Feature Focus Guide:

Item Modifier Counts

Core Product: Aloha Quick Service, Aloha Table Service
Last Updated: June 13, 2024

Contents

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Revision Record

Date	Version #	Description
Prior to 11/23/2022	v12.3+	Implemented the 'item modifier count' feature.
11/23/2022		Converted document to use new templates.
01/12/2023		Updated front cover and back page to reflect new NCR branding.
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About Item Modifier Counts

Item Modifier Counts at a Glance	
Core Product	Aloha® Quick Service, Aloha Table Service
Complementary Products	
Separate License Required?	No
Other References	Aloha Quick Service Reference Guide, Aloha Quick Service Screen Designer Guide, Aloha Table Service Reference Guide, Aloha Table Service Screen Designer Guide

Some restaurants offer items on their menu that allow, or require, the selection of multiple modifiers, or groupings of modifiers, to fulfill the item. The following are only a few scenarios to which you might apply the Item Modifier Counts feature, available in Aloha® Quick Service and Aloha Table Service:

50 Wings		Chicken Bucket		Dozen Doughnuts		Boxed Tacos	
	Hot (10)		Breasts (1)		Glazed (4)		Beef (10)
	Mild (20		Wings (2)		Choc (4)		Ckn (15)
	Sweet (20)		Thigh (3)		Apple Fritter (4)		Chorizo (25)

- Wings - Due to the small individual pieces of wings, most wing restaurants sell bulk orders of wings, such as '50 Wings,' as the single parent item. Within the item, the guest can choose from a wide variety of sauces, such as hot, mild, sweet, and more, until the choices fulfill the number of wings required for the order.

- Chicken Bucket - Because there are different parts of a chicken, a restaurant could sell a bulk order of chicken, such as a 'Chicken Bucket,' as the single parent item. Within the item, the guest can choose from each part of the chicken, such as breast, wing, drumstick, and more, until the choices fulfill the number of chicken pieces required for the order.

- Dozen Doughnuts - Since doughnuts come in a variety of different types and flavors, a doughnut shop bases their business on selling doughnuts in bulk, such as a 'Dozen Doughnuts.' Within the item, the guest can choose from different types of doughnuts, such as glazed, chocolate, apple fritter, and more, until the choices fulfill the number of doughnuts required for the order.

- Boxed Tacos - To satisfy a catering and delivery need, a restaurant could offer a bulk order of tacos, such as 'Boxed Tacos,' as the single parent item. Within the item, the guest can choose the different types of tacos, such as beef, chicken, chorizo, and more, until the choices fulfill the number of tacos required for the order.

The Aloha POS solution

Today, you can order multiple counts of item modifiers; however, you have to press the desired modifier several times to reach the desired number. When you use the generic quantity button on the Front-of-House (FOH), or singular quantity buttons available in Aloha Quick Service, the function applies to items only, not modifiers. Additionally, when you enter modifiers for an item, the system places them on the check as you enter them and does not group like modifiers together. This could impact your speed of service and increase your chances of entering the wrong type or the wrong number of modifiers.

Figure 1 User-Defined Modifier Item Count Panel

With the 'Item Modifier Counts' feature in either Aloha Quick Service or Aloha Table Service v12.3, you can create panels with specific button functions to help you better manage the ordering of multiple counts of modifiers. From these panels, you can perform all functions for managing the modifiers for the selected item, such as adding, deleting, and clearing modifiers, enforcing minimum, maximum, and free restrictions, as well as applying modifier codes. For Aloha Table Service, you use a custom panel that overlays the modifier button area of the hard-coded classic modifier screen. For Aloha Quick Service, you can use a regular panel.

Item modifier count feature set support

The following describes each feature of Item Modifier Counts and its behavior in relation to Aloha Quick Service and Aloha Table Service.

Feature	Aloha Quick Service	Aloha Table Service
Able to add a single-digit count of an item modifier.	Supported.	Supported.
Able to clear the current modifier count.	Supported.	Supported.
Able to add double-digit counts of item modifiers.	Supported.	Supported.
Able to navigate to a specific submenu panel after fulfilling the item modifier count.	Not available.	Supported.
Able to enter a special message for the item using an on-screen keyboard.	Not supported.	Supported.
Able to display the name of the modifier group from which you are working and the remaining count to meet the minimum for the modifier group.	In Aloha Quick Service, you configure the 'Required Modifier Countdown' button on a panel. The name of the modifier group appears on the button and is read-only.	In Aloha Table Service, this is supported on the hard-coded 'classic' Modifier screen. The option, 'Show required modifier countdown' in Modifier Group Maintenance allows you to add a countdown indicator on the modifier group button.
Able to display the count on the modifier button.	Supported.	Not supported.
Respects the minimum and maximum modifier group requirements.	In Aloha Quick Service, you can add modifiers from any modifier group attached to the item to fulfill the min/max requirements for a modifier group. The system validates each requirement at the time you fulfill the item.	In Aloha Table Service, you must add modifiers to fulfill the min/max requirements for each modifier group, in succession only.
Support for the hard-coded 'classic' Modifier screen.	In Aloha Quick Service, this feature disables the prompt for the 'classic' Modifier screen.	In Aloha Table Service, this feature uses the 'classic' Modifier screen and overlays a portion of the screen with a custom Modifier panel.

Feature	Aloha Quick Service	Aloha Table Service
Able to clear all modifiers from an item and start over on the count.	In Aloha Quick Service, the system clears modifiers from ALL the modifier groups attached to the menu item.	In Aloha Table Service, the system clears modifiers from ONLY the modifier group from which you are working. You must clear modifiers from one modifier group at a time.

Configuring Item Modifier Counts

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

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 > Menu > Items** and configure your items and modifiers as you would any item or modifier. See page 8.
2. Access **Maintenance > Menu > Modifier Groups** and add each modifier to a modifier group. See page 9.
3. Access **Maintenance > Menu > Items** and attach modifier groups to your items. See page 11.
4. For Aloha Quick Service, access **Maintenance > Business > Store > Store Settings tab > User Interface group** and enable the modifier count to appear on each modifier button. See page 11.
5. Access **Screen Designer** and create your panels to manage the ordering of item modifier counts. For Quick Service, create a panel as a regular panel type. For Table Service, you create a custom modifier panel and replace the modifier button area with that panel. See page 12.

