

SYSTEM3 POS MENU MANUAL

Introduction

The following is recommended for creating a functional and efficient menu using System3 POS.

The steps are broken down into different sections to force this to be a comprehensible portion of System3 POS. Remember to obtain a menu-planning sheet when ready to sit down and begin the process.

- > How To Create a Menu
 - > Main Menu Button
 - > Sub Menu Buttons
 - > Item Buttons
 - > Shortcuts
 - > The Menu Setup Tab
- > Appendix A: Creating a Batch
- > Appendix B: Pizza Pricing

Menu Creation

On the **Manager Screen**, go to the **Menu Setup** tab. Choose the numbering for the menu that you would like to create. {To better understand the numbering, please refer to the Page 9 of this manual à Menu Selections Button.}

Press the **Change Menu Items & Prices** button. If no menu exists with that numbering pair, you will be asked if you would like to create a new menu. Choose 'Yes'.

Menu Planning

This is the most important step in creating a menu. A properly planned menu will evenly weigh the benefits of speed and usability. Remember: having to press one extra button in the decision process is usually better than having to hit **Next Page 4** times, or getting lost in the menu.

The general guideline we recommend to a 'would be' menu builder is to have an **ACTUAL COPY** of the menu in front of you before you start. The reason for this is that a lot of thought has already been put into organizing the menu items when the menu was created, and it can save you a lot of time and effort.

While you have the menu in front of you, let's have a quick lesson on some of the terminology you will be expected to understand while creating / editing a menu.

The important concepts are:

Main Menu

Sub Menu

Menu Item (Item)

Item Modifier (Modifier)

To better understand these concepts, let's use a simple restaurant menu to shed some light on them.

Breakfasts

- Lumberjack (3 eggs, bacon, sausage, home fries & toast)
- Pancake Platter (4 buttermilk pancakes, bacon or sausage)
- Simpleton (2 eggs, bacon or sausage or ham, toast)

Lunch

- Hippo Hamburger (Deluxe add \$0.50)
- Pastrami Sandwich (Deluxe add \$0.50)
- Spaghetti

Dinner Sandwiches

- Hippo Hamburger (Deluxe add \$1.00)
- Pastrami Sandwich (Deluxe add \$1.00)

Entrees

- T Bone Steak
- Pork Chops

Pasta

- Lasagna

Dessert

- Ice Cream (Vanilla, Chocolate)
- Apple Pie

Beer

- Molson Canadian
- Labatt Blue
- Bud

Draft Beer

- Molson Canadian (Pitcher or Pint)
- Molson Export (Pitcher or Pint)

Liquor

- Jack
- Jim
- BV
- CC

Beverages

- Coke
- Sprite
- Root Beer
- Milk

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Main Menu

Looking at the menu it is easy to tell which buttons will appear on your main menu. Think of things such as *Dessert and Beer* as generalizations. Those are just groups that the items will fall under. "Ice cream" for Desserts is more specific. Therefore those would be the *Desserts* items. To add chocolate to the ice cream is altering the item. The chocolate would be considered a **modifier**. *Sandwiches, Entrees and Pasta* would be your **Sub Menu** 'groups'. **Sub menus** act as a directional middle ground. This page lies between a main menu button and it's associated items.

NOTE: The only way to access its sub menu is to change the underlying button style on the main menu button, or to use the 'View Submenus' button on the MENU SETUP tab.

Sub Menu

This topic will be discussed further throughout this manual. If you have the System3 POS demo menu, you can see a sub menu right away and one that sits behind items. If you see the A-Z Drink button, push it! You will see that after you push it, it is organized for you alphabetically. Push the corresponding letter that the drink happens to fall under. This is an example of how a sub menu works. Next, go to Dinners. After Dinners push the item you want, say for instance Veal Parm. Next, choose the modifier. Each button press jumps you to the next modifier until finally you are back to the main menu.

When building the menu it is important to **remain consistent**. Keep a logical flow to the outline of your menu - Beverages at the top of the main menu page as opposed to the bottom. Next would be Appetizers and then Dinners. The layout might resemble this;

Beer	Well Drinks	Liquor
Appetizers	Salads	Entrees
Dinners	Modifiers	Dessert

Creating Main Menu Buttons

Key Point: Remember that the Main and Sub Menu buttons are pass through buttons. By this, we mean that when you press them, you pass through to the next level of the menu.

To let System3 POS know that you want to edit the button, press the **'Edit Main/Sub Menu'** button on the lower left of the screen first, then the button you would like to edit. You must lock-down the button by pressing this button first before you can change its properties.

You can tell by looking to the right of the screen, the button that said "Return to Manager Screen" has now changed color from red to blue, and reads "Save Changes". Remember that if you wish to edit another button, you must first unlock the one you are currently editing. Do that simply by going to **Button Description** and

touch the "Save" button. That will enable you to touch the 'Edit Main/Sub Menu' button and then edit another button.

> Touch the light yellow box marked 'Name'. A keyboard will pop up > type in the name of the button, as you want it to appear > press Enter.

The next step is to decide which properties you want the button to have. **If it brings up a page of items, then you must make some other decisions now.**

If there are just straight items and no modifiers then you can begin typing and entering prices. If there are choices to your items such as a dinner, **you must decide on the action of the button. For example;**

Should any modifiers pop up after an item is selected?

If yes, you can either skip ahead to the section on **Modifier Scripting**, or you can use the following method. As a general rule of thumb, the Mod Scripting feature is more powerful and is easier to set up.

> First, decide on the quantity limits that are placed on these modifiers. > Now select the setting that best fits the limits you have decided upon from the **Modifier Style drop down list**. > If you selected one of the choices that have a minimum or a maximum, set the number in the two boxes that are below the drop down box. These boxes are marked 'Min Num of Mods' and 'Max Num of Mods'.

Can these items have discounts applied to them?

> If yes, then check the box that reads 'Allow discounts on these items'. > If no, leave the box unchecked.

What taxes are applied to these items?

Place a check mark in each of the taxes that should be applied to these items.

Are these taxes included in the price?

> Place a check mark in each of the taxes that should be included to these items.

Should these items print to any bar printers?

> Select which bar printer to print to from the drop down box. Notice that four different bar printers can be used.

Should these items print to any kitchen printers?

> Select which kitchen printer to print to from the drop down box. Notice that eight different kitchen printers can be used.

If you are using Continuous Stock Watch then decide if these items

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should be monitored.

- > If yes, fill in the 'Check Stock Levels' box.

