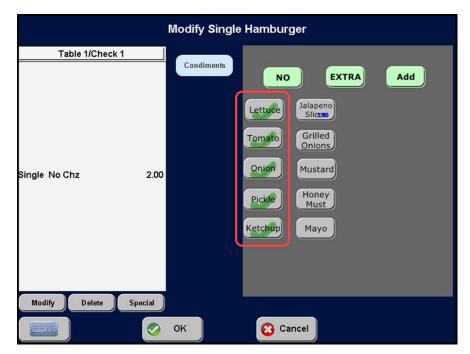


Figure 13 Table Service Modify screen with a user defined modifier panel



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Modify Single Hamburger				
Table 2/Check 1		Choose up to 10		
Single No Chz NO Pickle	2.00	NO EXTRA SIDE Add Lettuce Jalapeno Slices 1.00 Turnato Grilled Onion Mustard Pixe Honey Must Ketchup Mayo No Dressing		
Modify Delete	Special	Clear		
	📀 ок	Cancel		

4. Touch **No** and then **Pickle**. An 'X' appears on the Pickle modifier.

Figure 14 Remove included modifier - classic modifier screen

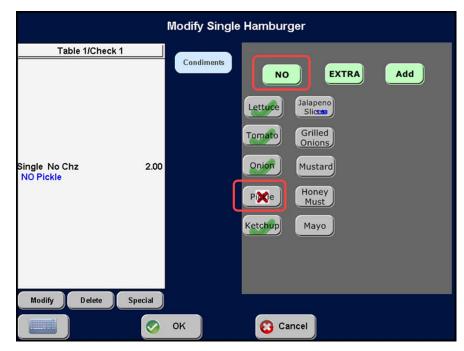


Figure 15 Remove included modifier - User defined modifier panel in TS

5. Touch **OK** to return to the Main screen. 'NO Pickle' appears on the guest check.



Configuring advanced Included Modifiers for QS

This section details the configuration requirements within Aloha Manager and Aloha Configuration Center (CFC) for advanced Included Modifiers features in Aloha Quick Service. You must use context panels to use all of the features in this section.

Reference

a

Refer to the <u>Context Panels Feature Focus Guide - HKS346</u> for more information on configuring context panels.

You can configure the following advanced features:

- Toggling between Add and No modifier codes.
- <u>Substituting included modifiers for a non-included modifier</u>.
- Configuring substitution rules for included modifiers.
- Adjusting the price of an included modifier based on modifier code.
- <u>Configuring a group of included modifiers</u>.
- Configuring visual indicators on chain button functions.
- Supporting dynamic included modifiers.
- <u>Automatically printing included modifiers in the kitchen</u>.

Toggling between Add and No modifier codes

Normally, when you need to switch an included modifier with a regular modifier, such as Mayo with Mustard, you must touch No and Mayo to remove Mayo from the item and 'No Mayo' appears in the guest check window. You must then touch Add and Mustard to add Mustard to the item and 'Mustard' appears in the guest check window. To save time, configure the 'modifier toggle' functionality to reduce the number of screen touches required.

When you touch an included modifier without a preceding modifier code, the system assumes you want to remove the included modifier from the item. The system toggles the visual indicator on the button from 'Included' to 'No.' The included modifier appears preceded with 'NO' in the guest check window. Touch the included modifier again to revert back to the 'Included' state.

When you touch a non-included modifier without a preceding modifier code, the system assumes you want to add the modifier to the item. The system toggles the button to the 'Add' state and displays the 'Add' visual indicator. The modifier appears in the guest check window as normal. Touch the non-included modifier again to revert back to its original state.

Tip

Other features in this section leverage the modifier toggling functionality.



To configure toggling between Add and No modifier codes:

- 1. Select Maintenance > Menu > Modifier Groups.
- 2. Select a **modifier group** from the drop-down list.

odifier Groups: 10003 Salad Mods		-
odifier Layout		
Long name	Salad Mods	-
Туре	Standard	-
Minimum	1	
Maximum	3	
Free	0	
Substitute group	None	•
Screen flow required		-
9 Modifier toggle configuration		
Exempt queue from flow		
Kenpt bartenders from flow		
🙀 Refill		
🙀 Submenu index	0	
🥸 Use modifier panel		
🙀 Remove special message button		
🙀 Show required modifier countdown		
🙀 Hide price		
🙀 Modifier panels	None	-
Automatically replaces included modifiers		

Figure 16 Modifier Groups - Modifier toggle configuration

- 3. Under the 'Settings' group bar, select Modifier toggle configuration.
- 4. Click Save.
- 5. Repeat this **procedure** for each modifier group requiring modifier toggle configuration.
- 6. Click Close to exit the Modifier Groups function.



Substituting included modifiers for a non-included modifier

Most consumers consider an included modifier as part of the item and there should be little or no consequence for removing the modifier. It is also common to allow the consumer to substitute an included modifier for a non-included modifier.

By default, included modifiers do not appear in the guest check window. Given that, included modifiers do not count against the minimum/maximum requirements for the modifier group; however, if you specify a preceding modifier code for an included modifier, the included modifier now appears in the guest check window and counts toward the min/max requirements of the modifier group. For example, if you substitute cucumbers for the included modifier lettuce, the system counts the addition of cucumbers and the removal of lettuce as a total of two toward the min/max modifier group requirements. The desired behavior is to not count included modifier substitutions against the min/max modifier group requirements.

To avoid doubling the modifier selections against the min/max modifier group requirements, you can perform a seamless substitution between included and non-included modifiers in a single touch. The action counts as one modifier selection.

Tip

This section assumes you have enabled the modifier toggle functionality as discussed in <u>"Toggling</u> between Add and No modifier codes" on page 20

You must remember these rules:

- You must add all included modifiers and non-included modifiers for which you want to allow substitution to the same modifier group. If you attempt to substitute an included modifier for a non-included modifier not in the same modifier group, substitution does not occur and the non-included modifier is added to the check in an 'add' state.
- If you attempt to substitute an included modifier with a non-included modifier using a modifier code, such as Add, substitution does not occur and the non-included modifier is added to the check in an 'add' state.

Automatically substituting all included modifiers for a non-included modifier

When you configure modifier groups based on types of items, you can more easily control and limit the modifiers that modify an item. For example, you can have a separate modifier group for cheeses, another for breads, and another for meats. Each of these modifier groups could have a different min/max requirement, and the same item can be in more than one modifier group.

Reference

For a min1/max1 modifier configuration, refer to <u>"Substituting with min1/max1 modifier group</u> configuration" on page 28.



Most likely, each of these modifier groups has one or more included modifier to serve as the default selection. When you select a non-included modifier to substitute for the included modifiers, the system substitutes all included modifiers with the non-included modifier.

For example, in a Bread modifier group, Wheat is configured as an included modifier. When you substitute with Rye, the system automatically adds Rye to the order and removes Wheat. In a modifier group that has more than one included modifier, such as Ham and Turkey in a Meat modifier group, and you substitute Roast Beef, the system adds Roast Beef to the order and removes Ham and Turkey.

Tip

Remember, the included and non-included modifiers must reside in the same modifier group, and you cannot use a preceding modifier code when performing the substitution.

To automatically substitute an included modifier for a non-included modifier:

- 1. Select Maintenance > Menu > Modifier Groups.
- 2. Select a **modifier group** from the drop-down list.

