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RECTRAC 3.1 TOUCH BUTTON MODIFIER SETUP

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RecTrac 3.1 Touch Button Modifier Setup



Note: Before proceeding with this training document, please review the following training documents:

RecTrac 3.1 Creating a Touch Button
RecTrac 3.1 Creating a New Inventory Item

This is an advanced setup option in RecTrac 3.1 and builds upon the fundamentals outlined in the prior documents.

Note: This training document assumes you have already created:

All inventory and modifier inventory items needed i.e. 'Pub Burger', 'Add Cheese', 'No Bacon'.
Touch menus and buttons for the main sales inventory items. i.e Pub Burger.

Note: The example we will be building is a 'Pub Burger' that has the following steps:

- Cook temperature, single choice.
- Modifier/side options (multiple choice).
- Salad option that has it's own special modifiers, if that option is chosen during the order process.

Modifier groups can be used over and over for "like" items. Meaning, if you sell 5 different kinds of burgers, you most likely only need ONE (1) burger modifier group.

Note: RecTrac 3.1 uses the term 'touch tree' when setting up forced modifier screens. This is just a fancy term that means 'order screens will display'.

RecTrac 3.1 Touch Button Modifier Setup

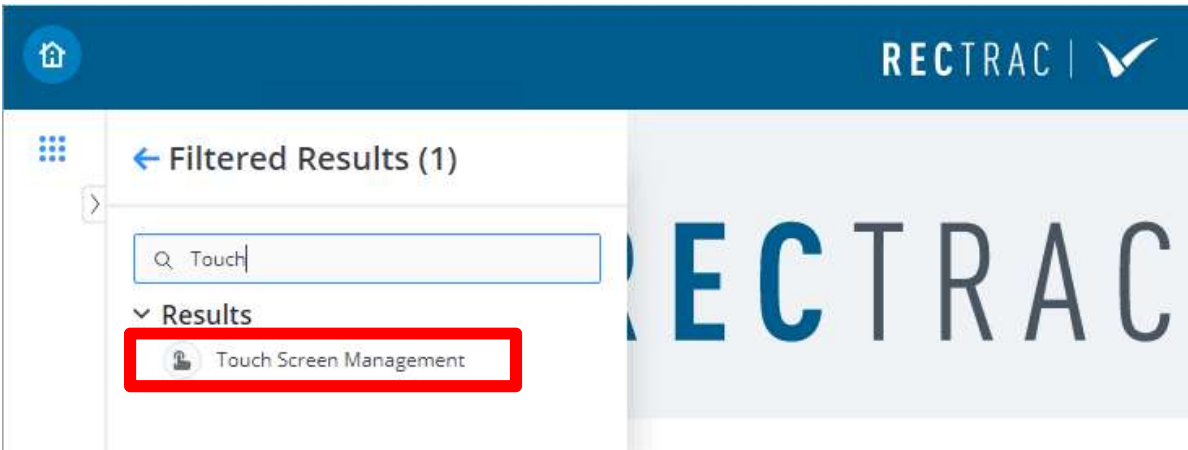


Access Touch Screen Management

Step 1: Click the 9 Dot Menu button in the top left of the RecTrac screen.



Step 2: Search for Touch Screen Management in the Filter Menu.



Step 3: Click Touch Screen Management in the Results.

RecTrac 3.1 Touch Button Modifier Setup



Touch Screen Management continued

Step 4:

- Highlight 'TouchTreeGroupScreen' at the bottom of the list and click 'Edit'. Or double-click on it.
- This is where modifier screens that will pop up during the sales process are setup and defined.

The screenshot shows the 'Touch Screen Management' interface. At the top, there's a navigation bar with 'RECTRAC | ✓'. Below it, a sidebar contains various icons. The main content area is titled 'Touch Screen Management' and includes a table of touch screen configurations. The table has columns for 'Screen', 'Design', 'Title', 'Tab', and 'Tab La'. The row for 'TouchTreeGroupScreen' is highlighted in blue and circled in red. Below the table, there are buttons for 'Edit', 'Export', 'Import', and 'Touch Tree Update'. The 'Edit' button is also circled in red.

