Cross Applications

Guide to System Controls and Materials Maintenance Volume 2

INFINIUM SOFTWARE

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Appendix A Infinium CA Reports

A

The appendix consists of the following topics:

Printing the Working Days Calendar

Use calendars to establish the number of working days for each month of a year. Infinium OP, Infinium IC, Infinium MP, and Infinium PM use calendars.

Use the menu path below.

- *Code Files*
  - *Print Working Days Calendar* [PWDC]

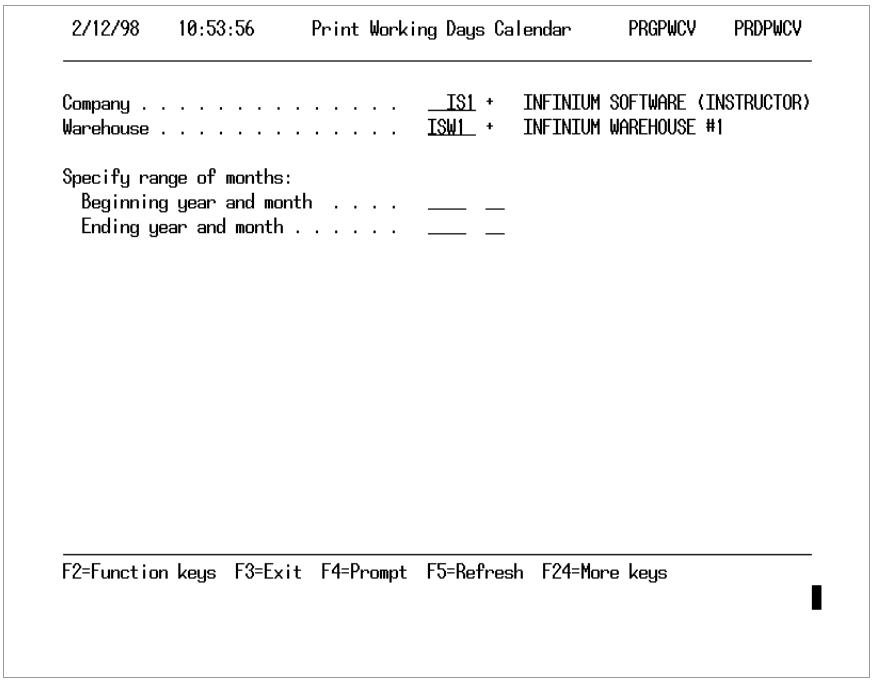


Figure A-1: Print Working Days Calendar screen

Working Days Calendar

After you complete the fields on the screen, press Enter to generate the report.

PRGWDCL PRTWDCL W O R K I N G D A Y S C A L E N D A R PAGE 1
12/26/97 16:37:48 PJT

COMPANY . . . . . : S2K SOFTWARE 2000 INC
WAREHOUSE . . . . . : S2KW1 WAREHOUSE "1" (INSTRUCTORS)
YEAR AND MONTH . . . . . : 1997 OCT.

01	02 W	03 W	04 W	05 W	06 W	07
08	09 W	10 W	11 W	12 W	13 W	14
15	16 W	17 W	18 W	19 W	20 W	21
22	23 W	24 W	25 W	26 W	27 W	28
29	30 W	31 W				

COMPANY . . . . . : S2K SOFTWARE 2000 INC
WAREHOUSE . . . . . : S2KW1 WAREHOUSE "1" (INSTRUCTORS)
YEAR AND MONTH . . . . . : 1997 NOV.

			01 W	02 W	03 W	04
05	06 W	07 W	08 W	09 W	10 W	11
12	13 W	14 W	15 W	16 W	17 W	18
19	20 W	21 W	22 W	23	24	25
26	27 W	28 W	29 W	30 W		

Printing the Raw Material/Resource Report

You can print a listing of the information contained in the raw material/resource records you have on file.

Use the menu path below.

- *Master Files*
  - *Print Raw Material/Resource* [PRMR]

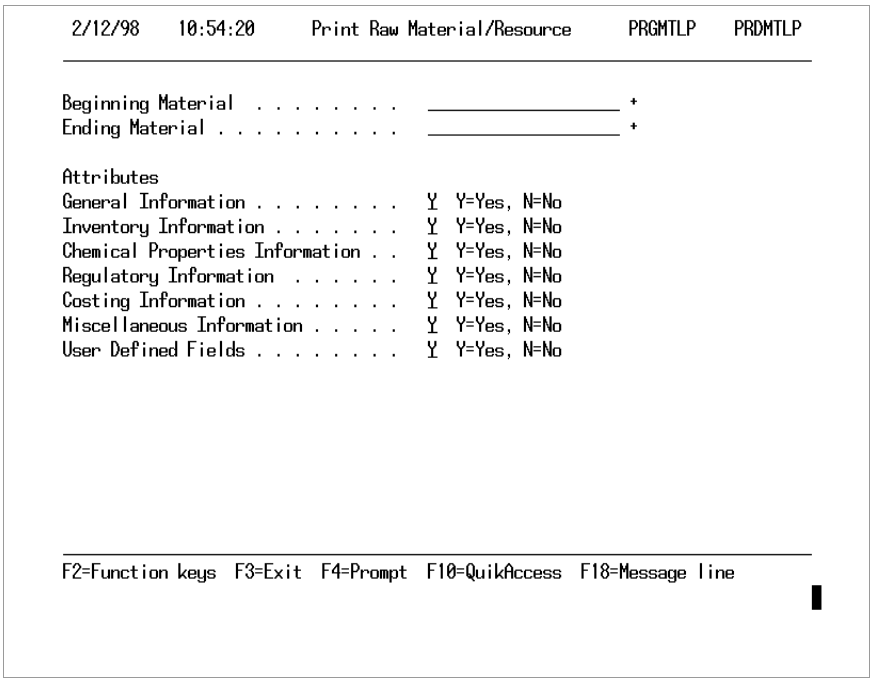


Figure A-2: Print Raw Material/Resource Request screen

Raw Materials/ Resources

Specify the range of raw material/resource records and the types of information you want to print. To print information for one raw material/resource only, use the *Beginning Material* field.

Press Enter to generate the report.

```
PRGMTLP2   PRTMTLP                          R A W   M A T E R I A L   R E P O R T                                  PAGE    1
12/26/97   16:38:35                                                                                                 PJT
-------------------------------------------------------------------------------------------------------------------------
 Material  . . . . . . . . . . . . :  RAW11
 General Information
 Active Code . . . . . . . . . . . :  1                              Weight Per Volume . . . . . . . . . :    8.33000
 Description - Line 1  . . . . . . :  PROCESS RAW MATERIAL-water     Specific Gravity  . . . . . . . . . :  1.001
 Description - Line 2  . . . . . . :                                 Alternate Material  . . . . . . . . :
 Material Unit of Measure  . . . . :  GL                             Liquid Solid Code . . . . . . . . . : 1
 Commodity Code  . . . . . . . . . :  S2KCOMM1                       Report Type . . . . . . . . . . . . :
 Inventory G/L Partial Account . . :                                 Critical Resource . . . . . . . . . : N
 Material Revision Level . . . . . :                                 Auto Source Capable Material  . . . : Y
 Sort Code . . . . . . . . . . . . :
 Inventory Information
 Inventoried . . . . . . . . . . . :  Y
 Inventoried Under . . . . . . . . :
 Chemical Properties Information
                                      Weight     Volume                                                  Weight    Volume
 % Pigment Lead-Free                   10.00      10.00             % Resin                               90.00     90.00
 % Pigment With Lead                                                % Vehicle
 % Pigment Chromate                                                 % Solvent Non-Exempt
 % Pigment Other                                                    % Solvent Exempt
 % Additive
 Regulatory Information
 MSDS Reference Material . . . . . :                                Reactivity Hazard Code  . . . . . :
 Special SARA Compound for MSDS  . :  N                             Personal Hazard Code  . . . . . . :
 Health Hazard Code  . . . . . . . :                                TSCA ID Assigned  . . . . . . . . : N
 Flammability Hazard Code  . . . . :                                Hazards Data Required . . . . . . : N
 Purchased Hazardous Material  . . :  N                             Inbound MSDS Number . . . . . . . :
 Costing Information
 Cost Unit of Measure  . . . . . . :  GL                            Cost Code . . . . . . . . . . . . . : R
 Cost Weight Per Volume  . . . . . :                                Process Material  . . . . . . . . . : N
 Miscellaneous Information
 QC Type Category  . . . . . . . . :                                Weight Per Bag  . . . . . . . . . . :
 Lab Breakdown Code  . . . . . . . :  ADH                           Batch Ticket Message  . . . . . . . :
 Solvent Type  . . . . . . . . . . :                                Usage Loss Percentage . . . . . . . :
 Percent Oil Absorption  . . . . . :                                Zero Loss Factor  . . . . . . . . . : N
 Material Type . . . . . . . . . . :                                Primary Company . . . . . . . . . . :
                                                                    Primary Warehouse . . . . . . . . . :

 User Defined Fields
 Raw Material Comments.........  water                        Is this hazardous?               no
 Alpha Field 3 - RAWMATPF                                    Alpha Field 4 - RAWMATPF
 Alpha Field 5 - RAWMATPF                                    No of Days
 Numeric Field 2 - RAWMATPF                                  Numeric Field 3 - RAWMATPF
 Numeric Field 4 - RAWMATPF                                  Numeric Field 5 - RAWMATPF
 Date Last Inspected            00000000                     Date Field 2 - RAWMATPF          00000000
 Date Field 3 - RAWMATPF        00000000                     Date Field 4 - RAWMATPF          00000000 Date Field 5 - RAWMATPF         00000000
```

Printing Product Records

You can print a listing of the information contained in the product records you have on file.

Use the menu path below.

- *Master Files*
  - *Print Products* [PP]

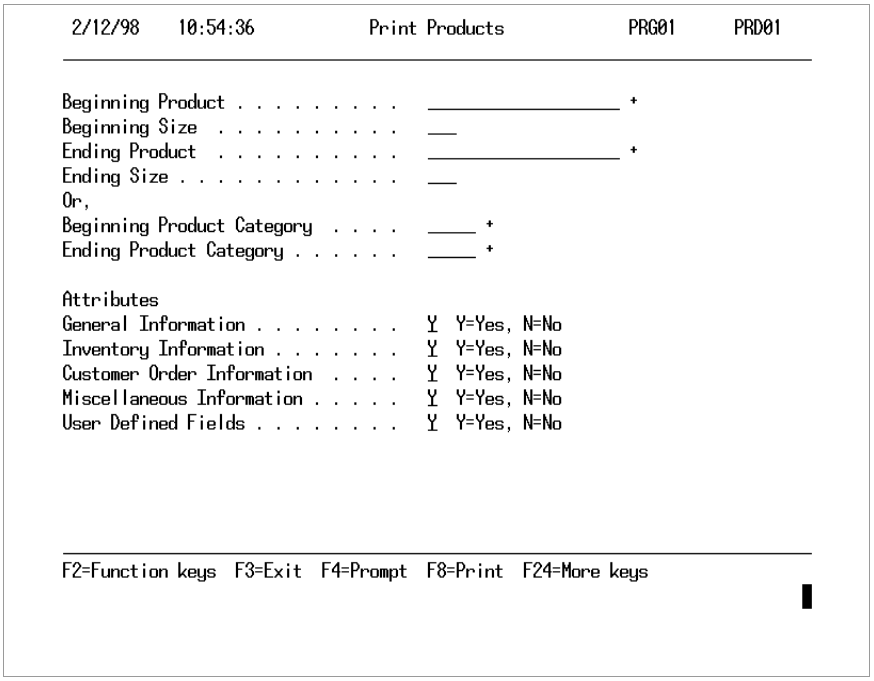


Figure A-3: Print Products Request screen

Products

Specify the range of products or product categories you want to print.

All fields under the heading *Attributes* default to **Y**, which means the system prints all information for the records you select. You can select a report that contains specific information by overriding the defaults in those fields with **N**.

To only print information for one product, use the *Beginning Product* and *Beginning Size* (if you use Size codes) fields.

Press F8 to generate the report.

```
PRG220     PRT220                              P R O D U C T   L I S T I N G                                    PAGE    1
12/26/97   16:38:58                                                                                             PJT
-------------------------------------------------------------------------------------------------------------------------
 PRODUCT . . . . . . . . . . . . . :  S2KITEM1
GENERAL INFORMATION
 ACTIVE RECORD . . . . . . . . . . :  1     ACTIVE              AUTO SOURCE CAPABLE MATERIAL  . . :  N     (Y=Yes, N=No)
 DESCRIPTION - LINE 1  . . . . . . :  ITEM#1
 DESCRIPTION - LINE 2  . . . . . . :                           EXTENDED DESCRIPTION  . . . . . . :  N     (Y=Yes, N=No)
 DISPLAY DESCRIPTION . . . . . . . :                           ITEM NOTES  . . . . . . . . . . . :  N     (Y=Yes, N=No)
 INVENTORY UNIT OF MEASURE . . . . :  EACH                     KIT PRODUCT . . . . . . . . . . . :  N     (Y=Yes, N=No)
 COMMODITY CODE  . . . . . . . . . :  S2KCOMM1                 MANUFACTURED OR PURCHASED CODE  . :  2     PURCHASED
 INVENTORY G/L PARTIAL ACCOUNT . . :  AA                       FORMULA USED  . . . . . . . . . . :
 PRODUCT REVISION LEVEL  . . . . . :                           CONTAINER BILL OF MATERIAL  . . . :
 SORT CODE . . . . . . . . . . . . :                           WEIGHT PER VOLUME FACTOR  . . . . :     1.00000
INVENTORY INFORMATION
 INVENTORIED UNITS PER CONTAINER . :          1.0000           PRODUCT FORECASTED  . . . . . . . :  N     (Y=Yes, N=No)
 INVENTORY UNIT OF MEASURE . . . . :  EACH                     FILL FACTOR . . . . . . . . . . . :  1.0000
 COST UNITS PER CONTAINER  . . . . :          1.0000           BASE UNITS PER CONTAINER  . . . . :           .0000
 COST UNIT OF MEASURE  . . . . . . :  EACH                     BASE UNIT OF MEASURE  . . . . . . :
CUSTOMER ORDER INFORMATION
 PAYMENT TERMS . . . . . . . . . . :                           PRICE UNITS PER CONTAINER . . . . :          1.0000
 CHARGE SALES TAX  . . . . . . . . :  N     (Y=Yes, N=No)      PRICE UNIT OF MEASURE . . . . . . :  EACH
 SALES PRODUCT CATEGORY  . . . . . :                           GIVE LARGE ORDER DISCOUNT . . . . :  N     (Y=Yes, N=No)
 PRICE CLASS CODE  . . . . . . . . :                           LARGE ORDER DISCOUNT CODE . . . . :
 PRICE DISCOUNT PERCENT  . . . . . :     .0000
 NET PRICE PRODUCT . . . . . . . . :  N                        SALES G/L PARTIAL ACCOUNT . . . . :
 PRODUCT PRICE GROUP . . . . . . . :                           COGS G/L PARTIAL ACCOUNT  . . . . :
 PRICE 1 . . . . . . . . . . . . . :         12.000000         PRICE 6 . . . . . . . . . . . . . :           .000000
 PRICE 2 . . . . . . . . . . . . . :         15.000000         PRICE 7 . . . . . . . . . . . . . :           .000000
 PRICE 3 . . . . . . . . . . . . . :         18.000000         PRICE 8 . . . . . . . . . . . . . :           .000000
 PRICE 4 . . . . . . . . . . . . . :            .000000        PRICE 9 . . . . . . . . . . . . . :           .000000
 PRICE 5 . . . . . . . . . . . . . :            .000000
 NET WEIGHT PER UNIT . . . . . . . :        5.0000            GROSS WEIGHT PER UNIT . . . . . . :        7.0000
 NET WEIGHT UNIT OF MEASURE  . . . :  LB                       GROSS WEIGHT UNIT OF MEASURE  . . :  LB
MISCELLANEOUS INFORMATION
 INBOUND MSDS REQUIRED . . . . . . :  N     (Y=Yes, N=No)      FIXED LABOR COST PER CONTAINER  . :           .000000
 SARA COMPONENTS TRACKED . . . . . :  N     (Y=Yes, N=No)      FIXED BURDEN COST PER CONTAINER . :           .000000
 INBOUND MSDS NUMBER . . . . . . . :                           CAPITAL ITEM  . . . . . . . . . . :  0     NOT A CAPITAL ITEM
 PRODUCT REPORT TYPE . . . . . . . :                           DOT HAZARD CLASS  . . . . . . . . :
 PRODUCT TYPE  . . . . . . . . . . :                           DOT PACKAGING GROUP . . . . . . . :
 INVENTORY CLASS . . . . . . . . . :                           DOT LINE NUMBER . . . . . . . . . :
 SALES REFERENCE . . . . . . . . . :
 ALPHA SEARCH CODE . . . . . . . . :                           QC TYPE CATEGORY  . . . . . . . . :
 PRIVATE LABEL CODE  . . . . . . . :                           PROCESS COMMENTS  . . . . . . . . :
 PRODUCT LABEL CODE  . . . . . . . :
 PRIMARY COMPANY . . . . . . . . . :    S2K                    USAGE LOSS PERCENTAGE . . . . . . :
 PRIMARY WAREHOUSE . . . . . . . . :                           ZERO LOSS FACTOR  . . . . . . . . :  N
```

Printing Customers

Use this option to print the names, addresses, and phone numbers of the customers in your Customer file.

The screens that display in the *Print Customers* option depend on your entry in the *Order Processing* field on the System Information screen in the Infinium CA Entity Control file. If you specify not to use Order Processing, the Work with Customers selection screen displays. You must press F8 on that screen in order to print.

The screen that follows assumes you are not using Infinium OP. Refer to the *Infinium Order Processing Guide to Setup and Processing* for more information on the Infinium OP Customer file and its print function.

Use the menu path below.

- *Master Files*
  - *Print Customers* [PC]

```
2/12/98    10:55:11          Print Customers          PRGCM      PRDCM


Beginning Company . . . . . .  _____ +
Beginning Name or Number  . . . . .  _____________

Ending Company  . . . . . .  _____ +
Ending Name or Number . . . . . .  _____________

Print All Customers . . . . . .  N  Y=Yes, N=No

Print Sequence
Name Sequence . . . . . .  _  Y=Yes, N=No
Number Sequence . . . . . .  _  Y=Yes, N=No




F2=Function keys  F3=Exit  F4=Prompt  F10=QuikAccess  F12=Cancel
```

Figure A-4: Print Customers prompt screen

Customers

Specify the range of customers you want to print and/or the companies for which you want the system to list customer information. For a listing of all customers at all companies, type **Y** in the *Print All Customers* field.

Choose whether you want the listing to print sorted by customer name or customer identifier. The system uses the name you specified on the General Information screen if you request a listing in name sequence.

Press Enter to print the listing.

```
OPG250P    OPT250P                        C U S T O M E R   M A S T E R   F I L E   P R I N T                        PAGE    2
12/27/97   10:37:29                                                                                                     PJT
-------------------------------------------------------------------------------------------------------------------------------
         COMP     S2K     SOLD-TO  1
         NAME   S2K CUSTOMER #1
         ADD2   ONE TOWER LANE
         ADD3
         ADD4
         ADD5
         CITY   OAKBROOK TERRACE       STATE  IL       ZIP  60067-4000      PHONE
-------------------------------------------------------------------------------------------------------------------------------
         COMP     S2K     SOLD-TO  2
         NAME   S2K CUSTOMER #2
         ADD2   Two Ravina Center
         ADD3   Suite 2500
         ADD4
         ADD5
         CITY   Atlanta                STATE  GA       ZIP  30346           PHONE
-------------------------------------------------------------------------------------------------------------------------------
         COMP     S2K     SOLD-TO  100
         NAME   Warehouse #1
         ADD2   One 24th Street
         ADD3
         ADD4
         ADD5
         CITY   Dallas                 STATE  TX       ZIP  75201           PHONE
-------------------------------------------------------------------------------------------------------------------------------
         COMP     S2K     SOLD-TO  200
         NAME   Warehouse #2
         ADD2   9 Greenway Plaza
         ADD3   Suite 3120
         ADD4
         ADD5
         CITY   Houston                STATE  TX       ZIP  77046           PHONE
-------------------------------------------------------------------------------------------------------------------------------
                                          ********** END OF REPORT **********
```

Printing Item Warehouse Records

You can print a listing of the information contained in the item warehouse records you have on file.

Use the menu path below.

- *Master Files*
  - *Print Item Warehouse* [PIW]

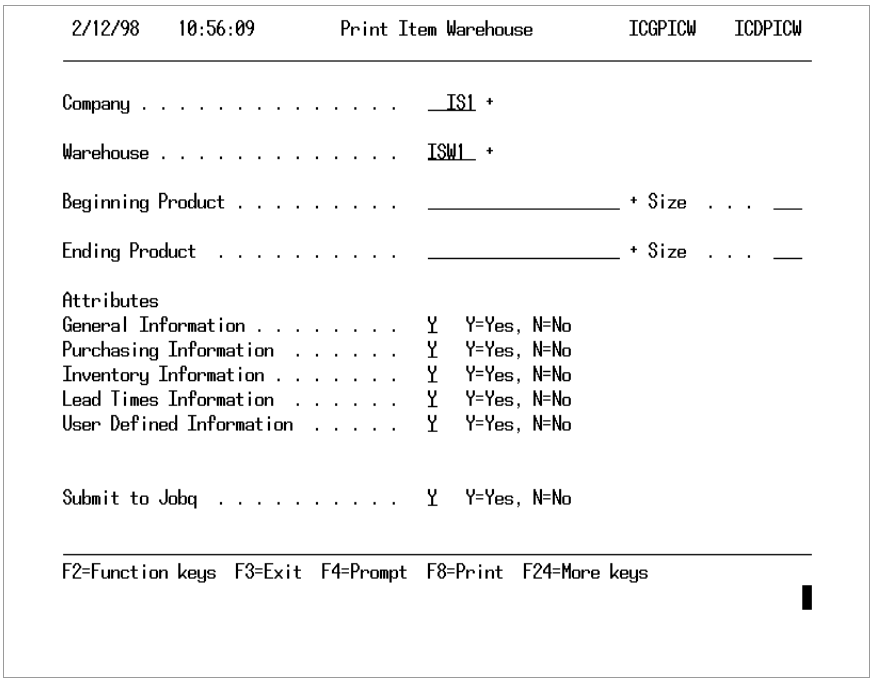


Figure A-5: Print Item Warehouse Request screen

Item Warehouse Records

The *Company* and *Warehouse* fields default to the codes established in your user profile. You can request a report of items that exist at any level by making the entries shown in the following table:

Company	Warehouse	Records that Print
delete the default and leave blank	delete the default and leave blank	entity level

Company	Warehouse	Records that Print
valid code	delete the default and leave blank	company level
valid code	valid code	warehouse level

Specify the range of item records you want to print. To print information for one item, only use the *Beginning Product* and *Size* (if you use Size codes) fields.

All fields at the bottom of the screen default to **Y**, which means the system will print all information for the records you select. You can select a report that contains specific information by overriding the defaults in those fields with **N**.

Press F8 to generate your report.

```
ICGICWR    ICTPICW                    I T E M   W A R E H O U S E   R E P O R T                             PAGE   34
12/18/97    9:09:49                                                                                                       PJT
------------------------------------------------------------------------------------------------------------------------------------
Company        1    Warehouse    11     INFINIUM SOFTWARE, INC.
Product Code PROD01              Size EA    Desc. Cherry Pie

 Product Class Type  . . . . . . . :                                 Daily Capacity  . . . . . . . . . :
 Product Sub Class . . . . . . . . :                                 Daily Capacity UM . . . . . . . . :
 Global Tax Rate Code  . . . . . . :                                 MPS Format  . . . . . . . . . . . :
 Order Strategy  . . . . . . . . . :                                 Lot Size Technique  . . . . . . . :
                                                                     Critical Resource . . . . . . . . :  N

 Inventory Unit of Measure . . . . :                                 Item Revision Level . . . . . . . :
 Purchasing Unit of Measure  . . . :                                 Purchasing Tax Default  . . . . . :  N
 Department Code . . . . . . . . . :                                 Tax Authority Default . . . . . . :
 Inspection Required . . . . . . . :  N                              Rate Code Default . . . . . . . . :
 Vendor  . . . . . . . . . . . . . :                                 Recoverable . . . . . . . . . . . :  N
 Primary Vendor  . . . . . . . . . :                                 Tax Category Code Default . . . . :
 Buyer Sort Code . . . . . . . . . :

 Order Policy Code . . . . . . . . :  3                              Automatic Creation Method . . . . :
 Restocking Method . . . . . . . . :                                 Full Allocation Only  . . . . . . :
 Restocking Warehouse  . . . . . . :                                 Minimum Qty . . . . . . . . . . . :                    UM
 Maximum Qty . . . . . . . . . . . :                UM               Maximum Reorder Qty . . . . . . . :                    UM
 Order Policy/Lot Size Quantity  . :                UM               Safety Stock Qty  . . . . . . . . :                    UM
 Product Family/Class  . . . . . . :                                 Order Multiple Qty  . . . . . . . :                    UM
 Planner Code  . . . . . . . . . . :                                 Inventory Cycle Code  . . . . . . :
 Material/Warehouse Combination  . :                                 Lot Controlled  . . . . . . . . . :
 First Part of Storage Index . . . :                                 Second Part of Storage Index  . . :
 Third part of storage index . . . :                                 Storage Index Capacity  . . . . . :
 Store by Product  . . . . . . . . :                                 Store by Storage Type . . . . . . :
 Storage Type  . . . . . . . . . . :                                 Days Reserved Prior Issue . . . . :
 First Default Storage Index . . . :                                 Days Allocated Prior Transfer . . :
 Second Default Storage Index  . . :                                 Days Allocated Prior Issue  . . . :
 Third Default Storage Index . . . :                                 Backorder Issue Requisition . . . :  N
                                                                     Backorder Transfer Requisition  . :  N
 Calculated ABC Code . . . . . . . :  C                              Override ABC Code . . . . . . . . :
 Cycle Count Interval  . . . . . . :   90                            Last Cycle Count date . . . . . . :   8301997
 Next Cycle Count Date . . . . . . :  11281997

 Sourcing Lead Time  . . . . . . . :                                 Vendor Lead Time  . . . . . . . . :
 Manuf Fixed Lead Time . . . . . . :                                 Manuf Variable Lead Time  . . . . :
 Planning Lead Time  . . . . . . . :                                 Order Prep Lead Time  . . . . . . :
 Receiving Lead Time . . . . . . . :                                 Inspection Lead Time  . . . . . . :
 To Stock Lead Time  . . . . . . . :                                 Total Lead Time . . . . . . . . . :
 Safety Lead Time  . . . . . . . . :
```

```
Alpha1  . . . . . . . . . . . . . . :
Alpha3  . . . . . . . . . . . . . . :
Alpha5  . . . . . . . . . . . . . . :
Numeric2  . . . . . . . . . . . . . :
Numeric4  . . . . . . . . . . . . . :
Date1 . . . . . . . . . . . . . . . :
Date3 . . . . . . . . . . . . . . . :
Date5 . . . . . . . . . . . . . . . :
```

```
Alpha2  . . . . . . . . . . . . . . :
Alpha4  . . . . . . . . . . . . . . :
Numeric1  . . . . . . . . . . . . . :
Numeric3  . . . . . . . . . . . . . :
Numeric5  . . . . . . . . . . . . . :
Date2 . . . . . . . . . . . . . . . :
Date4 . . . . . . . . . . . . . . . :
```

Printing Non-inventory Material Records

You can print a listing of the information contained in the non-inventory material records you have on file.

Use the menu path below.

- *Master Files*
  - *Print Non-inventory Materials* [PNIM]

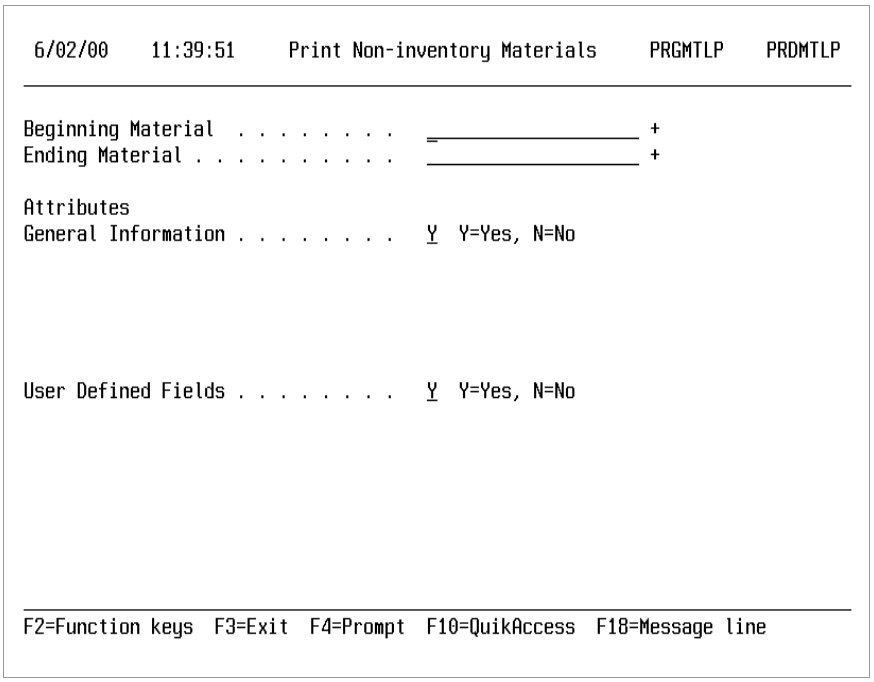


Figure A-6: Print Non-inventory Materials Request screen

Non-inventory Materials

Specify the range of non-inventory material records and the types of information you want to print. To print information for one non-inventory item, only use the *Beginning Material* field.

Press Enter to generate the report.

```
PRGMTLP2   PRTMTLP                  N O N - I N V E N T O R Y   M A T E R I A L   R E P O R T                          PAGE    1
12/27/97   10:10:14                                                                                                      PJT
-------------------------------------------------------------------------------------------------------------------------------
 Material  . . . . . . . . . . . . :  NONINV#1
 GENERAL INFORMATION
 Active Code . . . . . . . . . . . :  1
 Description - Line 1  . . . . . . :  Non-inventory item
 Description - Line 2  . . . . . . :
 Material Unit of Measure  . . . . :  EACH
 Commodity Code  . . . . . . . . . :  S2KCOMM1
 Inventory G/L Partial Account . . :
 Material Revision Level . . . . . :                                  Auto Source Capable Material  . . : N
 Sort Code . . . . . . . . . . . . :
 USER DEFINED FIELDS
 Raw Material Comments.....  none                          Is this hazardous?               no
 Alpha Field 3 - RAWMATPF                                  Alpha Field 4 - RAWMATPF
 Alpha Field 5 - RAWMATPF                                  No of Days
 Numeric Field 2 - RAWMATPF                                Numeric Field 3 - RAWMATPF
 Numeric Field 4 - RAWMATPF                                Numeric Field 5 - RAWMATPF
 Date Last Inspected             00000000                  Date Field 2 - RAWMATPF          00000000
 Date Field 3 - RAWMATPF         00000000                  Date Field 4 - RAWMATPF          00000000
 Date Field 5 - RAWMATPF         00000000
                                          ********** END OF REPORT **********
```

Printing Cost Code Information

When you select the *Print Cost Codes* option, the system automatically generates three reports. These reports contain identical information; however, information prints in different sorting patterns. The following list contains the three reports:

- Cost Code Listing by Cost Code Sequence
- Cost Code Listing by Display Sequence
- Cost Code Listing by Description Sequence

Use the menu path below.

