**DON'T UPDATE DATABASE IN 6.7 ALOHA MANAGER!**

You can freely change database in 6.7 Aloha manager for your personal use. But if you are changing database for everyone use CFC.

Because the database is now also for 12.3 all changes must be done in CFC. If change will not be in CFC it will not be included in Base Data database because it will remove all previous 12.3 changes.

**Versions**

**Database**

**V10**

* Fixing Magcard password for 500 Jonathan Frakes

**V11**

* Script test Panel added
* Script test Panel -> Item W/Mod Script
* Script test Panel -> Order Chain Script

**V12**

* Order Chain Script Spn Artchk dip price updated to 5.00
* EDC, PMS data returned to base data zip
* Checkout, Clock out buttons removed from floorplan
* Combine/detach tables buttons added to floorplan
* BMP zip added to base data zip (Floorplan 800x600, stickers for tender buttons)
* Quick Menu Panel colored
* Main screen messages updated
* Panels for Sol added to base data zip

**V13 - 12.3 CFC version**

* CFC 12.3 database in zbak included - User: **1**, Password: **Jednicka2**
  + **!To load database for 12.3 use CFC, restore database from zbak, change SEC keys and refresh database!**
  + If you want to use 6.7 functionality only it should be safe to use data classic way
* **12.3 Only:** New modifier panel on item Special burger - Submenu Combos
* Debug debouts updated.
* ATG debug level updated to 5.

**V14**

* **If you want to use 6.7 functionality only use data from Data.zip**
* CFC 12.3 database in zbak included - User: **1**, Password: **Jednicka2**
  + **!To load database for 12.3 use CFC, restore database from zbak, change SEC keys and refresh database!**
  + If you want to use 12.3 functionality without changing anything you can use data from DataV12.3.zip (NOT RECOMMENDED AND WOULDN'T BE SUPPORTED!)
* New jobcode Training added
* Auto void disabled on Manager and Manager Password jobcodes.
* New employee 150 added with training jobcode
* Right message updated for new emp number (150 training)
* Room charge tender updated to accept 12 number cards
* New panels Mod menu and Happy Hour Beer added
* New subemenus Happy Hour and Happy Hour Beer added
* Beer menu reorganized
* Exceptional modifiers added to Apps submenu
* Price Level Beer added
* Prices for beer items changed (on both Lunch menu and Beer menu)
  + Miller Lite - Item Price price
  + Blue Moon - Button Price price
  + Corona - Price Level price
* Tanderln Wraps from Apps submenu updated by starch mod group
* New pizza Veg 7 thin created with 5 mod groups
* New open items created nad old updated
  + Open item with no name and price, with price only, with name only
  + Open item with mod with no name and price, with price only, with name only
* New pizza Veg 7 thin added to Pizza submenu
* New Open items added to Retail menu
* Mod Group Open Mods updated
* Included modifiers set for items
  + 7UP - Ice
  + Sausage pizza - Sausage
  + Pork Chop - Medium
* Starch mod menu beans price updated to $1.00
* Combine price with parent item disabled on Black Beans
* Mod codes updated by bitmaps
  + No - Exclude.bmp
  + Extra - Extra.bmp
* New order mode Happy hour (deactivated) added
* Duplicate tables disabled
* New events added
  + Turning Submenu Happy Hour on/off (14:00-16:00)
  + Turning Submenu Happy Hour Beer (with panel) on/off (14:00-16:00)
  + Turning Order Mode Happy Hour on/off (14:00-16:00)
* Sales report updated
* Include, Exclude and Extra bitmaps added
* [12.3] Modifier panel on item Special burger - Submenu Combos updated
  + Buttons for all functions except Fraction added
* AM Panels for Mod menu and Happy Hour beer created
* AM Panel Quick Menu updated
* Buttons on AM panel renamed
  + Iem w/Mod Script -> Coffee No Ice
  + Order Chain Script -> Spn Artchk to Smart Beer

**V15**

* Item routing updated for items added in V14

**V16**

* New Items in Happy Hour submenu which are not in any other submenu
  + Hummus pita (button price)
  + Creme Brulee (item price)
* Enterprise.ini updated for new hostname

**V16.1**

* COMADDIMPLIEDMODIFIER=TRUE in 12.3 database.
* Panels for both 6.7 and 12.3

**V16.2**

* 6.7 database Server jobcode fixed to be able to pay with cash.