Screen	Design	Title	Tab	Tab La
GlobalSalesArea1	VSI	Global Sales Area 1	GlobalSalesArea1_TabTouch	Touch
GlobalSalesArea1	Navy	Global Sales Area 1	GlobalSalesArea1_TabTouch	Touch
MobileTouchScreenArea1	VSI	Mobile Touch Screen Area 1	MobileTouchScreenArea1_Tab1	
QuickRentalArea4	VSI	Quick Rental Area4	QuickRentalArea4_Tab1	Quick
QuickRentalArea4	Navy	Quick Rental Area4	QuickRentalArea4_Tab1	Quick
SuperGridArea1	VSI	SuperGrid Area 1	SuperGridArea1_TouchTab	Touch
SuperGridArea1	Navy	SuperGrid Area 1	SuperGridArea1_TouchTab	Touch
TeeSheetArea1	VSI	Tee Sheet Area 1	TeeSheetArea1_Touch	Touch
TeeSheetArea1	Navy	Tee Sheet Area 1	TeeSheetArea1_Touch	Touch
TouchScreenArea1	Navy	Touch Screen Area 1	TouchScreenArea1_Tab1	POS S
TouchScreenArea1	VSI	Touch Screen Area 1	TouchScreenArea1_Tab1	
TouchTreeGroupScreen	VSI	Touch Tree Group Screen	TouchTreeTab	950px

RecTrac 3.1 Touch Button Modifier Setup



Adding Touch Modifier Layers/Buttons

Note: On the left hand side of this screen, there is a list of touch modifier layers. This works the same way as regular touch button management, except these layers will contain modifier buttons instead of normal sales buttons.

Touch Screen Management Update

Touch Controls

CNIC-SHARED-CH...	2	<input type="checkbox"/>
CNIC-SHARED-CO...	5	<input checked="" type="checkbox"/>
CNIC-SHARED-M...	42	<input type="checkbox"/>
MACMWR-Breakf...	22	<input type="checkbox"/>
MACMWR-Daily S...	2	<input type="checkbox"/>
MACMWR-Krispy ...	3	<input type="checkbox"/>
MACMWR-Salad ...	12	<input type="checkbox"/>
MACMWR-Sandwi...	32	<input type="checkbox"/>
SE7109-HC Salads	16	<input type="checkbox"/>
SE7109-HC Sand...	9	<input type="checkbox"/>
SE7109-HC-MODS	41	<input type="checkbox"/>

Refresh
Update Layer
Add Layer
Delete Layer
Clone Layer
Done

Rare
Medium Rare
Medium
Medium Well
Well

Note: CNIC has already pre-defined some standard modifier menus. In the screenshot above, the standard 'cook temp' menu is selected. Any location can link standard modifier menus to a modifier group and use them. These are 'print only' modifiers that have no bearing on a locations reporting or financials; they are just instructions to the kitchen.

RecTrac 3.1 Touch Button Modifier Setup



Adding Touch Modifier Layers/Buttons continued

Step 5: Create new modifier layers as needed. Adhere to the numbering scheme which is:

- Two letters for the region.
- 4 numbers for the SAP site number of the location these menus are for.

Followed by identifying info about the modifier screen (salad-mods, sandwich mods etc.).

Step 6: Once modifier layers are created, right click in the white background and select 'Add a Button'. This is the same process as adding a regular touch button to a 'normal' touch button layer, except for one additional setting.

Touch Button Create - Base Style

Button Type ⓘ
Purchase

Purchase Module? ⓘ
POS Inventory

POS Inventory Code ⓘ
CNIC-FNB-SHARED-001

Show Layers When Clicked ⓘ
(0) Selected

Override Price? ⓘ

Search Option ⓘ
None

'Modifier' Order Print Instructions ⓘ
(2) Indent, Italic (=No Bold as well)

Quantity ⓘ
1

Hide Layers when Clicked (Blank = All) ⓘ
(0) Selected

Override Price Code ⓘ

Label ⓘ
Rare

Touch Tree Group ⓘ

Font/Background Settings

Background Color ⓘ
rgba(153,102,52,0.23)

Font Color ⓘ
rgba(153,102,52,1)

Font Family ⓘ
Tahoma

Font Size ⓘ

Font Weight ⓘ

Text Align ⓘ

Save Cancel

'Modifier Order Print Instructions' should be set like in the screenshot above. This will make the modifiers print out indented and italicized on the kitchen chit. Click Save when this button is complete.