Modifier Groups		
Modifier Groups: 10003 Salad Mods		•
Modifier Layout		
Long name	Salad Mods	
Туре	Standard	•
Minimum	1	
Maximum	3	
Free	0	
Substitute group	None	•
Screen flow required		
Modifier toggle configuration		
Exempt queue from flow		
Exempt bartenders from flow		
Refill		
Submenu index	0	
🥸 Use modifier panel		
Remove special message button		
Show required modifier countdown		
Hide price		
Modifier panels	None	•
Automatically replaces included modifiers		•

Figure 17 Modifier Groups - Automatically replaces included modifiers

- 3. Select Automatically replaces included modifiers.
- 4. Click Save.



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- 5. Repeat this **procedure** for other modifier groups for which you want to automatically substitute an included modifier for an item in a modifier group.
- 6. Click **Close** and exit the **Modifier Groups** function.

Apply the following scenarios:

SCENARIO: Substituting an included modifier with a non-included modifier where only one included modifier is defined.

The Cheese modifier group has a minimum zero and maximum three requirement and contains American, Pepper Jack, Swiss, and Asiago as modifiers. American Cheese is an included modifier for Burger.

1. Touch **Burger** to add it to the order.

Burger	

 Touch Pepper Jack. As shown in the following example, American appears in a 'no' state with a preceding No. Pepper Jack appears in an implicit 'with' state. The visual indicators on the buttons toggle to No for American and Add for Pepper Jack.

Burger	
Pepper Jack	
No American	

Conversely, if you then touch American, both 'No American' and 'Pepper Jack' are removed from the guest check window, returning the guest check to its original state. Remember, by default, included modifiers do not appear in the guest check window. The visual indicators on the modifier buttons return to their original state.



SCENARIO: Substituting an included modifier with a non-included modifier where more than one included modifiers are defined.

The Cheese modifier group has a minimum zero and maximum three requirement and contains American, Pepper Jack, Swiss, and Asiago as modifiers. American and Asiago are included modifiers for Burger.

1. Touch **Burger** to add it to the order.

	0 01 001.		
Вι	urger		

 Touch Pepper Jack. As shown in the following example American and Asiago appear in a 'no' state with a preceding No. Pepper Jack appears in an implicit 'with' state. The visual indicators on the buttons toggle to No for American and Asiago and Add for Pepper Jack.

Burger	
Pepper Jack	
No American	
No Asiago	

Conversely, if you then touch American, 'No American' is removed from the item. If you touch American and Asiago, all three modifiers are removed from the guest check window, returning the guest check to its original state. Remember, by default, included modifiers do not appear in the guest check window. The visual indicators on the modifier buttons return to their original state.

SCENARIO: Substituting an included modifier with a non-included modifier entered using a modifier code

The Cheese modifier group has a minimum zero and maximum three requirement and contains American, Pepper Jack, Swiss, and Asiago as modifiers. American is an included modifier for Burger.

1. Touch **Burger** to add it to the order.

Burger			
--------	--	--	--

 Touch Add and Pepper Jack. As shown in the following example, American remains as an included modifier and is not substituted by Pepper Jack because a modifier code was used to add Pepper Jack. 'Add Pepper Jack' appears in an 'add' state. The visual indicators on the Pepper Jack button toggle to Add.

Burger	
Add Pepper Jack	

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© 2024 NCR Voyix. All rights reserved. NCR Voyix — Confidential Use and Disclose Solely Pursuant to Company Instructions Conversely, if you touch Pepper Jack again, Pepper Jack is removed from the guest check window, returning the guest check to its original state. Remember, by default, included modifiers do not appear in the guest check window. The visual indicators on the Pepper Jack button return to their original state.

SCENARIO: Substituting an included modifier with a non-included modifier defined with a different weight

The Cheese modifier group has a minimum zero and maximum three requirement and contains American, Pepper Jack, Swiss, and Cheese Mix as modifiers. American, with a weight of one, is an included modifier for Burger. Cheese Mix has a weight of two.

1. Touch **Burger** to add it to the order.

Burger			

2. Touch Cheese Mix.

lurge	r
	Cheese Mix
	No American

The system allows the substitution because you have not exceeded the maximum three requirement of the modifier group,

- If the Cheese modifier group has a minimum zero and maximum two requirement, the substitution causes the system to exceed the modifier group requirements and an error message appears on the screen. Dismiss the error, touch American (included modifier) to remove it from the guest check, and touch Cheese Mix (non-included modifier) to allow the substitution.
- If the Cheese modifier group has a minimum two and maximum three requirement, and Cheese Mix is the included modifier and American is not, when you attempt to substitute American, the minimum requirements are no longer met, The system navigates to the classic modifier screen for additional modifier selections.



SCENARIO: Adding another instance of an included modifier

The Cheese modifier group has a minimum zero and maximum three requirement and contains American, Pepper Jack, Swiss, and Asiago as modifiers. American is an included modifier for Burger. The consumer requests another slice of American Cheese.

1. Touch **Burger** to add it to the order.

Burger	

 Touch Extra and American. As shown in the following example, American appears in an 'extra' state with a preceding XT. The visual indicators on the American button toggle to Extra for American.

Burger	
XT American	

Conversely, if you touch American again, XT American is removed from the guest check window and is still assumed as an included modifier, Remember, by default, included modifiers do not appear in the guest check window. The visual indicators on the American button return to the 'included' state.



Substituting with min1/max1 modifier group configuration

A min1/max1 one configuration for a modifier group requires you to select one, and only one, modifier. You can substitute an included modifier with a non-included modifier in a single touch, when setting the minimum to one and the maximum to one. This counts as one and complies with the min/max modifier group requirements. No other configuration is required for this enhancement.

To substitute an included modifier with min1/max1 modifier group requirements:

1. Select an **item** that has included modifiers. The included modifier appears with a check mark on the context panel.

Medium	Large	Family	deLITE	Stuffed & Calzones	AOS & School	Bevs & Sides	Retail & GC	
LESS	EXTRA	н	laff	Th	ird	Quarter		
Pizza Sauce		BYO	Cheese	Pepperoni				
		All Meat		BBQ Chicken	Cowboy		Gint Chk Bacon Art	
.99		Gent Chk Garlic	Gmt Classic Italian	Gmt Vegetarian	Hawaiian	Herb Chk Medt	Kids Favorite	
and the second se				Murphy's Combo	Paparoni	Papas Favorite	Perfect	
	_	Rancher	Specialty House	Taco Grande		Vegetarian		
Contraction of the local division of the loc			Chicken Pesto					
ut l							Modify	
downsize	upsize			Make It Call In	Walk in	Tenders	exit	
	LESS Pizza Stüce	LESS EXTRA Pizza Silice 	LESS EXTRA H Pizza BYO Salice All Meat Garlic 99 99 99 99 99 99 99 99 99 9	LESS EXTRA Half Pizza Stoce Stoce Garlic Garlic Chesse All Meat Garlic Garlic Chesse All Meat Chesse All Meat Chesse Ch	Medium Large Family deLITE Calizones LESS EXTRA Half Th Pizza Sabice BYO Cheese Pepparoni All Meat BBQ Chicken Gartic Gartic Gradue Sabice Chicken Chicken Sabice Chicken Chichen Chicken Chicken Chicken Chichen Chicken Chicken Chi	Medium Large Pamily GeLITE Calzones School LESS EXTRA Half Third Pizza Sabce BYO Cheese Pepperoni All Meat BBC Chicken Cowbey Garlic Garlic Grat Hallan Vegetarian Hawalian Garlic Specialty Taco Fande Bancher Specialty Taco Fande Chicken C	Medium Large Pamily det/ITE Calzones School Sides LESS EXTRA Half Third Qua Pizza BYO Cheese Pepperoni Gua Pizza BYO Cheese Pepperoni Gua Pizza BYO Cheese Pepperoni Gua Garlic All Meat BBQ Chicken Cewbey Gua Garlic Garlic Thalian Vegetarian Hawaiian Morphy's Papareni Papas Favorice Rancher Specialty Taco Grande Grande Gua Chicken Grande Grande Grande Grande Morphy's Chicken Favorice Favorice Grande Grande Garlic Chicken Grande Grande Gua Gua Garlic Chicken Grande Grande Gua Gua	