- *Costing Utilities*
- *Cost Controls Menu*
  - *Print Cost Codes* [PCC]

An example of the Cost Code Listing by Cost Code Sequence report is on the next page.

PRGCCR PRTCC C O S T C O D E L I S T I N G B Y C O S T C O D E S E Q U E N C E PAGE 1
12/26/97 16:42:09 PJT

COST CODE	COST DESCRIPTION	ABBREVIATED COST DESCRIPTION	PRINT SEQUENCE NUMBER	DISPLAY SEQUENCE NUMBER	SALES COST TYPE L=LABOR, B=BURDEN C=CONTAINER, O=OTHER	APPLY LOSS FACTOR	USE WITH SARA
A	Administrative	Administ	16	16	O	N	N
B	Burden Cost	Burden	03	03	B	N	N
C	Container Cost	Container	06	06	C	N	N
E	Engineering Cost	Engineerng	14	14	O	N	N
G	Freight Cost	Freight	09	09	O	N	N
J	Packaging Labor Cost	Pkg Labor	05	05	C	N	N
L	Direct Labor	Dir Labor	02	02	L	N	N
M	Machine Cost	Machine	10	10	O	N	N
N	Cleanup	Cleanup	07	07	L	N	N
O	Occupancy Cost	Occupancy	15	15	O	N	N
P	Packaging Cost	Packaging	04	04	C	N	N
R	Raw Material Cost	Raw Mtl	01	01	R	Y	Y
S	Spoilage Cost	Spoilage	11	11	O	N	
T	Total Cost	Total	17	17			
U	Utility Cost	Utility	13	13	O	N	
V	Setup	Setup	08	08	O	N	N
W	Hardware Cost	Hardware	12	12	O	N	N

***** RECORDS PRINTED 17
********** END OF REPORT **********

Printing Item Costs

Use the Item Cost Report to review different cost types on raw materials, formulas, products, or on everything.

Use the menu path below.

- *Costing Utilities*
- *Cost Management Menu*
  - *Print Costs for Warehouse* [PCFW]

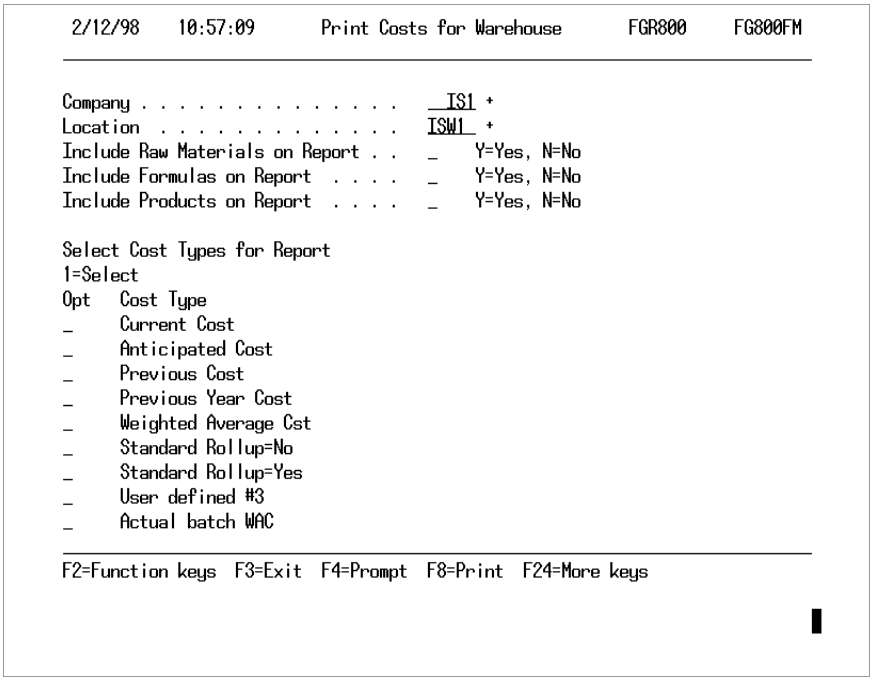


Figure A-7: Print Costs for Warehouse screen

Item Costs

After you make your selections, press F8 to generate the report.

FGR810 MTLMSTLF I T E M C O S T R E P O R T PAGE 1
12/27/97 14:25:50 PJT

Item	SIZE	DESCRIPTION	CO	WHSE	UM	COST UM	Current	Anticipated	Previous
S2KITEM1		ITEM#1	S2K	S2KW1	EACH	EACH	7.750000		8.750000
S2KITEM2		ITEM#2	S2K	S2KW1	EACH	EACH	6.750000		13.600000
S2KITEM3		ITEM#3	S2K	S2KW1	EACH	EACH	8.400000		9.800000
S2KITEM4		ITEM#4	S2K	S2KW1	EACH	EACH	6.000000		8.500000
S2KITEM6		ITEM#6	S2K	S2KW1	EACH	EACH	6.000000		

********** END OF REPORT **********

Printing Product Sales Categories

Use product sales categories to sort product records for reports and displays. You can also assign partial general ledger accounts to Product Sales categories for use with Infinium JP.

Use the menu path below.

- *Code Files*
  - *Work with Product Sales Category* [WWPSC]

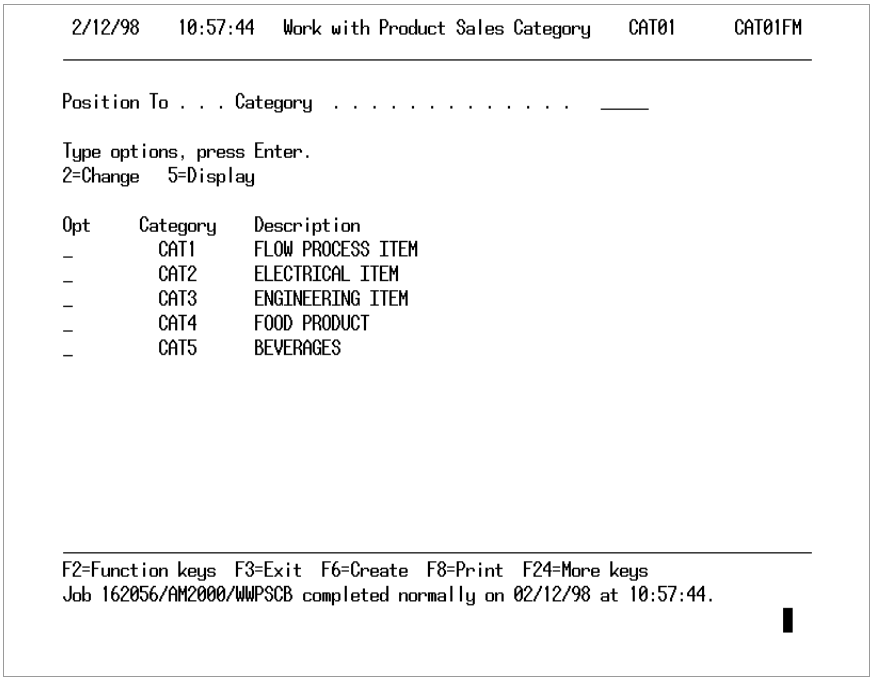


Figure A-8: Work with Product Sales Category selection screen

Product Sales Categories

Press F8 to generate a report of all product sales categories.

```
PRGCATR    PRTCAT                  P R O D U C T   S A L E S   C A T E G O R Y   L I S T I N G                    PAGE    1
12/27/97    9:02:53                                                                                              PJT
-------------------------------------------------------------------------------------------------------------------------

 CATEGORY     DESCRIPTION                      SALES PARTIAL GL    COST PARTIAL GL
 PSC01        Product Sales Category 1         000000000000        000000000000
 PSC02        Product Sales Category 2         000000000000        000000000000
                                                 ***** RECORDS PRINTED                  2
                                                 ********** END OF REPORT **********
```

Printing Department of Transportation Codes

Department of Transportation (DOT) records store information about government transportation requirements. Assign DOT codes to product records using the *Work with Products* option.

Use the menu path below.

- *Code Files*
  - *Work with Dept of Transportation* [WWDOT]

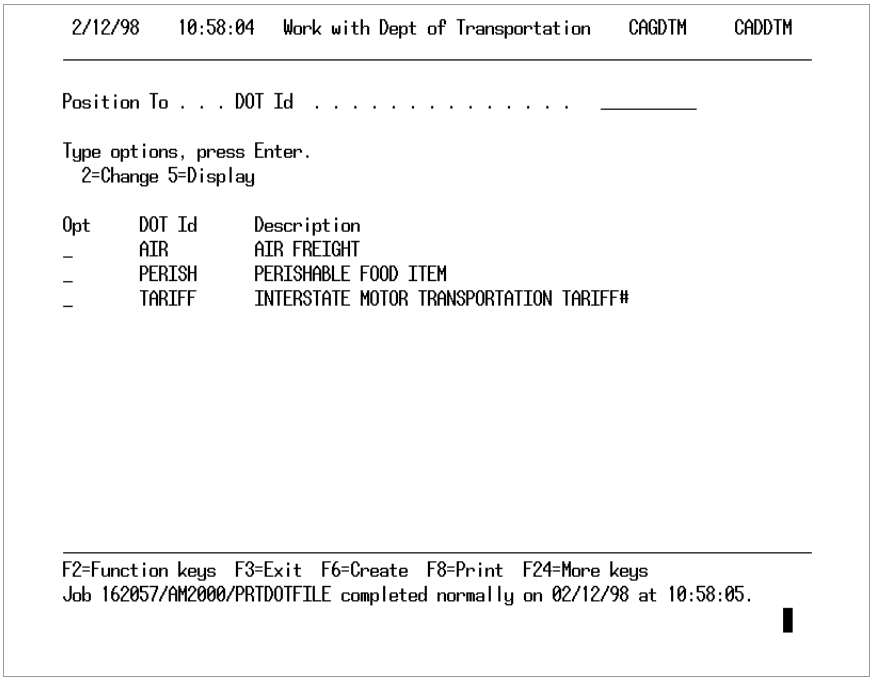


Figure A-9: Work with Dept of Transportation selection screen

Department of Transportation Codes

Press F8 to generate a report of all the Department of Transportation records on the system.

```
12/27/97  14:33:51                        D O T   M A S T E R   F I L E   L I S T I N G                                  PAGE    1
        DOT ID      DOT NUMBER  HAZARDOUS?  MAJOR DESCRIPTION                                                          DESCRIPTION 2
  DESCRIPTION 3                                      DESCRIPTION 4
        COT001      001                    Company Operating Trucking Code
  FINAL TOTALS
  COUNT 1
                                    * * *  E N D  O F  R E P O R T  * * *
```

Printing Product Size Codes

Use Size codes with product records to differentiate packaging configurations.

Use the menu path below.

- *Master Files*
  - *Work with Size Code* [WWSC]

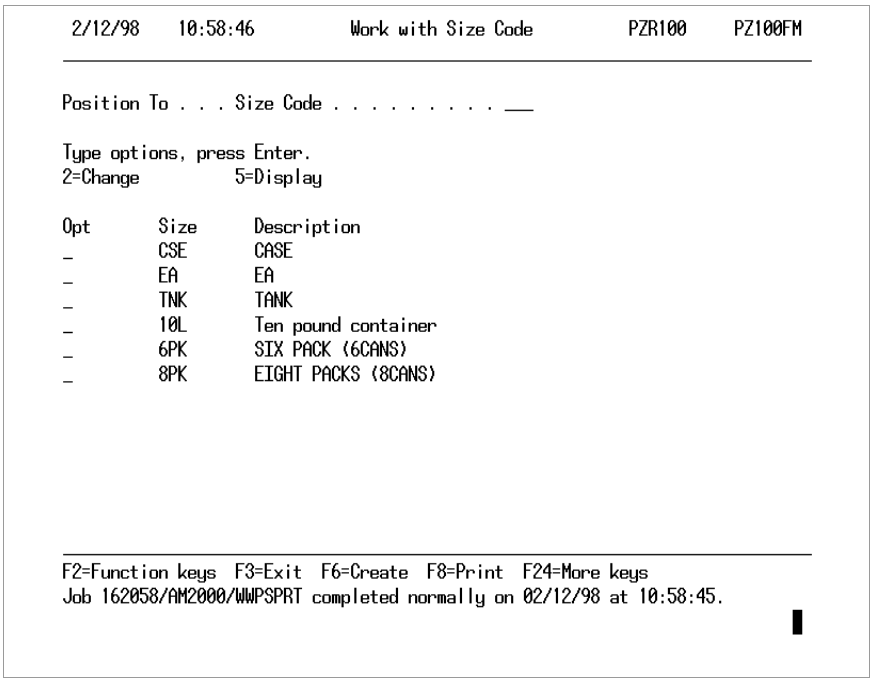


Figure A-10: Work with Size Code selection screen

Product Size Codes

Press F8 to generate a report of all the Size codes defined on the system.

PZR101 PZT101 P R O D U C T S I Z E C O D E F I L E PAGE 1
12/27/97 9:03:53

SIZE	INV UNIT CNTR	PRC UNIT CNTR	CST UNIT CNTR	BASE UNIT CNTR	UM	CONTAINER DESC	LABEL DESC
B12	1.0000	1.0000	1.0000	1.0000		Box of 12	
CSE	24.0000	1.0000	2.2500	24.0000	CAN	Case	Case - 24 cans
DR	1.0000	1.0000	1.0000	55.0000	GL	55 gallon drum	Drum
EA	1.0000	1.0000	1.0000	1.0000		EACH	
GL	1.0000	1.0000	1.0000	1.0000	GL	Gallon	GL
LB	1.0000	1.0000	1.0000	1.0000	LB	Pound	LB
TNK	10.0000	10.0000	10.0000	10.0000	GL	Tank	10 gallon tank
12P	1.0000	1.0000	1.0000	1.0000		12 eaches/12-pack	
5G	1.0000	1.0000	1.0000	5.0000	GL	5 gallon pail	5 gal
6PK	1.0000	1.0000	1.0000	1.0000		6 eaches to a 6PK	

********** END OF REPORT **********

Printing the FIFO Balancing Report

If your system is setup for FIFO/LIFO, generate a FIFO Balancing report.

Use the menu path below.

- *Costing Utilities*
- *FIFO/LIFO Costing*
  - *FIFO Balancing Report* [FBR]

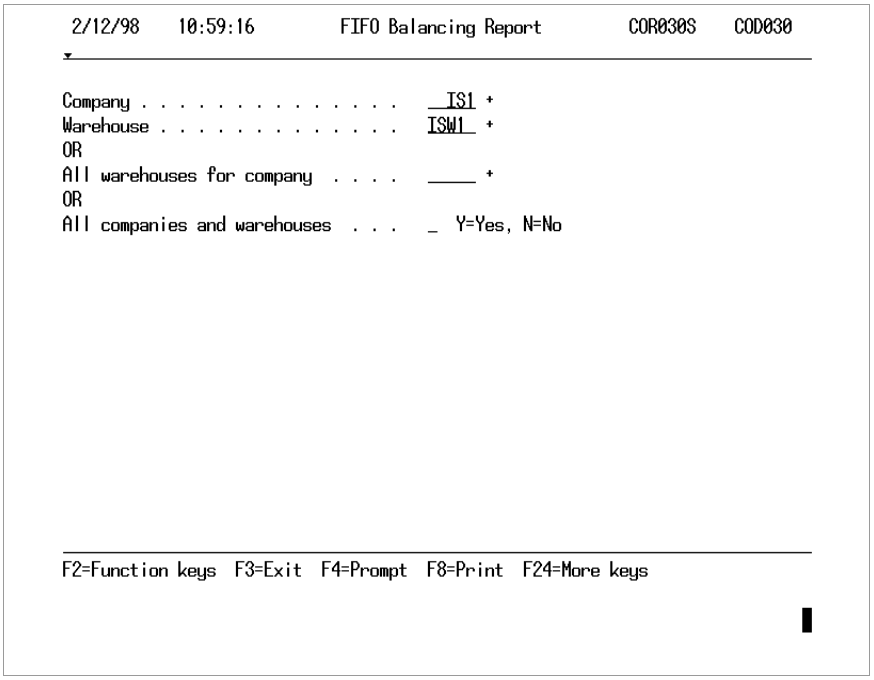


Figure A-11: FIFO Balancing Report Request screen

FIFO Balancing Report

Specify the locations you want your report to include. Press F8 to generate the report.

COR030 COT030 F I F O B A L A N C I N G R E P O R T PAGE 1
12/26/97 16:44:25 PJT

COMPANY	WAREHOUSE	PRODUCT	SIZE	FIFO AVAIL	INV AVAIL	
S2K	S2KW1	S2KITEM1		8100.0000	301.0000	OUT OF BALANCE
S2K	S2KW1	S2KITEM2		9000.0000	462.0000	OUT OF BALANCE
S2K	S2KW1	S2KITEM3		20000.0000	470.0000	OUT OF BALANCE

********** END OF REPORT **********

Printing the FIFO/LIFO Inventory Report

If your system is setup for FIFO/LIFO, generate a FIFO/LIFO Inventory report.

Use the menu path below.

- *Costing Utilities*
- *FIFO/LIFO Costing*
  - *FIFO/LIFO Inventory Report* [FLIR]

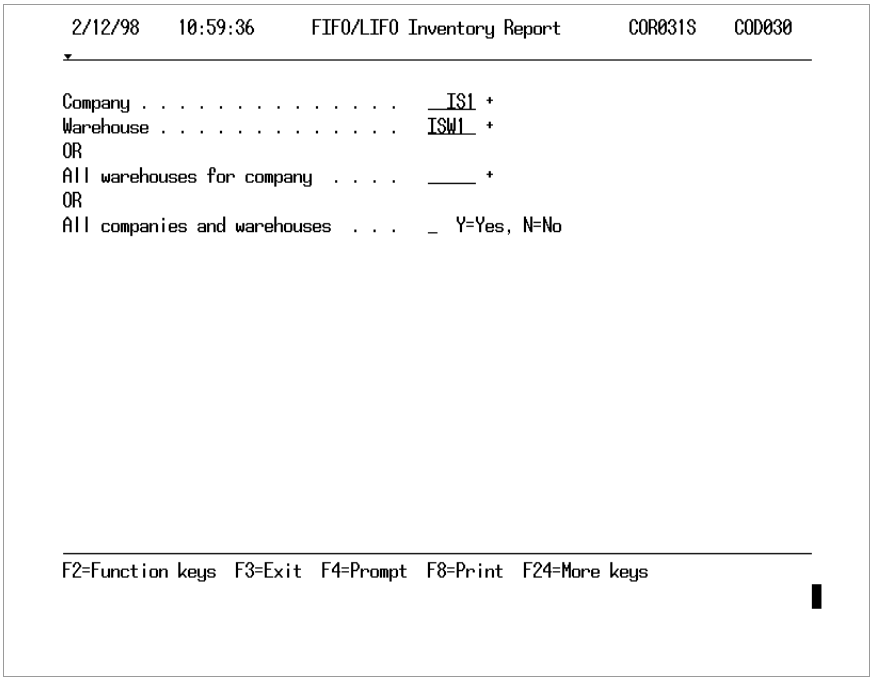


Figure A-12: FIFO/LIFO Inventory Report Request screen

FIFO/LIFO Inventory Report

Specify the locations you want your report to include. Press F8 to generate the report. If a * displays on the report this informs you that an item had differing inventory and cost unit of measures. The system prints the cost per unit and inventory unit of measure so the costs can be extended correctly.

COR031 COT031 F I F O / L I F O I N V E N T O R Y PAGE 1
11/04/98 14:20:06 PJT

CO	WHSE	ITEM	SIZE	DESCRIPTION	DATE	ORIGINAL QTY	INV U/M	USED QTY	AVAIL QTY	COST	COST U/M	TOTAL COST
CUSDA	CLIF1	C-MFG1		Cathy's Mfg Product-	10/22/1998	50.0000	EA	.0000	50.0000	1.000000	* EA	50.000000
CUSDA	CLIF1	C-MFG1		Cathy's Mfg Product-	10/22/1998	10.0000	EA	.0000	10.0000	1.000000	* EA	10.000000
CUSDA	CLIF1	C-MFG1		Cathy's Mfg Product-	10/22/1998	5.0000	EA	.0000	5.0000	1.000000	* EA	5.000000
CUSDA	CLIF1	C-MFG1		Cathy's Mfg Product-	10/22/1998	5.0000	EA	.0000	5.0000	1.000000	* EA	5.000000
	** SUB-TOTAL **					70.0000			70.0000	1.000000		70.000000
CUSDA	CLIF1	C-MFG5		Cathy's Mfg Product-	10/22/1998	50.0000	EA	.0000	50.0000	1.100000	EA	55.000000
CUSDA	CLIF1	C-MFG5		Cathy's Mfg Product-	10/22/1998	10.0000	EA	.0000	10.0000	1.100000	EA	11.000000
CUSDA	CLIF1	C-MFG5		Cathy's Mfg Product-	10/22/1998	5.0000	EA	.0000	5.0000	1.100000	EA	5.500000
CUSDA	CLIF1	C-MFG5		Cathy's Mfg Product-	10/22/1998	5.0000	EA	.0000	5.0000	1.100000	EA	5.500000
	** SUB-TOTAL **					70.0000			70.0000	1.100000		77.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	10/22/1998	50.0000	EA	.0000	50.0000	.800000	* EA	40.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	10/22/1998	8.0000	EA	.0000	8.0000	.800000	* EA	6.400000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	10/22/1998	5.0000	EA	.0000	5.0000	.800000	* EA	4.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	10/22/1998	5.0000	EA	.0000	5.0000	.800000	* EA	4.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	11/03/1998	20.0000	EA	.0000	20.0000	1.000000	* EA	20.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	11/03/1998	10.0000	EA	.0000	10.0000	1.000000	* EA	10.000000
CUSDA	CLIF1	C-PRD1		Cathy's Purchsd Prd-	11/03/1998	1000.0000	EA	.0000	1000.0000	.737200	* EA	737.200000
	** SUB-TOTAL **					1098.0000			1098.0000	.748269		821.600000
CUSDA	CLIF1	C-PRD5		Cathy's Purchsd Prd-	10/22/1998	50.0000	EA	.0000	50.0000	.900000	EA	45.000000
CUSDA	CLIF1	C-PRD5		Cathy's Purchsd Prd-	10/22/1998	10.0000	EA	.0000	10.0000	.900000	EA	9.000000
CUSDA	CLIF1	C-PRD5		Cathy's Purchsd Prd-	10/22/1998	5.0000	EA	.0000	5.0000	.900000	EA	4.500000
CUSDA	CLIF1	C-PRD5		Cathy's Purchsd Prd-	10/22/1998	5.0000	EA	.0000	5.0000	.900000	EA	4.500000
	** SUB-TOTAL **					70.0000			70.0000	.900000		63.000000
CUSDA	CLIF1	C-RAW1		Cathy's Raw Mat-UOM	10/21/1998	50.0000	EA	42.0000	8.0000	1.137055	* EA	9.096440
CUSDA	CLIF1	C-RAW5		Cathy's Raw Mat-UOM	10/19/1998	50.0000	EA	.0000	50.0000	.700000	EA	35.000000
CUSDA	CLIF1	C-RAW5		Cathy's Raw Mat-UOM	10/19/1998	35.0000	EA	9.0000	26.0000	1.500000	EA	39.000000
CUSDA	CLIF1	C-RAW5		Cathy's Raw Mat-UOM	10/21/1998	70.0000	EA	50.0000	20.0000	.700000	EA	14.000000
CUSDA	CLIF1	C-RAW5		Cathy's Raw Mat-UOM	10/21/1998	50.0000	EA	.0000	50.0000	1.177382	EA	58.869100
	** SUB-TOTAL *					205.0000		59.0000	146.0000	1.005952		146.869100
	** GRAND TOTAL					1563.0000		101.0000	1462.0000	.812288		1187.565540

********** END OF REPORT **********

Printing the FIFO/LIFO Costing Errors Report

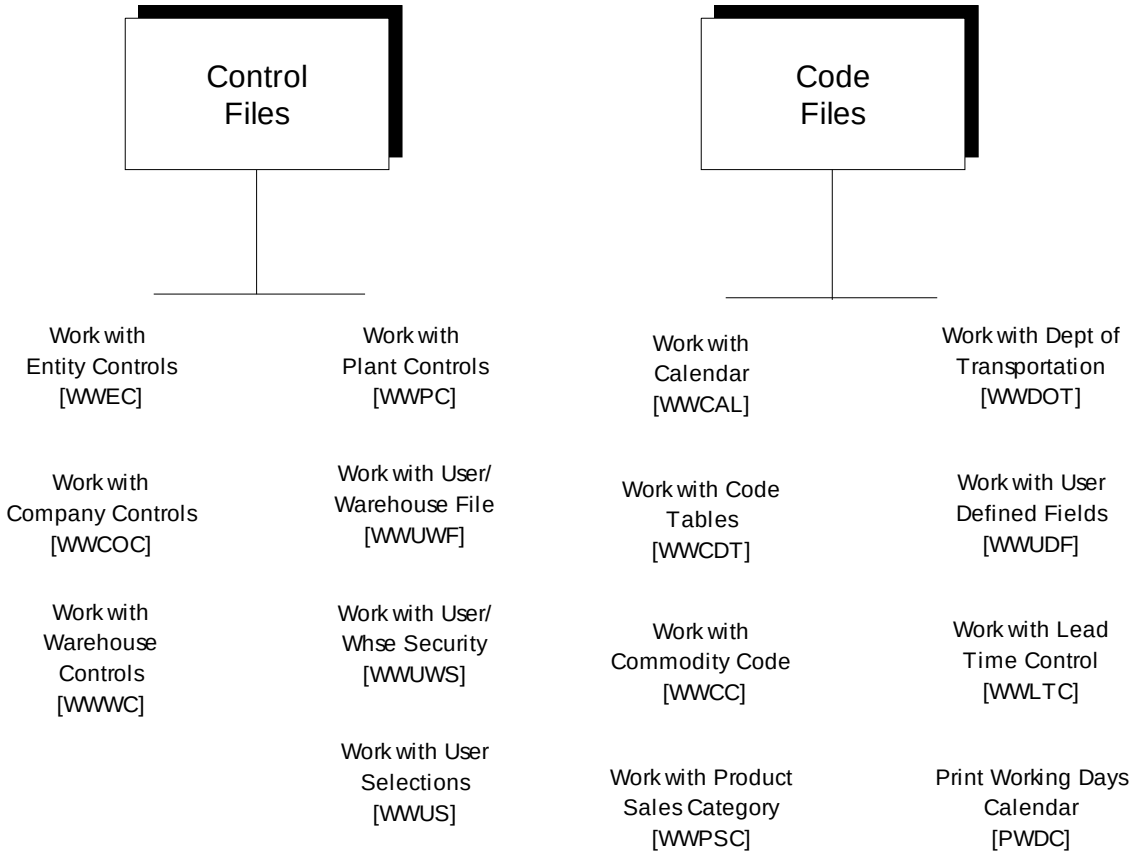
If you are processing a transaction that deletes inventory and a FIFO/LIFO layer does not exist for the item or ingredient you are working with, the system automatically generates the FIFO/LIFO Costing Errors Report.

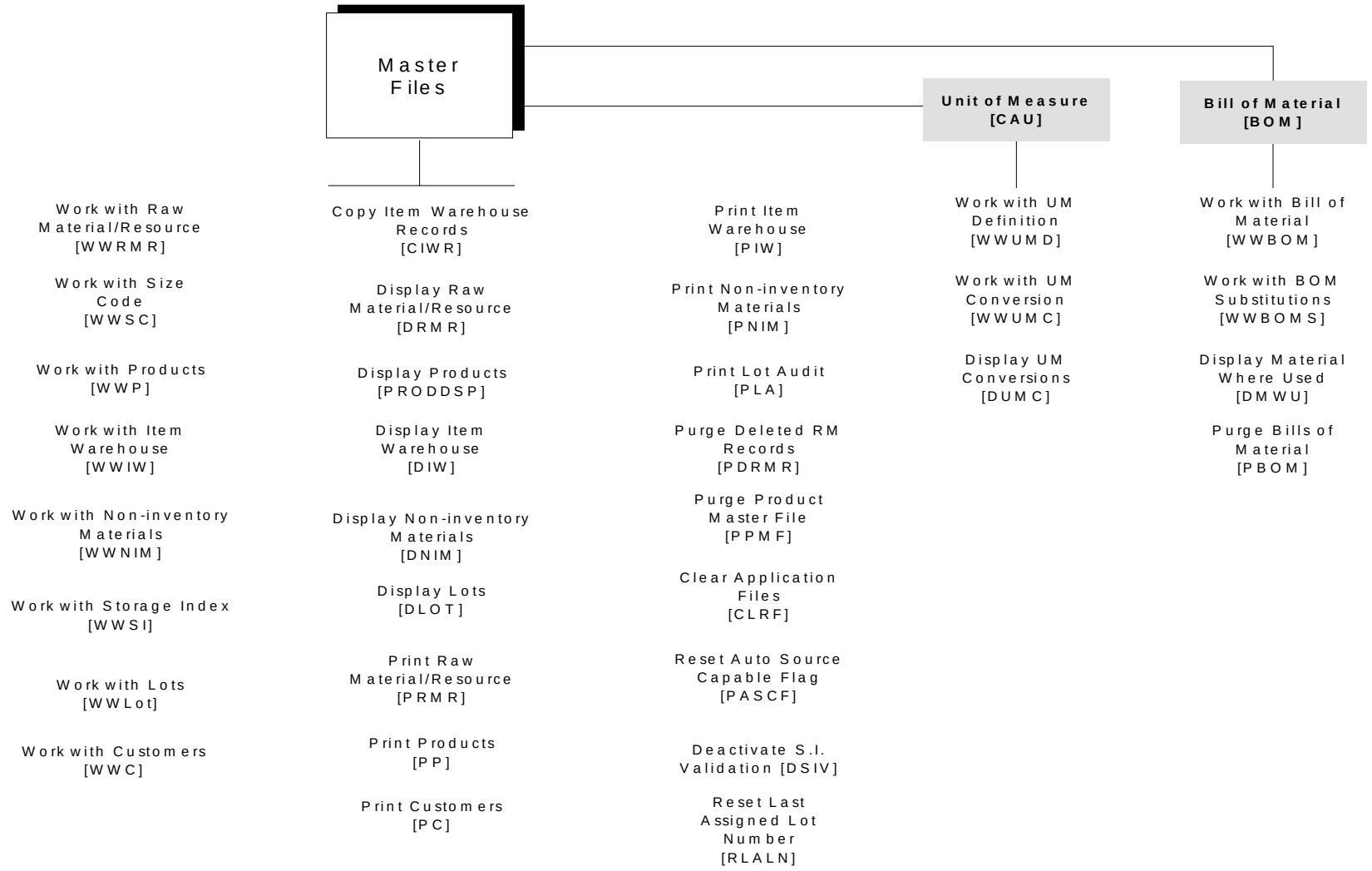
Notes

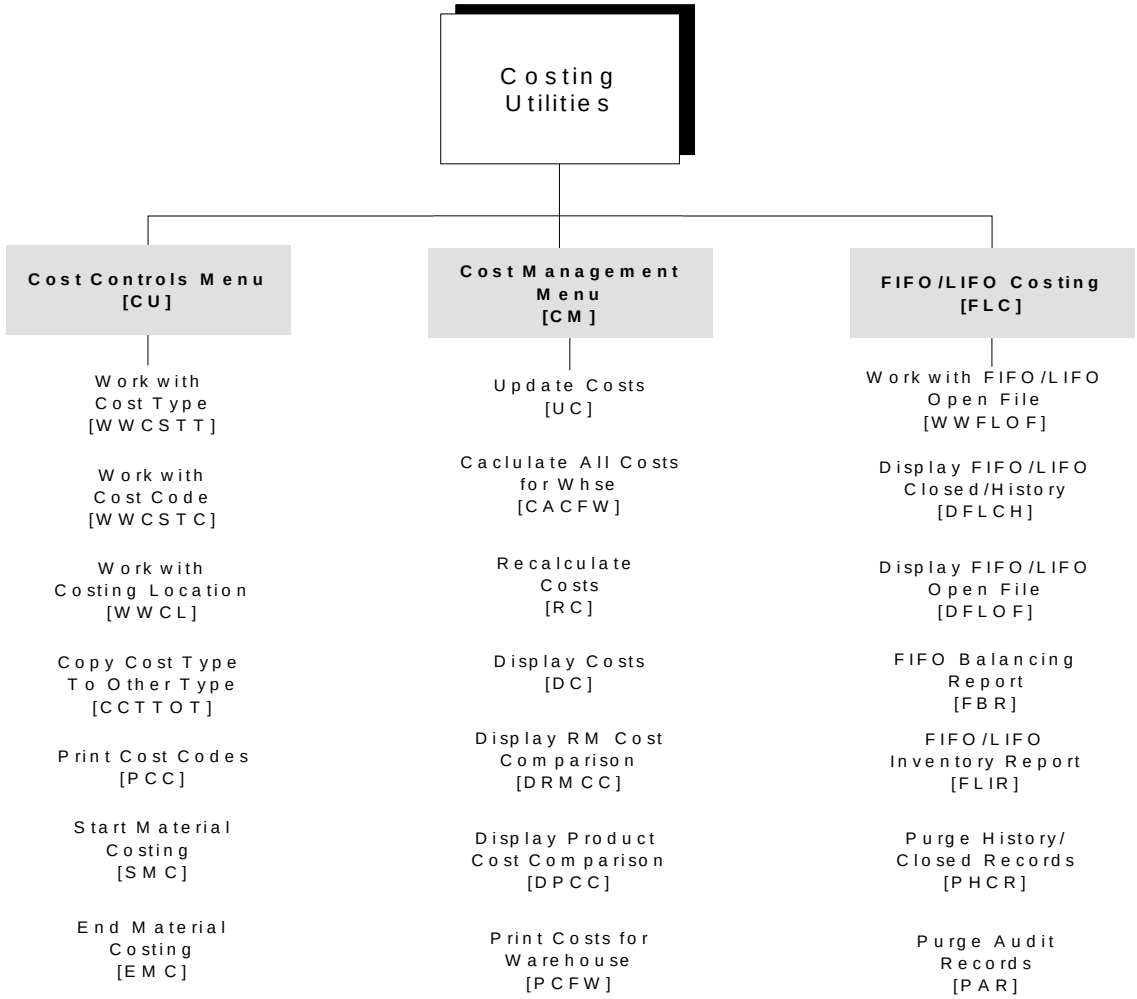
Appendix B Infinium Cross Applications Menu Tree

B

This appendix contains the menu tree for Infinium CA.