Add all touch modifier layers and buttons that will be needed. Apply button themes using the standard modifier menus as a guide. When finished, click done to return to Touch Screen Management.

RecTrac 3.1 Touch Button Modifier Setup



Adding Touch Modifier Layers/Buttons continued

Note: There are two kinds of modifier layers in a touch tree:

- 1) Single Item Modifier Layer – pop up layer with buttons to choose from. User can make ONE (1) choice on this screen and then the system will advance to the next screen.
- 2) Multiple Item Modifier Layer - pop up layer with buttons to choose from. User can make as many choices on this screen as needed.

The only way to advance beyond a multiple item modifier layer is to add a 'Continue' button to that touch layer. Below is the setup for a 'Continue' button.

Touch Button Create - Base Style

Button Label/Function

Button Type ⓘ
Tree Switch

Label ⓘ
Continue

Font/Background Settings

Background Color ⓘ
rgba(0,0,0,0.75)

Font Color ⓘ
rgba(255,255,255,1)

Font Family ⓘ
Tahoma

Font Size ⓘ
16 px

Font Weight ⓘ
Bold

Text Align ⓘ
Center

Border Settings

Border Color ⓘ
rgba(0,0,0,1)

Border Width ⓘ
1 px

Border Style ⓘ
Solid

Border Radius ⓘ
10 px

Button Preview

Continue

Advanced Font Options

Advanced Background Settings

Padding Settings

Size Settings

Save Cancel

Note: Adding this button to a multiple item modifier layer is imperative, as you will see in the following steps when setting up a touch tree group.

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree

Step 7: Click on 'Touch Tree Update' at the bottom of the screen. This will take you into Touch Management Tree Update

TeeSheetArea1	VSI	Tee Sheet Area 1
TeeSheetArea1	Navy	Tee Sheet Area 1
TouchScreenArea1	Navy	Touch Screen Area 1
TouchScreenArea1	VSI	Touch Screen Area 1
TouchTreeGroupScreen	VSI	Touch Tree Group Screen

Buttons: Edit, Export, Import, **Touch Tree Update**

The left hand side displays touch modifier layers created in step 5, in addition to the already created 'standard' layers. The right hand side is where you will build your touch tree group once a code is selected at the top.

Touch Management Tree Update

Touch Tree Group:

Available Layers

1 to 10 of 18

Description

- CNIC-SHARED-CHICK
- CNIC-SHARED-COOKTEMPS
- CNIC-SHARED-MODS
- MACMWR-Breakfast Mods
- MACMWR-Daily Special Mods
- MACMWR-Krispy Chicken Mods
- MACMWR-Salad Dressings Mods
- MACMWR-Sandwich Mods
- SE7109-HC Salads

Touch Tree


Open All Close All Refresh

Done

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Step 8: In order to define the touch tree (order of the screens) a touch tree group needs to be created. Click the  icon next to Touch Tree Group and then Add at the bottom of the screen.

System Code Update - Touch Tree Group

Core

Core Settings

System Code * ⓘ SE7141-SA-BurgerMods

Type * ⓘ Touch Tree Group


Permissions ⓘ (1) SE MDS Sam Adams Site 7141

Description ⓘ Sam Adams Burger Modifier Group

Miscellaneous Settings

Define the System Code, Description and permissions fields, using the numbering scheme for your location (example shown). When finished, click Save and then Select to return to the Touch Screen Management Tree Update screen. See below, your screen should look similar.

Touch Management Tree Update

Touch Tree Group ⓘ SE7141-SA-BurgerMods 

Available Layers 1 to 10 of 18

Description

- CNIC-SHARED-CHICK
- CNIC-SHARED-COOKTEMPS
- CNIC-SHARED-MODS
- MACMWR-Breakfast Mods
- MACMWR-Daily Special Mods
- MACMWR-Krispy Chicken Mods
- MACMWR-Salad Dressings Mods
- MACMWR-Sandwich Mods
- SE7109-HC Salads

Touch Tree

Open All Close All Refresh

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Step 8: Click and DRAG a modifier menu from the left hand side (under 'Available Layers') over to the right hand side (under 'Touch Tree'). Do this for every modifier layer needed in the touch tree group. Typically this is done in the order you want the screens to display, but can be adjusted under the touch tree later on.

Example

- Cook temperature, single choice.
- Modifier/side options (multiple choice).
- Salad option that has it's own special modifiers, if that option is chosen during the order process.

