

Internal Gift Card Program Set Up

INI Settings

INI settings exist for Gift Card processing. The following lines should be found in PROFITS.INI at ALL TERMINALS in your POS system, and the appropriate selection made for each setting.

```
[GCSystem]
;0=none,1 = Profits, 2 = Mercury
GCSystem=2
```

Note that these changes can be anywhere in the INI file, but as a default should be after:

[GCSystem] section has two which flags which control the internal Gift Card system.

AutoGenerateID=0

This controls whether or not a new customer gets a gift card number. The number they get is the CustID, an auto-number maintained in the CUSTOMER table. The account balance starts with \$0.

AllowNegativeBalance=1

This allows a gift card balance to go negative up to the overage amount for gift cards. A card with a negative balance can not be over tendered.

Gift Card Setup

Menu.exe (Menu Painter) Changes for Gift Cards

Menu: Main Menu

Tap Options Coupon New Pricing Group Spec Size Type Addon Calc Save Save As Exit

Menu Specialty Maintenance

Name: User Input 7

Label: User Input

Desc: User Input Gift Card? Variable Price? Default? Auto Add?

Label Color: [Color Selection]

Tape Label: Gift Card

Sales Type: Other St | Print: [Dropdown]

Tax Type: [Dropdown] | Exp. Print: [Dropdown]

Mnt: [Dropdown]

Dispatch Label? Print: [Dropdown]

Addon Allowed? Half Allowed?

Qty Variance pricing for addons?

2nd Item Special Pricing Applies?

Addon Value Factor w/o charge: 0

Catg	IS	Qty	Forced Addon Msg
1		0	
2		0	
3		0	

Pre-Assigned Addons

Pre-Assigns? Additional Allowed?

Report Pre-assigned as a sale item?

Apply Inventory usage to items?

OK Move Clear

Specialty option successfully changed.

Group	Specialty	Price	Radio 1	Radio 2	Radio 3	Radio 4	Radio 5
Extras	\$5	<input checked="" type="radio"/> User Input	<input type="radio"/>				
Gift Cards	\$10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	\$25	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	\$50	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Del Charge		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Scroll Group		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Addons Half Scroll Spec x-times Addon Scroll Addon Qty Ut Wt Send to Tape

Gift cards can and should now be sold as menu items instead of cash receipts. Any number of Gift Card pre-set values and/or user defined values can be created. To facilitate this, 2 new fields have been added to Specialty definition:

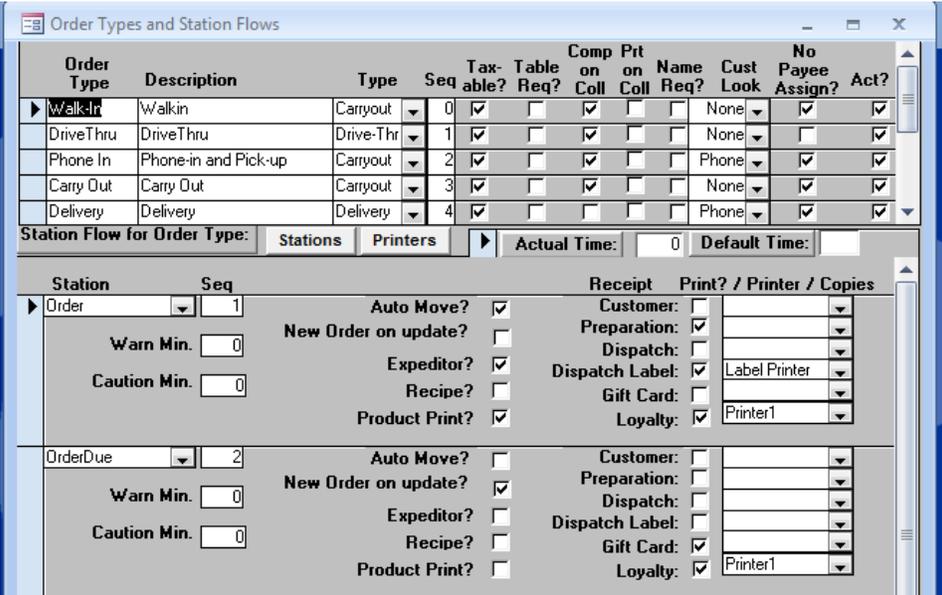
- Gift Card? – sets the specialty to gift card and triggers the appropriate Profits.exe interaction in live operation (note – Tape in Menu.exe/Menu Painter does NOT emulate functionality at this time).
- Variable Price – Identifies whether a Gift Card will be pre-set priced using the Pricing panel in Menu Painter or will require user input for an amount when sold (note – this does NOT support open item non-gift card menu items at this time).
- A button with Gift Card? Selected but with a ZERO price will perform a balance inquiry automatically.

