Yield Recipes

Materials Control

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Introduction:

Since version 8.6.00 / 11.05 the new Yield Recipe module was introduced.

This new module allows a much better handling of production articles (linked with recipes) and offers some more interesting features.

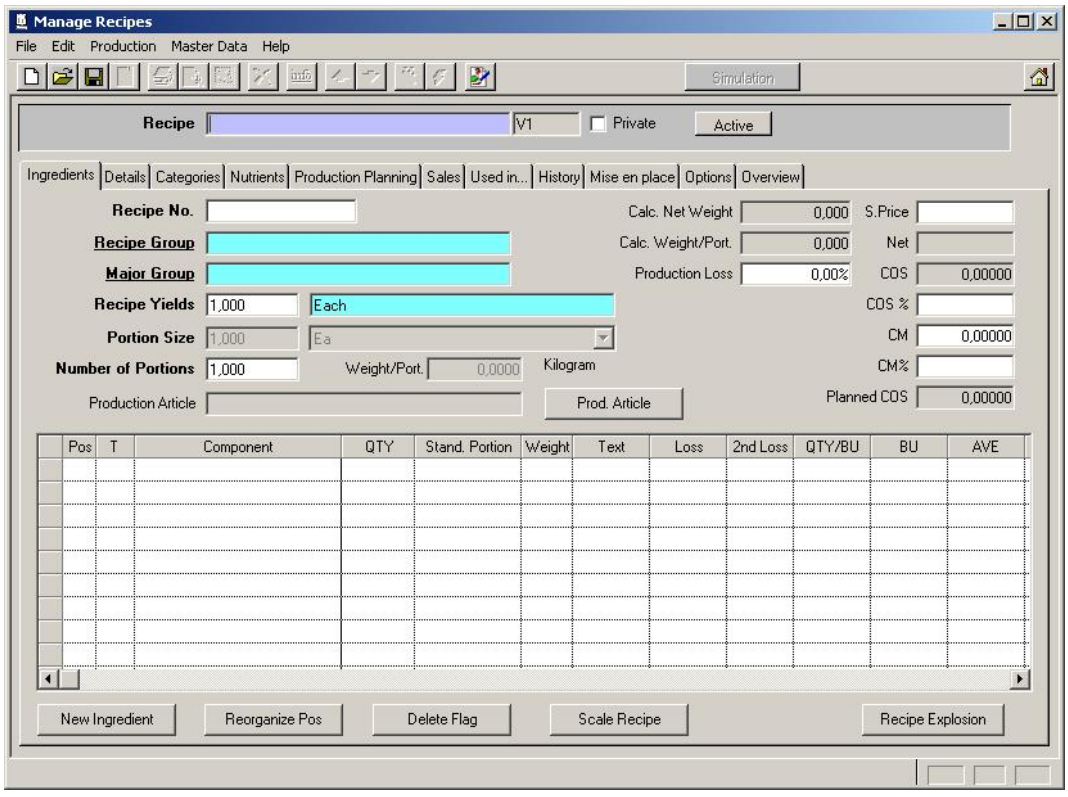
Recipes are the link between articles that are in storage and the products that are sold. Through recipes, the exact quantity of articles to use is assigned to recipes and depleted from stock the moment it is booked. Recipes are also used to calculate sales prices.

Important

- To switch to the Yield Recipe module the database must be converted. Please see documentation “115.1_MC_Recipe_Conversion”
- To use the *Manage Recipes* function, the **Recipes** right under *Production* must be active. To save a recipe, the **Save Recipes** right must be active. For several other functions inside the recipe module additional rights might be necessary. These will be explained below.
- Because you can use base recipes in other recipes, you should create those first.
- This module is using the weight factor defined in the article setup intensively. Wrong entries in the article setup will result in incorrect weight calculations in the Recipe module!

Main Recipe Screen:

After opening the Yield Recipe module, the following form displays:



HEADER SECTION:

Recipe

Recipe description. If you want to create a new recipe, enter the description/name for the new recipe or pick an existing sales article to write a recipe for it.

Note: In case of working with certain POS interfaces the recipe module will offer here the sales articles already. Base- and subrecipe names can be created manually.

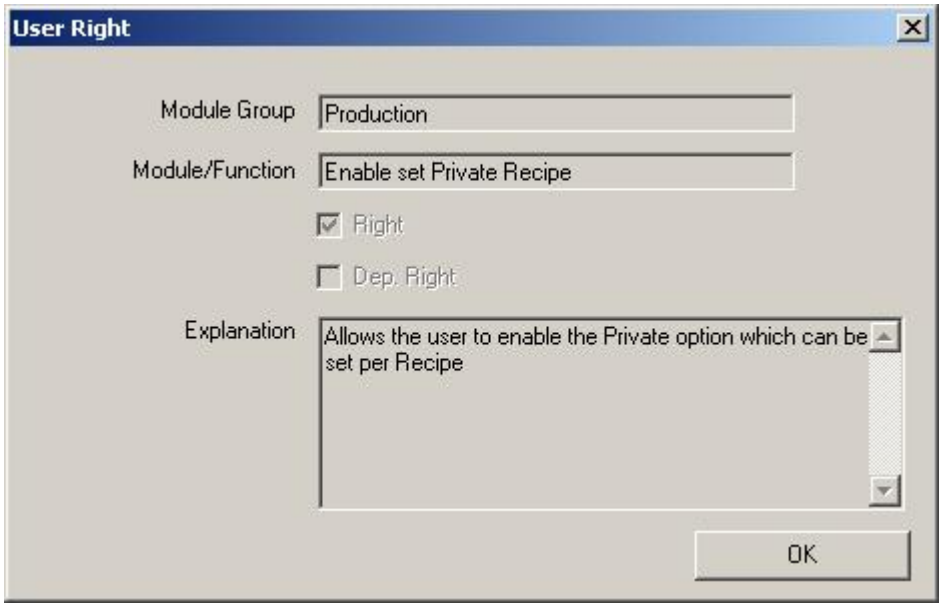
Vx

Version number. This number is increased with every “save” of the recipe. This is the preparation for the version control planned for the near future.

Private

This option allows the user to take the “ownership” of this recipe. If this is set by any user, only this one can change the recipe details.

Note: The user right for this option must be set to use this function.
Goto System > Users > select the user > switch to the tab “Rights” > search for the section “Production” > User Right “Enable set Private Recipe”:



Active

This option allows to deactivate/activate a recipe.
Note: Deactivated recipes are not available in the Production Tool.

Simulation

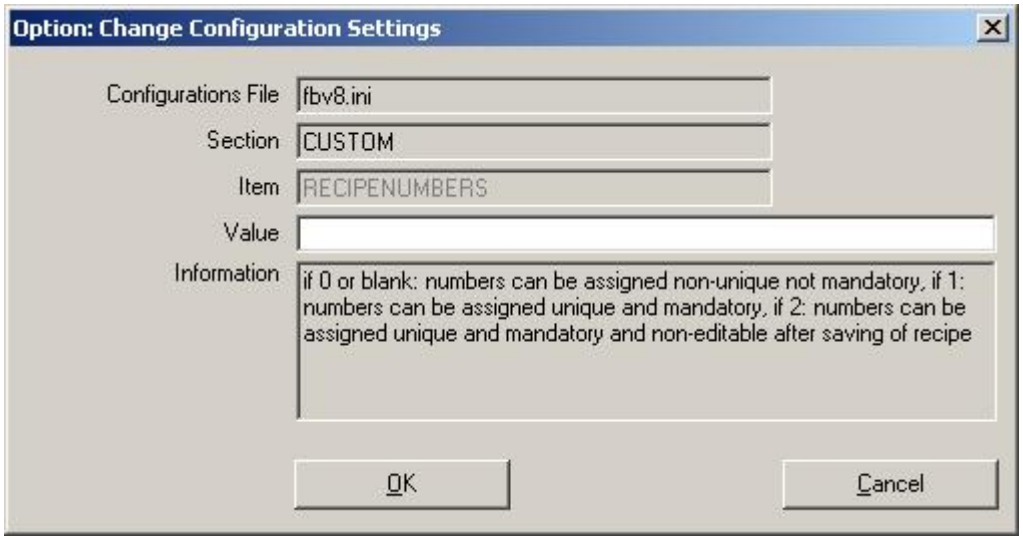
This function will be explained in a separate **chapter** below.

TAB INGREDIENTS:

This chapter will explain the fields and functions in the first tab.

Recipe No. Recipe Numbers can be defined here. The behaviour of this field is controlled by a configuration parameter:

Goto System > Configuration > FBV8.INI > [CUSTOM] > RECIPENUMBERS



The following options are available:

0 or blank: Recipe Numbers can be assigned (not mandatory). The system does not check for the uniqueness of the number.

1: Recipe numbers must be assigned (mandatory). The number must be unique.

2: Recipe numbers must be assigned (mandatory). The number must be unique. After saving the recipe the number cannot be changed anymore.

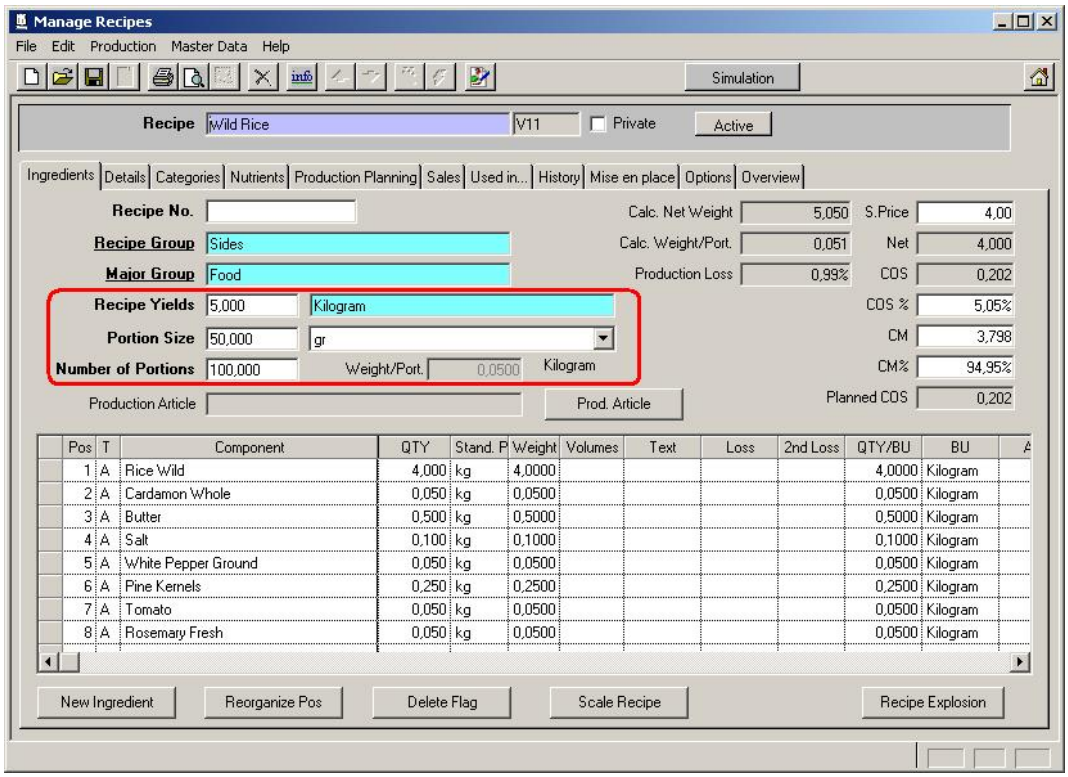
Recipe Group Assign a Recipe Group from the offered list. This is a mandatory selection
Recipe Groups can be created in the appropriate module.

Major Group Assign a Major Group from the offered list. This is a mandatory selection.
Major Groups can be created in the appropriate module.

RECIPE YIELD & PORTION CALCULATION:

The next three fields are mainly related to subrecipes. These will help the user to calculate the number of portions, the portion size and the total produced quantity for this recipe.

The following rules should be kept in mind:
Recipe Yield / Portion Size = Number of portions
Number of Portions * Portion Size = Recipe Yield



Recipe Yields

Here the user can define the total yield of this recipe. In the example above we show a recipe to produce 5 kilogram of wild rice.
Yield: enter the total quantity
Unit: define the unit for the entered quantity. All base units are available here. The selected unit controls which units are available for the portion size.

Portion Size

Here the size of one portion can be defined.
QTY: enter the total quantity
Unit: select the unit for the entered size. The units shown are dependent on the yield unit above.
Yield Unit: Each > Portion Size Unit: Each (locked)
Yield Unit: Kilogram > Portion Size Unit: Kilogram, gram
Yield Unit: Liter > Portion Size Unit: Liter, dl, cl, ml

Number of Portions

This is the number of portions to be created out of the information above. If the above fields were filled manually the number of portions will be calculated automatically.

Example:

Original Recipe:

Below the **Recipe Yield** has been changed from 5 to 10. Notice the Portion Size stays the same, but the number of portions changes from 100 to 200.

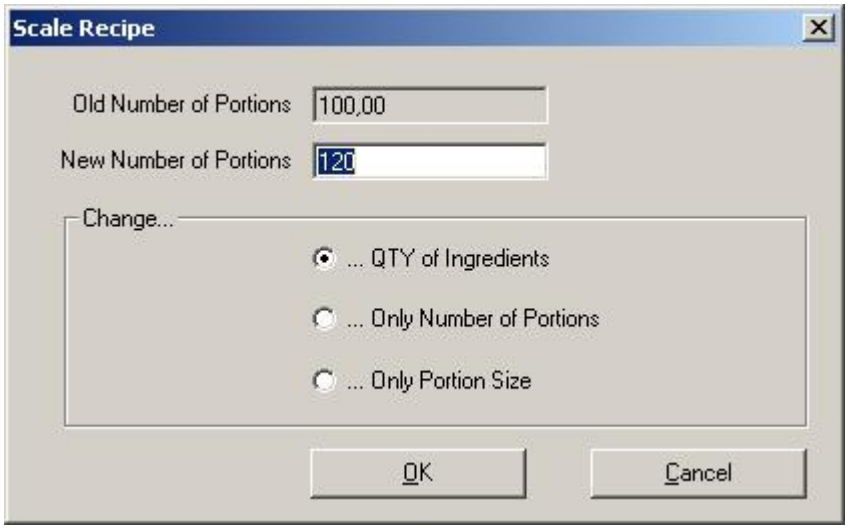
Here the **Portion Size** has changed from 50gr to 80gr. Notice the Recipe Yield stays the same, but the Number of Portions changes from 100 to 62,5.

If the user changes the calculated number of portions the system will call directly the function “Scale Recipe”

Scale Recipe This function has replaced the former portion calculation in order to support the new Recipe Yield handling.

Changing the **Number of Portions** will either change the quantities of all ingredients within the recipe or change the yield amount or just the portion size. Below the Number of Portions has been changed from 100 to 120.

After making this change and clicking outside the field this popup window will appear:



Three different options are available:

Change QTY of ingredients:

Changing the QTY of ingredients will scale the recipe to the new portion amount. This will change the quantities of every ingredient. In this case it would increase the ingredients by factor 1,2 because we are changing the number of portions from 100 to 120. The recipe Yield will also be affected by this change.

Below is a side-by-side comparison of samples form the recipe

Before scaling

Recipe Yields	5,000	Kilogram	
Portion Size	50,000	gr	
Number of Portions	100,000	Weight/Port. 0,0500	Kilogram

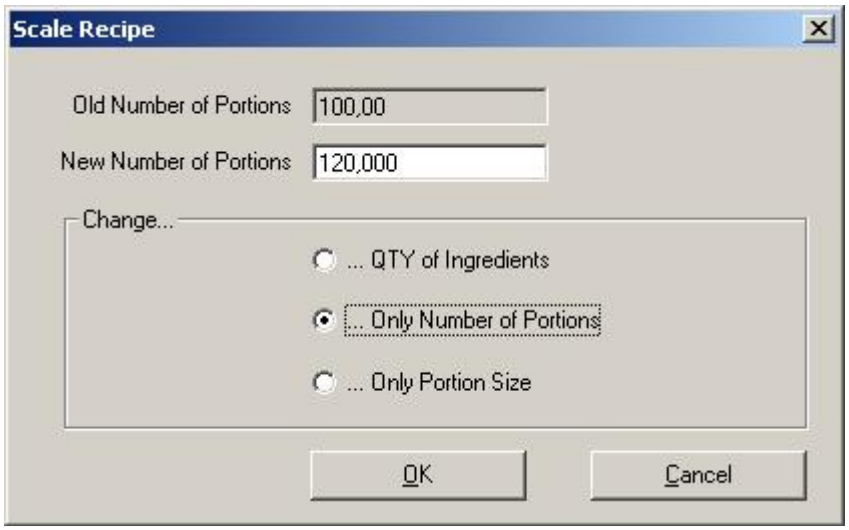
	Pos	T	Component	QTY	Stand. P	Weight
	1	A	Rice Wild	4,000	kg	4,0000
	2	A	Cardamon Whole	0,050	kg	0,0500
	3	A	Butter	0,500	kg	0,5000
	4	A	Salt	0,100	kg	0,1000
	5	A	White Pepper Ground	0,050	kg	0,0500
	6	A	Pine Kernels	0,250	kg	0,2500
	7	A	Tomato	0,050	kg	0,0500
	8	A	Rosemary Fresh	0,050	kg	0,0500

After Scaling

Recipe Yields	6,000	Kilogram	
Portion Size	50,000	gr	
Number of Portions	120,000	Weight/Port. 0,0500	Kilogram

	Pos	T	Component	QTY	Stand. P	Weight
	1	A	Rice Wild	4,800	kg	4,8000
	2	A	Cardamon Whole	0,060	kg	0,0600
	3	A	Butter	0,600	kg	0,6000
	4	A	Salt	0,120	kg	0,1200
	5	A	White Pepper Ground	0,060	kg	0,0600
	6	A	Pine Kernels	0,300	kg	0,3000
	7	A	Tomato	0,060	kg	0,0600
	8	A	Rosemary Fresh	0,060	kg	0,0600

Change Number of Portions:

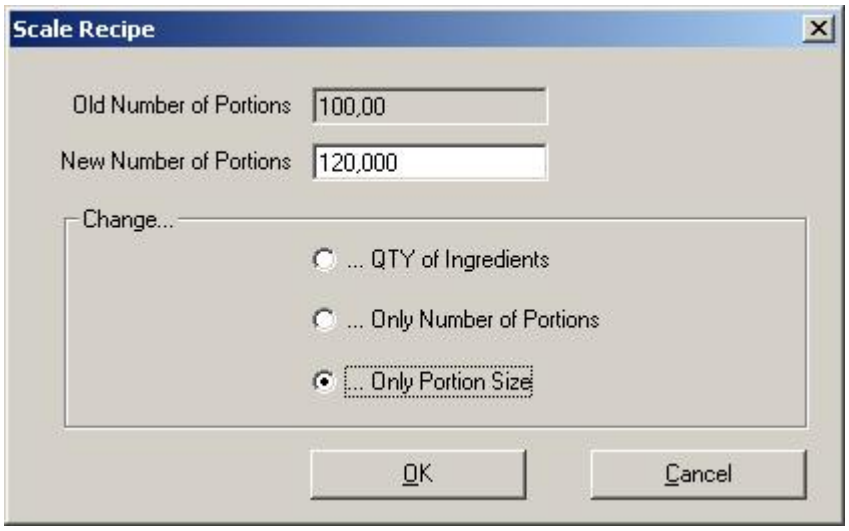


Selecting …Only Number of Portions will not change the quantities of the ingredients. This would not be scaling. It would simply be changing the Number of Portions, which will recalculate the Recipe Yield as well.