See below what this looks like when the modifier layers are initially added under 'Touch Tree'.

Touch Management Tree Update

Touch Tree Group: SE7141-SA-BurgerMods

Available Layers: 8 to 18 of 18

Touch Tree:

- Step #1 - CNIC-SHARED-COOKTEMPS (Default - Do Nothing)
- Step #2 - SE7141-SA Mod Handhelds (Default - Do Nothing)
- Step #3 - SE7141-SA Salads (Default - Do Nothing)

We now have 3 potential modifier screens assigned to this touch tree group, listed in 'Step' order that they will display to the user.

Click and drag them up or down to change the order they will display in.

Once all layers are moved over to the right hand side under touch tree, proceed to the next step to define what happens on each screen as the user moves through the screens.

RecTrac 3.1 Touch Button Modifier Setup

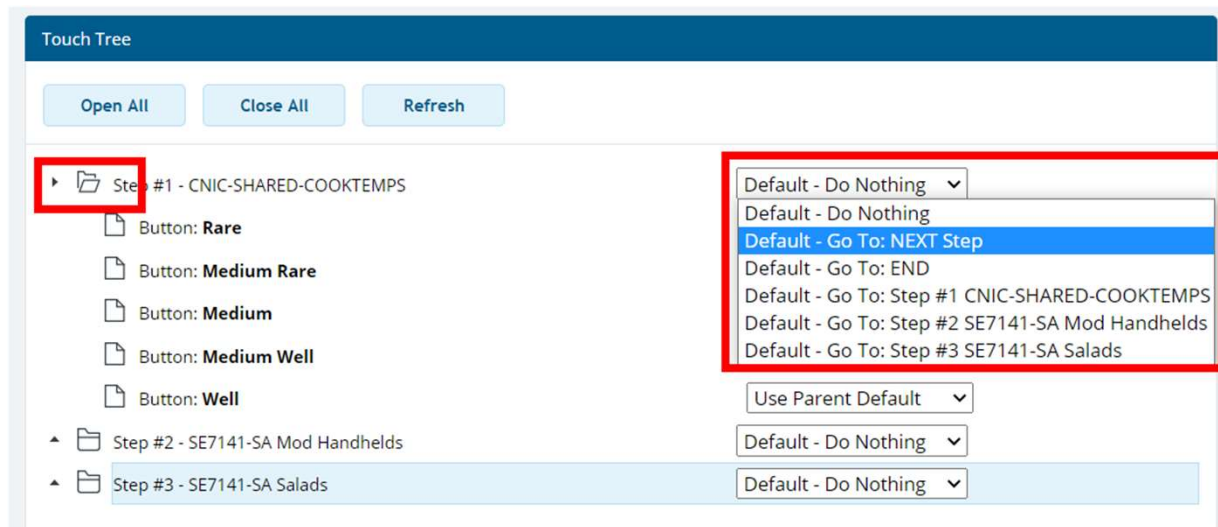


Creating a Touch Tree continued

Step 9: Click the arrow next to Step #1 to expand it. Every button that is on that modifier layer will display. Each layer or button can have a different default action linked to it. Click the drop down list to display available actions.

Below are the definitions of the fixed actions that can be assigned to layers or buttons in the touch tree. More actions will display based on how many other layers are linked, like in the below screenshot.

Note: Touch tree actions can be linked to either the touch layer as a whole (affects all buttons on that layer) OR to each button in a layer individually.



Default - Do Nothing ▼

- Set at the Layer level.
- This is default option for all layers initially.
- Setting a layer to this option means a button linked to this layer will dictate the next action.
- Set this as the option at the layer level ONLY IF a button in the group will define what the next action will be.

Default - Go To: NEXT ! ▼

- Set at the Layer level.
- This option takes the user to the next layer in the tree if a button is pressed.

Default - Go To: END ▼

- Set at the Layer level.
- This option takes the user to the end of the tree i.e. ends the modifier tree process and takes them back to the touch POS sales screen.

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Do Nothing ▼

- Set at the Button level.
- Does nothing, meaning when a user presses this button it will ring up the item and remain on the current touch modifier layer.

Use Parent Default ▼

- Set at the Button level.
- This is the default action for any button initially.
- Uses the action set at the Layer level when this button is pressed.

