



# Build 7.1.411 – 1766\_0000

## Software Release Notes

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# Build 1766\_0000

## Summary

Build 1766\_0000 Introduces major updates for Stand Sheets, Inventory Grouping, and Units for POS. These features offer greater management functionality for Inventory, and offers ways for sites to manage supplies for events.

Additional fixes have been made for performance and stability to new features, as well as updates to transaction logic.

## Important highlights from this release

1. Menu Import Tool - External Reference ID and Barcode Values
2. Units for Menu Items – Associated Parent and Child units sharing the same Inventory Counts
3. Stand Sheets – UI Updates, including Create and Edit Buttons, and Options for accessing the Inventory Transfer Screen
4. Inventory – Inventory Count Updates, Inventory Management Prompts, Warning Prompts

# New Features

## Menu Import Tool - Additional Fields

External Reference ID and barcode values for SKU items have been added to the Menu Import Tool.

Customers have requested that only 1 barcode and 1 external reference ID should be available per item.

## Units of Menu Items Attributed to Inventory Counts

Functionality for Units has been updated.

Menu Items can be assigned **Units** which determine the quantity of an item sold at once.

It may also be used to determine other measuring units for weighted items. This will directly affect **Inventory Counts** and reduce the quantity of available items accordingly.

Multiple Menu Items can be set up to deduct from the same Inventory Count.

**Example:** A typical example would be a "Double Burger" item, which is sold as "2.0" units of a "Single Burger" item (1.0). If purchased, it will reduce the Inventory Count of "Single Burger" items by 2.

**Setup:** To associate two items' inventory counts together, users will need to designate a Parent Unit and Child Unit. The Child Unit will need to be assigned the following Menu InterfaceLink:

```
PARENTMENUITEM:<Menu Item ID of Parent>
```

The Menu Item ID of the Parent Item can be found in the **Basic** tab in Menu Setup.

# Improvements

## Improved Speed for Saving and Deleting Stand Sheets

Improved saving and deletion times for stand sheets.

Multi-threading was done on save and delete functions for improved performance.

## "Transfer In"– Accessing Inventory Transfer from Stand Sheets

A button called **Transfer In** has been added to the Stand Sheets module. This allows users to access the Inventory Transfer screen from the Stand Sheet View screen.

## Print Needed Items

A button for printing items needed in this event or terminal group has been added to Stand Sheets.

This will print the Event's name, the Date, Time and Inventory Group, alongside the names of all Menu Items, the "Needed" amounts, and any potential "Discrepancy" (differences in available and needed) for how many items are available.

## Visibility of Parent Items Improved

Parent Items and Individual items now appear with an asterisk ( \* ) sign next to them now.

Furthermore, stand sheets will now arrange Menu Items in alphabetical order, with the Parent MI name followed by the child's.

## Logging of Stand Sheet Actions

All Stand Sheet actions are now logged through constants to ensure Stand Sheet history is maintained.

Currently, while Menu Item edits are recorded from the Create/Edit screen, it does not record how much of the "Needed" count was edited.

**NOTE:** When editing a stand sheet, saving immediately will create a stand sheet edit action, which is also logged. This will be indicated as an "Edit" in the report.

## Stand Sheets Starting Once

Stand Sheets can only be started once, instead of multiple times. When a Stand Sheet has "ended", it cannot be "restarted". Statuses for Stand Sheets now indicate "New", "Started" and "Ended" statuses

## End Counts Available

A new column has been added to the View Screen, allowing users to enter proper end counts (the physical count of remaining items at the end of an event).

These numbers will accurately reflect the amount remaining in the Inventory for each item.

Any adjustments that involve rounding will be based on Inventory counts, rather than what is displayed on the View Screen.

## Updates to Expected Counts on Stand Sheets (Cloud BO)

Improved stability and accuracy for pulling up Expected Count values in Stand Sheets, particularly when opening it for the first time.

## Warnings for Creating Stand Sheets with Dates in the Past

A warning is now prompted when attempting to create a new Stand Sheet with its Start Date and Time in the Past. Users will be required to create Stand Sheets starting in the future.

## Item Counts on Stand Sheets Affecting Inventory Counts

Actual Item counts on Stand Sheets will properly reflect Inventory Counts on POS Items.

## Stand Sheets UI – General Updates

The following updates have been made to the Stand Sheets Screen.

### **Create Stand Sheet Screen:**

- Can now enter decimal numbers for any menu item count inputs.
- Unit column now displays decimal numbers.

### **View Stand Sheet Screen:**

- Inputs can now handle decimal numbers.
- Unit column has been added.
- Transfer counts requires a transaction sync.
- Modifying wastage count, and saving, may take a bit of time to update.

### **Copy Stand Sheet Screen:**

- Can now copy a stand sheet to the same inventory group.