Creating items and modifiers

Configure items and modifiers in Item Maintenance as you would any item or modifier. You will return to Item Maintenance to attach the modifier groups to your items.

To create items and modifiers:

1. Select **Maintenance > Menu > Items**.
2. Click the **New** drop-down arrow, select **Standard** as the type, and click **OK**.
3. Accept the **system assigned number** or click the **ellipses (…)** next to 'Number' to display the Number Assignment dialog box, from which you can choose an **alternate number**.
4. Type a **short name**, **chit name**, and **long name** for the item.
5. Select a **tax** to define for the item.
6. Complete the **remaining options** as you would any other item or modifier.
7. Click **Save**.
8. Exit the **Items** function.

Creating a modifier group

After you create your modifiers in Item Maintenance, attach the modifiers to a modifier group. For example, if all wings have the same choices of different flavors, include them in the modifier group. If there is a difference between the minimum and maximum requirements, you must create separate modifier groups to reflect this. For example, for a '50 Wings' item, the minimum and maximum is 50; however for a '12 Wings' item, the minimum and maximum is 12.

For Table Service operations, you will return to Modifier Group Maintenance to attach a modifier panel to the modifier group.

To create a modifier group:

1. Select **Maintenance > Menu > Modifier Groups**.
2. Click the **New** drop-down arrow, select **Standard** as the type, and click **OK**.
3. Accept the **system assigned number** or click the **ellipses (...)** next to 'Number' to display the Number Assignment dialog box, from which you can choose an **alternate number**.

Figure 2 Modifier Groups - Modifier Tab

4. Type a **short name** and **long name** for the modifier group.
5. Type the **minimum number of modifiers** you must select from the modifier group to fulfill the item. For example, for a '50 Wings' item, type 50.
6. Type the **maximum number of modifiers** you can select from the modifier group. For example, for a 'Dozen Doughnuts' item, you can only type 12.

7. For Quick Service operations, select **Suppress classic modifier screen** to prevent the system from displaying the hard-coded classic modifier screen when the modifier group has one or more minimum required modifiers, as defined in 'Minimum.' You must clear 'Screen flow required' to enable this option.

8. For Aloha Table Service operations, optionally select **Remove special message button** to prevent the Typewriter button from appearing in the bottom left corner of the hard-coded classic modifier screen when making selections for this modifier group. Do this to remove the ability to type user-defined text for the item.

9. For Aloha Table Service operations, optionally select **Show required modifier countdown** to display a countdown in red text in the upper left corner of the modifier group button, indicating the remaining number of modifiers a guest must choose to fulfill the modifier requirements for the modifier group. The countdown defaults to the value in 'Minimum' and lowers as you enter guest selections. If 'Minimum' is set to 0 (zero), the countdown indicator does not appear on the modifier group button. **Note:** This is the equivalent to the 'Required Modifier Countdown' button function available in Quick Service Screen Designer. See "Designing the interface to manage item modifier counts" on page 12.

10. Select the **Layout** tab.

11. Select a **button** from the grid. The location of the button on the grid does not matter because you determine the button placement in Screen Designer for both Aloha Quick Service and Table Service.

12. Select the **modifier** from the 'Item' drop-down list.

13. Repeat **steps 11 and 12** until you add all modifiers to the modifier group.

14. Click **Save**.

15. Repeat this **procedure** until you create all necessary modifier groups.

16. Exit the **Modifier Groups** function.

Attaching a modifier group to an item

After you add modifiers to a modifier group, you attach the modifier group to each applicable item. For example, for the '50 Wings' item, you attach the modifier group with your flavors for the '50 Wings' item.

To attach a modifier group to an item:

1. Select **Maintenance > Menu > Items**.
2. Select the **item** to which you want to attach a modifier group from the drop-down list.
3. Select the **Modifier** tab.
4. Select the **modifier group** from one of the 'Modifier' drop-down lists.
5. Repeat **step 4** if you have any other modifier groups you need to attach to the item.
6. Click **Save**.
7. Repeat this **procedure** for each item you wan to attach a modifier group.
8. Exit the **Items** function.

Configuring the current count to appear on modifier button (QS)

In Aloha Quick Service, you can enable the system to display the item modifier count on all modifier buttons when you apply a count. This allows you to quickly see the count of a specific modifier you added to the item.

Figure 3 Count on Modifier Button

To display the item modifier count on the modifier button:

1. Select **Maintenance > Business > Store**.
2. Select the **Store Settings** tab.

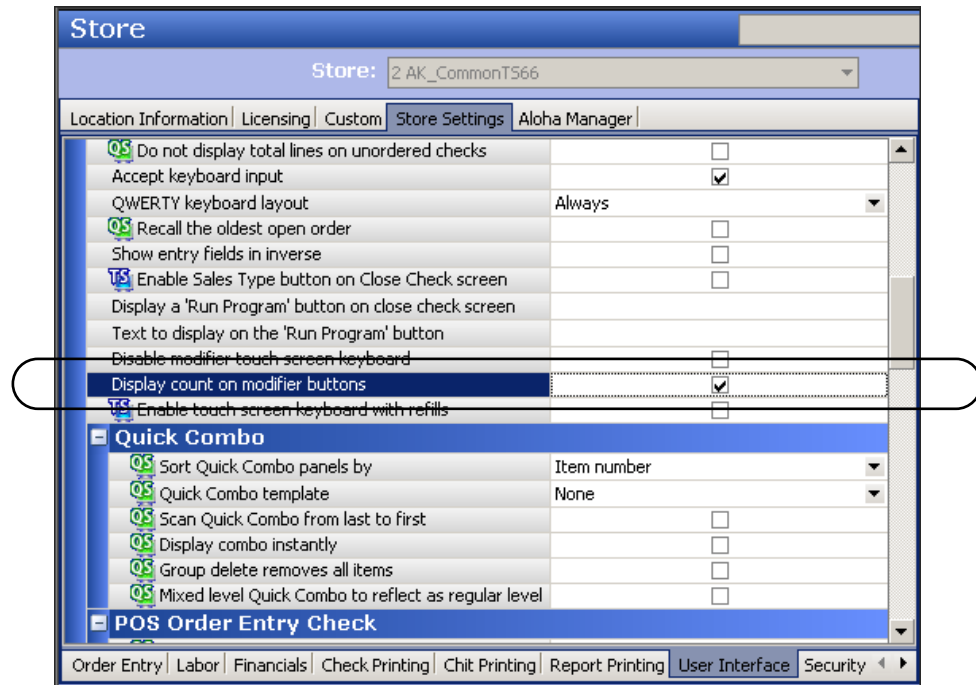3. Select the **User Interface** group from the bottom of the screen.

