G HungerRush[™]

Orders Guide

Version 1

USER GUIDE

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Orders Guide

Overview

The Orders screen is the heart of *HungerRush*. Here the order begins to take form and develops from a customer's craving to a sale for the store. This guide's purpose is to empower operators so they can quickly and accurately take a customer's order.



Orders continued...

#	NAME	IMAGE	DESCRIPTION
1	Order Parameters	Order≵: New User: Training E. Table≵: OrderType: Dine In ↓ 10:42 AM Gratuity Customer	Defines the parameters and details the order will need before being completed.
2	Order Groups	Statistics Wings Statis Statis Statis	Groups of your menu items will be organized into these selectable sections. Color, size, organization, and the contents are all customizable.
3	Order Display	Qty Description S# Price Image: Seat #1 Image: Seat #1 Image: Seat #1 Image: Seat #1	Area reserved for representing your actions while creating an order. Item selection, notes, payments, and discounts are tracked here.
4	Menu Group Display	Share ables Sente on Sente on	When an Order Group is selected, its contents are displayed here. Color, size, shape, organization, and the contents are all customizable.
5	Order Functions	Remove ItemClear AllQuantityManager FunctionsOrder NoteCouponsRepeat Item	Within this group are buttons that allow you manipulate items. Whether or not they are selectable is dependent on if they're applicable.
6	Order Actions	Caller ID No Sale Order Lookup Deferred Orders Quick Credit Collect Gift Card Logoff Print Exit New Order Send	Customizable group of buttons that allow for a range of different Order Actions .

Order Parameters

Overview

Is this for here or to go? Can I please have the address for delivery? The Order Parameters screen will not only help you answer these questions but it will also provide several powerful tools to ensure order accuracy. The Order Parameters screen can be modified and configured in several different ways to suit your operational needs. The basic screens and their variances are shown below.





#	NAME	IMAGE	DESCRIPTION
1	Order#:	Order & New or Order & 291 Order & 291-2	This indicates which order number that is being viewed. If it is a new order, New will be displayed instead of the Order# until the order is sent. A split order is displayed as the base order number followed by a dash and its corresponding split number.
2	User: & Server:	User: Training E. or Server: Revention P. Server: Server S.	This area is reserved for employee information. It notifies who the current user is and whether they are a User or a Server . Server is a special category of labor that takes ownership of Orders making them personally responsible for its payment. If a User retrieves a Server's order, the name of order's owner is displayed in a yellow text.

3	Table#:	Table #: or Table #: 12	If a table number is assigned to an order it will be displayed next to Table# . Pressing this section will also allow you to assign or reassign a table numbers.
4	Order Type: & Order Type: Buttons	Order Type: Dine In or Order Type: Dine In Pick Up Take Out	Defines the Order Type being sold. Clicking this field will display a drop down menu with your selectable order types. This can also be display as buttons if you have three or less order types not counting and web order types.
5	Time Clock Digital & Time Clock Analog	3:28 PM	Displays the current time in a digital format. Can be changed through system settings to be a traditional clock. If a customer's information is associated with the order, their information will appear here instead, replacing the clock.
6	Customer	Customer	Pressing the Customer button will bring up the customer search protocols, giving you several tools to utilize in your search to correlate a customer with the current sale. The next section will expand more on the aforementioned tools. Customer is usually used for To Go, Pick Up or Delivery orders, since those orders usually require some sort of customer information.
7	Estimated Time	15 minutes Revention Change estimated Pick Up time? One: Change will remain in effect until end of current business day. Yes Note: change will remain in effect until end of current business day.	The time shown is the Estimated Time it will take to complete or deliver the order. Clicking on the time will allow you to update the Estimated Time for the rest of the work day.

8	Hold Order	Hold Order Order A Order B Order C	With Hold Order you can place a delivery order on hold while taking an in-store customer's order without having to move to another <i>HungerRush</i> terminal. You can have up to 3 hold orders active at a time. The ability to hold orders is activated through a setting in the Orders and Stages tab found in Systems. Not applicable with Hold Kitchen Ticket.
9	Gratuity	Gratuity	This only appears if the Gratuity percentage is enabled in Systems settings. Pressing this will allow you to add the default gratuity, a custom amount or custom percentage to an order. More on the gratuity menu below.
10	Order Scroll Up		As an order lengthens passed the boundaries of the Order Display, the Order Scroll Up button appears to allow you to examine the top section of the order one page per press.
11	Guest Count	Guests: 3	Only appears if Table & Guest is enabled. Displays total Guest Count for the order.
12	Customer Informatio n	REVENTION POS 1315 W SAM HOUSTON PKWY N #100 HOUSTON, TX 77043 281-589-2500	If there is any Customer Information associated with the order, it will show up here. If any information needs updating, clicking anywhere on this text will allow you to edit the information.
13	Remove Customer	Remove Customer	If the need arises to remove the customer's information from the order, using Remove Customer will expunge the Customer's Information.
14	Force Time Pricing	Happy Hour	Users with the correct securities can Force Time Pricing and the type of timed pricing shows up here.
15	Name on Splits	CARL	The customer's split order name appears here if the Name on Splits option is turned on.

16	Customer Rewards	\$	This only appears if Customer Rewards are active and the customer has met or exceeded the requirements to obtain a reward. Simply having this sign show up denotes the customer has rewards available to them.
17	Customer Email Notation	@	This will show up if the current customer has an email on file in their customer profile.
18	Hold Kitchen Ticket	Hold Kitchen Ticket Send to Kitchen	This feature allows a cashier to take an order for a large party that would like to pay separately but eat at the same time by. Clicking Hold Kitchen Ticket will cause <i>HungerRush</i> to ask whether or not to send the ticket in or continue taking orders. Not applicable with Hold Order
19	Suggestion	Would you like to add a side of fries or wedges?	When there has been a Suggestion attached to the item, the text will briefly be displayed in the Order Parameters area.
20	Menu Edit	Menu Edit Mode Light-click on Group to e	Entering Menu Edit mode will replace your Order Parameters area with this display ticker to notify you that you have entered Menu Edit Mode.
21	Required Modifier Notice	sue please select Sauce	The Required Modifier Notice will appear to inform you that your selected item needs a modifier selected from the Sauce color scheme to complete the ordering process. The name displaying the required modifier is taken from the modifier category used.

Customer Information

Collecting precise customer information helps your staff better serve your customers and creates an accurate database to mine data from. Customer's habits, purchasing trends and frequency of ordering are just a few of the important factors that can influence and guide you to make the absolutely best decisions for your operations.



Pressing the Customer button will either bring you to the Customer Search screen or the Customer Edit screen. Where the screen proceeds to is dependent on the type of order you had selected before pressing the Customer button. If an Order Type had any information customer requirements other than just a name, you will be bought to the Customer Search screen.

Customer Information continued...

All Required and Name/Phone

Order Types that are configured to 'All required' or 'Name/Phone' will cause the Customer Search to appear when Customer is pressed from the Order screen.

NAME		IMAGE	
	Requires Customer:	All Required	Name/Phone
		None	None
		All Required	All Required
		Name/Phone	Name/Phone
		Name Only	Name Only
All Required and Name/Phone		Customer	
		Customer Search	
		Phone	C Find
	Search By: • Pho	ne • Name • Location	• Address • ID • Email

None or Name Only

Order Types that are set to 'None' or 'Name Only' will cause the Customer Profile Screen to appear when Customer is pressed from the Order screen.



Customer Information continued...

Get Cust Name From CC

Order Types with the property 'Get Cust Name From CC' will display a unique customer profile screen will appear when pressing Customer button.



Customer Information continued...

Customer Search

This screen appears if an Order Type requires customer information or if the Search button was pressed in the Customer Edit screen. From here you can utilize several different tools to find an existing customer or start the process for creating a new customer.

NAME	IMAGE
	Customer Search
	Search By: 3 Phone 4 Name 5 Location 6 Address 7 ID 8 Email 9 Acct #
Customer Search	
	10 Keyboard 11 View 12 Account 13 Save/ Return Return Return

#	NAME	IMAGE	DESCRIPTION
		Customer Search	Depending on what was chosen as a Search
1	Search	Phone	Criteria , HungerRush will provide you a field
	Criteria		for you to input your query.
1	Criteria	Phone	Criteria , <i>HungerRush</i> will provide yo for you to input your query.