Notice the Number of Portions has changed from 100 to 120. The Recipe Yield has been recalculated from 5 to 6. (Number of Portions * Portion Size = Recipe Yield)

This is the same result as for changing the Recipe Yield.

Change Portion Size:

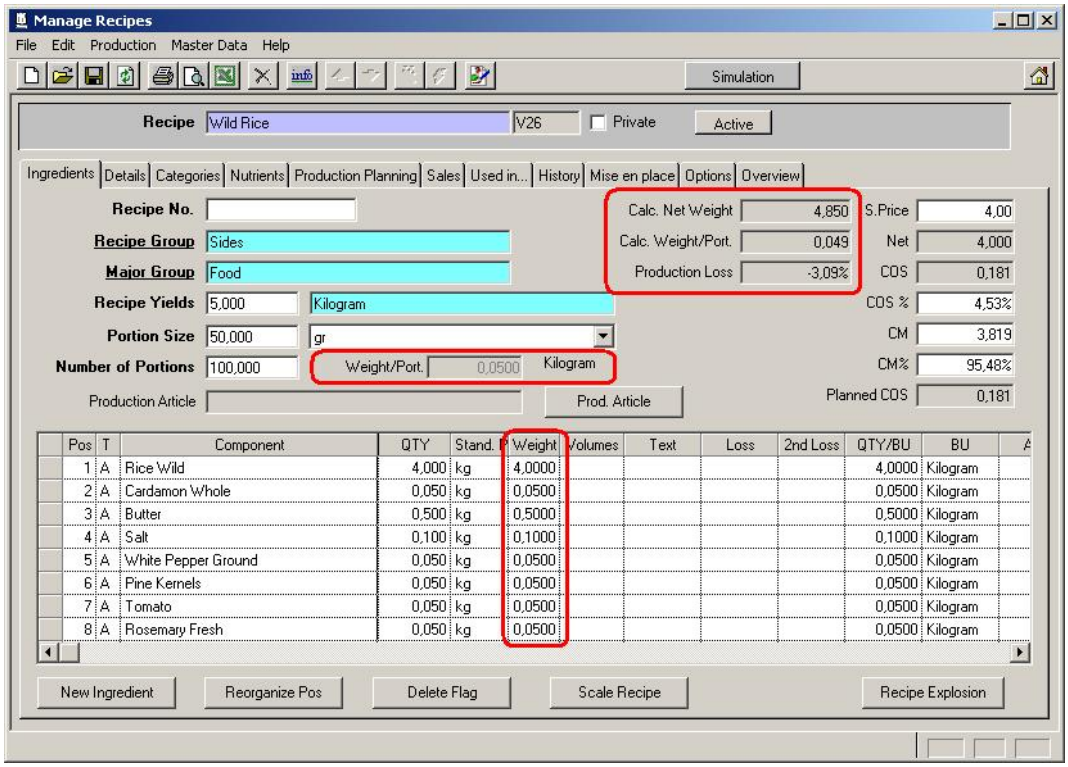


Selecting this option just the size of each portion will be recalculated.

Recipe Yield and the quantities of the ingredients will not be changed.

WEIGHT & WEIGHT PER PORTION CALCULATION:

The next five fields are mainly related to subrecipes as well. These will help the user to create his recipes using the portion weight and to calculate the production loss.



Weight/Port. This is the “final” weight per portion.

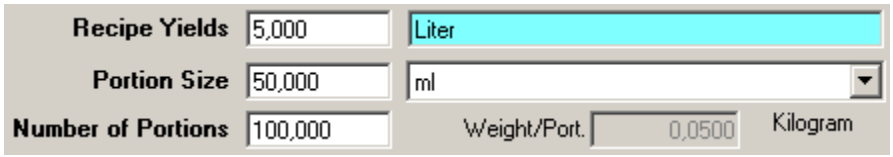
Examples:

In case of having the yield unit defined as “Kilogram” it will always be the same as the value defined as Portion Size as it is displayed in Kilogram and calculated based on Kilogram from the Yield Unit. The field is always closed for editing in this case.

In case of having the yield unit defined as e.g. “Liter” or “Each” the weight per portion could be different than calculated.

1 Liter equal to how many Gram (Raw):	
Water	1000
Salt	1250
Sugar	1020
Rice	880
Oil	820
Flour	715
Cacao	670

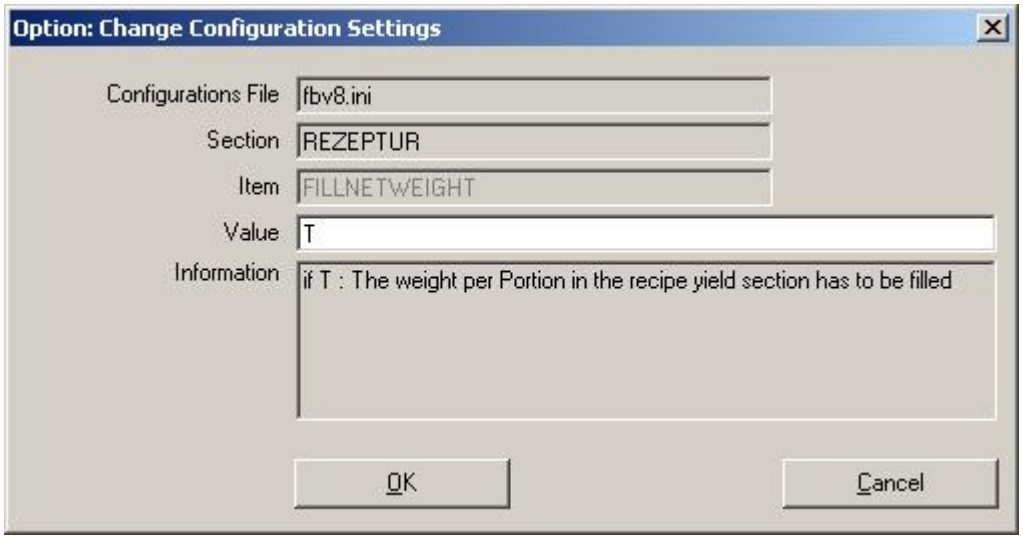
If our sample recipe now would be measured in liter the calculation would look as follows:



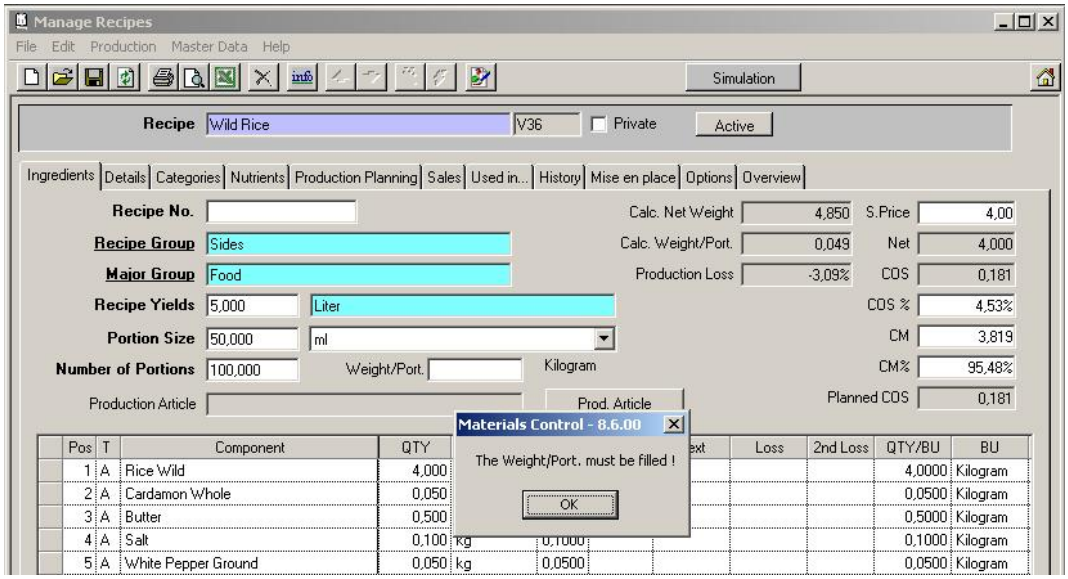
Compared to the table above the weight per portion could be incorrect. Just for pure raw Rice the weight would have to be 0,0440 plus the weight of the water needed for cooking and all other ingredients.
If this recipe is used in one or more other recipes this would result in a wrong weight calculation for all recipes where this is used as subrecipe.
When working with Production Articles also the weight for those could be wrong.
All weight factors in the article setup must be filled correctly in order to ensure the correct Calculation.

In certain scenarios e.g. the water for cooking should be part of the recipe as well. But during the cooking process the water will be boiled away. Here the calculated weight per portion will not match the real weight.
If working in such an environment the following parameter should be activated:

Goto System > Configuration > FBV8.INI > [REZEPTUR] > FILLNETWEIGHT T/F



If T: The field “Weight per Portion” is free for editing, but will not be calculated automatically anymore. It must be filled for all recipes manually now.



If the user tries to save without the filled weight the system will show the message “The Weight/Port. Must be filled!”.

Note: The value entered / calculated here is also the base for the Nutrition calculation and will be used as weight factor for eventually created Production Articles.

Weight (in Grid) Here the system shows the calculated weight of the ingredient based on the weight factor entered in the article setup related to the used quantity in the recipe.

Calc. Net Weight This field shows the summarized weight of the recipe ingredients (column “Weight”) multiplied by the number of portions. -> Total weight of the recipe based on the weight factor from article setup

Calc. Weight/Port. This field shows the calculated weight of the recipe ingredients (field above) divided by the number of defined portions.

Production Loss This is the difference (in %) between the calculated weight based on the weight factor and the weight defined in the yield unit section. In our example the weight of the produced recipe is 3,09% higher than the calculated weight.

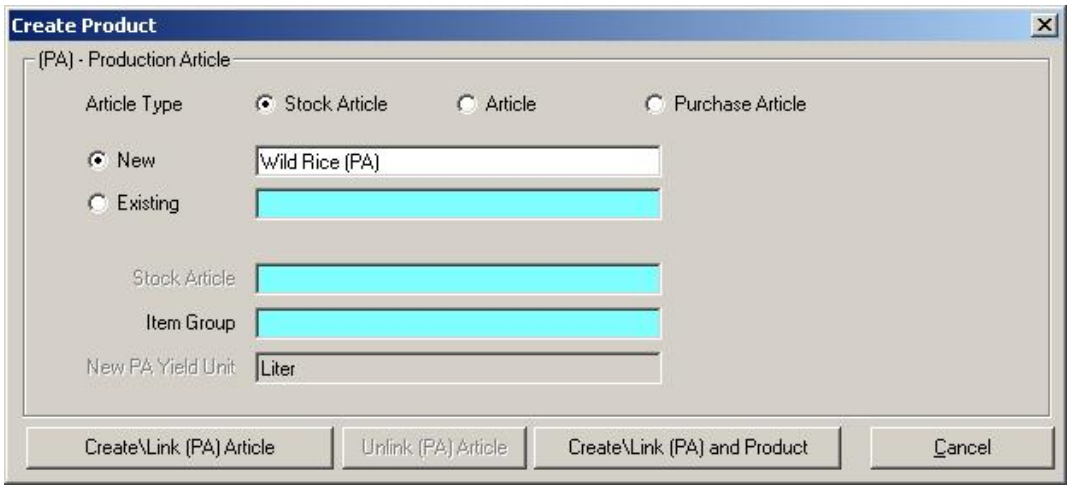
INTERNAL PRODUCTION ARTICLES:

In order to use this recipe in the Production Tool in the Transfer module (Production on Transfer) a Production Article (PA) must be created out of this recipe

Production Article — If already assigned / created the PA will be displayed in the greyed out field.

Prod. Article — For assignment with an existing article or creation of a new PA click on this button.

The following dialog comes up:



The first decision to make:

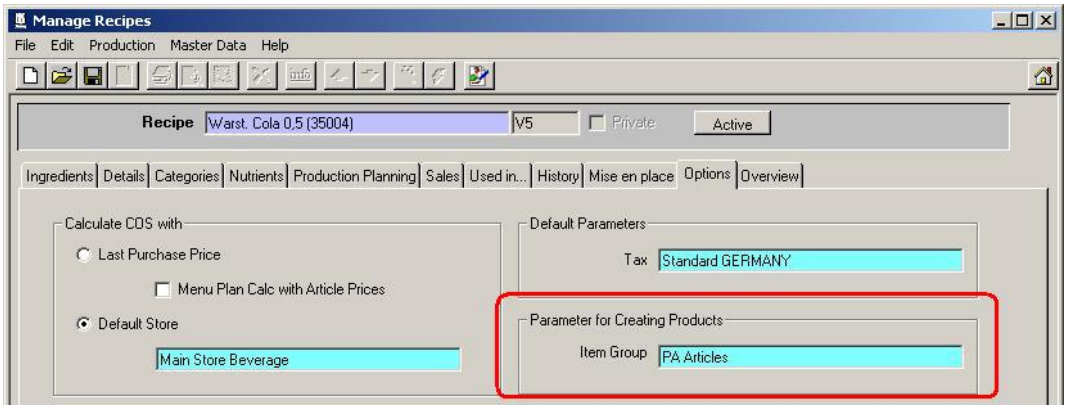
- Case 1: Create a new PA
- Case 2: Assign the recipe to an existing article of any type

Case 1: Create a new Production Article out of the recipe
The system will offer the name of the recipe with the suffix "(PA)" for the creation of the PA.

The following fields are dependent on the article type selected:

- Stock Article
  - The system will generate an article with the definition "Use only on Stock". This is the most common selection for new PA's, as they are mostly not purchased.
- Article
  - The system will generate a standard article without any special settings. This could be used if the article will be produced and sometimes purchased as well.
- Purchase Article
  - The system requires the assignment to an existing PA or an existing article having the option "Use only on Stock" set.

Assignment of the Item Group: A default item group for internal production could be offered here if defined in the Recipe Options:



If this is not defined or any other group should be assigned the user can select here from the existing Item Groups. It is not possible to create a PA without assigned Item Group.

Once all selections and assignments are done the user can click on the button “Create / Link (PA) Article” to generate the article.

Case 2: Assign the recipe to an existing article of any type
The field of the PA name is greyed out, as it will not be used in this case.

The following field are dependent on the article type selected:

- Stock Article
  - The system will offer all articles having the definition “Use only on Stock”. This is the most common selection when assigning PA’s to existing articles, as they are mostly not purchased. The system will automatically update the item group as well with the item group assigned to the selected article.
- Article
  - The system will offer all standard articles not having the option “Use only on Stock”. The system will automatically update the item group as well with the item group assigned to the selected article.
- Purchase Article
  - The system offers to link any article defined as Purchase Article. The field Stock Article is updated with the assigned stock article of the selected purchase article. The system will automatically update the item group as well with the item group assigned to the selected article.

Once all selections and assignments are done the user can click on the button “Create / Link (PA) Article” to generate the article.

In case of already assigned PA’s linked by mistake the user can use the button “Unlink (PA) Article” to clear the assignment.

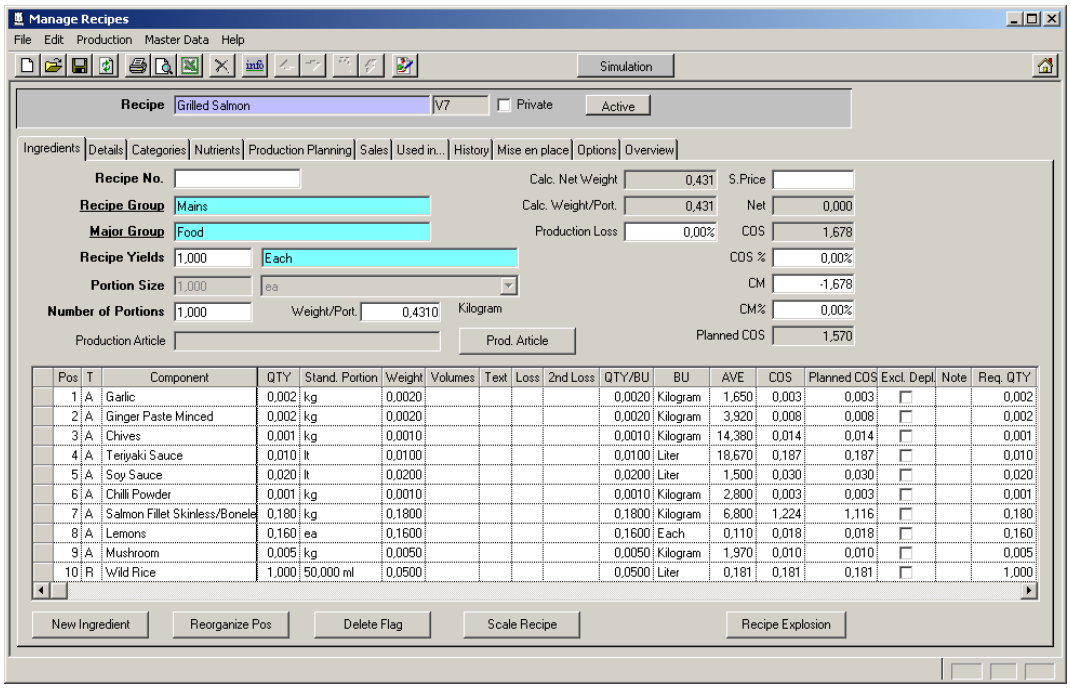
COS CALCULATION:

The next seven fields are related to the price calculation of the recipe.
Note: This is the general calculation for the recipe. Sales prices and COS value may differ per sales location! The calculation here is based on the calculation definition made on the tab “Options” and not on the real average prices in the stores or the sales prices in the sales locations.

S. Price	This is the main gross sales price for the recipe / the products associated to to the recipe. Keep in mind that the product could have different prices depending on the sales locations. The detailed calculation per sales location can be viewed in the tab “Sales”. This field is editable, but maybe overwritten through the next master data import from POS!
Net	This is the net sales price based on the gross price above and the tax associated to it.
COS	This is the summarized cost of sales for this recipe based on the prices of the ingredients. Note: This COS calculation is controlled by the calculation type defined in the tab “Options” and does not necessarily reflect the COS used for the consumption. When using a recipe in any module (e.g. POS IFC, Usages, Production) the system will always use the actual COS of the recipe at the time of usage!
COS %	Here the COS % value is displayed. It shows the percentage of the cost of the ingredients in relation to the net price. (COS * 100) / NET = COS %
CM	Contribution margin: NET – COS = CM
CM %	Contribution Margin in %: It shows the percentage of the contribution margin in relation to the net price. (CM * 100) / NET = CM %
Planned COS	This field shows the summarized planned cost of the ingredients. This can be compared to the actual cost of sales displayed in the field COS. For more details how to use this functionality please read the documentation “116_MC_Recipe_Calculation_Survey”.

INGREDIENTS TABLE:

This section will explain the columns displayed in the ingredients section of the recipe screen.



Pos — Position number of the ingredient record.

T — Type: This explains the type of the record.
A: The ingredient is an article of any type
R: The ingredient is a (sub-)recipe

Component — This is the name of the ingredient.

