

Feature Focus Guide: Advanced Pizza in TS

Use with CFC and new Aloha Manager

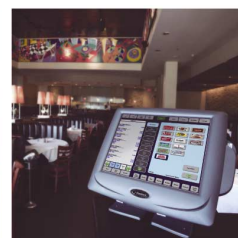
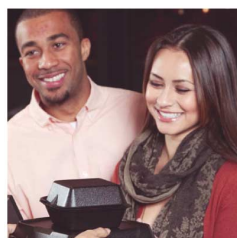


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About Advanced Pizza in TS

Advanced Pizza at a Glance	
Core Product	Aloha Table Service, Aloha EDC
Complementary Products	
Separate License Required?	No
Other References	Aloha Table Service Reference Guide, Aloha Table Service Report Guide, Aloha EDC User Guide

Sauce?

Topping?

Crust?

Size?



Figure 1 Pizza Illustration

The pizza business is a highly competitive multi-million dollar market that stretches across countries world-wide. The product appeals to all consumers due to the unlimited topping choices you can offer to build the pizza. Another attractive selling point is a single pizza can feed the whole family.

The driving concern for a pizza business is to:

- Increase the speed of customer service.
- Increase the accuracy of pizza orders.
- Improve the quality of the pizza.
- Provide a delivery solution, which in some countries is the most viable method for consumers.
- Provide a concise method to deplete the correct amount of topping ingredients for an inventory system to use.

The Aloha Solution

The Aloha POS system offers several solutions to ordering pizza and can accommodate many different aspects of the ordering process. The main solutions are:

- Basic Pizza
- Advanced Pizza

Starting in Aloha Quick Service and Aloha Table Service v3.9.40, we introduced a pizza ordering solution that provided a simple way to order and modify size, crust, and toppings from a single hard-coded 'Pizza Modifier' screen. This solution utilizes items residing in a user-defined 'Pizza' category and also allows you to add toppings to half of your pizza only. This solution is aimed at restaurants with menus that offer pizzas on their menu, but pizzas are not the backbone of their business. This solution is called Basic Pizza.



Refer to the Pizza Modifiers Feature Focus Guide for information on how to configure and use Basic Pizza.

Then we offered a solution for a more advanced pizza ordering environment aimed at more exclusive pizza restaurants. These types of establishments sell pizzas as the majority of their business and you can support halves, thirds, and quarter toppings. The solution was first introduced in the Aloha Quick Service product in POS v6.7, and does not utilize, or build upon, the Basic Pizza setup. In POS v14.1, the feature was carried over to the Table Service product. In both Quick Service and Table Service products, you design your screens the way you want them, using Screen Designer, to accommodate your method of ordering.

Glossary of Terms

You need to be familiar with the following terms as you read this document:

Glossary Term	Description
base topping	The full topping that covers the whole pizza.
Build-Your-Own (BYO)	A specific pizza menu item that starts with a base price and the price of the pizza increases with each topping you add. This type of pizza is the most commonly ordered pizza in the pizza industry.
fractional pizzas	A pizza that is divided into halves, thirds, or quarters, so that a guest can order more than one pizza menu item per pizza. You must first implement the fractional toppings solution and then build upon that to implement the fractional pizza solution.
fractional toppings	A pizza topping that only covers a half, third, or quarter of a whole pizza.
pizza menu item	The pizza choices that appear on your menu, such as Meat Lovers, BYO, and Supreme. If you support fractional pizzas, this can include Halves, Thirds, and Quarters, even though these are not items that typically appear on a pizza menu.
Pizza Modifier screen	The original Aloha POS implementation for pizza. This implementation is very basic, only supports "halves" for fractional toppings, and does not support fractional pizzas at all.
pizza fraction item	The individual fraction you use to divide a pizza topping or the actual pizza.
pizza topping item	The individual topping choices that go on a pizza, such as mushrooms, onions, bell peppers, and more.

Configuring Advanced Pizza

You configure advanced pizza in several different areas of the Aloha POS system. The design and the usability of your pizza ordering is only as well as you make it. To help you implement a full pizza ordering environment, this document provides instructions on how to implement the following sample of a pizza menu. Adjust your implementation to accommodate your own pizza environment.

SAMPLE PIZZA MENU			
Pizza Items	Small	Medium	Large
Build Your Own (BYO) Pizza	\$6.00 (base)	\$8.00 (base)	\$10.00 (base)
3-Topping Pizza	\$8.00	\$10.00	\$12.00
Supreme (includes Pepperoni, Green Peppers, Black Olives, Sausage, Onions, Mushrooms, Cheese)	\$10.00	\$12.00	\$14.00
Meat Lovers (Canadian Bacon, Beef, Pepperoni, Sausage, Cheese)	\$10.00	\$12.00	\$14.00
Pizza Toppings *:	\$0.50	\$0.75	\$1.00
<ul style="list-style-type: none"> • Beef • Canadian Bacon • Pepperoni • Sausage • Anchovies • Black Olives • Cheese • Green Peppers • Jalapeño • Mushrooms • Onions • Tomatoes 			
Crusts:			
Thin			
Thick			
Pan (\$1.00)			
Sauces:			
Tomato Sauce			
Alfredo			
Pesto			
* Extra portions for add-on toppings are 1 1/2 price and 1/2 price for included toppings.			

This section details the configuration requirements within new Aloha Manager and Aloha Configuration Center (CFC) for advanced pizza. 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 > Business > Advanced Features and select Display Advanced Pizza so you can see and use the options related to Advanced Pizza. See page 7 .
2.	Access Maintenance > Menu > Items and create an item for each pizza menu item, pizza sauce, pizza crust, supported fraction, and pizza topping. See page 7 .
3.	Access Maintenance > Pricing > Price Levels and create a price level for each pricing tier you use for your pizza toppings, based on the size of the pizza. See page 12 .
4.	Access Maintenance > Menu > Modifier Groups and create a modifier group for your pizza toppings, pizza crusts, and pizza sauces, based on each size of the pizza. See page 14 .
5.	Access Maintenance > Business > Store > Store Settings and activate the Included Modifiers functionality, then access Maintenance > Menu > Items and configure the included modifiers that come on your specialty pizzas, by default. See page 17 .
6.	Access Screen Designer and create your FOH screens for Advanced Pizza. See page 21 .
7.	Access Maintenance > Menu > Submenus and Maintenance > Menu > Modifier Groups and attach the custom submenu panels and modifier panels to their respective submenu and modifier groups. See page 34 .
8.	Select Maintenance > Business > Store > Store Settings tab and configure the pricing for fractional toppings. See page 35 .
9.	Select Maintenance > Hardware > Printers and optionally configure the printing requirements for advanced pizza. See page 38 .
10.	Access Utilities > Refresh POS Data to update the information on the FOH terminals, or wait for the End-of-Day (EOD) process to accomplish the data refresh for you. See page 39 .

Making Advanced Pizza Active

You must make Advanced Pizza active so you can see and use all the Advanced Pizza options in the user interface. You cannot configure Advanced Pizza until you make it active.

To make Advanced Pizza active:

1. Select **Maintenance > Business > Additional Features**.
2. Select the **Corporate Owner** tab.

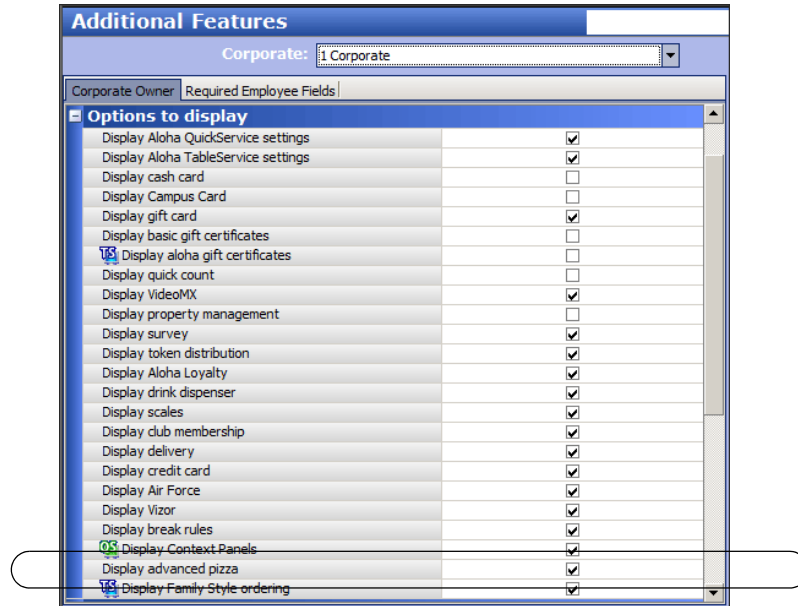


Figure 2 Additional Features Function

3. Under the 'Options to display' group bar, select **Display advanced pizza**.
4. Click **Save** and exit the **Additional Features** function.
5. Log out of **CFC/new Aloha Manager** and **log back in**. The options related to Advanced Pizza now appear in the user interface.

Creating Pizza Items

In Item Maintenance, create an item for each pizza menu item (e.g. Supreme, Meat Lover, BYO), each pizza topping (e.g. pepperoni, onions, black olives), each pizza crust (e.g. thin), each sauce choice (e.g. tomato), and each pizza fractional topping you support (e.g. halves, thirds, and quarters). As a best practice, number the items using a pre-defined numbering scheme, such as:

2100-2199 pizza menu items

2200-2299 pizza toppings, crusts, and sauces

2300-2399 pizza fractions



You return to the pizza items in Item Maintenance several times before you complete the configuration of pizzas.

Create Your Pizza Menu Items

Create an item for each pizza item on your menu, being sure to create an item for each size of the pizza you offer, instead of configuring the different sizes as modifiers. For example, if you have a Supreme pizza that you offer in Small, Medium, and Large, create three separate pizza menu items: 100 - Supreme Small, 101 - Supreme Medium, and 102 - Supreme Large.

In keeping with the sample pizza menu on [page 5](#), you would create the following items:

- BYO Small (\$6.00)
- BYO Medium (\$8.00)
- BYO Large (\$10.00)
- Supreme Small (\$10.00)
- Supreme Medium (\$12.00)
- Supreme Large (\$14.00)
- Meat Lovers Small (\$10.00)
- Meat Lovers Medium (\$12.00)
- Meat Lovers Large (\$14.00)
- 3-Topping Small (\$8.00)
- 3-Topping Medium (\$10.00)
- 3-Topping Large (\$12.00)

You may need to abbreviate some names due to the number of characters available in Item Maintenance.

Pricing Pizza Menu Items

You should always price your pizza menu items in Item Maintenance.

To create a pizza menu item:

1. Select **Maintenance > Menu > Items**.
2. Click the **New drop-down arrow**, select **Standard**, and click **OK**.

The screenshot shows the 'Items' tab in a software application. The 'Item:' field is set to '2000 3-Top Sm Pizza Food'. The 'Settings' section is expanded, showing fields for Number (2000), Short name (3-Top Sm Pizza), Chit name (3-Top Sm Pizza), Chit name alternate, Long name (3-Top Sm Pizza), Long name alternate, Type (Standard), Button image (None), Control name, Ask for description (checkbox), Cost (0.0000), Sold as Family Style item (checkbox), and Export Id (0). The 'Assignments' section shows Tax group (None), Concept (None), and Sales/retail category (Food). The 'Auto menu' section shows Priority (1 Lowest).

Figure 3 Items - Items Tab

3. Type a **descriptive name** for the pizza menu item, being sure to associate the size of the pizza item as part of the name.
4. Under the 'Assignments' group bar, select a **tax group** to assign to the item.
5. Select the **category** under which the pizza menu item resides, such as 'Food.'
6. Under the 'Advanced Pizza' group bar, select **Pizza** to indicate this item is a pizza menu item.

Advanced Pizza	
Topping	<input type="checkbox"/>
Pizza	<input checked="" type="checkbox"/>
Fraction	<input type="checkbox"/>
Fraction pricing override	None
Initial Topping	0
Size	None
Sum of fractions must equal a whole	<input type="checkbox"/>

Figure 4 Advanced Pizza Group Bar - Pizza Menu Item

7. Clear **Sum of fractions must equal a whole**.
8. Select the **Pricing** tab.

Pricing options	
Eligible for fixed pricing	<input checked="" type="checkbox"/>
Pricing method	Item Price
Minimum price	0.00
Maximum price	999999.99
Default price	7.99

Figure 5 Pricing Options Group Bar - Pizza Menu Item

9. Select **Item Price** from the 'Pricing method' drop-down list.
10. Type the **base price** of the pizza in 'Default price.'
11. Configure the **remaining options** as you would do for any other item, where available.
12. Click **Save**.
13. Repeat this **procedure** for any other pizza menu item you offer.
14. Continue to the **next procedure**.

Create Your Pizza Topping, Crust, and Sauce Items

Create an item for each pizza topping (such as pepperoni, onions, and more), each pizza crust (such as thin, thick, and more), and each pizza sauce (tomato, Alfredo, and more).

In keeping with the sample pizza menu on [page 5](#), you would create the following pizza topping, pizza crust, and pizza sauce items:

Toppings:

- Anchovies
- Beef
- Canadian Bacon
- Pepperoni
- Sausage
- Anchovies
- Black Olives
- Cheese
- Green Peppers
- Jalapeño

- Mushrooms
- Onions
- Tomatoes

Crusts:

- Thin
- Thick
- Pan (\$1.00)

Sauces:

- Alfredo
- Pesto
- Tomato Sauce

You may need to abbreviate some names due to the number of characters available in Item Maintenance.

Pricing Pizza Topping, Crust, and Sauce Items

If you do not support different priced toppings per pizza size, you can easily price your toppings in Item Maintenance; however, if you support different priced toppings per pizza size (as shown in the sample pizza menu), price your pizza toppings using price levels in Price Level Maintenance. If you price the toppings in both Item Maintenance and Price Level Maintenance, the price level always take precedence, in accordance to the Aloha pricing hierarchy. Also shown in the sample pizza menu, there is a \$1.00 charge for a pan crust. In this instance, add the \$1.00 price in Item Maintenance.

In most pizza restaurants, the price of a topping typically does not appear separately on the check; therefore, select 'Combine price with parent item' for each pizza topping, crust, and sauce on the Modifier tab in Item Maintenance.

To create each pizza topping, crust, or sauce item:

1. While still in Item Maintenance, select the **New drop-down arrow**, select **Standard**, and click **OK**.
2. Type a **descriptive name** for the pizza topping, crust, or sauce item, such as 'Pepperoni.'

Settings	
Number	2040
Short name	Cheese
Chit name	
Chit name alternate	Cheeze
Long name	Cheese
Long name alternate	
Type	Standard
Button image	None
Control name	
Ask for description	<input type="checkbox"/>
Cost	0.0000
<input checked="" type="checkbox"/> Sold as Family Style item	<input type="checkbox"/>
Export Id	0

Assignments	
Tax group	None
Concept	None
Sales/retail category	Food

Figure 6 Items - Item Tab (Pizza Topping)

3. Under the 'Assignments' group bar, select a **tax group** to assign to the item.
4. Select the **category** under which the pizza menu topping resides, such as 'Food.'
5. Under the 'Advanced Pizza' group bar, select **Topping** to indicate this item is a pizza topping, crust, or sauce item.