**V16.3**

* Added Islands Submenu
* Added Big Wave Item
* Added the Following Modifier Groups:
  + 10001 - Temp
  + 10002 - Bun (Burgers)
  + 10003 - Burger Mods
  + 10004 - Modifier A - F
  + 10005 - Modifier G - O
  + 10006 - Modifier P - Z
  + 10007 - Modifier Charge Group
* Added Following Modifier Panels:
  + 101 - Temp Burgers
  + 102 - Modifier Bun Burger
  + 104- Modifier - Burger - No Charge
  + 105 - Charge Modifier
  + 106 - Modifier A - F
  + 107 - Modifier G - O

**V17.1**

* Bob Evans menu 3 Courses added
  + No specification thanks to scale of the change. All items, panels and mod groups marked with the BE prefix.
* Open Item mod update to ask for price.
* Removing button names from Script test panel for SOL.

**V17.2**

* Islands menu finish

**V17.3**

* Lunch submenu returned to Happy hour menu
* Gift card set up back to Stored Value
* enterprise.ini updated to new server address
* Store name updated to identify the version of database.
* Two new terminals for OM7 added
* Panels for AM SOL updated

**V17.4**

* PLU functionality set up in Retail submenu

**V17.5**

* Store name updated to identify the version of database
* Events for Promo Happy Hour and Valued Customer Turn off rescheduled to 23:00 from 00:00
* House Accounts tender added
* Gift Card tender deleted (not used)
* Manager Access Levels updated to run EOD from FOH.

**V17.6**

* Store name updated to identify the version of database
* OM7 Interface terminals renumbered to follow SOL and iOS logic (300,301)
* New users
  + 401 Bryant Dez - Kitchen with magcard
  + 103 Matt Joyce - Terminated employee
* New Access Level Ordertaker - can't delete and adjust tenders.
* New Jobcode Ordertaker - copy of server for AC ordertaker
  + Both used only on 203 universal employee.
* Added Add Ice Mod button to Mod Menu panel
  + It adds modifier ice to selected item.

**V17.7**

* Store name updated to identify the version of database.
* Open item with forced open mod added to retail submenu.
* Exact payment added to tenders.

**V17.8**

* Store name updated to identify the version of database.
* Warain Set Item with all mods added.
* Islands submenu renamed to Burgers
* Bob Evans submenu renamed to Chicken & Fish
* Burritos items added to Combos submenu for unit tests
* half and double mod codes

**V17.9**

* Store name updated to identify the version of database.
* Jeffs changes

**V18.0**

* Store name updated to identify the version of database.
* Items added for SOL modifier unittest scenarios.
  + Combo submenu updated
* All not assigned items added to printer group BAR.
* Buffet added to Starch mod group for tests
  + In bbq ribs item
* New employee 104 Tomas Stranik Ordertaker
* Ordertaker Access level fixed to correspond to server and not cashier.

**V19.0**

* Zip no longer contains data and panels for 6.7 POS. CFC set for 6.7 can be used for this.
* Store name updated to identify the version of database.
* New promo $10 Off $20 Dollars - code validation and exact position
* New Comp Open $$ - need to specify value and exact position
* MGR comp - position changed to first available.
* New labor groups:
  + Managers - Managers and managers with passwords
  + Servers - Servers, Bartenders, Servers with passwords
* Both password jobcodes can see only Servers labor group tables
* Discover tender changed for swipeless
* CFC Amob panels:
  + Panels set to be available for Amob: Quick, Script, Pizz,a Smart Beer
  + Mod menu, burgers and chicken with related, happy beer are missing deliberately
  + CFC panels missing buttons Quick: Miller lite (not available for AM), Blue moon (position 0)
  + CFC rearranged buttons Quick: Pork nachos
* Dont make order mode updated to not be able order beer category AM-2086
* New Floorplan 2 is created for bar
* New tables 11(B1)-18(B8) created for new floorplan
* New AM panels
  + Burgers is 4x5 grid now

**V19.1**

* Store name updated to identify the version of database.
* Terminal ATG Serv 99 fixed to be again Interface server and not order entry.