Do the items underneath need to be timed? (i.e. billiard tables)

- > If yes, fill in the 'Timed Rentals' box.

Choose the font attributes that this button should use to display its name.

Check the settings to make sure you got them all right.

Press the "Save", and it will unlock the button and allow you to carry on with your menu building.

Repeat the above steps for each Main Menu button you would like to create.

Creating Sub Menus

For the current example, there are only three sub menu buttons that need to be created.

Press the Main Menu button that leads to the sub menu page in which you are interested.

In our example, it would be 'Dinner'.

> Go to "Underlying Button Style", choose "Menu Buttons" from the drop down list > Go to "Button Description" & press 'Save' > Press the main menu button that you were just working on. **DO NOT PRESS THE 'TOUCH ME...' BUTTON FIRST.**

Now just follow the steps outlined in the **Main Menu** section.

The only difference is that you cannot lead to another page of Sub Menus from this level.

Creating Menu Items

Work your way from the Main Menu down to the level on which you want to put the items.

The easy way to tell if you are at a level that allows you to create items (i.e. not a sub menu) is to look at the bottom of the screen. It should say, "**You are on a Page of Items.**"

> Press the button that you want to 'fill in'. (Notice that you don't have to press the 'Touch Me' button.)

> Touch the yellow box labeled Name. A pop up keyboard will appear, fill in the name of the item, as you would like it to appear on the screen.

> Fill in the price. Be sure to fill in all the Price Levels that you are going to use. It's easier to do it now then to come

back and edit each item later. For an explanation of how Price Levels come into play keep reading.

> Now decide your ideal cost for the item. Note: Cost to make, not selling price.

> Fill in the General Ledger number that is assigned to the item if applicable.

> If you want the item to print with a different description in the kitchen / bar then fill in the Kitchen Print Code.

> If the item has a delivery barcode, fill it in.

> If the item is going to be tracked using any of our Liquor Controls then fill in the appropriate liquor recipe.

> If the item is going to be tracked by our Product Inventory then build the appropriate inventory recipe.

> If the item is going to be part of the 'Continuous Stock Watch' then set the necessary warning and 86 levels.

> Choose the font set to be used to display the item.

Creating Item Modifiers

When on the Items page, you can now create the modifiers for the items if it is applicable. The only way to get to the modifiers that are straight off the items is to press the 'Show Modifiers' button. Due to the way that this template was designed you have to hit the 'Swap Sides' button on the properties box. Once you do, it will jump to the other side of the screen. You now can see the buttons that were sitting behind there. Hit the Show Modifiers button. Not unlike the items page, if you look on the bottom of the page, it will say, "You are on a page of Modifiers." Begin entering in the modifiers. **You can attach different properties to the modifiers at this stage. If you don't, it will inherit by default, the properties you set on the main menu button, such as printers and taxes.**

USING SHORTCUTS

A. Non-Adding' Shortcuts

Non-adding shortcuts are easy because they go directly to a specific menu level without adding it to the bill. This brings a great deal of speed to the program and it eliminates one key-stroke. A good example would be if you were on a 'Beer' page and wanted shortcuts going to other alcohol pages ('Wine', 'Cocktails'), to eliminate the step of the server going back to the main menu to choose which page they would like next.

When creating a non-adding shortcut, determine where you want the shortcut to take you. For example, we want our shortcut to take us from 'Bottle Beer' to 'Wine'.

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Now go to the page on which you would like to create the shortcut from.

With the page of items / modifiers in front of you, pick which button you want to use as a shortcut. We recommend using the buttons along the bottom that way the shortcuts will be kept separate from the items / modifiers.

Press the button to lock it down, just as you would for an item. From the drop-down list, under 'Misc' choose the menu-button and the sub-menu button that you want to jump to.

Choose what style of shortcut you would like it to be from the 'Item Style' drop down box.

Fill in the name and font properties as you would an item.

'Item Style' Descriptions

Normal - this is the standard item style and has no shortcut capabilities.

Go to Sub Menu - this style takes you to a Sub Menu page. For example, we could create a shortcut on the modifier page of Dinner - Sandwiches to take us back to the Dinner {Sandwiches / Entrees} Sub Menu.

Go to Items - this immediately takes you to a page of Menu Items. The shortcut to 'Wine' in our example would be this type of shortcut.

Go to Modifiers - this immediately takes you to a page of Item Modifiers. This handy shortcut can be used to link all modifier pages to one 'general purpose' modifier page.

NOTE: Remember that Shortcuts only work on the server side of the program, so if you want to test it, you will have to act as a server.

B. 'Adding' Shortcuts

These shortcuts are very powerful, and allow you to 'link' modifier pages to make it appear that an item has several different pop-up modifier pages. For example, if we wanted our T-bone steak to ask first for the temperature, then the choice of potato and finally soup or salad, we would need to use this type of shortcut. In conjunction with Modifier Scripting, Shortcuts will allow you to make any menu function efficiently.

The most important part of creating this type of shortcut is planning. Remember that these shortcuts should be done when the rest of the menu has been created. This way you can outline the menu in full and know where you want to connect and link the items with modifiers. Do not try to create these types of shortcuts until the rest of the menu has been created.

Consider the following types of Adding Shortcuts:

'Item Style' Descriptions

Add, Go To Items – Adds the current item (and its price) and jumps to the specified page of items. Used mostly at the end of a group of linked modifiers, in order to take you back to a page of menu items.

Add, Go To SubMenu – Adds the current item, and jumps to the specified submenu page.

Add, Go To Main Menu – Adds the current item, and jumps to the Main Menu

Add, Go To Entertainer – Adds the current item, and jumps to a page of entertainers. Used in the Adult Entertainment business.

Add, Pick Discount – Adds the current item, and pops up a screen of all current discounts that are available, prompting the server to choose which discount they would like to apply.

Add, Script Modifiers – Adds the current item, and activates the Modifier Script that you create.

Run Script – Activates the Modifier Script without adding an item.

Add, Go to Modifiers - add the item to the order, then take you to a page of Item Modifiers. This handy shortcut can be used to link all modifier pages to one 'general purpose' modifier page.