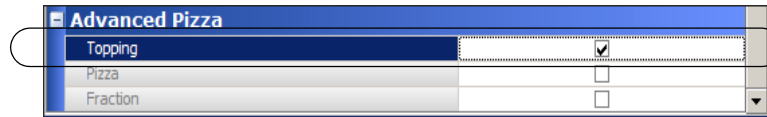


Figure 7 Advanced Pizza Group Bar (Pizza Topping)



If you do not select 'Topping' for your pizza topping, crust, and sauce items, these items do not respect any pricing when you enter the pizza in the FOH.

6. Select the **Modifier** tab.
7. Select **Combine price with parent item**.

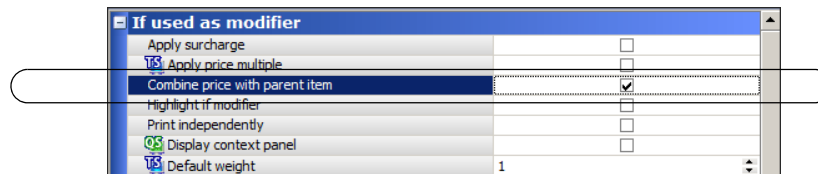


Figure 8 If Used as Modifier Group Bar (Pizza Topping)

8. Complete the **remaining options** as you would for any other item, as available.
9. Click **Save**.
10. Repeat this **procedure** for any other pizza topping, crust, and sauce item you offer.
11. Continue to the **next procedure**.

Create Your Pizza Fraction Items

Create an item for each pizza fraction you support. We recommend you use fractional identifiers, such as '1/4,' '1/3,' '1/2,' so the item stands out on the check. You can also configure your pizza fraction items to reflect the specific location on the divided pizza. For example, if you support quarter fractions, you can configure and name the pizza fraction items as 'Top Left,' 'Bottom Left,' 'Top Right,' and 'Bottom Right' to further guide the order taker as to which part of the pizza to add a topping.

In keeping with the sample pizza menu on [page 5](#), you would create the following pizza fraction items:

Using the menu example, you would create the following pizza fraction items:

- 1/2
- 1/3
- 1/4

If you do not support any or all of these fractions, do not create the pizza fraction item.

Pricing Pizza Fraction Items

Do not specify a price for a pizza fraction item.

To create your pizza fraction items:

1. While still in Item Maintenance, select the **New** drop-down arrow, select **Standard**, and click **OK**.

The screenshot shows the 'Items' window with the 'Settings' tab selected. The 'Item' field is set to '2200 1/2 Food'. The 'Settings' section includes fields for Number (2200), Short name (1/2), Chit name (1/2), Chit name alternate, Long name (1/2), Long name alternate, Type (Standard), Button image (None), Control name, Ask for description (checkbox), Cost (0.0000), Sold as Family Style item (checkbox), and Export Id (0). The 'Assignments' section includes Tax group (None), Concept (None), and Sales/retail category (Food).

Figure 9 Items - Item Tab (Pizza Fraction)

2. Type a **descriptive name** for the pizza fraction item, such as '1/2.'
3. Under the 'Assignments' group bar, select a **tax group** to assign to the item.
4. Select the **category** under which the pizza fraction resides, such as 'Food.'
5. Under the 'Advanced Pizza' group bar, select **Fraction** to indicate this item is a pizza fraction item.

The screenshot shows the 'Advanced Pizza' group bar. It includes fields for Topping, Pizza, Fraction (checked), and Fraction type (Half).

Figure 10 Advanced Pizza Group Bar (Pizza Fraction)

6. Complete the **remaining options** as you would for any other item, as available.
7. Click **Save**.
8. Repeat this **procedure** for any other pizza fraction you support.
9. Click **Close** to exit the **Items** function.

Creating Price Levels for Pizza Toppings

When priced, toppings add to the base price of the pizza menu item. You can price your toppings in Item Maintenance; however, you provide optimal flexibility when pricing your toppings with price levels. This is especially helpful when you have different priced toppings based on the size of the pizza and eliminates unnecessary database building.

A price level enables you to assign a common price to a group of items. Any time you have a group of like-priced items, you can use a price level to control prices for those items. For example, if your toppings on your medium sized pizzas are all \$0.75, you can create and assign the \$0.75 price level to each topping in the respective modifier group. Later, if you have to change the price of your toppings, change the price in one location and each item assigned to the price level changes accordingly.

In keeping with the sample pizza menu on [page 5](#), you would create the following price levels for your pizza toppings:

- Sm Topping (\$0.50)
- Med Topping (\$0.75)
- Large Topping (\$1.00)

To create a price level:

1. Select **Maintenance > Pricing > Price Levels**.
2. Click **New**.

The screenshot shows a 'Price Level' configuration window. At the top, there's a title bar 'Price Level' and a dropdown menu showing '5 Sm Topping'. Below this is a 'Price Level' label. The main area is divided into two sections: 'Identification' and 'Constraints'. The 'Identification' section has fields for 'Number' (6), 'Name' (Sm Topping), and 'Default price' (0.50). The 'Constraints' section has fields for 'Minimum price' (0.50) and 'Maximum price' (1.00).

Price Level	
Price Level: 5 Sm Topping	
Price Level	
Identification	
Number	6
Name	Sm Topping
Default price	0.50
Constraints	
Minimum price	0.50
Maximum price	1.00

Figure 11 Price Levels (Sm Toppings)

3. Under the 'Identification' group bar, type a **descriptive name** for the price level, such as 'Sm Toppings.'
4. Type a **price** for the price level in 'Default Price.'
5. Under the 'Constraints' group bar, ensure the 'Default price' is equal to or greater than the 'Minimum price' and equal to or less than the 'Maximum price.'
6. Click **Save**.
7. Repeat this **procedure** for each price level.
8. Click **Close** to exit the **Price Level** function.

Creating Modifier Groups for Your Pizza Toppings, Crusts, and Sauces

Once you add the required pizza topping, crust, and sauce items, and each price level, you must create one or more modifier groups. If all toppings share the same price, regardless of the size of the pizza, you can create a single modifier group containing everything; however, most restaurants for an advanced pizza environment charge a different price for a topping based on the size of the pizza. To do this, you must create a separate topping modifier group for each pizza size. For your sauce and crust choices, create a separate modifier group for each.

In keeping with the sample pizza menu on [page 5](#), you would create the following topping modifier groups:

Pizza Toppings:

- Sm Toppings
- Med Toppings
- Large Toppings
- Sm Top Min3 (with 3 minimum required modifiers)
- Med Top Min3 (with 3 minimum required modifiers)
- Large Top Min3 (with 3 minimum required modifiers)

Crusts:

- Pizza Crust (with 1 minimum required modifier)

Sauces:

- Pizza Sauce (with 1 minimum required modifier)

Minimum, Maximum, and Free Requirements for Pizza Topping, Crust and Sauce

The minimum, maximum, and free requirements for your modifier groups depend on the number of choices on each pizza and you must create a separate modifier group for each min/max/free configuration. For example, a 3-topping pizza would have a minimum of three toppings and allow three free toppings. A Build-Your-Own pizza or Supreme pizza would have a minimum of zero. The maximum number of toppings would be to your discretion. For a crust or sauce modifier group, you would have a minimum and maximum requirement of one.

Pricing Pizza Topping, Crust, and Sauce

When you price a modifier in Modifier Maintenance, you can enter a different price at the button level or accept the price defined for the item in Item Maintenance; however, in keeping with the example, we used price levels to price each pizza topping. Price the toppings as if they are whole toppings. When you enter an order for a topping in fractions, the system automatically discounts the price, based on the pizza portion pricing method.

To create a pizza topping modifier group:

1. Select **Maintenance > Menu > Modifier Groups**.
2. Select the **New drop-down arrow**, select **Standard**, and click **OK**.
3. Type a **descriptive name** for the modifier group in 'Short name' and 'Long name,' such as 'Sm Toppings.'

4. Type the **minimum number of required modifiers** needed for the modifier group.
5. Type the **maximum number of modifiers** allowed for the modifier group.
6. Type the **number of free modifiers** you can enter from the modifier group before the system starts charging for a modifier.
7. Select **None** in 'Substitution group.'
8. Select the **Layout** tab.

Modifier Groups

Modifier Groups: 10004 Sm Toppings

Modifier | Layout

Modifier item	
Item	Anchovies
Weight	1
Not eligible for substitution	<input type="checkbox"/>
Price method	Price level
Price level	Sm Topping

Sort ^ Sort > Consolidate

Figure 12 Modifier Groups - Layout Tab (Sm Toppings)

9. Select an **available spot** on the modifier group grid.
10. Under the 'Modifier item' group bar, select a **pizza topping item** to include in the modifier group from the 'Item' drop-down list.
11. Select **Price level** from the 'Pricing method' drop-down list.
12. Select the appropriate **price level** from the 'Price level' drop-down list.
13. Repeat **steps 5 through 8** until you include all the modifiers for the modifier group.
14. Click **Save**.
15. Repeat this **procedure** for any other modifier group you use for pizza.
16. Click **Close** and exit the **Modifier Groups** function.

After you create the modifier groups, attach them to the pizza menu items in Item Maintenance. You should only attach modifier groups to the pizza menu items.

In keeping with the sample pizza menu on [page 5](#), you would attach the following modifier groups to your pizza items:

Pizza Menu Item	Modifier 1	Modifier 2	Modifier 3
BYO Small	Pizza Crust	Pizza Sauce	Sm Toppings
BYO Medium	Pizza Crust	Pizza Sauce	Med Toppings
BYO Large	Pizza Crust	Pizza Sauce	Lg Toppings
Supreme Small	Pizza Crust	Pizza Sauce	Sm Toppings
Supreme Medium	Pizza Crust	Pizza Sauce	Med Toppings
Supreme Medium	Pizza Crust	Pizza Sauce	Lg Toppings
Supreme Large	Pizza Crust	Pizza Sauce	Lg Toppings
Meat Lovers Small	Pizza Crust	Pizza Sauce	Sm Toppings
Meat Lovers Medium	Pizza Crust	Pizza Sauce	Med Toppings
Meat Lovers Large	Pizza Crust	Pizza Sauce	Lg Toppings
3-Topping Small	Pizza Crust	Pizza Sauce	Sm Top Min3
3-Topping Medium	Pizza Crust	Pizza Sauce	Med Top Min3
3-Topping Large	Pizza Crust	Pizza Sauce	Lg Top Min3

To attach a modifier group to a pizza menu item:

1. Select **Maintenance > Menu > Items**.
2. Select the **pizza item** from the drop-down list.
3. Select the **Modifier** tab.

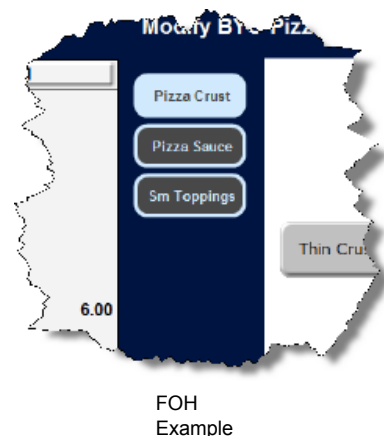
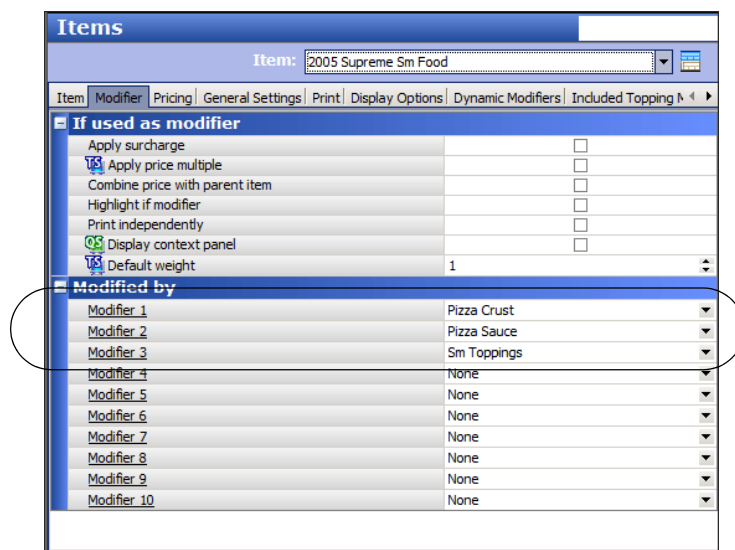


Figure 13 Items - Modifier Tab (Pizza Item)

4. Select the **crust modifier group** from the 'Modifier 1' drop-down list.
5. Select the **sauce modifier group** from the 'Modifier 2' drop-down list.
6. Select the **topping modifier group** that matches the size of the corresponding size of the pizza item from the 'Modifier 3' drop-down list. For example, if this is a 'BYO Pizza Sm,' then attach 'Sm Toppings.'

7. Click **Save**.
8. Repeat **this procedure** until all pizza items have the correct modifier groups attached.
9. Click **Save** and exit the **Items** function.

Configure Your Included Modifiers

A powerful feature in the Aloha system is 'Included Modifiers,' which use a graphic or specific color on the modifier button to help the server easily identify the modifiers that are included with an item. This provides a visual indication of the default items that the guest can modify and also helps prevent the sending of confusing or incorrect orders to the kitchen. For example, if the guest orders a Supreme pizza with sausage, which already comes on the pizza, the server can easily see that sausage is an included modifier and determine it is unnecessary to add sausage to the pizza.

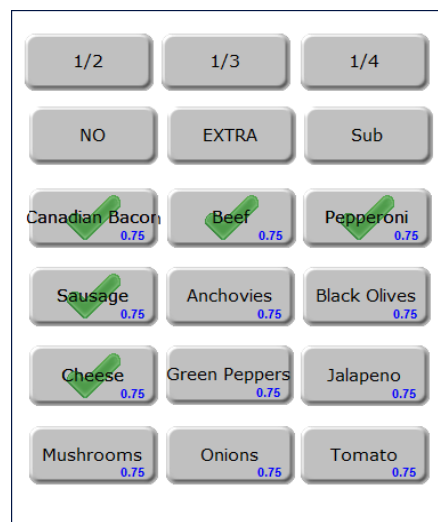


Figure 14 Included Modifiers on the FOH Modify Screen

To activate the Included Modifiers functionality:

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

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

Figure 15 Store Settings Tab - User Interface Group

4. Under the 'POS Order Entry Check' group bar, select **Use included modifiers**.
5. Click **Save**.
6. Click **Close** to exit the **Stores** function.