Control Files
Work with Entity Controls [WWEC]
Work with Company Controls [WWCOC]
Work with Warehouse Controls [WWWC]
Work with Plant Controls [WWPC]
Work with User/ Warehouse File [WWUWF]
Work with User/ Whse Security [WWUWS]
Work with User Selections [WWUS]
Code Files
Work with Calendar [WWCAL]
Work with Code Tables [WWCDT]
Work with Commodity Code [WWCC]
Work with Product Sales Category [WWPSC]
Work with Dept of Transportation [WWDOT]
Work with User Defined Fields [WWUDF]
Work with Lead Time Control [WWLTC]
Print Working Days Calendar [PWDC]


Master Files
Work with Raw Material/Resource [WWRMR]
Work with Size Code [WWSC]
Work with Products [WWP]
Work with Item Warehouse [WWIW]
Work with Non-inventory Materials [WWNIM]
Work with Storage Index [WWSI]
Work with Lots [WWLot]
Work with Customers [WWC]
Copy Item Warehouse Records [CIWR]
Display Raw Material/Resource [DRMR]
Display Products [PRODDSP]
Display Item Warehouse [DIW]
Display Non-inventory Materials [DNIM]
Display Lots [DLOT]
Print Raw Material/Resource [PRMR]
Print Products [PP]
Print Customers [PC]
Print Item Warehouse [PIW]
Print Non-inventory Materials [PNIM]
Print Lot Audit [PLA]
Purge Deleted RM Records [PDRMR]
Purge Product Master File [PPMF]
Clear Application Files [CLRF]
Reset Auto Source Capable Flag [PASCF]
Deactivate S.I. Validation [DSIV]
Reset Last Assigned Lot Number [RLALN]
Unit of Measure [CAU]
Work with UM Definition [WWUMD]
Work with UM Conversion [WWUMC]
Display UM Conversions [DUMC]
Bill of Material [BOM]
Work with Bill of Material [WWBOM]
Work with BOM Substitutions [WWBOMS]
Display Material Where Used [DMWU]
Purge Bills of Material [PBOM]


Costing Utilities
Cost Controls Menu [CU]
Work with Cost Type [WWCSTT]
Work with Cost Code [WWCSTC]
Work with Costing Location [WWCL]
Copy Cost Type To Other Type [CCTTOT]
Print Cost Codes [PCC]
Start Material Costing [SMC]
End Material Costing [EMC]
Cost Management Menu [CM]
Update Costs [UC]
Caclulate All Costs for Whse [CACFW]
Recalculate Costs [RC]
Display Costs [DC]
Display RM Cost Comparison [DRMCC]
Display Product Cost Comparison [DPCC]
Print Costs for Warehouse [PCFW]
FIFO/LIFO Costing [FLC]
Work with FIFO/LIFO Open File [WWFLOF]
Display FIFO/LIFO Closed/History [DFLCH]
Display FIFO/LIFO Open File [DFLOF]
FIFO Balancing Report [FBR]
FIFO/LIFO Inventory Report [FLIR]
Purge History/ Closed Records [PHCR]
Purge Audit Records [PAR]

Appendix C Understanding Storage Index Validation

C

The appendix consists of the following topics:

Overview

Storage indexes are valid locations within a warehouse where you can store inventory. You can also use storage indexes to assign items to unique identifiers for tracking (such as a batch, lot, or purchase order numbers). The system refers to storage indexes whenever stocking transactions occur for items assigned to those locations.

You can assign one-, two-, or three-part Storage Index codes, depending on the type of information your company uses to identify and track inventory. You can assign Storage Index codes to a company, warehouse, material, and/or *Storage type* (a designated area of a warehouse or type of storage area, such as a freezer).

You can ensure you store items in their proper inventory location using storage index validation. Storage index validation allows you to establish specific storage locations for items or types of items. If you are using storage index validation, you must create your valid storage indexes prior to performing any inventory functions. You create storage indexes using the *Work with Storage Index* option in Infinium CA.

You can also set validation to require all, or parts, of storage index fields be entered each time you stock an item. You can use storage index validation to store items in the following ways:

- In any location
- Only in specifically designated warehouses
- Only in a specific storage index
- Only in designated areas you define by *Storage type*
- Only certain materials in a *Storage type*

You can also establish capacities at individual storage index locations so that you can store only a certain quantity of inventory at a particular location. In combination with capacity, you can set the order in items are put away or stored in valid storage locations.

Establishing Storage Indexes

To establish storage indexes, you must first set up validation parameters in the Infinium CA Entity, Company, and Warehouse Control files; the Item Warehouse file in either Infinium CA or Infinium IC; and the Infinium IC Inventory Type file. You also must establish storage index locations and *Storage types* in Infinium CA. The following table details how to complete the fields in the appropriate files.

Step	File to Set Up	Option to Use
1	Code Table file, *Storage type*	Use the *Work with Code Tables* option in Infinium CA to define storage types.
2	Infinium CA Entity Control file	Use the *Work with Entity Controls* option in Infinium CA to set parameters. If you enable lot control, the system uses the third storage index to track the lot number.
3	Infinium CA Company Control file, Infinium CA Warehouse Control file	Use the *Work with Company Controls* and *Work with Warehouse Controls* options in Infinium CA to set parameters.
4	Item Warehouse file	Use the *Work with Item Warehouse* option in Infinium CA or Infinium IC to set parameters. On the Item Warehouse record you can define a default storage index for an item. You must establish a product or raw material record before you can establish an item warehouse record for an item. You use the *Work with Products* and *Work with Raw/Material Resources* options to establish those records.
5	Inventory Type	Use the *Work with Inventory Type* option in Infinium IC to set parameters.
6	Storage Index	Use the *Work with Storage Index* option in Infinium CA to create storage locations.

Storage Index Validation

You establish storage index validation and the names of the storage indexes at the entity, company, and warehouse levels in Infinium CA. Valid entries for validation parameter fields are:

1 You must enter a valid storage index.

2 The system displays a warning message but you can continue without typing a valid storage index.

3 The system does not perform a validation check.

blank The system resolves the storage index validation at the next highest level of the hierarchy.

Item Warehouse Validation

You specify validation criteria for individual items in the Item Warehouse file only if the type of validation performed is unique or specific to an item. Within the Item Warehouse file you can set validations at the company/warehouse level, the company level, and the entity level. If you leave these validation fields blank, the system looks at the validation fields at the Infinium CA Warehouse, Company, and Entity Control files.

In the Infinium CA Control files, the system follows the warehouse, company, entity hierarchy. If a validation control field is blank, the system moves up the hierarchy. For example, if a storage validation field in the Item Warehouse file is blank (at all levels), the system looks to the Infinium CA Warehouse Control file. If a storage validation field in the Warehouse Control file is blank, the system looks to the Infinium CA Company Control file. And lastly, if the storage validation field in the Company Control file is blank, the system looks to the Infinium CA Entity Control file. However, if at any level in the control files the storage index parameter is **1** or **2**, the system refers to the Inventory Type file for additional validation information.

Inventory Type Validation

The Inventory Type file contains storage index validation parameters for inventory types. With this file, you can override validation set at other levels of the hierarchy for individual inventory types. If you use storage index validation, you generally want to exclude from validation all theoretical inventory types, such as scheduled usage. You want, however, to validate real inventory types, such as on hand.

The validation parameters in the Inventory Type file override the validation parameters in the Item Warehouse file and the Infinium CA control files. The system looks at item warehouse validation parameters first (company/warehouse, company, and then entity), followed by the Infinium CA control file parameters (warehouse, company, and entity).

If the storage index parameter is **1** or **2**, the system refers to the Inventory Type file for validation information on specific types of inventory.

You can override the hierarchy validation for each inventory type by specifying **1**, **2**, or **3** for the specific inventory type. If you specify **3**, the system does not perform any storage index validation for options accessing that inventory type. If the validation parameters in the Inventory Type file are blank, the system uses the validation derived from the hierarchy and the system validates all inventory types.

If the system does not perform any validation at any level, the system does not look at the Inventory Type file for further validation parameters.

Storage Type Validation

You define storage type validation at the Item Warehouse file and in the various Infinium CA Control file levels as discussed previously. You maintain storage types using the *Work with Code Tables* option in Infinium Cross Applications. You establish Code values for the different storage types you want using the **SIT** Storage Index Code type.

Establishing storage index validation for a storage type allows you to specify that a particular product belongs in a specific storage type. For example, if your item is ice cream and you want to keep it in a freezer, you could establish storage type **FREZ**, to represent a freezer and you establish this at the Item Warehouse level.

Validation Hierarchy

This flowchart represents the validation hierarchy the system follows when validating materials entered into storage indexes.

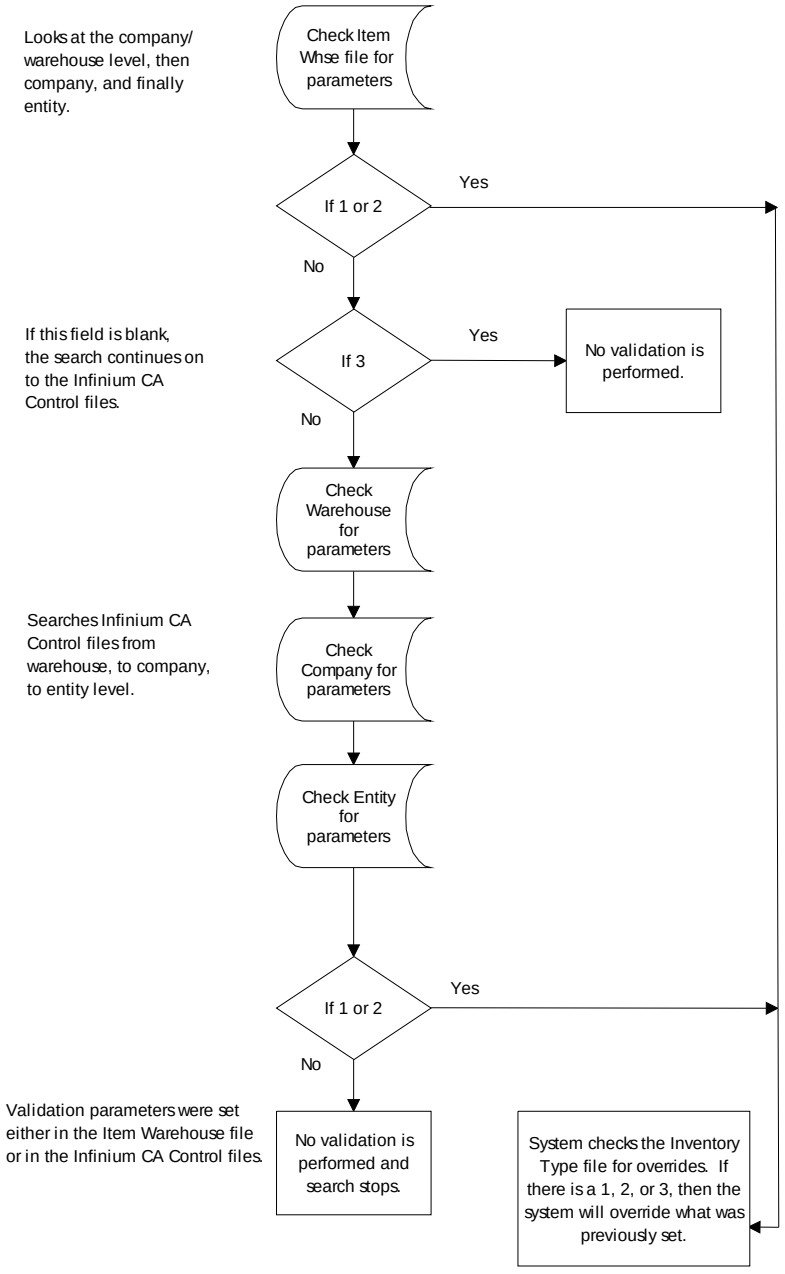


Figure C-1: Validation Hierarchy

Storage Index Examples

Using the *Work with Storage Index* option in Infinium CA, you can create storage indexes that match items you established with various validation parameters, to determine where and how the system stores inventory.

When you create a storage index, you must specify a company and warehouse identifier. You can then specify other parameters the system uses to match items to a storage index. The examples on the next few pages show various combinations of validation parameters and their effects.

As stated earlier, storage index validation follows the Item Warehouse file, Infinium CA Warehouse Control, Company Control, and Entity Control file hierarchy.

The examples below represent a few of the many validation combinations you can establish for your entity, companies, warehouses, and products. Each example is self contained and does not represent how the system operates outside of the specific example shown.

Example #1

To create a storage location for any material at a specific company and warehouse combination, you specify only the *Company* and *Warehouse* fields. In this example, you can store any materials associated with company 1, warehouse 11 in any location within the warehouse, provided you set the materials validation parameters to check for a material, location, or storage type match.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11								

Materials stored in any location must exist in the Product or Raw Materials file. For each material you want stored in this location, specify **3** in the *Store by product* and *Store by Storage type* fields in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

Example #2

To store any materials in specific locations and with any other materials within one specific warehouse, you would use only the *Company*, *Warehouse*, and *Storage Index* fields. In this example, you can store any materials associated with company 1, warehouse 11 in LOC1, provided you set the materials validation parameters to check for a material or storage type match.

Depending on whether you validate the first, second, third storage index field or any combination of these fields determines which storage index field you complete. In this example, the system will validate the first storage index field.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11			LOC1					

Materials stored in any location must exist in the Product or Raw Materials file. For each material you want stored in this location, specify **3** in the *Store by product* and *Store by Storage type* fields in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity control files.

Example #3

To store specific materials in specific locations and/or not store them with certain other materials, specify values in the *Company*, *Warehouse*, *Material*, *Size* (if your company uses Size codes as part of the product identifier), and *Storage Index* fields.

In this example, you can store **ACORNS**, **BAGS**, and **PEANUTS** in the **LOC1**. You can store **GASOLINE** in **LOC4** only. **TIES** can be stored in **LOC2**. In addition, any other item that is not validated by material name can be stored in **LOC2**.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11	ACORNS	LB		LOC1				
1	11	BAGS	EA		LOC1				
1	11	PEANUTS	LB		LOC1				
1	11	GAS	GL		LOC4				
1	11				LOC2				

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11	TIES	EA		LOC2				

The materials must exist in the Product or Raw Material file. These materials are the only materials valid for their storage locations. For each of these materials specify **1** or **2** in the *Store by product* field and **3** in the *Store by Storage type* field in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

Example #4

To store materials in specific locations based on the particular requirements or characteristics of the material, specify values in the *Company*, *Warehouse*, *Storage Index*, and *Type* fields. In this example, the Storage Index type is **FREZ**. Only freezer items validated by storage type and established with the **FREZ** storage type identifier will store in location **LOC1**.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11			LOC1			FREZ		

All materials valid for the specified warehouse and established with a matching storage type are stored in this location. For each material you want stored in this location, specify **3** in the *Store by product* field and **1** or **2** in the *Store by Storage type* field. Specify the storage type (in this example **FREZ**) in the *Storage type* field in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

Example #5

To store only specific materials in specific locations based on the particular requirements or characteristics of the material, specify the *Company*, *Warehouse*, *Material*, *Size* (if your company uses size codes as part of the product identifier), *Storage Index*, and *Type* fields. In this example, items **ICE** and **CHICKEN** require cold storage so must keep them in a freezer. Item **POISON** is hazardous and must be kept in a special location apart from food products.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11	ICE	LB		LOC1		FREZ		
1	11	CHICKEN	LB		LOC1		FREZ		

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11	POISON	GL		LOC4		HAZ		

The materials must be valid for the specified company and warehouse and all materials entered would be the only materials valid for the storage type. For each of these materials, specify **1** or **2** in the *Store by Product* and *Store by Storage type* fields. Specify the assigned storage type in the *Storage type* field in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

Example #6

To have material valid only at certain warehouses, specify the *Company*, *Warehouse*, *Material*, and *Size* (if your company uses Size codes as part of the product identifier) fields. In this example, **POPCORN** is only valid at warehouse 11 and **ICE CREAM** is only valid at warehouse 12, but **CHIPS** is valid at both warehouse 11 and 12.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11	POPCORN	LB						
1	11	CHIPS	LB						
1	12	ICE CREAM	GL						
1	12	CHIPS	LB						

The materials are only valid at the warehouses you establish for them. For each of these materials, specify **1** or **2** in the *Store by Product* field in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

Example #7

You can establish capacities at individual storage index locations to store only a certain quantity of inventory. In this example, the maximum quantity allowed in location **LOC2** is **1000** gallons. Therefore, if the location's current inventory balance is **300** gallons, the system prevents you from storing another **750** gallons in this location because it would exceed the location's capacity.

Co.	Whse	Material	Size	SI1	SI2	SI3	Type	Cap.	UM
1	11				LOC2			1000	GL

All materials valid for the specified warehouse can be stored in this location provided the amount you want stored plus the current balance of the storage location does not exceed the capacity you establish. For each material to store in this location, specify **1** or **2** in the *Storage Index Capacity* field. For this example, you specify **3** in the *Store by product* field and **3** in the *Store by Storage type* field in the Item Warehouse file or Infinium CA Warehouse, Company, and Entity Control files.

You can establish a capacity for any storage location and with any combination of matching parameters. For example, in the previous examples, 1 through 5, you could have established a capacity along with the other parameters you specified. When using capacity with other methods of validation, you specify values in the *Store by product* and the *Store by Storage type* fields, and all other validation fields, with the appropriate value (**1**, **2**, or **3**), to perform the validation you determine.

Notes

Appendix D Size Code Examples

D

The chapter consists of the following topics:

Overview

Remember that the system requires a Size code if the *Use Size Code* field in the *Work with Entity Controls* option is **Y**. Size codes are optional if you type **N** in that field.

Size codes are especially helpful for companies that package the same product in different ways or that have specific packages for a wide range of products.

It is important to understand that a Size code is not a unit of measure. A Size code describes how you package a product, not its contents. In the case of a soda manufacturer, the size CSE (case) is a packaging size. By itself, it does not indicate how many cans, ounces, or any other units are in the case. It simply describes the package in which the item is inventoried and sold. Likewise, the size TNK (tank) does not indicate a tank that contains a certain number of gallons. It indicates another way in which the soda is packaged for inventory and sale.

Size Codes and the System

The “Working with Products” chapter of the guide explained that each size record contains information the system can use to determine the contents of a product/size. In the size record, assign a number or quantity that defines the size in terms of inventory, cost, and price. You also define the smallest breakdown possible for the item using the *Base Units per Container* and *Base Unit of Measure* fields.

For a soda manufacturer, the smallest unit to be accountable for may be a can if the item is packaged in cases. For the tank, the smallest quantity may be a gallon.

The container designator is not a unit of measure; however, you can enter it in unit of measure fields in some options. Using the container designator instructs the system to refer to the size or product record to determine the number of units and unit of measure a product contains.

If Size codes are optional and you do not plan to use Size codes for any products, you must specify units per container for inventory, price, and cost in the product record so that the values the system needs for container designator conversions are available. Remember, the container designator is

a code you establish using the *Work with Entity Controls* and *Work with Company Controls* options.

Defining Size Codes

Before you establish Size codes for your products, consider first how your company does business. You create Size codes that you can apply to most of your products. You should have answers to the following questions before you begin setting up Size codes. This will help you determine what sizes to set up and how you should define those sizes.

- How do you purchase and stock inventory for most products?

  Remember that you assign a number of inventory units per container in the product or size record. You assign an inventory unit of measure in the product record. For example, if you are a soda manufacturer, the sizes that you stock may be six-packs, cases, and bottles for your retail customers, and tanks for other customers, such as restaurants, concessions, and hospitals.

- How do you want the system to track costs and prices?

  Again, remember that you assign a number of cost and price units per container in the product or size record. You assign a corresponding unit of measure for each of those values in the product record.

- What does the package actually contain?

  This tells you how to set up your base units and base unit of measure. The soda manufacturer may use cans as the base unit for some sizes, such as six-packs and cases. For tanks, the smallest unit may be ounces.

  The number of base units per container and base unit of measure that you assign to a size can be used in some situations to make conversions between units of measure for which no direct relationship exists.

  For example, the soda manufacturer may need to determine the shipping weight of a case of soda (size CSE). Logically, no direct relationship exists between the inventory unit of measure (CAN) and pounds (LB). Assume that no such conversion exists in the unit of measure conversion file. In the product and size record, you can specify 2.25 GL as the base units per container and base unit of measure. The system retrieves this information to make the conversion from CAN to GL to LB.

Remember you can override any of the values you assign in the size file through the *Work with Products* option. See the “Working with Products” chapter for more information.

Example

The following example shows how you establish and use a Size code. The example follows these steps:

- How the soda manufacturer determines the Size codes for his/her product line
- How to set up the Size codes
- How to set up units of measure so the system can make conversions to calculate inventory quantities, costs, and prices
- Checking the results of the Size code set up using the Display UM Conversions options
- How the system uses entries in the Size code record to calculate inventory, cost, and price when the item is ordered through Infinium OP

Determining Size Codes

For the purposes of this example, assume two types of customers: retail customers, who purchase individual cans of soda for resale and restaurant/concessions customers who purchase soda by the tank.

The soda manufacturer can use questions in the Defining Size codes for Your Business section to determine how to define Size codes.

- How do you purchase and stock inventory for most products?

  Based on the assumption stated in the purpose of this example above, products are packaged in cases (those assigned the Size code CSE) and tanks (those assigned the Size code TNK). Products packaged in the case should be inventoried by the can; products packaged in tanks should be inventoried by the gallon.

- How do you want the system to track costs and prices?

  For the products packaged in cases (Size code CSE) for retail sales, costs should be calculated by the gallon and prices should be based on individual units -- that is, one case equals one EACH.

  For products packaged in tanks (Size code TNK), soda should be costed and priced by the gallon.

- What does the package actually hold? How many units and in what unit of measure should that quantity be expressed?

For products packaged in cases (Size code CSE), the base units should be expressed in the unit of measure CAN; for products packaged in tanks (Size code TNK) the base units should be expressed in the unit of measure GL.

Setting up the Unit of Measure File

The answers to the questions above indicate the soda manufacturer will inventory, cost, and price items differently for case products: inventory will be tracked by the can; priced by the single unit; and cost will be based on gallons. Each of these is a different unit of measure: CAN, EACH, and GL, respectively.

Remember that each quantity entered in the units per container field in the size file requires a unit of measure entry in the product file. (Remember, too, that you can override the units per container values in the product record.) Thus, units of measure you assign in the product record must be defined using the *Work with UM Definition* and *Work with UM Conversion* options.

If you need help setting up units of measure and unit of measure conversions, refer back to the “Setting up Units of Measure” chapter of this guide.

Unit of Measure Conversions

The screen that follows shows the first of the three conversions you must set up so the system can make conversion between the units of measure. The necessary conversions are:

- CAN to EACH
- GL to CAN
- GL to EACH

Use the menu path below.

- Infinium CA
- *Master Files*
- *Unit of Measure*
  - *Work with UM Conversions* [WWUMC]

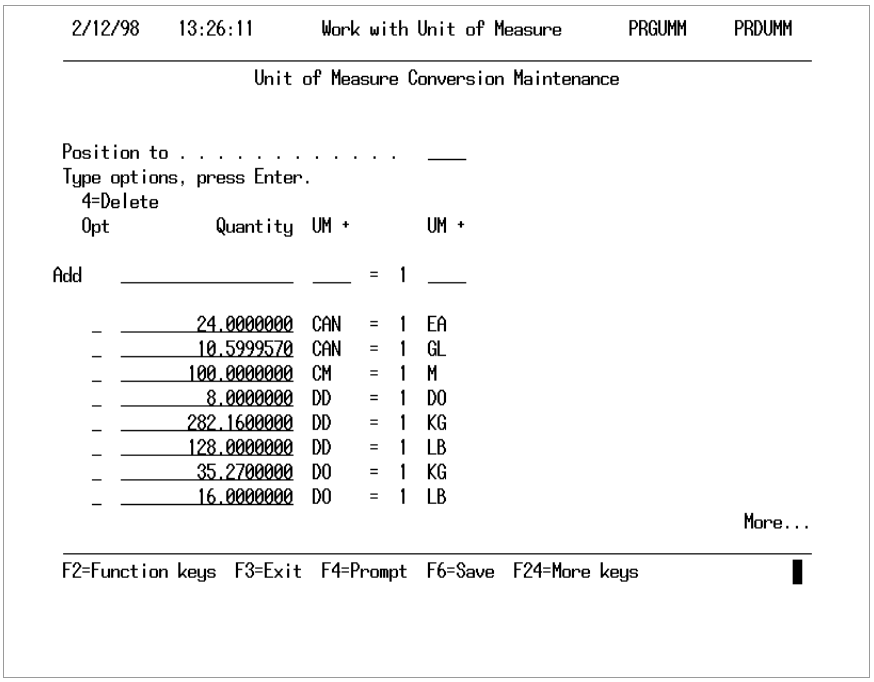


Figure D-1: Unit of Measure Conversion Maintenance screen

Unit of Measure Conversion

The quantity values you specify on this screen are not necessarily the quantities your company uses to make conversions. They are for the purposes of this example only.

Setting up the Size File

The soda manufacturer can now set up the Size codes CSE (case) and TNK (tank).

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Size Code* [WWSC]

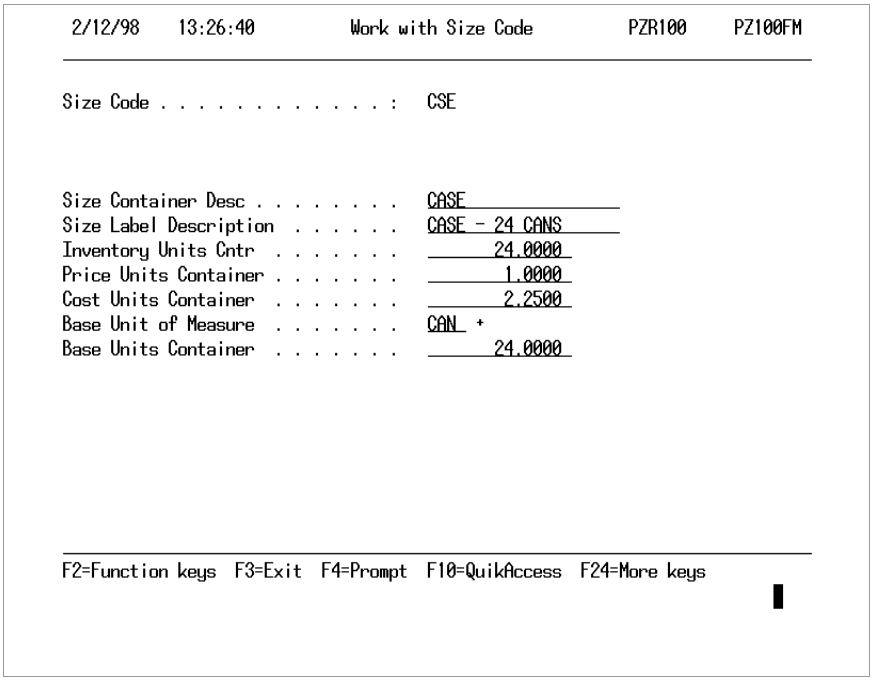


Figure D-2: Size Code Maintenance screen: CSE

Size Codes

The screen above shows the entries the soda manufacturer must make in the *Work with Size Code* option to inventory, cost, and price soda according to the criteria established for this size.

When entering unit per container values, it is best to use a value that applies to the majority of products that are assigned the Size code you are creating. Remember that for exceptions, you can override the number of units per container in individual product records.