Rejoin Script – Often when using "Mod-Scripting", it will become necessary to add a shortcut in the middle of a script. Using the steak script, for example, what if we want servers to be able to choose 1 to 4 toppings on a potato? We would have to interrupt the script at the 'choice of potato' phase, if the choice is 'baked potato'. To do this we would make the item style for the 'baked potato' – 'Add, go to modifiers'. That way, if a server presses the 'baked potato' choice, he/she would be taken to a page that is outside of our script, where they would be able to choose toppings. To have the server return to the script so that they may continue making choices, we have to create an additional button on the 'potato toppings' page. This button would either read 'done', or 'to salad choice' – in order to prompt the server to touch the button when done choosing toppings. The button style on this button would be 'Rejoin Script', so that System3 knows to return the server to the next step in the script.

The only other type of Shortcuts that are available, are the Various 'Batch' shortcuts which, due to their technical nature, are covered in a separate section.

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MODIFIER SCRIPTING

Modifier Scripting is a powerful way to create shortcuts easily and effectively. There are a few steps to mastering mod-scripting (as it will be called from now on);

Determine what modifier pages need to pop-up after an item is pressed, in what order, and how many button touches need to be made in each step.

For example; , a steak dinner may need to follow this flow: Steak Menu > Meat Temp > Potato Choice > Salad Choice > Dressing Choice > Steak Menu.

Create, using the method described in 'creating sub-menus', pages for each of the modifiers that you'll need. If you have steaks in more than one spot on the menu, you will be able to re-use the same 'Meat Temp' pages wherever you need them.

WARNING: *Modifier scripts will only work on pages of Modifiers, so the level BEFORE the modifier page (Sub-Menu Level), needs to have the "Underlying Button Style" (Underlying Buttons) changed to "Straight Modifiers". If your script does not seem to work, this is probably where you went wrong.*

Using the Steak example above, while the 'Steak' key is locked down, be sure to change the button style (**Misc.**) to "Add, Script Modifiers".

Touch the '**Mod Script**' tab. You will see 4 sets of double drop-down lists, with a number box next to each set.

The **first part** of the drop-down is the Main Menu button that the Modifier page rests under.

The **second part** is the Sub-Menu that the modifier resides under.

The **number** to the right is used to fill in the number of button touches a server will get before moving to the next step in the script.

So for the Steak example, we may have put 'Meat Temps' under the entrée page. So on the script, the first line would read "Entrees" (Main Menu), the second button would read "Meat Temps" (Sub-Menu), and the number would remain '1'. So after one choice of temp the server would be moved to the next step in the script

If there are additional modifiers to be ordered, continue in order as you did above. You are allowed up to 8 steps in the script process.

When there are no more steps in the script, simply leave the

next drop-down in the script as 'none' and 'none'. System3 will automatically return the server to the originating page, allowing them to ring in their next item.

That's it. Your script is complete. If it seems too simple, that's because it is.

USE OF FONTS AND COLORS

The application of font styling and colours (Font colour and button colour) should be left for the end of the menu building. The reasoning behind this is that it is easier to colour a picture in if you know what the picture is. Also, in the case of building two menus, say a lunch and a dinner, you can copy and paste mods and items around. Less time if the colour is already attached to the button.

The choice of font is very important, as some fonts are much easier to read than others. We recommend using the Arial font, or something else with simple read-ability.

Try not to use too many different fonts in a menu, as this makes the screen appear busy, and thus hard to read.

This holds true for size of fonts as well. Just because you have less to fit on a button, does not mean that you should make the font as big as the button. For Main Menu buttons pick a size (usually around 14 point) which is big enough for servers to read, but small enough so that even menu buttons with a lot of words will fit in their entirety, and stick with it across the entire page. For Item buttons, usually 10-12 point is large enough. Try to have one static font (and size, and font colour) across the main menu. Go for the light font/dark background or choose the dark font/light background.

A good practice is to use a 'unique' font or button colour for all shortcuts this way the server quickly knows which buttons are shortcuts.

The basic principles we've outlined for fonts also hold true for colours.

Pick a standard and follow it throughout the menu. For instance, make all food items and menu groups blue, all non-alcoholic beverages and menu groups green and all alcoholic items red. The thought process behind will go hand in hand with how fast it is understood by your employees. Simple is better. Colours should be used to enhance the menu and speed up the decision making process for navigation purposes. A complex colour scheme will cause servers to have to spend time deciphering your choice of colours.

The only other mention of colors is for the customizable function buttons that fall on the right side of the screen. Try to pick one color, or a gradient using the same color. This enhances

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visual appeal, as well as functionality.

Make Copy of Item

For the sake of making menu setup a little easier, you can use this button. It will not work at the main or sub-menu levels – only at item level. When creating many buttons that will share the same font/colour and other button attributes, this button will save you a lot of time. To use it, simply lock down the button you would like to make a copy of, touch the ‘Make Copy...’ button, you will be prompted with ‘Would you like to choose which button...?’, after choosing yes, choose a button location (it can be on a different page of items) and once it’s locked down, you’ll read ‘Are you sure you want to copy the item?’. Once you choose ‘Yes’, you’ll be prompted for a button name, and a price. Remember that *all* other button attributes will remain the same as the button you copied from.

Use of Pictures

Like fonts and colours, pictures can be used to enhance a menu. The flip side of this is that they also share the ability of degrading the functionality of a menu.

The two biggest factors in deciding on the appropriate picture are image size (in KB) and the recognition factor.

With today’s PC’s, speed is not the issue. We recommend trying to keep each image file used under the 100-KB limit. Otherwise an overly large amount of processor time must be spent gathering the image data and shrinking it down to fit in the approximately one square inch box on the menu/ item button.

Enter Amount Menu Button Style

Main Menu and Sub Menu buttons can be set to this style. This allows you to ask for the price of the item at the time of sale. This is useful if you have a menu item that can vary from one order to the next.

An example of this would be a billiard rental that is controlled by a third-party machine. When the customer is finished playing, the server gets the dollar amount from the machine and then enters it into the system.

To create an ‘Enter Amount’ button, follow the steps for creating a Main / Sub Menu button.

Now change the ‘Underlying Menu Style’ to ‘Enter Amount’. That’s all.

Entertainer Menu Button Style

An entertainer refers to a performer at an adult entertainment establishment. This menu style allows the sales by these performers to be tracked through the system.

If you do not have an adult entertainment establishment, do not use this feature. If you do have one, refer to the Manager’s Manual for setup procedures.

The Menu Set Up Tab

The Menu Set Up File Folder

The buttons inside this folder allow the manager to set and control the menu/menus including menu items, item prices, modifiers, menu schedules, menu-item printing options, liquor controls, inventory functions, tax options and picture options.