To attach an image to the included modifier code:

1. Select **Maintenance > Menu > Modifier Codes**.
2. Select **202 Included** from the drop-down list.

Figure 16 Modifier Codes

3. Select the **image** to indicate an included modifier from the 'Display graphical modifier image' drop-down list.

4. Click **Save**.
5. Click **Close** to exit the **Modifier Codes** function.

In keeping with the sample pizza menu on [page 5](#), you would configure the following pizza toppings as included modifiers for the corresponding pizza menu items:

Pizza Menu Item	Included Modifiers
Supreme Sm	Pepperoni, Green Peppers, Black Olives, Sausage, Mushrooms, Cheese
Supreme Med	Pepperoni, Green Peppers, Black Olives, Sausage, Mushrooms, Cheese
Supreme Lg	Pepperoni, Green Peppers, Black Olives, Sausage, Mushrooms, Cheese
Meat Lovers Sm	Beef, Canadian Bacon, Pepperoni, Sausage, Cheese
Meat Lovers Med	Beef, Canadian Bacon, Pepperoni, Sausage, Cheese
Meat Lovers Lg	Beef, Canadian Bacon, Pepperoni, Sausage, Cheese

To configure included modifiers for a pizza item:

1. Select **Maintenance > Menu > Items**.
2. Select a **pizza item** from the drop-down list.
3. Select the **Dynamic Modifiers** tab.
4. Click **Add**.

Figure 17 Items - Dynamic Modifiers Tab

5. Select the **topping modifier group** from the 'Modifier Group' drop-down list. This is the same modifier group attached to the item on the Modifier tab.
6. Select a **topping that is included on the pizza** from the 'Modifier Item' drop-down list.
7. Select **Included**.
8. Repeat **steps 4 through 7** for each topping that is included on the pizza menu item.
9. Click **Save**.
10. Repeat this **procedure** for each pizza item for which to configure included modifiers.

You can configure the system to adjust the pricing when you replace an included topping with an add-on topping. When you remove an included topping from a pizza, and add one or more toppings, the system determines the price difference between the included topping that was removed, and the topping(s) you add, and adjusts the price accordingly. You can define if the system uses the original higher price of the included modifier or the price of the add-on topping, if lower.

To configure the ability to replace an included topping with an add-on topping:

1. Select **Maintenance > Business > Store**.
2. Select the **Store Settings** tab.
3. Select the **Order Entry group** at the bottom of the screen.

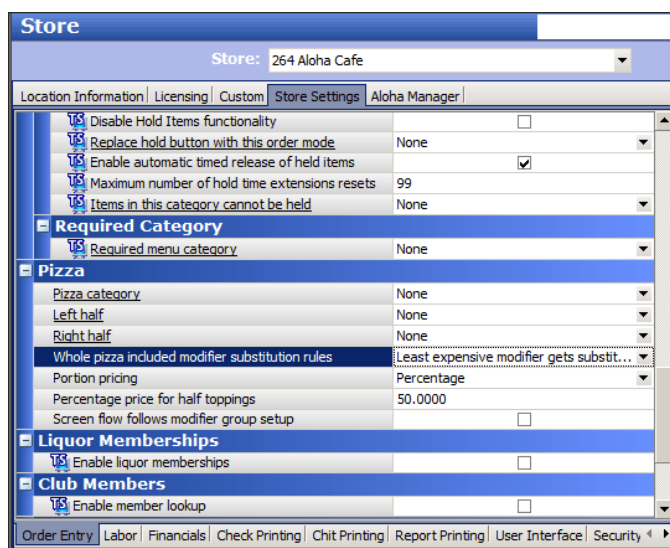


Figure 18 Store Settings - Order Entry Group

4. Under the 'Pizza' group bar, select either **Least expensive modifier gets substituted** or **Up to the value of the removed modifier** from the 'Whole pizza included modifier substitution rules' drop-down list.
5. Click **Save**.
6. Click **Close** to exit the **Stores** function.

Configuring Your Modifier Codes for Advanced Pizza

Typically, your modifier codes, such as No, Extra, and more, are already set up and in use for your non-pizza items. You can leverage these modifier codes to use with Advanced Pizza. You can use up to four modifier codes. Here you also attach your graphical modifier image to the respective modifier code. For example, when you apply the No code to a modifier, you can display a separate graphic on the topping button to indicate the topping is omitted from the pizza.

In keeping with the sample pizza menu, there is a charge at 50% (half the topping price) if you apply 'Extra' to an included topping and a charge at 150% (1 1/2 the topping price) if you apply 'Extra' to a non-included topping. If this pricing structure does not apply to your non-pizza items, you can create a copy of a modifier code specifically for pizza.

In keeping with the sample pizza menu on [page 5](#), you would create or adjust the following modifier codes:

- No (with 'No' graphical modifier image)
- Extra (with 'Extra' graphical modifier image and 150% for non-included toppings and 50% for included toppings.)
- Sub

To configure a modifier code for advanced pizza:

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

Modifier Codes	
Modifier Code:	3 EXTRA
Settings	
Number	3
Description	EXTRA
Display name	EXTRA
Active	<input checked="" type="checkbox"/>
Indicator	XT
Quantity	1
Display graphical modifier image	Extra
Use graphical modifier color	<input type="checkbox"/>
Used in pizza matrix	<input type="checkbox"/>
Item highlight	None
Video options	
Video color	Green
Intensify	<input checked="" type="checkbox"/>
Reverse	<input type="checkbox"/>
Blink	<input type="checkbox"/>
Pricing	
Affects pricing	<input checked="" type="checkbox"/>
Charge X percent	150
Charge X percent if included	50

Figure 19 Modifier Codes Function

3. Under the 'Settings' group bar, select the **image** from the 'Display graphical modifier image' drop-down list, if needed.
4. Under the 'Pricing' group bar, select **Affects pricing**.
5. Type how much to **charge when you apply this modifier code to a non-included topping** in 'Charge X percent.' For example, for the Extra modifier code, type 150.
6. Type how much to **charge when you apply this modifier code to an included topping** in 'Charge X percent if included.' For example, for the Extra modifier code, type 50.
7. Click **Save**.
8. Repeat this **procedure** for any other modifier code you determine needs to affect the price of the modifier.
9. Click **Close** and exit the **Modifier Codes** function.

Designing Your FOH Screens for Advanced Pizza

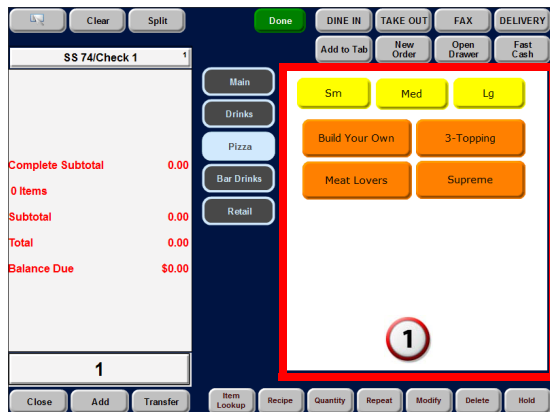
For Advanced Pizza, you cannot use the classic submenu and modifier panels that come by default in the system and you must design and use custom submenu and modifier panels in Screen Designer. Once created, you then attach them to the 'classic' submenu and modifier panels, as you will learn in ["Attaching Custom Panels to Submenus and Modifier Groups" on page 34](#).

With the proper implementation, you can design your FOH screens for advanced pizza in such a way that resembles the typical Aloha Table Service flow with the following functionality in mind:

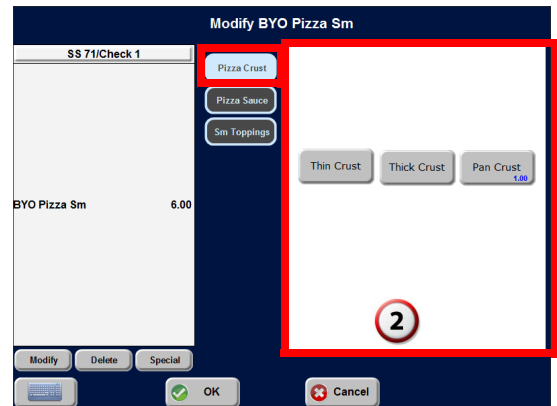
- Ease of order entry.
- Flow and consistency.
- Alleviate pitfalls in order entry.

Here is an overview of how you should design your screens. If there is an element for which you do not offer a choice, such as a sauce choice, you do not need to create the panel.

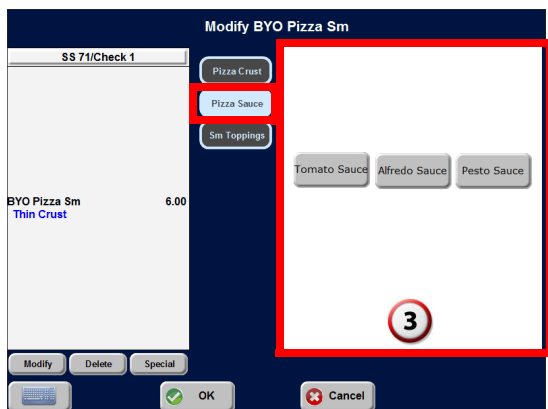
- 1 Create a Pizza submenu panel containing your pizza menu items, using smart items and smart select buttons.



- 2 Create a crust modifier panel containing your pizza crust choices.



- 3 Create a sauce modifier panel containing your pizza sauce choices.



- 4 Create topping modifier panels, by pizza size, containing your pizza topping choices.

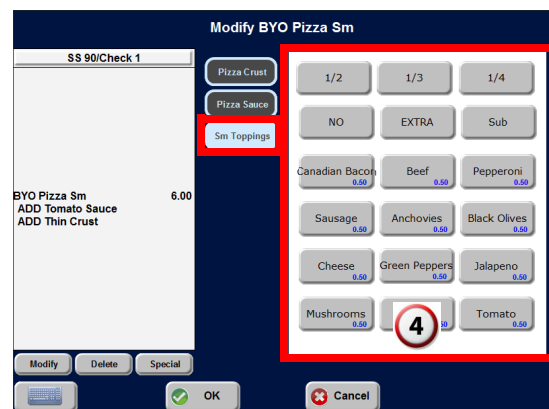


Figure 20 Panel Construction in Screen Designer Overview

Create a Custom Submenu Panel for Your Pizza Items

You must place all pizza menu items on a custom submenu panel, rather than using a classic submenu. Using a custom submenu panel, you can add color to buttons, resize buttons to your liking, and also use smart item and smart select buttons for your different size pizzas. Once you create your custom submenu panel, you attach the panel to a submenu in Submenu Maintenance.

In keeping with the sample pizza menu on [page 5](#), you need to perform the following:

- Create a custom submenu panel for advanced pizza.
- Add smart select buttons for your pizza menu items.
- Add smart item buttons for your pizza menu items.



Refer to RKS ID 9176 for further instructions on configuring and using smart item and smart select buttons.

To create a custom submenu panel for advanced pizza:

1. Select **Maintenance > Screen Designer > Table Service Screen Designer**.
2. Select **Work with Panels**.
3. Select **Panel > New Submenu Panel**.

Properties	
Font	Panel Title
Title Color	Skin
Title Position	Default
Background Color	Skin
Image	None
Hide panel border	False
Mark as template	False
Fixed button layout	False
Use new panel display	False
Gradient	None
Shadow	False
Bevel	False
Outline	False
Scale image	False
Style	Rounded rectangle
Identification	
Number	15
Name	Pizza Submenu
Description	
Name The name used to identify the panel	

Figure 21 Submenu Panel Properties Dialog Box

4. Under the 'Identification' group bar on the Properties dialog box, click the **ellipses button** and assign a **new number** for the panel ID.
5. Type a **descriptive name** for the panel, such as 'Pizza Submenu.'

To add your smart select buttons to the pizza submenu panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Smart Select** from the 'Action' drop-down list.
3. Type **1** in 'Smart Group.'
4. Type **1** in 'Smart Element.'
5. Under the 'Function' group bar on the 'Appearance' group bar, type a **descriptive name** for the smart select button, such as 'Sm.'
6. Select **Panel > New Button**.
7. Under the 'Function' group bar on the Properties dialog box, select **Smart Select** from the 'Action' drop-down list.
8. Type **1** in 'Smart Group.'
9. Type **2** in 'Smart Element.'
10. Under the 'Appearance' group bar, type a **descriptive name** for the smart select button, such as 'Med.'
11. Select **Panel > New Button**.
12. Under the 'Function' group bar on the Properties dialog box, select **Smart Select** from the 'Action' drop-down list.
13. Type **1** in 'Smart Group.'
14. Type **3** in 'Smart Element.'
15. Under the 'Appearance' group bar, type a **descriptive name** for the smart select button, such as 'Lg.'
16. Continue to the **next procedure**.

To add your smart item buttons to the pizza submenu panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Smart Item** from the 'Action' drop-down list.
3. Select the **item to use as the default** when you select the pizza item without first touching a size, in 'Default item.' This is usually your most ordered size of the respective pizza item, such as 'Med.'
4. Click the **Ellipses button** in the 'Item' text box to open the Select Smart Items dialog box.

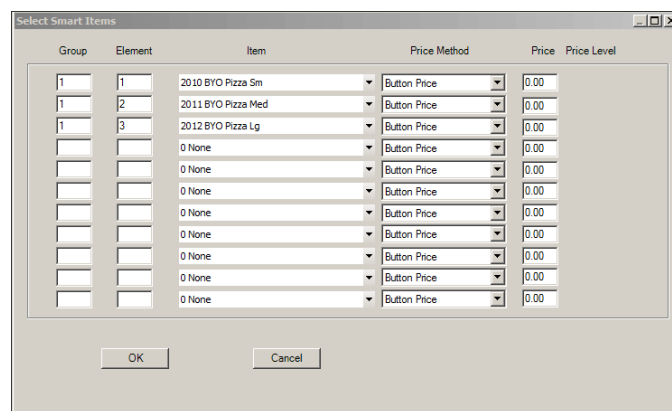


Figure 22 Select Smart Items Dialog Box - BYO Pizza Ex

5. Type **1** in the first 'Group' text box.
6. Type **1** in the first 'Element' text box.
7. Select the **pizza item** that you want to order with the corresponding smart select button from the first 'Item' drop-down list.

8. Select **Button Price** from the 'Price Method' drop-down list.
9. Type **1** in the second 'Group' text box.
10. Type **2** in the second 'Element' text box.
11. Select the **pizza item** that you want to order with the corresponding smart select button from the second 'Item' drop-down list.
12. Select **Button Price** from the 'Price Method' drop-down list.
13. Type **1** in the third 'Group' text box.
14. Type **3** in the third 'Element' text box.
15. Select the **pizza item** that you want to order with the corresponding smart select button from the third 'Item' drop-down list.
16. Select **Button Price** from the 'Price Method' drop-down list.
17. Click **OK** to exit the Select Smart Items dialog box.
18. Under the 'Appearance' group bar, type a **descriptive name** for the button, such as 'Build Your Own.'