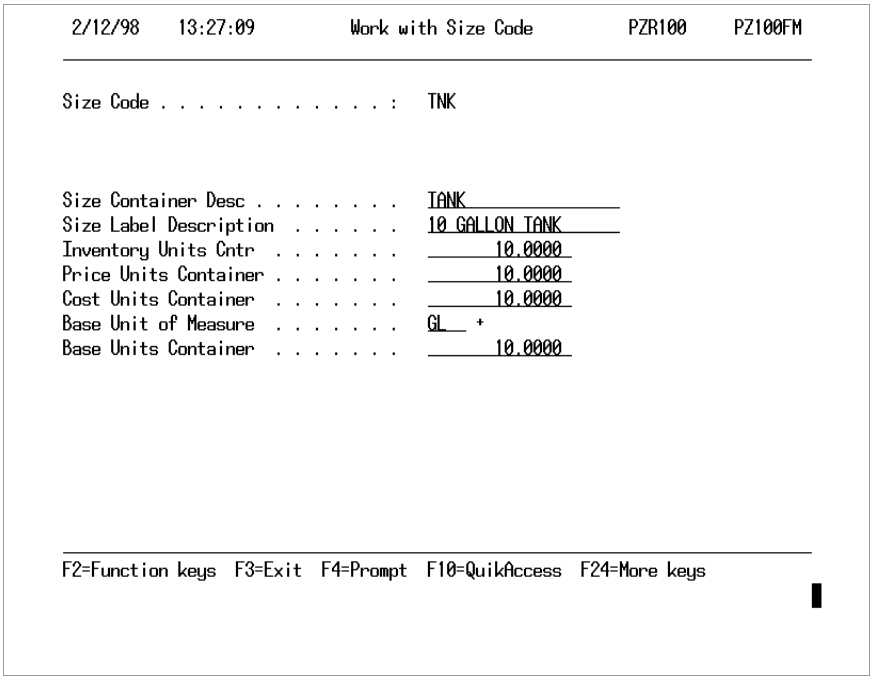


Figure D-3: Size code Maintenance screen: TNK

Size Codes

The Size code for the tank is set up as shown above. Notice that, unlike the case, the tank is inventoried, costed, and priced in the same unit of measure. Calculations are based on the units per container value specified here, unless the values are overridden in a product record.

Remember that you can override the unit per container values in the product record.

Setting up the Product File

Using the Work with Products option, you define the values you assigned in the Inventory Units Container, Price Units Container, and Cost Units Container fields.

When you establish the SODA product and assign it the CSE size code using the *Work with Products* option, the Inventory Information screen displays as shown below.

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Products* [WWP]

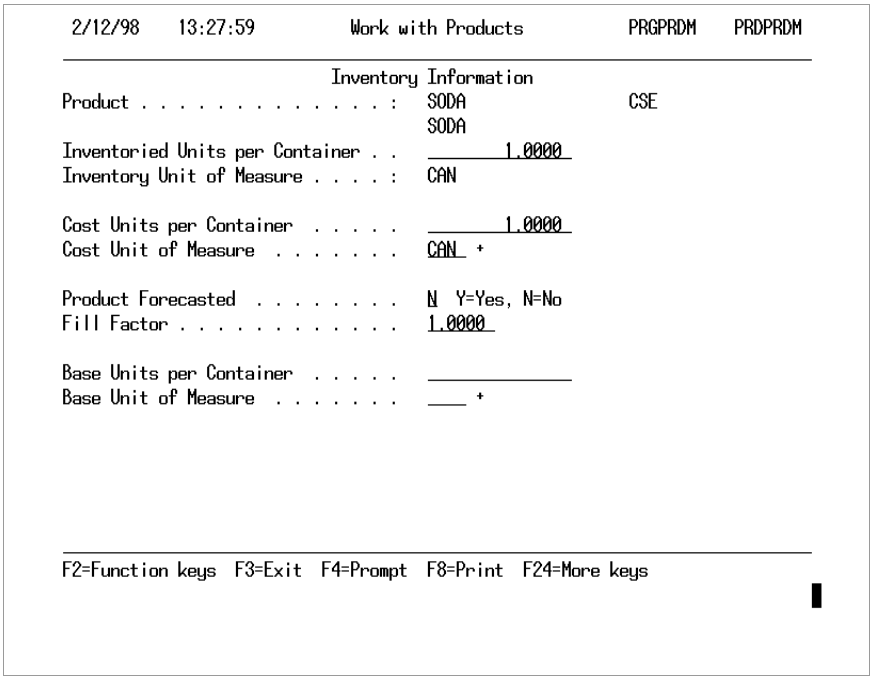


Figure D-4: Inventory Information screen for SODA in the size CSE

If you change a field on any of these attribute screens and press Enter, the changes are immediately updated to the product file.

Inventory Information

On this screen, the soda manufacturer assigns the unit of measure that defines the inventory and cost units per container you established for the size.

Remember that the default value **1.000** in the units per container fields instruct the system to retrieve the units per container values from the Size code record. The *Base Units per Container* and *Base Unit of Measure* fields are blank, which means the system retrieves this information from the size record, when needed.

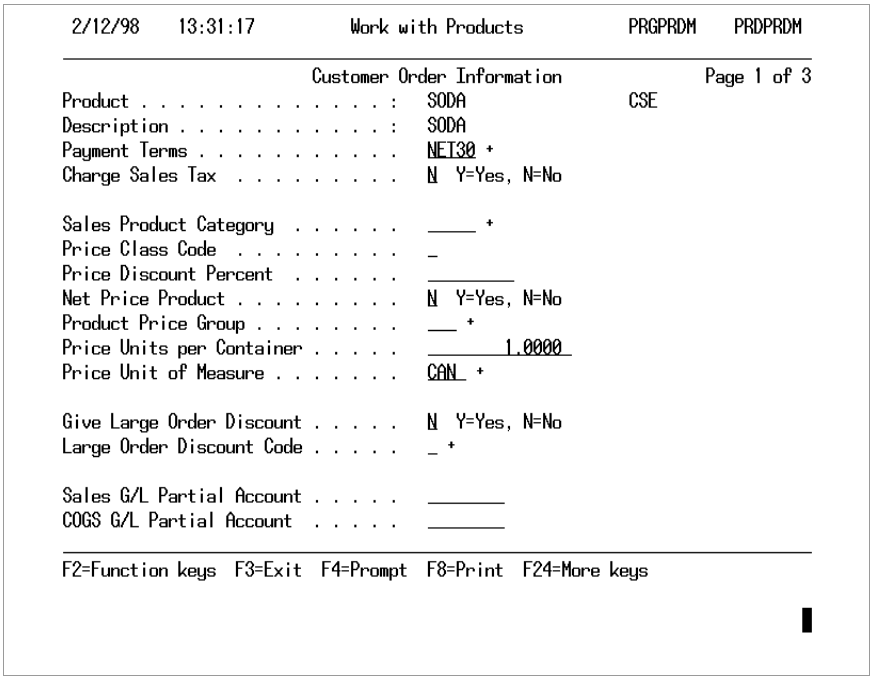


Figure D-5: Customer Order Information screen for SODA in the size CSE

Customer Order Information

The unit of measure that defines the price units per container set up for the Size code is entered on the Customer Order Information screen.

Remember that the default value **1.000** in the *Price Units per Container* field instructs the system to retrieve the units per container values from the Size code record.

Verifying Conversions

To ensure that the system makes the correct conversions for the item, use the *Display UM Conversions* option.

Use the menu path below.

- Infinium CA
- *Master Files*
- *Unit of Measure*
  - *Display UM Conversions* [DUMC]

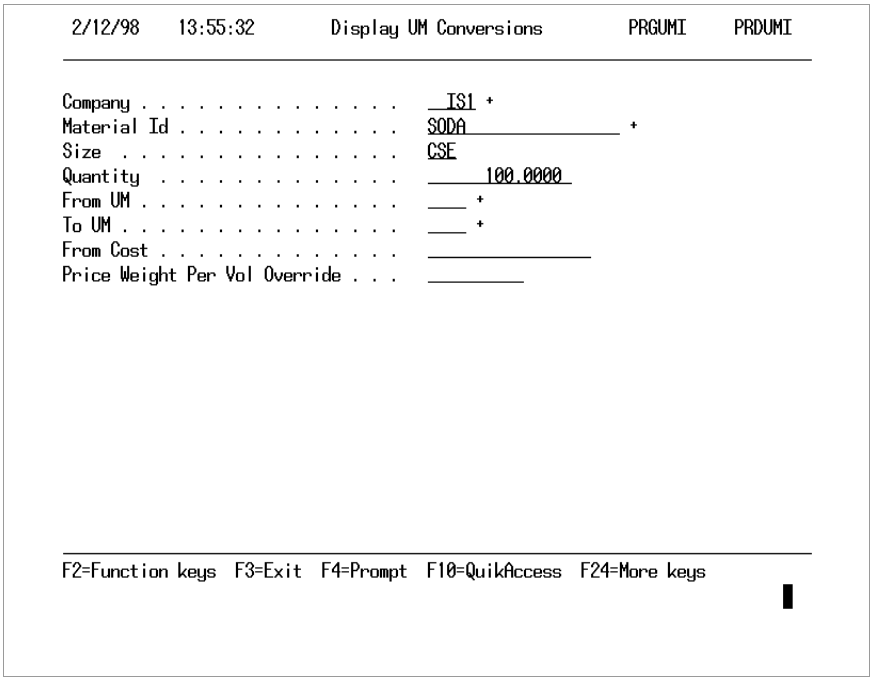


Figure D-6: Display UM Conversions Request screen

Entries as shown above are a request to convert 100 SODA CSE to its inventory, price, and cost units.

Displaying Conversions

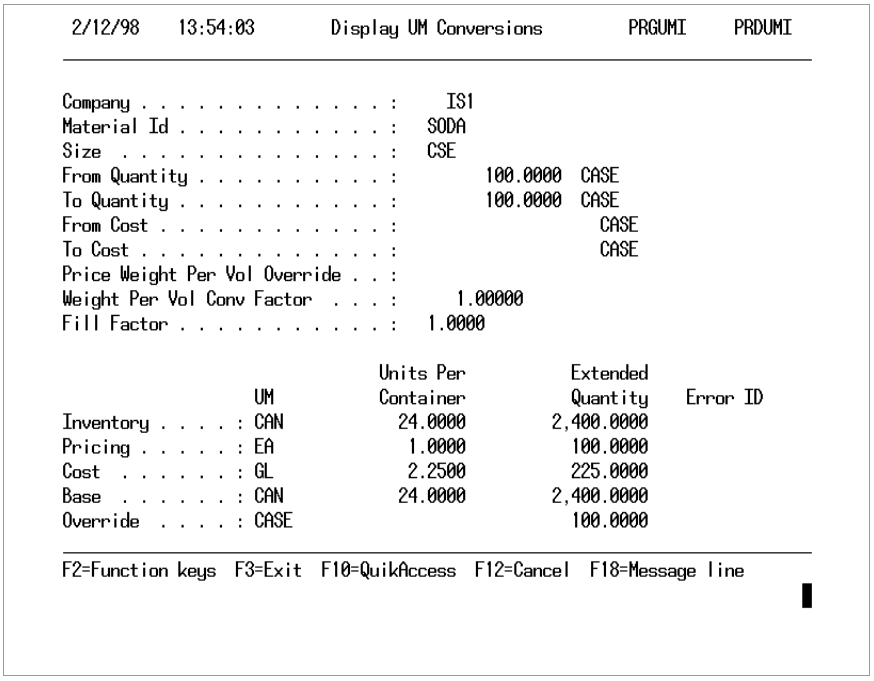


Figure D-7: Conversion Display screen

Notice the container designator CASE is the override because only a quantity was entered on the request screen. No unit of measure was specified in either the *From UM* or *To UM* field. Remember that you can set up the container designator using the *Work with Company Controls* or *Work with Entity Controls* options.

Remember, if you assign Size codes to your products, the system uses units per container values from the Size code record unless you specified an override value in the product record.

The system performs the following equations to calculate the results shown on the screen:

- Inventory: To determine what 100 CASE represents in terms of inventory, the system retrieves the number of inventory units per container from the Size code record (remember the inventory units per container value in the product record is 1.000) and the inventory unit of measure from the product file. The system multiplies the requested quantity by the inventory units per container to determine that there are 2,400 CAN in one CASE.

  $100 \times 24 \text{ CAN} = 2{,}400 \text{ CAN}$

- Price: To determine what 100 CASE represents in terms of price, the system retrieves the number of price units per container from the Size code record (remember the price units per container value in the product record is 1.000) and the price unit of measure from the product file. The system multiplies the requested quantity by the price units per container to determine that there are 100 EACH in one CASE.

  100 × 1 EACH = 100 EACH

- Cost: To determine what 100 CASE represents in terms of cost, the system retrieves the number of cost units per container from the Size code record (remember, the cost units per container value in the product record is 1.000) and the cost unit of measure from the product file. The system multiplies the requested quantity by the cost units per container to determine that there are 225 GL in one CASE.

  100 × 24 CAN = 225 GL

The following screen displays when the unit of measure CAN is specified in the *From UM* and GL in the *To UM* field on the request screen of the *Display UM Conversions* option.

Displaying Conversions

```
 2/12/98    13:57:09        Display UM Conversions          PRGUMI     PRDUMI
 ──────────────────────────────────────────────────────────────────────────

Company . . . . . :    IS1
Material Id . . . . . :   SODA
Size  . . . . . :   CSE
From Quantity . . . . . :         100.0000  CAN
To Quantity . . . . . :             9.4340  GL
From Cost . . . . . :                       CAN
To Cost . . . . . :                         GL
Price Weight Per Vol Override . . :
Weight Per Vol Conv Factor  . . . :     1.00000
Fill Factor . . . . . :   1.0000

                          Units Per          Extended
                 UM       Container          Quantity    Error ID
Inventory . . . . : CAN        24.0000          100.0000
Pricing . . . . . : EA          1.0000            4.1667
Cost  . . . . . : GL           2.2500            9.4340
Base  . . . . . : CAN          24.0000          100.0000
Override  . . . . : GL                            9.4340
 ──────────────────────────────────────────────────────────────────────────
F2=Function keys  F3=Exit  F10=QuikAccess  F12=Cancel  F18=Message line
```

Figure D-8: Conversion Display screen

The system references the unit of measure conversion file to perform the following equations to calculate the results shown on the screen. The values in the units per container fields that have been retrieved from the size record are not used because a from and to unit of measure has been specified.

- Inventory: Because the quantity to be converted was requested in the item's inventory unit of measure, no conversion is required.
- Price: The system retrieves the multiplier (24 CAN = 1 EACH) from the unit of measure file.

  100 CAN ÷ 24 = 4.1667 EACH

- Cost: The system retrieves the multiplier (10.6 CAN = 1 GL) from the unit of measure file.

  100 CAN ÷ 10.6 = 9.4340 GL

Entering an Order

The following Order Entry screen in Infinium OP shows the affect of ordering 200 SODA CSE without specifying a unit of measure, and ordering 500 SODA CSE by the CAN.

Use the menu path below.

- Infinium OP
- *Order Processing*
- *Work with Orders*
  - *Order Processing Entry* [OPE]

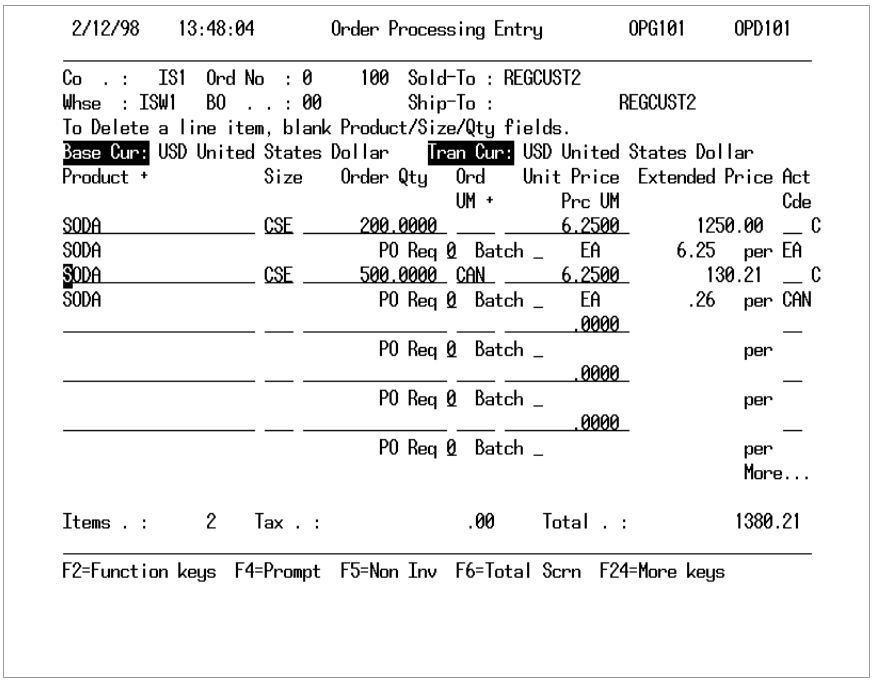


Figure D-9: Order Entry Line Item screen with Cost Information

Because no order unit of measure was entered for the first line item, the system references the product and size files for information required to calculate the price for that item. It uses the following equation:

Ordered Qty × Price Units per Container = Total Price Units

Total Price Units × Price per UM = Extended Price

Thus:

200 (containers) × 1 EACH per CSE = 200 EACH

200 EACH × $6.25 per EACH = $1,250.00

Because an order unit of measure was entered on the second line, the system references the unit of measure file for information required to calculate the price of the item. Thus:

500 CAN ÷ 24 CAN per EACH = 20.8333 EACH

20.8333 EACH × $6.25 per EACH = $130.21

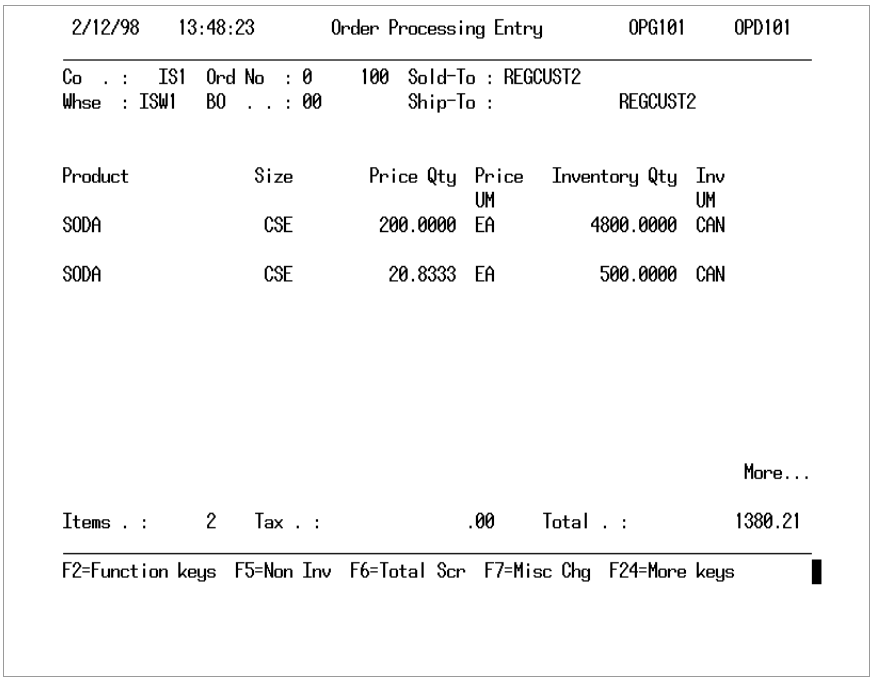


Figure D-10: Order Entry Line Item screen with Price and Inventory Information

The system calculates the number of inventory items to adjust by CAN, the unit of measure assigned to the inventory units per container in the product record.

Again, the system references the product and size files for the information it needs to calculate the number of inventory units of the item on the first line. It uses the following equation:

Ordered Qty × Inventory Units per Container = Total Inventory Units

Thus:

200 (containers) × 24 CAN per CASE = 4,800 CAN

The second line does not require a conversion because the order unit of measure and inventory unit of measure are both CAN.

Appendix E Unit of Measure and Container Troubleshooting Tips

E

The appendix consists of the following topics:

Overview

When you perform transactions that affect inventory, cost, and price for items on file, the system performs conversions using one of two methods. For raw materials, formulas, intermediates, bills of materials, or products, the system makes conversions by referring to the unit of measure conversion files for information.

Remember, in the “Setting up Units of Measure” part of this guide and the “Unit of Measure Conversions” appendix you learned how to set up units of measure, and about the controls and parameters that govern how those conversions are performed.

A second method that the system can use to make conversions for products is called container logic. Using this method, the system refers to the Product and Size files to determine the number of units a size (package) contains and the unit of measure.

Remember, in the “Working with Products” part of this guide you learned how to set up a Size code and specify units per container a package contained, how to override those values in the product record, and how to specify the unit of measure that defined the number of units per container. The “Size Code Examples” appendix provides more information on how to establish sizes.

The system uses container logic automatically when you perform the following functions and do not specify a unit of measure:

- Fill products through Infinium MC
- Repackage items through Infinium IC
- Order items through Infinium OP
- Use the *Display UM Co*nversions option

Instruct the system to use container logic in other situations by entering the container designator defined for your system (at the company or entity level) in a unit of measure field. For example, you might use the container designator during inventory adjustment so information is captured along with the inventory unit of measure.

The following diagrams illustrate the process the system goes through to make unit of measure conversions for products, formulas, and raw materials.

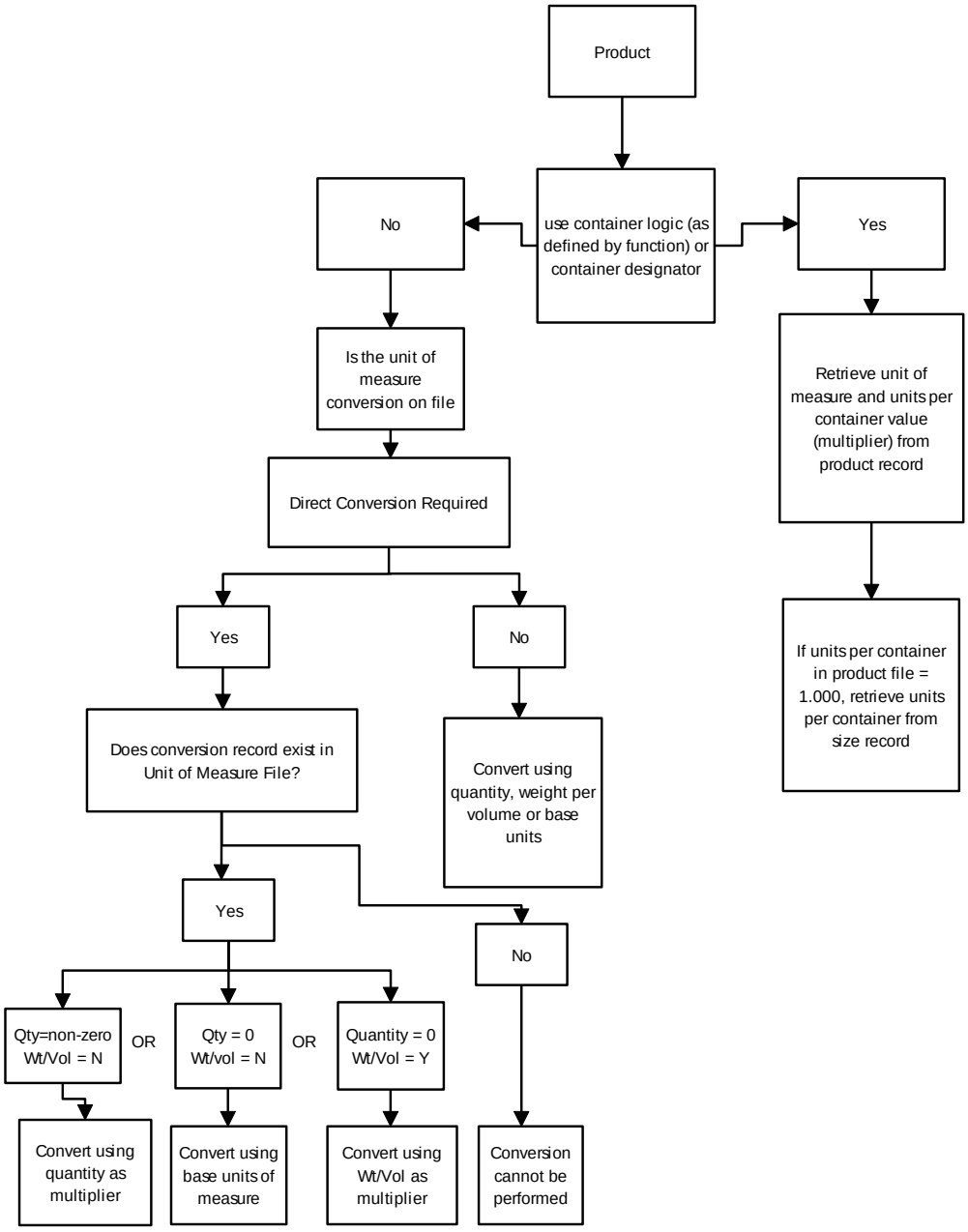


Figure E-1: Product Conversion

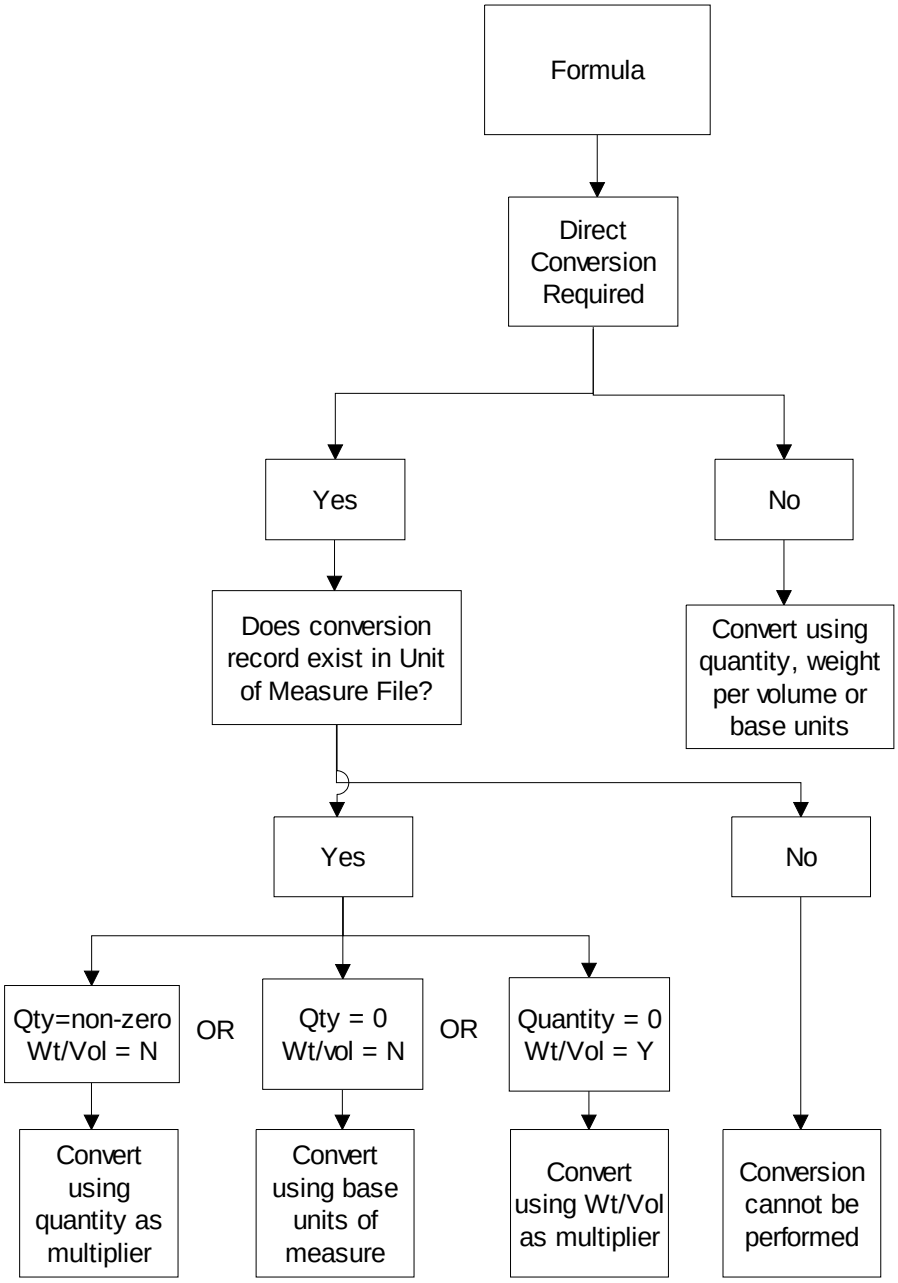


Figure E-2: Formula Conversion

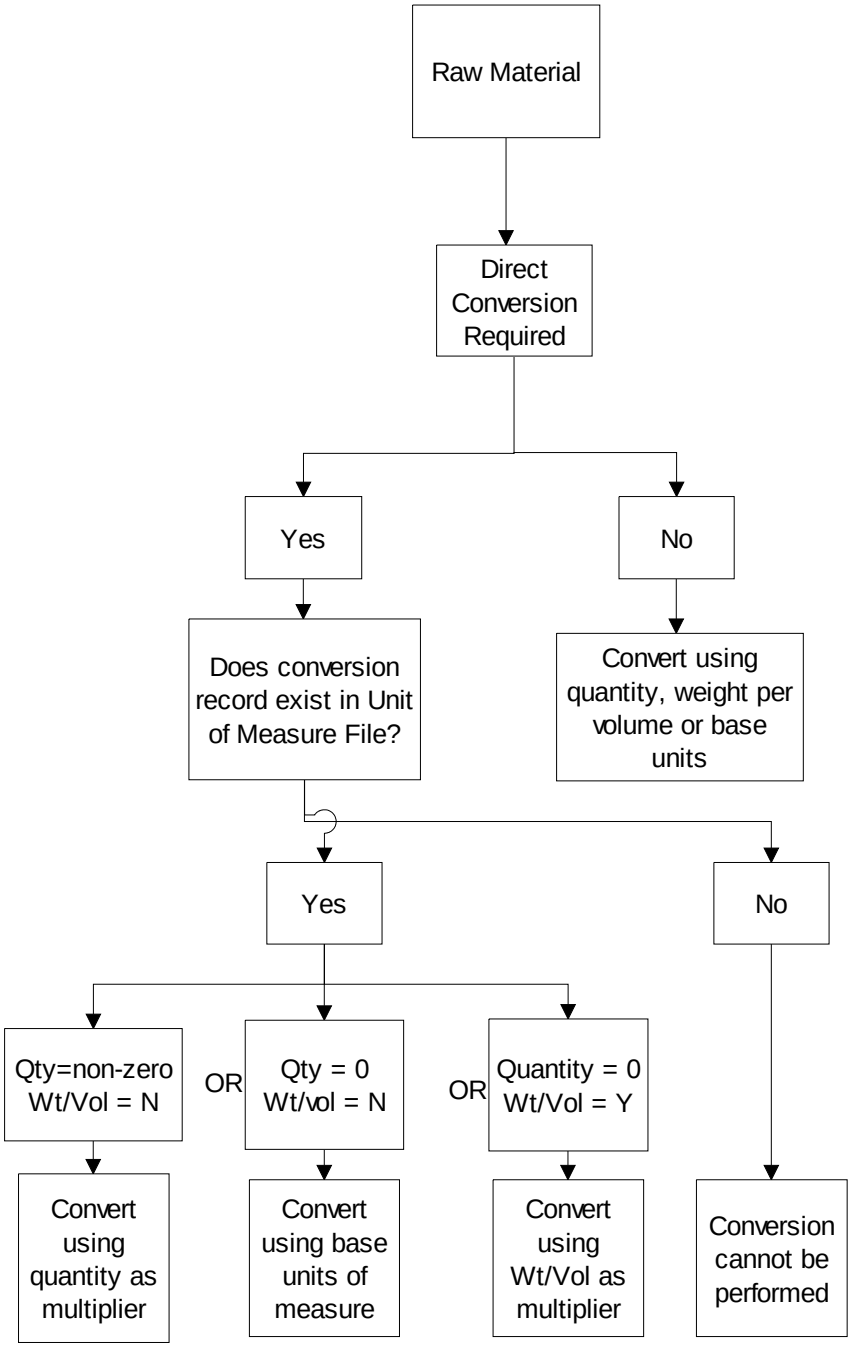


Figure E-3: Raw Material Conversion

Troubleshooting Tips

If a unit of measure conversion does not return the results you expect, you can follow the preceding diagrams to check your system set up. The following are tips to keep in mind while you check the product, size, and unit of measure records:

- Use the *Display UM Conversion* option to determine what units are used when the system is performing container logic and to see if a conversion is valid.
- When you check the container designator and unit of measure conversions, be sure to check all levels in the hierarchy: entity and company for the container designator, and company, item, and company/item for units of measure and conversion records.
- If the conversion involves base units of measure, check the conversion record for each conversion the system should perform. The system converts units of measure using the following logic. Check that all parts of the conversion are valid.