Figure 18 Included modifier on a context panel



2. Touch a **non-included modifier** to substitute for the included modifier. The included modifier appears with a 'No' visual indicator and the 'Add' modifier code visual indicator appears with the non-included modifier.

T			Medium	Large	Family	deLIT	E Stuffe Calzo			Bevs & Sides	Retail & GC
100		E	LESS	EXTRA	1/2	10	54	ADD LIGHT NON-INCL	LG Thick	FM Thick	More Topping
		ſ	*		BBQ Sauce	Crean y Garli	Hits	Narinara	Olive Oil	Pesto	Puefi Sauce
M Cheese Herb To	omato	7.99			Salsa						
NO Pizz Subtotal	ta Sauce	7.99		-	Cheddar	Feta	Mozz	Parmesan	Ricotta	Tepping Cheese	
Tax		0.00			BBQ CHA						1
Walk In T	otal	7.99			Mix			1			
Balance D	lue -	7.99					Taco Beef				
							Bean Salsa Mix				
delete	Delete	Quantity			Green Onliens		HIC Blend				
Order	All	repeat							Zesty Herb		
Lookup	Lookup	5	-								Constanting of the local division of the loc
Crew	Manager	new orde	downsize	upsize			Mak Call		ik in 1	enders	-

Figure 19 Non-included modifier switched for an included modifier



Configuring substitution rules for included modifiers

When you perform a substitution with included and non-included modifiers, you can enforce substitution rules on how you want to substitute included modifiers in the Aloha POS system and if you want the substitution to count against the min/max requirement of the modifier group. You can configure any of the following substitution rules for included modifiers:

- Designate a non-included modifier as ineligible for substitution for an included modifier.
- Allow the substitution at no charge even if there is a price associated.
- Allow the substitution and the system calculates and charges the difference in price, if any.
- Not allow the substitution at all and count against the modifier group rules.

Designating a non-included modifier as ineligible for substitution for an included modifier

If a non-included modifier is absolutely not permitted for substitution for an included modifier, you can designate the non-included modifier as ineligible for substitution. The Aloha POS system does not perform the substitution. The non-included modifier is added to the guest check at full price, and counts against the min/max requirements.

To designate a non-included modifier as ineligible for substitution for an included modifier:

- 1. Select Maintenance > Menu > Modifier Groups.
- 2. Select a modifier group containing the non-included modifier from the drop-down list.
- 3. Select the **Layout** tab.



4. Select the non-included modifier from the grid.

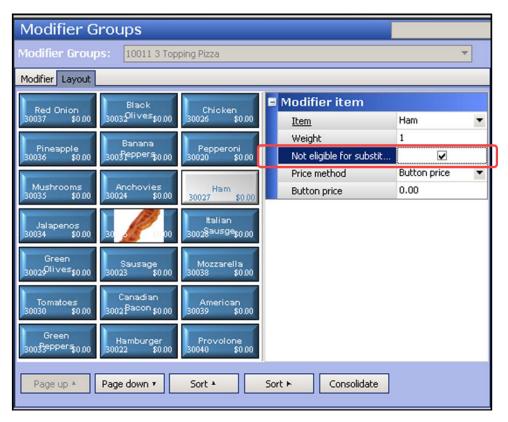


Figure 20 Modifier Group - Layout tab

- 5. Under the 'Modifier item' group bar, select **Not eligible for substitution** to specify this modifier cannot be substituted for an included modifier.
- 6. Repeat **steps 4 and 5** to set other modifiers in this modifier group as not eligible for substitution.
- 7. Click Save.
- 8. Repeat this **procedure** for other non-included modifiers for which you do not allow substitution.
- 9. Exit the **Modifier Groups** function.



Configuring substitution rules for an included modifier

You can configure rules for substituting an included modifier for a non-included modifier, such as allowing the substitution at no price or the difference in price, or not to allow the substitution at all.

To configure substitution rules for an included modifier:

- 1. Select Maintenance > Menu > Items.
- 2. Select the item with a defined included modifier from the drop-down list.
- 3. Select the **Dynamic Modifiers** tab.
- 4. Under the 'Dynamic Modifiers' group bar, select the **modifier** configured as an included modifier for the item.

Ι	tems							
I	em: 3505	Hamburger F	ood					-
R	tem Modifier	Pricing Ge	neral Setting	s Print Dis	play Options	Quick Count	Dynamic Mod	difiers SKU I 💶 🕨
C)ynamic I	Modifiers			<u> </u>			
	Modifier	Modifier I	Included	Auto Add	Substituti	Print in kit	Takeout c	Add
P.	Condimen	Ketchup			None 💌			
	Condimen	Tomato	¥		None			Remove
	Condimen	Lettuce	¥		No charge Charge diffe	erence		Move up
	Condimen	Pickle	V		None			more dp
	Burger Bu	Plain Bun			None			Move down
	Burger Bu	Seseame			Charge di	V		Modifier Group
	Burger Bu	Brioche Bun			Charge di	V		
	Condimen	Jalapeno			Charge di			
	Condimen	Grilled On			Charge di			

Figure 21 Items - Dynamic Modifiers tab

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5. Select one of the following substitution options from the 'Substitution charge' drop-down list:

None — Specifies this included modifier cannot be substituted for a non-included modifier from the same modifier group. This is the default selection and counts against the mini-mum/maximum/free requirement for the modifier group only when you add the included modifier to the check.

No Charge — Specifies this included modifier can be substituted for a non-included modifier from the same modifier group at no charge. The included modifier and non-included modifier do not count against the minimum/maximum/free requirement for the modifier group. The Aloha POS system does not make the substitution if you use a modifier configured as 'Not Eligible for Substitution' in Maintenance > Menu > Modifier Groups > Layout tab.

Change Difference — Specifies this included modifier can be substituted for a non-included modifier from the same modifier group and charged the difference between the two modifiers. If the price of the included modifier is greater than the non-included modifier, the system prices the substitution at \$0.00, instead of pricing a negative amount. The included modifier and non-included modifier do not count against the minimum/maximum/free requirement for the modifier group. The Aloha POS system does not make the substitution if you use a modifier configured as 'Not Eligible for Substitution' in Maintenance > Menu > Modifier Groups > Layout tab.

- 6. Repeat **steps 3 to 5** to configure substitution rules for other included modifiers for the item.
- 7. Click Save.
- 8. Repeat this **procedure** for each item for which to configure substitution rules for an included modifier.
- 9. Exit the **Items** function.