QTY — Quantity

Stand. Port. — This is the unit for the quantity entered before.
In case of an article the user can select here from the production units assigned to the base unit of the article.
In case of a (sub-)recipe this is a combination of the Portion size and the selected Portion unit of the subrecipe.

Weight — In case of ingredient type A: The weight is calculated based on the weight factor entered in the article setup
In case of ingredient type R: This is the weight per portion from the subrecipe.
Note: This field is editable. When changing the weight for the ingredient the system will adjust the quantity as well.

Volume — This function will be explained below in a separate **chapter**.

Text — This is a small information text field per ingredient (20 characters).

Loss / 2nd Loss — Two loss factors (%) can be inserted here.

Note: The loss factors will be calculated on the QTY/BU.
Example using the first loss factor only:
QTY = 20
Loss Factor = 10%
2nd Loss Factor = 10%
QTY / BU = 22

Example using both loss factors:
QTY = 20
Loss Factor = 10%
2nd Loss Factor = 10%
QTY / BU = 24,691

QTY/BU This is the quantity reduced in the depletion store. Always check this quantity when using loss factors!

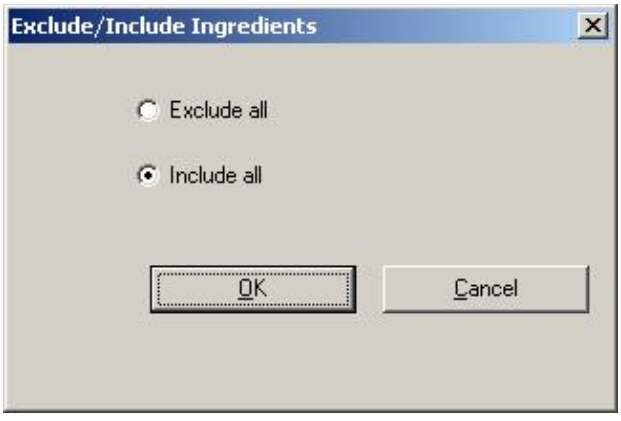
BU In case of ingredient type A: This is the base unit of the article.
In case of ingredient type R: This is the yield unit of the subrecipe.

AVE In case of ingredient type A: This is the average price of the article.
In case of ingredient type R: This is the COS of the subrecipe.

COS In case of ingredient type A: This is the COS for the article (average price * QTY/BU).
In case of ingredient type R: This is the COS of the subrecipe (average price * QTY).

Planned COS This is the COS of the ingredients based on the planned price (entered in article setup). For more details how to use this functionality please read the documentation "116_MC_Recipe_Calculation_Survey".

Excl. Depl. This field allows the user to exclude a record from stock depletion. If the checkbox is ticked the record will be calculated in the recipe. But when using the recipe in sales, production, usages, etc. the records marked here will not be deducted.
This exclusion / inclusion can be done record by record or for all records in one step.
To exclude / include all records just double click on the column title/header:



	Select “Exclude all” to mark the checkbox for all records. Select “Include all” to unmark the checkbox for all records. Note: Subrecipes cannot be excluded in a main recipe!
Note	This is a bigger information field per recipe ingredient (2048 characters)
Req. QTY	This column shows the real required quantity including the loss factors. In case of ingredient type A: This is shown in the base unit of the article. In case of ingredient type R: This is shown in the portion unit of the subrecipe.

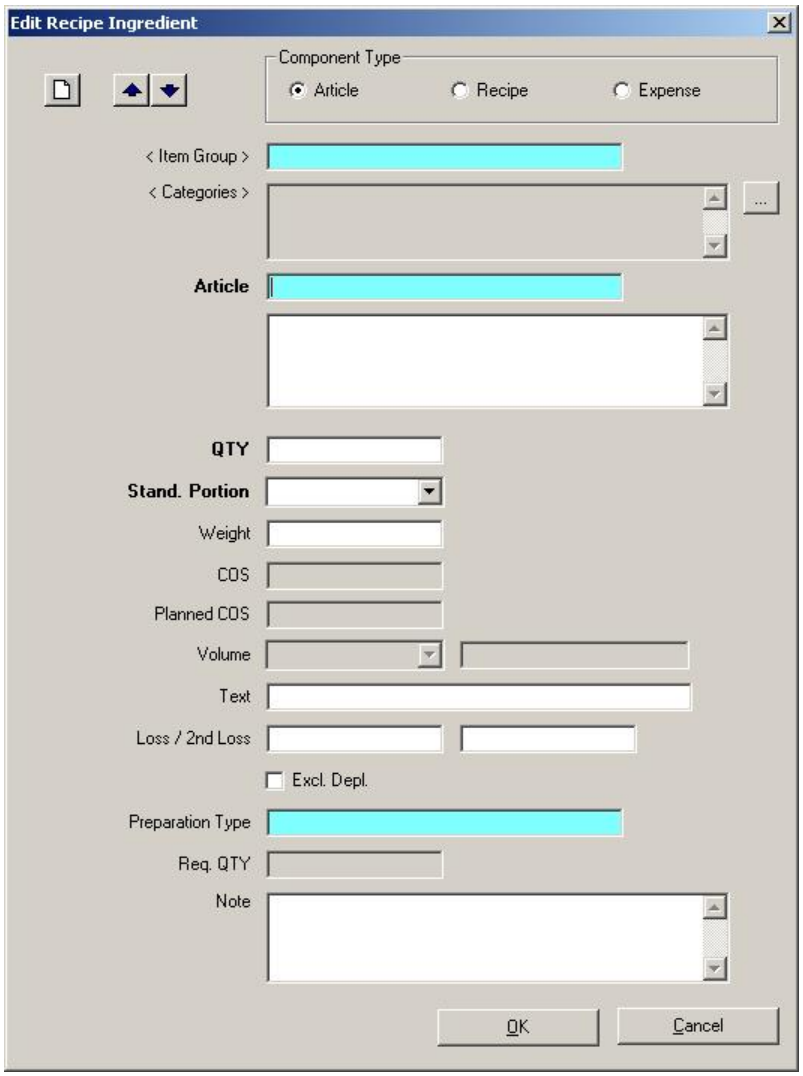
The ingredients can be edited via double-click as well. The shown dialog will be explained in the chapter “New Ingredient”.

FUNCTIONS / BUTTONS:

This section will explain the functionality of the buttons on the recipe screen.

NEW INGREDIENT:

Using this button new ingredients can be added to the recipe. Those could be articles, recipes (as subrecipe) or expenses.



Description of the dialog:

"New" icon: This can be used when editing existing records to clean the dialog. All selections will be removed.

Arrow icons: When editing existing records these buttons can be used to switch to the last or next record. The same functionality can be achieved using the function keys F6 (up) and F7 (down).

Component Types: Three different types of ingredients could be added.
- Article

Here the system will offer all articles assigned to Profit Contribution (standard and articles defined to be used on stock only). Purchase Articles are not available as recipe ingredients!

- Recipe
The system will offer all recipe headers.
Note: Records shown here could also be recipes without ingredients!

- Expense
The system will show all expense articles (standard and expenses defined to be used on stock only). Expenses defined as Purchase Articles are not available as recipe ingredients!

Note: Based on the selection done here the next three fields will show different data!

Item / Recipe Group:

Case Article: All Item Groups assigned to Profit Contribution can be selected as filter for the articles offered in the selection box.
Case Recipe: A Recipe Group can be selected as filter for the recipe selection box.
Case Expense: All Item Groups assigned to Expenses can be selected as filter for the expense articles offered in the selection box.

Categories:

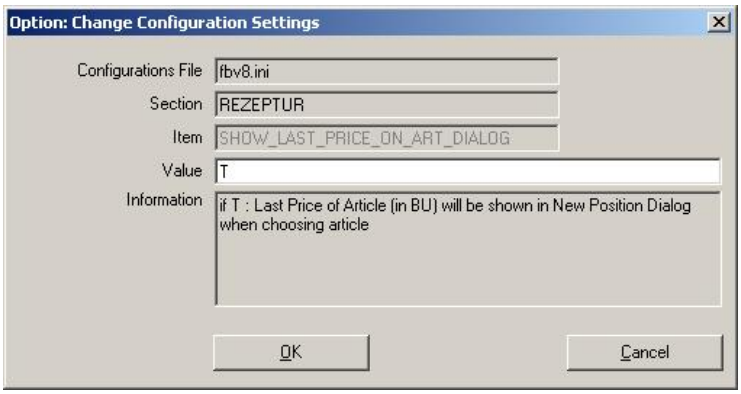
Using the button  the categories can be selected as filter.
Case Article: All Categories defined for articles can be selected as filter for the articles offered in the selection box.
Case Recipe: All Categories defined for recipes can be selected as filter for the recipe selection box.
Case Expense: All Categories defined for articles can be selected as filter for the expense articles offered in the selection box.

Note: Both filter options can be used separately or can be combined as well.
For more details how to set up categories please read the updated documentation “102_MC_Categories”.

Article/Recipe/Expense:

Based on the contingently selected filters selected above not all existing records may be visible!
Case Article: All articles assigned to Profit Contribution will be shown here. Please select the new ingredient.
Case Recipe: All recipe headers will be shown here. Please select the new ingredient.
Case Expense: All expense articles will be shown here. Please select the new ingredient.

Display of Last Price:
For Articles and Expenses the last price could be displayed in the selection box.
Goto System > Configuration > FBV8.INI > [REZEPTUR] > SHOW_LAST_PRICE_ON_ART_DIALOG:



If T: The absolute last price of the article / expense will be displayed in the selection box.

White text box: Case Article: The content of the field “Information” from Article setup screen will be shown here.
Case Recipe: The content of the field “Information” from selected recipe will be shown here.

QTY: Enter the quantity to be used in the recipe.

Stand. Portion: Select the unit for the entered quantity. The available units are dependent on the component type of the ingredient:
Case Article/Expense: All production units linked to the base unit of the component can be selected.
Case Recipe: The combination of the Portion size and the selected Portion unit of the recipe will be selected automatically.

Weight: Case Article/Expense: The weight is calculated based on the weight factor entered in the article setup and the used quantity.
Case Recipe: The weight per portion of the recipe will be inserted.
Note: This field is editable. When changing the weight for the ingredient the system will adjust the quantity as well.

COS: Case Article/Expense: The cost of the ingredient will be calculated based on the price of the selected component.
Case Recipe: The cost of the recipe will be displayed here.

Planned COS: Case Article/Expense: The value displayed here is calculated with the planned price defined in the article setup.
Case Recipe: The value displayed here is the planned cost of the recipe.

Volume: This function will be explained below in a separate **chapter**

Text: The text for the “Text” field of the recipe ingredient can be inserted here (20 characters)

Loss / 2nd Loss: Loss factors can be defined here. These will change the quantities to be reduced from the reduction store.

Excl. Depl.: Here the user can define if the record should be depleted when using the recipe.

Req. QTY: This column shows the real required quantity including the loss factors.
Case Article/Expense: This value is shown in the base unit of the article.
Case Recipe: This value is shown in the portion unit of the subrecipe.

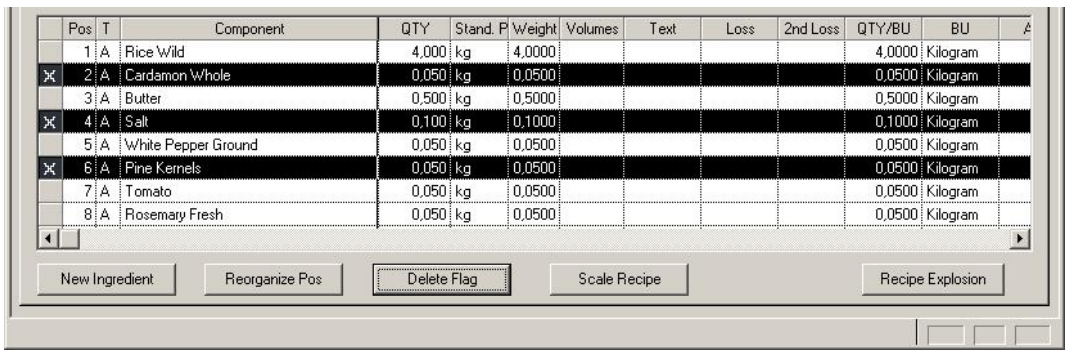
Note: The text for the “Note” field of the recipe ingredient can be inserted here (2048 characters)

REORGANIZE POS

The column “Pos” shows the actual position number of the ingredients in the recipe. This can be edited in order to re-sort the ingredients. After saving the system will the sort the ingredients based on the changed position number. Now the function “Reorganize Pos” will re-write the position number in the correct sequence (without sorting the records!).

DELETE FLAG

This function allows to delete one or more ingredient lines from the recipe. Mark the line(s) with the mouse and click on the button “Delete Flag”.



With the next saving these records will be removed.

SCALE RECIPE

This function is already explained in the chapter **"Recipe Yield & Portion Calculation"**.

RECIPE EXPLOSION

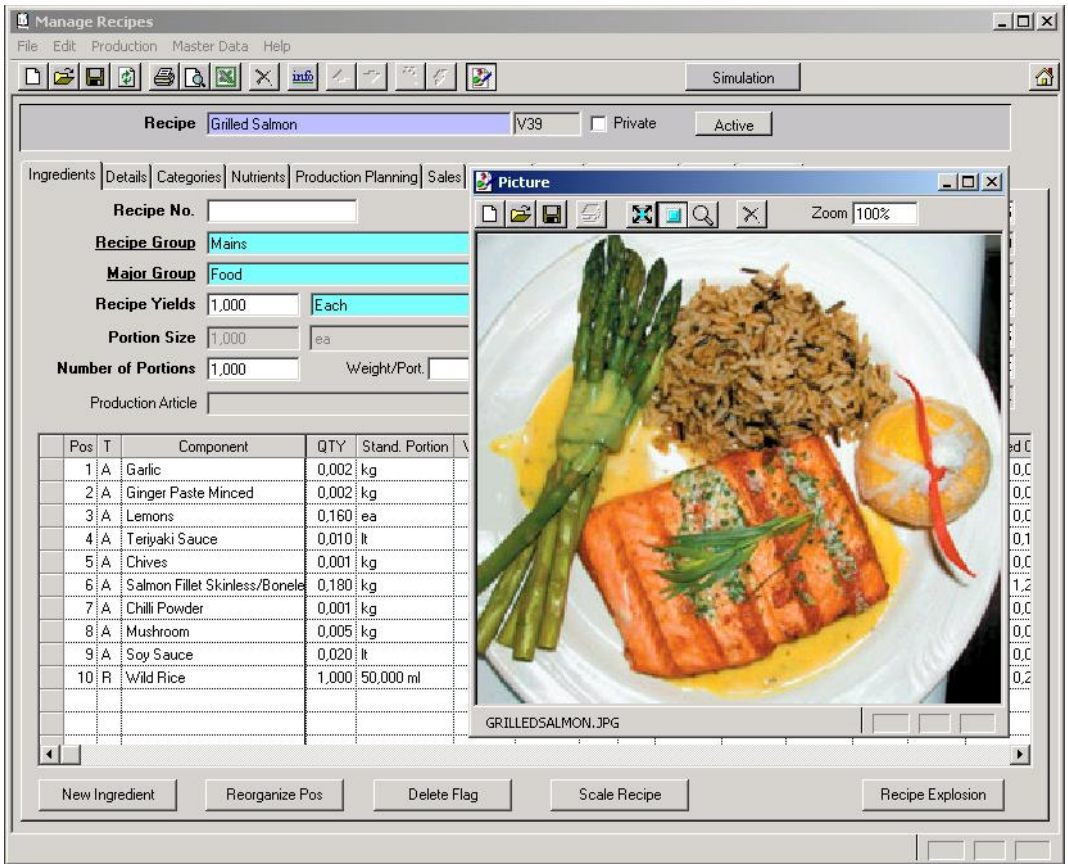
This function checks the consistency of the recipe structure and saves it separately to speed up the calculation.
When clicking on this button the following dialog comes up:

Options:

- Loaded Recipe
  - This option will execute the Recipe Explosion for the current loaded recipe only.
- Recipes flagged for Explosion
  - This option will execute the Recipe Explosion for all recipes where the ingredients were changed (added, removed, changed QTY, etc.).
- All Recipes
  - This option will execute the Recipe Explosion for all existing recipes.

Note: This function should be executed after the Recipe Conversion!

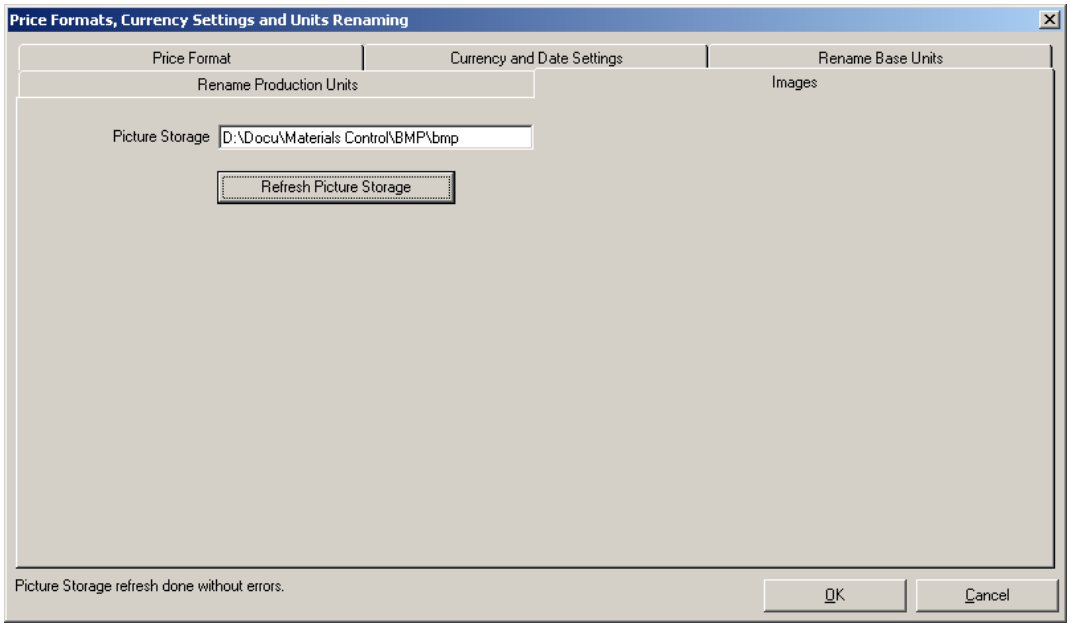
PICTURES:



Up to three pictures can be assigned to a recipe. Per user it can be defined which picture should be shown. This is defined in the tab Options.