Customer Information continued...

2	Find	POS, REVE POS, REVENTION POST, JERRY POST, TERRY	Find 12000 WESHEIMER HOUSTON, TX 77077 1315 W SAM HOUSTON PKWY N #100 HOUSTON, TX 77043 2950 SAGE RD #815 HOUSTON, TX 77057	After you have placed sufficient information to narrow down your search, press the Find button to initiate a search. Your results will be displayed underneath. Depending on the Search Criteria used, you will either need to fill out the entire field or you can search with partial information.
3	Search By: Phone	Ph	one	Using Phone tries to find a customer using their phone number. Depending on whether you use the 7 or 10 digit phone scheme, you will have to fill the entire phone number into initiate the search. If the search comes up with no matching customer, you will be bought to the Customer Edit screen.
4	Search By: Name	First Name	Last Name	Partial or full names can be used to search for a particular customer. Be aware that broad searches can take some time to complete e.g. Searching for a Customer whose last name starts with an "S".
5	Search By: Location	Loca	ation	HungerRush considers locations to be schools, hotels, apartments, and businesses. This Search Criteria also allows for partial names to be searched.
6	Search By: Address	Number Street	City State Zip	Provides you with five spaces that are relevant to an address to help narrow down your search for a customer. This Search Criteria also allows for partial information to be searched.
7	Search By: Customer ID	Custo	mer ID	Third party rewards programs like Repeat Returns use Customer ID to help identify the customer's rewards account. You can also use the Customer ID to help group your customers by various notations like "VIP" or "Rewards". Using Customer ID as a Search Criteria will also allow you to search with partial information.
8	Search By: Email	En	nail	If a customer has provided you with an email address, you can use that as a search condition.
9	Search By: Acct#	Acc	st #	Using a customer's five digit account number can be used to look up their corresponding

			customer information. Will not search unless a five number account is placed in the provided field.
10	Keyboard	Keyboard	Pressing this button will deploy the virtual Keyboard for use.
11	View Map	View Map	View Map will only work if a full address is associated with the customer. Please refer to the Delivery Implementation Guide for more details on mapping.
12	Save/Return	Save/ Return	Only appears if some new pertinent information was placed in Customer Edit screen. Save/Return will save the new information and return you to the Order screen with the customer's information attached to the order
13	Exit	Exit	Return to previous order screen by clicking Exit .

Customer Information continued...

Customer Profile

The creation and modifying of a customer's information are handled within the Customer Edit screen. Additional information can be viewed or stored here also.



#	NAME		IMAG	GE	
1	Phone	Phone		~~~	
		First Na	ame	Last N	ame*
2	Name and Address	Street #*	Stree	et*	Sub-Div
		City	/*	State*	Zip*

DESCRIPTION

A customer's **Phone** number is placed here and can be edited if there was previous phone information already stored. What's currently displayed here and what

information is required will vary depending on both the Customer Type selected and the Order Type. Segments in red specify which areas need to be filled out before you can continue with the order.

Customer Information continued...



A customer's general ordering behaviors are displayed here in **Summary**. You can also manually turn this customer into a Rewards Member and adjust their Reward Points and Rewards from this tab. Press the refresh button to update the profile with the latest information.

The current customer's order history is displayed in the **Orders** tab. If the customer has a large history, you can navigate through the orders by using the arrows to scroll up or down. You can use Order Viewer to get a summary of a selected order or use Apply to Order to use a previous order and apply it to your current ticket. Apply to Order only works on New orders.

Similar to Summary, selecting **Summary Online** will filter out all other order types and only display ones originating from online.

If customer has multiple addresses associated with them, the additional addresses can be stored in **Alt Deliv Addr**. The buttons bellow can be used to manipulate the alternative address, create a new alternate address, or apply it to the order replacing the current Name and Address.

The current order type is displayed here and can be changed by pressing the Change button. A submenu will appear and you may then select the new selectable order types.

Customer Information continued...





Customer Types: Creating any of the Customer Types other than House will change the way the addresses are saved. House will save the address based on the customer's phone number. The other Customer Types are saved both as individual locations and also connected to the phone number. To pull up these locations, select anything other than the House customer type and the list of available locations will be displayed in the Customer Notes section so their addresses can be for reuse later.

Customer Information continued...



		 Tax Exempt Do Not Accept Checks (Customer) Do Not Accept Checks (Address) Do Not Deliver Discount: 0 % Change 	Choosing either check options will make the Customer Information flicker red.
14	Complaints	Date Complaint 11/30/2016 1.42 PM Wrong Pizza Delivered to customer TJ Delete Edit/View Image: New Date: 1/19/2015 Image: New Date: 1/19/2015 Image: New Complaint: Image: New Image: New • Comp on next order? Image: New Image: New • Comp Desc: Image: New Image: New	Creating and tracking Complaints for the individual customer can be maintained here. Pressing the New button will create a new field of information that will allow you to input the complaint's details and whether or not compensation will be provided. A space for the compensation's description will be provided and whether or not the complaint has been resolved or not.
15	Special Dates	Date Description Type Person 12/07 34 Years Old Birthday BFF 11/30 First Online Order Annivers_ Jean Grey	Keeping track of Special Dates will not only act as a reminder but it will also allow you to access the information with Marketing to properly respond to such dates and events.
16	Keyboard	1 2 3 4 5 6 7 8 0 - - Badspace tss 0 w 0 r 1 y u 0 p 1 1 1 Caps Look* a s d r o b 1 k i i Enter Skift z o v b n m i j Skift Dear Space Oear Efficience Keybooard Keybooard Keybooard	To pull up the virtual keyboard , press the Keyboard button. This will replaces both Customer History and Info. To hide the keyboard, press the Hide Keyboard button.
17	View Map	View Map	Allows you see a map displaying the distance between a customer's address and your store's location. More information about Mapping can be found in the Delivery Implementation Guide. Requires Mapping to function.

Customer Information continued...

18	Account		Account requires the entire Name and Address plus the Phone fields to be filled out before you can create an account. For more information regarding accounts, please refer to the Security Cash Control Guide.
19	Search	Search	To return the Customer Search, press Search .
20	New	New	If customer information is already attached to an account, pressing New will clear all fields except for the phone number. This allows the customer profile to be filled out from scratch again. The customer's summary will be left intact but their purchase history will be removed.
21	Save/Return	Save/ Return	Appears either when new information is added or an edit has been made to existing customer's profile. Save and returns you to the order screen.
22	Exit	Exit	Click Exit to return you to the order screen. If you have any unsaved changes, you will be prompted to save them. Click Yes to save and exit or No to exit without saving your changes.

Gratuity Overview

Gratuity can be automated based on guess count or manually by pressing the gratuity button. This is the submenu that appears when you click the Gratuity button.



#	NAME	IMAGE	DESCRIPTION
1	Confirmation Display		Displays your input when using Custom Amount or Custom Percent.
2	Add Standard Gratuity	Add 18% Gratuity	Adds the standard gratuity to a customer's order. The default percentage is from the settings in them Systems menu.

Gratuity continued...

3	Custom Amount	Custom Amount	Rather than a percentage, Custom Amount allows you to place a flat amount as gratuity.
4	Custom Percent	Custom Percent	In lieu of using the standard gratuity, Custom Percent allows you to use you own percentage as the gratuity.
5	Remove Gratuity	Remove Gratuity	Only appears after a gratuity has been place. Click this button to Remove Gratuity from the order
6	Cancel	Cancel	Cancel removes the gratuity submenu and returns you to the order screen.

Server Table Management

Overview

A Server is a setting you can place on any labor type that will identify them for special rule sets and collection methods. Each server is considered a cash drawer and will cash themselves out at the end of their shift. This allows the employee to continually work tables without having to return to a central point after each order. Servers also tend to have lower drawer discrepancy due to them managing their own finances.



#	NAME	IMAGE	DESCRIPTION
1	Server Name	Server, Server	Reserved space for displaying the name of the currently logged in Server.

Server Table Management continued...