  From UM ➔ From Base UM ➔ To Base UM ➔ To UM

- You must have the following conversions on file
  - From UM to From Base UM
  - To UM to To Base UM
  - From Base UM to To Base UM

Remember that even if the conversion is valid for base units, if your entry in the *Direct Conversion Required* field is **Y**, (check both the *Work with Company Controls* and *Work with Entity Controls* options) the conversion must be on file with a *Quantity* field entry of **0** and *Wt per Volume Factor* field entry of **N**.

Appendix F Kit Processing

F

The appendix consists of the following topics:

Overview

A kit is a manufactured product that consists of other products as its components. An example is a child's beach kit that contains a shovel, a pail, and a rake. Another example is an epoxy that you package with a hardener and sell as a kit.

You can inventory a kit as one product or by individual components. You may sell the components individually or as part of the kit. When you sell a kit, the system calculates the cost from the various kit components, if you are chasing costs.

The example in this appendix assumes that you work at a sporting goods company. At this company, you sell a moderately priced Golf Kit. You assemble the Golf Kit from various parts you receive from different distributors. In this example, you assemble or manufacture this kit on an as needed basis per regional stores' inventory demands.

The diagram in Figure F-1 details the elements in the Golf Kit. You inventory and sell the Golf Kit in a large box that contains two smaller boxes and the Golf Bag. Within the two smaller boxes are the irons and the woods. This appendix will take you through the setup of each of the various elements of this kit.

Golf Kit

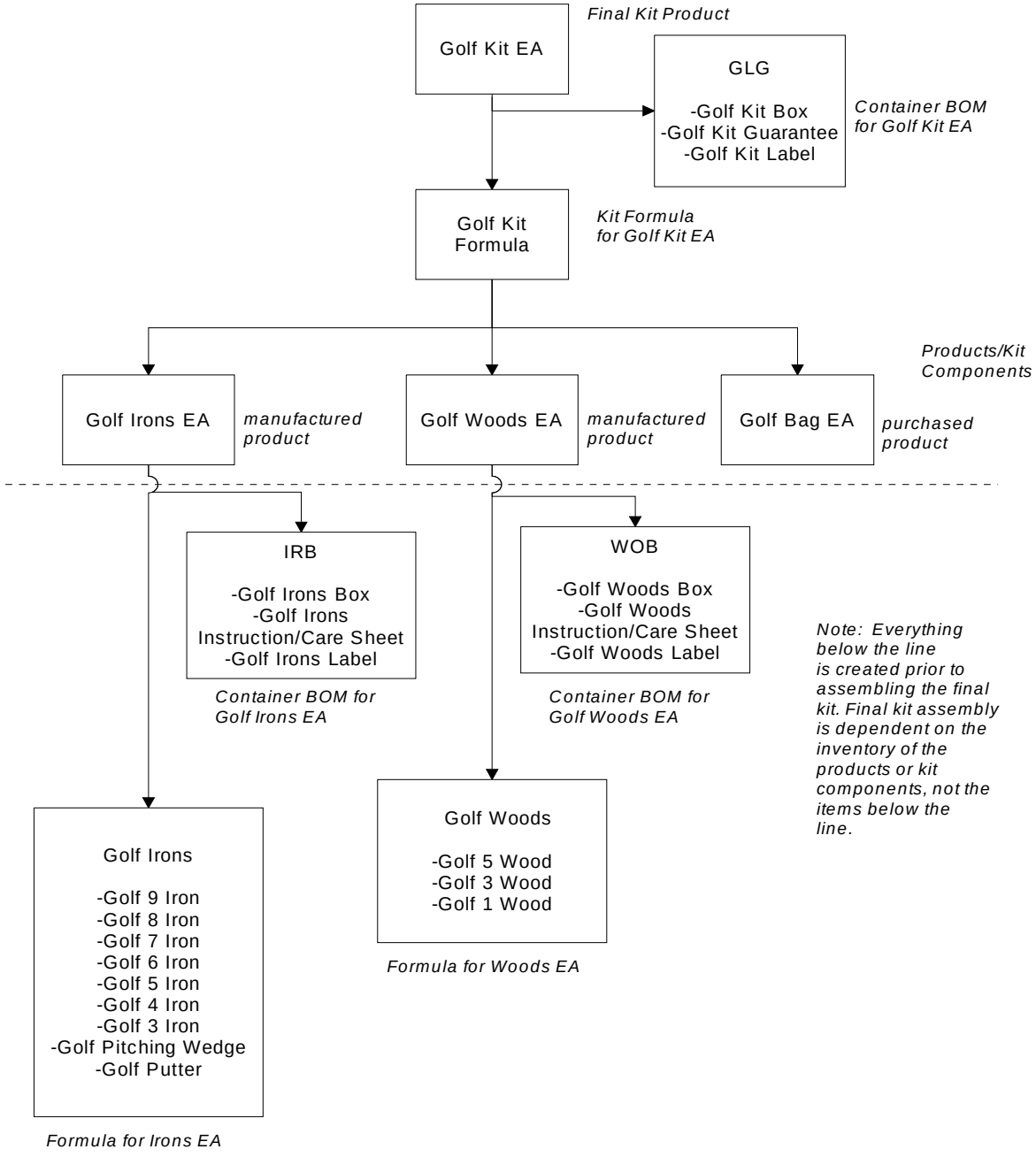


Figure F-1: Golf Kit

Creating a Kit

When you create a kit, there are several steps to ensure that you create all of the required data. Use the steps below as a checklist.

1. Create all raw materials/resources needed at all levels.
2. Create all purchased products needed at all levels.
3. Create the lower level formulas, if needed.*
4. Create the container bills of materials, if needed.*
5. Create the final kit components.
6. Create the final kit formula.
7. Create the final kit.

The topics in this appendix are organized by the steps above to explain how to complete the kit creation process. Additionally, Figure F-1 breaks down into several smaller diagrams throughout this appendix to demonstrate each step.

*Steps with an asterisk are optional steps depending on your final kit. You can create a kit with only purchased products and no manufactured products or container bills of materials.

Step 1: Create All Raw Materials/Resources Needed at All Levels

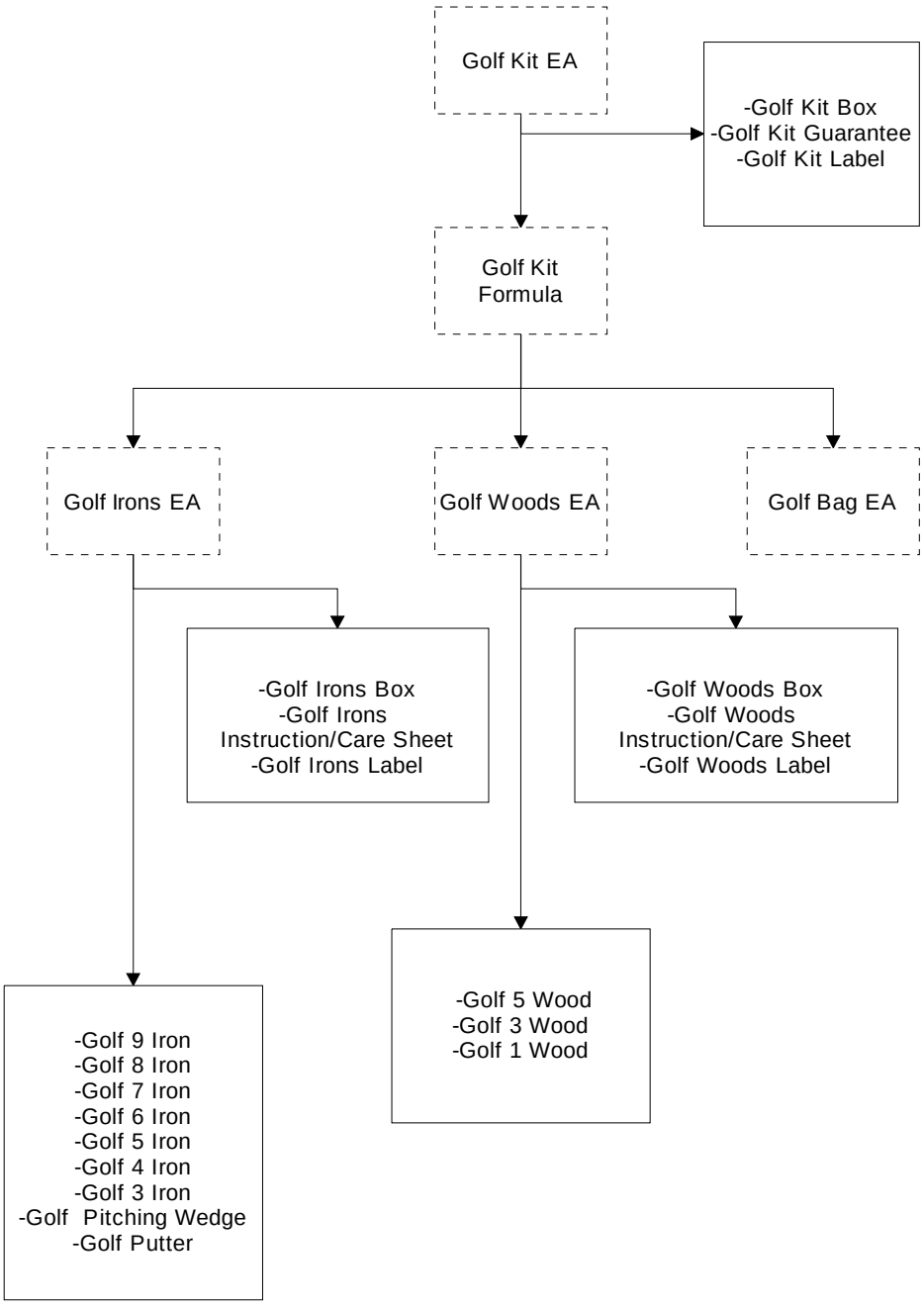


Figure F-2: Raw Materials Needed for Golf Kit EA

Creating the Raw Materials

The first step in creating a kit is to define all of the raw materials the kit or its subassemblies require. To define the kit, start at the bottom and work your way up. For the Golf Kit example, Figure F-2 displays the first items to create which are the raw material records for the lower level and container bill of materials formulas.

You can create raw material records from Infinium CA or Infinium PF.

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Raw Material/Resource* [WWRMR]

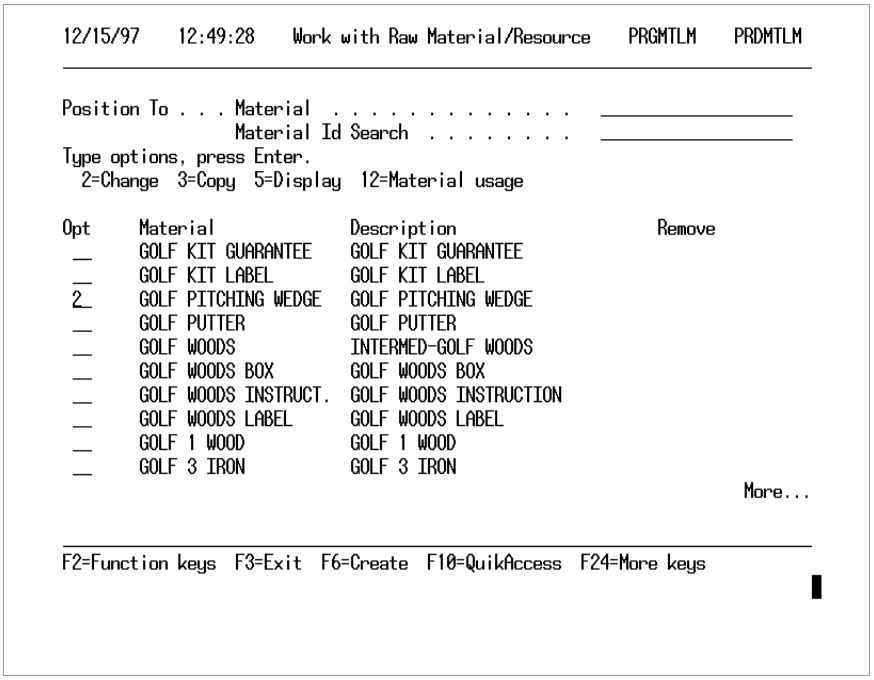


Figure F-3: Work with Raw Material/Resource prompt screen

Defining a Raw Material

To create a raw material, type the raw material identifier in the *Material* field and press F6. To change an existing raw material, type **2** beside it and press Enter.

For complete information on creating raw materials refer to the “Creating Raw Materials/Resources” topic in the *Infinium Cross Applications Guide to System Controls and Materials Maintenance.*

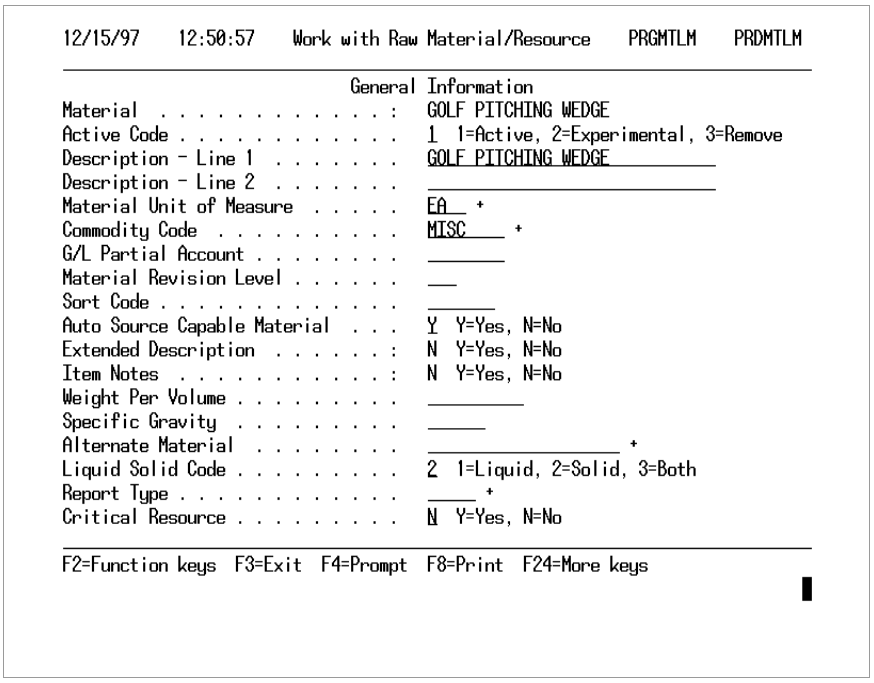


Figure F-4: Work with Raw Material/Resource General Information screen

Establishing General Information for a Raw Material

Type information in the required fields on the General Information screen. Some required fields already contain default values. These values come from the Infinium CA Control files.

Press Enter to proceed to the Work with Raw Material/Resource Attribute selection screen.

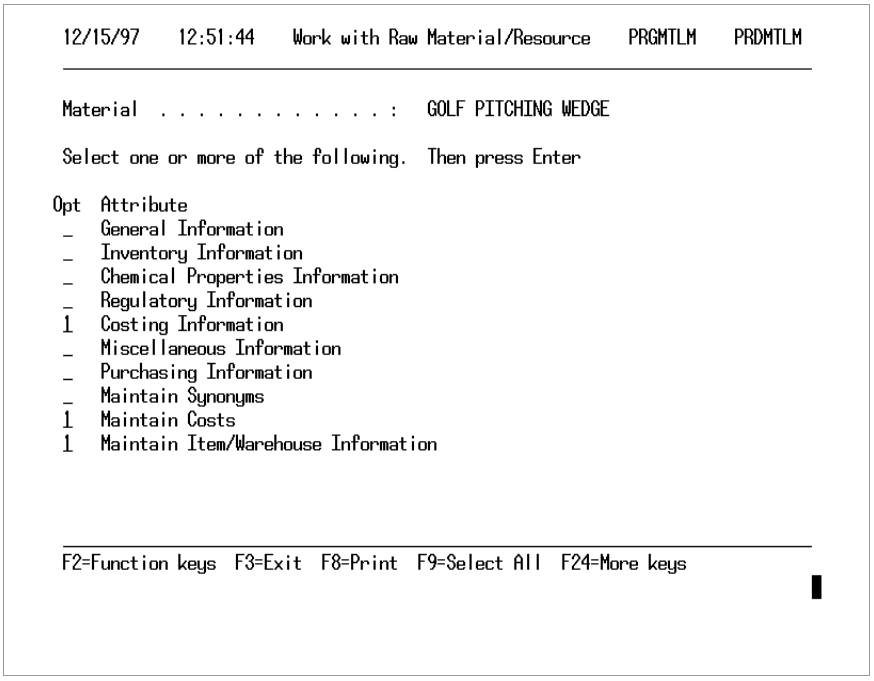


Figure F-5: Work with Raw Material/Resource Attribute selection screen

Selecting Attributes

To ensure that you set up cost information and create an Item Warehouse file record, select the following attributes on the Raw Material/Resource Attribute screen: Costing Information, Maintain Costs, and Maintain Item/Warehouse Information.

Type **1** beside these attributes and press Enter.

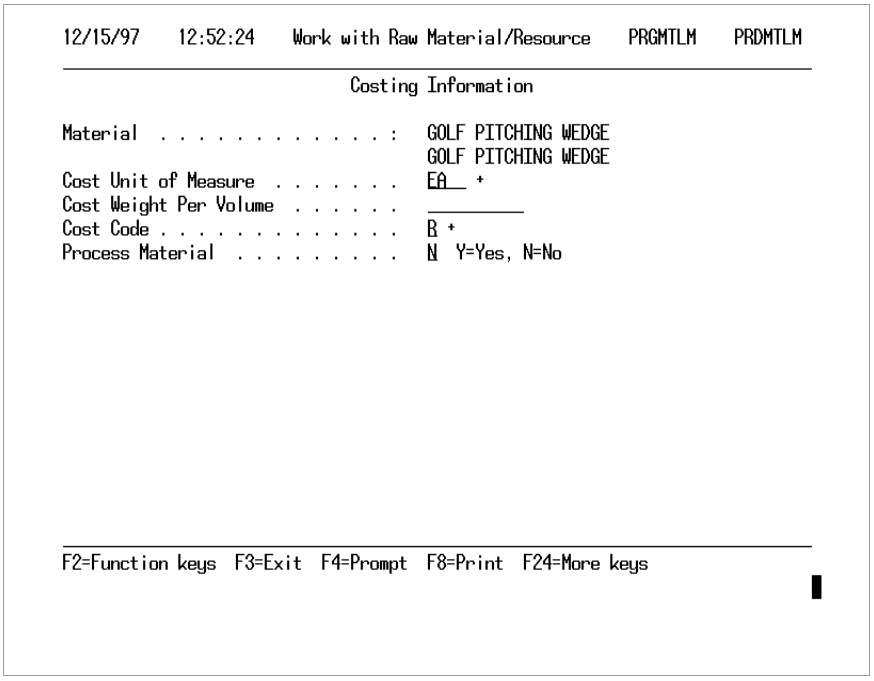


Figure F-6: Costing Information screen

Defining Cost Specifics

In the *Cost Code* field, identify the Cost code you want to use to categorize costs. For example, determine if this is a raw material cost, a labor cost, or a container cost. In the Golf Kit example, the Golf Pitching Wedge is **R**, a raw material cost. Once you establish this value, the system protects this field. When you initially create this raw material, this is a promptable field.

Press Enter to proceed to the next attribute screen.

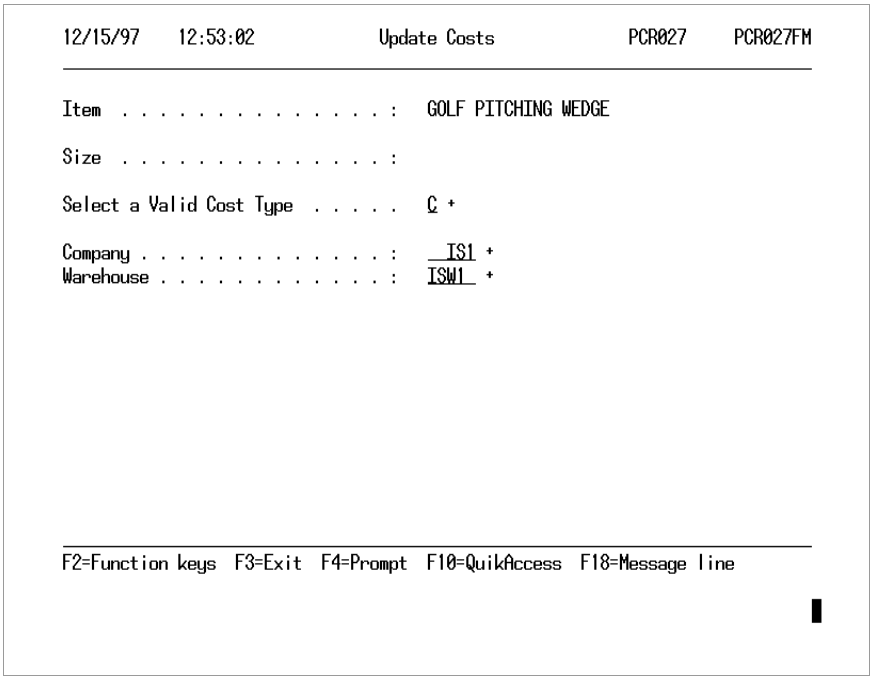


Figure F-7: Update Costs prompt screen

Costing Raw Materials

Type the cost type for which you are entering costs in the *Select a Valid Cost Type* field and press Enter.

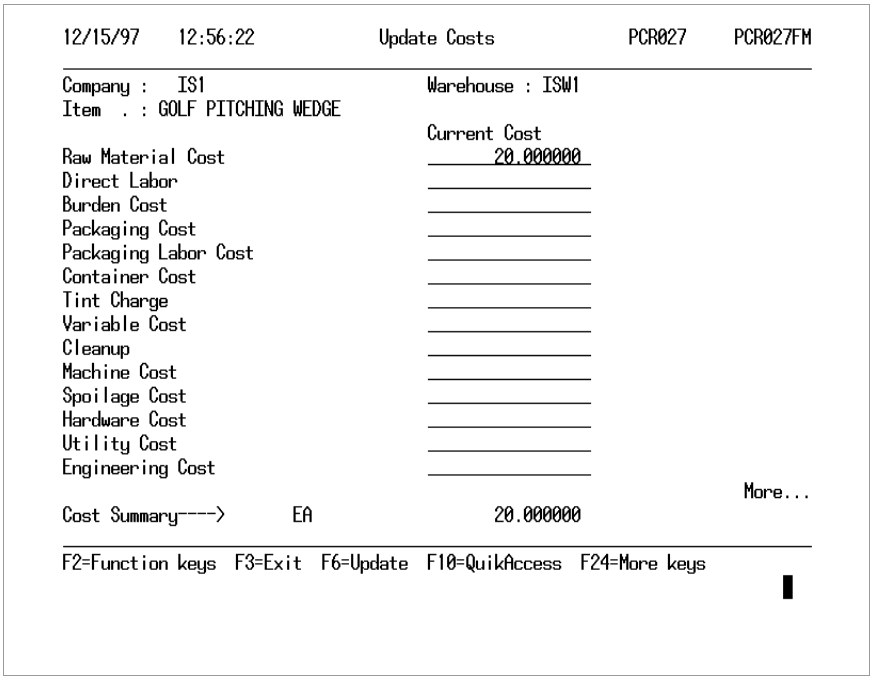


Figure F-8: Update Costs screen

Entering Cost Data for Raw Materials

Type the cost for the raw material in the appropriate Cost code field. The system directs you to the correct field since raw materials/resources have only one Cost code and this is the Cost code you defined on the Costing Information screen.

Press F6 to update the information and then press F3 to access the next attribute screen.

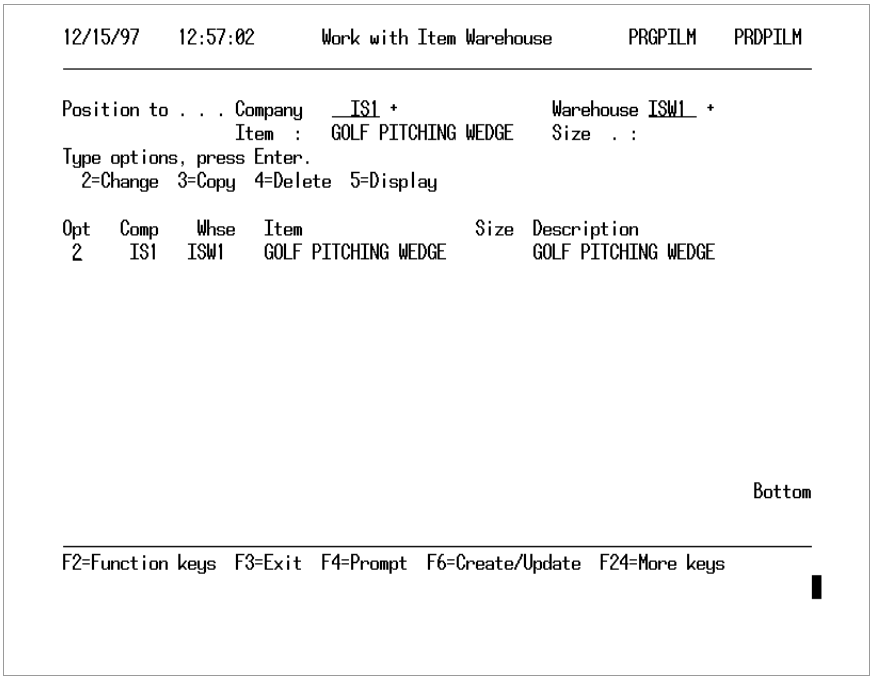


Figure F-9: Work with Item Warehouse prompt screen

Creating an Item Warehouse File Record

To create a new Item Warehouse file record, press F6. To edit an existing record, type **2** beside the record and press Enter. Infinium Software recommends that you create at least one level of an Item Warehouse file record.

An Item Warehouse file record is not necessary for kit processing; however, the system requires a record for Physical Inventory, Reorder Point Processing, Material Requirements Planning, Master Production Scheduling, and Infinium Purchase Management.

For extensive information on the Item Warehouse file, refer to the *Infinium Inventory Control Guide to Setup and Processing* or the *Infinium Cross Applications Guide to System Controls and Materials Maintenance.*

For the Golf Kit example, use this raw material record creation process for all records within the following formulas: Golf Irons, Golf Woods, IRB, WOB, and GLG.

In the Golf Kit example, IRB, WOB, and GLG are short names for the container bill of materials so they are easily recognizable. You can name container bill of materials any way you choose.

Step 2: Create All Purchased Products Needed at All Levels

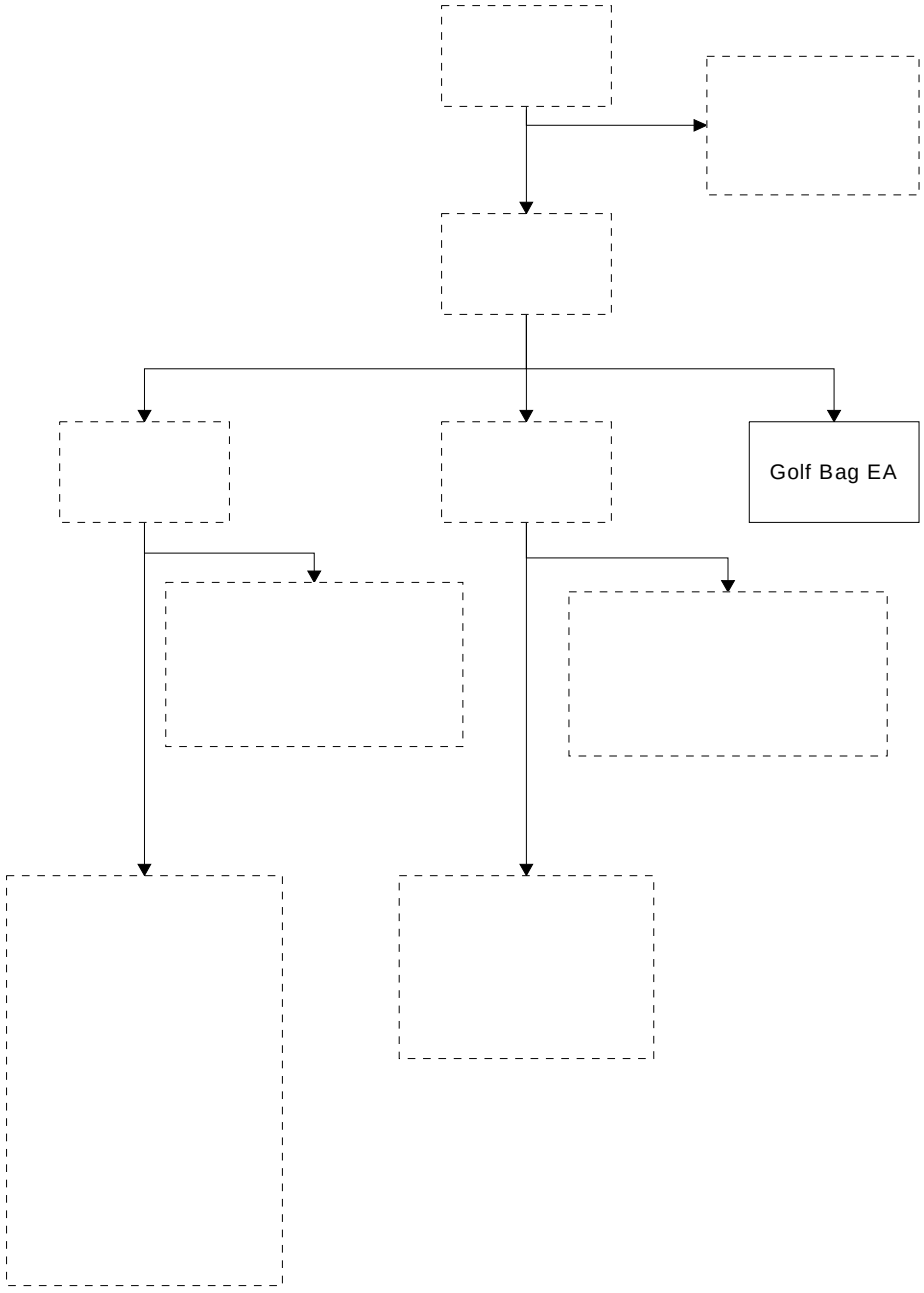


Figure F-10: Purchased Product Needed for Golf Kit EA

Creating the Purchased Products

The second step in creating a kit is to create all the purchased products needed for the kit or its subassemblies. In this Golf Kit example, the Golf Bag is the only item you purchase and include in your final kit product.