**V19.2**

* Store name updated to identify the version of database.
* New Item Pavels Meaty Bu
* New mod group Meat, 0-3, sfr
* 3 new items for mods
  + pork, chicken, beef

**V20.1**

* Store name updated to identify the version of database.
* Version of database used from POS 16.1
* Kitchen printer no longer connected to Terminal 1
* eCards turned off as default
* **Farewell Pavels dancing logo we will miss you!**

**Regression document**

**V19**

* Submenu Scripts Button Test added

**V20**

* Login test updated
* Submenu Scripts Button Test updated
* Combine / Detach tables test added

**V21**

* Pizza Test added

**V22**

* Pizza Test updated
* Cash Drawer tests removed
* Clockout/Checkout tests removed
* Document styles unified.

**V23**

* POS Integration with SOL/iPad scenarios added

**V24**

* Emp info updated, Training added
* iPad messages updated
* Fast tab scenarios updated
* Table colors updated
* Creating tabs by CC added
* Floorplan scenarios updated
* Combine/Detach table scenarios updated
* Loyalty testing updated
* Order Item scenarios Pricing of several items updated
* New open items scenarios added
* Pizza scenarios updated
* Exceptional modifiers scenarios added
* Included modifiers scenarios added
* Mod code scenarios added
* Modifier panel scenarios added
* Split seat scenarios updated
* Guest count for zero guests scenarios added
* Transfer scenarios updated.
* Get check scenarios added
* Item Availability on panel submenu updated
* Events scenarios added
* POS integration scenarios simplified
* Training employee scenarios added
* AM configurator scenarios updated

**V25**

* [SOL] Store Value GC Test section added to Page 13
* Training employee scenarios updated
* [SOL] Suspend Tests - Hot Potato scenario updated with additional step

**V26**

* [iPAD] Floorplan test scenarios updated
* [iPad] Combine / Detach tables test scenarios updated
  + (AM-2107), (AM2110)
* Order Items test scenarios updated.
* Alternate Languages test scenarios updated

**V27**

* Added PLU to Retail Menu
* Added Support Item Lookup feature in POS 12.3 [AM-2047] section in Regression Doc
* Added SKU/PLU numbers to all beer items
  + [71 - 79](https://confluence.ncr.com/pages/createpage.action?spaceKey=AM&title=71+-+79&linkCreation=true&fromPageId=139973495)
  + 171 - 172, 271, 272

**V28**

* Added more test scenarios to Support Item Lookup feature in POS 12.3 [AM-2047] section
* Added Appendix C with PLU Numbers to use.

**V29**

* Added SOL company logo tests [AM-2221] section

**V30**

* Login test for terminated employee and more thorough test for Kitchen employees.
* New order Bartender test.
* House accounts test.
* Ordertaker deleting payments test.
* Gift card tests updated.
* Multiple check order tests.
* Hold timer for SOL tests.
* Modifier test updated.
* IA for modifers tests.
* Printing tests updated.
* PLU test updated.
* Autopopulate panels tests.
* To-Do part removed

**V31**

* Comment in progress

**V32**

* Barcode Scanning Section Added
* Apendix D and E added. These are barcodes to test with.
* SQL Database Password set to 0rderMan because it required a password change.

**V32**

* New employee 104 added
* Device specific scripts marked
* Confluence pages updated
* Mod flow tests updated with Pavels issues

**V33**

* New employee 700 added
  + Aloha Loyalty & Generic Loyalty buttons configured on Order Screen
* New Loyalty Order Entry Panel Assigned to Emp 700 only
  + Configured under events

**V34**

* Split Item Added
  + \*Must be in 19.5 POS or higher to test this feature.

**V35**

* Party ID added (ALOHAP-29126)

**V36 (19 POS | Orderman Cafe v21.3)**

* Added Default Seconds (ALOHAP-33828)

**Employees**

* **Server (tables only)**
  + 100 - Lebron James
  + 101 - James Bond
  + 102 - Josh Hamilton
* **Manager (should have tabs/tables, pivot seating enabled)**
  + 200 - Jeffrey Oyeneye
  + 201 - Miguel Saavagera
  + 202 - Asa Cloin (track data: %00101670165890M^000KREDIT-JIDELNA ANETE SRO ^000000^0000000000M            I?)
* **Bartender (should login straight to tab)**
  + 300 - Samuel L Jackson
* **Kitchen Employee (should not be able to clock-m)**
  + 400 -  Micheal Jackson
* **Universal Employee**
  + 203 Jirka Malina (Server, Bartender, Manager, Kitchen)
* **Servers with passwords**
  + 500 Jonathan Frakes (have to use MagCard for login, track data: ;201202384894?)
  + 501 Richard D. anderson
* **Managers with passwords**
  + 600 Swetha Gogineni
* **Loyalty Employee**
  + 700 Josh Hinojoza (Aloha Loyalty & Generic Loyalty Screens)