		Main Patio	
2	Room Types		Restaurants with multiple Room Types can toggle back and forth between each room by selecting the corresponding tab. Green highlighted tables signify the table is taken. The highlight is accompanied by the order number belonging to the table. Available tables remain un-highlighted. Select a highlighted table to edit that table's order or select an empty table to start a new order using the represented table number.
3	Stats	Stats Total Sales 83.08 Check Avg 27.69 Avg Turn 0:00	A quick look at the server's proficiency. Stats provide three different gauges to help a server rapidly ascertain their performance. Their total sales and average per check are shown. Avg Turn is the average amount of time it takes a server to open and close a check, "turning" an occupied table into a usable table.
4	Orders	Orders Table Ord # Amt Time 31 9 10.51 1:02 PM 33 10 29.62 1:03 PM 42 11 42.95 1:04 PM	A Server's entire order history for their current shift is displayed here for reference
5	Sales by Group	Sales by GroupRpt GrpArntAppetizers\$4.99Beverages\$4.47Pizza\$12.95Flatbreads\$8.29Desserts\$4.39Kids\$3.99	Tracks a server's total completed sales and displays them broken down into their individual report groups.
6	Refresh Grp Sales	Refresh Grp Sales	<i>HungerRush</i> updates the Sales by Group in predetermined cycles. If the need arises for an immediate update, Click Refresh Grp Sales .

Server Table Management continued...

7	Edit Tips	Edit Tips	Rather than adjusting credit card tips at the end of the shift, a server may adjust their tips ahead of time. The final tip amount will still need a final approval during a server Cashout. More information on this subject following this section.
8	Cashout	Cashout or Cashout	Click Cashout to being the closing process for the selected server. Cashout will have a greyish tint if all the server's orders have not been closed out and you will be unable to select it. For more information on a Server's Cashouts, please refer to the Cash Management Guide.
9	Logoff	Logofi	To return to the login screen and remove yourself as the current user, Click Logoff .

Edit Tips Submenu



#	NAME	IMAGE					DESCRIPTION
1	Tip Type Selection	Crea	lit Card Tips	Giffi Ca Tips	rd Ag	count Tips	Switches between adjusting viable Credit Card, Gift Card and Account Tips.
2	Search:	Search: Order Number Last 4 Digits			Lasi 4 Dig	jits	In conjunction with the Tip input field, Search: allows for searching for tip enable orders by their Order Number or the last four digits of the card.
			Pleas	e Select C	redit Card		
2	Tip Enable	Order #	Card Type	Last 4 Digits	Amount	Tip	All the Orders displayed here can be adjusted for
3	Orders	14	AmEx	2002	\$14.16	\$0.00	tips.
		2	Visa	1111	\$15.57	\$0.00	

Server Table Management continued...

4	Tip Input Field	0.00 1 2 3 4 5 6 7 8 9 Clear 0 00	Once a tip enable order is selected, you can use the Tip Input Field to key in the desired tip amount.
5	Close Tips	Close Tips	To Return to the previous screen, click Close Tips .
6	Set Tip	Set Tip or Set Tip	Set Tip will charge the selected card for the keyed in amount. Only becomes active once an order is selected.

Order Groups

Overview

An order group helps you separate and organize your menu. Making effective use of your order groups allows your staff to navigate the menu with speed and efficiency. The group that occupies the top left spot should be chosen after much contemplation when you taking your menu into consideration. This coveted spot is what *HungerRush* defaults to whenever you log on for the first time. It behooves you to make sure that group contains the most popular items you sell. If you're having a hard time deciding what those items are, the Menu Mix report can help you see which items are you're best performers. Some other feasible methods are to arrange the groups in similar sets like appetizers, dinners and desserts.



Button Presses Per Item (BPI): The amount of actions a staff member needs to perform to complete an order with *HungerRush* should be a major factor to be aware of when building your groups. Having to press the scroll down button three pages before being able to add a dipping sauce can hamper you operation's productivity in the long run.

Order groups are available in three different types of forms shown below. Refer to the Menu Guide for configuration.



Order Groups Continued...

Order groups can be further altered by several factors to suit your needs. They can be changed to display differently depending on your labor type or based on a time frame. Please refer to the Menu Design & Maintenance Guide for more information on using Custom Group Sequence.



Once your Order Groups are established, your next focus should be on what and how those items in the group are being displayed. "Form follows function" so always keep in mind your BPI when trying to institute a smooth flowing and efficient menu.



Similar items placement: Care should be taken when grouping items and modifiers together. Placing "Roasted Tomatoes" next to "Sundried Tomatoes" and "Diced Tomatoes" can lead to a lot of unintentional user errors.

Menu Group Display

Overview

Once a group has been selected, the items within the groups will be exhibited in the Menu Group Display area. The information and available options in this area can fluctuate greatly depending on which group is selected. The traditional flow for ordering an item should be from left to right but it also remains open to the user to decide the method of placing the order in



#	NAME	IMAGE	DESCRIPTION
1	Items	ltems	Clicking on Items will cause the Menu Group Display to reset to its default view. This action is equivalent to selecting the same group you were just viewing.
2	Modifiers	Modifiers Modifiers	If the selected item contains any modifiers, Modifiers will appear green and pressing it will bring up the modifier's menu accompanying the item.
3	Size	Sizes Sizes	Size is an optional choice for each group. Using Size will assign a label to the item and possibly bring the item into a new price bracket. After completing an item, its size can be changed again by clicking on the item and then on size. A menu will appear and allow you to choose your size again.
4	Style	Styles or Crusts Styles or Crusts	You have the option to use Style to add al condition to the items within the group. Styles can also have a surcharge amount linked with them. The labeling can also be changed to be more descriptive as in the example provided.
5	Preferences	Preferences Preferences	Also optional, Preferences allows you to prompt questions about particular items. The best usage of preferences is when you need invoke a yes or no answer from the customer. Preferences will light up if an item has preference linked to it, and clicking on it again will allow you to change an already selected preference.
6	Cancel	CANCEL	Use the Cancel button to back out of item choices.
7	Size Display	Size Small Medium Large Party 18"	As the name suggest, Size Display is where your different sizes are displayed. You can only have a total of seven different sizes. This will only appear if you have incorporated sizes into this group.

8	Style Display	Crust Original Thin DeepDish	Here is where your different styles will show up if they are activated for this selected group. Style Display is also capped at a total of seven different styles.
9	Group Name Display	Pizza	The selected group name is displayed here. <i>HungerRush</i> looks to the button name for what to display in the Group Name Display area.
10	Item Countdown Number	5	This number indicates how many items are left before the item is exhausted. This count down will persist until changed
11	ltem Countdown 'X'	X	This X symbol is used when an item has been depleted.
12	Half/Half	Halt/Half	Selecting this first will add an addendum to your usual order taking process. <i>HungerRush</i> will now look for two items to be selected, with each choice constituting a half of a single order.
13	Description	Description	Pressing this button first then a corresponding item will cause the item description screen to appear. The item description screen displays the preselected modifiers and the item's written Description.
14	Modifier Button	Red Onions	Each modifier is represented by a Modifier Button . Its default state is a blue background, signifying it has yet to be added to the item.
15	Selected Modifier Button	Mozzarella	When a modifier is added to an item, it is indicated by turning the background green
16	Selected Modifier with Extra	Cheddar or Cheddar	Multiples of the same modifiers can be chosen and the amount is displayed via the white text. The way the extra amount is visually displayed in <i>HungerRush</i> and on their corresponding tickets can be altered also.
17	Selected Modifier on the Side	ED Feta Cheese or Feta Cheese	To establish a modifier is on the side for an item, <i>HungerRush</i> marks the modifier with a SD or Side.

Menu Group Display continued...