You can access the *Work with Products* option from Infinium PF or Infinium CA.

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Products* [WWP]

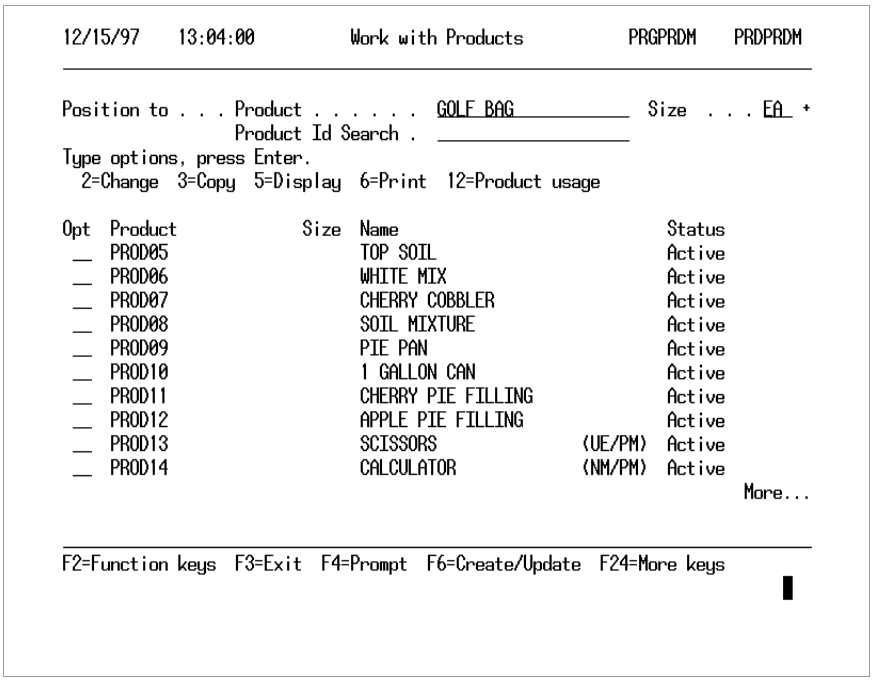


Figure F-11: Work with Products prompt screen

Creating Purchased Products

Type the product identifier in the *Product* field and press F6 to create the product.

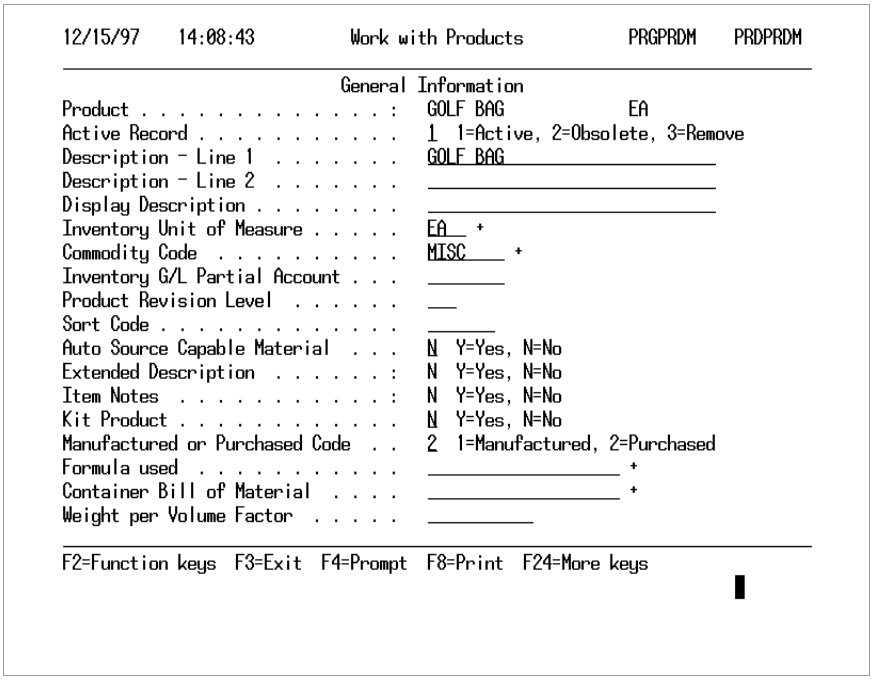


Figure F-12: General Information screen

Creating a Purchased Product

Complete the required fields on the General Information screen and type **2** in the *Manufactured or Purchased Code* field.

Press Enter to access the Work with Products Attribute selection screen.

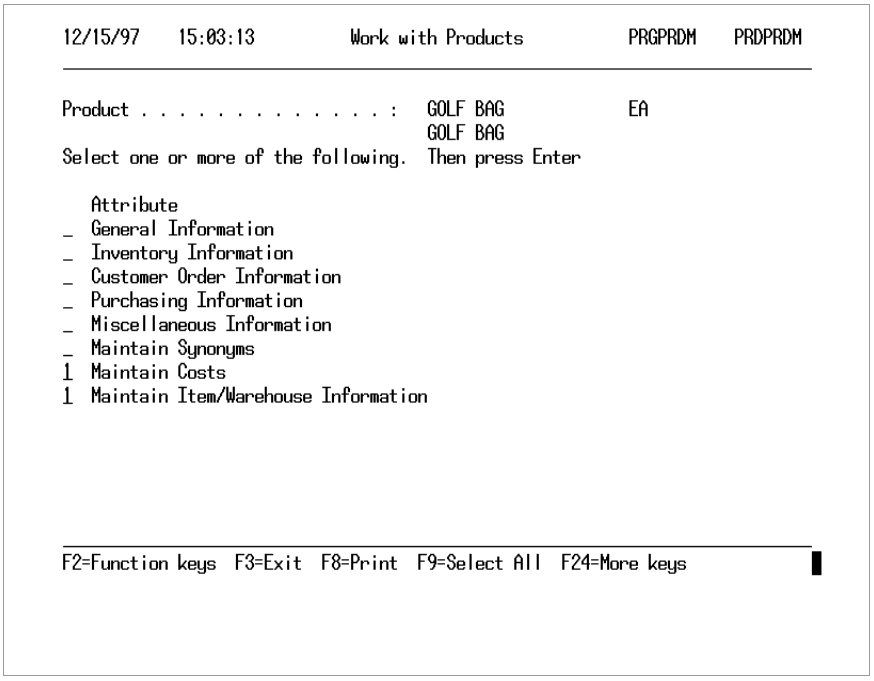


Figure F-13: Work with Products Attribute selection screen

Selecting Attributes

Add costs via the Maintain Costs attribute and create an Item Warehouse file record with the Maintain Item/Warehouse Information attribute. Infinium Software recommends that you create at least one level of an Item Warehouse file record.

An Item Warehouse file record is not necessary for kit processing; however, the system requires a record for Physical Inventory, Reorder Point Processing, Material Requirements Planning, Master Production Scheduling, and Infinium Purchase Management.

Press Enter to proceed to the Update Costs prompt screen.

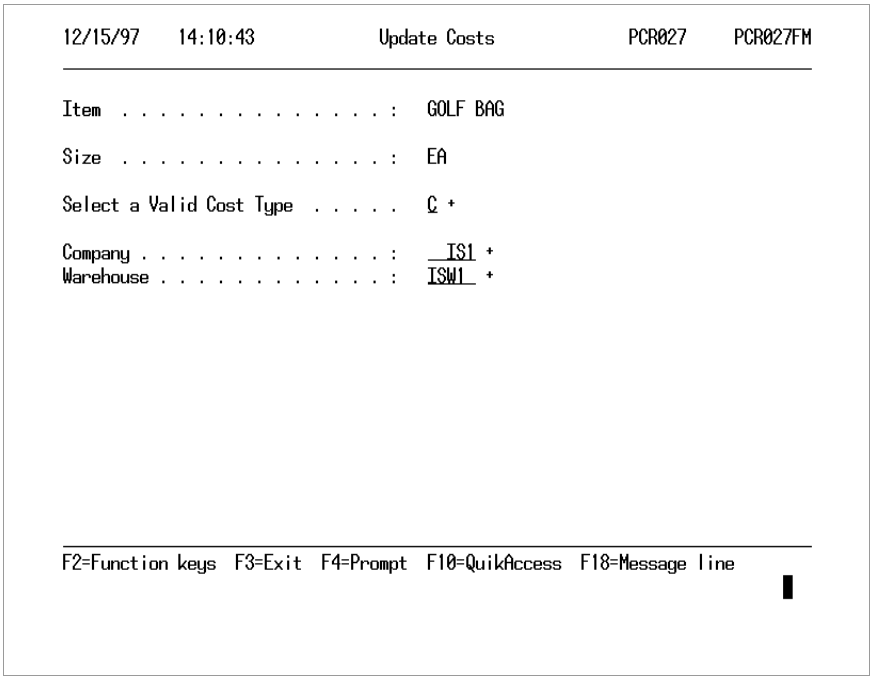


Figure F-14: Update Costs prompt screen

Costing Purchased Products

Type the cost type for which you are entering costs in the *Select a Valid Cost Type* field and press Enter. In the Golf Kit example, all costs are current.

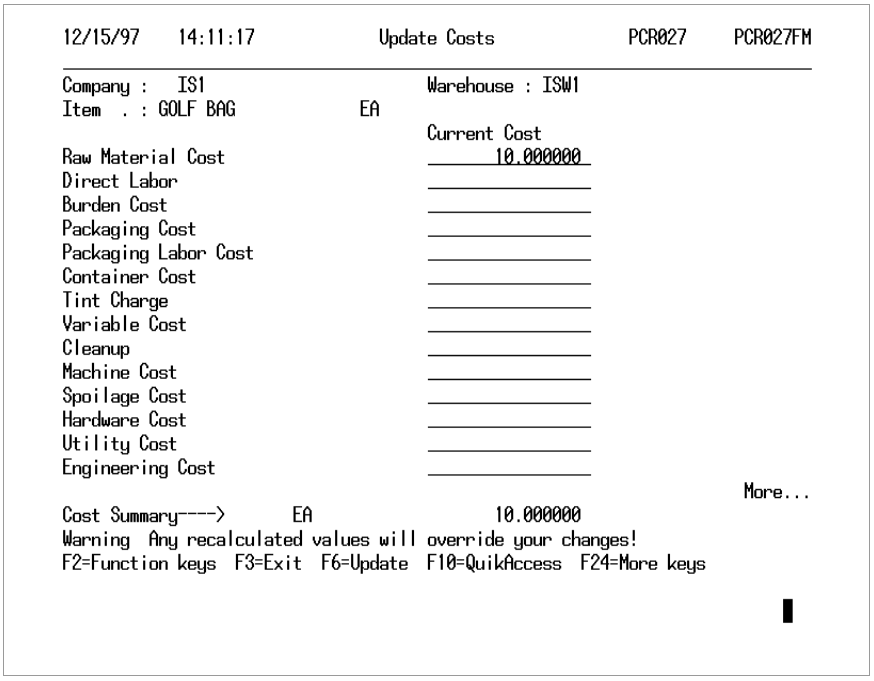


Figure F-15: Update Costs screen

Breaking Down Purchased Product Costs

Use as many of the Cost codes as you need in order to break down the cost of this purchased product.

Press F6 to update information and then press F3 to access the next attribute screen.

For extensive information on the Item Warehouse file, refer to the *Infinium Inventory Control Guide to Setup and Processing* or the *Infinium Cross Application Guide to System Controls and Materials Maintenance.*

Step 3: Creating Formulas

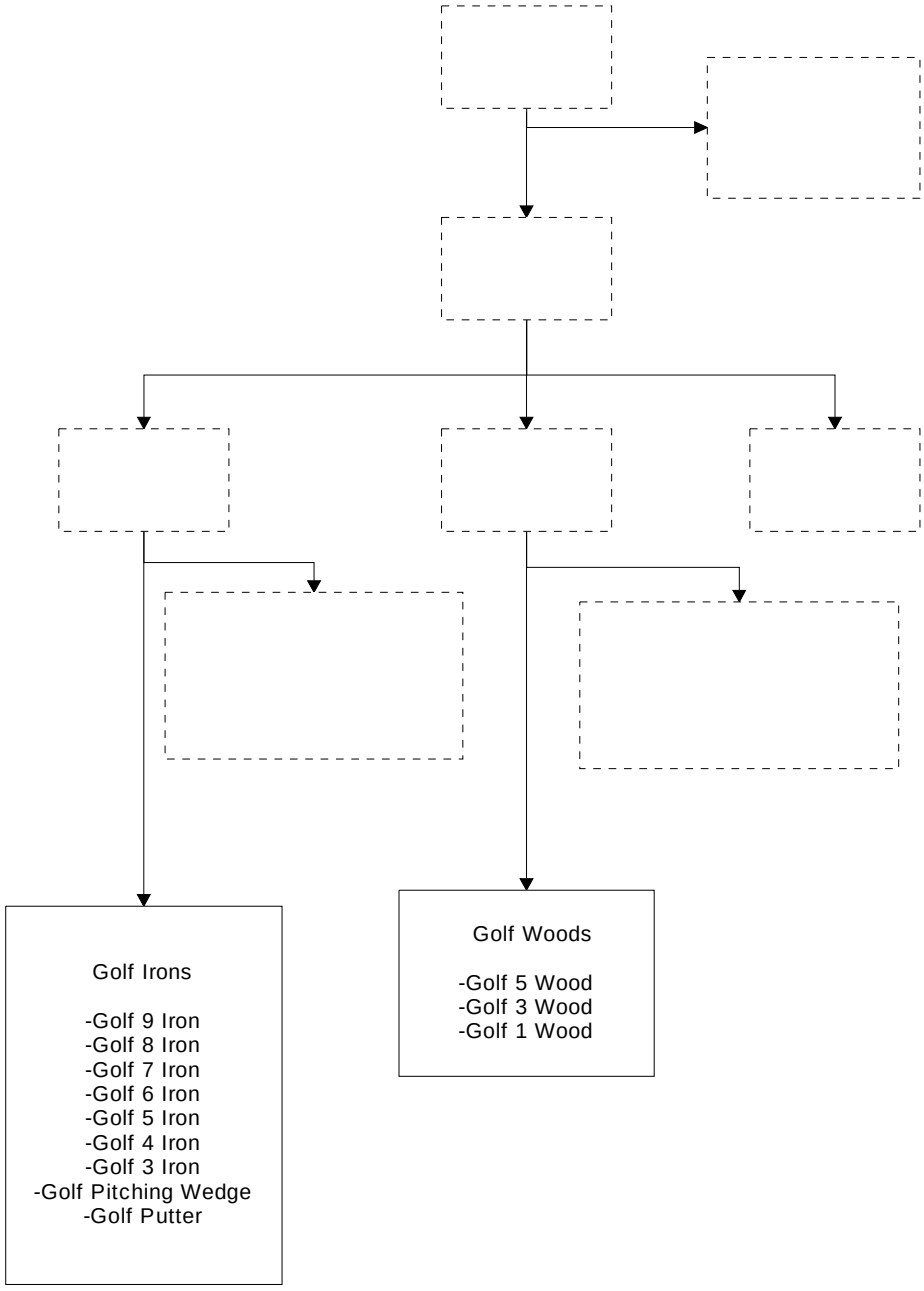


Figure F-16: Formulas Needed for Golf Kit EA

Creating Formulas

Once you create all of the raw materials and purchased products for the kit, create the lower level formulas. You can categorize these formulas as any type of formula.

If you choose to create all kits and have kits within kits, then you can create kit formulas in Infinium PF or Infinium CA. The kit formula options in Infinium CA are different from Infinium PF options. You can pull the bill of materials/kit you create in Infinium CA into Infinium PF to update; however, you cannot manufacture a kit that you create in Infinium CA. The Infinium CA bill of materials/kit options are designed more for a discrete manufacturer than for a process manufacturer.

You can create only kit type formulas in Infinium CA.

Use the menu path below.

- Infinium PF
- *Formula Management*
  - *Work with Formula* [WWF]

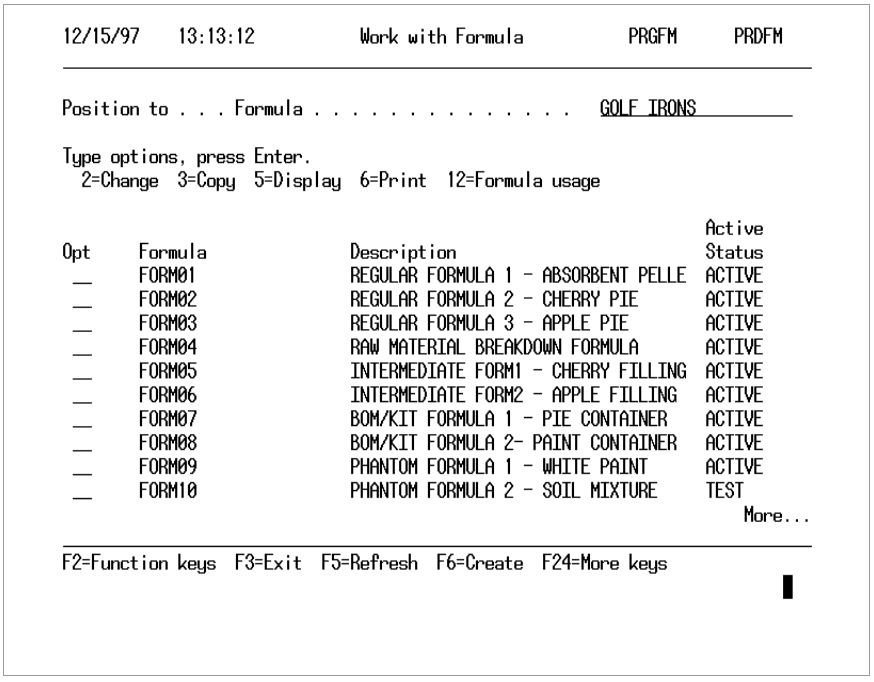


Figure F-17: Work with Formula prompt screen

Creating a Formula

To create a formula, type the identifier in the *Formula* field and press F6. The system displays a limited Work with Formula Attribute selection screen. Additional attributes display in edit mode.

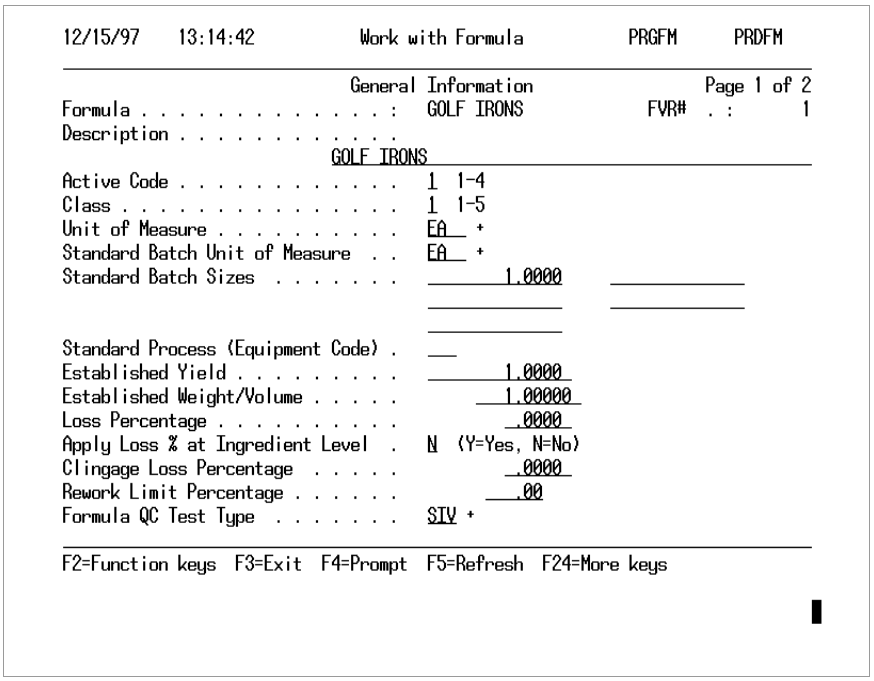


Figure F-18: General Information screen

Defining General Information for a Formula

This is the General Information screen for the Golf Irons formula. This screen is displayed when you press Enter from the Work with Formula prompt screen. Complete this screen as you would for any formula, except for the fields listed below.

Class

The *Class* field designates formula categories. For a regular formula, this field should always be **1**. Press your help key for information on all possible values.

Unit of Measure

Sometimes a formula actually creates one end item. To tell the system you are referring to a formula that produces one end product, type the discrete unit of measure you have defined for “each” in this field. This indicates you are defining the composition of one “each.”

Standard Batch Unit of Measure

You should also type your each unit of measure in this field for a formula that creates one end product. This value defaults into Infinium MC as the batch yield.

Standard Batch Sizes (field one), Established Yield

When you type the components of a formula on the Ingredients and Instructions screen, the system totals all ingredient quantities. Regardless of this total, your end product may be only one item. To override the total or calculated quantity, type **1** in the first *Standard Batch Sizes* field and in the *Established Yield* field to represent one item.

If you run this formula through Infinium MC, the system accurately relieves the indicated ingredient quantities and produces one final product.

Use the rest of the fields in the *Work with Formula* option as needed and as defined in the "Working with Formulas" chapter in the *Infinium Formula Management Guide to Formula Setup and Quality Control.*

Press Enter twice to return to the Formula Attribute screen. Type **1** to select the Ingredients and Instructions attribute and then press Enter again.

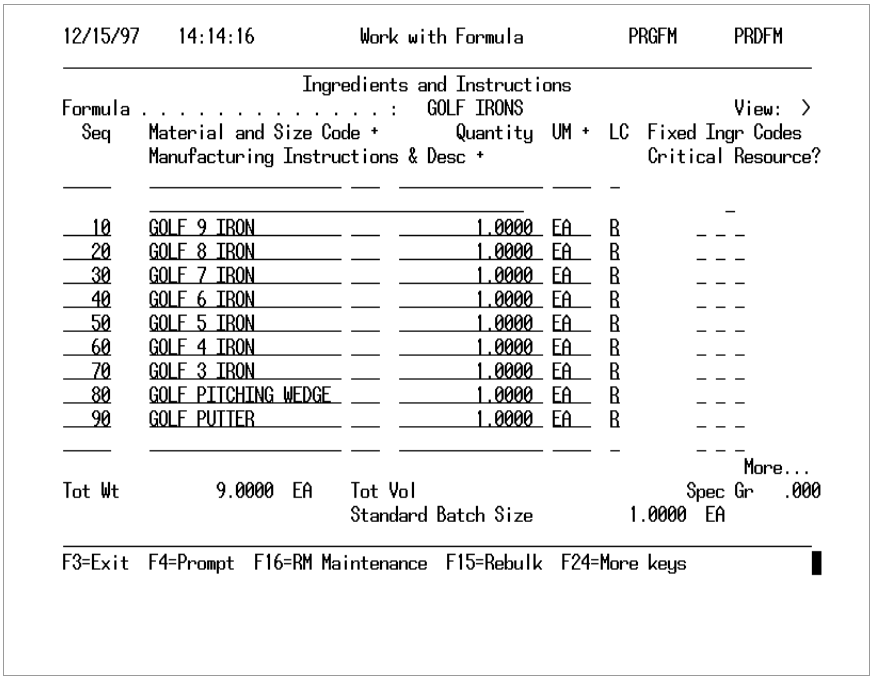


Figure F-19: Ingredients and Instructions screen

Defining Formula Line Items

Type the formula items and their quantities on this screen. Refer to the *Infinium Formula Management Guide to Formula Setup and Quality Control* for detailed information on the fields in this screen. This screen displays the items that make up the formula Golf Irons.

The line items that make up the formula Golf Woods display on the following Ingredients and Instructions screen.

Press F3 and exit to save your entries.

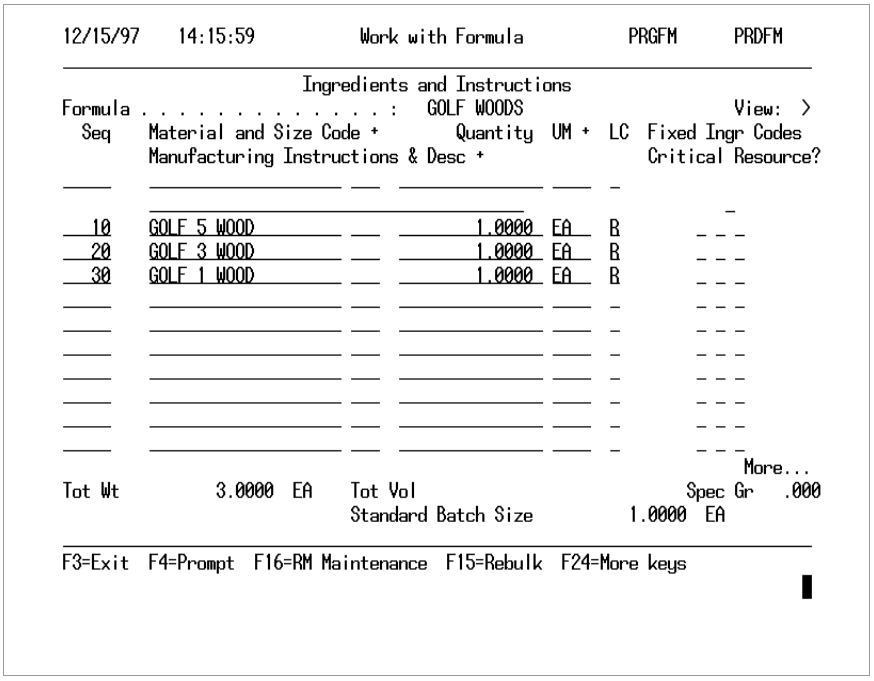


Figure F-20: Ingredients and Instructions screen

Step 4: Create the Container Bills of Materials

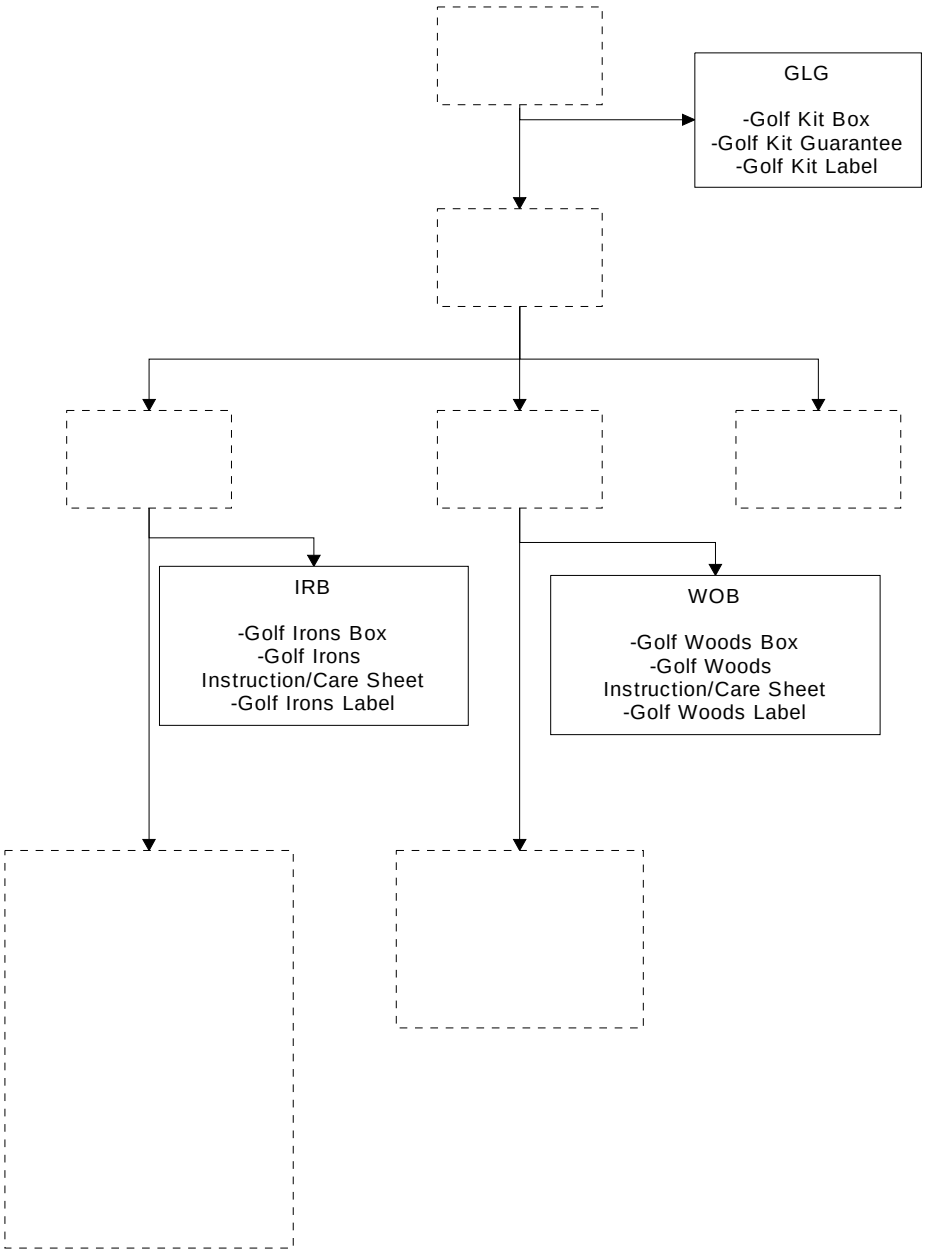


Figure F-21: Container BOM/Kit Formulas for Golf Kit EA

Creating Container Bills of Materials

After you create the lower level formulas, create any necessary container bills of materials. A container bill of materials is a formula that lists packing ingredients. For example, a container bill of materials may be a drum, a lid, and a label. In the Golf Kit example, IRB is a container bill of materials that consists of the golf irons box, the instruction/care sheet, and the label that goes on the box of irons.

A container bill of materials is often referred to as a kit. You can create kits through Infinium CA or Infinium PF.

Assign container bills of materials to products in the Product file. The system includes the container bill of materials' costs within the product's costs.

The container bills of materials in the Golf Kit example have three letter identifiers. You do not have to limit yourself to three; the full 20-position field is available. This example uses three letter identifiers to readily identify the container bills of materials from the other formulas.

Use the menu path below.

- Infinium PF
- *Formula Management*
  - *Work with Formula* [WWF]

You access the General Information screen just as you did previously in Step 3 of this appendix.