Using Included Modifier Substitution

Once you define your substitution rules for an included modifier, you can successfully substitute an included modifier for a non-included modifier. You can:

- Not charge for the substitution.
- Charge and calculate the price difference between the modifiers you are substituting.
- Charge full price for the replacement item.

Use the following scenario as a basis for each setup:



163	-1	Lunch Sides				1	Kid's Meal			Coupons Function		
#163		same ^{Bur} 4" Pa	ger Red Rand			[#] 1	#2	#3	#4	#5	#6	#7
	Fomato Slice					[#] 8	#9	#10	#11	#12	#13	#14
	Make Combo					[#] 15	#16	#17	#18	#19	#20	#21
	Extra	Light	Side	Only		JR urger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
Super Burger 3.89	Sand Choices	Chz Choices	Sauce	Bread Choices		iuper urger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
	Add Roast Beef	Leaf Lettuc	Shred Lettuce	l ickles		eluxe urger	Large Burger	Large Veggie Burger	Spec Bor Chzburge		Crsp Ckn Bac Chz	
	Double Beef	Tornato Slice	Red)nion	Yellow Mustard		TBR	Turk Sw	Ham	Reuben	Turk Reuben	Crsp Ckn C Bleu	Rst Cki C Bleu
	Add Pep Bacon	Char Seas	Ketchup	More		BLT	Veggie Sandwich	Ckn Sid	Beef n Cheese	Corn Beef Chi	Reg Ckn Bites	Roast Ckn Clu
						alads	French Dip	Classic Italian	Philly Beef	Turkey Club Sul	Large Ckn Bites	
Delete Repeat	Modify	Up Size		wn ize	Mak		Make Na Carte	Eat In	Carr		nder	Exit

SCENARIO: Super Burger comes with Shredded Cheese, normally priced at \$0.40 when ordered a la carte. The guest wants to replace Shredded Cheese with Swiss Sauce, normally priced at \$0.60.

Figure 22 Super Burger and context panels

To substitute an included modifier with a non-included modifier at no charge:

- 1. Touch **Super Burger** to add the item in the guest check window.
- 2. Touch Shred Chz from the context panel. 'No Shred Chz' appears in the guest check window.



3. Touch **Swiss Sauce**. The system finds Shred Chz and Swiss Sauce are in the same modifier group and Shred Chz is substitutable at no charge. Swiss Sauce appears in the guest check window at no charge.

H158	Lune	Lunch Sides					Kid's Meal			Coupons Functions		
#158	Shred Se Chr	same ^{Bur} Pa	ger Rec Rand			1	#2	#3	#4	[#] 5	#6	#7
	Fomato Slice					8	[#] 9	#10	#11	#12	#13	#14
	Make Combo					[‡] 15	#16	[#] 17	#18	#19	#20	[#] 21
Super Burger 3.89	Extra	Light	Side	Sub	E	JR urger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
NO Shred Chz Swiss Sauce	Sand Choices	Chz Choices	Sauce Choices	Bread Choices		uper urger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
	Cheese Slice	Chz Sauce	Shred	Cup Cheese		eluxe urger	Large Burger	Large Veggie Burger	Spec Bcr Chzburge		Crsp Ckr Bac Chz	
	Swiss Slice	Swiss Sauce	Big Eye Swiss	Prov Slice		TBR	Turk Sw	Ham Chz	Reuben	Turk Reuben	Crsp Ckr C Bleu	Rst Cki C Bleu
	Mozz Slice	House Chz Slice	Pep Jck Sauce	More		BLT	Veggie Sandwicl	Ckn Sid	Beef n Cheese	Corn Beef Chi	Reg Ckn Bites	Roast Ckn Clu
						alads	French Dip	Classic Italian	Philly Beef	Turkey Club Sul	Large Ckn Bites	
Delete 📰 Repeat	Modify	Up Size	100 million (100 million)	own ize	Mak		Make Na Carte	Eat In	Carr		nder	Exit
eading: printer log for Term1 (33%)							Denis	e	Cashier			11:44

Figure 23 Swiss cheese added at no charge

To substitute an included modifier with a non-included modifier for a charge difference:

- 1. Touch **Super Burger** to add the item in the guest check window.
- 2. Touch **Shred Chz** from the context panel. 'No Shred Chz' appears in the guest check window.
- 3. Touch **Swiss Sauce**. The system finds Shred Chz and Swiss Sauce are in the same modifier group and Shred Chz is substitutable, but with a charge difference. Since Shred Chz is normally \$0.40, and Swiss Sauce is normally \$0.60, Swiss Sauce appears in the guest check window at



\$0.20. If Shred Chz was priced higher than Swiss Sauce, the system would not charge for Swiss Sauce.

1156	Lune	ch	Sides			P	(id's Meal			Coupon	s Fur	octions
#156 🔳	Shred Se Chr	sameBur 4" Pa	ger Ren Rane Sc	shree		#1	#2	#3	#4	#5	#6	#7
	Fomato Slice					# 8	[#] 9	#10	#11	#12	#13	#14
	Make Combe					[#] 15	#16	#17	#18	#19	#20	#21
Super Burger 3.89	Extra	Light	Side	Sub		JR Burger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
NO Shred Chz Swiss Sauce 0.20	Sand Choices	Chz Choices	Sauce Choices	Bread Choices		Super Burger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
	Cheese Slice	Chz Sauce	Shred Chz	Cup Cheese		Deluxe Burger	Large Burger	Large Veggie Burger	Spec Bon Chzburge		Crsp Ckn Bac Chz	
	Swiss Slice	Swiss Sauce	Big Eye Swiss	Prov Slice		TBR	Turk Sw	Ham Chz	Reuben	Turk Reuben	Crsp Ckn C Bleu	Rst Ck C Blei
	Mozz Slice	House Chz Slice	Pep Jck Sauce	More		BLT	Veggie Sandwich	Ckn Sid	Beef n Cheese	Corn Beef Chz	Reg Ckn Bites	Roast Ckn Clu
						Salads	French Dip	Classic Italian	Philly Beef	Turkey Club Sub	Large Ckn Bites	
Delete Repeat	Modify	Up Size		own iize	Mak		Make la Carte	Eat In	Carr		nder	Exit

Figure 24 Swiss cheese added for a charge



To substitute an included modifier with a non-included modifier not eligible for substitution:

- 1. Touch Super Burger to add the item in the guest check window (Figure 103).
- 2. Touch Shred Chz from the context panel. 'No Shred Chz' appears in the guest check window.
- 3. Touch **Swiss Sauce**. The system finds Shred Chz and Swiss Sauce are in the same modifier group and Shred Chz is substitutable; however, Swiss Sauce is not eligible for substitution. Swiss Sauce appears in the guest check window at full price of \$0.60.