18	No Modifier	NO ** Pizza Sauce	If an item has preselected modifiers that are already included in the price, selecting the modifier again will turn the background color red and place a NO text over the modifier.
19	Selected Modifier with Lite	Extra Sauce or Extra Sauce	To indicate that a modifier is to be used sparingly, use the Lite button then press the corresponding modifier and LT or Lite will be placed over the modifier.
20	EXTRA	EXTRA	Activate EXTRA by clicking on it and then clicking on the corresponding modifier. A 2X or Extra will appear over the modifier indicating it has an extra amount applied.
21	LITE	LITE	Activate LITE by clicking on it and then clicking on a modifier to mark it having a less amount.
22	SIDE	SIDE	Activate SIDE by clicking on it and then clicking on a modifier to mark it as an item that is to be placed adjacent to the item.
23	Half 1	Half 1	Turing on Allow Half/Half will make Half 1 appear. Select half 1 to place your modifiers on one side of the designated item.
24	Half 2	Half 2	In conjunction with Half 1, Half 2 will also appear and allows you to place your modifiers on the other half of your item.
25	Whole	Whole	Another component to Allow Half/Half is the Whole button. Pressing whole will place modifiers on the entire item.
26	Prepare	Prepare	Prepare will pull up preset item notes for use. These notes are stored independently from Item Notes Prepare pulls preselected notes stored through the use of the menu editor.
27	Required Modifier	Revention Please select Sauce (or CANCEL)	Any modifier tagged as a required modifier will show up with a different background color corresponding to its modifier category. If an attempt is made to navigate away before choosing a Required Modifier , <i>HungerRush</i> will flash a message prompting for your selection. Pressing the cancel button will remove the item requiring the choice form the Order Display.

Order Display

Overview

HungerRush has an intuitive and straightforward Order Display. As orders are compiled and edited, they will appear in the Order Display area for review. This information can be a huge asset in your pursuit of order accuracy. Making it a habit to review the Order Display is a key factor to ensuring a smooth operation.


Qty	Description	S#	Price
1	Buffalo Chicken Flatbread	1	8.29
17	[Employee Discount]		-1.24
	18 Subtotal		7.05
	Тах		0.58
	Total		7.63
	19 Visa 1111 Payment		-8.97
	20 OVERPAID		1.34

#	NAME	IMAGE	DESCRIPTION
1	Order Note	SERVE IN TO GO CONTAINERS	Placing an Order Note will cause it to appear at the top of an order. It will also print at the top of kitchen tickets before the order. This type of note should be used for information pertaining to the entire order.
2	Quantity	Oty 1 3	This column reflects the number of copies that should be made of the item
3	Seat#	S# 2 1	Utilizing the Seat# function, allows you to attach a Seat number to the selected items. This will help staff discern which item goes to which seat. An added benefit is you will have the option of splitting the order by its seat numbers afterwards. This is an optional choice that can be applied to all or individual order types.
4	ltem	6 Chicken Tenders	Once an Item is ordered it will be displayed in the order area. If it is a new order or the item has already been sent, it will appear in black text. The text displayed is taken from the item's Receipt name.
5	Item Note	Split on two plates	The alternative to placing an order note is Item Note . These types of notes attach themselves to the highlighted item, marking the item with specific instructions.
6	Item Price	4.99	Pricing for the item is displayed here.
7	VOID ITEM	1 Coke [VOID ITEM 1.49]	When an item is voided, the red colored text VOID ITEM will be affixed below the effected item. The cost of the voided item is also shown.

Order Display continued...

	Highlighted		Selecting an Item will highlight the entire row with a
8	ltem	1 Cheese Cake Bites 2 3	blue color. Use this method to specify which item you want to make any changes to.
		1 Diet Coke	Compensating an Item will attached a red colored COMP ITEM to the bottom of the compensated item.
5		[COMP ITEM 1.49]	The amount compensated will also appear in red text.
10	Held Item	5 Cannoli	The red highlight denotes this Menu Item as held and not fired/sent to the kitchen.
11	Hold Time	Hold - 2 min	Displays how long the items have been held.
12	Unsent Item	1 Chocolate Fudge Cake Chocolate Sauce	Items added to an ordered after it has been sent will be conveyed though the usage of blue text. These items have yet to be either sent or accounted for.
13	Prev Split	Prev.Split	If an order has been split, the Prev Split button appears. Pressing this button will cycle the displayed to the previous split.
14	Splits	Splits	Having two or more items on an order enables Splits . Pressing the Splits button will cause the Splits menu to appear. More information will be provided on the submenu later in this guide.
15	Seat#	Seat #2 3 Change Selected Seat 1 2 3 4 5 6 7 8 9 Clear 0 CK Seat Number CK	Order Types that allow seating to be used can press Seat# to assign a seat number to an item. Highlighting an item and pressing Seat# will allow you to reassign the seat number. Pressing this button when Use Table Layout is turned on will display the Table Management layout instead.
16	Next Split	Next Split	Unlike Prev Split, Next Split is present whether you split an order or not. Using Next Split will allow you to start a new split immediately. Subsequently you can use Next Split to scroll the display over to the next split.

Order Display continued...

17	Used Coupons	[Employee Discount]	-1.24
18	Payment Calculations	Subtotal Tax Total	38.71 3.19 41.90
19	Payment	Cash Payment Visa 1111 Payment Gift Card Payment Account Payment	2.00 2.00 2.00 2.00
20	OVERPAID	OVERPAID	1.34

Any coupons utilized will appear beneath the order and show the amount it reduced the order by. At the bottom of the Order Display **Payment Calculations** are displayed. The Subtotal and Taxes are separated and then reintegrated and display as the total payment amount owed.

Paying for an order will display its **Payment** type and the total amount charged to using that method. Credit card payments will show the type of card used, followed by the last four digits of the card in addition to the amount charged to the card.

OVERPAID will occur when an order has been paid for by a credit card but total had to be reduced after processing the card. The amount displayed is how much the total charge has changed.

Splits Submenu



#	NAME	IMAGE		DESCRIPTION
1	Split Order Number	#1-1		When you split an order up, HungerRush uses a new number scheme to help you keep track of the order splits.
2	Order Scroll Arrows	1		Order Scroll Arrows appear when the order exceeds the screen length. Use the provided arrows to scroll up or down.
	Split Order Ticket	Qty Description	S# Price	Each Split will have a virtual ticket that
		1 6 Chicken Tenders	1 6.9	represents what items that split will be
2		1/2 Jalapeno Pepper Bites	1 2.5	⁵⁰ financially responsible for. Blue
3		Subtotal	9.4	highlight items indicate that you have
		Тах	0.3	selected the item. Multiple items on
		Total	10.2	one ticket can be selected a once.

Order Display continued...

4	Split ALL Seats	Split ALL Seats	If seat numbers are being used, pressing Split ALL Seats will automatically create splits and group the seat numbers on each split.
5	Split Selected Seats	Split Selected Seats	Split Selected Seats will cause a sub menu to appear, allowing the choosing of a seat number. Once selected, a new split will be created with the selected seat number grouped together.
6	Add to Split	Add	Clicking add transfers any highlighted item(s) to the ticket.
7	Scroll Arrows	and the second s	The number of split tickets available is directly related the number of items. Four items will allow for four split tickets. You can use the scroll arrows to navigate between tickets.
8	Cancel	Cancel	To return to the order screen, select Cancel .
9	Split Single Item	Split Single Item	Some singular items need to split on multiple tickets. Split Single Item permits you to evenly divide an item by a factor of your choice so it can be evenly distributed to multiple tickets.
10	Clear All Splits	Clear All Splits	Clears and resets all splits.
11	ОК	ок	Confirms your changes and returns you to your order screen with the changes enacted.

Order Functions

Overview

The abilities to manipulate orders are grouped together in the lower left of the Order Screen. Housed in this area is the ability to void orders or remove items altogether. Keep in mind that many of these functions need a high security clearance to be able to perform so much consideration must be taken before granting these privileges.



#	NAME	IMAGE	DESCRIPTION
1 Remove Ite	Remove Item	Remove Item Payment	Remove Item is a modular button and will change in accordance with what you have highlighted at the time. Highlighting an item, payment, coupon or payment will result in the button's text to display the new action. Pressing the button afterwards will remove the corresponding item. Replace Item will also appear here if a confirmed Menu Item is highlighted. Replace Item is an optional setting that can be enabled in system settings.
		Remove Coupon Note	
2	Clear All	Clear All	If the need arise to clear an entire order from the Order Display, pressing Clear All will prompt you to confirm the action. If agreed to, the entire Order Display will be cleared.
3	Quantity	Quantity	Placing an order for 15 identical items can be a very time consuming. You can change the number of orders for an item by highlighting it and pressing the Quantity button. Keep in mind that you are multiplying that <u>one</u> menu item. Changes made to that one item will be adjusted appropriately.