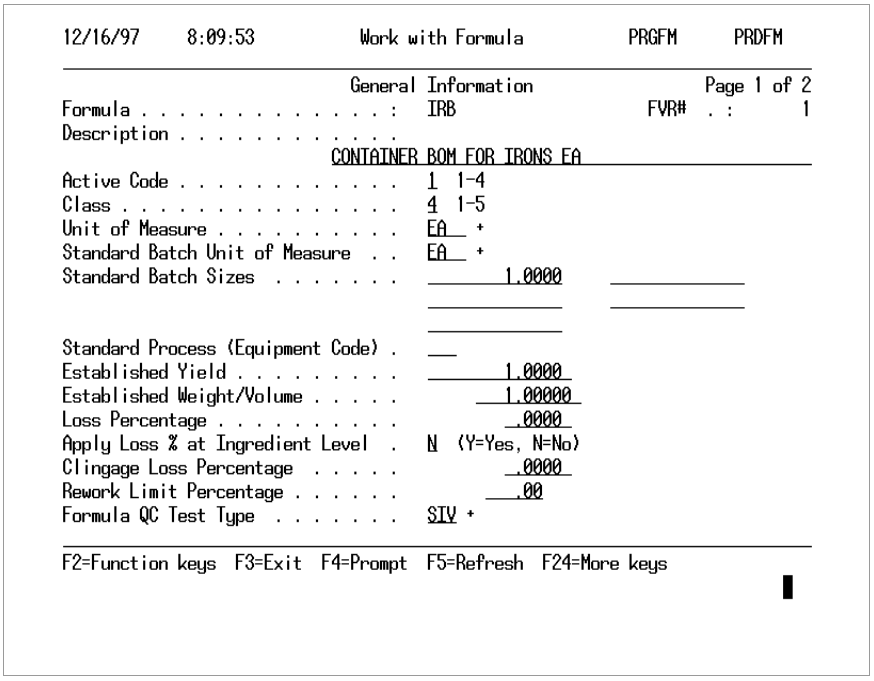


Figure F-22: General Information screen

Adding General Information to a Container BOM

This is the General Information screen for IRB.

Complete the General Information screen as you did in Step 3, but be sure to type **4** in the *Class* field to identify this as a container BOM/kit formula. If you create a container BOM/kit in Infinium CA, the system automatically establishes a kit designation since container BOM/kits are the only types of formulas you can create in Infinium CA.

When you press Enter, the system returns you to the Formula Attribute screen where you can select Ingredients and Instructions to define the container bill of materials.

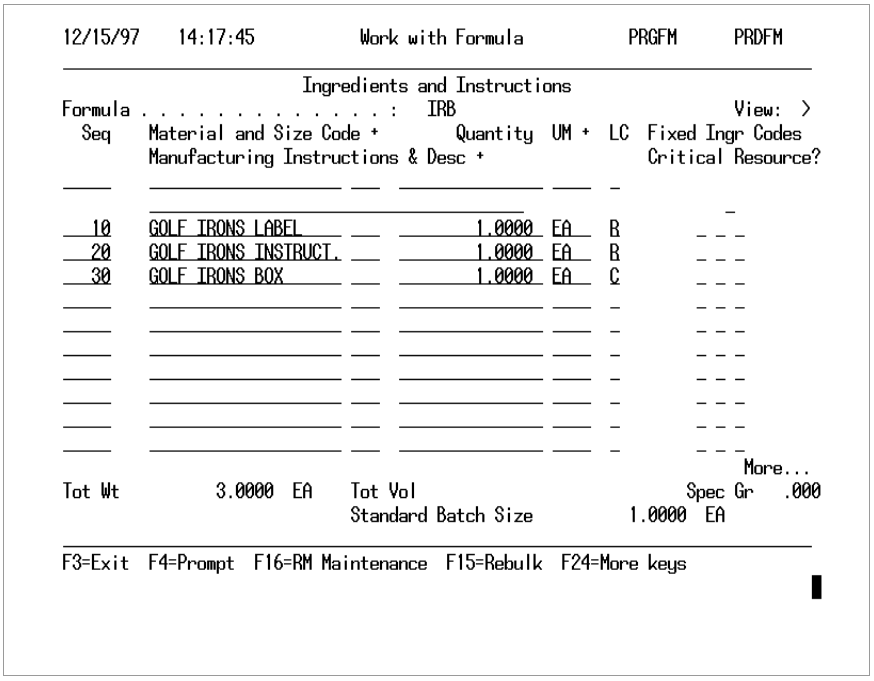


Figure F-23: Ingredients and Instructions screen

Defining Ingredients and Instructions

The above screen is the Ingredients and Instructions screen for IRB. The rest of the Golf Kit container bills of materials were created the same as IRB. Their Ingredients and Instructions screens display next.

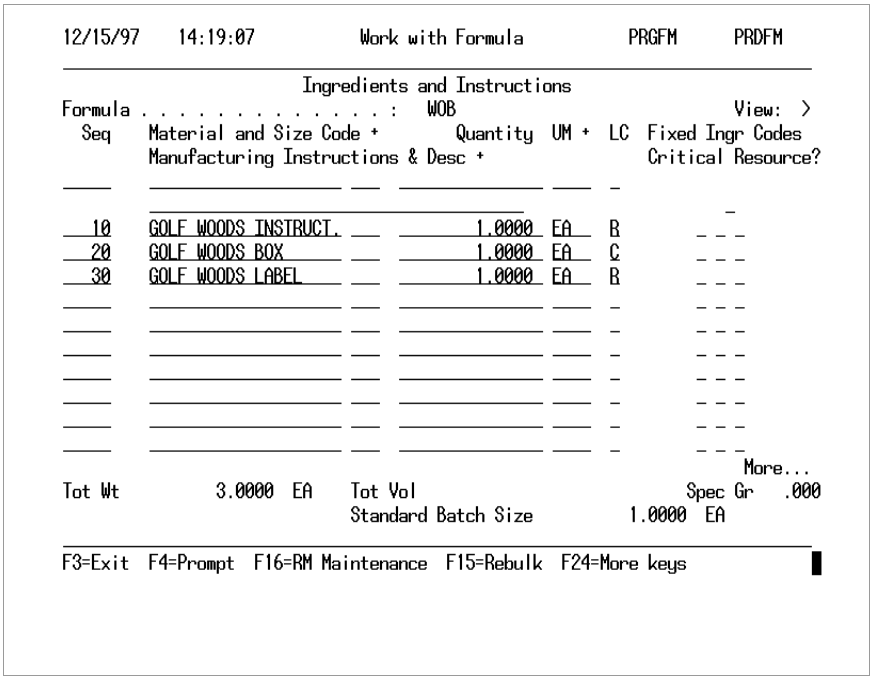


Figure F-24: Ingredients and Instructions screen

This is the Ingredients and Instructions screen for WOB in the Golf Kit example.

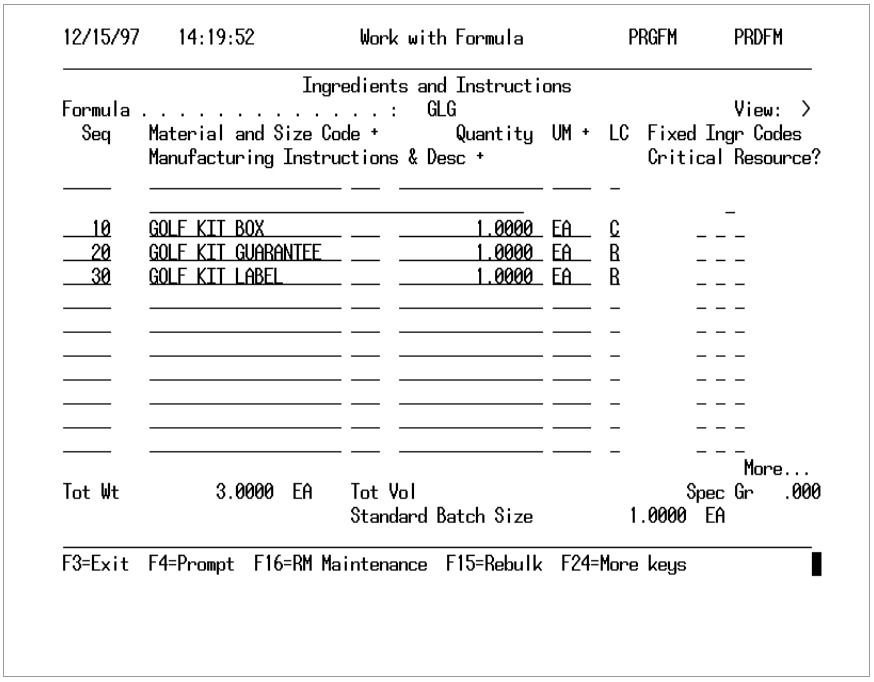


Figure F-25: Ingredients and Instructions screen

This is the Ingredients and Instructions screen for GLG, the container bill of materials for the final kit product, Golf Kit EA.

Step 5: Creating the Final Kit Components

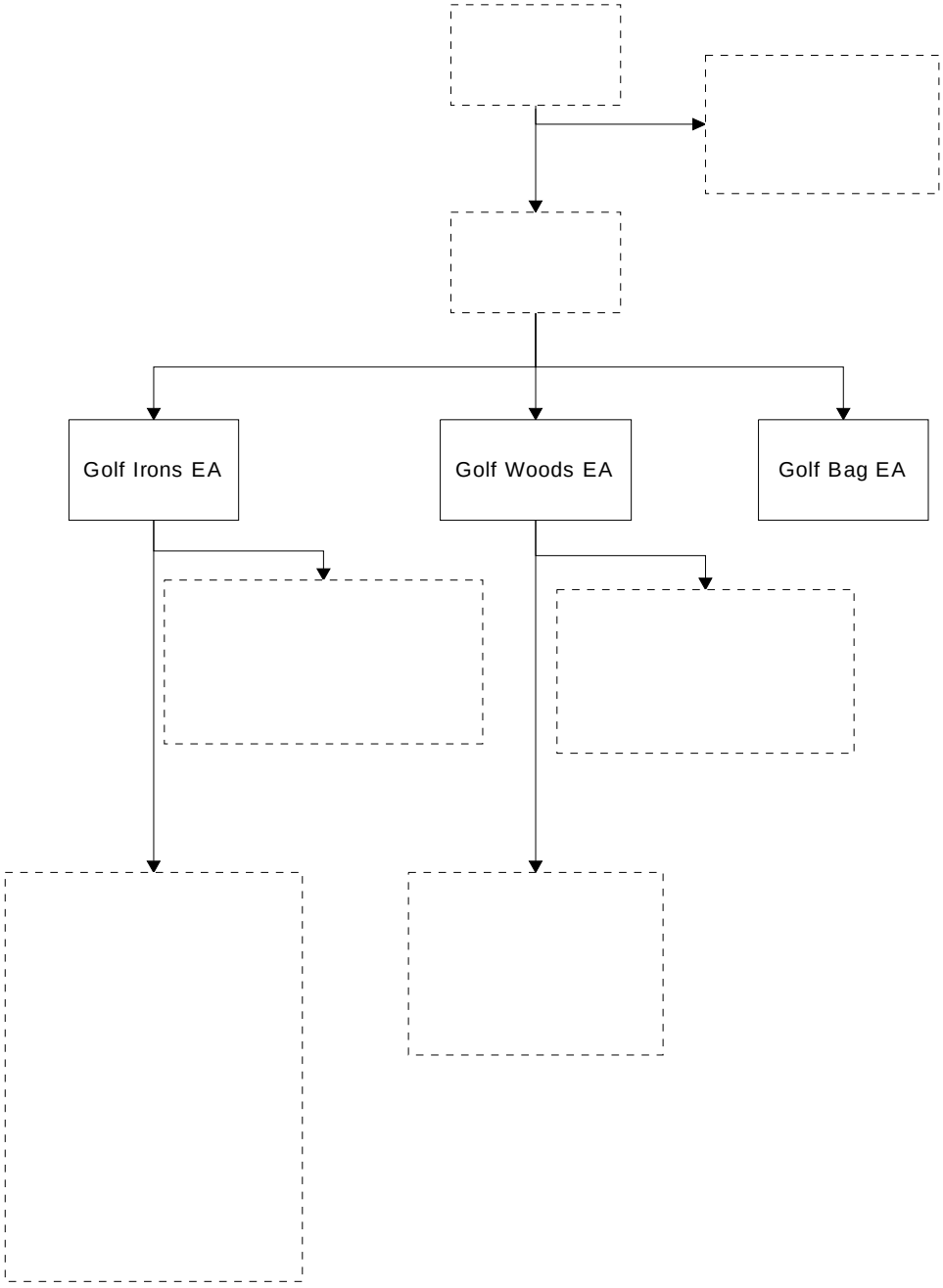


Figure F-26: Kit Components Needed for Golf Kit EA

Creating the Final Kit Components

The next step in kit processing is to create the kit components. Kit components are the end products that make up the final kit product. In the Golf Kit example, these components include Golf Irons EA, Golf Woods EA, and Golf Bag EA. However, Golf Bag EA already exists since the Golf Bag EA is a purchased product that does not depend on any other raw materials or products.

To create the remaining Golf Kit components, you need to create manufactured product records since these kit products come from formulas.

You can create product records from either Infinium CA or Infinium PF.

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Products* [WWP]

```
12/15/97    14:20:42          Work with Products           PRGPRDM    PRDPRDM
_____________________________________________________________________________

Position to . . . Product . . . . . . GOLF IRONS_________  Size  . . . EA_ +
                  Product Id Search .  ____________________
Type options, press Enter.
  2=Change  3=Copy  5=Display  6=Print  12=Product usage

Opt  Product             Size  Name                            Status
 __  COLA                 6PK  ORANGE SODA (SIX PACK UNIT)     Active
 __  COLA                 8PK  ORANGE SODA (EIGHT PACK UNIT)   Active
 __  GOLF BAG             EA   GOLF BAG                        Active
 __  GOLF IRONS           EA   GOLF IRONS                      Active
 __  GOLF KIT             EA   GOLF KIT                        Active
 __  GOLF WOODS           EA   GOLF WOODS                      Active
 __  PROD01                    CHERRY PIE                      Active
 __  PROD02                    APPLE PIE                       Active
 __  PROD03                    KITTY LITTER                    Active
 __  PROD04                    WHITE PAINT                     Active
                                                                    More...

_____________________________________________________________________________
F2=Function keys  F3=Exit  F4=Prompt  F6=Create/Update  F24=More keys
```

Figure F-27: Work with Products prompt screen

Creating a Manufactured Product

Type the product identifier in the *Product* field and press F6.

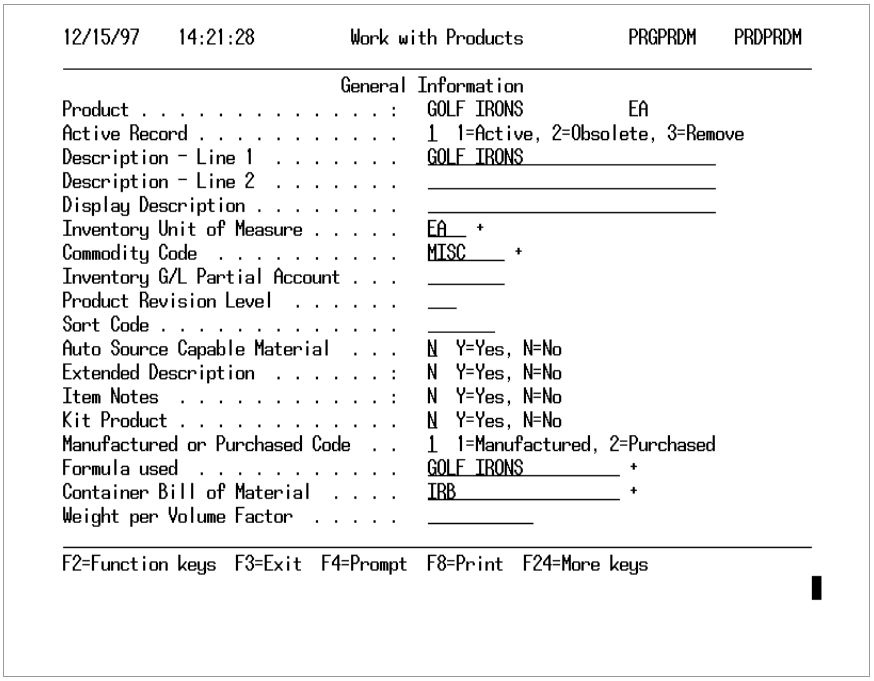


Figure F-28: General Information screen

Complete the required fields and type **1** in the *Manufactured or Purchased Code* field. In the *Formula used* field type the product's formula, which for Golf Irons EA is Golf Irons, and in the *Container Bill of Material* field type the appropriate identifier, which is IRB for Golf Irons EA.

Since Golf Irons EA is a manufactured product, the system costs this kit product based on the formula and container bill of material, assuming costing is running and the system is chasing costs. Press Enter to display the Product Attribute selection screen.

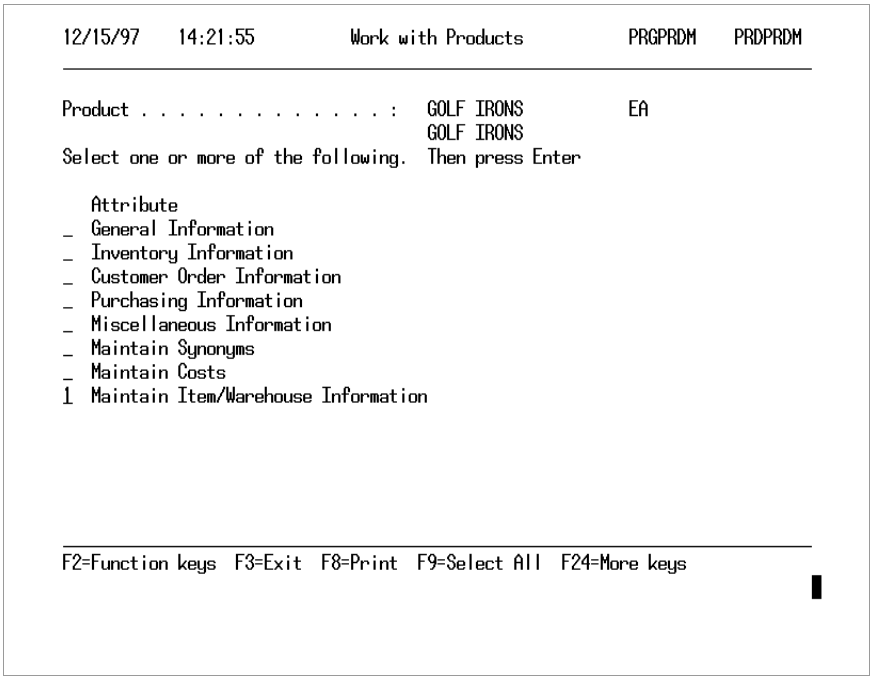


Figure F-29: Work with Products Attribute selection screen

Selecting Attributes

Type **1** to select the Maintain Item/Warehouse Information attribute, which you use to create an Item Warehouse file record for Golf Irons EA.

Below is the General Information screen for Golf Woods EA.

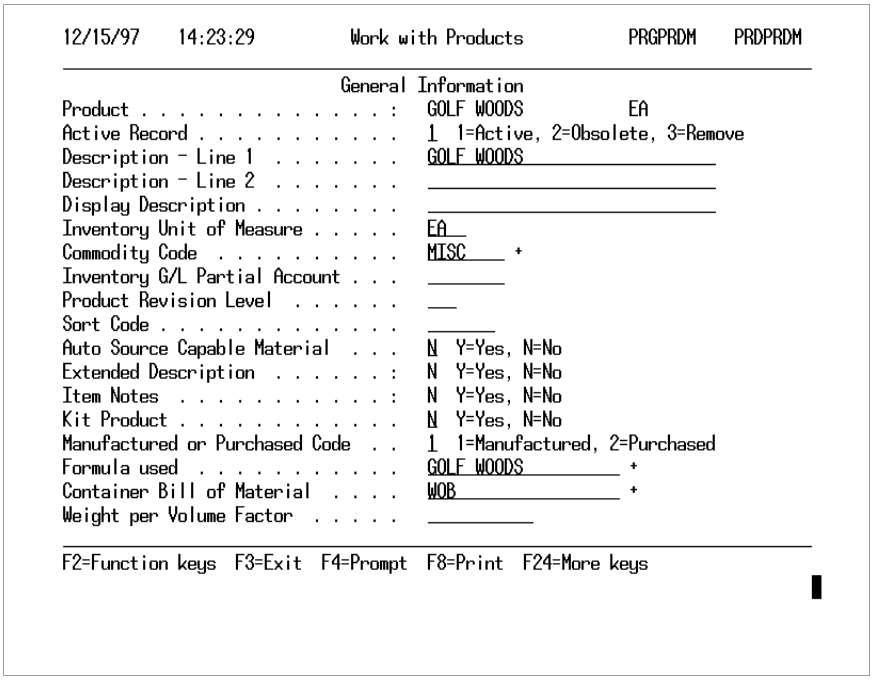


Figure F-30: General Information screen

Adding General Information to a Manufactured Product

Again, make sure the product has **1** in the *Manufactured or Purchased Code* field and complete the *Formula used* and *Container Bill of Material* fields.

Step 6: Creating the Final Kit Formula

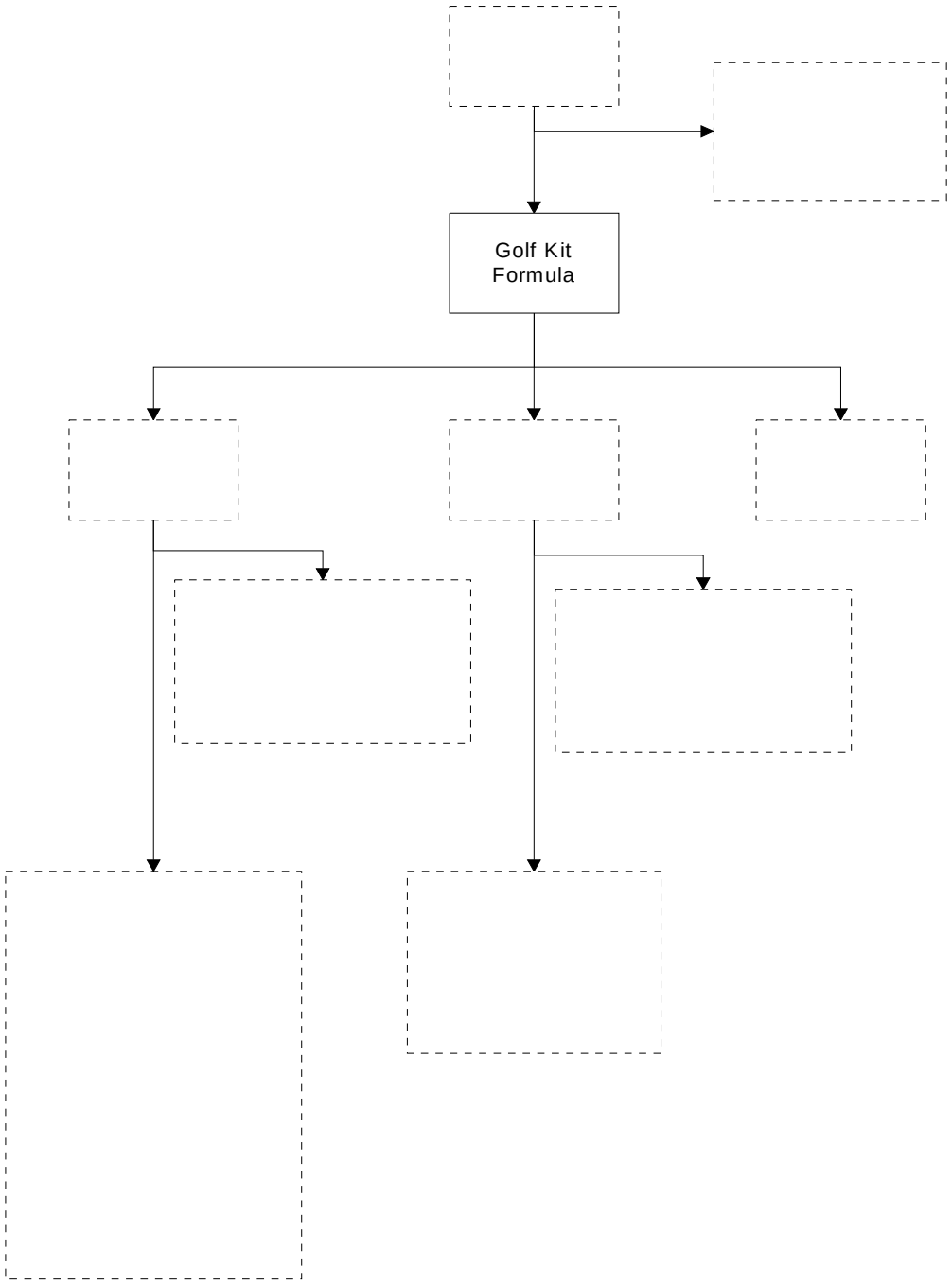


Figure F-31: Kit Formula Used for Golf Kit EA

Creating the Final Kit Formula

Once all of the components and their subassemblies exist, create the kit formula, Golf Kit Formula, in this example.

Use the menu path below.

- Infinium PF
- *Formula Management*
  - *Work with Formula* [WWF]

Create a kit formula almost the same as in Step 4. The following screens in this section display specific key fields on the General Information and Ingredients and Instructions screens.

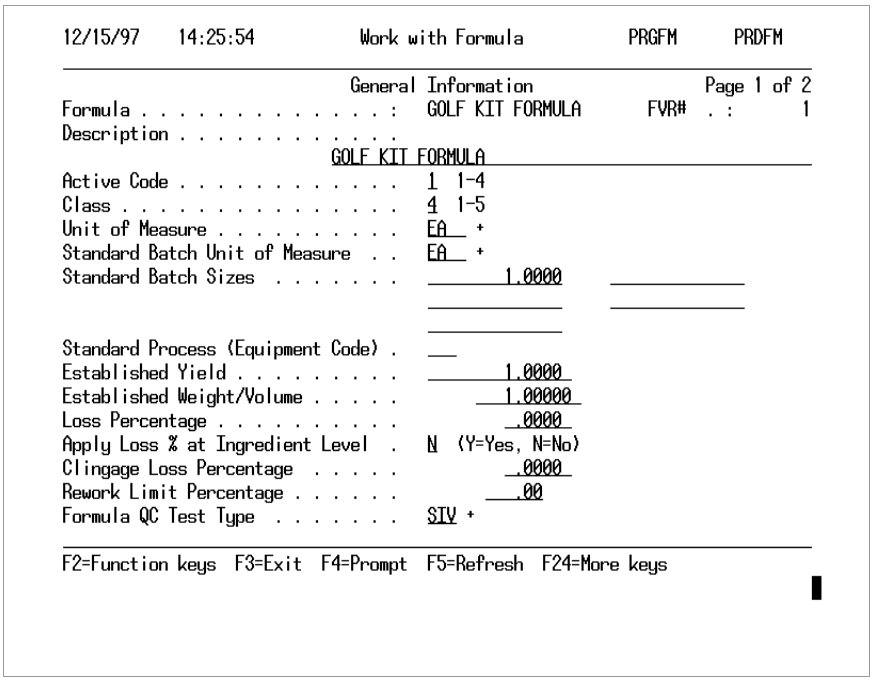


Figure F-32: General Information screen

Defining General Information for a Kit Formula

Complete this screen as you would for any formula, with the exception of the fields listed below.

Class

The *Class* field designates formula categories. For a kit, this field should always be **4**.

Unit of Measure

Usually a kit creates one end formula. To tell the system you are referring to a kit that produces one end product, type the discrete unit of measure you have defined for “each” in this field. This indicates that you are defining the composition of one kit or one “each.”

Standard Batch Unit of Measure

Type the each unit of measure in this field for a kit that creates one end product.

Standard Batch Sizes (field one), Established Yield

When you define the components of the kit on the Ingredients and Instructions screen, the system totals all ingredient quantities. Regardless of this total, the end product will usually be one item. To override the total or calculated quantity, type **1** in the first *Standard Batch Sizes* field and in the *Established Yield* field to represent one item.

If you run this kit formula through Infinium MC, the system accurately relieves the indicated ingredient quantities and produces one final product.

Use the rest of the fields in the *Work with Formula* option as needed and as defined in the “Working with Formulas” topic in the *Infinium Formula Management Guide to Formula Setup and Quality Control.*

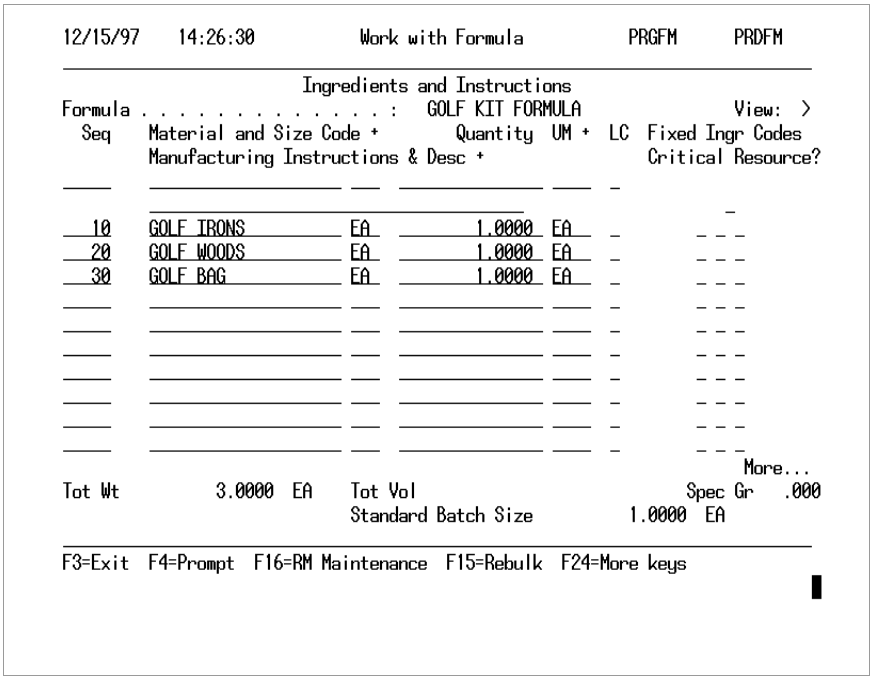


Figure F-33: Ingredients and Instructions screen

Defining Kit Line Items

Type the kit line items and their quantities on this screen. Refer to the *Infinium Formula Management Guide to Formula Setup and Quality Control* for detailed information on the fields in this screen. This screen displays the kit components that make up the Golf Kit Formula.

Press F3 and exit to save your entries.