Go To: NEXT Step ▼

- Set at the Button level.
- This option takes the user to the next layer in the tree if that button is pressed.

Go To: END ▼

- Set at the Button level.
- This option takes the user to the end of the tree i.e. ends the modifier tree process and takes them back to the touch POS sales screen.

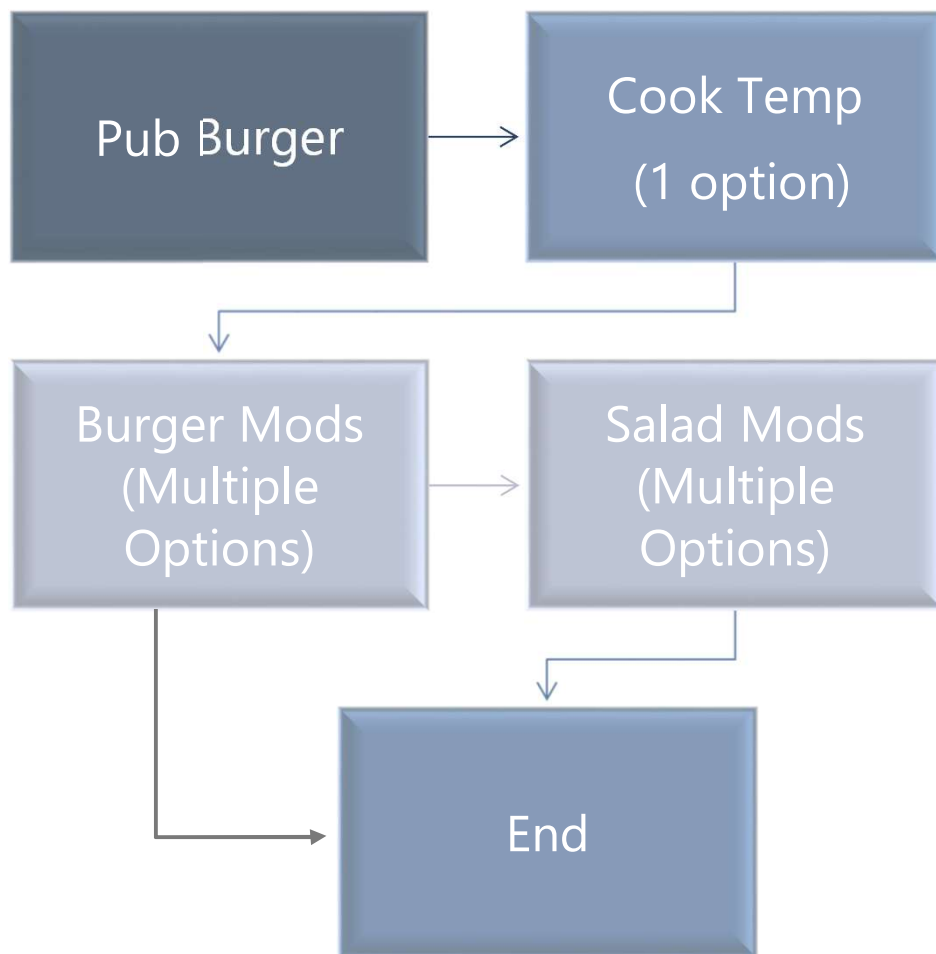
RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Actions can be set at the Layer level, at the button level, or a combination of both depending on what screens are needed to display in what order.

Below is a flow chart of how the 'Pub Burger' item should flow through the modifiers. It might be helpful to map this out ahead of time on paper for any touch modifier groups needed.



RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Based on the flow chart, when the user hits 'Pub Burger', a screen with cook temps needs to display first and allow the user to choose ONE option, then advance to the next screen.

For this setup we would:

- Change the Layer level to 'Default - Go to: NEXT Step'
- Leave all of the buttons set to 'Use Parent Default'

Touch Tree

Open All Close All Refresh

- Step #1 - CNIC-SHARED-COOKTEMPS
 - Button: **Rare** Default - Go To: NEXT !
 - Button: **Medium Rare** Use Parent Default
 - Button: **Medium** Use Parent Default
 - Button: **Medium Well** Use Parent Default
 - Button: **Well** Use Parent Default
- Step #2 - SE7141-SA Mod Handhelds Default - Do Nothing
- Step #3 - SE7141-SA Salads Default - Do Nothing

This tells the system to proceed to the next step (modifier screen) in the touch tree when ANY of the buttons are pressed. The user only gets ONE selection on this modifier screen.