Order Functions continued...

4	Total:	Total: 86.84	When the Order Display screen has more items than can displayed, causing the total to be off-screen, the total amount owned will be displayed after Total: otherwise this area is empty.
5	Order Scroll Down		In conjunction with Total: and Order Scroll Up, Order Scroll Down will only display when the length of the order exceeds the boundaries of the Order Display. Pressing this button will scroll the Order Display one page at a time downwards.
6	Manager Functions	Manager Functions	Housed inside Manager Functions , is a sub menu that allows you access to voiding, compensating and other price adjusting abilities. More information on this later in the guide.
7	Item Note & Order Note	Item Note Order Note	Similar to Remove Item, Item Note is also a modular button. Highlighting an item in the order display will change the button into Item Note and selecting a blank area after an order has been started, will shift the button into Order Note . Item Note will tag an item with text and Order Note will place the note at the top of an order has a special print out for kitchen tickets.
8	Coupons	Coupons	During the ordering process, pressing Coupons will display the available coupons that can be applied to the existing order. Keep in mind that Coupons are case-sensitive and will only display the Coupons that are applicable to the order. Coupons can be added to the order later if the correct security access were granted. More information on this later in the guide.
9	Repeat Item	Repeat	Rather than creating a duplicate item from scratch, Repeat Item will create an exact copy of the highlighted item. Clever use of this button is essential for keeping your staff's button presses per item (BPI) down.
		Example:	and make the minor changes needed to the duplicated item. Repeat Item is also useful for ensuring Kitchen Ticket accuracy. During busy

	OtyDescription1Juicy Steak Burger Fries1Juicy Steak Burger Fries1Juicy Steak Burger FriesVS.OtyDescription2Juicy Steak Burger	periods, staff can miss the Qty # for multiple items. Placing two items consecutively can increase the ticket's chances to be read correctly. Be wary of the Kitchen Ticket length too. 15 repeated items will make for a fairly long and unwieldy Kitchen Ticket and the use of the Quantity button could be a better choice in that situation.
Loyalty	Fries	Loyalty is a customer search function that used to identify Honeycomb customers. When the Loyalty button is pressed, a submenu will appear which we'll go into more detail about in the following section.



Order Functions continued...

#	NAME	IMAGE	DESCRIPTION
1	Search By		The Search By field is where customer email, telephone, or Loyalty ID can be entered. The characters that can be typed in this field are restricted by the Search Parameter.
2	Telephone	Telephone	The Telephone search parameter will return all member accounts in the Honeycomb database that have the telephone number associated with their account. When searching by telephone, only numbers can be entered into the Search By field.
3	Email	Email	The Email search parameter will return the one (1) account registered in Honeycomb with that email address. When searching by email address, the search can only be completed if a correctly formatted email is entered. All emails must have an @ and a domain suffix like ".NET" or ".COM".
4	Loyalty ID	Loyalty ID	The Loyalty ID search parameter will return the one (1) account registered in Honeycomb with that member's ID. When searching using the Loyalty ID, numbers and letters can be entered in the Search By field.
5	Input		Click the Input button after selecting the parameter to enter in the values to search for. The input options will change based on the field selected.
6	Find	Pind	Press Find to initiate the search for matching Honeycomb customers.
7	Exit	S Exit	Pressing Exit will close the submenu and return to the order screen.



Manager Functions



Order Functions continued...



Manager Functions Requirements and Limitations: Manager Functions requires two choices to be made before it can be applied. What does it apply to and what type of adjustment to apply. Be aware that by selecting 'Entire Order' as your application method, certain restrictions will be applied to your order afterwards. Since the adjustment applies to the entire order, the order will be effectively locked from further changes to prevent theft. The Manager Function has to be first removed before any manipulations can be done to the order. Also due to the nature of splits, Entire Order adjustments will also be unavailable for use if the order has been split onto separate tickets.

#	NAME	IMAGE	DESCRIPTION
1	Entire Order	Entire Order	One of the two options for application methods. Entire Order will enable you affect the entire order with the chosen adjustment. Not applicable to spilt orders.
2	Selected Item	Selected Item Or	Your second method for application, Selected Item will only become available if an Item is selected from the order screen. Using this method will only apply the adjustment to the highlighted item.
3	Remove Adjustment	Remove Adjustment	Only appears when an adjustment has been placed. Clicking Remove Adjustment will remove Entire Order or Selected Item adjustments.
4	Void Incompatible	Void	Traditionally, Void is used when there was a mistake that needed to be canceled and no inventory was wasted. Void also has the option to be configured to prompt the user to choose whether or not inventory will be deducted or not. The setting is in the Menu portion when Menu Editing.
5	Comp	Comp	Comp labels the adjusted item or items to be removed from inventory and nullifies the cost charged the customer. Compensated items are still considered sales and all responsibilities associated with a sale are still applicable to the effected item or items.

Order Functions continued...



Order Functions continued...

9	Force Time Price	Force Time Price Belect Time Price: Happy Hour Late Night Lunch Monday Happy Monday Only Power Hour Sunday	Only appears when time pricing is turned on and in use. Clicking Force Time Price will bring up an additional menu with all your time pricing variables that you apply to your order. The down arrow will scroll down to additional time s if there are more than eight.
10	Cancel	Cancel	To return to the previous screen, click Cancel .
11	Apply	Apply Or Apply	Depend on whether or not you have a valid adjustment selected, affects how Apply shows up. Green designates an applicable Manager Functions has been selected and can be applied.
12	ОК	OK. OK	Clicking OK will apply an unapplied Manager Functions and return you to the order screen. OK only becomes available after a viable Manager Function combination has been selected.

Order Functions continued...

Coupons NAME IMAGE Coupons 1 Employee Discount Lunch Combo \$8.99 Open Discount Manager Functions Submenu Show Descriptions Honeycomb Code Close Coupons 3 4 2

#	NAME	IMAGE	DESCRIPTION
1	Applicable Coupons	Employee Discount	Which coupons are displayed is dependent on several factors. Restrictions like order types, time, and what items are presently included in the order are filters taken into consideration. If more Applicable Coupons are available then could be displayed, a scrolling arrow will allow you to navigate to the other coupons.
2	Descriptions	Show Descriptions Hide Descriptions Or Hide Descriptions Employee Discount Or Currently employees that has worked a full shift	When creating a coupon, the opportunity to write a Description is presented. You can use this to flesh out the details of the coupon or convey the stipulations pertaining to its usage. Clicking Show Descriptions will show the description in place of the coupon name. Once clicked, Show Descriptions will turn into Hide Descriptions which will allow you return to the original screen.
3	Honeycomb Code	Honeycomb Code continued	Click the Honeycomb Code button in the bottom center of the Coupons submenu to open the Code screen. The Honeycomb code screen has a keyboard and a data entry field. The loyalty member must provide a valid code to the employee to be entered here.

		Honeycomb Code	ОК	Once the code has been entered, click OK to submit and apply the reward, or cancel to exit the Honeycomb Code screen.
		HC12345678	Cancel	For more information on Honeycomb, please refer to Honeycomb Best Practices and User Guide.
4	Close Coupons	Close Coupons		Use Close Coupons to return to the order screen.

Order Actions

Overview

When determining your layout for your operation, its common practice to establish what each area's responsibilities will be. Some sections will be relegated to taking delivery orders and others will be for collecting payment. Order Actions allow you to customize each *HungerRush* terminal to facilitate the needs for each area.

Placement of Actions: You are given up to twelve actions per *HungerRush* terminal, and your first goal should be to make sure the selected actions are all suitable for that particular terminal. Some basic questions you should take into consideration are:



- Does this terminal have a cash drawer?
 If yes then this terminal will need No Sale action.
- Does this terminal take phone orders? If no, then this terminal will not need the Caller ID action.

After placing your actions, it is highly recommended that you keep the same scheme for similar terminals to promote consistency.



Order Button Layout Minimum Requirements: There must be an Exit and either a Send or Collect action assigned to each layout before you can save.

Order Options continued...