<u></u>	Lune	ch	Sides				Kid's Meal			Coupon	is Fur	ictions
#159	Shred Se Chz	esameBur 4" Pat	ger Red Rand			1	#2	#3	#4	#5	#6	#7
	Fomato Slice					8	#9	#10	#11	#12	#13	#14
	Make Combo					15	#16	#17	#18	#19	#20	[#] 21
Super Burger 3.89	Extra	Light	Side	Sub	E	JR urger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
NO Shred Chz Swiss Sauce 0.60	Sand Choices	Chz Choices	Sauce Choices	Bread Choice:		uper urger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
	Cheese Slice	Chz Sauce	Shred	Cup Cheese		eluxe urger		Large Veggie Burger	Spec Bcr Chzburge		Crsp Ckn Bac Chz	
	Swiss Slice	Swiss Sauce	Big Eye Swiss	Prov Slice		TBR	Turk Sw	Ham Chz	Reuben	Turk Reuben	Crsp Ckn C Bleu	Rst Ckr C Bleu
	Mozz Slice	House Chz Slice	Pep Jck Sauce	More		BLT	Veggie Sandwich	Ckn Sld	Beef n Cheese	Corn Beef Chi	Reg Ckn Bites	Roast Ckn Clui
						alads	French Dip	Classic Italian	Philly Beef	Turkey Club Sul	Large Ckn Bites	
Delete Repeat	Modify	Up Size		own ize	Mak QC		Make Ala Carte	Eat In	Carr	- 10	nder	Exit
Reading: printer log for Term1 (33%)							Denis	e	Cashier			11:49 A

Figure 25 Swiss cheese not eligible for substitution



Adjusting the price of an included modifier based on modifier code

You can configure a percentage adjustment to the base item price when you add a modifier item to the check using a modifier code. You can charge more for 'Extra' and less for 'Light' without affecting the defined base price of any given item.

This feature is not specific to included modifiers; however, you can configure the system to differentiate between 'included items' and 'added items' for the menu item. For example, if a Meat Lover's pizza already has pepperoni, you can charge less to add extra pepperoni than you would to add mushrooms, which do not come standard on a Meat Lover's pizza. For a sandwich operation, you can charge less to add more bacon to a BLT instead of charging the full price.

To configure a modifier code to adjust the modifier price:

Modifier Code: 3 EXTR	RA	
Iodifier Codes		
Settings		۲
Number	3	
Description	EXTRA	
Display name	EXTRA	
Active		✓
Indicator	XT	
Quantity	1	
Bitmap image	None	
Used in pizza matrix		
Video options		8
Video color	Green	
Intensify	[✓
Reverse	[
Blink]	
Pricing		8
G Affects pricing		✓
🥨 Charge X percent	100	
😳 Charge X percent if included	100	

1. Select Maintenance > Menu > Modifier Codes.

Figure 26 Modifier code pricing

- 2. Select a modifier code other than 'No' or 'Included' from the 'Modifier Code' drop-down list.
- 3. Under the 'Pricing' group bar, select Affects pricing.



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- 4. Type the **percentage**, from 0 to 9999 with 100% being the default to use when calculating the price of a modifier already included as part of the standard item in 'Charge X percent if included.'
- 5. Click Save.
- 6. Repeat this **procedure** for other modifier codes requiring price adjustments.
- 7. Exit the Modifier Codes function.

As with most modifier codes, you must select the code first and then the modifier to determine the price of the modifier. If the modifier does not contain a base price, the system does not make an adjustment, even if the modifier code is configured to affect the pricing. Use the following scenarios to help you configure your included modifier pricing:

SCENARIO: Price decreased for an included modifier

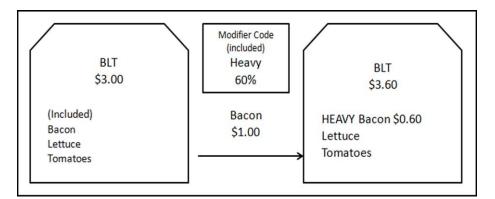


Figure 27 Price decreased for an included modifier

A BLT is priced at \$3.00. Bacon is priced at \$1.00 and is an included modifier for the BLT. The Heavy modifier code is set to 60% for included modifiers. You order the BLT and select Heavy Bacon. The system charges the BLT as \$3.00 + (\$1.00 x 60%) = \$3.60.

SCENARIO: Price not charged for an included modifier

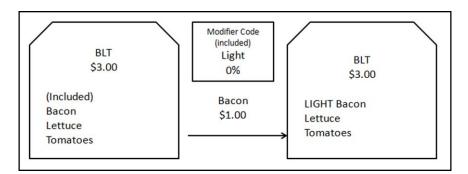


Figure 28 Price not charged for an included modifier



© 2024 NCR Voyix. All rights reserved. NCR Voyix — Confidential Use and Disclose Solely Pursuant to Company Instructions A BLT is priced at \$3.00. Bacon is priced at \$1.00 and is an included modifier for the BLT. The Light modifier code is set to 0% for included modifiers. You order the BLT and select Light Bacon. The system charges the BLT as $3.00 + (1.00 \times 0\%) = 3.00$.

SCENARIO: Price for an included modifier substituted for a non-included modifier

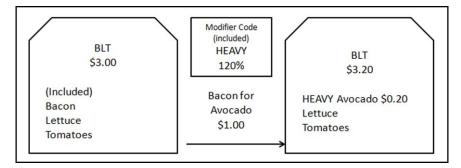


Figure 29 Price for included modifier substituted for non-included modifier

A BLT is priced at \$3.00. Bacon is priced at \$1.00 and is an included modifier for the BLT, as well as configured to charge for the difference for included modifier substitutions. Avocado is priced at \$1.00 and is not an included modifier for the BLT. The Heavy modifier code is set to 120% for non-included modifiers. You order the BLT and select No Bacon and Heavy Avocado. The system charges the BLT as \$3.00 + (\$1.00 x 120% - \$1.00) = \$3.20.



Configuring a group of included modifiers

Some operations have a standard set of included modifiers called build groups that are used to build an item.

SCENARIO: Gene's Sub Shop offers Italian Sub, Grilled Chicken Sub, and Gene's Special Sub. The Italian Sub has lettuce, red onions, and oil and vinegar sauce on flat bread. Grilled Chicken Sub has lettuce, tomatoes, red onions, and mayonnaise on sourdough bread. Gene's Special Sub has mayo, deli mustard, lettuce, tomatoes, jalapeños, and onions. The consumer orders a Grilled Chicken Sub, but wants the Italian Sub modifiers instead of the Grilled Chicken modifiers. Creating build groups allows you to use a one-touch substitution to easily switch out one group of modifiers for another. If further modifications are needed, the employee can remove or add modifiers based on the active build.

You can use a mixture of Standard and Build item types to create a Build modifier group that allows you to easily accomplish the task of swapping out a group of modifiers with one button touch. Without a Build modifier group, you have to remove and add each modifier one at a time. If further modification is needed, you can add or remove a modifier from the active build modifier group.

The visual indicators continue to appear and change as you switch from one Build item in a Build modifier group to another Build item. For example, when you select the Burger Build item, the visual indicators for the included modifiers appear as normal and update when you select the Chicken Build item,

Tip

For the best result, use zero-priced included modifiers in the build modifier group with the min/max requirement set to zero for the modifier group.

Configuring build groups of included modifiers

Configuring a Build modifier group requires you to toggle back and forth between Item Maintenance and Modifier Group Maintenance, due to the dependencies that exist between items and modifier groups. It also requires the use of the Build item type and Build modifier group types.

- The Build item type represents a grouping of included, zero-priced modifiers that you can use as a base to prepare one or more menu items. For example, you could group oil and vinegar sauce, lettuce, red onions, and flat bread into one Build item, group lettuce, tomato, red onions, mayonnaise, and sourdough bread into another, and so on.
- The Build modifier group type represents a grouping of the Build item types from which a consumer can choose to modify a menu item.