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

Now minimize Step #1 using the arrow next to it and expand Step #2. This is a multi select modifier screen with a 'Continue' Button. When finished on this screen, we want the to exit back out to the main touch POS processing screen.

For this setup we would:

- Leave the Layer level set to 'Default - Do Nothing'.
- Change the 'Continue' button to 'Go to: END'.
- Leave the rest of buttons set to 'Use Parent Default'

The screenshot shows the 'Touch Tree' configuration interface. At the top, there are three buttons: 'Open All', 'Close All', and 'Refresh'. Below these is a tree view with a folder icon and the text 'Step #2 - SE7141-SA Mod Handhelds'. To the right of this folder is a dropdown menu set to 'Default - Do Nothing'. Below the folder are several items, each with a document icon and a label: 'Button: Add Cheddar', 'Button: Add Mozzarella', 'Button: Add Pepper Jack', 'Button: Add Bacon', 'Button: Add Waffle Fries', 'Button: Add Side Salad', 'Button: Continue', 'Button: Chips', 'Button: Fruit', and 'Button: Add Bleu Cheese'. To the right of each item is a dropdown menu. The dropdown for 'Button: Continue' is set to 'Go To: END'. The dropdown for 'Button: Add Bleu Cheese' is set to 'Use Parent Default'. Two red boxes highlight the 'Default - Do Nothing' dropdown and the 'Go To: END' dropdown.

This setup allows the user to press any number of buttons on this modifier screen. When they press 'Continue', the modifier screen loop ends.

RecTrac 3.1 Touch Button Modifier Setup



Creating a Touch Tree continued

The last part of our flow chart deals with adding a side salad to the 'Pub Burger'. We only want to visit the 'Salad Mods' screen (SE7141-SA SALADS) IF the user presses 'Add a Side Salad' when they are on the Step #2 modifier screen. And then once done on the 'Salad Mods' screen, end the modifier process.

For this setup we would:

- Under Step #2, change the 'Add Side Salad' button to 'Go To: Step #3 SE7141-SA SALADS'.

- Button: **Add Waffle Fries**
- Button: **Add Side Salad**
- Button: **Continue**

- Use Parent Default
- Go To: Step #3 SE714**
- Go To: END

Then minimize Step #2 using the arrow next to it and expand Step #3. This is a multi select modifier screen with a 'Continue' Button. When finished on this screen, we want the to exit back out to the main touch POS processing screen.

For this setup we would:

- Leave the Layer level set to 'Default - Do Nothing'.
- Change the 'Continue' button to 'Go to: END'.
- Leave the rest of buttons set to 'Use Parent Default'

- Step #2 - SE7141-SA Mod Handhelds
 - Default - Do Nothing
- Step #3 - SE7141-SA Salads
 - Default - Do Nothing**
 - Button: **Ranch** - Use Parent Default
 - Button: **Bleu Cheese** - Use Parent Default
 - Button: **Caesar** - Use Parent Default
 - Button: **Extra Bacon** - Use Parent Default
 - Button: **Raspberry Vin** - Use Parent Default
 - Button: **Extra Mozz** - Use Parent Default
 - Button: **Continue** - **Go To: END**