Payment Method Setup for Gift Cards

The Payment Method for Gift Cards MUST be set to a TYPE of GIFT CARD using the drop down box in the back office setup form.

Note: With release 178 it is NO LONGER necessary to look up a customer prior to accepting a Gift Card payment. This type of payment now provides an automatic form.

Order Type & Station flow for Gift Cards



A new print function is supported for Gift Cards labeled "Gift Card". This function will automatically print a receipt show a cardholder their updated balance if printed at the conclusion of a transaction. Note that the same print out will ALSO show loyalty point balances.

Gift Card Operations

- New Scan GC on sale (Internal cards MUST be 8 digit numeric)

Gift Card Information

Please Scan Card

Add To The Card A Value Of \$10.00

Manual Entry

Card Number

7 8 9

4 5 6

1 2 3

Clear 0 Cancel

OK

Cancel

- Open amount/user defined amount at sale

Enter Price Of The Menu Item

\$

Clear

OK Cancel

7 8 9

4 5 6

1 2 3

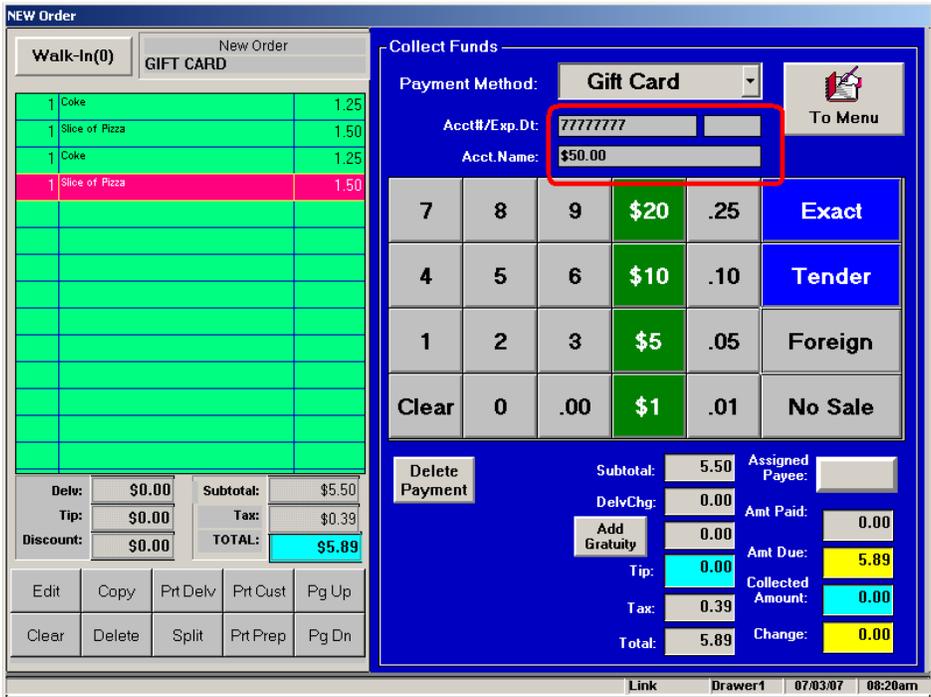
0 .

- New Scan GC on using GC as payment – It is no longer necessary to go through a customer look up to use a gift card as payment. Simply go to the “Collect” screen and select the Gift Card payment type you have defined.