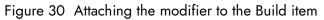


Configuring a Build item type

The first step is to create each group of included modifiers using the Build item type in Item Maintenance.

- 1. Select Maintenance > Menu > Items.
- 2. Click the **New** drop-down arrow, select **Build** from the Type list box, and click **OK**.
- 3. Type a **name** for the Build item, such as 'Chicken Build,' 'Burger Build,' and others.
- 4. Select the **Modifier** tab.

Items	
Item: 3083	v
Item Modifier General Settings Print Dynamic Me	odifiers Production Line Assembly
Modified by	
Modifier 1	Condiments 💌
Modifier 2	None
Modifier 3	None None None None None None None None None
Modifier 4	None
Modifier 5	None
Modifier 6	None
Modifier 7	None
Modifier 8	None
Modifier 9	None
Modifier 10	None



5. Under the 'Modified by' group bar, select a **modifier group**, such as 'Condiments,' from one of the 'Modifier' drop-down lists.



6. Select the **Dynamic Modifiers** tab.

Ι	tems												
It	em: 3083	1						•					
It	em Modifier	General Set	tings Print	Dynamic Mo	difiers Produ	uction Line As	sembly						
D	Dynamic Modifiers												
	Modifier Modifier I Included Auto Add Substituti Print in kit Takeout c Add												
	Condiments	Tomato	1		None								
	Condiments	Lettuce	\checkmark		None		\checkmark	Remove					
		Mayonnai	\checkmark		None		✓	Move up					
Þ	Condiments	Pickle 🔽	×		None			move up					
								Move down					
								Modifier Group					

Figure 31 Adding the dynamic modifiers

- 7. Under the 'Dynamic Modifiers' group bar, click Add.
- 8. Select the **modifier group** that contains the items, such as condiments, from the 'Modifier Group' drop-down list.
- 9. Select a modifier to include in the Build from the 'Modifier Item' drop-down list.
- 10. Repeat steps 7 through 9 for each modifier that makes up the Build.
- 11. Click Save.
- 12. Repeat this **procedure** for each Build item you want to create.
- 13. Exit the **Items** function.



Configuring a Build modifier group

You then create a Build modifier group and attach the Build items to the group. Attach each Build item you can use for modifying an item assigned to this modifier group. Generally, if you are switching builds across like menu items, only one Build modifier group is needed.

- 1. Select Maintenance > Menu > Modifier Groups.
- Click the New drop-down arrow, select Build from the 'New modifier group' list box, and click OK.
- 3. Type a **name**, such as 'Build,' for the Build modifier group.
- 4. Select the **Layout** tab.
- 5. Select a **button** from the grid. Additional options appear under the 'Modifier item' group bar.
- 6. Select a **Build item** from the 'Item' drop-down list, such as 'Chicken Build.'

Modifier Groups			
Modifier Groups: 10007 Build			-
Modifier Layout			
D	E	Modifier item	
Burger Build 32 \$0.00		Item	Burger Build 🛛 💌
		Price method	Button price 💌
Chicken Build 3083 \$0.00		Button price	0.00
Gene Special \$0.00			
Page up * Page down •	Sort * So	ort ► Consolidate]

Figure 32 Modifier group for a build

- 7. Repeat **steps 5 through 6** to add other Build items to the Build modifier group.
- 8. Click Save.
- 9. Repeat this **procedure** to create other Build modifier groups.
- 10. Exit the **Modifier Groups** function.



Attaching a Build modifier group to a menu item

As with any modifier group, you attach the Build modifier group to the necessary menu item and configure it as an included modifier.

- 1. Select Maintenance > Menu > Items.
- 2. Select the **menu item** from the drop-down list to which you want to attach a Build modifier group, such as 'Burger,' 'Chicken Sandwich,' and more.
- 3. Select the **Modifier** tab.
- 4. Attach the Build modifier group to one of the 'Modifier' drop-down lists.
- 5. Select the **Dynamic Modifiers** tab.
- 6. Under the 'Dynamic Modifiers' group bar, click Add.

Ι	tems												
It	em: 3505	Hamburger F	ood										
It	em Modifier	Pricing Ge	neral Setting	gs Print Dis	play Options	Quick Count	Dynamic Mo	difiers SKU I 🔨 🕨					
D	Dynamic Modifiers Modifier Modifier I Included Auto Add Substituti Print in kit Takeout c												
	Modifier	Add											
Þ	Condimen	Ketchup 💌	~		None								
	Condimen	Tomato	V		None			Remove					
	Condimen	Lettuce			None			Move up					
	Condimen	Pickle			None			Move up					
	Burger Bu	Plain Bun	\checkmark		None	✓		Move down					
	Burger Bu	Seseame			Charge di	V		Modifier Group					
	Burger Bu	Brioche Bun			Charge di								
	Condimen	Jalapeno			Charge di	V							
	Condimen	Grilled On			Charge di	\checkmark							

Figure 33 Items - Dynamic Modifiers tab

- 7. Select the Build modifier group from the 'Modifier Group' drop-down list.
- 8. Select the **Build modifier** from the 'Modifier Item' drop-down list.
- 9. Select Included.
- 10. Repeat steps 6 through 9 for each modifier that makes up the Build.
- 11. Click Save.



12. Repeat this **procedure** for each item to which you want to attach a Build modifier group.

13. Exit the **Items** function.

Adding Build items and Undo Modifications button to a panel

Once all the Build associations between items and modifiers are in place, you add the Build items to the necessary context panels for order entry. Also, you add the Undo Modifications button function to the same panel or to a non-context panel containing your function buttons. The Undo Modifications button allows you to dismiss all changes you made to included modifiers associated with the build item you are modifying and reset them to their original state.

🖪 Note

The Undo Modifications button function only applies to an item configured as a Build item type.

- 1. Select Maintenance > Screen Designer > Quick Service Screen Designer.
- 2. Select Work with Panels.
- 3. Select **Panel > Open Panel**, and select a context panel containing your modifier buttons.
- 4. Select **Panel > New Button**.

roperties Button: Chicken Build			Properties	line in
			Button: Undo Modifica	itions
Properties			Properties	
Image	None	-	Custom Backgroun	d Cok 255, 128, 0
Use new button disp	lay c False		Highlight	Skin
Gradient	None		Image	None
Shadow	False		Use new button dis	play c False
Bevel	False		Gradient	None
Outline	False		Shadow	False
Scale image	False		Bevel	False
Style	Rounded rectangle		Outline	False
Tag	None		Scale image	False
E Function			Style	Rounded rectangle
Action	Order Modifier		Tag	None
Modifier Item	Chicken Build	·	E Function	
Fill remaining count	False		Action	Undo Modifications 💌
🗄 Layout			🖽 Layout	
E Location	13, 358		Location	13, 358
E Size	50, 50	-		50, 50
ModifierItem The modifieritem to be	added to the current order.		Action Undoes any modificat item to the check	ions preformed after adding the

Figure 34 Properties window - Order Modifier (left) and Undo Modifications (right)

- 5. In the Properties window and under the 'Function' group bar, select **Order Modifier** from the 'Action' drop-down list.
- 6. Select the **Build item** from the 'Modifier Item' drop-down list, such as 'Burger Build.'