Figure 4 Store Settings - User Interface Group

4. Under the 'Display' group bar, select **Display count on modifier buttons** to enable the system to display the modifier count on each button for which you apply an item modifier count.

5. Click **Save** and exit the **Store** function.

Designing the interface to manage item modifier counts

You manage the ordering of item modifier counts from a panel you create in Screen Designer. The procedure is different depending on if you use Aloha Quick Service or Table Service.

Aloha Quick Service

For Aloha Quick Service, you use the same panel type as you would for any other buttons in Aloha Quick Service.

To design the interface to manage item modifier counts in Quick Service:

●   Create an 'item modifier count' panel.

●   Add buttons to the 'item modifier count' panel.

Creating an item modifier count panel

You must first create an 'item modifier count' panel on which to place your buttons or you can use an existing panel; however, due to the real estate needed, creating a new panel is preferable. To access the panel in the FOH once you create it, you can:

- Configure a script for your item buttons, such as '50 Wings,' that includes ordering the item and displaying your 'item modifier count' panel.

- Configure your 'item modifier item count' panel as a context panel so that it appears each time you enter an item, such as '50 Wings.' This is the preferred method.

> 📖 **Reference**
> Refer to the Context Panels Feature Focus Guide -HKS346 for information on how to configure and use context panels.

To create a panel in Quick Service:

1. Select **Maintenance > Screen Designer > Quick Service Screen Designer**. The Quick Service Screen Designer dialog box appears.
2. Select **Work with Panels**. The Properties dialog box appears along with a blank workspace.
3. Select **Panel > New Panel**. A new panel appears.
4. Size and relocate the **panel**, as needed.
5. Under the 'Identification' group bar of the Properties dialog box, type a **name** and a **description** for the panel.
6. Under the 'Appearance' group bar, set the remaining optional **attributes** the same as you would any other panel.
7. If this is a context panel, set **Context** to **True** to make the panel a context panel.
8. Continue to the **next procedure**.

Adding buttons to an item modifier count panel

You can add up to 50 buttons to an 'item modifier count' panel, either one button at a time or multiple buttons using a grid. While adding buttons, you must select the appropriate function from the 'Action' drop-down list in the Properties dialog box, one button at a time. Design the layout of the panel to fit your needs, but we recommend you design the count buttons in the form of a keypad.

The following example depicts a Quick Service panel for a '50 Wings' item. When you access the panel, you can do such things as display the current count of modifiers, a user-defined numeric keypad with incremental quantities, modifiers, and modifier codes.
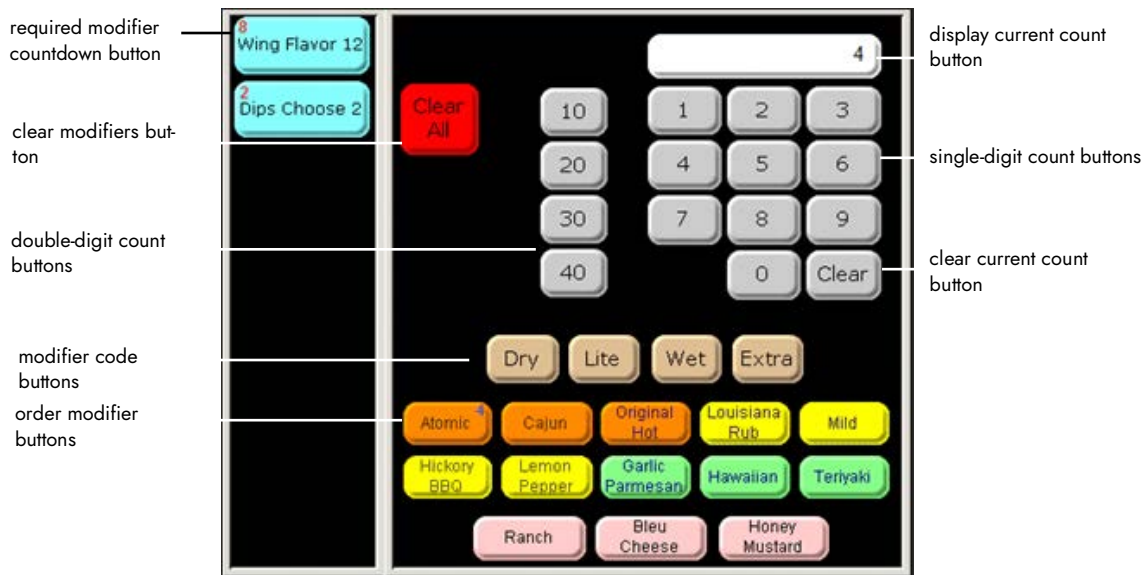

Figure 5 Sample Custom Modifier Panel

To add a button to an 'item modifier count' panel:

1. With the 'item modifier count' panel open, select **Panel > New Button**.
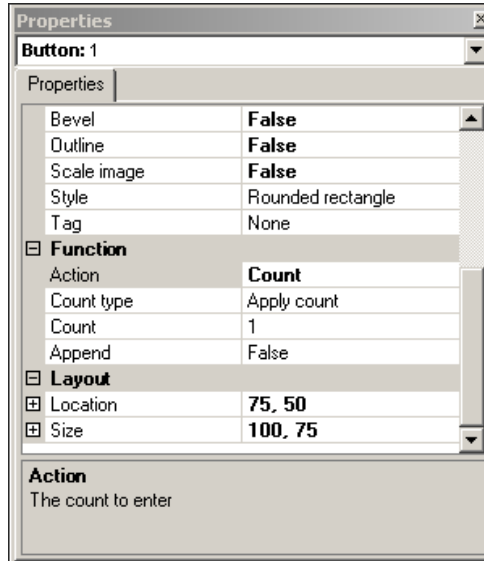

Figure 6 Properties Dialog Box for a Count Button Function

2. Under the 'Function' group bar of the Properties dialog box, select one of the following **button functions** from the 'Action' drop-down list.

To add a 'Required Modifier Countdown' button, select **Required Modifier Countdown** from the 'Action' drop-down list and select the **modifier group number**, in relation to the order of the modifier groups you have defined for the item in Maintenance > Menu > Items > Modifier tab. The button displays the name of the modifier group and a countdown of the minimum number of modifiers left to fulfill the item. This is a read-only button and you can add as many Required Modifier Countdown buttons for each modifier group attached to the item as needed. **Note:** This is the equivalent to the 'Show required modifier countdown' option available in Maintenance > Menu > Modifier Groups in Table Service. See "Creating a modifier group" on page 9.

Function	
Action	Required Modifier C ▾
Modifier Group	1

Figure 7 Required Modifier Count Button Function

To add a 'Clear Modifiers' button, select **Clear Modifiers** from the 'Action' drop-down list to remove all modifiers added to an unordered item and revert the menu item back to a single-entry state. Use this button function when you have a large number of modifiers added to an item and you want to remove them. You cannot use this function within a script.

To add a 'Double-Digit Count' button that enables you to enter double-digit quantities of the modifier item, select **Count** from the 'Action' drop-down list and select **Apply Count** from the 'Count Type' drop-down list. Then set 'Append' to **True**. For example, you can enter a quantity of 12 for a modifier item by touching the 1 and then the 2 count buttons before touching the modifier item.

Function	
Action	**Count**
Count type	Apply count
Count	1
Append	**True**

Figure 8 Count (Double-Digit) Button Function

To add a 'Modifier Code' button, select **Modifier Code** from the 'Action' drop-down list and select a **modifier code** from the 'Modifier Codes' drop-down list. This allows you to designate a preceding preparation code for a modifier, such as No, Extra, and Side. You must touch this button before selecting a modifier item.

Function	
Action	**Modifier Code**
Modifier Codes	**NO**

Figure 9 Modifier Code Button Function

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To add an 'Order Modifier' button, select **Order Modifier** from the 'Action' drop-down list and select a **modifier** from the 'Modifier Item' drop-down list. This allows you to add a modifier to the selected menu item or the last item ordered, if there is an association between the modifier and the item.

□ Function	
Action	**Order Modifier**
Modifier Item	**BBQ Sauce**
Fill remaining count	**True**

Figure 10 Order Modifier Button Function

To allow the order modifier button to fill the remaining count, set **Fill remaining count** to **True** to use the remaining minimum count with the modifier item to the menu item based on the remaining quantity of modifiers needed to fulfill the minimum required for the modifier group. For example, if the modifier group requires you to select a minimum of 10 modifiers, and you have already selected five, the system adds the selected modifier to the check using a quantity of five. If you select a count prior to selecting the modifier, the system ignores 'Fill remaining count' and adds the modifier based on the selected count.

To add a 'Display Current Count' button, select **Count** from the 'Action' drop-down list and select **Display current count** from the 'Count Type' drop-down list. This displays the currently selected count of the modifier item on the modifier panel. If the count is zero, the button is blank.

□ Function	
Action	**Count**
Count type	**Display current count**

Figure 11 Count (Display Current Count) Button Function

To add a 'Single-Digit Count' button, select **Count** from the 'Action' drop-down list and select **Apply Count** from the 'Count Type' drop-down list. Then specify the **quantity**, from 1 to 999, of the modifier item to apply when you touch this button. This applies the next modifier item you select to the menu item using the number stipulated for this button in 'Count.' For example, for the '10 Wings' menu item, if you touch a button defined with a 'Count' of 5 and then touch the 'Hot' modifier item, the system indicates the customer wants five of the ten wings modified with the 'Hot' modifier item.

□ Function	
Action	**Count**
Count type	Apply count
Count	1
Append	False

Figure 12 Count (Single-Digit) Button Function

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To add a 'Clear Current Count' button, select **Count** from the 'Action' drop-down list and select **Clear current count** from the 'Count Type' drop-down list. This resets the current count of the modifier item back to 0 (zero).

Figure 13 Count (Clear Current Count) Button Function

3. Repeat **Steps 1 and 2** until you add all the necessary buttons to the 'item modifier count' panel.
4. Select **Panel > Save Panel**.
5. Select **File > Exit** to exit Quick Service Screen Designer.