The Menu Selection Buttons

The two large buttons with an associated number beside them allow you to create, use and edit more than one menu or menu level in the same establishment. For example, a restaurant has one menu but operates a main dining room and a VIP dining room. The items on the VIP menu are different than those on the main dining room menu. In this case then, there is one menu and two levels to that menu. The main dining menu being level 1 and the VIP menu being level 2. To create, edit, print or compact the VIP menu level, use the up and down arrow keys to set the lower “teal” colored button to 1 and the upper “mustard” colored button to 2. To create, edit, print or compact the main dining menu, set the lower button to 1 and the upper button to 1.

NOTE: When you select a new menu or menu level, you will receive a System3 message on screen asking you if you wish to create a new blank menu.

The Edit Menu/Price Level/Shift Schedule Button

This button allows you to assign by day of the week, in quarter hour increments, the menu you wish to run, the price level/levels you wish to use, the shift/shifts you wish to schedule and any price jump you wish to set.

First, select the day of the week you want to set up. The day you have selected will appear in the large window at the top of the screen. In this case, Friday has been selected and is ready to be set up or changed.

Using a desktop keyboard, type in the information in each column. In this example menu 1 is set to run on price level 1 and shift. When you have finished setting up a day simply select the next day you wish to work on by touching the appropriate button.

When finished you MUST touch the ‘Update All Terminals’ button, to send the schedule to the other terminals. It’s configured this way so that you may have different menu schedules at dif-

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ferent workstations.

Setting a Price Jump

This feature allows you to set System 3 to jump to any selected price level and give the price jump a name. For example you may wish to set up a price jump called "Ladies," on price level ten. To activate the Ladies price jump, the server touches the total window at the bottom of the main menu screen. The name "Ladies" will appear at the top of the screen as a reminder that the terminal is running on the price jump. Once an order is cashed out the price jump is canceled.

NOTE: Using the example above, be sure that there are actual prices filled in under price level 10. Otherwise, all prices will be zero while the jump is active.

The Replicate Current Menu Button

This button will allow the manager to replicate a current menu to a new menu. Use this function if you decide that it is easier to edit a copy of the old menu than create a new menu from scratch. A dialog box will appear and follow instructions and then press OK or Cancel.

Note: If you select a menu number or menu level that already exists, a System 3 warning message asks if you wish to overwrite it.

The Print Menu Button

This button produces a report that lists the entire selected menu (as set using the assign menu buttons). Modifiers are not shown on this report. Press the Print Me button to send this reports to the Windows default printer.

The Compact Menu Button

This button will clean up any menu buttons that have been edited and left blank. System 3 displays a warning message to ensure that no one is doing anything on any terminal before you touch OK. When the process is completed, a message appears telling you that the menu has been compacted on all terminals.

The Back Up Menu Button

This button allows you to back up and store a copy of the selected menu in the System 3 directory in a folder called Backups.

The Restore Menu Button

This button allows you to replace a selected menu from the Backups folder in the System 3 directory. A message appears asking you to be absolutely sure that you want to replace the current version of the menu. Press yes to proceed or no to cancel.

The Update Menu Button

Use this button to update a menu from one terminal to another. For example, terminal 2 was off the network for repairs and while it was at the shop, changes were made to menu 1,1. To update the menu to T2, use the scroll bar in the From Term #

window to select the "copy from" terminal number ie.1. Now touch the Update Menu button to copy the info from T1 to T2. A confirmation message appears.

The Change Menu Items And Prices Button

This button allows you to complete a number of tasks all related to menu creation and editing. It is from here that you create your menu groups, menu items and assign prices, taxes, pictures and more!

It is important to note that once you have made changes at a terminal, they will be updated on all **other terminals on the network**. This happens when you press the 'Return to Manager' screen button. A series of pop up messages will appear notifying you as the update activity takes place.

Editing/Setting Up Menu Groups

To begin here you must select a menu group (Main Menu) button that you wish to edit. To access the button you wish to edit, you must lock it down. To do this, press the "Touch me, then the button you want to edit" button located in the lower left corner of the screen.

This locks the button selected & will not allow you to select another menu group (Main Menu) button until it is unlocked. To unlock a button, touch the 'Edit Main/Submenu Button'. Once locked, the current button name will be displayed in the window on the task bar called "Name". Touch the gray area in this window to activate the on screen keyboard or if you wish, you can use your desktop keyboard. Touch the Misc. tab and turn off the onscreen keyboard. Type the name you wish to assign to the button and then press Enter. Your selected menu group button now displays the name you typed i.e. Draft Beer.

Extra Info Tab

This tab will allow you to change the appearance of any selected menu group button. Remember to turn on the Terminal OptionàProgram Flowà'Use On-Screen Keyboard'. You will notice when making these changes, that it resembles Microsoft Word's options when editing a document. This makes it an easy and familiar environment for you to work within.

Font Name

Touch the window to access the Windows font screen. Use the scroll bar to navigate through the font choices. Touch the desired font and then press 'OK' the font you chose should appear on your button once you have unlocked it.

Font Size

Touch the window to use the Windows font screen and select the font size. Once again, the font size you chose should appear once you have unlocked it.

Font Style

Touch the window to activate the System3 'On-screen keyboard' and then type one of the following codes to set a font

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style:

0 is no style or in other words a flat appearance

1 is a raised font style

2 is raised and shadowed

3 is sunken

4 is sunken and shadowed

Font Color and Back Color

You can access these settings by touching the window. This will take you to the color palette where you can select the color you want. The back color setting changes the color of the menu button and will allow you to change the colour of any menu button from the default colour of gray.

THE EXTRA INFO 2 TAB (item level)

These settings are designed to control how buttons will behave in special situations. In the sample picture above you can set the button named 'Extra' to always add a price. You could set the **Persistent Base Quantity** to 'X' and the value in the **Base Quantity** Window to '1'. Next you could set the **Persistent Price** to 'X' and price the Extra button to 0.50. When the Extra button is pushed the word 'Extra' will be added to the order once and 0.50 cents is added to the total à **Extra Swiss**.

Press the **Extra** button and then Salsa. You should see a charge of 0.50 cents for extra salsa added to the bill.

If you change the **Base Quantity** to 2 and as a result two extra salsas totaling \$1 is added.

To have the 'No' button appear on the bill followed by the modifier (i.e. **No** Mushrooms), you would set the **Base Quantity** to 1 and the **Persistent Base Quantity** box to X but leave the **Persistent Price** box empty.