### **General changes:**

- Inventory counts were reduced by a certain number when a sale was made. The logic for calculating this number has been changed.
- Child items are not shown
- Partial inventory items (with decimals) can be transferred



# Bug Fixes

## Stand Sheets

- Fixed issue where viewing Stand Sheets would open and fail to render visual elements
- Fixed issue with blank error prompts during Create Stand Sheets
- Fixed issue with Stand Sheet buttons failing to render
- Fixed issue with Stand Sheet Reports with invalid time stamps upon generation
- Fixed issue with specific Stand Sheet Management popups being out of focus, and associated freezing issues
- Fixed issue with Stand Sheet Sales being added to reports
- Fixed issue where Stand Sheets were not reporting Inventory Transfers correctly
- Fixed issue where users could delete Open Stand Sheets in Stand Sheet Management
- Fixed issue with Stand Sheets where invalid Inventory Group counts were being updated on Stand Sheets.
- Fixed issues where Actual Counts on Stand Sheets would fail to update properly on the Cashier Screen.

## Inventory

- Fixed issue with Inventory Count Rounding
- Fixed issue with checking for invalid inputs on Inventory Counts
- Fixed issue with Inventory Management Lock Acquisition and Release logic
- Fixed issue where Inventory Management pop-ups were out of focus and could not be readily accessed
- Fixed issue with Inventory Management Sync Server tags being removed upon editing
- Updated Inventory Management Inventory Group save error prompt messages
- Fixed issue where Transfer Screen Display would also show the Source Inventory group on the target
- Updated error prompts for Inventory Management when attempting to Push Down Transfer Amounts to be more readily readable
- Fixed issue with editing terminals in Inventory Grouping

- Fixed issue with popups losing focus and becoming inaccessible when accessing Inventory Transfers through Stand Sheets
- Fixed issue with Inventory Management scrollbars being missing for various UI elements
- Fixed issue where Inventory Transfer dropdown boxes could not be scrolled down in Linux environments

## POS

- Fixed issue with Manager End of Day timeout occurring when attempted at the POS.
- Fixed issue where Course 1 labels were failing to print on Kitchen Chits
- Fixed issue where staff attempting to pull Manager EOD reports from the POS sometimes lead to reports prompting timeout errors.
- Fields for Point Balances can now be modified in the Language File entries.
- This allows customers to clearly indicate the purpose for each points type (e.g. used for Lunch or Dinner).
- Fixed issue with incorrect Cash Drawer Open Statuses being indicated on the POS
- Fixed issue where Menu Item descriptions were missing and failed to render
- Fixed issue where Kitchen Printing failed on POSes on separate VLANs over Port 1184.
- Fixed issue where voiding items would fail to log actions
- Fixed issue where voiding orders or items would fail to decrease sales counts accordingly
- Fixed issue where POS terminals needed to be restarted to pull reports.
- Fixed issue with POS Menus failing to load at specific sites due to tax sync issues from previous builds.
- Fixed issue where the Table Service module would lock up on POS at Cloud Sites.
- Fixed issues involving Account Balances with unexplained or invalid calculations occurring.
- Fixed issue with combos failing to apply after usage of Special Buttons that direct to other Menu Sets on POS.
- Fixed issue with POS applications restarting after a sync is performed.
- Fixed issue where discounts automatically applying in certain situations would prompt unnecessary popups.
- Fixed issue with tax applying on Menu Items even when local Tax Links are removed
- Fixed issues with Manager EOD timeouts occurring on the POS
- Fixed issue with POS print priority where held items would fail to print

## Integrations

- Fixed issue where ITC netZcom transactions were automatically voided on kiosks due to short idle times causing transactions to be cancelled.
- Fixed issue where DataCandy Gift Card payments were not voiding correctly on Kiosk when transactions are cancelled.
- Fixed issue where new patches for Bluefin-Ingenco integration lead to RESULT\_ERROR\_BUSY errors being thrown.
- Fixed issue where Mobile App transactions were printing and recording receipts without Option Item names present.
- Fixed issue with sites on Starbucks integrations where the CashOut button option is available for use when it is supposed to be disabled in the BackOffice.
- If this button is displayed by mistake, users will be prompted with a warning stating "Deactivate not supported" instead of treating Deactivate as "Cash Out".
- Fixed issue where PAT120 Mobile POS tablets with USAePay payment processors without PIN Pads were not allowing credit card transactions to proceed.
- A patch is also available to retroactively apply this fix to 1765\_0010.

## Backend

- Fixed issue where Printer Type Links fail to save due to storeId and menuItemId values being saved incorrectly.
- Fixed issue in HO with selecting multiple items and promoting them, where items be promoted to Template Items would fail to promote, and remain as local items.
- Fixed issue where Auto Close would occur after a set number of days if not manually closed by the site. Terminals that go offline will be unable to close transactions; the owners of the transaction are expected to be online before closing may occur.
- Updated local files to include a missing French language license file
- Re-implemented the RBA SDK library for CentOS6, needed for credit card integration on Ingenico IPP350 PIN Pads
- Fixed slowness issues involving Cash Drawer statuses and opening when performing cash sales.
- This fix is available as a patch for 1715\_0020.

- An additional script, "**systemCallsPerformance.sh**" must be placed under **/home/volante/volanteHome/scripts/**.
- This script is also included in builds 1766 and later.
- Updated the default expiry date for all customers in the Customer Database to 01/01/2100, instead of 01/01/2020.
- Previously, this default placeholder date meant all customers would always be deemed expired upon creation.
- Fixed issue where users could not switch between Quick Menus intermittently.
- Updated Volante software to no longer listen in on two depreciated ports, 1194 and 1196.