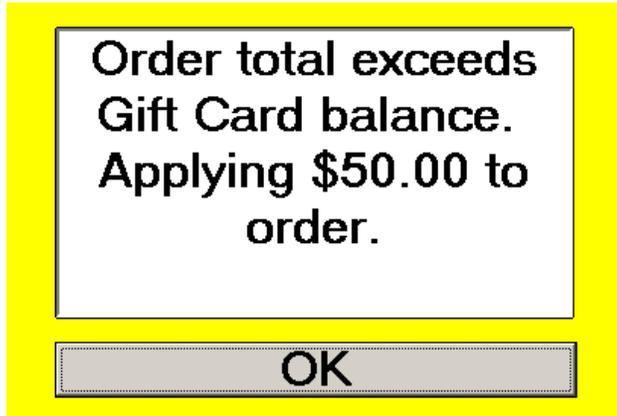
Scan Card:



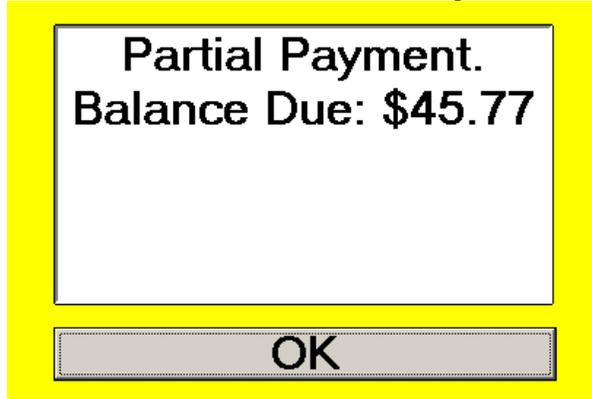
Result:



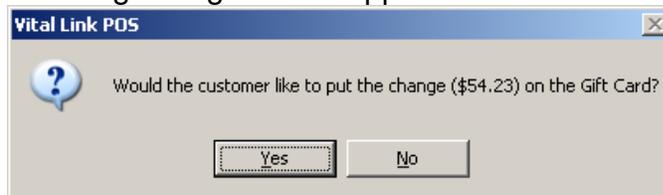
- New dialog if a GC is part tendered and then remainder of check is OVER tendered.



- If a sale amount exceeds a gift card balance, the scanned card will be used in full and the remaining balance due displayed



- If the secondary payment is greater than the balance due, the following dialog box will appear

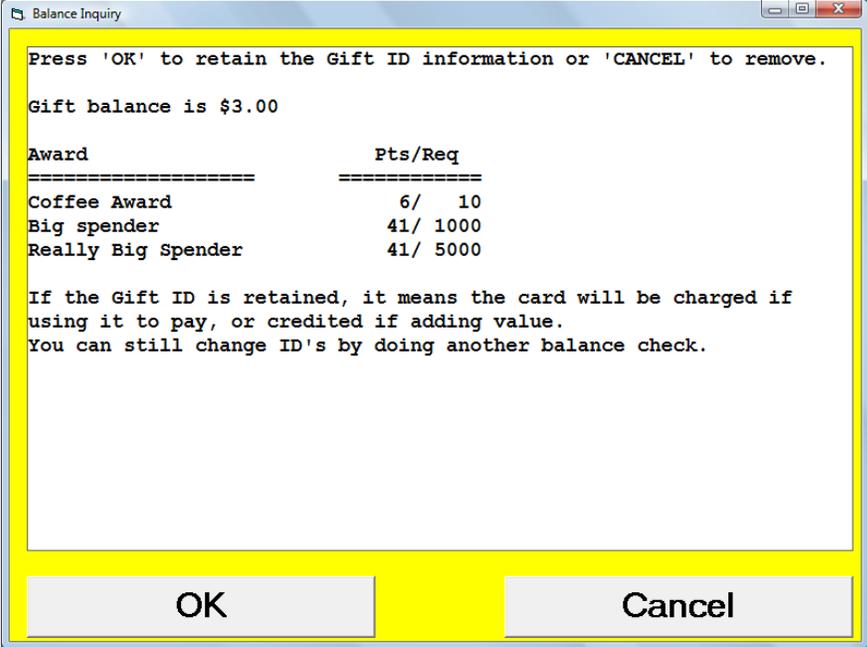


Balance Inquiry:

Touch the zero priced gift card button defined in menu painter (see above):



Scan the card as requested:



This display shows the customer:

- Gift card balance
- Points balance on any and all valid awards