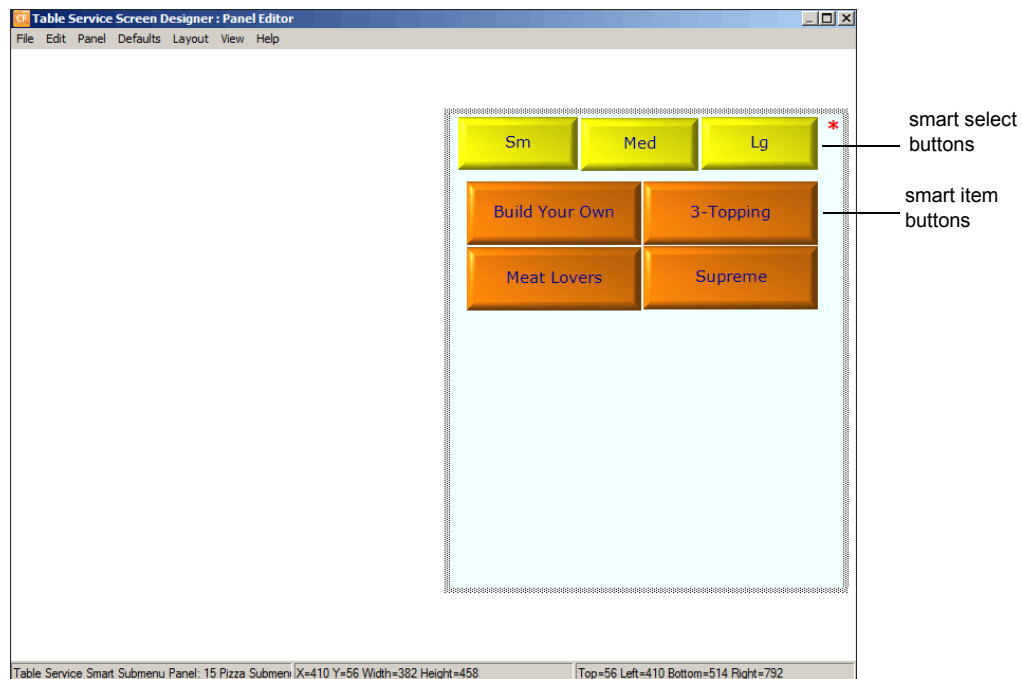


Figure 23 Submenu Panel with Smart Select and Smart Item Pizza Items

19. Repeat this **procedure** for each pizza item you want to add to the pizza submenu panel.
20. Select **Panel > Save Panel**.

Create a Custom Modifier Panel for Your Pizza Toppings, Crusts, and Sauces

You must place all pizza toppings, pizza crusts, and pizza sauces on a custom modifier panel, rather than using a classic modifier panel. Create a separate modifier panel for your pizza toppings, another for your pizza crusts, and another for your pizza sauces, if you offer choices for each. Using a custom modifier panel, you can add color to buttons and resize buttons to your liking. Once you create your custom modifier panels, you attach the panel to a modifier group in Modifier Group Maintenance.

In keeping with the sample pizza menu on [page 5](#), you need to perform the following:

- Create a custom modifier panel for your pizza toppings.
- Create a custom modifier panel for your pizza crusts.
- Create a custom modifier panel for your pizza sauces.

Create Your Pizza Toppings Modifier Panel

For your pizza toppings modifier panel, you must place all toppings and fraction buttons on the same panel. To create a pizza toppings modifier panel, perform the following:

- Create a custom modifier panel for your pizza toppings.
- Add your pizza fractions to your pizza toppings modifier panel.
- Add your modifier codes to your pizza toppings modifier panel.
- Add your topping buttons to your pizza toppings modifier panel.

To create a custom modifier panel for your pizza toppings:

1. Select **Panel > New Modifier Panel**.

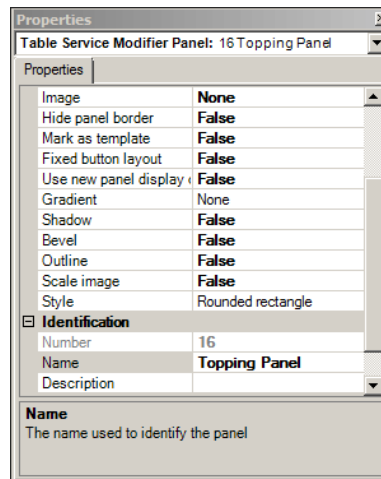


Figure 24 Modifier Panel Properties Dialog Box

2. Under the 'Identification' group bar on the Properties dialog box, click the **ellipses button** and assign a **new number** for the panel ID.
3. Type a **descriptive name** for the panel, such as 'Topping Panel.'
4. Continue to the **next procedure**.

To add your pizza fraction buttons to the topping panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Fraction** from the 'Action' drop-down list

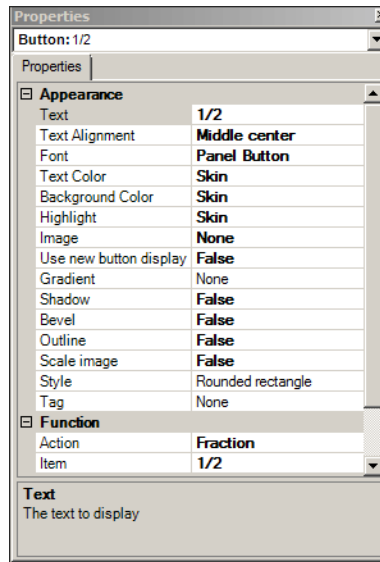


Figure 25 Properties Dialog Box - Fraction

3. Select the **appropriate fraction**, such as '1/2,' from the 'Item' drop-down list.
4. Under the 'Appearance' group bar, type the **name of the fraction**, such as '1/2.'

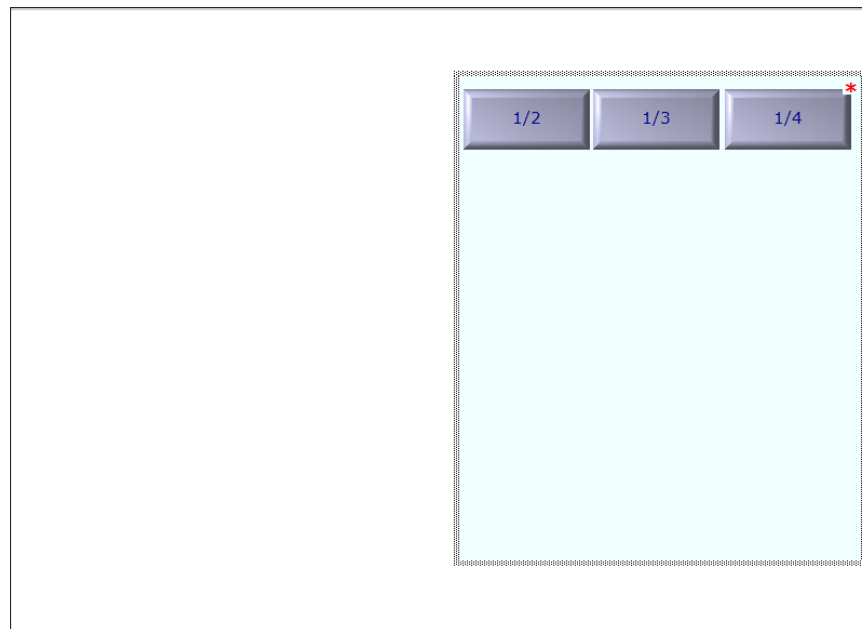


Figure 26 Fraction Buttons on a Modifier Panel

5. Repeat this **procedure** for each pizza fraction you want to add to the topping panel.
6. Continue to the **next procedure**.

To add your modifier code buttons to the topping panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Modifier Code** from the 'Action' drop-down list.

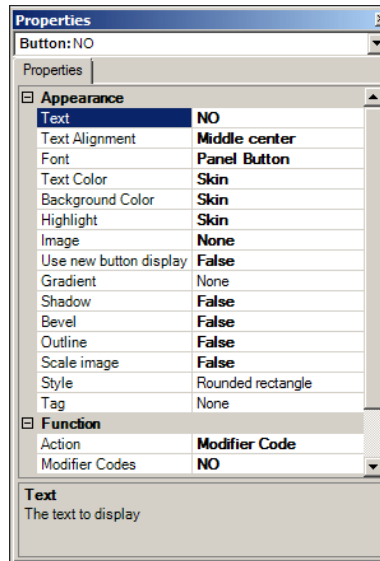


Figure 27 Properties Dialog Box - Modifier Code

3. Select the **modifier code** from the 'Modifier Codes' drop-down list.
4. Under the 'Appearance' group bar, type the **name** of the modifier code, such as 'No.'

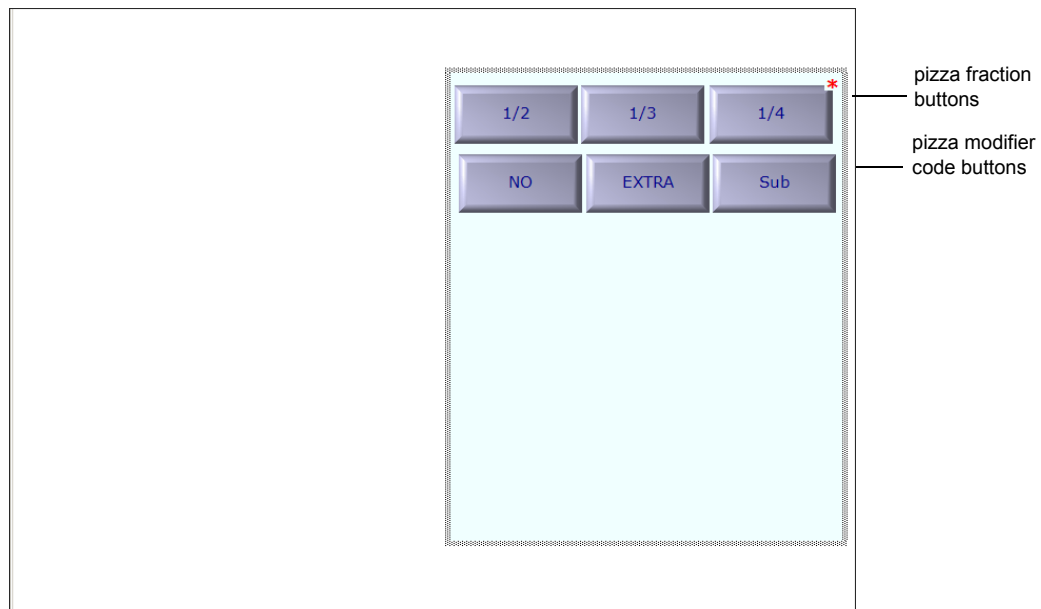


Figure 28 Modifier Codes on a Modifier Panel

5. Repeat this **procedure** for each modifier code you want to add to the topping panel.
6. Continue to the **next procedure**.

To add your pizza topping buttons to the topping panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Order Modifier** from the 'Action' drop-down list

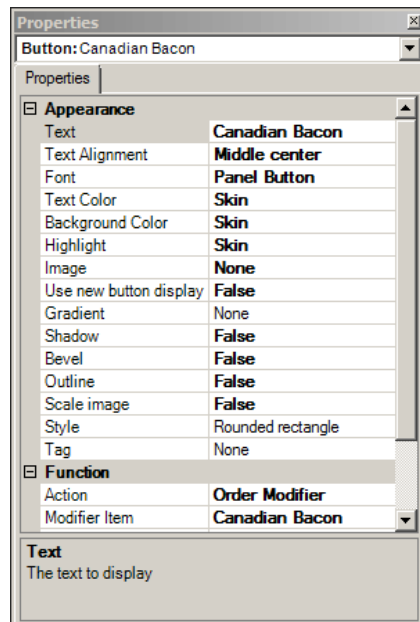


Figure 29 Properties Dialog Box - Topping

3. Select the **pizza topping**, such as 'Canadian Bacon,' from the 'Modifier Item' drop-down list.
4. Under the 'Appearance' group bar, type the **name** of the pizza topping.

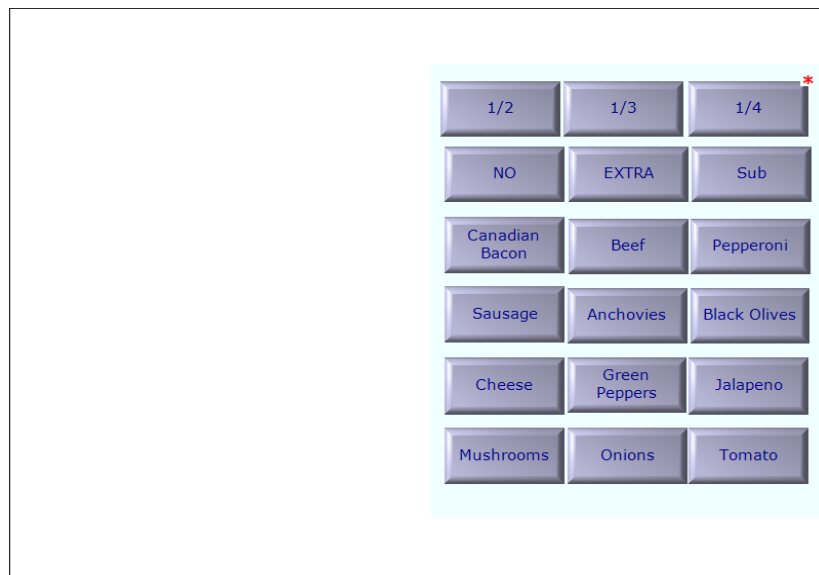


Figure 30 Modifier Panel with Pizza Toppings

5. Repeat this **procedure** for each pizza topping you want to add to the topping panel.
6. Continue to the **next procedure**.

Create Your Pizza Crusts Panel

To create your pizza crusts panel, perform the following:

- Create a custom modifier panel for your pizza crusts.
- Add your pizza crusts to your pizza crusts panel.

To create a custom modifier panel for your pizza crusts:

1. Select **Panel > New Modifier Panel**.

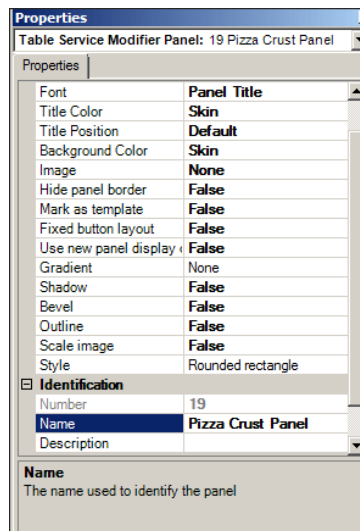


Figure 31 Modifier Panel Properties Dialog Box (Crust)

2. Under the 'Identification' group bar on the Properties dialog box, click the **ellipses button** and assign a **new number** for the panel ID.
3. Type a **descriptive name** for the panel, such as 'Pizza Crust Panel.'
4. Continue to the **next procedure**.