Configuration:

Goto System > Database Update > Settings > Local Settings > Images:

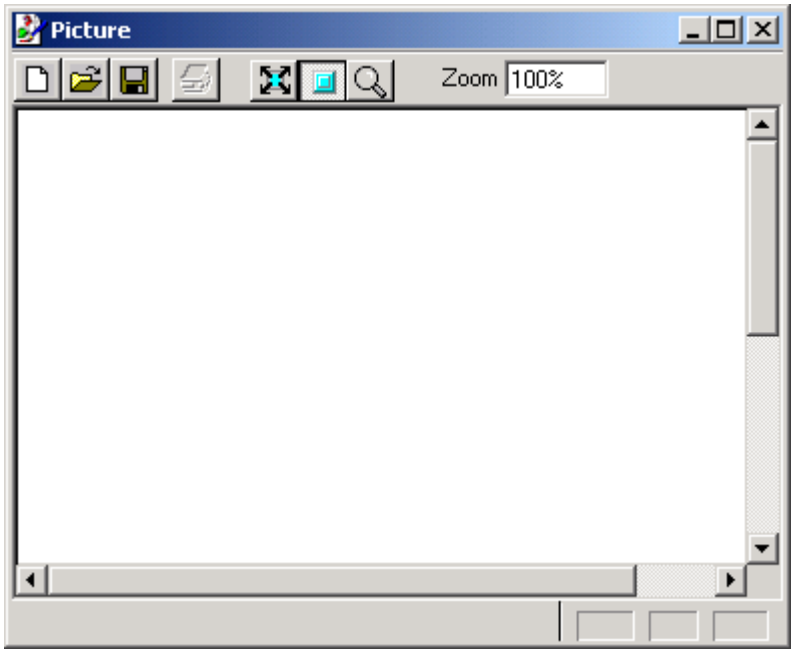


Define the path to the folder where the pictures are stored. This should be a network path mapped for all users.

After copying new pictures to this folder use the button “Refresh Picture Storage” to make the new files available for the users.

Go back to the recipe module.

 Click this button to assign a picture to a product so that users can see how the finished product should look. The following form displays:



If the location for the pictures was not defined before the following message will be shown.

Please check the configuration of the picture storage (explained above).

 Use this icon to select a picture from the defined storage location.

 Using this button a picture from the already saved list can be selected.

 Once the picture was selected / assigned use this button to save the picture to the recipe.

 Stretch the picture to the size of the picture window

 Show the picture in the original size

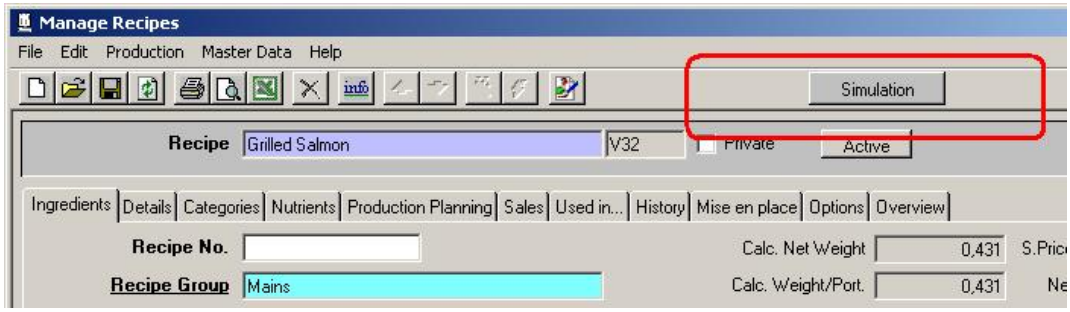
 Enlarge the picture

Zoom Enter a % value to zoom the picture.

Note: The saved picture is saved for this user!

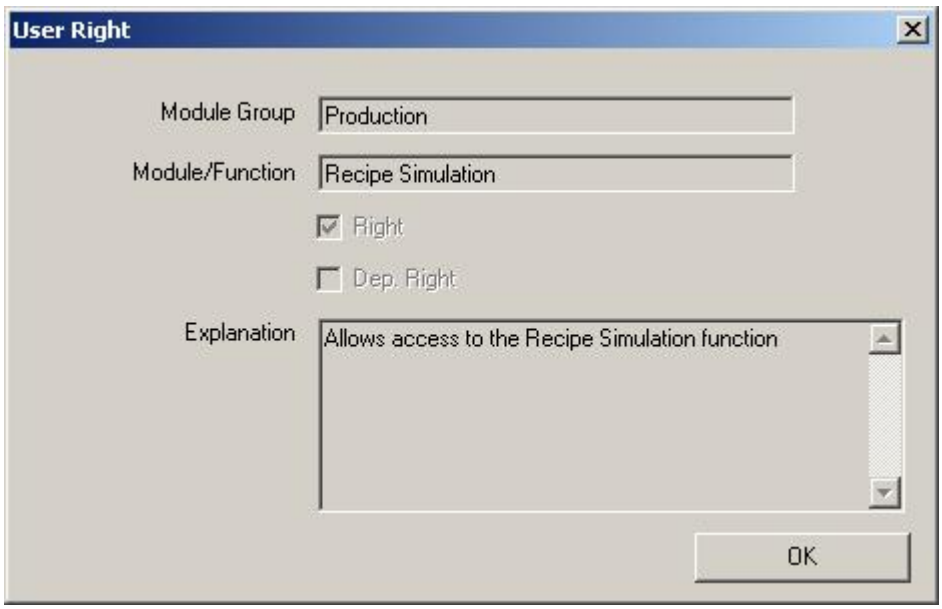
SIMULATION:

This function allows the user to simulate the calculation of the recipe when changing certain figures.



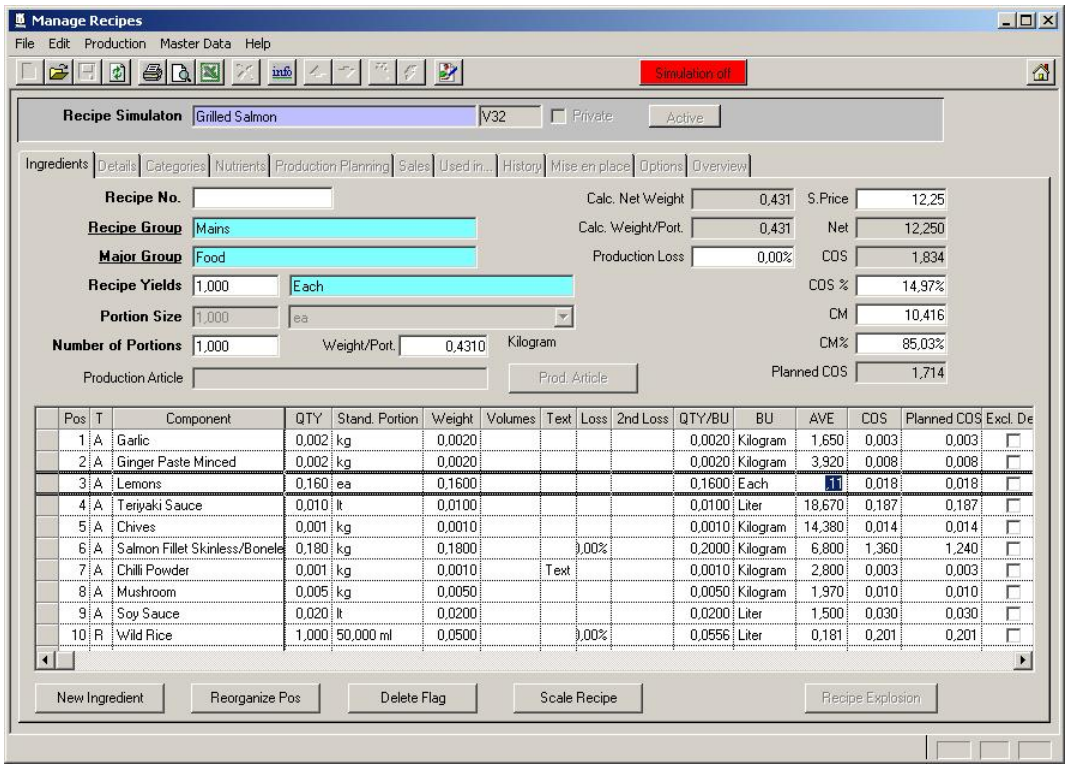
To use this function the user right must be activated for this.

Goto System > Users > select the user > switch to the tab “Rights” > search for the section “Production” > User Right “Recipe Simulation”:



Logout and login again.

Now goto Production > Recipes > load a recipe > click on the button “Simulation”:



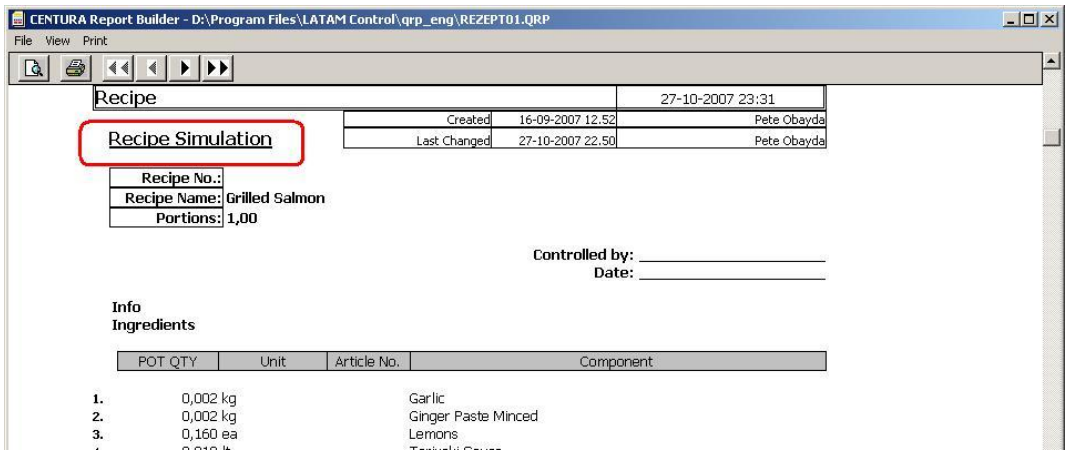
Now the following fields can be edited:

- QTY
- Stand. Portion
- Weight
- Text
- Loss/ 2nd Loss
- AVE (average price)

This allows the user to simulate the calculation of the recipe i.e. when the average price is changed.

All other tabs are disabled. Also saving or deleting is disabled in the Simulation mode.

When printing reports the term “Recipe Simulation” is shown on the reports:



To change back to the normal mode just click again on the button “Simulation Mode”.

If nothing was changed the system will switch back to the normal mode directly.
If details were changed the system show the following dialog:

The following options are available:

- Save as
  - This allows to save the simulated recipe under a new name. The user must change the name to complete this!
- Save Simulation to Recipe
  - The changes done in Simulation mode (except price changes) will be saved to the original recipe.
- Cancel
  - The system will stop the simulation and return to the normal mode.

VOLUME HANDLING:

Both Liquid and dry measurements can be used for certain products, when adding ingredients to a recipe.

Example:

This chapter will explain the functionality using some samples explained below.

Flour, which is usually measured in Gram, can be converted to litre e.g. 715 grams of flour is equal to 1 Liter. This calculation can be configured in Materials Control so that it can be done automatically when adding an ingredient to your recipe.
This documentation will explain how to handle the Ingredients Flour and Oil using the following conversion.

1 Liter equal to how many Gram (Raw):	
Water	1000
Salt	1250
Sugar	1020
Rice	880
Oil	820
Flour	715
Cacao	670

No official calculation were used in the above conversion table, they are used purely as an example.

In the second part of this document, we will explain how to organize your kitchen measurements easier. If you are e.g. measuring in cups (1 cup = 0,25l) you can create the unit cup and system will calculate how many cups to use for you.
The Production Unit „Cup ¼ ltr“ will be explained in Part II of this documentation.

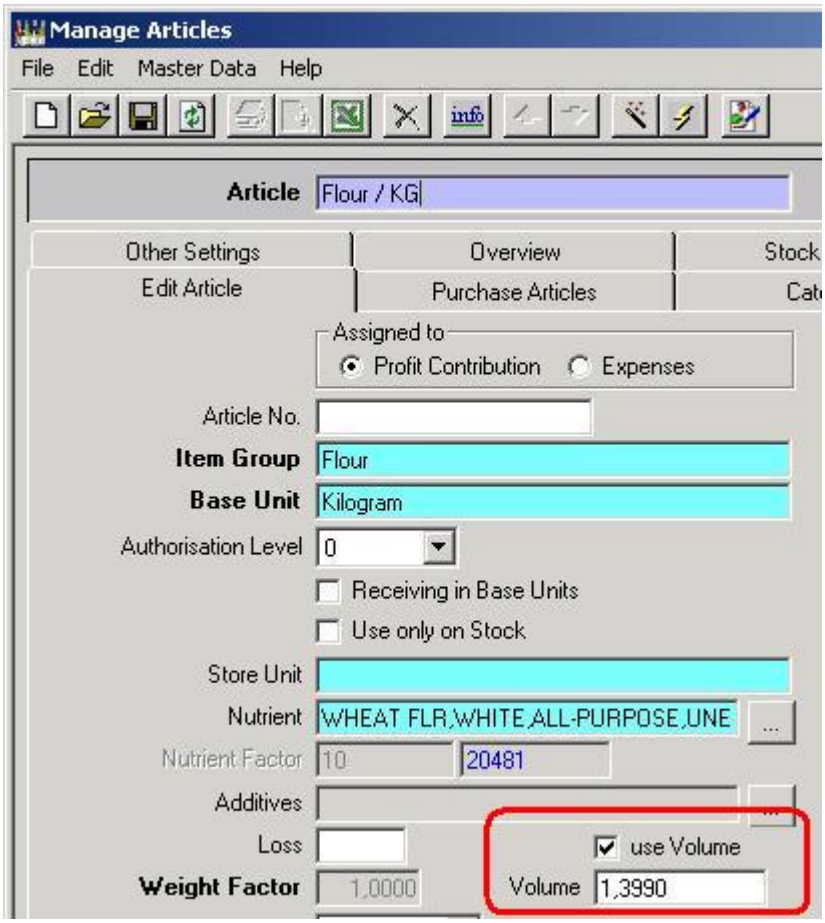
Articles > Volumes Definition:

Go to Master Data > Articles > create a new article:

Article „Flour/kg“ with Base Unit „Kilogram“ the known way. Since the base unit is „Kilogram“ weight entries are useless (1kg = 1 kg). The weight field is disabled.

To define your article to use the Volume calculation please activate the flag „use Volume“ and enter the conversion Volume number.

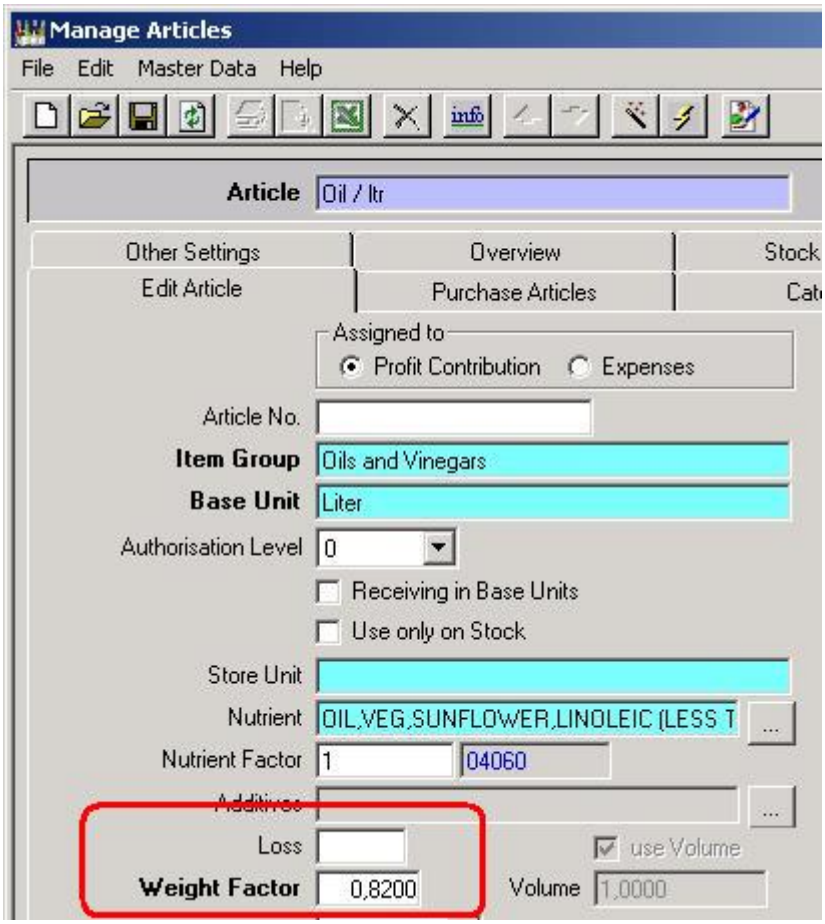
Example Flour/kg: 1kg Flour equals 1,399 Volume Liter



Now create 2nd **Article „Oil/ltr“** with Base Unit „Liter“ the known way.

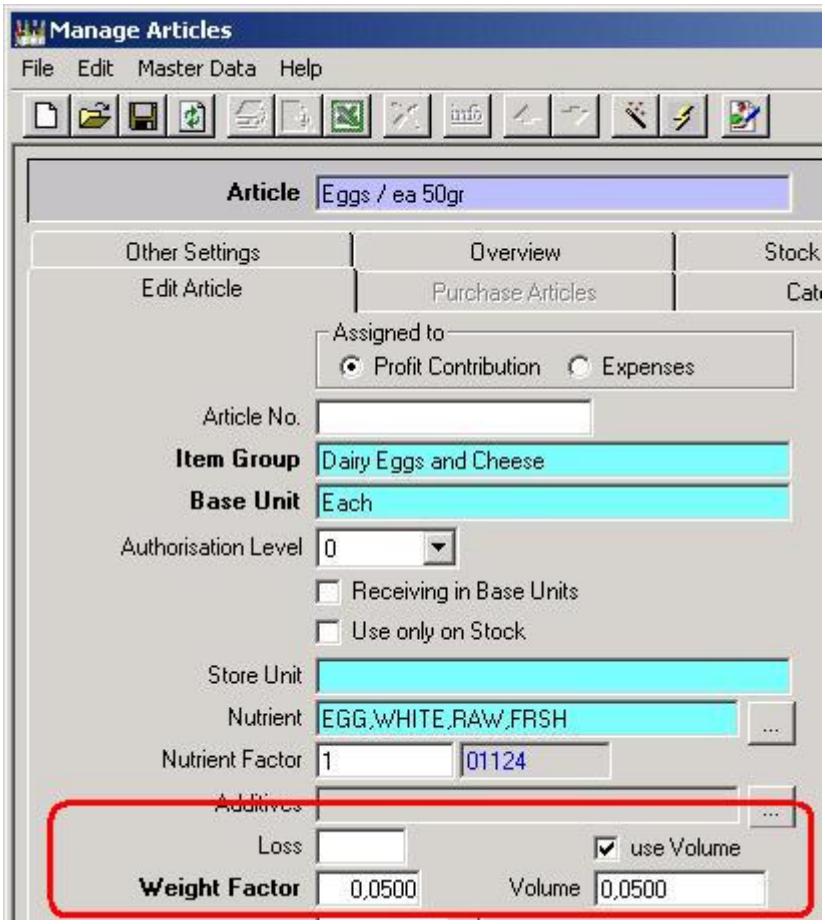
The Volume flag is not available for Liter Articles since it is useless to define a conversion here (1 Liter = 1 Volume Liter). Instead you can enter the weight of the oil.

Example Oil/Ltr: 1 Ltr. Oil equals 0,820 Kg



Now create 3rd **Article „Egg/each 50g“** with Base Unit „Each“ the known way.