Aloha Table Service

For Aloha Table Service, you must create a custom panel of the Modifier Panel type using Screen Designer to replace the hard-coded classic modifier screen. You cannot use the classic modifier screen to manage item modifier counts.
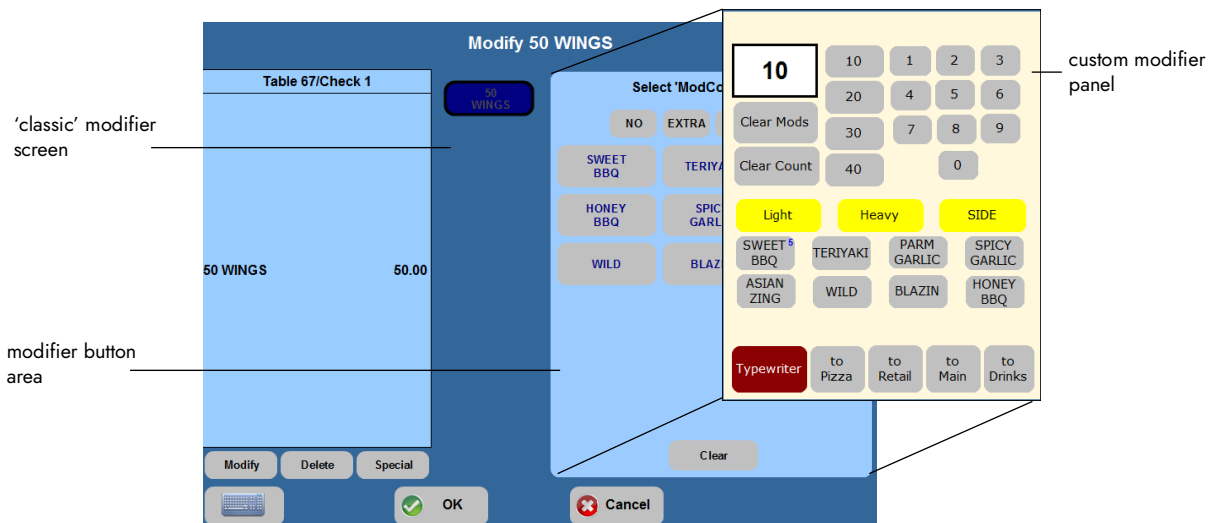

Figure 14 Classic Modifier Screen

To manage item modifier counts in Table Service:

● Create a custom 'item modifier count' panel of the Modifier Panel type.
● Add buttons to the custom 'item modifier count' panel.
● Replace the modifier button area with the 'item modifier count' panel.

Creating a custom item modifier count panel

You must create a custom panel of the Modifier Panel type to manage item modifier counts. The panel is in a fixed position and replaces the modifier button area on the 'classic' modifier screen. You cannot chain to another custom modifier panel so you must add all necessary modifiers to this panel.

To create an 'item modifier count' panel in Table Service:

1. Select **Maintenance > Screen Designer > Table Service Screen Designer**. The Table Service Screen Designer dialog box appears.
2. Select **Work with Panels**. The Properties dialog box appears along with a blank workspace.
3. Select **Panel > New Modifier Panel**.

Figure 15 Panel Drop-Down Menu

A new modifier panel appears in a fixed position on the right side of the workspace.

Figure 16 Screen Designer Workspace with a Modifier Panel

4. Under the 'Identification' group bar of the Properties dialog box, type a **name** and a **description** for the 'item modifier count' panel.

5. Under the 'Appearance' group bar, set the remaining optional **attributes** the same as you would any other panel.

6. Continue to the **next procedure**.

Adding buttons to an item modifier count panel

You can add up to 50 buttons to an 'item modifier count' panel, either one button at a time or multiple buttons using a grid. While adding buttons, it is necessary to select the appropriate function from the 'Action' drop-down list in the Properties dialog box, one button at a time. Design the layout of the panel to your needs, but we recommend you design the count buttons in the form of a keypad.

The following example depicts a custom 'item modifier count' panel for a '50 Wings' item. When you access the panel, you can do such things as display the current count of modifiers, a user-defined numeric keypad with incremental quantities, modifiers, modifier codes, and buttons allowing you to navigate to a specific submenu.
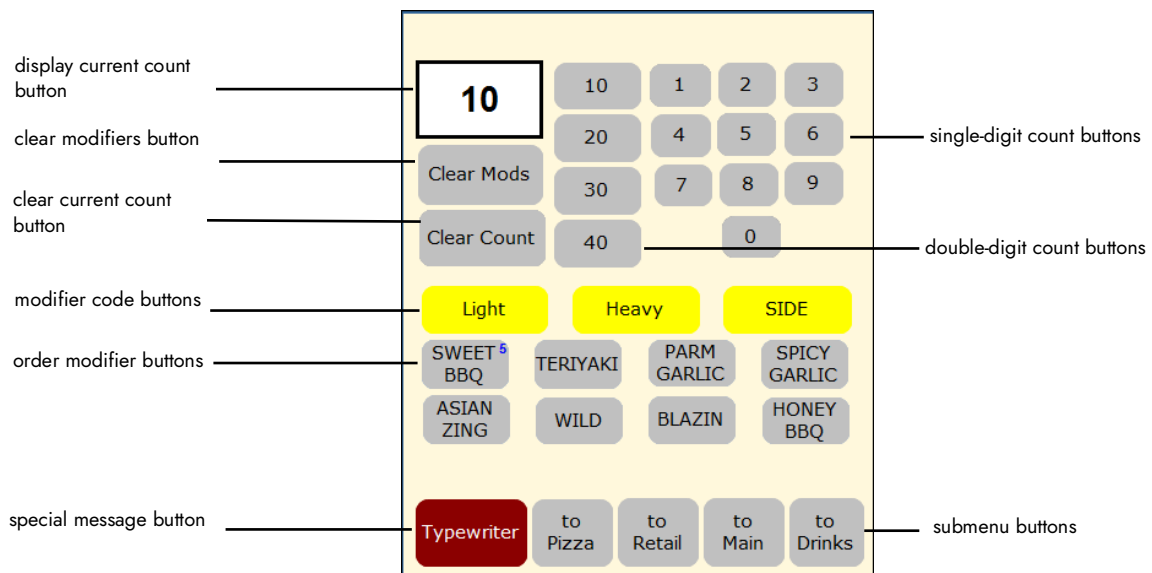

Figure 17 Sample Custom Item Modifier Count Panel

To add a button to an 'item modifier count' panel:

1. With the custom 'item modifier count' panel open, select **Panel > New Button**.
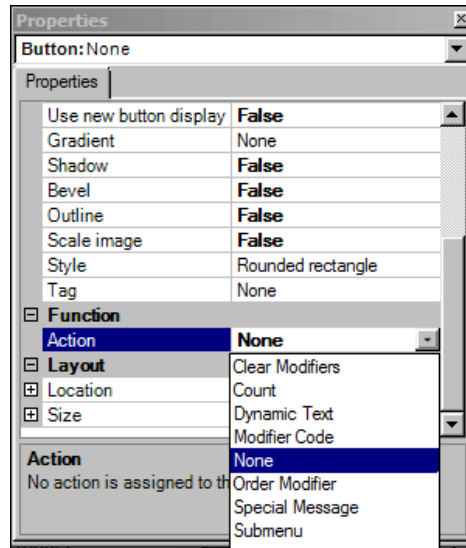

Figure 18 Properties Dialog Box for a Button on a Modifier Panel

2. Under the 'Function' group bar of the Properties dialog box, select a **button function** from the 'Action' drop-down list.