To add your pizza crust buttons to the pizza crust panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Order Modifier** from the 'Action' drop-down list.

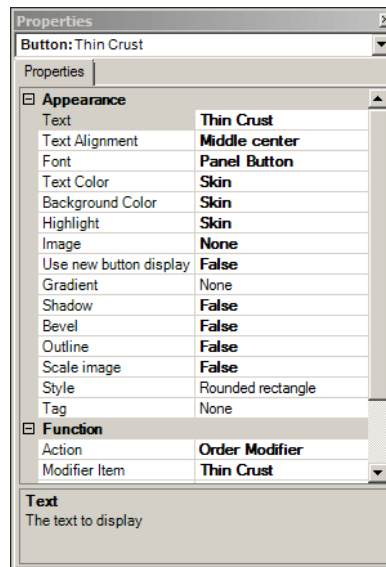


Figure 32 Properties Dialog Box - Crust Item

3. Select a **pizza crust** from the 'Modifier Item' drop-down list.
4. Under the 'Appearance' group bar, type the **name** of the pizza crust.

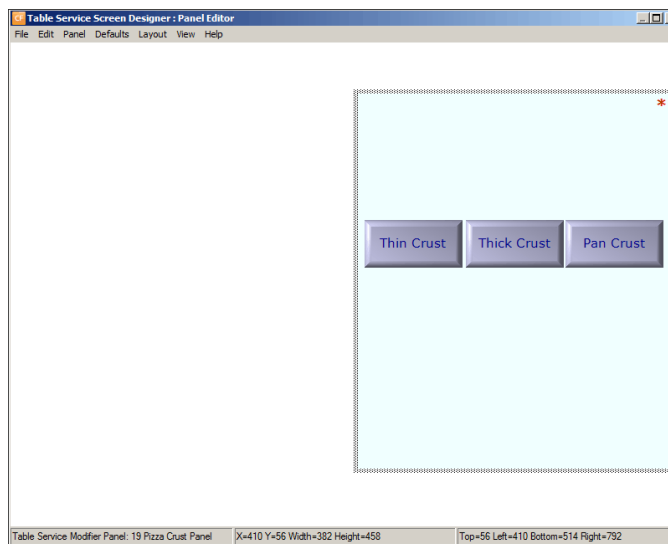


Figure 33 Pizza Crust Modifier Panel

5. Repeat this **procedure** for each pizza crust you want to add to the pizza crust panel.
6. Continue to the **next procedure**.

Create Your Pizza Sauces Panel

To create a pizza sauces panel, perform the following:

- Create a custom modifier panel for your pizza sauces.
- Add your pizza sauces to your pizza sauces panel.

To create a custom modifier panel for your pizza sauces:

1. Select **Panel > New Modifier Panel**.

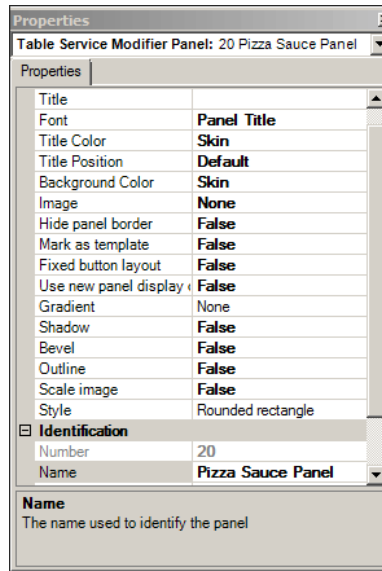


Figure 34 Modifier Panel Properties Dialog Box (Sauce)

2. Under the 'Identification' group bar on the Properties dialog box, click the **ellipses button** and assign a **new number** for the panel ID.
3. Type a **descriptive name**, such as 'Pizza Sauce Panel,' for the panel.
4. Continue to the **next procedure**.

To add your pizza sauce buttons to the pizza sauce panel:

1. Select **Panel > New Button**.
2. Under the 'Function' group bar on the Properties dialog box, select **Order Modifier** from the 'Action' drop-down list.

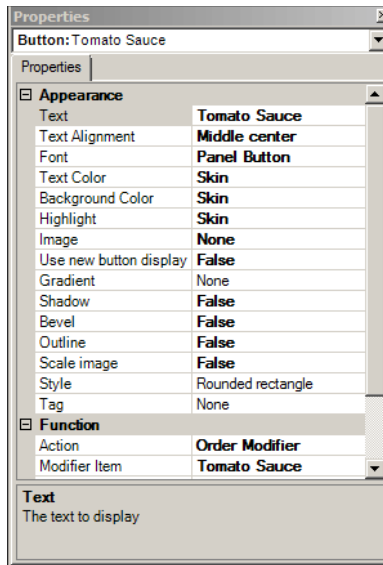


Figure 35 Properties Dialog Box - Sauce Item

3. Select a **pizza sauce** from the 'Modifier Item' drop-down list.
4. Under the 'Appearance' group bar, type the **name** of the pizza sauce.

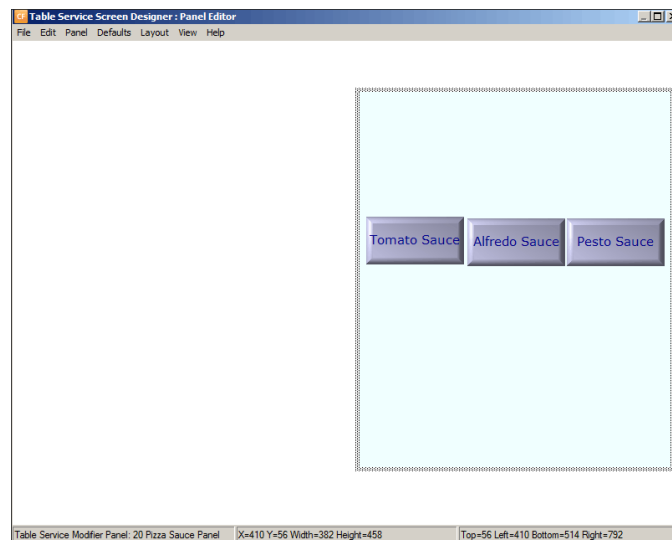


Figure 36 Pizza Sauce Modifier Panel

5. Repeat this **procedure** for each pizza sauce you want to add to the pizza sauce panel.
6. Save and close **Screen Designer**.

Attaching Custom Panels to Submenus and Modifier Groups

After you create your custom panels in Screen Designer as instructed in the previous section, you must attach the custom panels to the corresponding submenu and modifier groups so the system replaces the 'classic' look of the screens with the custom panels and the necessary functionality.

When working with a custom submenu panel, the system uses the order items you place on the custom submenu panel to override items on the 'classic' submenu; it is not necessary to add items to the 'classic' submenu as you do for a non-custom panel in Table Service. When working with a custom modifier panel, you must place the modifier on a modifier group in Modifier Group Maintenance.

In keeping with the sample pizza menu on [page 5](#), you would perform the following:

Attach this custom Submenu or Modifier Panel...	... to this 'Classic' Submenu or Modifier Group
Pizza Submenu panel	Pizza submenu
Topping panel	Sm Toppings modifier group
Topping panel	Med Toppings modifier group
Topping panel	Lg Toppings modifier group
Topping panel	Sm Top Min3 modifier group
Topping panel	Med Top Min3 modifier group
Topping panel	Lg Top Min3 modifier group
Pizza Crust panel	Pizza Crust modifier group
Pizza Sauce panel	Pizza Sauce modifier group

To attach a custom submenu panel to a submenu:

1. Select **Maintenance > Menu > Submenu**.
2. Click **New**.

The screenshot shows the 'Submenus' maintenance window. At the top, there's a dropdown for 'Submenu:' with '16 Pizza' selected. Below this is a 'Settings' section with a table of fields. The 'Submenu panels' field is highlighted with a red circle and contains the value 'Pizza Submenu'. Other fields include 'Number' (16), 'Short name' (Pizza), 'Long name' (Pizza), 'Exception modifier group' (None), and 'Allow auto menu overwrite' (unchecked).

Submenus	
Submenu: 16 Pizza	
Submenu	
Settings	
Number	16
Short name	Pizza
Long name	Pizza
Exception modifier group	None
Submenu panels	Pizza Submenu
Allow auto menu overwrite	<input type="checkbox"/>

Figure 37 Submenu with a Custom Submenu Panel

3. Type a **descriptive short name** for the submenu, such as 'Pizza.'
4. Type a **descriptive long name** for the submenu, such as 'Pizza.'
5. Select the **submenu panel** you created in Screen Designer from the 'Submenu panels' drop-down list.
6. Click **Save** and exit the **Submenus** function.

To attach the custom modifier panel to a modifier group:

1. Select **Maintenance > Menu > Modifier Groups**.
2. Select the **modifier group** you created for your toppings, crusts, or sauces from the drop-down list.

The screenshot shows the 'Modifier Groups' window with the 'Settings' tab selected. The 'Modifier Groups' dropdown at the top is set to '10004 Sm Toppings'. The 'Settings' tab contains various configuration options for the modifier group. The 'Modifier panels' dropdown at the bottom is set to 'Topping Panel'.

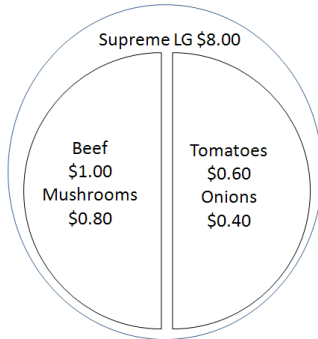
Setting	Value	Options
Number	10004	...
Short name	Sm Toppings	
Long name	Sm Toppings	
Type	Standard	▼
Minimum	0	
Maximum	0	
Free	0	
Substitute group	None	▼
Screen flow required	<input checked="" type="checkbox"/>	
Modifier toggle configuration	<input type="checkbox"/>	
Exempt queue from flow	<input type="checkbox"/>	
Exempt bartenders from flow	<input type="checkbox"/>	
Refill	<input type="checkbox"/>	
Submenu index	0	
Use modifier panel	<input type="checkbox"/>	
Remove special message button	<input type="checkbox"/>	
Show required modifier countdown	<input type="checkbox"/>	
Hide price	<input type="checkbox"/>	
Modifier panels	Topping Panel	▼

Figure 38 Modifier Group with a Custom Modifier Panel

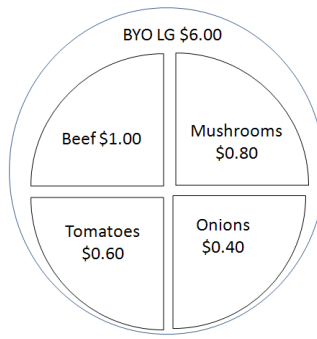
3. Select the **modifier panel** you created in Screen Designer for your toppings from the 'Modifier panels' drop-down list.
4. Click **Save**.
5. Repeat this **procedure** for your crust modifier group, and then your sauce modifier groups.
6. Click **Close** to exit the **Modifier Groups** function.

Pricing Pizzas with Fractional Toppings

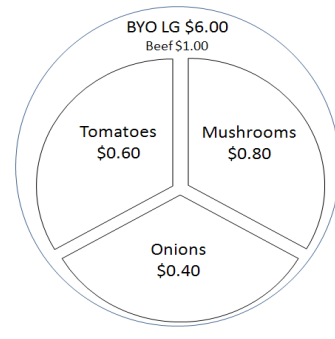
When you add toppings to a pizza in fractions, the system determines how to calculate the price of each topping based on the pizza portion pricing method configured in Maintenance > Store > Store Settings > Order Entry group > Pizza group bar. Keep in mind a base topping is not fractional. Use the following examples to understand how the system calculates the pricing for each pizza portion pricing method:



Ex 1: Supreme LG with fractional half toppings



Ex 2: BYO LG with fractional quarter toppings



Ex 3: BYO LG with third toppings

Figure 39 Fractional Pizza and Topping Examples

Percent Pricing

Prices each pizza fraction based on a percentage of the base topping price. Apply 50% to each of the examples:

Ex 1: Supreme LG with fractional half toppings	Calculates $\$8.00 + [(\$1.00 + \$0.80 + \$0.60 + \$0.40) \times 0.50] = \9.40 .
Ex 2: BYO LG with fractional quarter toppings	Calculates $\$6.00 + [(\$1.00 + \$0.80 + \$0.60 + \$0.40) \times 0.50] = \7.40 .
Ex. 3: BYO LG with fractional third toppings and one base topping	Calculates $\$6.00 + \$1.00 + [(\$0.80 + \$0.60 + \$0.40) \times 0.50] = \7.90 .

Average Pricing

Prices pizza fractions based on the average of the combined price of the pizza fraction.

Ex 1: Supreme LG with fractional half toppings	Calculates $\$8.00 + [(\$1.00 + \$0.80 + \$0.60 + \$0.40) / 2] = \9.40 .
Ex 2: BYO LG with fractional quarter toppings	Calculates $\$6.00 + [(\$1.00 + \$0.80 + \$0.60 + \$0.40) / 4] = \6.70 .
Ex. 3: BYO LG with fractional third toppings and one base topping	Calculates $\$6.00 + \$1.00 + [(\$0.80 + \$0.60 + \$0.40) / 3] = \7.60 .

Higher Priced Item Charged

Charges the price of the higher priced pizza fraction only. The remaining fractional toppings are free.

Ex 1: Supreme LG with fractional half toppings	Calculates $\$8.00 + \$1.00 + \$0.80 = \9.80 . Tomatoes and Onions are not charged.
Ex 2: BYO LG with fractional quarter toppings	Calculates $\$6.00 + \$1.00 = \$7.00$. Mushrooms, Tomatoes, and Onions are not charged.
Ex. 3: BYO LG with fractional third toppings and one base topping	Calculates $\$6.00 + \$1.00 + \$0.80 = \7.80 . Tomatoes and Onions are not charged.

Whole Price for Topping

Charges fully for each topping and gives no discount.

Ex 1: Supreme LG with fractional half toppings	Calculates $\$8.00 + \$1.00 + \$0.80 + \$0.60 + \$0.40 = \10.80 .
Ex 2: BYO LG with fractional quarter toppings	Calculates $\$6.00 + \$1.00 + \$0.80 + \$0.60 + \$0.40 = \8.80 .
Ex. 3: BYO LG with fractional third toppings and one base topping	Calculates $\$6.00 + \$1.00 + \$0.80 + \$0.60 + \$0.40 = \8.80 .

To configure pricing for fractional toppings:

1. Select **Maintenance > Business > Store**.
2. Select the **Store Settings** tab.
3. Select the **Order Entry group** at the bottom of the screen.

