

ORDER POWER!

Warehousing

User Guide
Release 3.3



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Computer Solutions, Inc. 1991-2001

Warehouses & Locations (Bins)

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Warehouses & Locations (Bins)

A warehouse is an inventory storage area. Warehouses can be physical (actual structures) or logical (a designated area for inventory to be separated IE. returns, quality control etc.). A single physical warehouse can be separated into several logical warehouses.

A new warehouse can be created, or an existing warehouse changed from the Warehouse option on the Work with Files menu. F6=Create will prompt for a three character alphanumeric code used to designate the warehouse. During the creation of a warehouse the system will prompt the following:

- **Warehouse Description (Name)**
- **Address**
- **City**
- **State**
- **Country**
- **Zip Code**
- **Allow Customer Orders** Y/N
- **Allow Blank Locations** Y/N
- **Default Location** (8 character alphanumeric)

"Allow Customer Orders" will enable warehouses to be established without inventory being relieved by customer orders. For inventory to be salable, if "Allow Customer Orders" is set to N(o), inventory must be transferred from this particular warehouse to a warehouse allowing customer orders.

If "Allow Blank Location" is set to Y(es) item transactions (shipments, purchases and manual inventory transactions) can be posted without a location being designated. If set to N(o) all item transactions must have a valid location (a location established in the warehouse file).

The "Default Location" in the warehouse MUST be entered if "Allow Blank Location" is set to N(o). The warehouse default location is the last location field checked when the system is looking for an item location.

After a warehouse is created, locations within the warehouse can be established. Select the warehouse option on the Work with Files menu and place an action code 6=Locations beside the appropriate warehouse. From the Location Inquiry panel locations can be changed, deleted and added. Action code 2=Change will allow existing locations to be changed or deleted. To delete a location place a 'D' in the delete field on the lower right hand side of the display.

F6=Create will allow new locations to be added. F6=Create will prompt for an eight character alphanumeric code, used to designate this location. After entering the location the system will prompt the following:

- **Location Description (Name)**
- **Type**

Location description is simply the name or description of this location. Type is a user defined, three character, alphanumeric field used to differentiate locations. An example of a location Type would be P=Primary and S=Secondary/Bulk. A S=Secondary/Bulk location type could be a location where large quantities of an item are stored but not necessarily used for order fulfillment. A S=Secondary/Bulk locations main purpose would be for restocking primary locations for daily picking.

It is important to note when items are picked from locations, the selecting begins from the lowest location. The program sorts locations alphabetically as follows:

- a - z**
- A - Z**
- 0 - 9**

Therefore if an item is stored both in location 'g' and location 'D', the system will pick from location 'g' first. This would only be true if "Pick by Location Type/Location" on Company Profile Panel 10 is set to N(o). If "Pick by Location Type/Location" is set to Y(es) the system will include the location Type in front of the location for sorting.

The system will always check the preferred location (established in the Item Quantity file) for quantity available to commit first. If there is no preferred location established, the system will check the location in the item file, if this location is blank the system will then check the default location in the warehouse file. If blank locations are not allowed you MUST have a default location established in the warehouse file.

When "Pick by Location Type/Location" is set to Y(es) the location to pick from will print on the Bulk pick ticket. If picking from two separate locations is required for order fulfillment multiple locations and corresponding quantities will print on the bulk pick ticket. Note: The preferred location will always print on the pick ticket.

Example:

Item XYZ			
Preferred Location C3			
LOCATION	TYPE	QOH	
A1	S(econdary)	10	
A2	P(rietary)	5	
C3	P(rietary)	3	
Pick by Location Type/Location = No			

History: There is quantity of 4 on Pick but not yet Ship Confirmed.

In the example above, the quantity available to commit in each location for item XYZ would be the following:

LOCATION	TYPE	QTY AVAILABLE TO COMMIT
A1	S(econdary)	9
A2	P(rietary)	5
C3	P(rietary)	0

The system will select for pick item XYZ from location C3 first, if insufficient quantity available, sorted alphabetically, quantity will be selected from location A1 and A2 respectively.

If Pick by Location Type/Location=Y(es) the Quantity Available to Commit for item XYZ would be the following:

LOCATION	TYPE	QTY AVAILABLE TO COMMIT
A1	S(econdary)	10
A2	P(rietary)	4
C3	P(rietary)	0

In the example above the system will commit and select quantity to be picked from Location C3 first, if insufficient quantity available to commit, inventory will be selected from location Type P Location A2, then location Type S Location A1

During Ship Confirmation locations will be retrieved from the pick ticket file (generated during order release) to satisfy each order.

If using a separate manifesting system, IE. Tandata, Pitney Bowes, utilizing PC Up-load, the location cannot be overridden. However, if using **ORDER POWER!**'s manifesting by order and by bar code, the location can be changed. "Automatically Full Ship", on the Ship Confirmation Order Select panel must be set to **N(o)**. Doing so will give you access to each shippable line, thus giving you the capability to change the warehouse and location. F23=Full Ship can still be used to fully ship the order. Action code 1=Select would then be used next to the items requiring warehouse/location changes.

If item transactions (shipments, purchases and manual inventory transactions) are attempted for a invalid location, a location NOT established in the warehouse file, an error message will display and the program will terminate.

All valid locations must be established in the warehouse file. With the system not allowing locations to be created on the fly, location errors generated during shipping, purchasing and manual inventory transactions will be minimized.