   To add a 'Display Current Count' button, select **Count** from the 'Action' drop-down list and select **Display current count** from the 'Count Type' drop-down list. This displays the currently selected count of the modifier item on the modifier panel. If the count is zero, the button is blank.

   To add a 'Clear Modifiers' button, select **Clear Modifiers** from the 'Action' drop-down list to remove all modifiers added to an unordered item and revert the menu item back to a single-entry state. Use this button function when you have a large number of modifiers added to an item and you want to remove them. You cannot use this function within a script.

   To add a 'Clear Current Count' button, select **Count** from the 'Action' drop-down list and select **Clear current count** from the 'Count Type' drop-down list. This resets the current count of the modifier item back to 0 (zero).
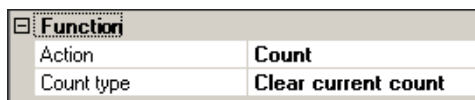

Figure 19 Count (Clear Current Count) Button Function

   To add a 'Modifier Code' button, select **Modifier Code** from the 'Action' drop-down list and select a **modifier code** from the 'Modifier Codes' drop-down list. This allows you to designate a

preceding preparation code for a modifier, such as No, Extra, and Side. You must touch this button before selecting a modifier item.

Figure 20 Modifier Code Button Function

To add an 'Order Modifier' button, select **Order Modifier** from the 'Action' drop-down list and select a **modifier** from the 'Modifier Item' drop-down list. This allows you to add a modifier to the selected menu item or the last item ordered, if there is an association between the modifier and the item.

Figure 21 Order Modifier Button Function

To allow the order modifier button to fill the remaining count, set **Fill remaining count** to True to add the modifier item to the menu item based on the remaining quantity of modifiers needed to fulfill the minimum required for the modifier group. For example, if the modifier group requires you to select a minimum of 10 modifiers, and you have already selected five, the system adds the selected modifier to the check using a quantity of five. If you select a count prior to selecting the modifier, the system ignores 'Fill remaining count' and adds the modifier based on the selected count.

To add a 'Special Message' button, select **Special Message** from the 'Action' drop-down list to display the Special Message screen so you can enter a free text description. This button function is equivalent to the 'typewriter' button on the 'classic' modifier screen.

To add a 'Single-Digit Count' button, select **Count** from the 'Action' drop-down list and select **Apply Count** from the 'Count Type' drop-down list. Then specify the **quantity**, from 1 to 999, of the modifier item to apply when you touch this button. This applies the next modifier item you select to the menu item using the number stipulated for this button in 'Count.' For example, for the '10 Wings' menu item, if you touch a button defined with a 'Count' of 5 and then touch the

'Hot' modifier item, the system indicates the customer wants five of the ten wings modified with the 'Hot' modifier item.

□ Function	
Action	**Count**
Count type	Apply count
Count	1
Append	False

Figure 22 Count (Single-Digit) Button Function

To add a 'Double-Digit Count' button that enables you to enter double-digit quantities of the modifier item, select **Count** from the 'Action' drop-down list and select **Apply Count** from the 'Count Type' drop-down list. Then set 'Append' to **True**. For example, you can enter a quantity of 12 for a modifier item by touching the 1 and then the 2 count buttons before touching the modifier item.

□ Function	
Action	**Count**
Count type	Apply count
Count	1
Append	**True**

Figure 23 Count (Double-Digit) Button Function

To add a link to a 'submenu' button, select **Submenu** from the 'Action' drop-down list and select a **submenu** from the 'Submenu' drop-down list. This allows you to navigate to a specific submenu. If you have not fulfilled all modifier group requirements, such as minimum, the system prompts you to complete the requirements first before navigating to the submenu. An additional option appears when you select the Submenu button function.

□ Function	
Action	**Submenu**
Submenu	**Drinks**

Figure 24 Submenu Button Function

3. Repeat **Steps 1 and 2** until you add all the necessary buttons to the modifier panel.
4. Select **Panel > Save Panel**.
5. Select **File > Exit** to exit Table Service Screen Designer.

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Replacing classic modifier screen with custom 'item modifier count' panel (TS only)

In Table Service, after you create a custom 'item modifier count' panel, you must tell the system which panel to use for replacing the 'classic' modifier screen.

To replace the 'classic' modifier screen with a custom 'item modifier count' panel:

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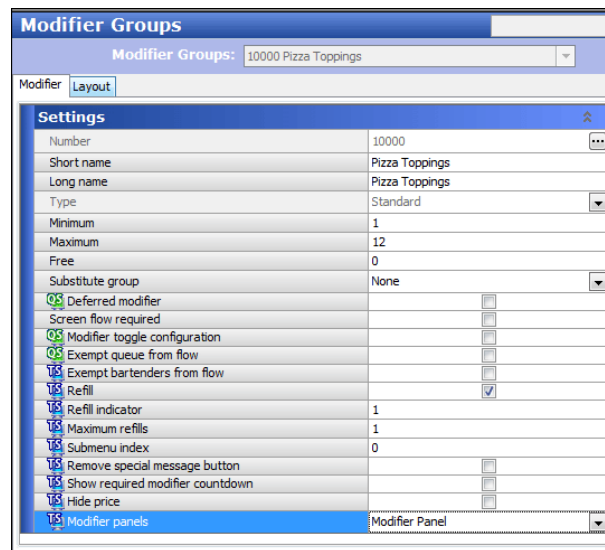2. Select a **modifier group** from the drop-down list.