The **Force to Price Level** is like a permanent Price Jump. Enter the price level you want to use for the item or modifier and that price will always be used for that item when it is ordered. To set the 'No' button so that pressing No Mushrooms (mushrooms are \$1) will NOT add the \$1 charge, you would set the **Base Quantity** to 0, **Persistent Base Quantity** to X, **Persistent price** Blank and **Force to Price Level** to 0.

Another handy use of the '**Force to Price Level**' button is in a situation where a restaurant has 3 different sizes for wine, and 8 different wines. Instead of creating a 'glass', 'half-litre' and 'litre' button for each of the 8 wines (27 Buttons in total), you could create the same three buttons, plus 8 more buttons for the types of wine.

Create the 'Glass', '1/2 Litre', and 'Litre' buttons along the left side (for readability).

On the 'Extra Info 2' tab, put an 'X' in the 'Force to Price Level', and determine what price level you want to force each button to. Generally speaking, you would use '2' for 'Glass', '3' for 'Half-Litre' and '4' for 'Litre'.

Create the buttons for each of your wines. Try and keep them visually separated from the other 3 buttons.

On the 'Price Levels', tab fill in the appropriate prices for 'Glass', '1/2 Litre' and 'Litre' sizes in the price level 2,3 and 4 boxes.

Fill in Price Level 1 as '9999.99' to prevent servers from choosing a wine without choosing a size. In this case, if they do, a message will pop up telling them that they are '...not allowed to order this item'

Department I.D.

This setting allows you to assign a department name to the item.

Sub Department I.D.

This setting allows you to set a department within the department. For example within the Beer department you can set sub departments for domestic and imported beer. There is no need to set up any new departments for this. The sales report reads as Sub Department 1 and Sub Department 2.

The Prep Group

This setting allows you to assign prep groups (as set up in the System 3 Setup folder à Edit Prep Groups) to items or modifiers. When this is done items or modifiers will print to the kitchen by prep group i.e. Appetizers and Main Course. This is ideally used for purposes of sorting items on a print ticket to the kitchen. Items with prep group ID's that are lower will print ahead of ID's that are higher.

Estimated Cost

You must enter an approximate cost for each menu item that you wish to track. Simply touch the cost window and enter your cost figures from the desktop keyboard.

The General Ledger Number Button

Determine the G.L. number for each menu item and enter the number using this button. Touch the button to use the on screen keyboard. This information is used for the G.L. Dump report that is found in the Miscellaneous Folder and may also be used in conjunction with third party accounting packages.

The Inventory Control Code

Enter the unique inventory number for each menu item. This function is for use in situations where a third party inventory software is being run in conjunction with System 3. It is not required for the System 3 Inventory.

The Kitchen Print Code

This function allows you to change the name or spelling of any menu item as it is printed to the kitchen or bar. For example, the menu item button "Dave's BLT" can be changed to print to the kitchen "BLT". The customer's bill will still read Dave's BLT. Touch the window to activate the System3 on screen keyboard. Type the desired name and press Enter. The new name appears in the Kitchen Print Code Window.

Another handy use of the KP Code is for restaurants that use a

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different language in the front of the house than they do in the back.

The KD Font Button

Will allow you to set the colour of the fonts that are displayed on the kitchen display monitor.

The KD Back Button

Will allow you to set the background color that shows behind the items that are displayed on the kitchen display monitor. When you enable the background flash option (at the bump bar) you have a choice of 8 colours.

Here are the settings that you can use:

#	Font Clr	Back No Flash.	Back Flashing
0	Black	Black	Black
1	Blue	Blue	Blue
2	Green	Green	Green
3	Teal	Teal	Teal
4	Red	Red	Red
5	Violet	Violet	Violet
6	Brown	Brown	Brown
7	Grey	Grey	Grey
8	Dark Grey	Dark Grey	Black
9	Purple	Purple	Blue
10	Light Green	Light Green	Green
11	Light Blue	Light Blue	Teal
12	Salmon	Salmon	Red
13	Pink	Pink	Violet
14	Yellow	Yellow	Brown
15	White	White	Grey

Setting up Product Recipes

This operation relates directly to the System3 Product Inventory. It allows you to set up a recipe for any menu item so that as it is sold, the ingredients are reduced in the System 3 Product Inventory. Once a recipe is created, it can be displayed by using the Item Recipe button on the main menu screen.

To begin, you must have first created the various ingredients in the System 3 Product Inventory.

Begin by choosing a number you want to use for the ingredient. Use the **keyboard** to make the entries in the quantity window. Number.1.00 is one ingredient, 1.25 is one and one quarter ingredients etc. Now use the scroll bar to select from the list of available ingredients. Touch the ingredient and the ADD button appears, press it to confirm your choice. The Ingredient will move into the Qty Ingredient window.

To remove an ingredient, touch it in the 'Qty Ingredient' window. The **REMOVE** button will appear. Press it and the ingredient will be deleted.

Underlying Menu Styles Tab

Press the scroll bar to view the options;

Item Buttons forces a menu group button when pressed to move directly to a menu items screen.

Fast Style Screen sets up a menu group button for a 45 button screen, similar to the Quick Screen (see page7) except that there is no totals window or receipt pop up window.

Menu Buttons forces a menu group button to another menu group.

Enter Amount converts a menu group button to a **special button** where the server enters the price.

Straight Modifiers converts a menu group button to a general modifier screen.

In this example, **Item buttons** has been selected. When users touch the Draft Beer button on the main menu screen, an items screen with draft beer items will appear.

Underlying Modifier Style This window allows you to assign modifiers to any menu group button. Press the scroll bar to see your choices. **None** –will assign no modifiers to the selected menu group button and associated menu items.

Unlimited allows an unlimited number of modifiers for any selected menu group button.

Maximum assigns a maximum number of modifiers that can be chosen from any menu group button. **Remember** to choose a value, using the "Max Num of Mods" button.

Minimum, No Max forces a minimum number of modifiers that must be chosen by the user but no maximum amount.

Remember to choose a value, using the "Min Num of Mods" button.

Minimum & Maximum forces a minimum number of modifiers and a maximum number of modifiers that the user selects. i.e. a server must choose at least two modifiers but cannot choose more than four. **Remember** to choose a value, using the "Min Num of Mods" button and the "Max Num of Mods" button i.e., 2 and 4.

Assigning Discounts Touch the small window to insert an X if you wish to allow discounts **on all menu items under a menu group button**

Num Rows Of Buttons this setting allows you to specify the

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number of rows for items in a Menu Group, for example, 5 rows indicate a 15 button screen and 10 rows respectively is a 30 button screen.