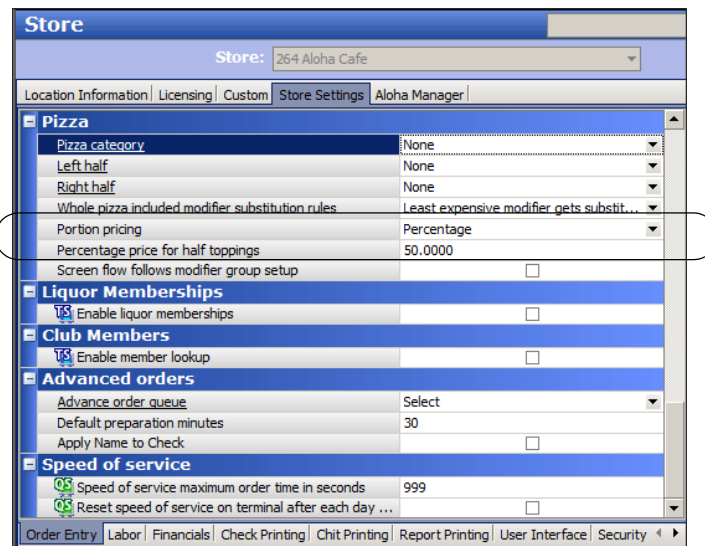


Figure 40 Store Settings - Order Entry Group

4. Under the 'Pizza' group bar, select the **portion pricing method** from the 'Portion Pricing' drop-down list.
5. If you select 'Percentage' from 'Portion Pricing,' type the **percentage** you want to charge in 'Percentage price for half toppings.'

6. Click **Save**.
7. Click **Close** to exit the **Stores** function.

Configuring Your Printing Requirements

Some pizza restaurants in a table service environment have a dedicated printer and terminal for pizza delivery orders. For these setups, you can use single-chit printing to print each item in an order on a separate chit, usually with the intent to attach a chit to each item to serve as a label. However, some delivery items do not require a separate label, such as for breadsticks and sodas. You can configure a specific printer to use a category of items to combine and append to the final single chit, saving paper and reducing clutter. You can also use sticky media printing to pull off and cling to the pizza box, if desired.

SCENARIO: A pizza restaurant wants to attach a chit to each pizza box in an order, essentially using the chit as a label for association with the order; however, the non-pizza items, such as breadsticks and beverages, are packaged together and do not require a separate chit. After creating a category of non-pizza items and designating that category as the category to combine on a single chit, the Aloha system prints each pizza on a separate chit and the items found in the non-pizza category append to the bottom of the chit. For example, for an order where the guest orders three pizzas, breadsticks, and beverages, the restaurant is able to tape a separate chit to each of the first two pizza boxes and a final combined chit on the third pizza box.

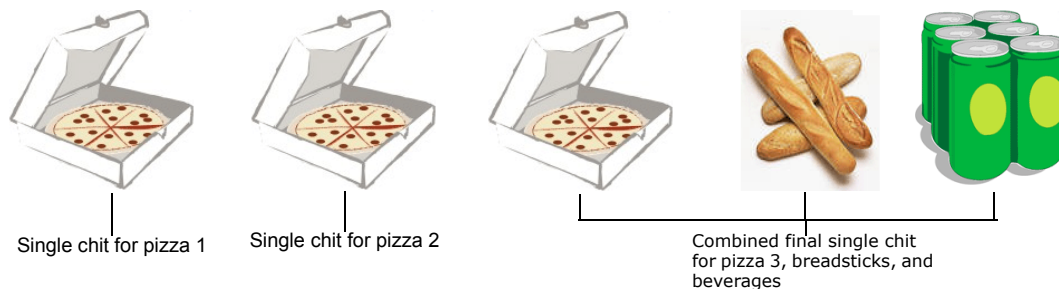


Figure 41 Combined Items on the Final Chit Example

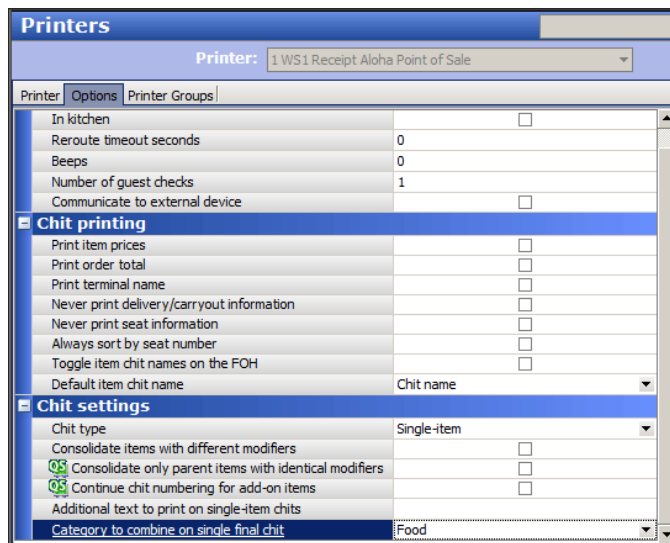
To configure a category of items to combine on the final single chit:

1. Select **Maintenance > Menu > Categories**.
2. Click the **New drop-down arrow**, select **General**, and click **OK**.
3. Type a **name** for the category.
4. Select the **Items** tab.
5. Select an **item** from the 'Available' list and click **>>** to move the item to the 'Included' list.
6. Repeat **step 5** for each item to include in the combined items category.
7. Click **Save**.
8. Click **Close** to exit the **Categories** function.

To specify the category to combine on the final single chit:

1. Select **Maintenance > Hardware > Printers**.
2. Select the **printer** from the drop-down list.

3. Select the **Options** tab.



Printers	
Printer: 1 WS1 Receipt Aloha Point of Sale	
Printer	Options
In kitchen	<input type="checkbox"/>
Reroute timeout seconds	0
Beeps	0
Number of guest checks	1
Communicate to external device	<input type="checkbox"/>
Chit printing	
Print item prices	<input type="checkbox"/>
Print order total	<input type="checkbox"/>
Print terminal name	<input type="checkbox"/>
Never print delivery/carryout information	<input type="checkbox"/>
Never print seat information	<input type="checkbox"/>
Always sort by seat number	<input type="checkbox"/>
Toggle item chit names on the FOH	<input type="checkbox"/>
Default item chit name	Chit name
Chit settings	
Chit type	Single-item
Consolidate items with different modifiers	<input type="checkbox"/>
Consolidate only parent items with identical modifiers	<input type="checkbox"/>
Continue chit numbering for add-on items	<input type="checkbox"/>
Additional text to print on single-item chits	
Category to combine on single final chit	Food

Figure 42 Printers - Options Tab

4. Under the 'Chit settings' group bar, select **Single-item** or **Both** from the 'Chit type' drop-down list.
5. Select a **category** from the 'Category to combine on single final chit' drop-down list.
6. Click **Save**.
7. Click **Close** to exit the **Printers** function.

Refreshing Data

After all settings are in place in Aloha Manager, it is necessary to select Utilities > 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.



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.

Ordering Advanced Pizza

After you complete your pizza configuration, you can enter an order for a pizza in the FOH with as many toppings as allowed and to the appropriate fractions of the pizza.

- When you add the same topping to each fraction of a pizza, the topping moves up as a base topping for the whole pizza.
- The base price of the pizza updates in the on-screen guest check when you add priced toppings.

BYO SCENARIO: The guest orders a Small Build-Your-Own (BYO) pizza with Canadian Bacon on the whole pizza, black olives on half of the pizza, onions on a quarter, and mushrooms on another quarter of the pizza.

To order a Build Your Own (BYO) pizza:

1. Log in to the **FOH**.
2. Touch **New Order** to start an order. The order entry screen appears.
3. Touch the **Pizza submenu**. The Pizza submenu appears with a custom submenu panel.



Figure 43 Pizza Submenu for Advanced Pizza

4. Touch a **size** and then the **pizza item**. The item appears in the on-screen guest check with a \$6.00 price. The Modifier screen for your choice of crust appears with a custom modifier panel.

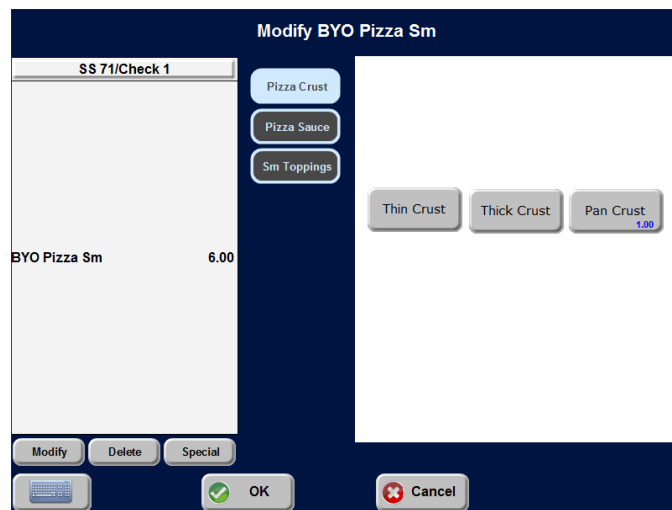


Figure 44 Crust Modifier Screen for Advanced Pizza

5. Touch a **crust**. The Modifier screen for your sauces appears with a custom modifier panel.

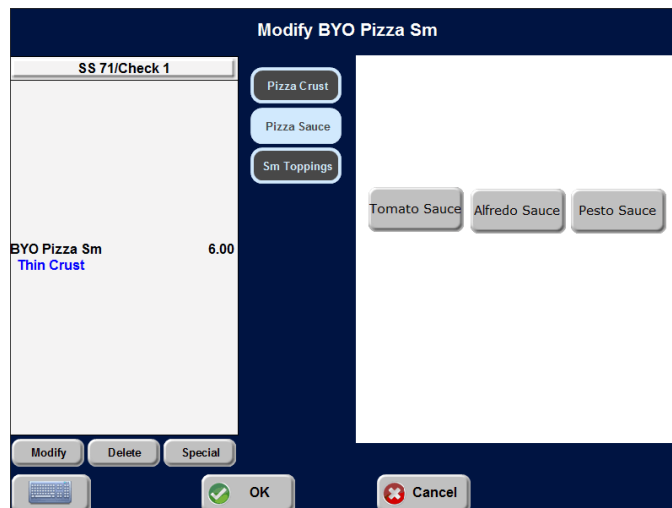


Figure 45 Sauce Modifier Screen for Advanced Pizza

- Touch a **sauce**. The Sm Toppings modifier screen appears with a custom modifier panel.

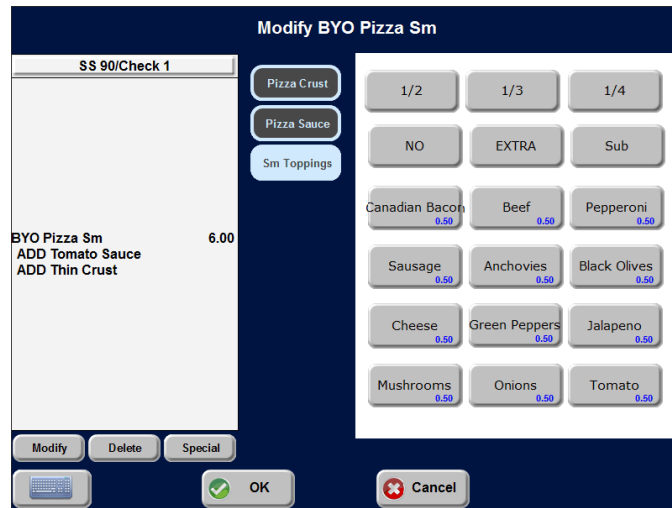


Figure 46 Small Toppings Modifier Screen for Advanced Pizza

- Touch **Canadian Bacon**. The \$0.50 topping price applied to the whole pizza increases the price to \$6.50.
- Touch **1/2**.
- Touch **Black Olives**. The \$0.50 topping price applied to half of the pizza increases the price to \$6.75.
- Touch **1/4**.
- Touch **Onions**. The \$0.50 topping price applied to a quarter of the pizza increases the price to \$7.00.
- Touch **1/4**.
- Touch **Mushrooms**. The \$0.50 topping price applied to a quarter of the pizza increases the price to \$7.25. The pizza appears complete in the on-screen guest check.

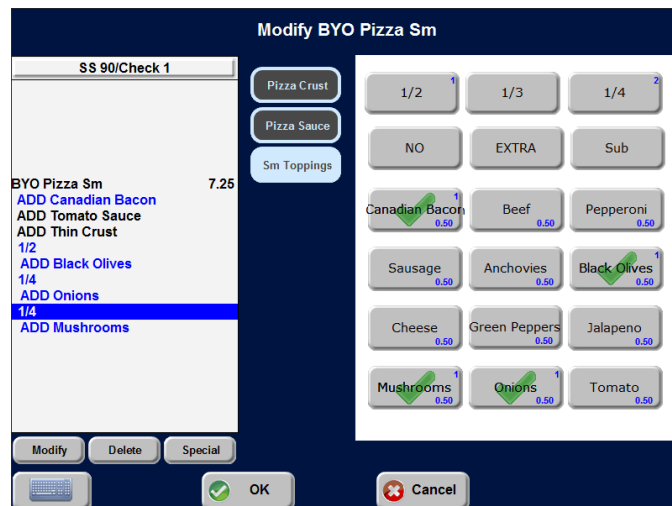


Figure 47 Completed Pizza for Advanced Pizza

14. Touch **OK** to return to the order entry screen.
15. Tender and close the **check** as normal.

NUMBERED TOPPING SCENARIO: The guest orders a Large 3-Topping pizza with Pepperoni, Sausage and Mushrooms. Then adds onions to half of the pizza.

To order a numbered-topping pizza with an advanced pizza setup:

1. Log in to the **FOH**.
2. Touch **New Order** to start an order. The order entry screen appears.
3. Touch the **Pizza submenu**. The Pizza submenu appears with a custom submenu panel.
4. Touch a **size** and then the **pizza item**. The item appears in the on-screen guest check with a \$12.00 price. The Modifier screen for your choice of crust appears with a custom modifier panel (Figure 44).
5. Touch a **crust**. The Modifier screen for your choice of sauce appears with a custom modifier panel (Figure 45).
6. Touch a **sauce**. The Modifier screen of your choice of toppings appears with a custom modifier panel.
7. Touch **Pepperoni**. The price of the pizza does not change.
8. Touch **Sausage**. The price of the pizza does not change.
9. Touch **Mushrooms**. The price of the pizza does not change.
10. Touch **1/2**.
11. Touch **Onions**. The \$1.00 topping price applied to a half of the pizza increases the price to \$12.50. The pizza appears complete in the on-screen guest check.