Step 7: Creating the Final Kit Product

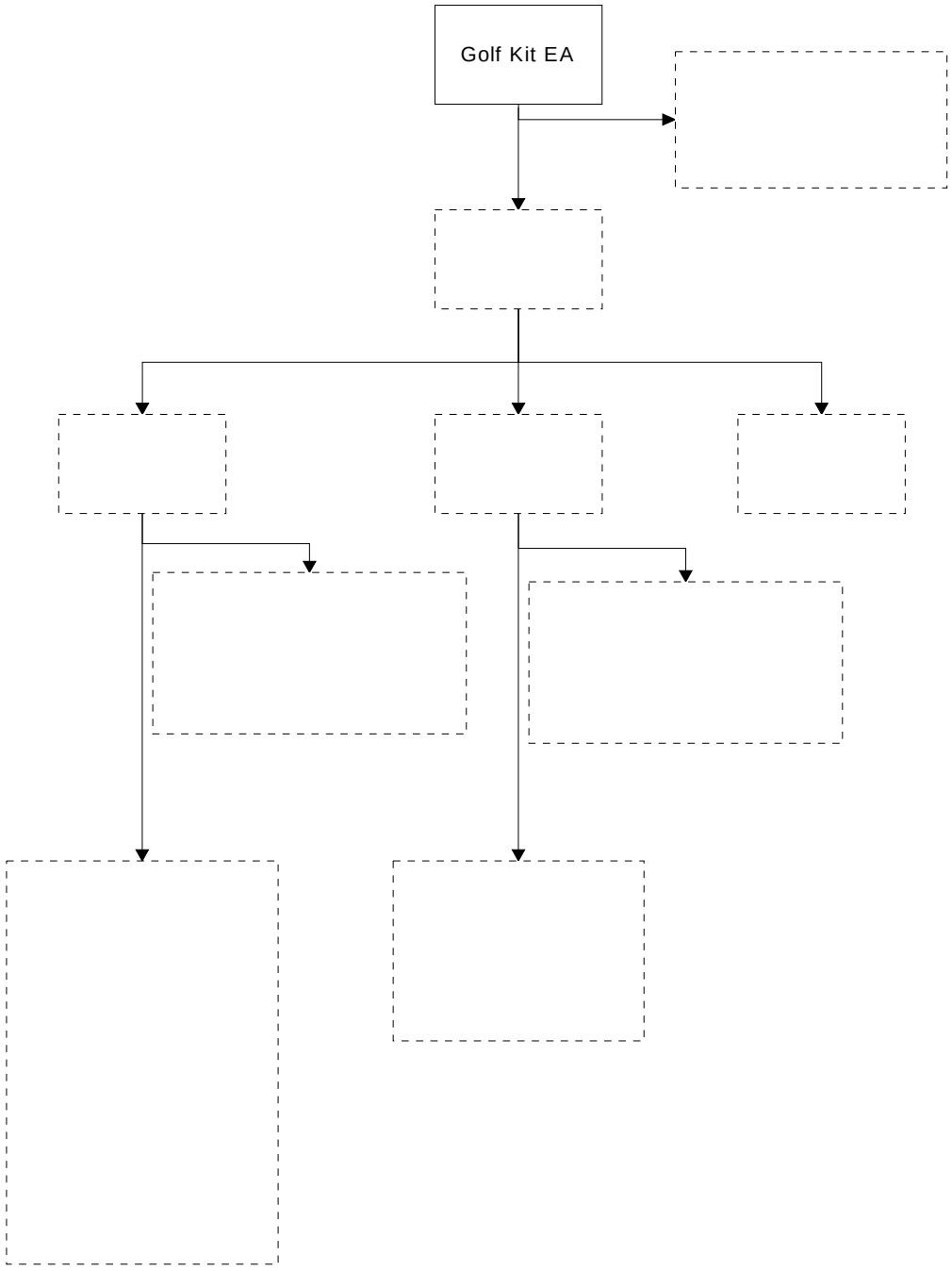


Figure F-34: Golf Kit EA

Creating the Final Kit Product

When all the raw materials, purchased products, and manufactured products exist and their subassemblies exist along with the kit component formula, create the final kit product.

You can create product records from either Infinium CA or Infinium PF.

Use the menu path below.

- Infinium CA
- *Master Files*
  - *Work with Products* [WWP]

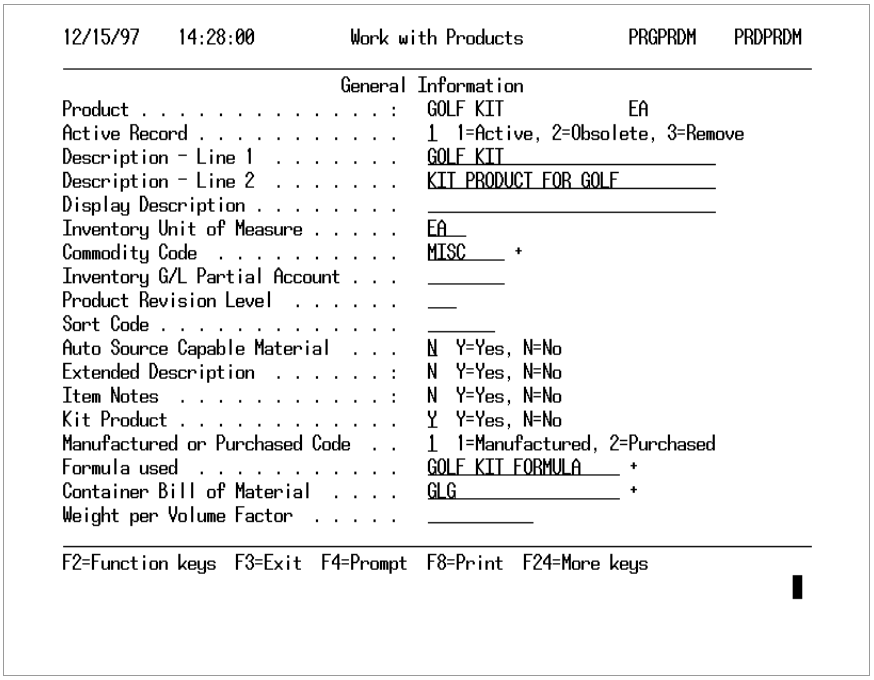


Figure F-35: General Information screen

Defining Kit General Information

Identify this as a manufactured product by typing **1** in the *Manufactured or Purchased Code* field. Then type the appropriate formulas in the *Formula used* and *Container Bill of Material* fields.

Kit Product

Type **Y** in the *Kit Product* field. Each component of the kit must have product and formula records on file. A parameter in the *Work with Entity Controls* option in Infinium CA determines whether the system tracks inventory for kits as a single entity or whether you inventory each component of the kit separately.

Kit Interfaces to Other Systems

Several Infinium MM and Infinium PR Suite applications handle kits. For example, in Infinium IC you can repackage kits, and in Infinium RM you can print a Material Safety Data Sheet for a kit as an end product, which combines all component information as a component combination or as both.

In Infinium CA you define how the system inventories kits. Several systems, such as Infinium OP, use this setting to determine how to relieve inventory for sales.

To define this, select the *Work with Entity Controls* option in Infinium CA, Control Files, and then select the Inventory Information attribute.

Use the menu path below.

- Infinium CA
- *Control Files*
  - *Work with Entity Controls* [WWEC]

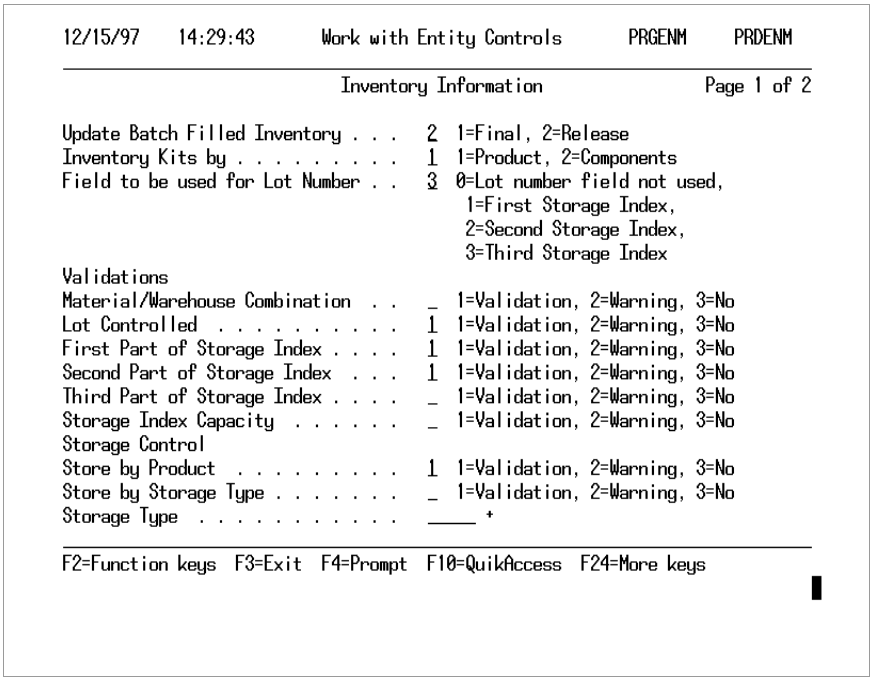


Figure F-36: Inventory Information screen 1

Defining How to Inventory Kits

Use the *Inventory Kits by* field to define how the system stores and relieves kit inventory. Type **1** in this field to inventory kit products as a single component. Type **2** in this field to inventory kit products individually.

In the Golf Kit example, if you type **1** in the *Inventory Kits by* field, the system inventories the Golf Kit as one item, Golf Kit EA. If you type **2** in the *Inventory Kits by* field, the system inventories the components of Golf Kit EA separately; Golf Irons EA, Golf Woods EA, and Golf Bag EA.

Costing Kits

Once you create a kit, the system calculates costs for the kit. If you chase costs, the system automatically costs kits based on the formulas, purchased products, and raw materials within the kit itself and the kit subassemblies.

Think of costing as beginning at the lowest level and working its way up. In the Golf Kit example, the system costs the formulas Golf Irons and Golf Woods along with the container bills of materials IRB and WOB in order to cost the products Golf Irons EA and Golf Woods EA. Once the system costs those formulas, then the system can cost the Golf Kit Formula. After the system costs GLG, then the system can cost the final kit product, Golf Kit EA.

Refer to Figure F-37 for a breakdown of the element costs in the Golf Kit EA example and how the system rolls up these costs.

Product Cost Report

Refer to the Product Costing report after Figure F-37. This report is from Infinium CA, the *Display Costs* options. You must press F8 to generate this report. The Cost codes are dependent upon your raw material definitions.

In Golf Kit EA all raw materials had an **R** (raw material) cost type with the exception of boxes used within the container bills of materials. The boxes had **C** (container) cost as their Cost code.

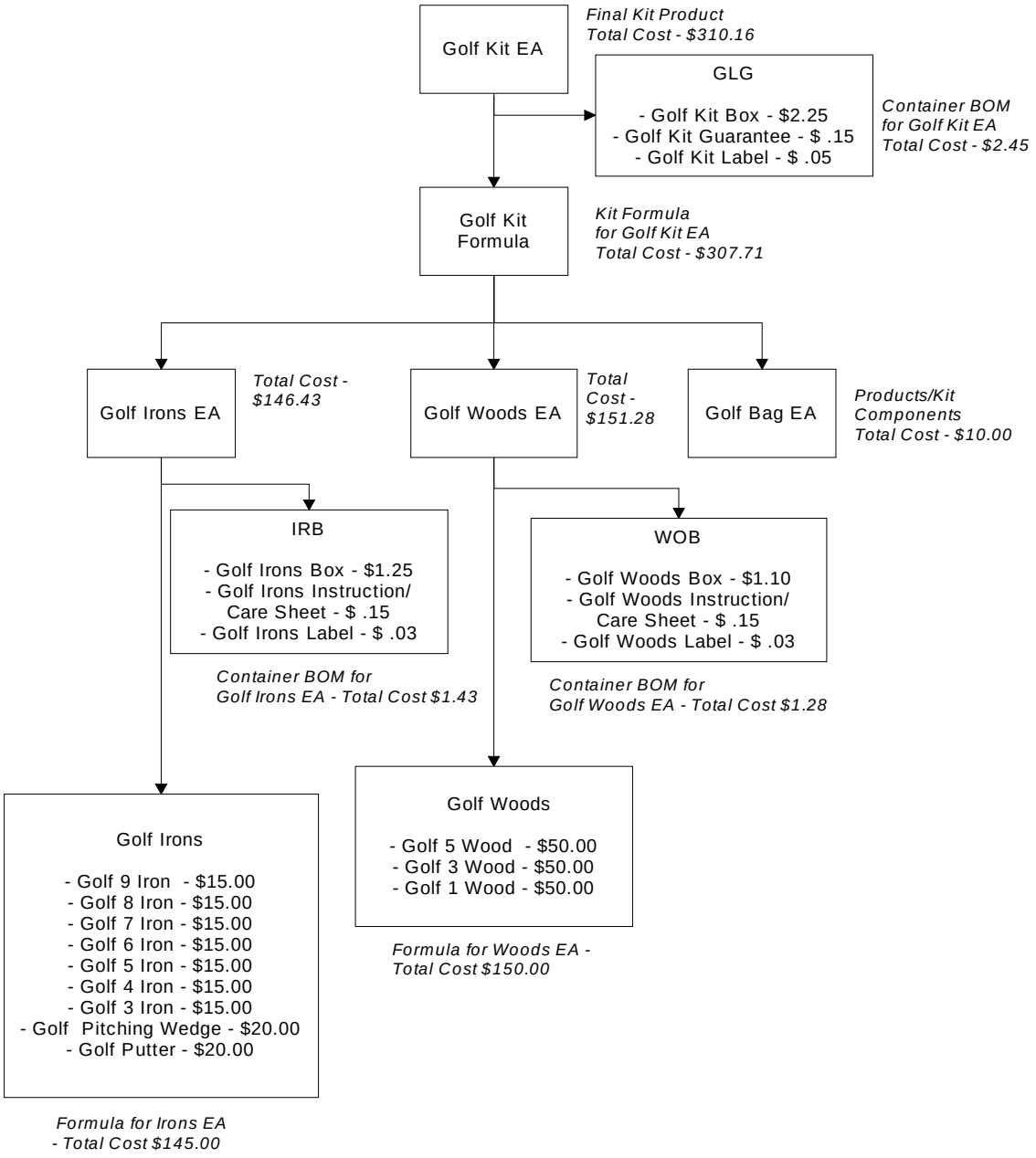


Figure F-37: Costing Golf Kit EA

```
PCR020     PCR020PR                         P R O D U C T   C O S T I N G   I N Q U I R Y                         PAGE        1
 9/25/00   10:18:56                                                                                                         PJT
-------------------------------------------------------------------------------------------------------------------------
             *** Current Cost         Used ***
COMP/LOC CD PJS00 PJSWH                                   NET WEIGHT                                  INV UNITS:           1.0000 EA
PRODUCT# GOLF KIT            EA  GOLF KIT                         MFG/PUR M    ACTIVITY CD            COST UNITS:          1.0000 EA
FORMULA USED GOLF KIT FORMULA                                     CONTAINER CODE      GLG             BASE UNITS :         1.0000
FILL FACTOR 1.0000    KIT CODE K
                                                                         FILE                 COST/            UNITS/      EXT.
MATERIAL CD                                                              COST  UM             UNIT   UM        CONT        COST

GOLF KIT FORMULA         GOLF KIT                                  307.710000  EA       307.710000  EA       1.0000        7.710000 C

GLG                                                                  2.450000  EA         2.450000  EA       1.0000        2.450000 C
                                                                             ------               ------                   --------
                                                                                           TOTAL COST--->              310.160000
                                          COST PER UNIT--->                 /EA
                            Raw Material Cost   --->                  /EA
                            Container Cost      --->                  /EA
                                                                                    ********** END OF REPORT **********
```

Appendix G Unit of Measure Conversion Examples

G

Unit of measure conversions are governed by a parameter in the *Work with Entity Controls* and *Work with Company Controls* options. On the Base Application Information screen in each of those options, the field *Direct Conversion Required* is a flag that indicates whether a unit of measure conversion record is required.

The system uses the company-entity hierarchy to determine where to retrieve the information. If the *Direct Conversion Required* field is blank in the Company Controls, the system uses the value specified in the Entity Controls.

The system uses the logic shown on the diagram on the next page to determine whether, and how, it can make a unit of measure conversion.

You establish units of measure and conversions using the *Work with UM Definition* and *Work with UM Conversion* options, respectively. Refer to the "Setting Up Units of Measure" chapter of this guide if you need more information on setting up these records.

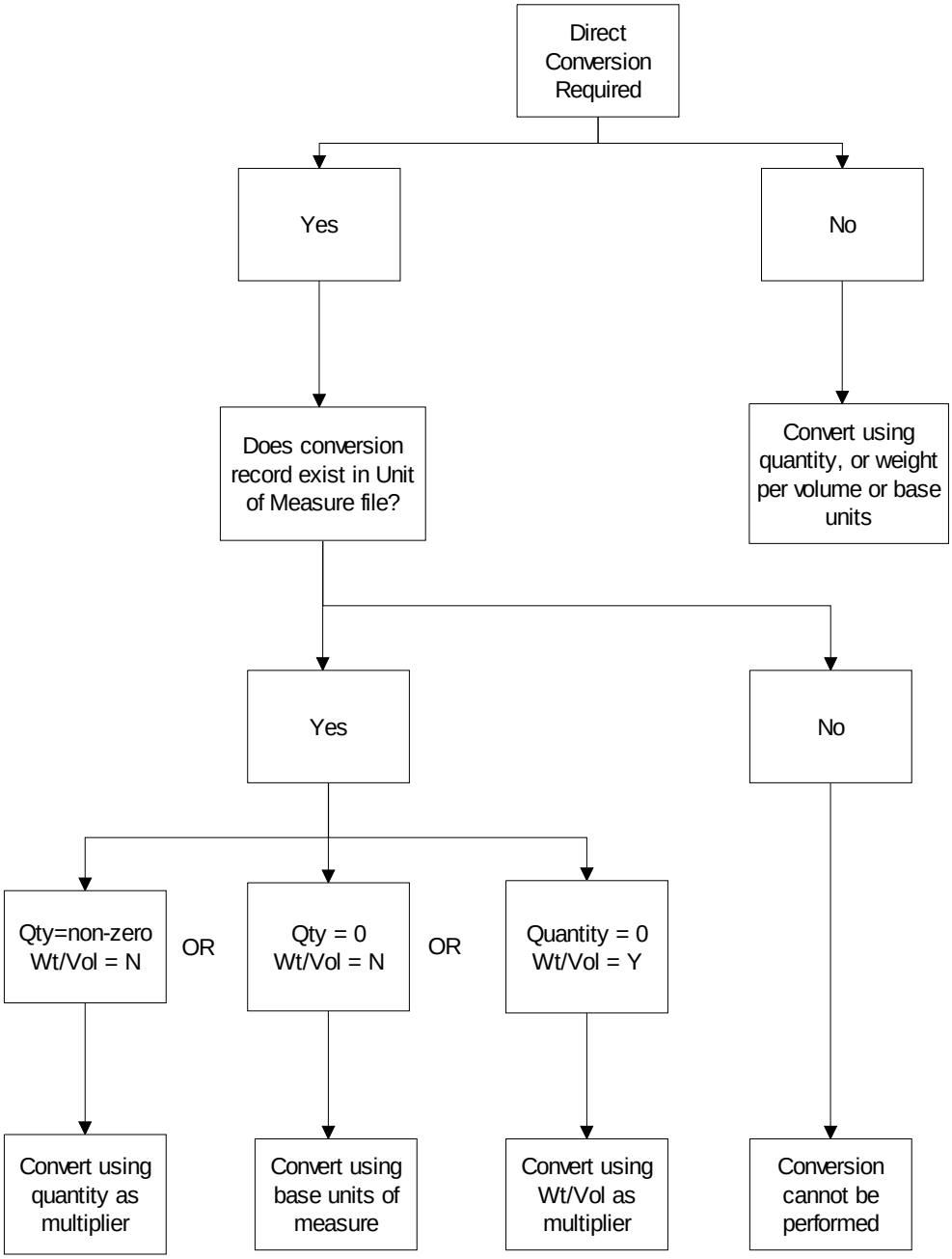


Figure G-1: Direct Conversion Logic

As illustrated, when the entry in the *Direct Conversion Required* field is **Y**, the system can perform unit of measure conversions if one of the following criteria is met:

- A conversion record that directly correlates the two units of measure requested for the conversion exists. A value in the *Quantity* field is

specified and the system uses that value as the multiplier to make the conversion.

- A conversion record the system uses for validation is on file. In this type of conversion record, the *Quantity* field has a value of **0**. The **0** is not a multiplier, but indicates to the system that the conversion is valid and that it can use base units of measure to calculate the new quantity when the *Wt/Vol Factor* field is **N**.
- A conversion record that directly correlates the two units of measure for the conversion exists. However, the *Quantity* field is **0** and the entry in the *Weight per Volume* field on the Work with UM Conversion Maintenance screen is **Y**. This instructs the system to retrieve the weight per volume value to perform the conversion. The system retrieves that value as follows:
  - For raw materials, the system retrieves the weight per volume from the raw material record. When you enter raw materials using the *Work with Raw Materials/Resource* option, you can specify a weight per volume on the General Information screen. If the raw material is an intermediate formula, the system calculates the weight per volume based on the weight per volume values of the individual ingredients used to produce it.
  - For purchased products, the system retrieves the weight per volume from the product record. When you enter purchased products using the *Work with Products* option, you can specify a weight per volume on the General Information screen.
  - For formulas or manufactured products, the system retrieves weight per volume from the formula record. The system calculates the weight per volume of a formula based on the weight per volume of the individual ingredients used to produce that formula, or it uses the established weight per volume value you entered at the time the formula was created. The formula used to produce a product is entered in the *Formula Used* field in the *Work with Products* option.

If you enter a weight per volume value in the product record for manufactured products, that value overrides the formula weight per volume. Generally, if a product is manufactured, you leave the *Weight per Volume* field in the product record blank.

When the *Direct Conversion Required* field is **N**, the system can make conversions between:

- Any units of measure for which a conversion record exists
- Any units of measure that have a common base unit of measure
- Any units of measure that have base units that can be converted

If the Unit of Measure file is set up based on the tables below, the system can convert the unit of measure TONS to LTR because a unit of measure conversion record has been established for the base units of measure assigned to TONS and LTR.

Unit of Measure Definitions

UM	Base UM
LB	LB
GL	GL
TONS	LB
LTR	GL

Unit of Measure Conversions

Quantity	UM	UM
2000	LB	TON
3.79	LTR	GL
8.32	LB	GL

The following assumes that the system uses the value in the *Quantity* field in the unit of measure conversion record as the conversion factor and that the entry in the *Weight per Volume* field in those records is **N**.

To make the conversion from 10 TONS to LTR, the system performs these calculations:

10 TONS × 2000 LB/TONS = 20,000 LB

20,000 LB ÷ 8.32 LB/GL = 2403.8461 GL

2403.8461 GL × 3.79 LTR/GL = 9110.5771 LTR

For process manufacturing companies, type **0** in the *Quantity* field and **Y** in the *Wt/Vol Factor* field so the system uses the weight per volume from the item (raw material, formula or product) record as the multiplier for the conversion.

The same logic applies in discrete environments. If you purchase items by the BOX and by the CAN, you can convert boxes to cans if those units of measure have base units that can be converted. The tables below show how the Unit of Measure file is set up to accomplish this conversion.

Unit of Measure Definitions

UM	Base UM
OZ	OZ
CAN	CAN
6PK	CAN
CASE	OZ

Unit of Measure Conversions

Quantity	UM	UM
6	CAN	6PK
288	OZ	CASE
12	OZ	CAN

To make the conversion from 10 6PK to CASE, the system performs these calculations:

10 6PK × 6 CANS/6PK = 60 CANS

60 CANS × 12 OZ/CAN = 720 OZ

720 OZ ÷ 288 OZ/CASE = 2.5 CASE

Examples: Direct Conversion Required

The examples below illustrate how the *Direct Conversion Required* field on the Base Application Information screen affects unit of measure conversions.

All examples use the following scenario: Your company is a shoe manufacturer. You sell shoes by the box (BOX) or by the carton (CTN). A carton contains 12 boxes. Individual boxes weigh 2.25 pounds. Assume that you need to convert cartons or boxes to pounds because shipping charges are calculated on a per pound basis.

For all examples, assume that all parameters, units of measure and conversions are established at the entity level. However, you can also set parameters and define unit of measure and conversion records at the company, item, or company and item levels. The system performs a hierarchical search to retrieve the correct information.

Refer to the “Establishing Control Files” chapter for more information about the hierarchy. Refer to the “Setting Up Units of Measure” chapter for more information about setting up units of measure and conversion records.

These examples follow:

- In Example 1, the *Direct Conversion Required* field is set to **N**.
- In Example 2, the *Direct Conversion Required* field is **Y** and a conversion record with a value in the *Quantity* field is established.
- In Example 3 the *Direct Conversion Required* field is **Y**. A conversion record with **0** in the *Quantity* field and the *Wt/Vol Factor* field set to **Y** is established.
- In Example 4, the *Direct Conversion Required* field is **Y**. A conversion record with **0** specified in the *Quantity* field and *Wt/Vol Factor* field set to **N** is established.

The following are examples of how to set up the unit of measure file to achieve the desired results. Depending on how your business operates and the results you want to achieve, your setup may be different.

Example 5 illustrates what happens if the *Direct Conversion Required* field is **Y** and no record that will allow the conversion has been established.

Example 1

Direct Conversion Required set to **N**

The system can use base units, the weight per volume factor from the product record (if the *Wt/Vol Factor* entry in the Unit of Measure file is **Y** and a weight per volume factor has been entered in the product record), or a direct conversion record to make the conversion.

The following tables show how you can set up units of measure and conversions to achieve the BOX-to-LB or CTN-to-LB conversions.

This is only one way to achieve the desired results.

Conversion records that directly correlate BOX to LB, and CTN to LB are established. The system uses the weight per volume value from the product record as the multiplier when making conversions between boxes and pounds; it uses the quantity specified in the unit of measure record as the multiplier when converting between cartons and pounds.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	LB
CTN	LB

Unit of Measure Conversions

Quantity	UM	UM	Wt/Vol Factor
0	BOX	LB	**Y**
27	CTN	LB	**N**

The system can perform the conversions that follow.

Assume 2.25 is the weight per volume value in the item record.

To convert 10 BOX to LB, the system performs this calculation:

10 BOX × 2.25 LB/BOX = 22.5 LB

To convert 10 CTN to LB, the system performs this calculation:

10 CTN × 27 LB = 270 LB

To convert 12 CTN to BOX, the system performs these calculations:

12 CTN × 27 LB/CTN = 324 LB

324 LB ÷ 2.25 LB/BOX = 144 BOX

Example 2

- *Direct Conversion Required* set to **Y**
- *Quantity* value entered

Conversion records that directly correlate BOX to LB, and CTN to LB are established. The system uses the quantity specified in the unit of measure records as the multiplier when converting between boxes and pounds or cartons and pounds.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	LB
CTN	LB

Unit of Measure Conversions

Quantity	UM	UM	Wt/Vol Factor
2.25	BOX	LB	**N**
27	CTN	LB	**N**

If a customer orders 10 boxes, the system performs the following equations to determine the number of pounds it needs to calculate shipping charges:

10 BOX × 2.25 LB/BOX = 22.5 LB

Shipping charges are calculated based on 22.5 pounds.

For cartons, if a customer orders 10 cartons, the system performs the following equations to determine the number of pounds it needs to calculate shipping charges:

10 CTN × 27 LB/CTN = 270 LB

Shipping charges are calculated based on 270 pounds.

In this scenario, the CTN-to-BOX conversion is not valid because the *Direct Conversion Required* parameter is **Y** and no record that directly correlates BOX to CTN has been established in the Unit of Measure file.

Example 3

- *Direct Conversion Required* set to **Y**
- *Quantity* = **0**
- *Wt/Vol Factor* set to **Y**

Conversion records that directly correlate BOX to LB and CTN to LB are established. The BOX-to-LB conversion record has the *Wt/Vol Factor* field set to **Y**. The system uses the weight per volume factor entered in the product record as the multiplier when making conversions between boxes and pounds. However, the CTN to LB conversion is made using the quantity specified.

If you type **Y** in the *Wt/Vol Factor* field and specify a non-zero value in the *Quantity* field, the system uses the weight per volume factor to make the conversion.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	LB
CTN	LB

Unit of Measure Conversions

Quantity	UM	UM	Wt/Vol Factor
0	BOX	LB	**Y**
27	CTN	LB	**N**

The weight per volume value is entered on the Inventory Information screen of the *Work with Products* option. See the “Working with Products” chapter for more information.

If a customer orders 10 boxes, the system performs the following equations to determine the number of pounds is needs to calculate shipping charges:

10 BOX × 2.25 Wt/Vol Factor = 22.5 LB

Shipping charges are based on 22.5 pounds. The system retrieves the *Weight/Volume* field in the product record to make the conversion, instead of from the *Quantity* field in the unit of measure record. Note that the result is the same as when the system used the quantity value in the previous example because both weight per volume and quantity factors are used as multipliers for conversions. The weight per volume used for this calculation is the same value as the quantity in Example #2.

If a number of cartons is ordered, the CTN-to-LB conversion is made the same way it was in Example #2.

Example 4

- *Direct Conversion Required* set to **Y**
- *Quantity* = **0**
- *Wt/Vol Factor* set to **N**

When the *Direct Conversion Required* is **Y**, the *Quantity* field entry is **0** and the *Wt/Vol Factor* field entry is **N**, the system can perform the conversion using base units of measure. The system can convert using base units two ways:

- if the two units of measure for which the conversion is being requested have the same base unit of measure assigned to them,
- or if the base units of measure assigned to the units of measure for which a conversion is being requested can be converted.

The following tables show the two ways the system uses base units to make conversions. In the first set of tables, the units of measure to convert have a common base unit. In the second set of tables, the units of measure to convert have base units of measure that can be converted.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	LB
CTN	LB

Unit of Measure Conversions

UM	UM	UM	Wt/Vol Factor
2.25	LB	BOX	**N**
27	LB	CTN	**N**
0	CTN	BOX	**N**

Because BOX and CTN have the same base unit of measure, the system can convert boxes to cartons. If you want to adjust inventory by 29 cartons but need to know how many individual boxes you have, the system can convert from cartons to boxes using the following equations:

29 CTN × 27 LB/CTN = 783 LB

783 LB ÷ 2.25 LB/BOX = 348 BOX

The following set of tables shows how the Unit of Measure file is set up where a conversion exists for base units of measure.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	BOX
CTN	LB
GRS	BOX

Unit of Measure Conversions

Quantity	UM	UM	Wt/Vol Factor
27	LB	CTN	**N**
144	BOX	GRS	**N**
2.25	LB	BOX	**N**
0	CTN	GRS	**N**

If you sell products by the gross, which is 12 cartons, you can set up a unit of measure that enables you to convert from GRS to CTN without setting up a

direct correlation between those units of measure. In the tables above, the base units of measure assigned to CTN and GRS can be converted, thus CTN can be converted to CTN. If you receive 3 GRS but want to track your inventory by CTN, the system performs the following calculations:

3 GRS × 144 BOX/GRS = 432 BOX

432 BOX × 2.25 LB/BOX = 972 LB

972 LB ÷ 27 LB/CTN = 36 CTN

Example 5

- *Direct Conversion Required* set to **Y**
- No conversion record exists

When the unit of measure file is set up as follows, a BOX-to-LB conversion cannot be performed.

Unit of Measure Definitions

UM	Base UM
LB	LB
BOX	BOX
CASE	BOX

Unit of Measure Conversions

Quantity	UM	UM	Wt/Vol Factor
24	BOX	CASE	**N**
54	LB	CASE	**N**

If you try to view the BOX-to-LB conversion through the *Display UM Conversions* option, the system displays this warning message:

UM not defined or conversion not set up.

If you enter a transaction, such as an inventory adjustment, where the unit of measure requested cannot be converted, the converted transaction quantity will be blank.