Num Rows Of Columns this setting allows you to specify the number of columns for items in a Menu Group.

PRINTERS TAB

Printers are assigned to menu groups(Main Menu), not to menu items.

Start by choosing either the kitchen or bar printer tab in the task bar. The Printer menu appears showing several printer windows. In this example a kitchen printer is being assigned. In the drop down box touch the scroll bar in the first printer window and choose which printer you want, in this example kitchen printer 1 is chosen. The printer name now shows in the printer window. If you were assigning a second kitchen printer, you would repeat the above steps in the second window that reads (none). Press the "Button Description" tab to return to the main editing screen.

Update: System3 can now override the printers set at Menu Group Level, by changing them at Menu Item Level

To assign Bar printers, you touch the Bar Printer tab and use the same procedures as above.

***Assigning Kitchen Monitors** Use the same procedures as above to set the desired kitchen monitor.

TAXES TAB

In order to assign taxes to a menu group button, you must first have created the tax from within the System 3 Setup File folder>Edit Taxes. In this example the maximum number of taxes (8) have already been created. To assign a tax, click in the boxes to the right of the tax name and a check mark will confirm it is chosen. If you want the tax to be included in the price for that menu group button, click the box to the right to add the check mark. If you want the tax to be influenced by a certain quantity of items, check the 'Count for T Qty' box. If you want the tax to be influenced by a certain value, check the 'Count For T Value' box. When you are finished click on the Underlying Buttons tab to return to the main editing screen.

MISC TAB

Selecting Departments

Use this option to select a department and assign it to a menu group button. You can also set Items or modifiers to a sub department. For example you could assign a main menu button 'Salads' to a department and then assign the modifiers for the salad items to a sub department. This way when salads are

ordered the salad and items and modifiers are not grouped into the same department. This is done for reporting purposes. For example, the 'Sales Report' in the Reports Folder uses this information.

Note: To set up, change or delete a department or sub department, go to the System 3 Set Up Folder and pick the Edit Department button.

Timed Rentals

This is a menu group setting. When on, all underlying items to that group will calculate a price on a per minute basis until the order is tendered. Set the item price level to the 'per minute' price.

Underlying Items Should Be Sorted 'ABC'

This option will automatically sort items in alphabetical order NO MATTER WHAT ORDER THEY MAY APPEAR IN WHEN EDITING THE MENU. This means that you need not worry about adding items alphabetically when you create the page of items.

EDITING OPTIONS TASK BAR

To display and use the Options Task Bar, touch the marquee on the Editing Task Bar to shift it to the left side of the screen.

The Show Modifiers Button

This button is used to create and edit all modifiers for any menu group. Starting from the main menu screen, select the desired menu group button, for example, Breakfast. With the breakfast items menu group that is displayed, move the Editing Task Bar to show the Options Task Bar. Touch the Show Modifiers button and the modifier page is displayed. The Editing Task Bar now returns to the right side of the screen. Adding or Editing of the buttons is done in the same manner as described above.

The Edit Misc. Item Button

This button is used to edit the tax information on the Miscellaneous Menu Item button on the main menu screen.

The Next Page Button

This button when pushed will create another blank page of buttons. For example, assume that the main menu has enough categories that a second main menu page is needed. From the main menu screen, press the Next Page button. A pop up message will appear asking you, "Are you sure you want to add another page of buttons Yes or No?" To create the second page, choose yes or no to cancel.

The Previous Page Button

This button will only work if you have created more than one main menu page or more than one menu group page or menu items page. For example, click the button to move from page 2

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back to page 1.

The Previous Menu Button

Use this button to move back one menu group at a time.

The Main Menu Button

Use this button to return to the main menu screen from any menu group or menu item screen.

ASSIGNING/EDITING PRICES

To assign or edit a price for any menu item, begin by touching the button to activate it. Now touch the Price Level Tab to display the price level windows. Using the desktop keyboard, you may assign up to 20 price levels to the menu item. You will only be able to see Price Levels 1-10 until you press the "Show Other 10 Price Levels" button on the bottom of the Price Levels Tab. Scheduling price levels to run at specific times is covered earlier in this section in paragraph 2.

NOTE: *If you wish to prevent users from ordering a particular item, set the item price to 9999.99. Once this price is set the user receives a message on screen telling them that this item cannot be ordered.*

ASSIGNING/EDITING PICTURES

You may add any valid bitmap picture to any button. Press the yellow 'Picture Path' window to enable the on-screen System 3 BMP Viewer. Using the scroll bar, display the drive and folder that contains the BMP files. Double touch the folder to display the file contents on the right. Select the file from the right hand windows and it will be displayed as in this example. You can now press enter on your keyboard and accept the picture. You can now view and verify the picture selected by touching the green View Picture button on the editing screen. The picture will not be displayed on the button until you choose System 3's 'Return to Manager Screen' and return to the server side.

'LOOK-UPS' Tab

This function allows you to set up any menu item for ordering by way of a PLU number (Price Look Up) or by Barcode.

To set up an item for PLU ordering touch the Edit PLU button then touch the PLU window. Using a desktop keyboard, enter the PLU number for that item in the PLU window. Press OK when you are finished.

Users will now be able to order this item either by using the touch screen or by typing the PLU number.

To set up an item for Barcode ordering touch the Edit Barcode button then touch the Barcode window. Using a desktop keyboard, enter the Barcode number for that item in the Barcode window. Press OK when you are finished. Users will now be able to order this item either by using the touch screen or by scanning the item through a barcode scanner.

POINTS

This is where you set up the points that can be accumulated as an item is ordered. You can vary the points that are accumulated by setting a different value in boxes 1 through 5. This allows you to set up as many as 5 different promotions (all based on points) for the same item.

Points are related to the System3 Promotions part of the program. You should refer to the System3 Promotions/Gift Certificate manual for complete details.

QUICK SCREEN Button

The Quick Screen function provides a screen containing 45 buttons for the most popular food and drink items. Ordering items and cashing out is all done from the 'Quickscreen'.

Items are sent to printers immediately after the "Fast Cash" button is pressed.

Editing procedures are the same as described above under Editing Menu Items.

Price Level procedures are also the same. Picture insertion to any button is the same as described above. When you have completed editing, press the Return To Manager Screen button.

ASSIGNING & EDITING LIQUOR CONTROLS

To assign a liquor control to a menu item you must first choose your menu button and lock it for editing. Press the liquor Controls tab to display the liquor controls window.