Password for every employee with password is 111 (eg. Swetha 0600111)

**Panels**

* Lunch Menu
  + Quick Menu Panel (Panel has a button that attaches to Pizza Menu)
  + Pizza Menu
* Smart Beer (Has Smart items, smart select)
  + Smart Select
    - Pint
    - Bottle
  + Smart Items
    - Corona
    - Blue Moon
    - Bud Light

**Refills**

* Any item on the drinks menu
  + EX>Coke, order, and modify for a refill

**Weighted Modifiers**

* Entree Menu\Ribs\ (min 1 max 2)
  + Full Rack is weight of 2
  + Half Rack is weight of 1

**User Generated Message on Handheld (AM-253)**

* Maintenance\Messages\Main Screen
  + ID 900
    - "AM-253 is working"

**PMS**

* Configured with PMS Emulator

**Aloha Loyalty & Store Value Cards**

* This is already configured in the database with the Enterprise.ini located in the data folder.
  + 17457000000026 - Test Card
  + Store Value GiftCard on Retail Submenu
    - eCard (Put in Price for giftcard)
    - $10 eCard (Static Price Giftcard)

**Open Item**

* Configured on Retail Menu
  + Open Item (Open Price and create description)
  + Open Item Price (Only add Price)

**Modifier Scenarios**

* Forced Modifier Scenario (AM-325)
  + Combos Submenu (NEW)
    - Burger Combo
      * Bacon Burger
        + Cup
        + Cheesecake
      * Cheese Burger
        + Cup
        + Cheesecake
      * BBQ Burger
        + Cup
        + Cheesecake
* Combo Scenario (AM-331)Optional Modifier Scenario
  + Combo Submenu (NEW)
    - Combo 1
    - Combo 2
    - Combo 3
* Open Item Modifier
* Monument Optional/Forced Modifier Scenario (AM-369)Modifier for refill item.
  + Use "Buffet" button on Entree
    - Quantity Mod = Min 0, Max 0, Screen flow required not flagged
    - Dressing = Min 1, Max 1, Screen flow is required.
      * When ordering a buffet it should flow straight to Dressing even though Quantity mod is listed first.

**Quantity Pricing (AM-387)**

* Menu = Entree
  + Item = Buffet (4.00 llb)

**Item Availability (AM-244)**

* This function is available on the FOH through functions. Can only be accessed with a manager.
  + Functions->Item Availability

**Pre-Authorization**

* This is enabled with any Credit Card Tender

**Terminals**

* 1 T1 Bar
  + FOH terminal
* 99 ATGSvr
  + Interface server terminal for ATG on BOH
* 100-101 SOL 1 - SOL 2
  + Interface terminals for Sol devices
* 200-201 iOS 1 - iOS 2
  + Interface terminals for iOS devices

**Security**

* Password: Required (all jobcodes with Uses Password have to use password)
* Min Password Digits set to 4.

**Promos**

* BOGO: "Buy 1 Get 1 Free"
* Combo: "Lunch Combo"
* Coupon: "Free Beer"
* New Price: "$1 Dessert"
* Check Reductions: "$5 Off $20 Dollars
* Quick Combo: Dinner Combo

**Tender Groups (AM-307)**

* Jobcode Server - Only can tender Cash Payments, all other payments require manager approval
  + 100 - 102 - Server Login
* Jobcode Manager - Can tender any payment
  + 200 - 201 - Manager Login

**Events**

* Activate Promo
  + Happy Hour Promo kicks off at 18:00 (6pm)
  + Daily Event
* Activate Comp
  + Value Customer Comp activates at 12pm.
  + Daily Event

**Rounding**

* Rounding to the nearest 1.00 enabled on the following tendersNo Rounding on all other tenders
  + Cash
  + Euro Round
* Not on by default now (Orderman Cafe v6)

**Foreign Currency**

* Euro
  + Exchange rate = 1.5
* Euro Round
  + Exchange rate = 1.5
  + Rounding Enabled

**Required Bevs**

* Required Bevs correlates with the guest count. If you have 1 guest then 1 beverage is required. If you have 2 guests then 2 beverages are required etc.

**Barcode support**

* Configuring Menu items for the Barcode Scanner
* Barcode Items examples

**TS State Transition Diagram**