RecTrac 3.1 Touch Button Modifier Setup

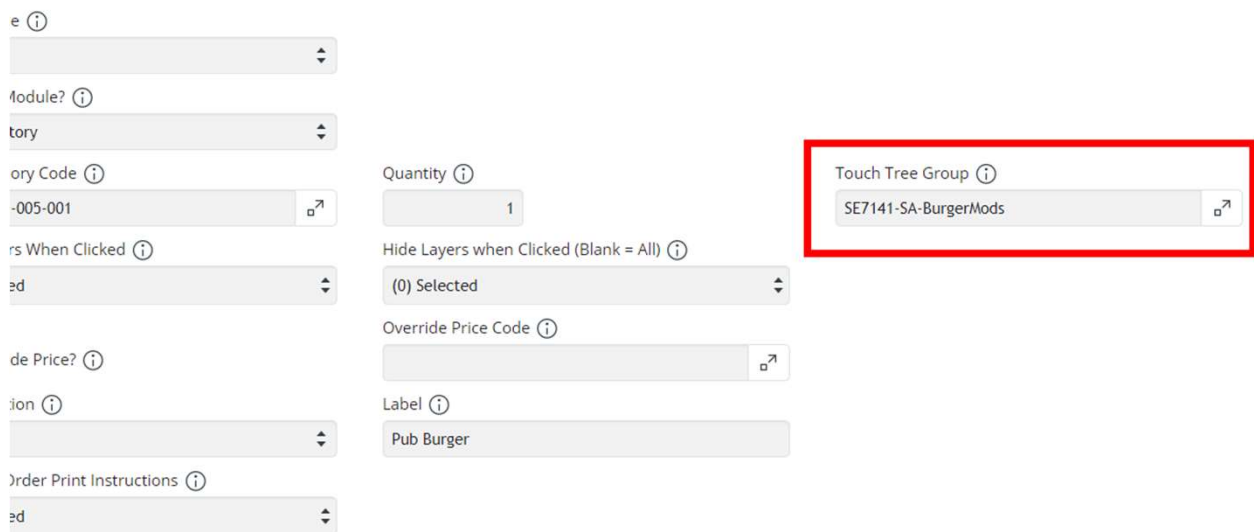


Creating a Touch Tree continued

Click Done when finished with your setup.

Step 10: Last step is to link the touch modifier group to the 'Pub Burger' sales item. Go back to Touch Screen Management and Edit TouchScreenArea1. Find the 'Pub Burger' sales item, right-click and choose 'Change Button'

Click the  icon next to 'Touch Tree Group'. Select the modifier group created to link it to this button. Click Save to finish. Repeat this process for any other sales buttons that need the same modifier setup.



The screenshot shows the 'Touch Button Modifier Setup' form. The 'Touch Tree Group' field is highlighted with a red box and contains the value 'SE7141-SA-BurgerMods'. Other fields include 'Module?', 'Store', 'Inventory Code', 'Quantity' (set to 1), 'Hide Layers when Clicked (Blank = All)', 'Override Price Code', and 'Label' (set to 'Pub Burger').

RecTrac 3.1 Touch Button Modifier Setup



Sample Sale Based on Modifier Example Built

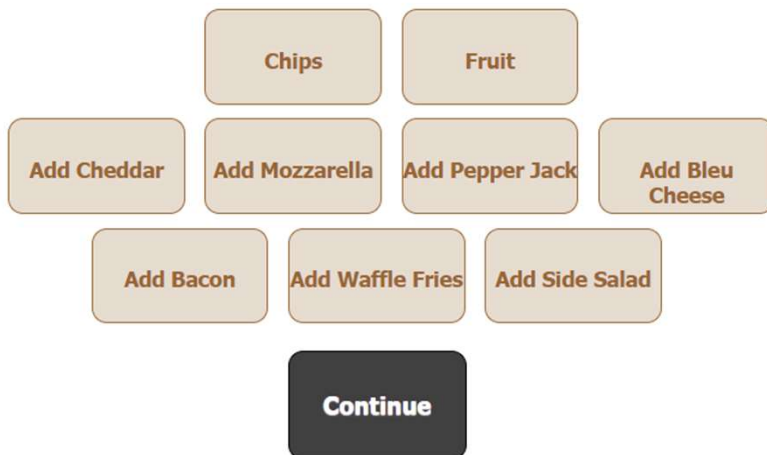
Step 1: User hits the 'Pub Burger' sales item button. Following modifier screen displays:

Touch Screen Tree Group



Step 2: User makes a selection on the above screen (Medium for this example). The next modifier screen displays:

Touch Screen Tree Group

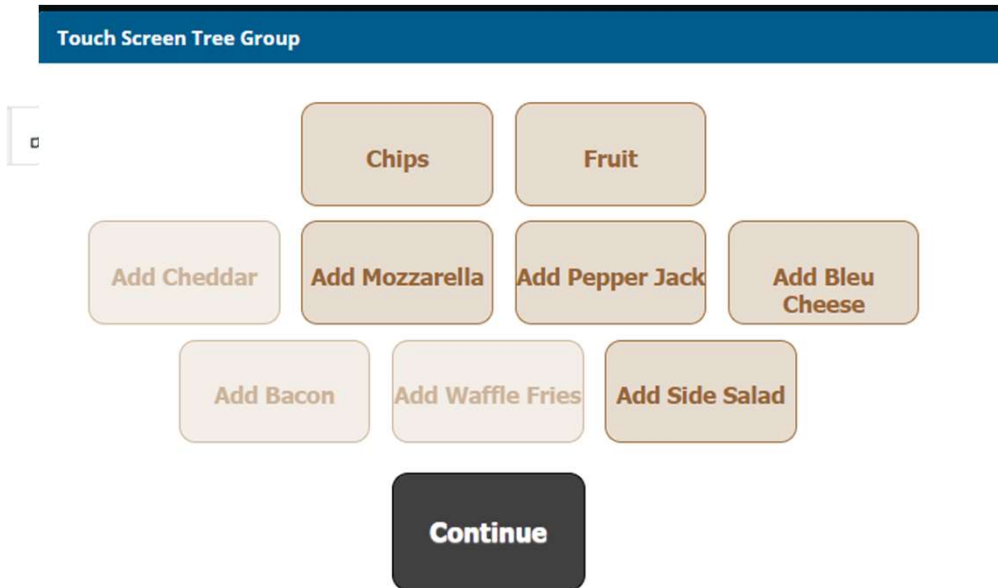


Step 3: User makes multiple selections on the above screen (Add Cheddar, Add Bacon, Add Waffle Fries). Modifiers that are pressed change to a lighter color:

RecTrac 3.1 Touch Button Modifier Setup



Sample Sale Based on Modifier Example Built continued



Step 4a: User presses continue. This returns them to their main sales screen with the following in the shopping cart:

Q...	Description	Total
<input type="checkbox"/>	1.00 Pub Burger (SE714...	\$ 8.50
<input type="checkbox"/>	1.00 Cook - Medium (CN...	\$ 0.00
<input type="checkbox"/>	1.00 Add Cheddar (SE71...	\$ 0.75
<input type="checkbox"/>	1.00 Add Bacon (SE7141...	\$ 1.00
<input type="checkbox"/>	1.00 Add Waffle Fries (S...	\$ 1.75
		Total
		\$ 12.00

Remove Update Empt

RecTrac 3.1 Touch Button Modifier Setup



Sample Sale Based on Modifier Example Built continued

Step 4b: User presses 'Add Side Salad. The following screen displays:

Touch Screen Tree Group

Ranch	Caesar	Extra Ranch	Extra Caesar
Catalina	Raspberry Vin	Extra Catalina	Extra Raspberry Vin
Bleu Cheese	Balsamic Vin	Extra Bleu Cheese	Extra Balsamic Vin
Extra Bacon	Extra Mozz	Extra Cheddar	

Continue

Q...	Description	Total
<input type="checkbox"/> 1.00	Pub Burger (SE714...	\$ 8.50
<input type="checkbox"/> 1.00	Cook - Medium (CN...	\$ 0.00
<input type="checkbox"/> 1.00	Add Cheddar (SE71...	\$ 0.75
<input type="checkbox"/> 1.00	Add Bacon (SE7141...	\$ 1.00
<input type="checkbox"/> 1.00	Add Waffle Fries (S...	\$ 1.75
<input type="checkbox"/> 1.00	Add Side Salad (SE7...	\$ 1.75
<input type="checkbox"/> 1.00	Ranch (SE7141-00-...	\$ 0.00
<input type="checkbox"/> 1.00	Add Bacon (SE7141...	\$ 1.00
		Total
		\$ 14.75

User presses 'Ranch' and 'Extra Bacon' and then presses 'Continue', This returns them to their main sales screen with the following in the shopping cart:

Remove Update Empt

RecTrac 3.1 Touch Button Modifier Setup



Sample Sale Based on Modifier Example Built continued

Example Kitchen Chit based on the final sale including the side salad.

Server: [REDACTED]	
11/10/2020 @ 14:52	
Sam Adams	
Description	Qty
Pub Burger	1
<i>Cook - Medium</i>	<i>1</i>
<i>Add Cheddar</i>	<i>1</i>
<i>Add Bacon</i>	<i>1</i>
<i>Add Waffle Fries</i>	<i>1</i>
<i>Add Side Salad</i>	<i>1</i>
<i>Ranch</i>	<i>1</i>
<i>Add Bacon</i>	<i>1</i>
Receipt # 7887	