Properties of an Order

An order starts as soon as the first item is place in the 'Order Display' but has two more requirements to complete it. First, an order must be sent to the correct production line to be produced. This can be as simple as giving the customer an item or printing a receipt so the chef can create the item the customer wants. At this stage the order is saved and assumes that an agreement has been made to produce the product or provide the requested service. Any changes made to the original agreement to reduce the amount owed will need a higher security clearance to alter. On the other hand, adding to the customer's order will be treated like creating an order from scratch and will need only to be resubmitted to continue the order. The last requirement is to obtain payment which completes the entire endeavor.





Pressing Collect First: If Collect is pressed before Send, the order will be automatically sent after the payment has been collected, negating the need to press Send afterwards.



Order Actions

IMAGE





#	NAME	IMAGE	DESCRIPTION
1	CallerID	CallerID	Establishments that obtained the Caller ID Box
		Corresponding Action Button:	feature from <i>HungerRush</i> can transfer their phone company's caller ID info into <i>HungerRush</i> . The ' CallerID ' action button allows
		Caller ID	you to access to the menu with the relevant Caller ID info. More information on this later in the guide.

2	Collect	<section-header><section-header><section-header><text><text><text></text></text></text></section-header></section-header></section-header>	Payment collection is processed with the 'Collect' action. Pressing 'Collect' will bring up a sub menu containing the different methods for Payment. If the order has not been sent yet, pressing 'Collect' will also send the order to the appropriate printers after the transaction is completed. This method eliminates the need to send the order then retrieving the order again to collect payment. If a staff member is collecting payment for a 'Server' order, the option will appear asking whether to collect the payment and place it in the drawer or collect the payment and give it directly to the 'Server' instead. More information on this later in the guide.
3	Cust Desc	CustDesc Corresponding Action Button:	When pressed, Cust Desc will proceed to a submenu that displays up to three categories with corresponding images that will allow you to quickly label a customer for later identification.
4	Deferred	Deferred Corresponding Action Button: Deferred Orders	Time sensitive orders that need to be placed in the near future can use the ' Deferred ' action to dictate the due and print time. More information on this later in the guide.
5	Exit	Exit Corresponding Action Button: Exit	Returning to the main navigation menu can be accomplished by using the Exit action. If there are unsaved changes left on the order, you will be prompted to save, disregard the changes or cancel. 'Exit' must be assigned as an action or <i>HungerRush</i> will not allow you to save your button configuration.

Order Options continued...

6	Gift Card	GiftCard Corresponding Action Button: Gift Card	Third party and <i>HungerRush</i> gift card services can be accessed through the GiftCard action. More information on this later in the guide.
7	HoldFire	HoldFire Corresponding Action Button: Hold & Fire	HoldFire allows users to send portions of the entire order to the kitchen and hold off on other items until 'fired' to the kitchen. Once enabled, the applicable Order Types will need to be designated before HoldFire can be used.
8		IDVerify Corresponding Action Button: IDVerify ID	 Pressing IDVerify will cause a submenu to appear that will allow staff members to either scan or swipe ID cards to display their age. Additional information is stored in a report that tracks time stamps, location of the scan and other pertinent information. Additional hardware is needed to properly scan ID Cards.
9	Logoff	Logoff Corresponding Action Button:	Assigning the Logoff action to each terminal is highly recommended. It will allow you to remove yourself as the user form the terminal. Identical to the Logoff button located in the main navigation menu.
10	Lookup	Lookup Corresponding Action Button:	Retrieving orders can be accomplished by providing the terminal with the Lookup action. For more information on Order Lookup please refer to the Menu Guide. More information on this later in the guide.

Order Options continued...

11	New	New Corresponding Action Button:	Creating a New Order consist of resetting the order screen and clearing off all information that might have been recorded. This is different than the Clear All button from Order Functions. If an order is cleared off using Clear All the order is still identified as an existing order and will restrict functions accordingly. Even though the Order Display is cleared, you will be unable to open the cash drawer or get some Auto Apply coupons to work because the order is still identified as an existing order. Applying the New action to your Order Button Layout will allow you to start a new order from scratch.
		NoSale Corresponding Action Button: No Sale Error Screen:	Manually opening the cash drawer requires the NoSale action to be applied to the Order Button Layout.
12	No Sale	Revention Current order must be completed before selecting 'No Sale'.	No Sale is restricted and pressing the button after starting an order will result in the following error screen informing you of the error.
		continued	If management accesses an assigned drawer, a brief window will display signifying that access has been granted to an exclusive cash drawer.



		Revention Management access to exclusive cash drawer. Select Cashdrawer Drawer1-1 Drawer1-2 Cancel OK	A Shared primary and secondary cash drawer will prompt you with which drawer you want access to when pressing the No Sale button
13	Open Orders	OpenOrders Corresponding Action Button:	HungerRush refers to unsettled orders as Open Orders. The OpenOrders action is meant to be used as a quick look at orders that need to be closed out. Some special tools are provided that allow you to better filter and organize the order you are looking for. More information can be found later in this guide
14	PreAuth	PreAuth Corresponding Action Button: Pre-Auth	Preauthorizing a card allows you staff to insure that the presented card has a predetermined amount of funds available More information on this later in the guide.
15	Print	Print Corresponding Action Button: Print	Attach the Print action your Order Button Layout to grant that terminal the capability to manually print to the kitchen or print a customer receipt from a printer attached to a terminal.

Order Options continued...

16	QuickCash	QuickCash Corresponding Action Button: Quick Cash	The ability to quickly close out orders in a high paced environment can be extremely advantageous. Pressing QuickCash closes out an order immediately using cash as the method of payment. Keep in mind that this bypasses any conformation screens like the amount collected and the amount of change that needs to be returned. Quick Cash also bypasses the order requirements, like table numbers and guess counts.
17	QuickCred	QuickCred Corresponding Action Button: Quick Credit	Granting the QuickCred action will give your staff that ability to take credit card payments with the single press of Quick Credit. Manual Entry and Force will not be available in this collection mode. Similar to Quick Cash, using Quick Credit will bypass order requirements.
18	Send	Send Corresponding Action Button:	To complete an order, it either needs to be sent or collected. Sending an order causes it to satisfy one components of finishing an order by confirming the order without collecting for payment. Assign the Send action to the Order Button Layout to enable the ability.
19	SendStay	SendStay Corresponding Action Button:	SendStay is an action that allows you to send an order through during the process of taking an order without having to close the order out. This can be helpful when time sensitive items like appetizers or drinks need to be sent to their respective printers before the main course. The sent items will appear as black text indicating that they've been sent and the new unsent items in blue text.
20	Table	Table Corresponding Action Button: Table Number	Permits assigning an order a Table Number. If you have Use Table Layout turned on in Systems, you will be bought to your Table Management Screen to select a graphical representation of a table instead of assigning a table number. Keep in mind pressing Table#: in the Order Parameters area will also allow for assigning a Table Number. The wording of "Table" can be altered to your preference.

Order Options continued...

21	TableGuest	TableGuest Corresponding Action Button: Table & Guests	If you wish to maintain a guest count per table, consider activating the TableGuest action. Using this button will allow you to add a Table Number and a guest count. Guest counts can be useful for figuring out Per Person Averages and alerting appropriate staff about larger tables.
22	Ten	Ten Corresponding Action Button: \$10.00	Similar to Quick Cash, the Ten action will place a button that will compete an order under the assumption that was paid for in cash with ten dollars and provided the appropriate change owned. Cannot be used for orders that exceed ten dollars.
23	Twenty	Twenty Corresponding Action Button: \$20.00	Provides the same functionality of the Ten action, but Twenty will close out an order under the assumption the amount paid was 20 dollars in cash. Cannot be used for orders over 20 dollars.

Caller ID

NAME	IMAGE		
	1 Thank you for calling Revention! Will this be for delivery or carryout? EditMsg		
	(Bevernand) (Bevernand) Demo Mode		
	2 Line 1 Info 2 Line 1 Info 4 Revention 2 Ringing 4 Revention		
	Line: 3 Ringing 8777387444 Line 2 Info New Customer		
Four Line	8 UNKNOWN		
Caller ID	Line 3 Info		
Display	Waiting		
	Line 4 Info		
	Line4 Ringing 111111111 Pending Pick Up Order		
	5 Thai Tanic		
	6 Logoff 7 Recall 8 Clear Line 9 View Log 10 Name Filter 11 St Exit		



The intricacies of Caller ID: Traditionally, phone companies supply Caller ID information by sending an electrical signal through an analog line containing the customer's information after the second ring. If the phone was to be picked up before the second ring, the signal will not be sent and the information lost. Also, the Customer Information displayed is solely based on what the phone company sends and other than filtering, *HungerRush* has no control over what information is passed along to be displayed in the Caller ID.