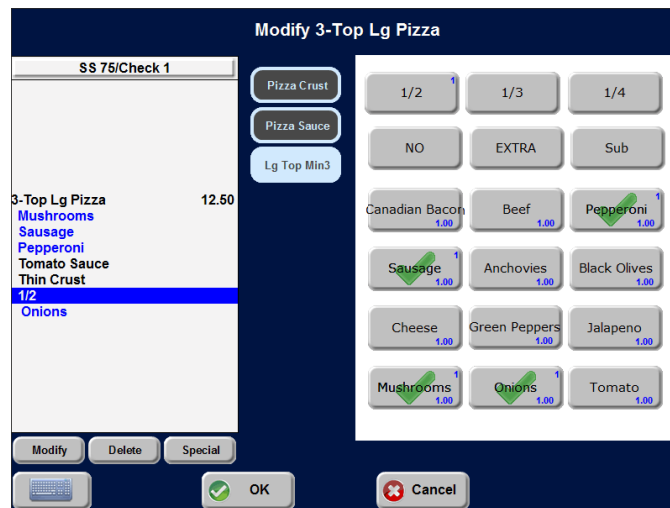


Figure 48 Completed 3-Topping Pizza

12. Touch **OK** to return to the order entry screen.
13. Tender and close the **check** as normal.

SPECIALTY PIZZA SCENARIO: The guest orders a Medium Supreme pizza and removes Onions and adds Tomatoes. Then adds extra Cheese to the whole pizza and extra Pepperoni to half of the pizza.

To order a specialty pizza with an advanced pizza setup:

1. Log in to the **FOH**.
2. Touch **New Order** to start an order. The order entry screen appears.

3. Touch the **Pizza submenu**. The Pizza submenu appears with a custom submenu panel.
4. Touch a **size** and then the **pizza item**. The item appears in the on-screen guest check with a \$12.00 price. The Modifier screen for your choice of crust appears with a custom modifier panel (Figure 44).
5. Touch a **crust**. The Modifier screen for your choice of sauce appears with a custom modifier panel (Figure 45).
6. Touch a **sauce**. The Modifier screen for your choice of toppings appears with a custom modifier panel. **Note.** The included modifier graphics appear on the topping buttons indicating these toppings already come on the specialty pizza.
7. Touch **No** and then **Onions**. The included graphic disappears from the Onion button since it is no longer included on the pizza.
8. Touch **Tomatoes**. The \$0.75 topping price applied to the whole pizza increases the price to \$12.75.
9. Touch **Extra** and then **Cheese**. The extra included topping price (\$0.75 x 0.5) applied to the whole pizza increases the price to \$13.13.
10. Touch **1/2**.
11. Touch **Extra** and then **Pepperoni**. The extra included topping price (\$0.75 x 0.5) applied to the whole pizza increases the price to \$13.31. The pizza appears complete in the on-screen guest check.

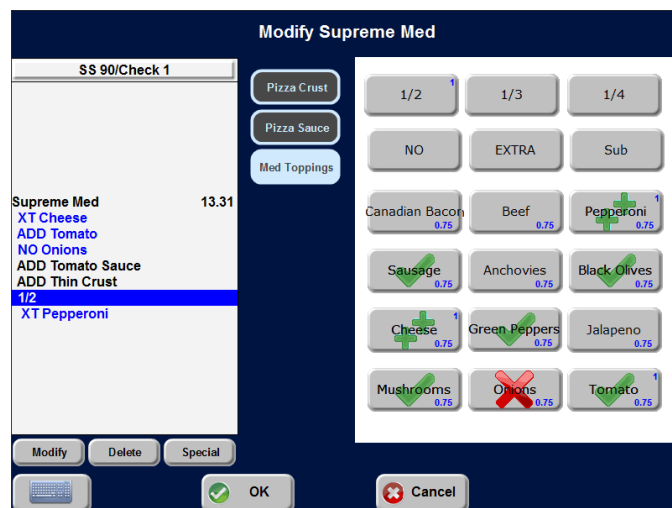


Figure 49 Completed Specialty Pizza

12. Touch **OK** to return to the order entry screen.
13. Tender and close the **check** as normal.

Reporting Pizza

The system reports pizza the same as any other item. On the PMix report, the system uses weights when calculating fractional toppings and fractional pizzas.

Base topping or pizza	1.00
Half topping or pizza	0.50
Third topping or pizza	0.33
Quarter topping or pizza	0.25

Implementing Pizza Topping Inventory Depletion

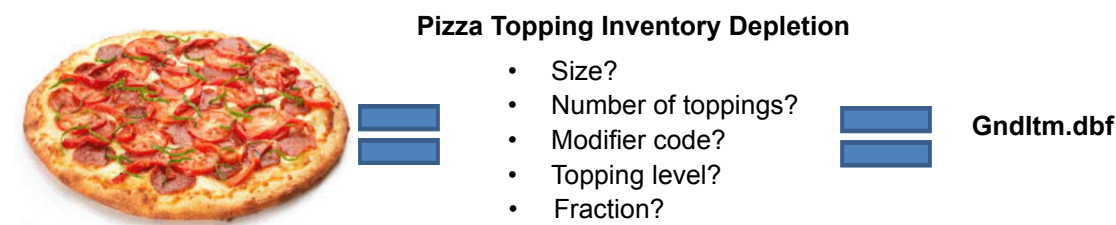


Figure 50 Pizza Topping Inventory Depletion Matrix Illustration

In the pizza industry, the amount of each topping you put on a pizza usually varies based on the size of the pizza and the total number of toppings placed on the pizza. For example, a medium two-topping pizza could use five ounces of mushrooms where a medium four-topping pizza requires only four. This ensures a pizza is not overloaded with toppings, which results in poor food quality, and your pizza topping inventory matches against food cost.

When you add a pizza topping to a pizza, the quantity of '1' is written to GndItem.dbf. This does not allow an inventory product, such as NCR Back Office, to correctly deplete inventory for pizza toppings since there are many varying factors to consider. To make adjustments to the data that is output to GndItem.dbf, you can configure a pizza topping depletion matrix for add-on and included pizza toppings that determines the portion of toppings used on a pizza. The matrix takes into account the size and initial number of toppings on the pizza being ordered, as well as any toppings ordered on fractional portions of a pizza. You can adjust the pizza topping depletion matrix according to other variables as well, such as modifier codes. In turn, the POS can output the adjusted quantities to the GndItem.dbf accordingly for inventory programs to use. This feature does not affect the FOH or any reporting inside of the Aloha system.

Configuring Pizza Topping Inventory Depletion

This section details the configuration requirements within new Aloha Manager and Aloha Configuration Center (CFC) for advanced pizza. 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 > Advanced Pizza Depletion > Pizza Sizes and configure pizza sizes for use in the pizza topping depletion matrix. See page 47 .

Procedures at a Glance:

2.	Access Maintenance > Menu > Advanced Pizza Depletion > Topping Levels and configure the topping levels to use in the pizza topping depletion matrix. See page 48 .
3.	Access Maintenance > Pricing > Price Levels and create a price level for each pricing tier you use for your pizza toppings, based on the size of the pizza. See page 12 .
4.	Access Maintenance > Menu > Modifier Codes and designate the modifier codes you want to include in the pizza topping depletion matrix. See page 49 .
5.	Access Maintenance > Menu > Items and configure the pizza topping depletion matrix for your add-on toppings. See “Configuring a Matrix for Pizza Toppings” on page 52 .
6.	Select Maintenance > Business > Store > Store Settings tab > System group and determine if the pizza topping depletion matrix is based on the whole pizza or fractions of the pizza. See page 54 .



If you have an existing pizza database that you configured in the old Aloha Manager interface, and you are migrating to one of these configuration tools, the system maintains your configuration of pizza, and you simply need to configure the pizza topping inventory depletion matrix.

The configuration of the pizza topping depletion matrix requires you to access several different functions that each relate to each other.

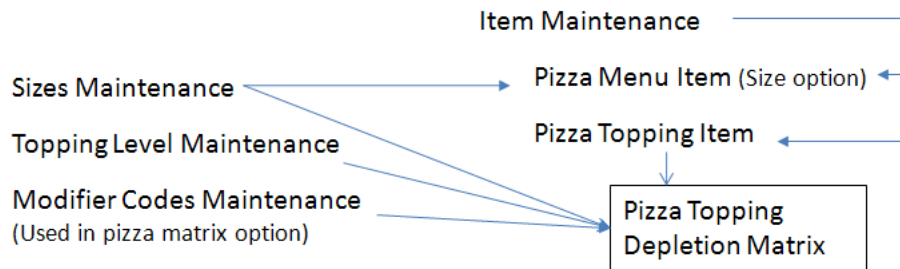


Figure 51 Pizza Topping Depletion Matrix Association

Configuring Your Pizza Sizes for the Pizza Topping Depletion Matrix

You must configure the sizes you offer so they can act as a quantifier for the pizza topping inventory depletion matrix. Not only do you input these sizes into the matrix, but you also associate the size with the appropriate pizza item in Item Maintenance. For example, associate the pizza item 'Supreme Large' in Item Maintenance with the 'Large' pizza size in the Pizza Sizes function.

To configure pizza sizes for use in pizza topping inventory depletion:

1. Select **Maintenance > Menu > Advanced Pizza Depletion > Pizza Sizes**.
2. Click **New**.

Settings	
Owner	2 Corporate - Quick Service
Number	1
Name	Medium

Figure 52 Pizza Size - Settings Group Bar

3. Under the 'Settings' group bar, type the **name of a size** you offer, such as 'Medium.' The Pizza Sizes function is specific to the pizza topping inventory depletion matrix.
4. Click **Save**.
5. Repeat this **procedure** for any other pizza size you offer.
6. Click **Close** to exit the **Pizza Sizes** function.

Configuring Your Pizza Topping Levels for the Pizza Topping Depletion Matrix

You must evaluate and configure the topping levels you offer so they can act as a quantifier for the pizza topping inventory depletion matrix. Base the levels upon when the amount of the each topping decrease when you add more toppings to the pizza. For example, if you use five ounces of onions on a pizza that contains up to two toppings, and the amount reduces to four ounces when the pizza contains more than two toppings, you need to create a new topping level.

To configure your pizza topping levels for pizza topping inventory depletion:

1. Select **Maintenance > Menu > Advanced Pizza Depletion > Topping Levels**.
2. Click **New**.

Settings	
Number	1
Name	1-2 Toppings
Minimum value	1
Maximum value	2

Figure 53 Pizza Topping Levels - Settings Group Bar

3. Type a **descriptive name** for the pizza topping level to reflect a separation of toppings, such as 1-2 Toppings, 3-4 Toppings, 5-6 Toppings, and more. Base the levels upon when the quantity of your toppings decrease when you add more toppings to the pizza. For example, if you use five ounces of onions on a pizza that contains up to two toppings, and only four ounces when the pizza contains more than two toppings, you need to create a topping level. This option is specific to the pizza inventory depletion matrix and you cannot use this option when configuring the Pizza Modifier screen.
4. Type the **minimum number of toppings** allowed for this pizza topping level. When the pizza has less than this number, the system uses the next lowest pizza topping level. For a 1-2 topping level, the minimum is 1.
5. Type the **maximum number of toppings** allowed for this pizza topping level. When this pizza reaches more toppings than this number, the system moves to the next highest pizza topping level. For a 1 to 2 topping level, the maximum is 2.
6. Click **Save**.
7. Repeat this **procedure** for any other pizza topping levels.
8. Click **Save** to exit the **Pizza Topping Level** function.

Configuring Modifier Codes to Include for the Pizza Topping Depletion Matrix

On a pizza, when you apply a modifier code to a topping, the amount of the topping could either increase or decrease depending on your operations. You can include up to four modifier codes in the pizza topping depletion matrix to reflect an adjustment in depletion.

To include a modifier code in pizza topping inventory depletion:

1. Select **Maintenance > Menu > Modifier Codes**.
2. Select a **modifier code** you want to include in the pizza topping inventory depletion matrix from the drop-down list.

Modifier Code - *	
Modifier Code:	20 Less
Modifier Codes	
Settings	
Number	20
Description	Less
Display name	Less
Active	<input type="checkbox"/>
Indicator	-
Quantity	1
Bitmap image	None
Used in pizza matrix	<input checked="" type="checkbox"/>

Figure 54 Modifier Codes - Settings Group Bar

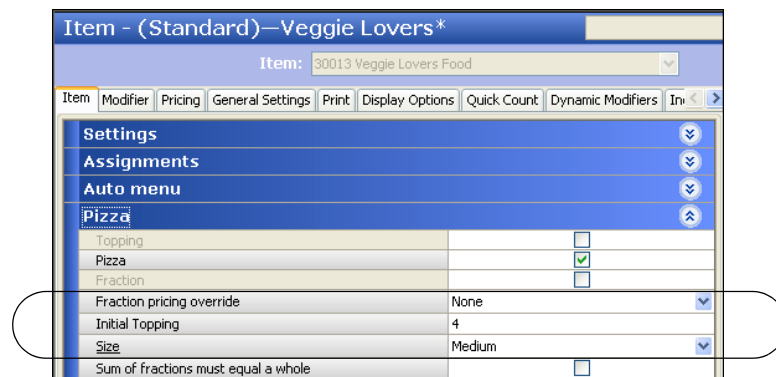
3. Under the 'Settings' group bar, select **Used in pizza matrix**. An additional column appears in Maintenance > Menu > Items > Pizza Topping Matrix tab. Clear this option, if you do not want to include this modifier code in the pizza matrix.
4. Click **Save**.
5. Repeat this **procedure** for any other modifier code you want to include in the pizza topping depletion matrix.
6. Click **Close** to exit the **Modifier Codes** function.

Attaching a Pizza Size to a Pizza Item

As stated earlier, the size of the pizza should already be defined at the item level. You must now attach the pizza size you created in Pizza Size Maintenance with the corresponding pizza item in Item Maintenance. Additionally, you must denote the number of initial toppings that come on the pizza, by default. This procedure assumes your pizza items are already created.

To attach a pizza size to a pizza item:

1. Select **Maintenance > Menu > Items > Item** tab.
2. Select a **pizza item** from the drop-down list.



The screenshot shows a software window titled "Item - (Standard)—Veggie Lovers*". At the top, there is a dropdown menu for "Item:" with "30013 Veggie Lovers Food" selected. Below this is a tabbed interface with tabs for "Item", "Modifier", "Pricing", "General Settings", "Print", "Display Options", "Quick Count", "Dynamic Modifiers", and "In". The "Item" tab is active. Under the "Item" tab, there is a "Settings" section with a "Pizza" group bar. The "Pizza" group bar has a "Topping" checkbox (unchecked), a "Pizza" checkbox (checked), a "Fraction" checkbox (unchecked), a "Fraction pricing override" dropdown (set to "None"), an "Initial Topping" text box (containing "4"), a "Size" dropdown (set to "Medium"), and a "Sum of fractions must equal a whole" checkbox (unchecked).

Figure 55 Items - Pizza Group Bar

3. Under the 'Pizza' group bar, select **Pizza**, if it is not already selected. Additional options appear within the group bar.
4. Type the **number of initial toppings** that come on the pizza by default in the 'Initial Topping' text box. For example, if a Veggie Lovers pizza has four toppings, then type '4.'
5. Select the **size of the pizza** from the 'Size' drop-down list. **Note:** This option does not denote the size of the pizza at the item level for order entry.
6. Click **Save**.
7. Repeat this **procedure** for all other pizza items you have.
8. Continue to the **next procedure**.