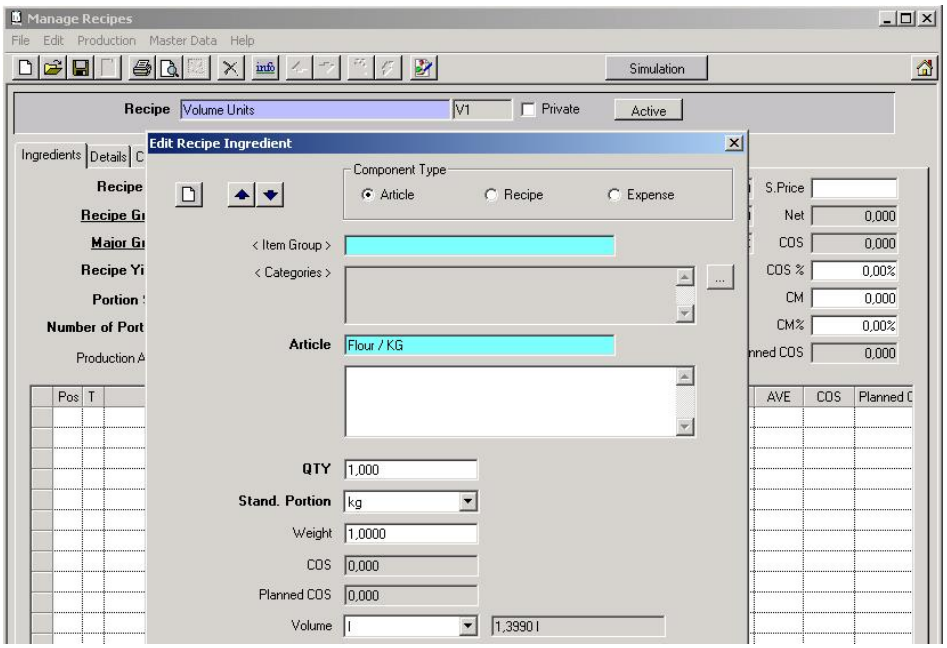
Since our egg has a weight average weight of 50g, please enter the value 0,05 kg in the weight field. Assuming that one egg has a volume in liter of 0,05 ltr also, enable the volume flag and enter the value 0,05 ltr in the volume field.



Recipe > Volume Conversion:

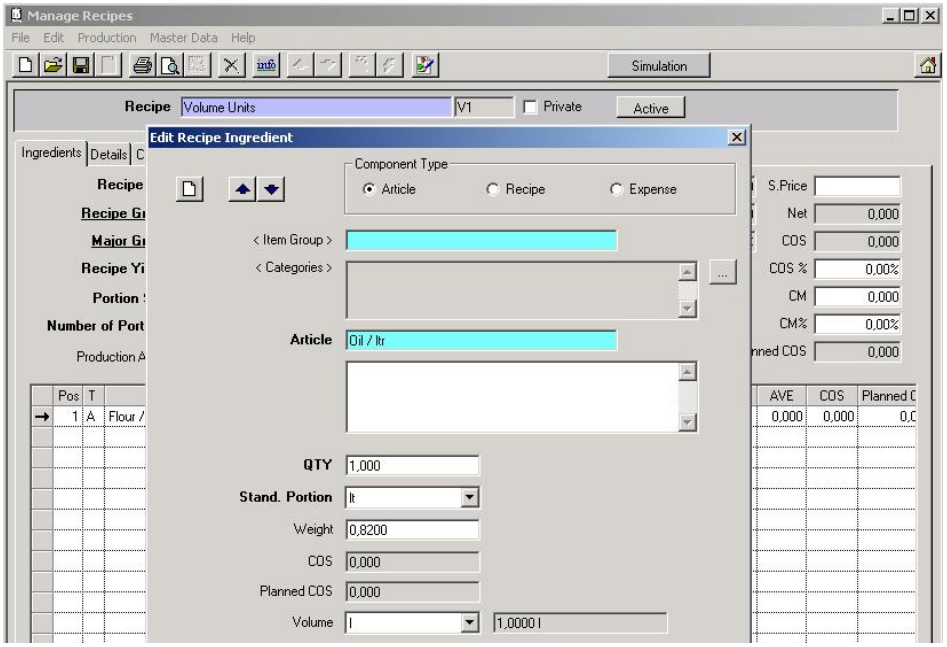
Go to Production > Recipes > create a new recipe called „Volume Units“ the known way. Click on „New Ingredient“ and add the article „Flour/kg“ with QTY 1,00 to the recipe. The weight is now automatically filled with 1,00 kg.

Now click in the drop-down Menu „Volume“ and choose the unit „L“.

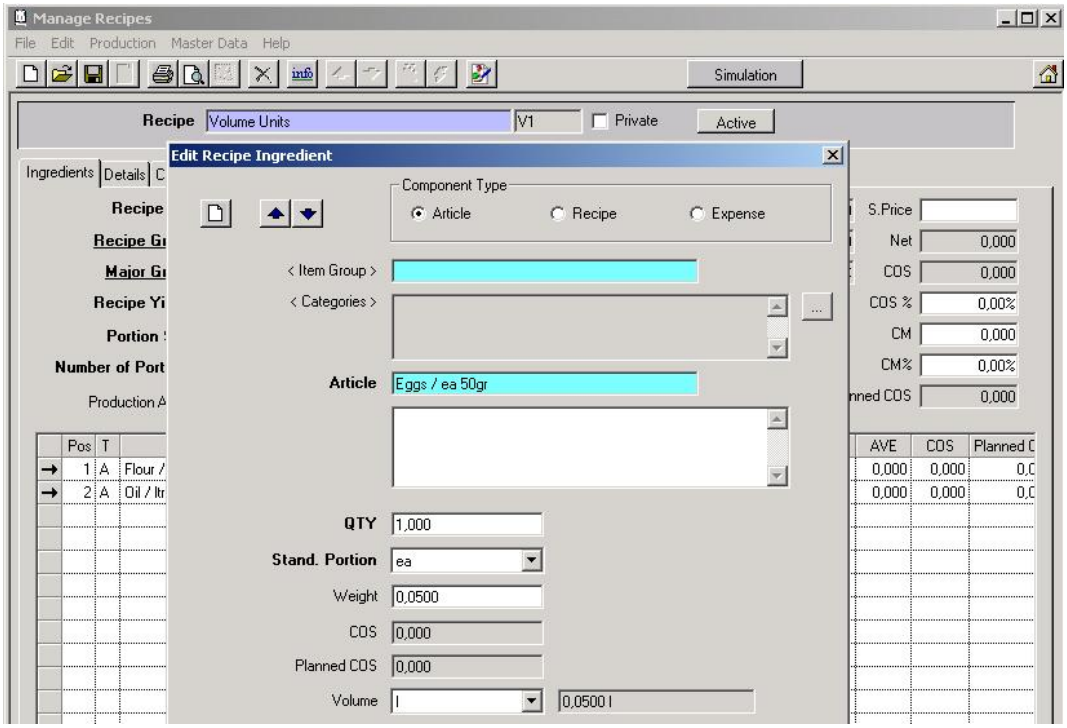


The system will now automatically calculate, that 1kg Flour equals 1,399 Volume Liter.

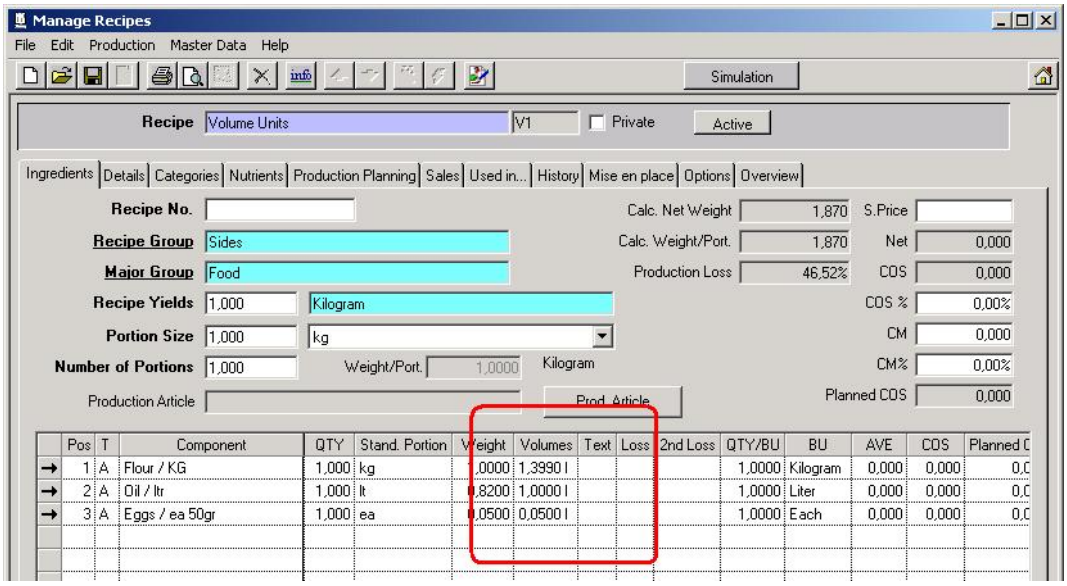
Repeat the step and add the „Oil/Liter“ with QTY 1 and Volume Unit L to the recipe, system will calculate the weight of 0,8200kg and the Volume as 1,00 Liter automatically.



Repeat the step and add the „Egg /ea 50gr“ with QTY 1 and Volume Unit L to the recipe, system will calculate the weight of 0,0500kg and the Volume as 0,0500 Liter automatically.



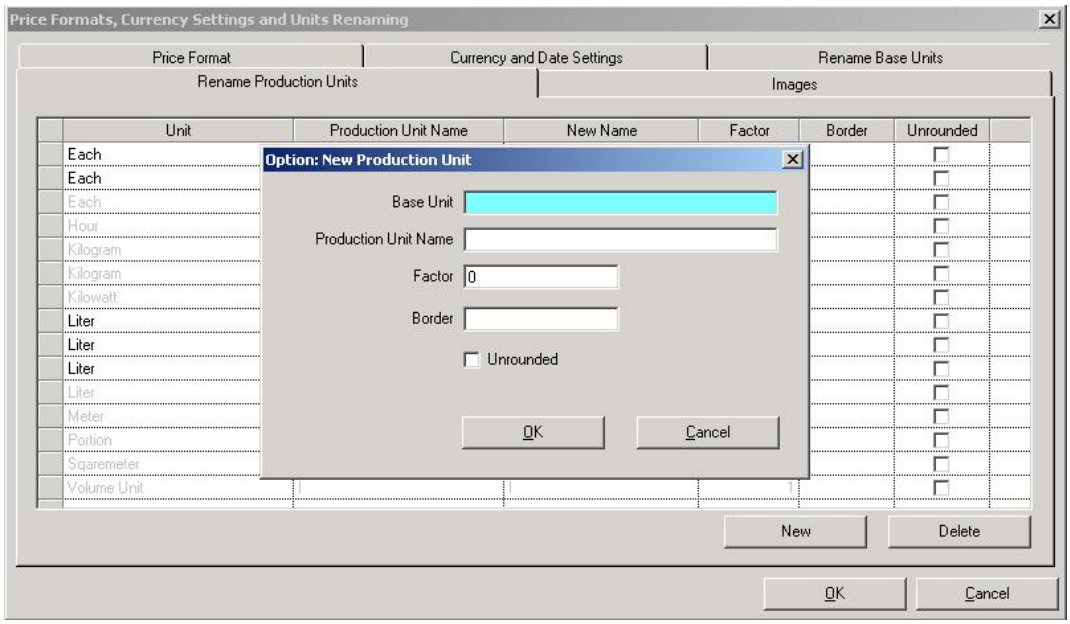
Once you confirm the new ingredient dialog with OK, the new positions are shown in the table view with the Volume information in the field „Volumes“.



Recipe > Volume Unit Definition:

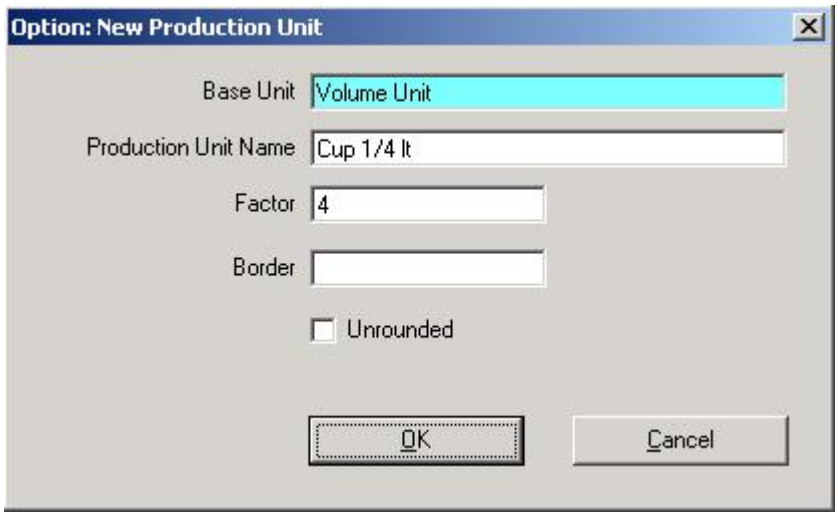
In certain environments it is necessary to organize the measurement of ingredients apart from the known each, kilogram and liter. It will be easier for the chefs to measure e.g. in Cups, Tea Spoons, Tablespoons…. In this example we will explain how to use the Volume Unit „Cup 0,25l“.

Go to System > Database Update > Settings > Local Settings > Tab „Rename Production Units“ and click on the „New“ Button to create a new Production Unit.



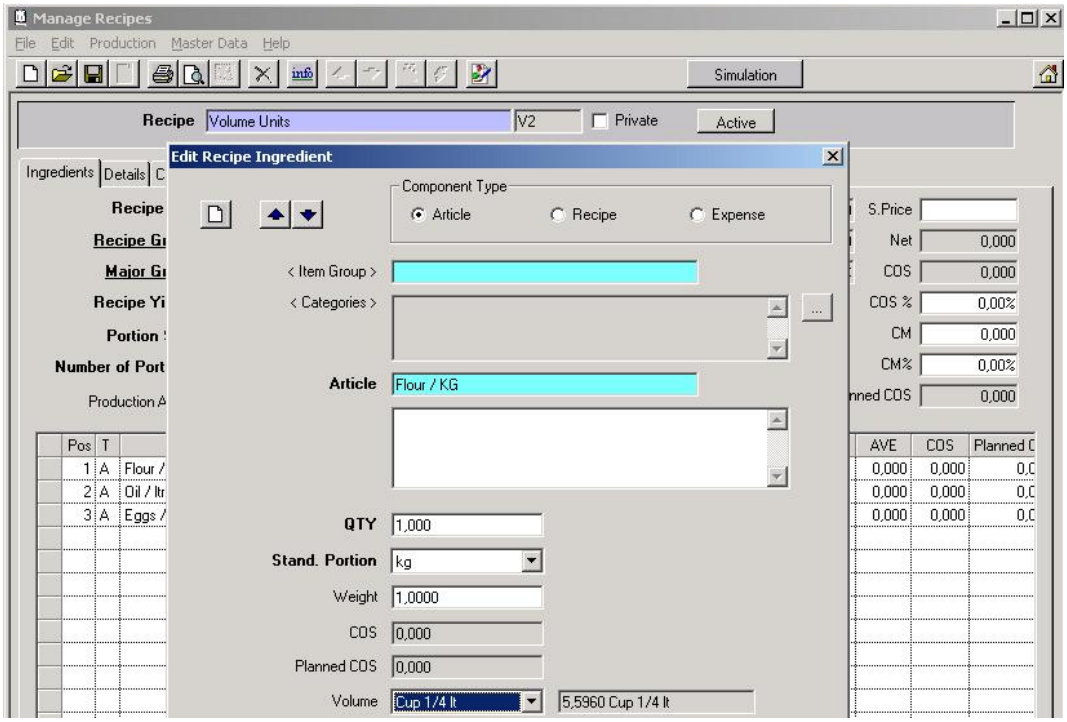
Explanation of fields:

Base Unit:	Assigned Base Unit, here „Volume Unit“
Production Unit Name:	Name of the Production unit, shown in the recipes
Factor:	Factor of Unit times the Base Unit 4 x Cup ¼ equals 1 Volume Liter
Border:	used only for US Weights/Measures
Unrounded:	used only for US Weights/Measures



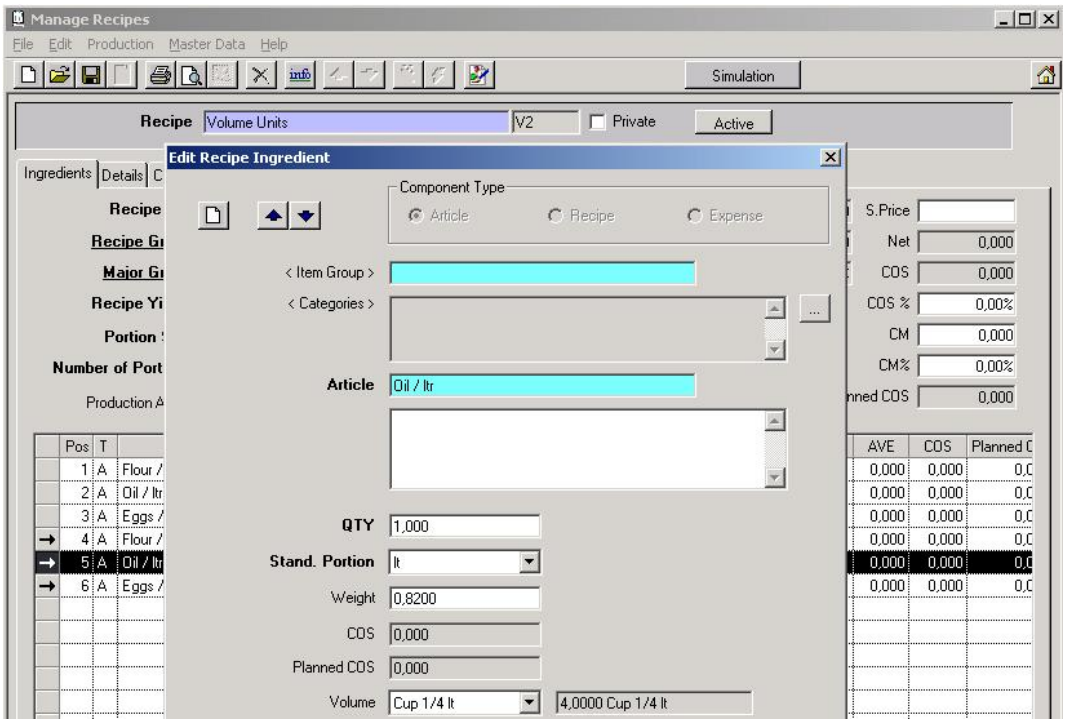
Confirm your entries with the OK button and close the complete dialog.

Go to Production > Recipes > open your newly created „Volume Recipe“ and click on „New Ingredient“ to add a new position. Add the Article „Flour/kg“ with QTY 1,00 but this time use the volume unit „Cup ¼ ltr“.

