HOTSCHEDULES RELEASE 4.0.52.2

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Table of Contents

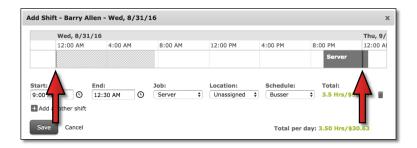
New Features & Improvements Web	2
New Scheduler - Updated Shift Behavior	2
New Scheduler - Displaying Net Hours for Shift Transactions	2
New Scheduler - Removed Break Report	2
New Scheduler - Scheduling Multiple Shifts per Day Part	3
Manually Entered Labor to the ASC	3
PayControl: Punch Adjustments and Overtime	3



New Features & Improvements | Web

New Scheduler - Updated Shift Behavior

Updates have been made to where shifts reside in the New Scheduler. Previously, the behavior was based on a store's Day Part, but it will now be based on the calendar date. Two vertical, lines now label the calendar date within the Add Shift modal, so users are able to easily see where the shift will be placed.



New Scheduler - Displaying Net Hours for Shift Transactions

When Unpaid Meals are configured, managers approving shift trades and/or pick ups will now see the number of hours an employee will be working. For example, if an employee picks up a 10:00am -4:00pm shift, but Unpaid Meals are to be taken when shifts exceed 5 hours, the manager reviewing the pick up will see that the employee would be working 5.5 hours, and not the 6 hours the scheduled shift is suggesting.

New Scheduler - Removed Break Report

Sites on the New Scheduler will no longer have access to the Break Report in the Reporting tab since the information can now be found in the Roster Report within the Scheduling tab.





New Scheduler - Scheduling Multiple Shifts per Day Part

Users of the New Scheduler can now schedule employees multiple shifts in the same Day Part on the same schedule as long as the times don't overlap. For example, the employee below is scheduled adjacent Server and a Busser shifts on the Busser schedule.



Manually Entered Labor to the ASC

Users who manually enter their labor numbers into sites that don't integrate a point of sale system with HotSchedules can now see those figures in the Above Store Console's Labor Snapshot report.

PayControl: Punch Adjustments and Overtime

Updates have been made to include/subtract state-specific overtime when a punch adjustment is made to a record that would make a shift eligible/ineligible for the overtime.