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- 7. Under the 'Appearance' group bar, type a **name** for the button, such as 'Burger Build.' To display text on multiple lines, insert '\n' without spaces for line breaks, such as 'Burger\nBuild.'
- 8. Configure the **remaining options** as you would for any other button function.
- 9. Repeat steps 4 through 8 to add other Build items to the panel.
- 10. Select **Panel > Save Panel**.
- 11. While still in Panel Editor, select **Panel > Open Panel**, and select a **panel** to which you want to add the 'Undo Modifications' button.
- 12. Select **Panel > New Button**.
- 13. In the Properties window and under the 'Function' group bar, select **Undo Modifications** from the 'Action' drop-down list to allow you to remove any modifications made to a Build item, before the item is ordered and revert back to it original state.
- 14. Under the 'Appearance' group bar, type a **name** for the button, such as 'Undo Mods.' To display text on multiple lines, insert '\n' without spaces for line breaks, such as 'Undo\nMods.'
- 15. Configure the **remaining options** as you would for any other button function.
- 16. Select **Panel > Save Panel**.
- 17. Select File > Exit to exit Quick Service Screen Designer.

Using Build modifier groups

Use Build modifier groups to switch out a complete group of included modifiers for an item, such as a hamburger with a Burger build to a hamburger with a Chicken build. Once the included modifiers are switched, and the consumer wants additional modifications, you can further alter the included modifiers individually. For example, if you switch from a Burger build to a Chicken build, and the consumer wants the tomatoes from a Burger build, you can easily add tomatoes to the menu item with the new Chicken build.

Veteran employees who know the restaurant menu well could also determine if switching a build is more efficient to enter the order instead of adding and deleting individual included modifiers.

If you perform major modifications to the Build item, and make a mistake or decide to start over, press the Undo Modifications button to undo all changes and return the Build item to its original state.



Configuring visual indicators on chain button functions

In <u>"Configuring visual indicators to appear for included modifiers" on page 9</u>, we discussed adding an image or color to a modifier code as a visual indicator on a button. In a more complex Quick Service screen design using context panels, an included modifier could be located on a panel hidden beneath other panels and is not readily visible when you add the menu item to the check. The designer often segregates common modifiers, such as cheeses or protein choices, and uses chain buttons to access the context panel on which they reside. For example, one panel is dedicated to bread choices, while another could contain only cheese choices, or meat choices. An included modifier found on these panels is not visible when you add the menu item to the check. You must first touch the 'chain' button to navigate to the modifier panel before you can determine which modifiers on that panel, if any, are included with the item.

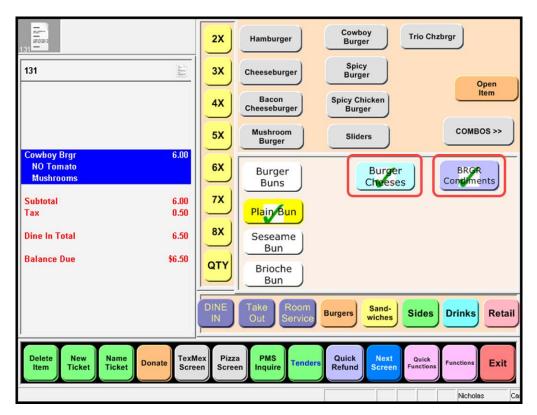


Figure 35 Visual indicator on chain buttons

To easily identify which hidden panel contains at least one included modifier, you can also display the same visual indicator on the chain button that navigates to a panel that has an included modifier. For example, a chain button named 'Cheese Menu' appears for the item you are currently entering and the 'cheese panel' to which the 'cheese menu' button navigates contains the included modifier Cheddar Cheese. The same visual indicator appears on both Cheddar Cheese and the 'cheese menu' chain button.



To display the visual indicator on a button that chains to a modifier panel containing included modifiers, you must specify the image or color to use in the chain button function definition.

Tip

A script button function often includes a chain function as part of a multi-function action. To use visual indicators on a chain button function, you must place the chain function as the first action defined in the script.

To configure a visual indicator to display on a chain button function:

- 1. Select Maintenance > Screen Designer > Quick Service Screen Designer.
- 2. Select Work with Panels.
- 3. Select Panel > Open Panel, then select a panel to use, and click OK.
- 4. Add a **button**, or select an existing **button**.
- 5. In the Properties window and under the 'Function' group bar, select **Chain** from the 'Action' drop-down list.

	roperties Button: Chain	×
	Properties	
Γ	Outline	False 🔺
	Scale image	False
	Style	Rounded rectangle
	Tag	None
F	E Function	
	Action	Chain
	Panels to display	Sandwich Context P
	Use graphical modifier in	Green Check Mark
	Use graphical modifier co	True
	Custom graphical modifie	Yellow
E	🗄 Layout	
Ð	E Location	89, 83
Ð	∃ Size	84, 37
	Panels to display The panels to be displayed	

Figure 36 Chain button function

- 6. Select a **panel** from the 'Panel to display' drop-down list.
- 7. To add an image to a chain button, select an **image** from the 'Use graphical modifier image' drop-down list.



- 8. To add a color to a chain button, select **Use graphical modifier color** and a **color** from the 'Custom graphical modifier color' drop-down list.
- 9. Select Panel > Save Panel.
- 10. Repeat this **procedure** to specify an image or color for another chain button.
- 11. Select File > Exit to exit Quick Service Screen Designer.



Supporting dynamic included modifiers

Dynamic included modifiers is a design feature that reserves a set or row of buttons on a context panel to be automatically populated with included modifiers when an item is added to the guest check window. Dynamic included modifiers also inherit the visual indicators configured with an included modifier.

B Note

The visual indicators continue to appear everywhere the included modifier is found.

You may want to implement this if included modifiers are not visible at the same time on the screen and are hidden within underlying panels, such as panels specific to bread, cheese, or condiment choices. The employee must navigate through these chaining panels to view each included modifier that comes standard with the item. By reserving an area for dynamic included modifier buttons, the employee can view a complete list of the included modifiers for an item and quickly respond to any inquiries the consumer may have.

In the following example, the context panel has the top two rows reserved for dynamic included modifiers. When you add an item, such as Super Burger, to the guest check, the system automatically populates the top two rows of the panel, starting with the top-left button and across, with the included modifiers defined for the item.

<u><u><u>m</u>res</u></u>	Lune	ch	Sides			H	(id's Meal			Coupon	s Fur	ictions
#163 📳	Chz	sameBur 4" Pa	ger Re Ran Sc	ch Int		#1	#2	#3	#4	#5	#6	#7
	Slice					#8		#10	#11	#12	#13	#14
	Make Comb					[#] 15	[#] 16	#17	[#] 18	[#] 19	[#] 20	[#] 21
	Extra	Light	Side	Only		JR Burger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
Super Burger 3.89	Totol and the second	Chz Choices	Sauce Choices	Bread Choices		Super Burger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
	Add Roast Beef	Leaf Lettuce	Shred Lettuce	Pickles		Deluxe Burger	Large Burger	Large Veggie Burger	Spec Bor Chzburge		Crsp Ckn Bac Chz	
	Double Beef	Tomato Slice	Red Onion	Yellow Mustard		TBR	Turk Sw	Ham Chz	Reuben	Turk Reuben	Crsp Ckn C Bleu	Rst Ckn C Bleu
	Add Pep Bacon	Char Seas	Ketchup	More		BLT	Veggie Sandwich	Ckn Sid	Beef n Cheese	Corn Beef Chz	Reg Ckn Bites	Roast Ckn Club
						Salads	French Dip	Classic Italian	Philly Beef	Turkey Club Sut	Large Ckn Bites	
Delete Repeat	Modify	Up Size	_	own Size	Ma Q		Make la Carte	Eat In	Carr Out		nder	Exit
Reading: printer log for Term1 (33%)							Denis	e	Cashier			04:08 PN