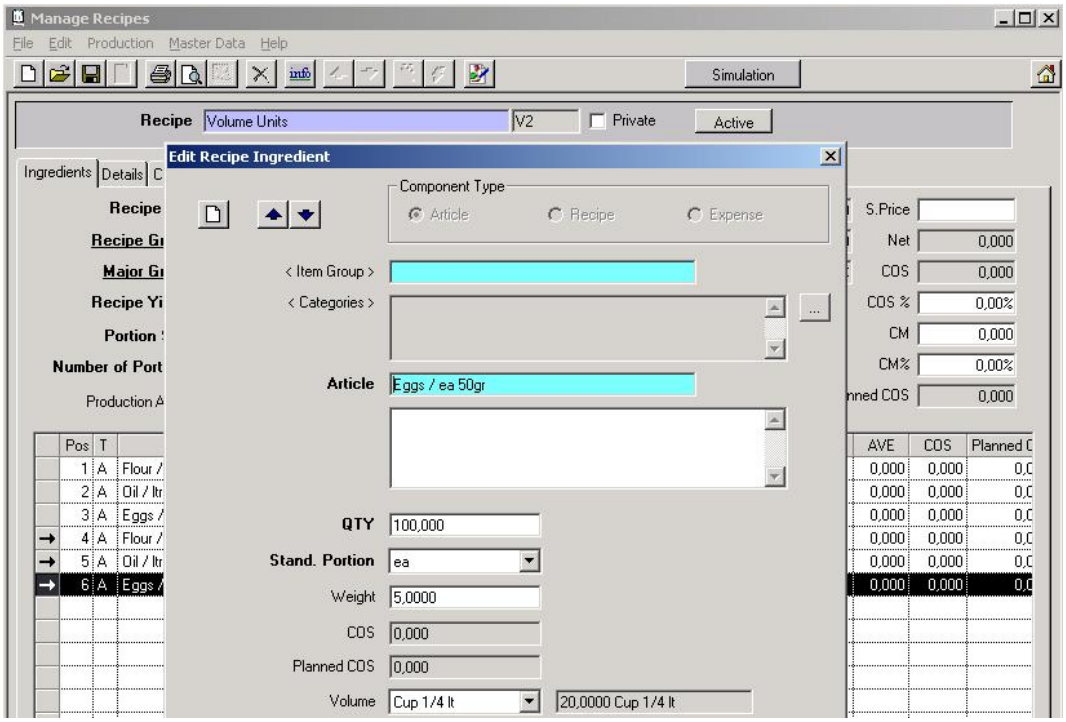


The System will now calculate that for 1,00 kg Flour with weight 1,00 kg you will need 5,5960 Cups ¼ Lt.

If you repeat the Steps and add the „Oil/Liter“ with QTY 1 and Volume Unit Cup 1/4l to the recipe, system will calculate the weight of 0,8200kg and the Volume Unit to be 4 Cups ¼ lt.

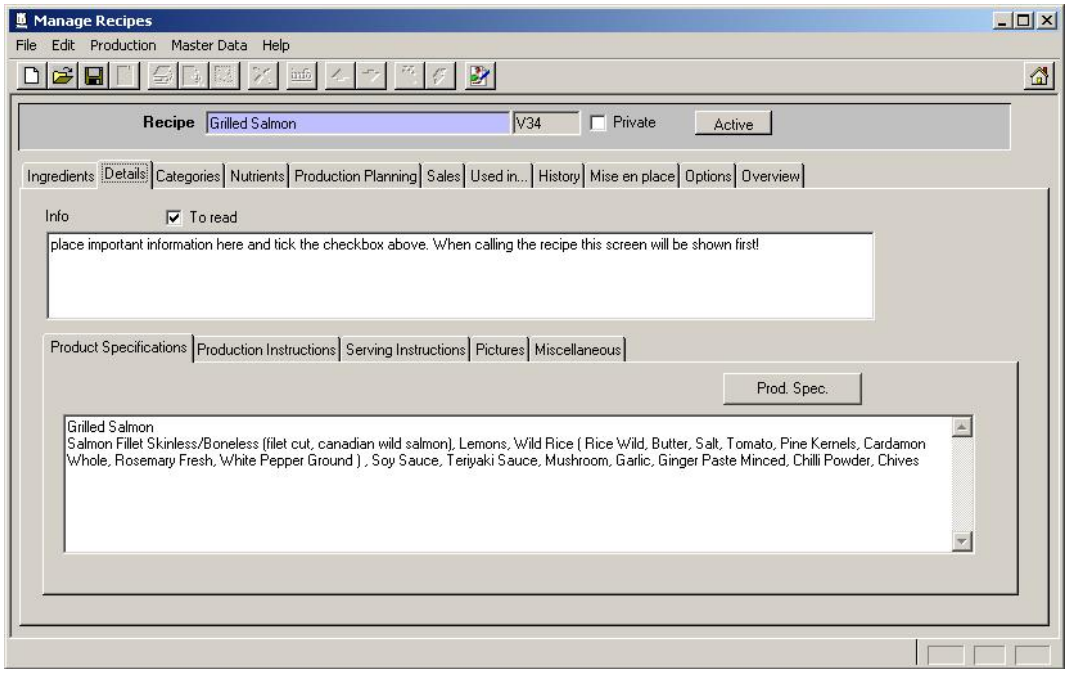


If you repeat the Steps and add the „Egg/Each 50“ with QTY 100 and Volume Unit Cup 1/4l to the recipe, system will calculate the weight of 5,0000 kg and the Volume Unit to be 20 Cup ¼ lt.



TAB DETAILS:

This tab contains all descriptions for this recipe:



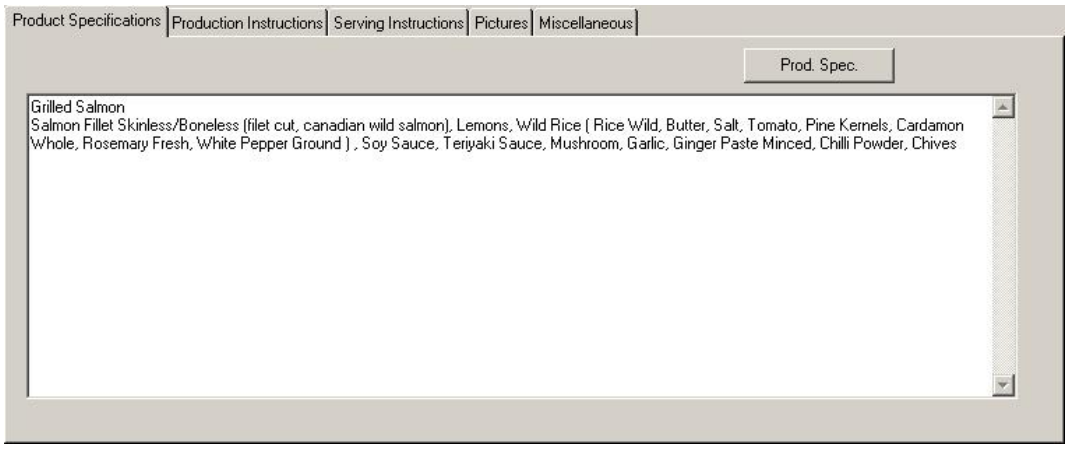
This screen is divided in two sections:

- Info
- Instructions / others

In the upper section the user can enter general information about this recipe. This text is shown in the overview screen as well.
If the check box “to read” is activated the recipe screen will switch directly to this screen if the recipe is called in the module.

The bottom section is splitted in 5 tabs:

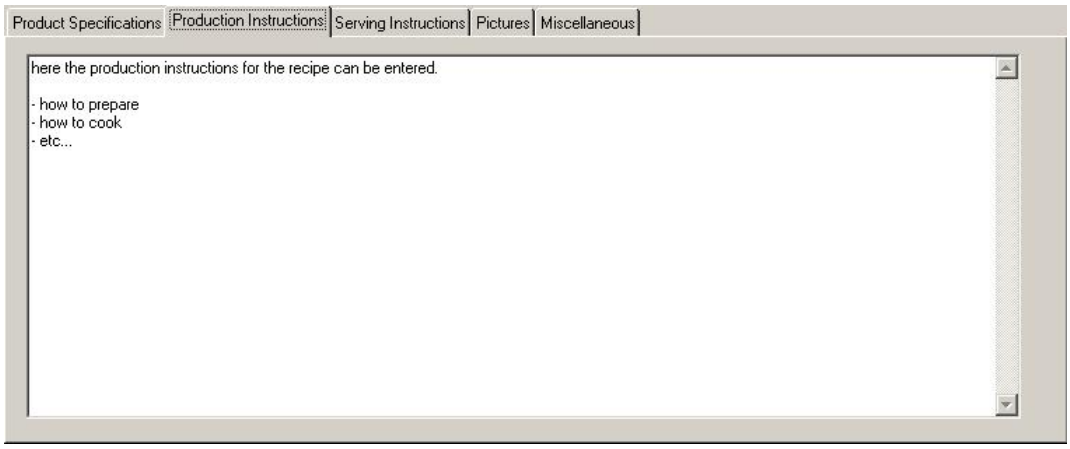
Product Specification:



Here the product specifications of the ingredients can be displayed. Use the button “Prod. Spec. to load the specifications defined in the articles.

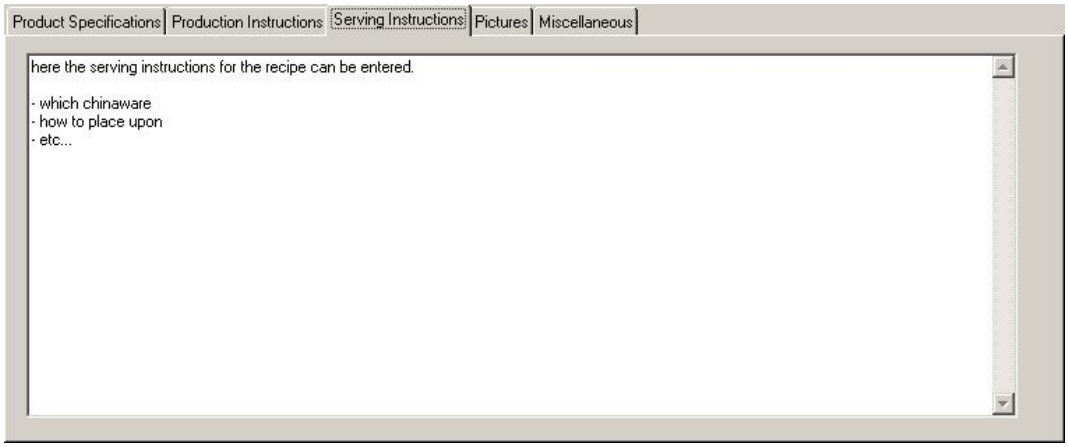
Production Instructions:

All production related descriptions could be entered here:



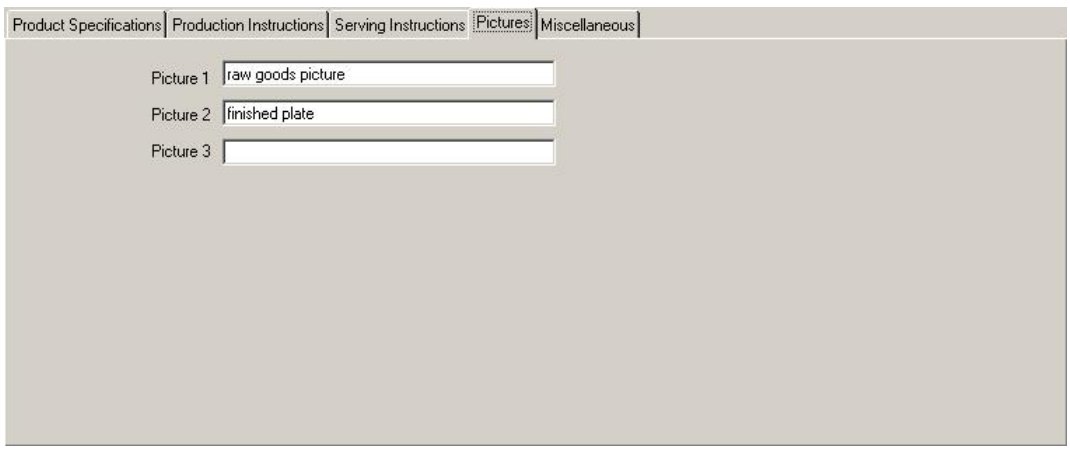
Serving Instructions:

All serving related information could be entered here:



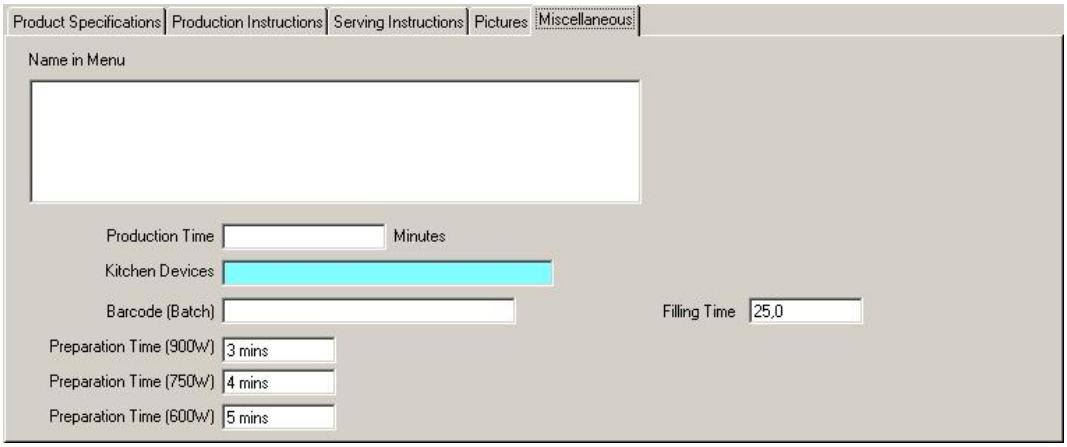
Pictures:

Here the description for the assigned pictures can be listed.



Miscellaneous:

The fields here are mainly used for the Production Planning module (Add-On).



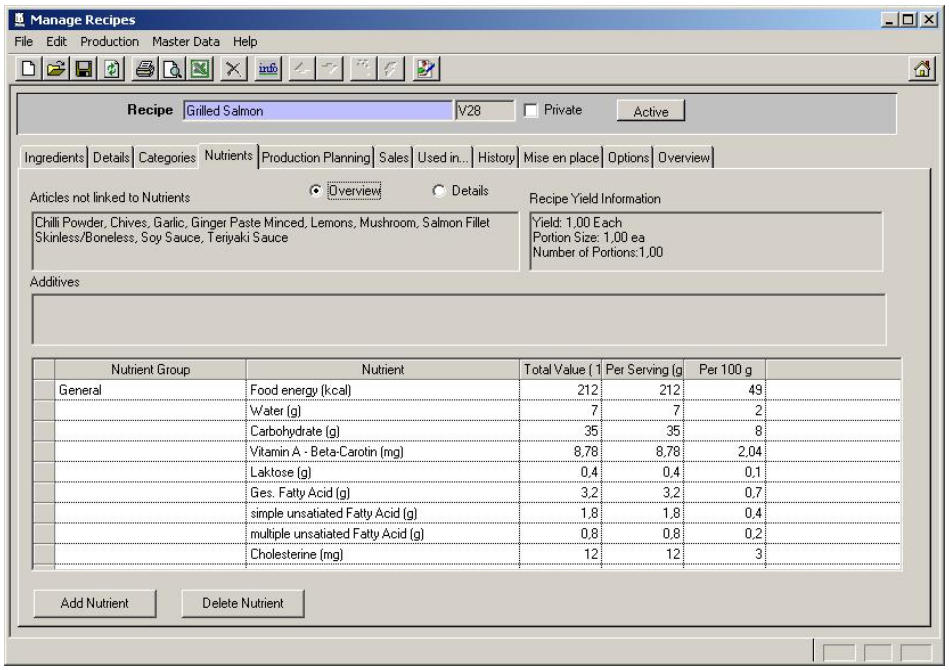
TAB CATEGORIES:

For more details how to set up, assign and use categories please read the updated documentation “102_MC_Categories”.

TAB NUTRIENTS:

This tab shows the nutritional information for the created recipe as overview or in detail.

Overview:



Description of the screen:

- Articles not linked to Nutrients
  - In this box all articles not linked with nutrients are displayed. Link the articles to get complete information!

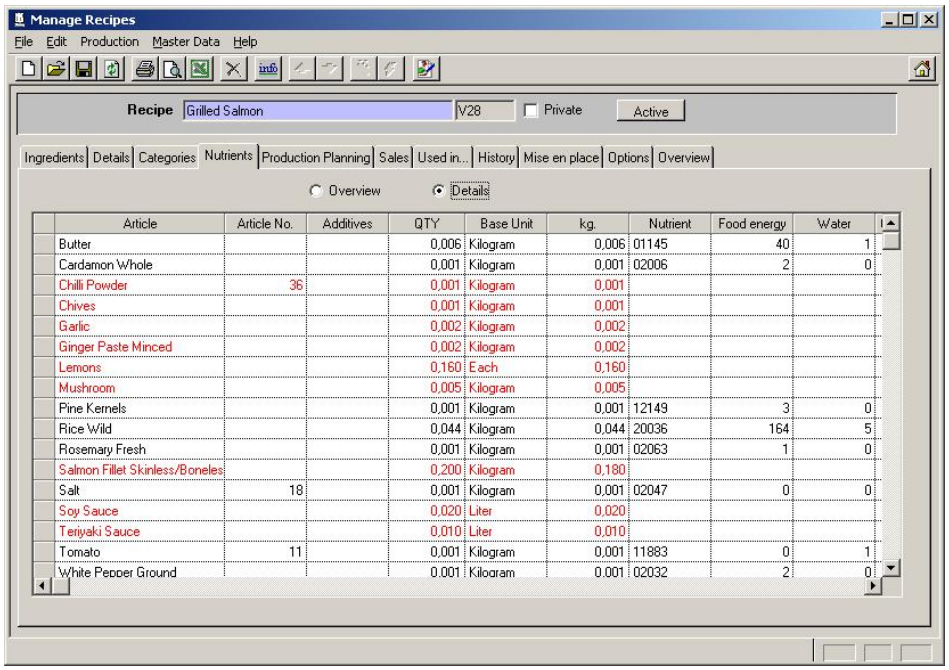
- Recipe Yield Information
  - This is the yield information from the main recipe screen

- Data Grid
  - Nutrient Group
    - As defined in Nutrient Setup
  - Nutrient
    - Selected Nutrient from Catalogue
  - Total Value (QTY)
    - Total quantity of the nutrient for the recipe yield QTY
  - Per Serving (g)
    - Total quantity of the nutrient per portion
  - Per 100 g
    - Total quantity of the nutrient per 100g

- Add Nutrient
  - Click this button to add nutrients to be displayed from the nutritional catalogue

- Delete Nutrient
  - This function allows to delete nutritional information from this screen. Mark the record and click this button. The record will be removed from this recipe.