Use the scroll bar to view your choices and touch the desired control i.e.. Berg All Bottle in this example. Once selected, your chosen liquor control appears in the top window. Now touch the Edit Recipe button to display the brand number windows. Touch the various windows for each pour size and enter the number that corresponds to the brand. For example, Jack Daniel's might be assigned by Berg as brand number 7. To set the Jack Daniel's item button enter a 7 in the first window to left for each pour size i.e.. Small, Medium and Large. If the item button being edited was a cocktail you might add up to 5 brand numbers in the brand windows.

APPENDIX A: How to Create / Edit a Batch Item

Note: *You must first assign a PLU # to any items that are going to be used in a batch.*

Select the item for editing as usual.

Set the Item Style to Run Batch or Add & Run Batch.

The 'Edit Batch' button will appear at this point. Press it. A screen will appear showing you the current items in the batch.

You may Add or Remove items from the batch at this point. To remove an item from the batch, select it from the list, and

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then press the Remove button.

To add an item to the batch, press the Add button.

A new form will appear that displays the current list of available PLU's and a Quantity button.

Set the quantity and select the PLU you wish to add to the batch. Press the Add button.

When finished adding and removing items, press the Done button.

Now it's time to make two final decisions.

If you are creating an Add & Run Batch item, than you may select to use the price of the batch item instead of the prices attached to each of the items in the batch.

You may also choose to have all items in the Batch converted to modifiers. This allows you to hide the price of the items contained inside. This also provides the proper spacing on screen and printouts for easy batch recognition.

Unlock the item as usual.

APPENDIX B: PIZZA PRICING

Pizza Pricing presents its own unique challenges, and for this reason, we've created a separate section to help you better understand how to set up a Pizza Menu within System3.

Consider the following simple Pizza Menu for our example.

	Baby	Small	Medium	Large	Extra Large
ChOnly	8.00	10	12	14	16
Ch. + 1	8.25	10.5	12.75	15	17.25
Ch. + 2	8.95	11.25	13.60	16.10	18.75
Ch. + 3	9.95	12	15	17.40	20.25
Ch. + 4	11.15	13.25	16.40	18.80	22
Gourmet	2.00	2.25	2.60	3	3.4
EZ Cheese	-.50	-.60	-.75	-.9	-1.1

Toppings Available: *Regular* – Pepperoni, Mushroom, Ham, Pineapple, Onions, Tomatoes, Green Olives
Gourmet – Artichokes, Sun-Dried Tomatoes, Anchovies, Baby Shrimp

Without System3's unique ability to handle this price grid, you would have formerly had to create modifier pages over and over again, for different prices, and different sizes, and each time a topping was pressed, an 'add, go to' shortcut would have to be used. Very time consuming.

With System3's pizza pricing capability, the steps have been

greatly reduced.

STEP ONE: IDENTIFY THE PIZZA MENU PRICING STRUCTURE

It would seem that there are as many different ways to price a pizza menu, as there are pizza places. But upon closer examination, almost all menus fall into one of 4 basic categories.

For the sake of explanation, let's consider the following example:

Eg. Cheese Pizza à Pepperoni and Mushrooms on the whole pizza à Green Olives and Tomatoes on one half à Ham, Pineapple and Onions on the other half.

Other than exact pricing, all other pricing structures need to be toggled on under the "Delivery" tab on the Manager Side of System3.

Exact Pricing – The number of toppings whether ½'s, ¼'s, or 1/3's, are simply totaled and the EXACT amount of toppings are charged for. In the example we have: The Whole Pizza – 2 Whole Toppings (2), + 2 Toppings on ½ the pizza (2 x .5) + 3 toppings on the other ½ of the pizza (3 x .5) à **4.5 toppings (2+1+1.5)**

Rounded Pricing – A variation on the exact pricing method. The difference is that System3 totals the number of toppings, and ROUNDS UP any fractions of toppings that remain. In the above example, the customer would be charged for 5 toppings.

Highest Side Count Pricing – In a case where a customer orders a pizza with more toppings on one half, than on the other, System3 counts the toppings on each side, and calculates the price based on the side with the highest number of toppings. In the above example, there are 5 toppings on one side, and 4 toppings on the other, therefore the customer would be charged for a pizza with 5 items.

Highest Side VALUE Pricing – In a case where a customer orders a pizza with different topping on each side of the pizza, the side that has the highest VALUE is charged for. Why not use highest side count? Some restaurants charge more for specific 'gourmet' toppings, that a 'Highest Side Count' method would not take into consideration. This way if a customer orders 2 toppings on each half of a pizza, but one of the toppings on one of the sides is a deluxe topping that costs more, the side that costs the most is charged for.

STEP TWO: BUILD YOUR PIZZA MENU – ITEM LEVEL

We'll use the grid on the previous page as an example of how to layout our pizza menu.

At the item level (as opposed to modifier or submenu level) we create the buttons we need that represent the base of the pizza

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In this example we'll need a "Baby Cheese", a "Small Cheese", a "Medium Cheese", a "Large Cheese", and an "Extra Large Cheese". You don't have to create the buttons to include cheese in the base price, but since most pizzerias do include it, you'll save a crucial button touch by using this method.

In the 'Extra Info 2' tab, you MUST turn on (X) 'Pizza Pricing' on each item. Without this turned on, your pizza won't price out properly.

In the 'Price Levels' tab, you control not only the base price of the pizza (Price Level 1), but also the price of additional toppings. Here's how it works:

Price Level 1 > The base price of the pizza (whether or not it includes cheese) before any toppings are added

Price Level 2 > The price of the first topping, for that size of pizza. Note that most pizza places change prices according to both the size of the pizza, and according to how many toppings are on it. The reason, as many explain it, is that if you just have pepperoni on a pizza, they'll put a lot on the pizza, but if there are two other toppings on the pizza, they'll put less on.

Price Level 3 > The price of the second topping, for that size of pizza

Price Level 4 > The price of the third topping, for that size of pizza

Price Level 5 > **Price Level 10**, work the same as above.

Many pizza places will charge different prices for the first 2 or 3 toppings, and any toppings after that are a set price. For example, on a small pizza the first topping is 85 cents, the second topping is 65 cents, the third topping is 50 cents and any additional toppings are 40 cents each.