Configuring an Included Topping Matrix for Pizza Items

After configuring pizza sizes and pizza topping levels, you must add the topping items to the Included Topping Matrix. When you define an item as 'Pizza,' then the Included Topping Matrix Tab appears. This procedure assumes your pizza items are already defined. **NOTE:** You must define a topping item (Included Modifiers) as an included modifier and as a topping before you can add the item to the matrix.

To configure a pizza topping matrix:

1. Select **Maintenance > Menu > Items > Item** tab.
2. Select a **topping** from the drop-down list.
3. Under the 'Pizza' group bar, select **Topping**, if it is not already selected. The Pizza Topping Matrix tab appears.
4. Select the **Included Topping Matrix** tab.
5. Maximize the **screen** to view all the columns on the matrix, if it is not already maximized.

6. Click **Add** to create an included topping matrix record.

Item - (Standard)—Pepporoni Lovers

Item: 30011 Pepporoni Lovers Food

Item | Modifier | Pricing | General Settings | Print | Display Options | Quick Count | Dynamic Modifiers | Included Topping Matrix

Settings

Unit of measure description

Included Topping Matrix

Topping	Δ	Topping level	Δ	Whole qty	1/2 qty	1/3 qty	1/4 qty	No%	Extra%
Pepporoni		Medium		1.0000	0.5000	0.3333	0.2500	-100	50

Add

Remove

[Pizza size](#)

[Topping level](#)

[Modifier Codes](#)

Figure 56 Included Topping Matrix Tab

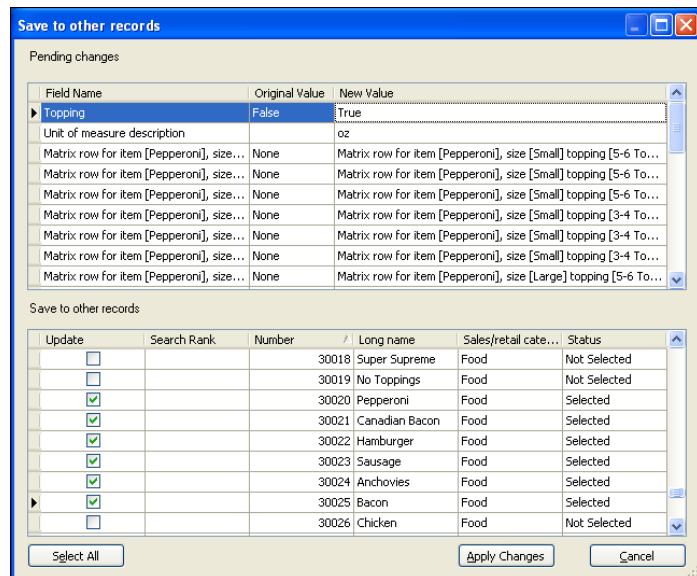
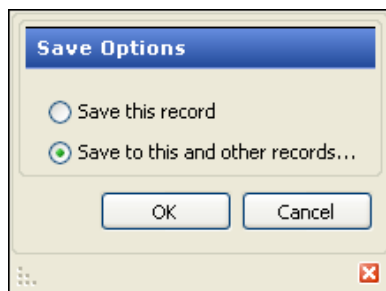
7. Select an **included modifier topping** from the 'Topping name' drop-down list.
8. Type the **unit of measure** in which you weigh or dispense the topping, such as each, ounce, slice, and more.
9. Select a **topping level** you created in Pizza Topping Level Maintenance, such as '1'-2 Toppings.'
10. Type the quantity or amount you use for the **whole topping**, in relation to the size and topping level in place. Once you enter a value, the system automatically populates the '1/2 qty,' '1/3 qty,' and '1/4 qty' columns for you.
11. Verify or change the **quantity or amount** you use for the topping when ordered on **half** of the pizza. This option automatically populates based on the following calculation: 'Whole qty' / 2. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
12. Verify or change the **quantity or amount** you use for the topping when ordered on a **third** of the pizza. This option automatically populates based on the following calculation: 'Whole qty' / 3. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
13. Verify or change the **quantity or amount** you use for the topping when ordered on a **quarter** of the pizza. This option automatically populates based on the following calculation: 'Whole qty' / 4. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
14. Type the **percentage**, from -100 to 999, to apply to the topping when you apply the corresponding modifier code with the included modifier topping. Type percentage values such as 50% to indicate half of the regular depletion, 100% to indicate no change in depletion, 200% to double the regular depletion, and more. You must select 'Used in pizza matrix' in Maintenance > Menu > Modifier Codes > 'Settings' group bar to enable a modifier code to be included in the pizza topping depletion matrix and to have a column appear.
15. Type the **percentage**, from -100 to 999, to apply to the topping when you apply the corresponding modifier code with the included modifier topping. Type percentage values such as 50% to indicate half of the regular depletion, 100% to indicate no change in depletion, 200% to double the regular

depletion, and more. You must select 'Used in pizza matrix' in Maintenance > Menu > Modifier Codes > 'Settings' group bar to enable a modifier code to be included in the pizza topping depletion matrix and to have a column appear.

16. Repeat **Steps 6 through 15** to create additional topping matrix records that coincide with the pizza size per pizza included modifier topping level.



BEFORE you save, you have the one-time opportunity to propagate your pizza matrix configuration to your other items, as long as you have already created the pizza topping IDs. To do this, click the '**Save**' drop-down arrow and select '**Save to this and other records...**' On the 'Save to other records' dialog box, select **Update** for the toppings you want to inherit the pizza matrix. Once the pizza matrix is propagated, you can alter the matrix, as needed. If your matrixes are too varied for each topping, you may choose to create your other matrixes from scratch.



17. Click **Save**.
18. Repeat this **procedure** for all other pizza items you offer.
19. Exit the **Items** function.

Configuring a Matrix for Pizza Toppings

Once you configure your pizza sizes and pizza topping levels, you must input them into the pizza matrix for each pizza topping you offer. This procedure assumes your pizza items are already created.

To configure a pizza topping matrix:

1. Select **Maintenance > Menu > Items > Item** tab.
2. Select a **pizza topping** from the drop-down list.
3. Under the 'Pizza' group bar, select **Topping**, if it not already selected. The Pizza Topping Matrix tab appears.
4. Select the **Pizza Topping Matrix** tab.
5. Maximize the **screen** to view all columns of the matrix, if it is not already maximized.
6. Type the **unit of measure** in which you weigh or dispense the topping, such as 'each,' 'ounce,' 'slice,' and more.

7. Click **Add** to create a topping matrix record.

Item - (Standard)—Pepperoni*

Item: 30020 Pepperoni Food

Item | Modifier | Pricing | General Settings | Print | Display Options | Dynamic Modifiers | **Pizza Topping Matrix**

Settings

Unit of measure description: oz

Topping Matrix

Pizza size	Topping level	Whole qty	1/2 qty	1/3 qty	1/4 qty	Less %	More %
Small	1-2 Toppings	6.0000	2.5000	1.6667	1.2500	50	200
Small	3-4 Toppings	5.0000	2.2500	1.5000	1.1250	50	200
Small	5-6 Toppings	5.0000	2.0000	1.3333	1.0000	50	200
Medium	1-2 Toppings	5.0000	3.0000	2.0000	1.5000	50	200
Medium	3-4 Toppings	4.5000	2.2500	1.5000	1.1250	50	200
Medium	5-6 Toppings	4.0000	2.0000	1.3333	1.0000	50	200
Large	1-2 Toppings	4.0000	2.0000	1.3333	1.0000	50	200
Large	3-4 Toppings	3.5000	1.7500	1.0000	0.7500	50	200
Large	5-6 Toppings	3.0000	1.5000	1.0000	0.7500	50	200

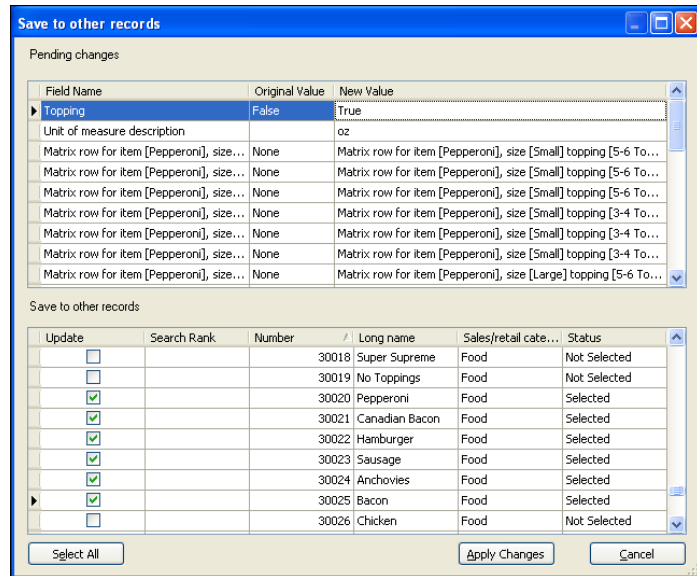
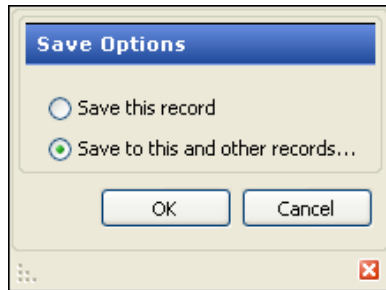
Figure 57 Pizza Topping Matrix

8. Select a **size of the pizza** to coincide with the applicable topping level, such as Small.
9. Select a **topping level**, such as '1-2 Toppings.'
10. Type the **quantity or amount you use for the whole topping** in relation to the size and topping level in place. Once you enter a value, the system automatically populates the '1/2 qty,' '1/3 qty,' and '1/4 qty.' columns for you.
11. Verify or change the **quantity or amount you use for the topping when ordered on half of the pizza**. This option automatically populates based on the following calculation: 'Whole qty' / 2. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
12. Verify or change the **quantity or amount you use for the topping when ordered on a third of the pizza**. This option automatically populates based on the following calculation: 'Whole qty' / 3. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
13. Verify or change the **quantity or amount you use for the topping when ordered on a fourth of the pizza**. This option automatically populates based on the following calculation: 'Whole qty' / 4. If your operation uses a calculation other than a straight divisor, you can change the value, as needed.
14. Type the **percentage**, from -100 to 999, to apply to the topping when you apply the corresponding **modifier code** with the topping. Type percentage values, such as 50% to indicate half of the regular depletion, 100% to indicate no change in depletion, 200% to double the regular depletion, and more.
15. Repeat **steps 7 through 14** for all modifier codes you included in the pizza topping depletion matrix.

16. Repeat **steps 6 through 14** to create additional topping matrix records that coincide with the pizza size per pizza topping level.



BEFORE you save, you have the one-time opportunity to propagate your pizza matrix configuration to your other items, as long as you have already created the pizza topping IDs. To do this, click the **'Save' drop-down arrow** and select **'Save to this and other records...'** On the Save to other records dialog box, select **Update** for the toppings you want to inherit the pizza matrix. Once the pizza matrix is propagated, you can alter the matrix, as needed. If your matrixes are too varied for each topping, you may choose to create your other matrixes from scratch.



17. Click **Save**.
 18. Repeat this **procedure** for all other toppings you offer.
 19. Click **Save** to exit the **Items** function.

Determining Depletion for Pizza Items Based on Parent Item or Fractions

When the POS Grind process determines the amount to deplete inventory for a pizza item ordered as a fraction, such as a large build-your-own pizza ordered as half Meat Lover's/half Supreme, the system bases the inventory depletion using the size of the parent item (Large BYO), not the actual fraction ordered. In the example used here, if the recipe for a large Meat Lover's pizza calls for 20 slices of pepperoni, the system removes 20 slices of pepperoni from inventory instead of only the 10 slices needed to make half of a large build-your-own Meat Lover's pizza. As of POS v12.3, you can configure the system to deplete inventory for a pizza item based on the size of the actual fraction ordered.

To configure the grind process to deplete inventory for pizza items:

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

3. Select the **System** group from the bottom of the screen.

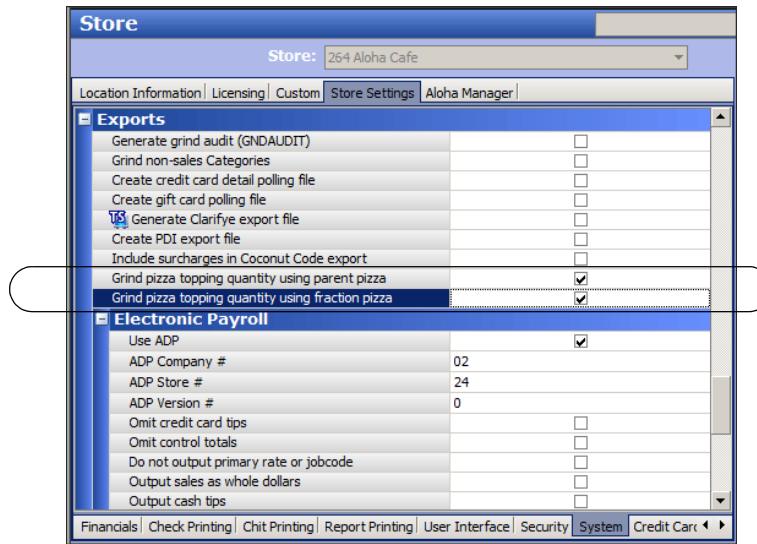


Figure 58 Store Settings - System Group - Exports Group Bar

4. Under the 'Exports' group bar, select **Grind pizza topping quantity using parent item** to enable grind to deplete inventory for specialty pizzas based on the size of the parent item. For example, if a guest orders a large Meat Lover's specialty pizza, the system depletes the inventory for a whole Meat Lover's pizza because the specialty pizza item is the parent item; if a guest orders a large build-your-own pizza, half Meat Lover's / half Supreme, the system depletes the inventory based on the parent item of Large BYO. Use this option if you do not sell fractional pizzas.
5. Select **Grind pizza topping quantity using fraction pizza** to enable the Grind process to deplete inventory for specialty pizza items based on the fraction of the pizza item ordered by the customer rather than the size of the parent item. For example, if a guest orders a large build-your-own pizza, half Meat Lover's /half Supreme, the system depletes the inventory based on half a Meat Lover's pizza and half a Supreme pizza. Use this option if you sell fractional pizzas.
6. Click **Save**.
7. Click **Close** to exit the **Stores** function.

Outputting Pizza Topping Depletions

Once the pizza topping depletion matrix is set up and you order pizzas in the FOH, the system outputs the quantities of toppings to the QtyUnit column in GndItem.dbf. Inventory programs, such as NCR Back Office, can map to the column and retrieve the correct usage of the topping.

Feature History

Supported Versions	Description
Table Service v14.1, and later.	Implemented Advanced Pizza for NCR Aloha Table Service