Details:



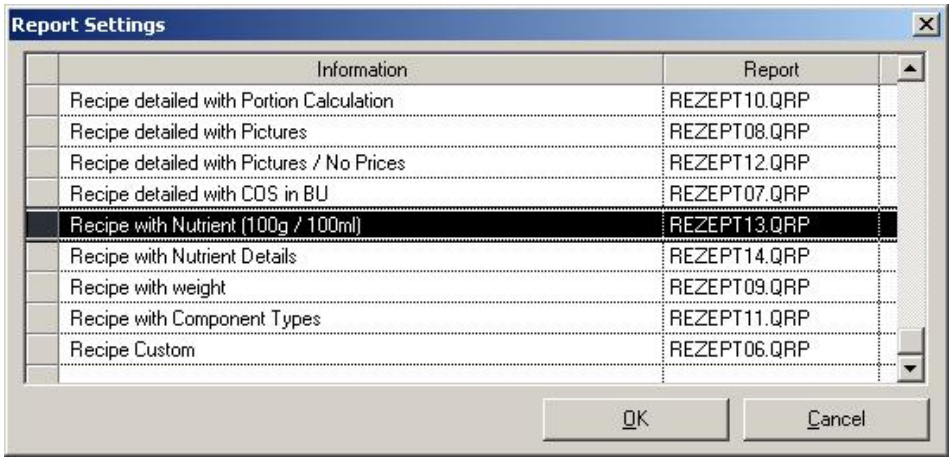
Article	Article No.	Additives	QTY	Base Unit	kg.	Nutrient	Food energy	Water
Butter			0,006	Kilogram	0,006	01145	40	1
Cardamon Whole			0,001	Kilogram	0,001	02006	2	0
Chilli Powder	36		0,001	Kilogram	0,001			
Chives			0,001	Kilogram	0,001			
Garlic			0,002	Kilogram	0,002			
Ginger Paste Minced			0,002	Kilogram	0,002			
Lemons			0,160	Each	0,160			
Mushroom			0,005	Kilogram	0,005			
Pine Kernels			0,001	Kilogram	0,001	12149	3	0
Rice Wild			0,044	Kilogram	0,044	20036	164	5
Rosemary Fresh			0,001	Kilogram	0,001	02063	1	0
Salmon Fillet Skinless/Boneles			0,200	Kilogram	0,180			
Salt	18		0,001	Kilogram	0,001	02047	0	0
Soy Sauce			0,020	Liter	0,020			
Teriyaki Sauce			0,010	Liter	0,010			
Tomato	11		0,001	Kilogram	0,001	11883	0	1
White Pepper Ground			0,001	Kilogram	0,001	02032	2	0

Description of the screen:

- Articles
  - Here the name of the article / ingredient is shown. Also the ingredients of the subrecipe are listed here.
  - Records listed in **RED** are not linked to any record of the nutritional catalogue!
- Article No.
  - This is the internal article number (if assigned)
- QTY
  - This is the quantity in base unit used in the recipe
- Base Unit
  - This is the base unit of the ingredient
- Kg
  - Based on the weight factor the quantity must be recalculated into Kilogram
- Nutrient
  - Here the number (from catalogue) of the assigned Catalogue sample item is displayed.
- Nutritions
  - The following columns are showing the selected nutritions.

Reports:

Click on the Print/Preview icon to open the report selection box. Here the user can select two reports having the nutritional information of the recipe:



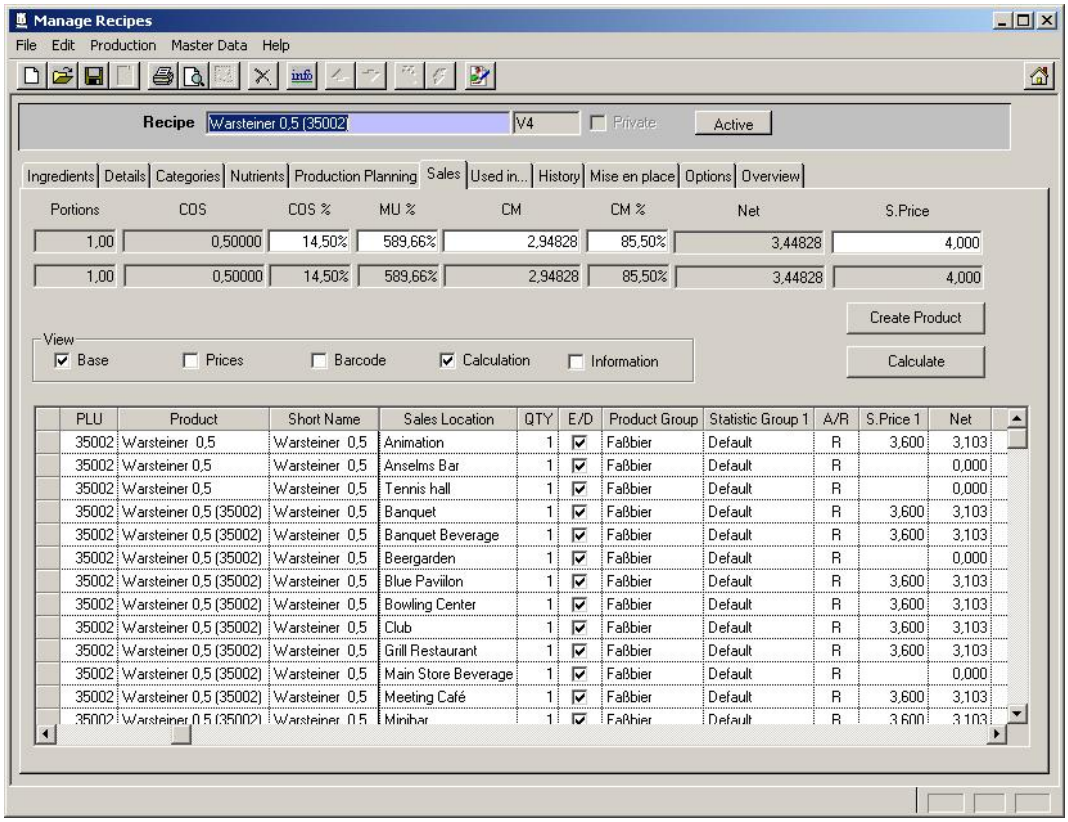
- Recipe with Nutrient (100g / 100ml):
  - This report shows the data from the Nutrition Overview screen.

- Recipe with Nutrient Details:
  - This report shows the data from the Nutrition Detail screen.

Note: For more details how to set up, assign and use Nutrients please read the documentation “55_MC_Manual_Nutrients”.
Depending on your country and the used catalogue this feature requires a fee to be paid to the distributor of the catalogue!

TAB SALES:

This tab shows all sales-related information linked to the recipe.



If the recipe is linked to a sales article (= Product) all relevant information will be displayed here:

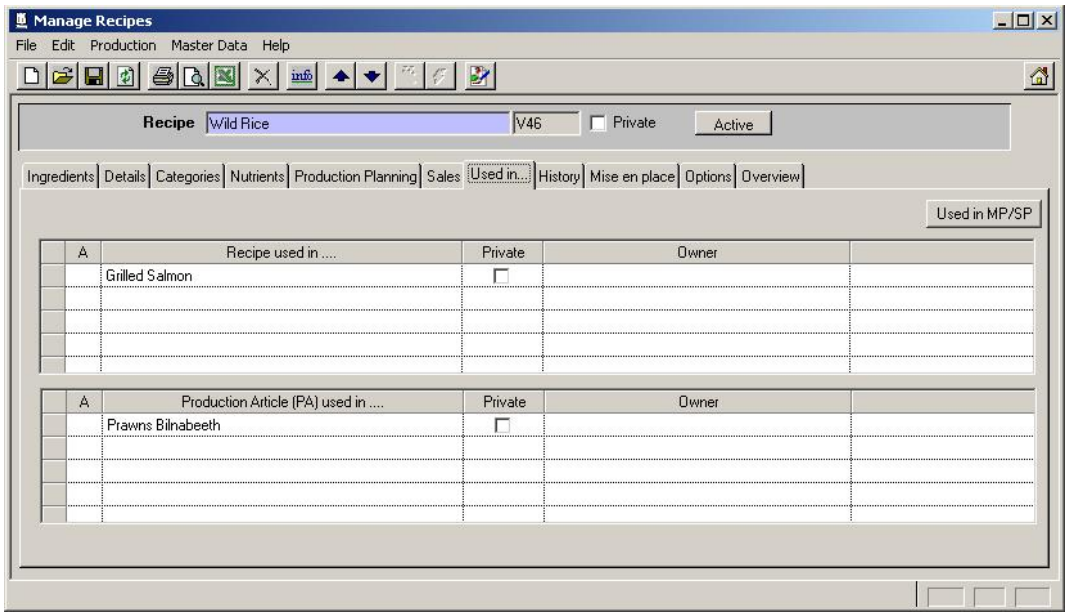
- PLU (Sales Article Number)
- Product Name
- Short Name
- Sales Location
- Store (Depletion Location)
- Groups assignments
- Sales Price
- Net Price
- Cost of Sales in the different sales locations
- etc…

In case the installed POS Interface does not send the sales articles, the button “Create Product” allows to generate them directly from here.

TAB USED IN…:

This screen shows…

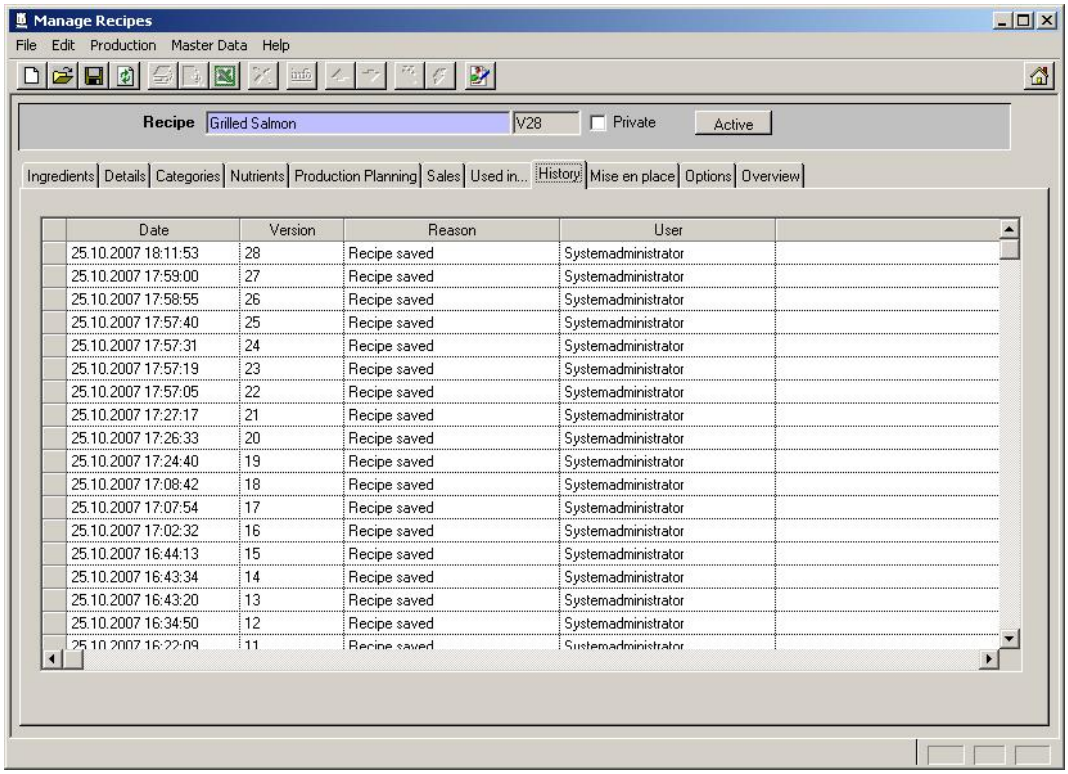
- all recipes where the selected recipe is used as sub recipe
- or the production article linked to the selected recipe is used as ingredient



In addition the user can see if the recipe is set to private and the owner of the recipe.

TAB HISTORY:

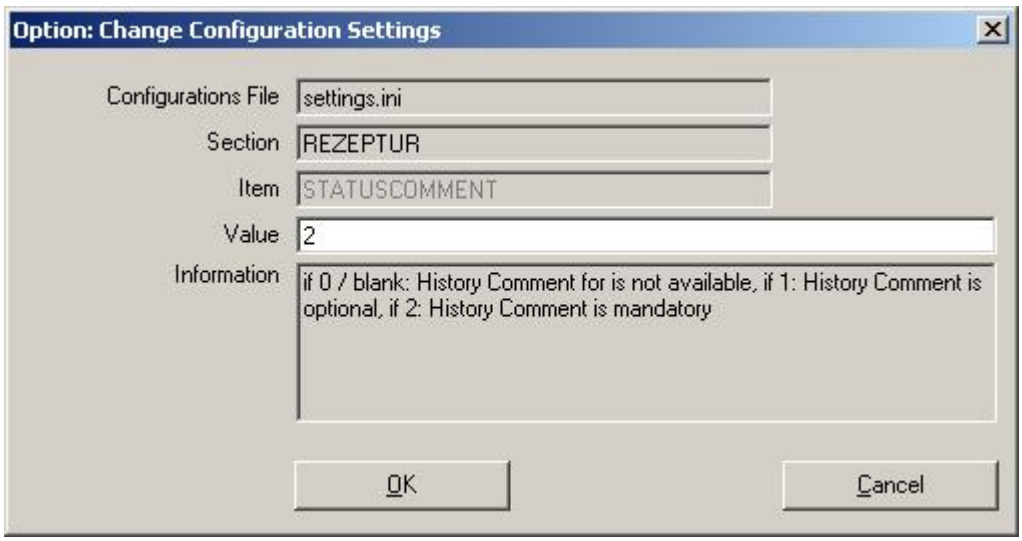
This screen shows the history of the recipe.



By default it shows the date & time stamp when the recipe was saved including the user who has performed this.

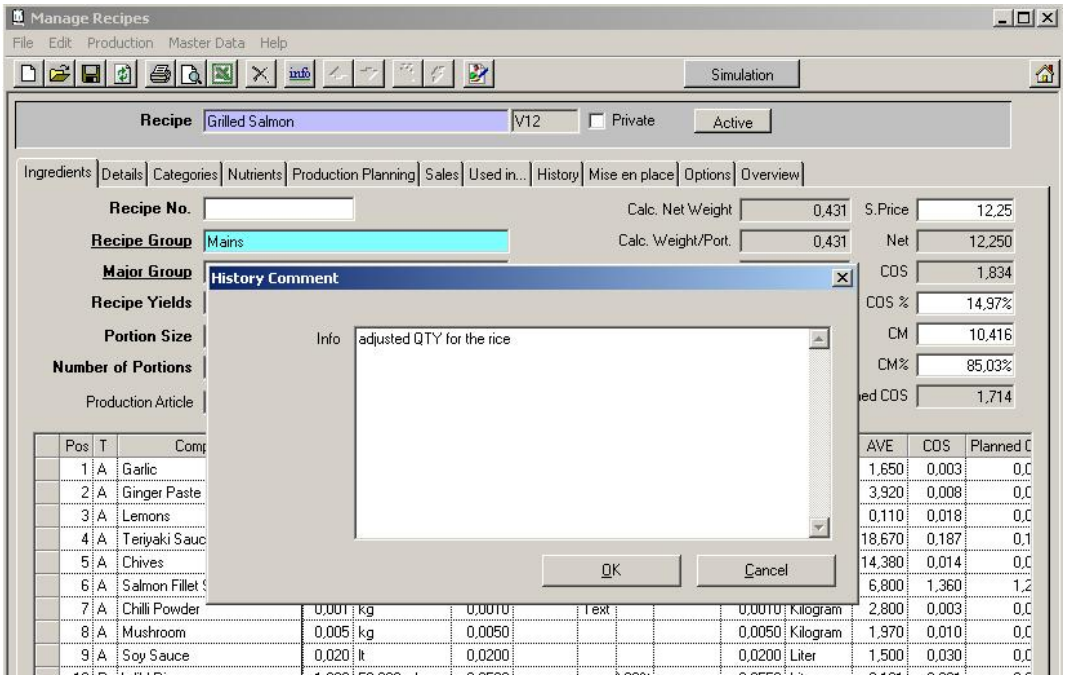
Now it is possible to force the users to add a comment when saving a recipe.

Goto System > Configuration > FBV8.INI > [REZEPTUR] > STATUSCOMMENT:

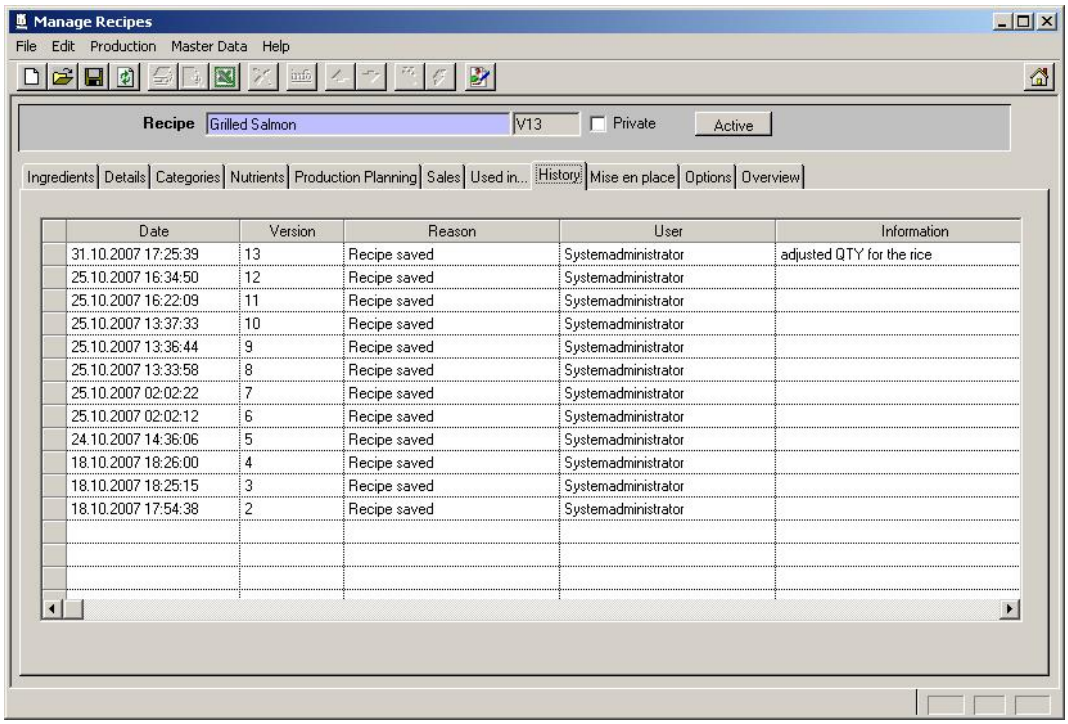


Select the option as required.

If the parameter is set to 2 the system will not allow to save the recipe without entering a comment:

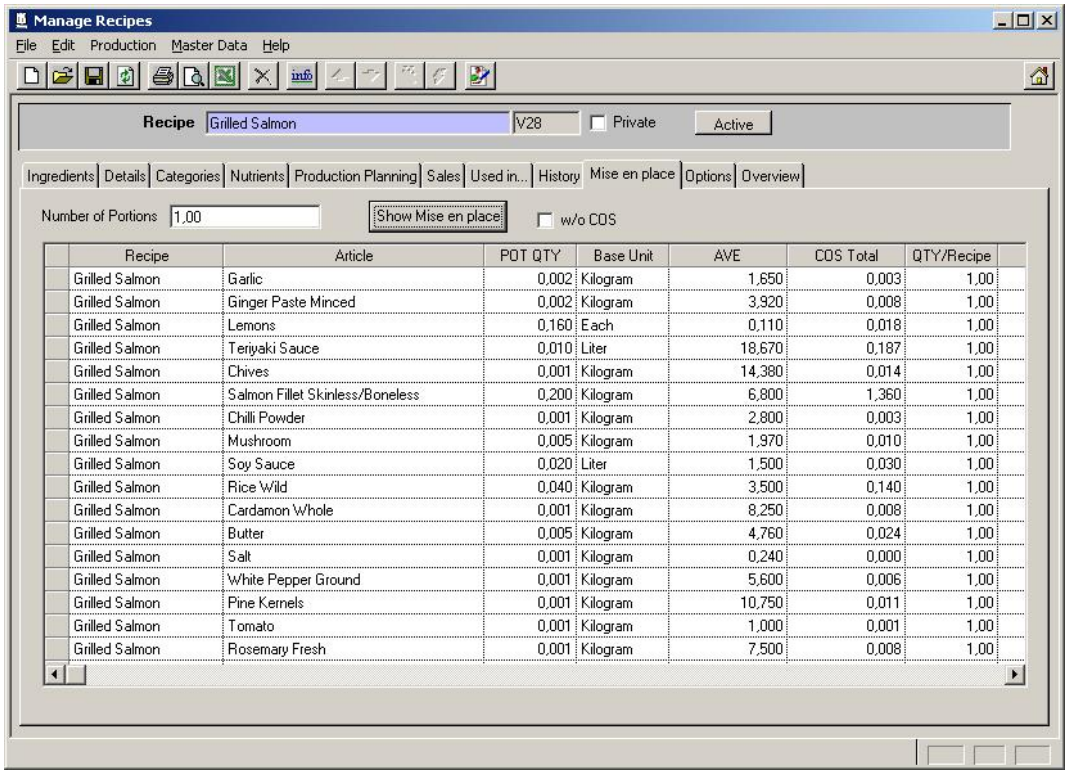


This comment will then be visible in the information column:



TAB MISE EN PLACE:

This function allows to calculate and print the required ingredients for this number.