Figure 25 Modifier Groups Function

3. Under the 'Settings' group bar, select the custom **item modifier count panel** to overlay the hard-coded classic modifier screen when displaying this modifier group from the 'Modifier panels' drop-down list.
4. Click **Save**.
5. Repeat this **procedure** for each modifier group for which you want to use a custom 'item modifier count' panel instead of the hard-coded classic modifier screen.
6. Exit the **Modifier Groups** function.

Alternate Table Service configuration with submenu panels

The button functions discussed in the previous Table Service section enhance your order entry experience with regard to adding modifiers to an item. You can also use some of these item modifier count button functions on a submenu panel, allowing you to completely order an item and its modifiers from the same submenu panel without navigating to a modifier screen. This configuration is not supported with 'classic' submenus.

You can add the following button functions to a submenu panel:

- Count
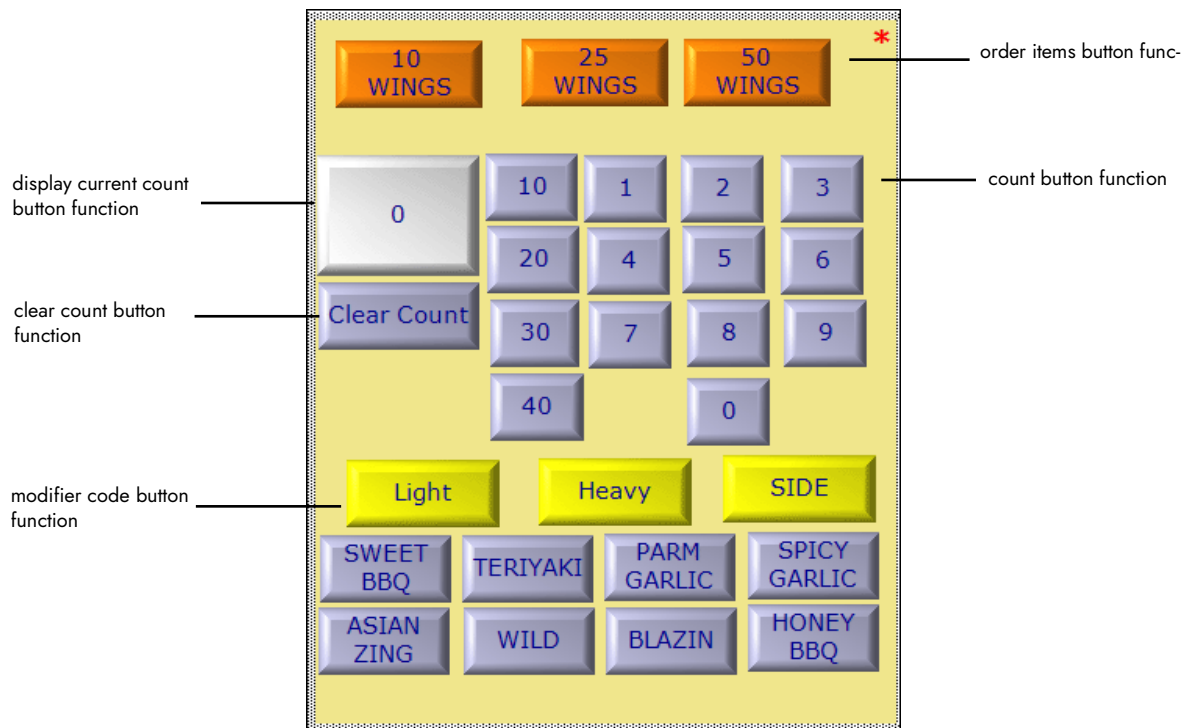- Order Modifier
- Modifier Code

Figure 26 Sample Custom Submenu Panel

To add a Count, Order Modifier, and Modifier Code button function to a submenu panel:

1. Select **Maintenance > Screen Designer > Table Service Screen Designer**.
2. Select **Work with Panels**.
3. Select **Panels > Open Panels**, select a **submenu panel**, and click **OK**.
4. With the submenu panel open, select **Panel > New Button**.
5. Under the 'Function' group bar of the Properties dialog box, select a **button function** from the 'Action' drop-down list.

6. Repeat **Steps 4 and 5** until you add all the necessary buttons to the submenu panel.

7. Select **Panel > Save Panel**.

8. Select **File > Exit** to exit the Table Service Screen Designer.

To replace a 'classic' submenu with a custom submenu panel:

1. Select **Maintenance > Menu > Submenus**.

2. Select a **submenu** from the drop-down list.

3. Under the 'Settings' group bar, select the **submenu panel** from the 'Submenu panels' drop-down list.

4. Click **Save**.

5. Repeat this **procedure** for each submenu for which to use a custom submenu panel instead of the hard-coded classic submenu screen.

6. Exit the **Submenus** function.

Using Item Modifier Counts

With item modifier counts, you can use the panel to manage the ordering of large quantities of modifiers without having to press a modifier button numerous times. The count of modifiers appears in parenthesis after the modifier in the guest check window.

50 Wings		Chicken Bucket		Dozen Doughnuts		Boxed Tacos
	Hot (10)		Breasts (1)		Glazed (4)	Beef (10)
	Mild (20		Wings (2)		Choc (4)	Ckn (15)
	Sweet (20)		Thigh (3)		Apple Fritter (4)	Chorizo (25)

Aloha Table Service

In Aloha Table Service, you can enter single or double-digit counts of modifiers that appear on a 'current count' button, as well as clear the count on demand. Additionally, you can use a typewriter button to enter a special message for the item.