We would price this as follows: **Price level 1** is the base price, **Price level 2** is 85 cents, **Price level 3** is 65 cents, **Price level 4** is 40 cents, and to tell System3 to charge 40 cents for each additional topping, we place a **9999.99** in **price levels 5 through 10**. **Price Levels 11 through 20** are reserved for *special pizza prices*. When a pizza place has toppings that cost a certain price no matter how many other toppings are on the pizza, we place those prices here. An example would be a \$2 charge for anchovies regardless of how many toppings are already on the pizza. The first step would be to simply place a "2" in **Price Level 11** at this level. We'll have to also do something special with the 'Anchovies' modifier, but we'll get to that later.

In order to better understand these concepts, let's build the menu that we used above.

Create a button named 'Baby Cheese', by touching a button and giving it a name.

> Go to the 'Extra Info 2' tab, and turn on Pizza Pricing.

> Go to the 'Price Levels' tab and in the yellow box next to the number '1' (price level '1'), fill in the base price of the pizza

(before any toppings). In our example that would be 8.00.

> In the yellow box next to the number '2' (price level '2') fill in 25 cents (.25), which is the cost of our first topping. In the box for price level 3, fill in 70 cents (.70) which is the cost of the second topping.

> In the box for price level 4, fill in \$1, which is the cost of our third topping

> In the box for price level 5, fill in \$1.2, which is the cost of our fourth topping.

> Continue filling in the appropriate prices for each additional topping. Remember that if after four toppings, any additional toppings are \$1.2, just fill in \$9999.99 for price levels 6 through 10. If they are free after the fourth topping, fill in '0' for Price Level 6, and \$9999.99 for price levels 7 through 10.

> In price level 11, we'll fill in the price for our 'Gourmet Toppings', which is \$2.*

> In price level 12, we'll fill in the price for our "easy Cheese", which is - 50 cents.*

*We'll more closely examine these special prices when we get to building our modifier page, which is next.

> Continue with the next button which is "Small Pizza" using the identical steps outlined above.

STEP THREE: BUILD YOUR TOPPINGS PAGE

The next step in building your pizza menu is to create a toppings page.

Determine where you would like your page of toppings(modifiers) to go. You can put them directly under your 'Pizza' menu button by using the 'Show Modifiers' option (While on the Page of Items for Pizza 'Swap Sides' on the Menu Item Tab, and press 'Show Modifiers' This reveals the Modifier page directly underneath Pizza. Another option is to create a toppings Submenu under one of the other menu buttons (see 'Creating Sub-Menus')

If you put your topping page under your pizza menu, you must change the 'Underlying Modifier Style' - (Underlying Buttons) to anything besides 'None'. The usual setting is 'Unlimited'.

If you put your topping page under a Sub-Menu button, each of your pizzas will need to have the 'Add, Go To Modifier' option turned on

Let's assume the Toppings page is directly under the Pizza Menu While on the 'Underlying Buttons' tab on the Pizza menu button, be sure to set the number of rows and columns on the modifier page to something that will fit all of the toppings. Usually 10 rows by 3 or 4 columns is a good setting.

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> Touch the 'Show Modifiers' button

A blank page of buttons will be revealed.

> On a piece of paper, plan how you want the toppings to be broken down, and where you want special buttons (1/2, No, Well Done, etc.) to be placed.

> Touch a button that you want to place a topping on. The words 'temp name' will be placed in the name section. Edit the name to whatever you want that topping to be.

> **On the "Extra Info 2" tab, be sure to turn on (X) Pizza Pricing.**

> On the "Printers" tab, change the Kitchen Print Code only if the kitchen uses short forms for their toppings ('m' for mushrooms, 'pp' for pepperoni, etc) that are different than the name on the 'Button Description' tab.

> For normal toppings (toppings that don't have any special pricing requirements) that's all you'll need to do.

THE PIZZA MOD WEIGHT BOX

As was mentioned in the previous section (STEP TWO...), when using pizza pricing, Price levels 11-20 at Menu Item Level are reserved for special pizza prices. Those special pizza prices are directly correlated to the 'Pizza Mod Weight', at Modifier level. In other words, the prices you fill in for Price Levels 11 – 20 will be looked up if any of the numbers between 11 and 20 are filled in, in the 'Pizza Mod Weight' box under 'Extra Info 2' at the Modifier level.

For toppings with special pricing (such as the anchovies button in the previous example), follow these additional steps.

Determine what price level you set at the main menu level for that item. In our example of "Anchovies", we used price level 11 **on every item, changing the price only for different sizes**. So for a 'Baby Cheese > Price Level 11 would be \$2, for a 'Small Cheese' > Price Level 11 would be \$2.25, and so on for Medium, Large and X Large.

This example also has a price reduction if a customer orders 'easy cheese'. On all of the pizzas, we would fill in the 'easy cheese' price in Price Level 12. So for a 'Baby Cheese' > Price Level 12 would be -.50, for a 'Small Cheese' > Price Level 12 would be -.60, and so on for Medium, Large and X Large.

The next step is on the toppings page itself. Click on 'Anchovies', go to the 'Extra Info 2' tab, and under 'Pizza Mod Weight' fill in the number that corresponds to the price level you set at Menu Level, which for this example is '11'. > This tells System3 to 'check' price level 11 on the specific pizza that you are currently modifying. That is why it is crucial to set these special prices for each of the pizzas at the menu level.

Click on the 'easy Cheese' button that you created, go to the 'Extra Info 2' tab and fill in 12 in the 'Pizza Mod Weight' box. If you happen to have a number of toppings that share the same special pricing structure (Such as a list of 'gourmet' toppings) you can set all of the toppings to lookup the same price level. For example if you have 'sun-dried tomatoes', 'artichokes', and 'Baby Shrimp' at the same price as 'Anchovies', you can fill the 'Pizza Mod Weight' for all of them to the same as it is for 'Anchovies' > 11.

If a number is filled in for 'Pizza Mod Weight' that is 1 through 10 (1 is the default), the quantity of that topping will be multiplied by the number filled in. An example of this would be an 'Extra Cheese' button in a restaurant where 'Extra Cheese counts as 2 toppings'. You would create the button as normal, and fill in Pizza Mod Weight as 2.

That's all there is to Pizza Pricing. It may seem somewhat confusing at first glance, but with careful planning, you will be able to create even the most complex of pizza menus. Again, we can't emphasize enough the importance of having a thorough interview with both owners, as well as head cooks and order takers to determine exactly how they would like to see the menu built, and exactly how they want the pricing to work. An extra hour at this stage will save you many hours on site correcting a poorly designed menu.