Recipe	Article	POT QTY	Base Unit	AVE	COS Total	QTY/Recipe
Grilled Salmon	Garlic	0,002	Kilogram	1,650	0,003	1,00
Grilled Salmon	Ginger Paste Minced	0,002	Kilogram	3,920	0,008	1,00
Grilled Salmon	Lemons	0,160	Each	0,110	0,018	1,00
Grilled Salmon	Teriyaki Sauce	0,010	Liter	18,670	0,187	1,00
Grilled Salmon	Chives	0,001	Kilogram	14,380	0,014	1,00
Grilled Salmon	Salmon Fillet Skinless/Boneless	0,200	Kilogram	6,800	1,360	1,00
Grilled Salmon	Chilli Powder	0,001	Kilogram	2,800	0,003	1,00
Grilled Salmon	Mushroom	0,005	Kilogram	1,970	0,010	1,00
Grilled Salmon	Soy Sauce	0,020	Liter	1,500	0,030	1,00
Grilled Salmon	Rice Wild	0,040	Kilogram	3,500	0,140	1,00
Grilled Salmon	Cardamon Whole	0,001	Kilogram	8,250	0,008	1,00
Grilled Salmon	Butter	0,005	Kilogram	4,760	0,024	1,00
Grilled Salmon	Salt	0,001	Kilogram	0,240	0,000	1,00
Grilled Salmon	White Pepper Ground	0,001	Kilogram	5,600	0,006	1,00
Grilled Salmon	Pine Kernels	0,001	Kilogram	10,750	0,011	1,00
Grilled Salmon	Tomato	0,001	Kilogram	1,000	0,001	1,00
Grilled Salmon	Rosemary Fresh	0,001	Kilogram	7,500	0,008	1,00

Description:

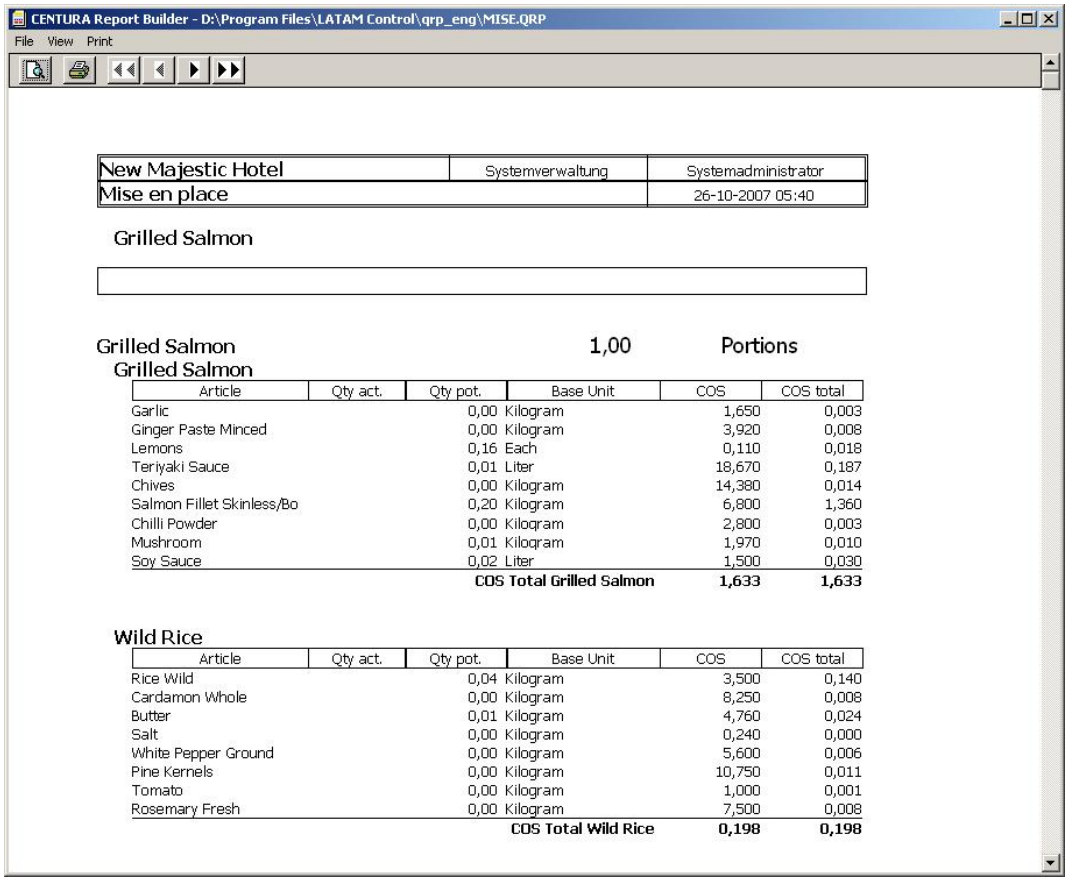
- Number of Portions:
  - Enter the number of portions to calculate
- Button “show Mise en Place” :
  - Click this button to calculate the requirements
- W/o COS :
  - Use this checkbox to show/hide the COS

Data Grid:

- Recipe
  - Name of the recipe
- Article
  - Name of the ingredient
- POT QTY
  - Calculated quantity
- Base Unit
  - Base unit of the ingredient
- AVE
  - Average price of the ingredient
- COS Total
  - COS for the calculated quantity of the ingredient
- QTY / Recipe
  - Number of portions calculated

Reports:

Click on the Print/Preview icon to open the report selection box. Here the user can select the Mise En Place reports. These reports will show the required ingredients per recipe / subrecipe:



New Majestic Hotel	Systemverwaltung	Systemadministrator
Mise en place		26-10-2007 05:40

Grilled Salmon

Grilled Salmon 1,00 Portions

Grilled Salmon

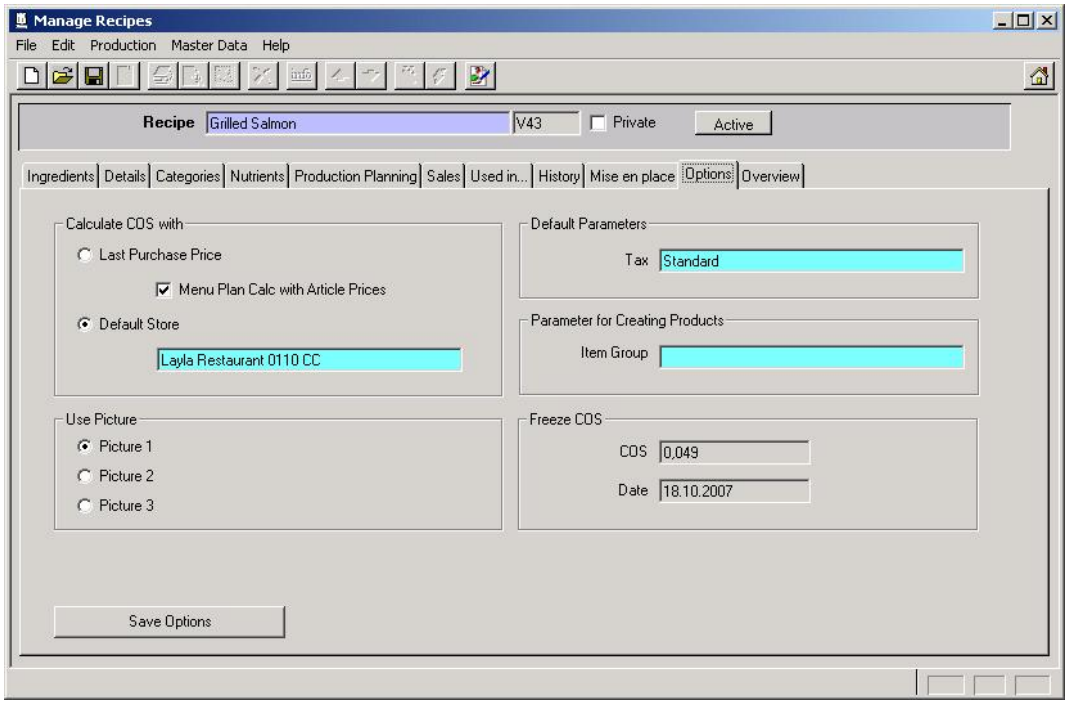
Article	Qty act.	Qty pot.	Base Unit	COS	COS total
Garlic		0,00	Kilogram	1,650	0,003
Ginger Paste Minced		0,00	Kilogram	3,920	0,008
Lemons		0,16	Each	0,110	0,018
Teriyaki Sauce		0,01	Liter	18,670	0,187
Chives		0,00	Kilogram	14,380	0,014
Salmon Fillet Skinless/Bo		0,20	Kilogram	6,800	1,360
Chilli Powder		0,00	Kilogram	2,800	0,003
Mushroom		0,01	Kilogram	1,970	0,010
Soy Sauce		0,02	Liter	1,500	0,030
			COS Total Grilled Salmon	**1,633**	**1,633**

Wild Rice

Article	Qty act.	Qty pot.	Base Unit	COS	COS total
Rice Wild		0,04	Kilogram	3,500	0,140
Cardamon Whole		0,00	Kilogram	8,250	0,008
Butter		0,01	Kilogram	4,760	0,024
Salt		0,00	Kilogram	0,240	0,000
White Pepper Ground		0,00	Kilogram	5,600	0,006
Pine Kernels		0,00	Kilogram	10,750	0,011
Tomato		0,00	Kilogram	1,000	0,001
Rosemary Fresh		0,00	Kilogram	7,500	0,008
			COS Total Wild Rice	**0,198**	**0,198**

TAB OPTIONS:

On this tab some user specific and some general configurations are defined.



User Settings:

- Calculate COS with
  - Last Purchase Price
    - Select this option if the user wants to see the default calculation (1st tab) using the absolute last purchase price of the ingredients.
  - Default Store
    - Select this option if the user wants to see the default calculation (1st tab) using the average price of a specific store (to be selected here).
- Use Picture
  - Select the picture (1, 2 or 3) to be shown for this user.

General Settings:

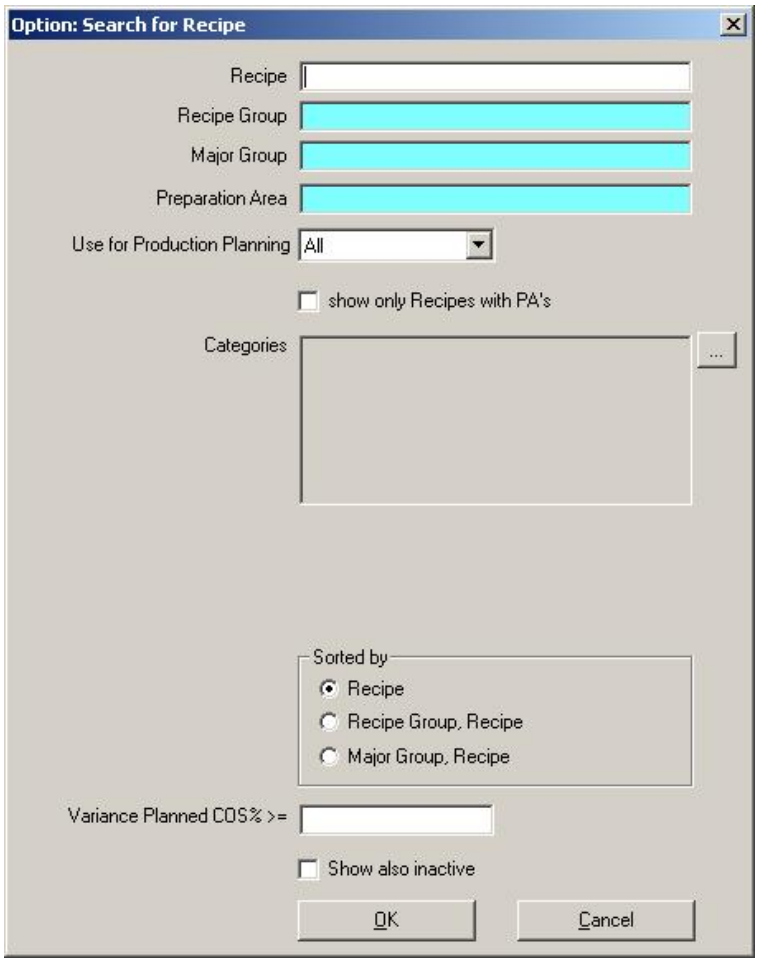
- Default Parameters
  - Select the default tax schema to be used.
- Parameters for Creating Products
  - Select the default item group to be shown when creating Production Articles (PA).
- Freeze COS
  - This function is used in the add-on module “Menu Plan”

Note: All changes done here must be confirmed using the button “Save Options”!

TAB OVERVIEW:

This tab shows, based on the selected filters, the quick list of the existing recipes.

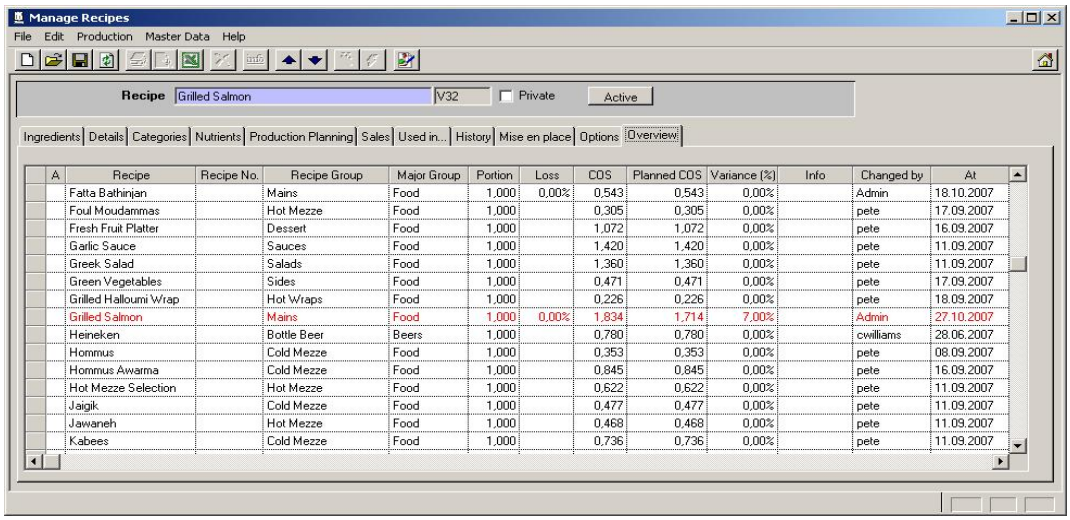
Click on the yellow “open folder“ icon to call the dialog:



The following filters can be used:

- Recipe
  - This is a string search field. Enter the name or parts of the name to find the recipe.
    - Example: “Grill” will find all recipes with these characters at the beginning of the name. “%Grill” will show all recipes with these characters somewhere (but in that row) in the name.
- Recipe Group
  - Select a Recipe Group from the list to filter.
- Major Group
  - Select a Major Group from the list to filter.
- Preparation Area /Use for Production Planning
  - Specific for Production Planning Module (Add-On)
- Show only Recipes with PA’s
  - Select this option to show recipes having Production Articles assigned only.
- Categories

  - Select Categories to filter. For more details how to set up, assign and use categories please read the updated documentation “102_MC_Categories”.
- Sorted by…
  - This section allows to define the sorting of the list.
- Variance Planned Cost%
  - This function allows to filter for recipes having a deviation Actual COS vs. Planned COS higher then e.g. 5%. For more details how to use this functionality please read the documentation “116_MC_Recipe_Calculation_Survey”.
- Show also inactive
  - Use this option to show also deactivated recipes.



A	Recipe	Recipe No.	Recipe Group	Major Group	Portion	Loss	COS	Planned COS	Variance (%)	Info	Changed by	At
	Fatta Bathinjan		Mains	Food	1,000	0,00%	0,543	0,543	0,00%		Admin	18.10.2007
	Foul Moudammas		Hot Mezze	Food	1,000		0,305	0,305	0,00%		pete	17.09.2007
	Fresh Fruit Platter		Dessert	Food	1,000		1,072	1,072	0,00%		pete	16.09.2007
	Garlic Sauce		Sauces	Food	1,000		1,420	1,420	0,00%		pete	11.09.2007
	Greek Salad		Salads	Food	1,000		1,360	1,360	0,00%		pete	11.09.2007
	Green Vegetables		Sides	Food	1,000		0,471	0,471	0,00%		pete	17.09.2007
	Grilled Halloumi Wrap		Hot Wraps	Food	1,000		0,226	0,226	0,00%		pete	18.09.2007
	Grilled Salmon		Mains	Food	1,000	0,00%	1,834	1,714	7,00%		Admin	27.10.2007
	Heineken		Bottle Beer	Beers	1,000		0,780	0,780	0,00%		cwilliams	28.06.2007
	Hommus		Cold Mezze	Food	1,000		0,353	0,353	0,00%		pete	08.09.2007
	Hommus Awarma		Cold Mezze	Food	1,000		0,845	0,845	0,00%		pete	16.09.2007
	Hot Mezze Selection		Hot Mezze	Food	1,000		0,622	0,622	0,00%		pete	11.09.2007
	Jaigik		Cold Mezze	Food	1,000		0,477	0,477	0,00%		pete	11.09.2007
	Jawaneh		Hot Mezze	Food	1,000		0,468	0,468	0,00%		pete	11.09.2007
	Kabees		Cold Mezze	Food	1,000		0,736	0,736	0,00%		pete	11.09.2007

The following columns are shown:

- A
  - Active / Inactive: In case of a deactivated recipe the record is shown in red with an “X” in that column.
- Recipe
  - This is the recipe name.
- Recipe No.
  - If assigned the recipe number is shown here.
- Recipe Group
  - Recipe Group assigned to this recipe
- Major Group
  - Major Group assigned to this recipe
- Portion
  - Number of portions calculated in that recipe
- Loss
  - Value of 1st loss factor
- COS
  - Cost of Sales for this recipe
- Planned COS
  - Planned Cost of the recipe
- Variance
  - Variance between actual cost and planned cost in %
- Info
  - Info text of the recipe
- Changed by
  - Last user changed the recipe
- At
  - Date of last change