#	NAME	IMAGE	DESCRIPTION
1	Caller ID Message	Thank you for calling Revention! Will this be for delivery or carryout? EditMsg	Customizable message that can be used as the standard script to initiate a dialog with a customer over the phone. The Caller ID Message can be changed by clicking the Edit Msg Button.

Caller ID continued...



Caller ID continued...



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Pending Order Submenu

Customers who have placed an order that hasn't been completed yet and called back using the same number are consider a Pending Order in the Caller ID. *HungerRush* assumes the customer is calling in regards to their order and provides a specialized menu to help you answer any questions the customer might have about their order.



#	NAME		IMAGE	DESCRIPTION
1	Pending Order Information	Order #1 Delivery Taken By: Revention P Updated By: Revention	THAI TANIC 1 FOUNTAINVIEW HOUSTON, TC 77077 OS 12:18 111-111-1111 POS 12:59	Vital information concerning the pending order can be found here. Data about who took the order and if anybody updated the order.
2	Pending Order Line	Line 4	111111111 Thai Tanic	Displays the pending order's line and Caller ID information.
3	Pending Order Status	Order Status - ON-ROAD Order Time: 12:18 PM/4:12 On-Road: 04:30 PM/0:00 - Revention		Quick reference about the pending order's details. If it's a delivery and dispatched, it will display who the order was dispatched to and how long it's been since the order has been dispatched.

Pending Order Submenu continued...



Collect Submenu





Credit Card Truisms: Depending on what types of connections are available; *HungerRush* will prioritize certain connection types over others. High speed internet is the preferred method for transferring a customer's credit card information to your processor; lacking that possibility, *HungerRush* will switch to your phone or fax line to complete the transfer. If no contact can be made with the processor, another possibility comes into play in the form of the Force button. Similar to the "Knuckle Busters" of yesteryear, Force will take a digital "carbon copy" of the card and wait for approval at a later time. Be aware of the ramifications that come with such an action. Waving the approval process can be problematic when a customer's information is invalid and you're trying to pursue payment. Most credit card processors will have little to no recourse when the credit card was not initially processed properly.

Collect Submenu continued...

#	NAME	IMAGE	DESCRIPTION
1	Collecting Order's Detail	Order #1 Qty Description Price 1 6 Chicken Tenders 6.95 Subtotal: 6.95 Tax: 0.57 Total: 7.52 Cash Payment: -3.76 Amount Due: 3.76 2 payments -3.75	Presents the Order's information that's currently being collected for. Payment amounts, methods and frequency are also tracked here.
2	Cash	Cash	Denotes you are accepting the payment method as Cash .
3	Credit Card	CreditCard Waiting For Customer	Collecting payment by credit cards is approached differently than cash. Clicking Credit Card will alter the collection screen and linger in this mode until a card is swiped, inserted or you cancel out.
			New buttons also appear at the bottom of the screen with additional options for credit card collection.
		continued	Existential forces will sometimes cause you to be unable to connect to your credit card company to verify credit card charges. Force will take a copy of

		Force	the card number and hold it for approval later. A bank approval code may be needed and can be placed in space provided
		FORCE Enter Approval Code	Same Card only appears if an order has been paid for by credit card previously and additional charges have been added to the same order. Clicking Same Card will prompt you confirm the usage of the same card and then proceed to
		Same Card	charge the original card for the remaining amount.
		Pre-Auth Tip Pre-Auth Tip: 0.00 Payment 3.76	Pre-Auth Tip adds an addition collection line for customers wishing to add a tip to their order beforehand.
		Cancel	Cancel will return you to the default collection screen.
4	Check	Check	Similar to Cash, select Check to indicate its use as payment. Any amount collected as a check will be separated into its own category when closing out a drawer or cashing out an employee.
5	Account	Account	Only available for use when a customer has been given an Account . Selecting this payment method will charge the outstanding amount to the customer's account balance.

Collect Submenu continued...

6	Gift Card	Gift Card	HungerRush and Third Party gift cards can be collected by using the Gift Card button. Clicking Gift Card will display a screen analogous with the credit card collection screen. You can then swipe or manually input the gift card's information. If you employ either method, gift card will work as an additional payment type that's kept separate from cash, checks, credit cards, and accounts.
7	Collection Totals	Total 7.52 Amount Paid 3.76 Amount Due: (Spin) 3.76 Collected: 5.00	The original total is displayed and any contributing factors that affect the amount due are also listed. Collected with display the amount keyed in for the Collection Input Field.
8	Smart / Quick Tender Buttons	Smart Quick \$4.00 \$20.00 \$5.00 \$10.00 \$10.00 \$5.00 \$20.00 \$1.00	Smart Tender Buttons are dynamic collection buttons that change depending on the total of the ticket. In the image used to the right, the amount due was \$3.76 so <i>HungerRush</i> assumes the most likely payment is going to be \$4.00, \$5.00 and so on. On the other hand, Quick Tender Buttons are static and pressing them will collect the represented amount. Both methods automatically assume cash is the payment type.
9	Collection Input Field	1 2 3 4 5 6 7 8 9 Clear 0 Exect	Allows for manual input of the amount collected. Partial, full and Exact payments can be inputted here. If the amount entered is more than the total owed, a screen will pop up with the amount tender and change that needs to be returned to the customer.

Collect Submenu continued...



Deferred Orders Submenu



Deferred Orders Submenu continued...



Deferred Orders Axioms: Deferred orders are not actually orders until they are activated. This means inactivated orders won't be represented in your sales and cannot be treated in the same manner as normal orders. This trait especially affects how an inactivated deferred order can be collected and how it reacts to Order LookUp attempts. Collection assumes your operation has either performed a service or provided goods and applying a payment to an inactive deferred order will make *HungerRush* activate the order This proves problematic for deferred orders whose activation was set for some time in the future. If a deferred order needs to be paid for before the activation date, credit is the only applicable payment method that won't trigger activation. The use of Order LookUp to find an inactive deferred order will return no results. Inactivated deferred orders are housed in the Deferred Order button itself and can be selected and edited from there.

#	NAME	IMAGE	DESCRIPTION
1	Defer Order Info	Entry Time: Thu 1/22, 4:47 PM PHO EVER YUMMIE Employee: Revention POS Order Type: Dine In	Detailed information about the defer order.
2	Order Due Time:	Order Due Time: Friday 1/22/2015 5:00 PM PM	The desired Order due Time and date can be designated here.
3	Preparation Time:	0 minutes	Preparation time will directly affect when Order Print Time is set. Preparation Time gives the choices from 0 to 120 minutes. Once the amount of time is chosen, <i>HungerRush</i> takes the Due Time and subtracts the Preparation Time to determine when to process and activate the order. If the preset Preparation Times provided prove to be too un flexible for your needs, it can be bypassed and you can manually set your own activation time.
Deferred Orders Submenu continued...

4	Order Print Time:	Order Print Time: Friday 1/22/2015	4 ·: 15 · PM PM	Informs <i>HungerRush</i> when to activate the order and perform the appropriate actions associated with activation.
5	Search Deferred Orders	Curtomer PHO EVER YUMMY PITTS, ERICA POS, REVENTION	Cue Time Fri, 1/23 12:45 PM Fri, 1/23 1:00 PM Fri, 1/23 5:00 PM	Clicking Search Deferred Orders will collapse the order and return to a list displaying all deferred orders for easy selection.
6	Activate Order	Activa Orde	te r	Activate Order will flag an order to ignore the activation time and immediately place the order into an active status.
7	Cancel	Cance		Return to order screen by clicking Cancel
8	Change Deferred Order	Chang Deferr Orde	ge ed r	Confirms your alterations to a previous deferred order and saves it.