To use item modifier counts in Aloha Table Service:

1. Start a **table**.
2. Touch an **item that requires an item modifier count selection**, such as '50 Wings.' The 'item modifier count' screen appears on the right side of the screen. **Note**: You can also touch the Modify button to access the 'item modifier count' screen.
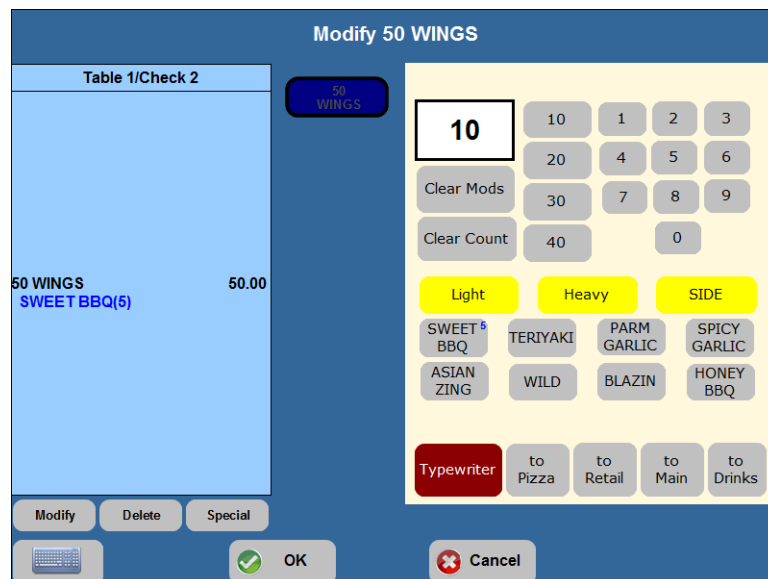

Figure 27 Item Modifier Count in Aloha Table Service

3. Modify '50 Wings' by doing the following:

To add a specific **count** of a modifier, use the numeric keypad to type the number, or select a **bulk count button** (10, 20, 30, or 40), then touch the appropriate **modifier**. The modifier appears under the item with the selected quantity, such as Sweet BBQ (5).

To complete the item with a single modifier that fills the remaining count based on the minimum required modifiers, touch a **modifier without first selecting a count button**.

To add a modifier code, such as No, touch the appropriate **modifier code** and select the modifier.

To remove all the modifiers and their counts you entered for the item, touch **Clear Mods**.

To clear the count from the current modifier on which you are working, touch **Clear Count**. **Note**: This operates as a CE key on a calculator.

To enter a special message to notify the kitchen of specific preparation, touch the **typewriter** button and then use the alpha-numeric keypad to type the message.

To access a specific submenu, touch a **submenu** button, located at the bottom of the modifier panel in this example.

> **Note**
>
> A message appears if you attempt to navigate away from the modifier screen before you fulfill the minimum and maximum modifier requirements for a modifier group.

4. Touch **OK** to complete the item or **Cancel** to not order the '50 Wings.'
5. Touch **Done** to exit to the floating logo screen.
6. Tender and close the **check** when finished.

Aloha Quick Service

In Aloha Quick Service, you can enter single or double-digit counts of modifiers that appear on a 'current count' button, as well as clear the count on demand. Additionally, you have a countdown indicator on the button itself to help you gauge how many modifiers are needed to fulfill the minimum required count for the item.

To use item modifier counts in Aloha Quick Service:

1. Start a **check**.

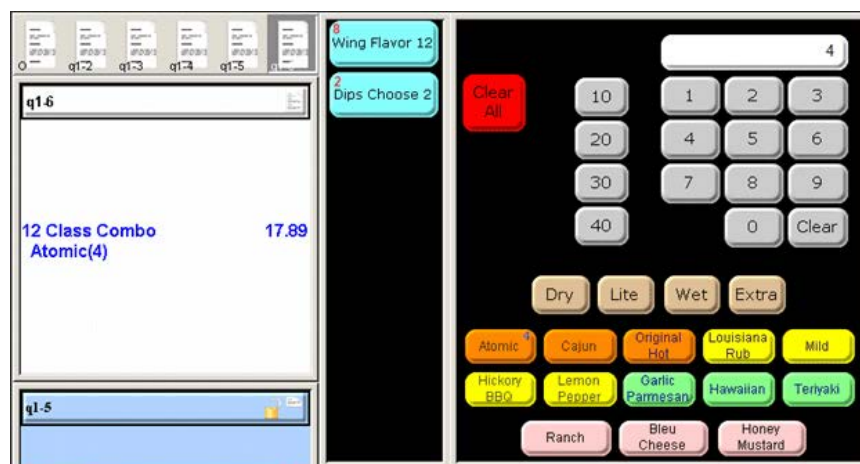2. Touch an **item that requires a modifier selection**, such as '12 Class Combo.'

Figure 28 Item Modifier Count in Aloha Quick Service

3. If the modifier panel does not automatically appear, navigate to the **panel** that manages your item modifier counts.

4. Modify '12 Class Combo' by doing the following:

   To add a specific **count** of a modifier, use the numeric keypad to type the number, or select a **bulk count button** (10, 20, 30, or 40), then touch the appropriate **modifier**. The modifier appears under the item with the selected quantity, such as Atomic (4).

   To complete the item with a single modifier that fills the remaining count based on the minimum required modifiers, touch a **modifier without first selecting a count button**.

   To add a modifier code, such as No, touch the appropriate **modifier code** then select a modifier.

   To remove all the modifiers and their counts you entered for the item, touch **Clear Mods**.

To clear the count from the current modifier on which you are working, touch **Clear Count**.
Note: This operates as a CE key on a calculator.

> **Tip**
>
> In all cases, the remaining count, based on the minimum required number for the specific modifier code, appears in red in the upper left corner of the Required Modifier Countdown button. Additionally, the current count for the modifier appears in the top right corner of the modifier button.

> **Note**
>
> A message appears if you attempt to navigate away from the modifier screen before you fulfill the minimum and maximum modifier requirements for a modifier group.

5. Tender the **check** when finished.

Item Modifier Counts, 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