Figure 37 Dynamic included modifiers for Super Burger



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#163		Sesamel 4"	nicker Fillet		red et		#1	[#] 2	#3	#4	#5	#6	#7
							#8	[#] 9	#10	#11	[#] 12	#13	#14
		Make Comb				1	#15	#16	#17	#18	#19	#20	[#] 21
		Extra	Light	Side	Only		JR Burger	Reg Burger	Reg Veggie Burger	Special Burger		Ham Melt	Melt
Super Burger Crsp Ckn Filet	3.89 3.69	Sand Choices	Chz Choices	Sauce Choice	Bread Choices		Super Burger	Med Burger	Med Veggie Burger	Special Bcn Bg		Crsp Ckn Filet	Roast Ckn
		Add Roast Beef	Leaf Lettuce	Shree Lettuc			Deluxe Burger	Large Burger	Large Veggie Burger	Spec Bcr Chzburge		Crsp Ckn Bac Chz	
		Double Beef	Tomato Slice	Red Onion	Yellow Mustard		TBR	Turk Sw	Ham Chz	Reuben	Turk Reuben	Crsp Ckn C Bleu	Rst Ck C Blei
		Add Pep Bacon	Char Seas	Ketchu	p More		BLT	Veggie Sandwich	Ckn Sid	Beef n Cheese	Corn Beef Chz	Reg Ckn Bites	Roast Ckn Clu
						1	Salads	French Dip	Classic Italian	Philly Beef	Turkey Club Sub	Large Ckn Bites	
Delete F	Repeat	Modify	Up		Down Size	Ma		Make la Carte	Eat In	Carr		nder	Exit

When you select another item, such as Crsp Ckn Filet, the system updates the buttons with the included modifiers defined for the new item.

Figure 38 Dynamic included modifiers for Crsp Ckn Filet

To configure dynamic included modifiers, you must first set up your included modifiers, as normal, then add the dynamic included modifier buttons to a context panel. For readability, place the buttons



in a specific area, separate from the other functions on the context panel. The buttons will appear blank until you select a menu item with included modifiers.

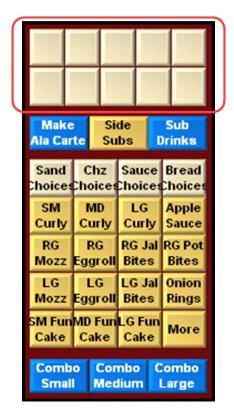


Figure 39 Reserved area for dynamic included modifiers

Tip

The number of dynamic included modifier buttons needed is at your discretion. As a best practice, evaluate the maximum number of included modifiers needed for your items. The system populates the dynamic included modifier buttons with the included modifiers based on the order in which they are configured in Items > Dynamic Modifiers tab. If you add only four dynamic included modifier buttons to the context panel, and the item has five included modifiers configured, the fifth included modifier does not appear. In this example, we added 10 dynamic included modifier buttons to accommodate menu items with a high usage of included modifiers.

To add dynamic included modifiers to a context panel:

- 1. Select Maintenance > Screen Designer > Quick Service Screen Designer.
- 2. Select Work with Panels.
- 3. Select Panel > Open Panel. The Open Panels screen appears.
- 4. Select a **panel** configured as a context panel from the list and click **OK**. You cannot add a dynamic included modifier button to a panel that is not a context panel.



© 2024 NCR Voyix. All rights reserved. NCR Voyix – Confidential Use and Disclose Solely Pursuant to Company Instructions 5. Select **Panel > New Button**. A new button is added to the context panel and the Properties dialog box appears.

P	roperties		
	Use new button display optior	False	•
	Gradient	None	
	Shadow	False	
	Bevel	False	
	Outline	False	
	Scale image	False	
	Style	Rounded rectangle	
	Tag	None	
	Function		
	Action	Dynamic Included Modifier	
Е	Layout		
Ŧ	Location	31, 10	
Ð	Size	100, 39	-
	ayout		_

Figure 40 Dynamic Included Modifier properties window

- 6. Under the 'Function' group bar, select **Dynamic Included Modifier** from the 'Action' drop-down list.
- 7. Complete the **remaining background options** for the button, as desired. Since the system generates the text and content on the button, you cannot configure the text, or font options on a Dynamic Included Modifier button, nor can you add an image to the button since that comes from the image defined for the Included Modifier modifier code.
- 8. Repeat **steps 5 through 7** for each of the remaining buttons to use for dynamic included modifiers.
- 9. Select **Panel > Save Panel**.
- 10. Repeat this **procedure** for each context panel requiring a set of Dynamic Included Modifier buttons.
- 11. Exit Quick Service Screen Designer.



Automatically printing included modifiers in the kitchen

By default, included modifiers do not appear in the guest check window and are not sent to the kitchen or printed on the kitchen chit. You can configure one or all included modifiers to print on the kitchen chit for the kitchen staff to use when preparing an item. You can also leverage the item priority feature in Maintenance > Menu > Item Routing to configure the included modifiers to print in the order in which your ingredients are laid out on a 'make table.'

To configure included modifiers to automatically print on the kitchen chit, you must disable 'Print in kitchen' in Store Settings and then specify the included modifiers to print in the kitchen when you order the menu item.

To disable kitchen printing in Store Settings:

- 1. Select Maintenance > Store > Store Settings.
- Under the 'Display > POS Order Entry Check' group bar, select the User Interface group at the bottom of the screen (Figure 2).
- 3. Clear Print in kitchen.
- 4. Click **Save** and exit the **Store** function.

To configure an included modifier to print on a kitchen chit:

- 1. Select Maintenance > Menu > Items.
- 2. Select the **item** with a defined included modifier from the drop-down list.



3. Select the **Dynamic Modifiers** tab.

Ι	tems												
It	em: 3505	Hamburger F	ood					•					
It	em Modifier	Pricing Gei	neral Settin	gs Print Dis	play Options	Quick Count	Dynamic Moo	difiers SKU I 💶 🕨					
D	Dynamic Modifiers												
	Modifier Modifier I Included Auto Add Substituti. Print in kit Te keout c												
۲	Condimen	Ketchup			None	V		Add					
	Condimen	Tomato	V		None			Remove					
	Condimen	Lettuce	V		None			Move up					
	Condimen	Pickle	V		None			move up					
	Burger Bu	Plain Bun	¥		None			Move down					
	Burger Bu	Seseame			Charge di.			Modifier Group					
	Burger Bu	Brioche Bun			Charge di.								
	Condimen	Jalapeno			Charge di.								
	Condimen	Grilled On			Charge di.								

Figure 41 Items - Dynamic Modifiers tab

- 4. Under the 'Dynamic Modifiers' group bar, select the **modifier** configured as an included modifier for the item.
- 5. Select Print in kitchen.
- 6. Repeat this **procedure** for each included modifier to print on a kitchen.
- 7. Exit the **Items** function.



Included Modifiers, Feature Focus Guide

NCR Voyix welcomes your feedback on this document. Your comments can be of great value in helping us improve our information products. Please contact us using the following email address: Documentation.HSR@NCRVoyix.com