Gift Card Submenu





		Activate New Card	will display an error message and wait for another gift card to be swiped.
3	Add \$\$ to Card	Add \$\$ to Card	Once a gift card has been activated, its balance can be increased. Add \$\$ to Card will add the proposed amount to the swiped gift card. If the card is not active, <i>HungerRush</i> will display an error message and wait for another gift card to be swiped.
4	Check Balance	Check Balance	Inquiries can be made about the gift card's remaining balance by selecting Check Balance and swipe the gift card in question.
5	Deactivate Card	Deactivate Card	Deactivate Card returns a Gift Card to its neutral state. It will no longer hold a charge and for all intents and purposes be resold as a new Gift Card.
6	Gift Card Collection Details	Amount 6.00 Minimum Amount \$5.00 Price 0.00 Activate New Card	The Gift Card Submenu's mode, minimum charge and selected charge amount are displayed here. Price will display when you edit the gift card price and represents the edited proposed amount to replace the standard amount.

Gift Card Submenu continued...

7	Gift Card Input Field	\$20.00 1 2 3 \$10.00 4 5 6 \$5.00 7 8 9 \$1.00 Clear 0 .00	Used to Input the desired amount to charge the gift card. If Manual Card Entry is used, Gift Card Input Field is used to key the Gift Card number in.
8	Edit Price	Edit Price or	Modular button that only appears if the user has the correct securities turned on. Edit Price will allow you to manipulate the price of the Gift Card or remove the price altogether. To exit out click Cancel Edit Price.
9	Manual Card Entry	Manual Card Entry Manual Card Entry Carcel Clear Manual Carcel Clear Manual Carcel Clear Manual Carcel Clear	Magnetic card strips tend to wear out or become de-magnetized over time. Manual Card Entry slightly changes the Gift Card Input Field to accommodate accordingly by adding OK and Cancel commands. Use the number field to key in the gift card number and ok to submit it. Click Cancel to return to gift card submenu.
10	Exit	Exit	To return to the Order Screen, click Exit.

Order LookUp Submenu



#	NAME	IMAGE	DESCRIPTION
1	Order Type:	Order Type: ALL	Use Order Type: to filter by the selected order type. Useful for when trying to see pending unpaid orders of a particular type.
2	Server:	Server: ALL	Similar to 'Order Type:' Server: will filter by the selected server, restricting the visible orders.

Order LookUp Submenu continued...



Search: provides three different methods for finding an order. Each confirmed order in HungerRush will be granted a corresponding order number in sequential order. By Order searches by the order number assigned to the order. Use the input field to key in the order number and click retrieve to pull up the order. By Table is similar to By Order but uses the assigned table number as the search criteria. By Phone use a unique filtering system that eliminates the orders as you input the phone number, narrowing down the possible orders. Once the filter narrows down the possible matches to one order, it's pulled up automatically. When searching by phone Retrieve will be replaced by Back.

Orders that match the current active filters will be shown in the **Order Look Up Display**. Select the order to retrieve it and return it the order screen. Several different variations can be displayed and configured to your liking.

Order LookUp Submenu continued...



	Reassign From Server Server Reassign To: Exit Reassign Order
	Merge Orders
	From: Order Type Total 1 829 AM Pick Up 27,12 3 1025 AM Pick Up 17,50 4 1154 AM Pick Up 28,12 1 1550 AM Delkway 23,12 1 1550 AM Delkway 23,02 1 1550 AM Delkway 23,02 1 1150 AM Delkway 23,02 1 1150 AM Delkway 23,06
Merge Orders	Of Device Device <thdevice< th=""> <thdevice< th=""></thdevice<></thdevice<>
	Merged Orders: From Ord From Tail To Ord Merge Time Merge
	293 285 B32 AM Orders
	Show Current Orders
	Citeven roll Undo Merge
	Merge Orders

the order and you can choose a suitable employee to reassign the order to or choose None to have the order be picked up by which ever cash drawer closes the order out.

Combining orders can be accomplished by using Merge Orders. A submenu will appear where you can see the detail of the selected orders before merging them. Choose an order using the From: column and one form the To: column. Press Merge to combine the two orders into one new order. The orders will be combined taking on the parameters of the order selected from the To: column. Once an order is merged a new button appears called Show Merged Orders. This function allows you to see when an order was merged and undo selected merges to return the combined orders to their original state.

Order LookUp Submenu continued...

11	Show Order Detail	Show Order DetailShow Order DetailClose Order 	More Information can be gleamed form an order by clicking on Show Order Detail . To designate the mode swap, a text will appear over the Sort: function indication its activation. Once engaged, Show Order Detail causes the selection of an order to display its' detailed information. Additional options also appear allowing you to collect for the order, access the order's available print options or retrieve and edit the order. To return to the normal modus operandi, Click Close Order Detail.
12	Cancel	Cancel	To return to the order screen, click
	Lookup	Lookup	Cancel Lookup .

Open Orders Submenu

NAME		IMAGE	
Open Orders	1→User: Revention POS	2 Order Type: B Previous 1 Next 4 Refresh	
Submenu	5 BUPERT Table # 42 \$14.35 Sort By 6 \rightarrow Logoff 7 Last Edit Name	Table 8 Search 9	New 10 Exit
	11 Criteria Last Name First	Name Table Order #	CC Last 4
	Revention Revention	Clear All	
Open Orders Search	12 Order #	Name Table	CC Last 4
Submenu	Re 2 Sto	rm, Johnny 42	0 reach ann
	3 Rich	nards, Reed 0	0
	1 Gr	rimm, Ben 0	0
		A	13 Return to Open Tickets

#	NAME	IMAGE	DESCRIPTION
1	User:	User: Revention POS Server: Barry Allen	HungerRush will display the current User or Server logged in.
2	Order Type:	Order Type: ALL •	Enables you to filter the visible order types that are displayed.
3	Page Navigation	Previous 1 Next	Pressing Previous and Next will flip the pages either forward or backwards if the open order exceeds the maximum displayable orders. The number in the middle indicates the current page.
4	Refresh	Refresh	Pressing Refresh will update the screen with any new orders that might have been placed.

Open Orders Submenu continued...

5	Open Orders	JORDAN, HAL 1819 AUGUSTA \$37.43	Your Open Orders are displayed as condensed packets of relevant information. Click on an open order to recover it and return to the order screen.
6	Logoff	Logoff	Identical functionality to Logoff buttons found elsewhere throughout <i>HungerRush</i> .
7	Sort By:	Sort By Last Edit Name Table	Sort options that affect how the opens orders are organized.
8	Search	Search	Clicking Search swaps the current display to the Open Orders Search Submenu.
9	New	New	Operational the same as New Order, click New to return to the order screen with the order parameters cleared.
10	Exit	Exit	To return to the order screen, Click Exit .
11	Criteria	Criteria Last Name First Name Table Order # CC Last 4 Clear All	Different Criteria that can be used to narrow down your search for your open order. Selecting the open field will pull up a virtual keyboard allowing you to key in the relevant information. Click Clear All to purge all the fields.

Open Orders Submenu continued...

12	Search Results	Order #	Name	Table	CC Last 4	
		2	Storm, Johnny	42	0	Open Orders matching the search criteria will be presented here. Selecting an
		3	Richards, Reed	0	0	order will return you to the order screen
		1	Grimm, Ben	0	0	with the selected of def in tow.
13	Return to Open Tickets		Retu Open	ırn to Tickets	6	To exit out of search and return to Open Orders Screen, click Return to Open Tickets.

Preauthorization Submenu



#	NAME	IMAGE	DESCRIPTION
1	Waiting For Customer	Waiting For Customer	Once the PreAuth button is pressed then a signal will be sent to card reader, activating it and wait for the customer to dip or swipe their credit card.
2	Preauthorization Amount	Amount 50.00	The amount the card is going to be preauthorized for.
3	Increase PreAuth	Increase PreAuth	If the default Preauthorization Amount is not sufficient and needs to be raised, you can use Increase PreAuth . Clicking on this will bring up a keypad so you can input new amount.

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Open Orders Submenu continued...

4	Manual Entry	Manual Entry	Magnetic card strips tend to wear out or become de-magnetized over time. Manual Card Entry brings up a keypad. Key the card's number in and click OK to submit it.
5	Cancel	Cancel	To return to the previous screen, click Cancel .

Technical Support

For technical support, contact **HungerRush 360 Technical Support** at 1.877.738.7444 or go to https://www.hungerrush.com/support.

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