Oracle® Retail Warehouse Management System

Implementation Guide

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Oracle® Retail Warehouse Management System Implementation Guide, 15.0

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Preface

The *Oracle Retail Warehouse Management System Implementation Guide* describes post-installation tasks that need to be performed in order to bring the application ready for production use.

Audience

The Implementation Guide is intended for Oracle Retail Warehouse Management System application integrators and implementation staff, as well as the retailer's IT personnel. This guide is also intended for business analysts looking for information about processes and interfaces to validate the support for business scenarios within Warehouse Management Systems and other systems across the enterprise.

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Related Documents

For more information, see the following documents in the Oracle Retail Warehouse Management System Release 15.0 documentation set:

- *Oracle Retail Warehouse Management System Data Model*
- *Oracle Retail Warehouse Management System Implementation Guide*
- *Oracle Retail Warehouse Management System Installation Guide*
- *Oracle Retail Warehouse Management System Online Help*
- *Oracle Retail Warehouse Management System Operations Guide*
- *Oracle Retail Warehouse Management System Radio Frequency User Guide*
- *Oracle Retail Warehouse Management System Release Notes*

- *Oracle Retail Warehouse Management System Security Guide*
- *Oracle Retail Warehouse Management System UI User Guide*

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Conventions

The following text conventions are used in this document:

Convention	Meaning
boldface	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
italic	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
`monospace`	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.

1

Overview

Oracle Retail Warehouse Management System (RWMS), part of Oracle Retail's Supply Chain Planning and Execution solution group, facilitates the coordinated movement of merchandise and information throughout the distribution center. RWMS is a member of the Oracle Retail Enterprise, a suite of software products that manages and optimizes retail supply chain. RWMS streamlines the supply chain for multichannel retailers, including store, and e-commerce retailers.

Decision support tools help plan the efficient use of facility resources and monitor existing activities and merchandise flows. Radio Frequency (RF) terminals make real-time inventory control and task management possible.

RWMS supports the physical and logical creation of a warehouse through structured configuration.

This chapter contains the following sections:

Key Features of Oracle Retail Warehouse Management System

Selected key features of RWMS are:

- Advance Ship Notice (ASN) functionality, including web-based vendor ASN creation
- Multiple methods of Inbound freight scheduling
- Pre-Distribution, including cross-docking and flow-through
- Receiving with selected inbound processing
- Inbound Quality Assurance (QA) including vendor compliance
- Flexible configuration of putaway including concentric
- Flexible configuration of distribution and picking schemes
- Robust Cycle Counting with logging
- Warehouse specific configurable shipping
- Value Added Service
- Operational Dashboards
- Return to Vendor (RTV)

- Task Management
- Labor Management
- Trailer/yard management
- Compatibility with Radio Frequency hardware; hand held, truck mount and wrist mount
- Enterprise Structure

Skills Needed for Implementation

The implementer needs to have an understanding of the following applications and technical concepts.

Applications

The implementer should understand retail supply chain idiosyncrasies, specifically as they pertain to retail warehouse management requirements. Furthermore, the implementer should understand the interface requirements of the integrated applications and data sources for the master data, demand, and inventory transactions.

- Oracle Retail Merchandising System (RMS)
- Oracle Retail Store Inventory Management (SIM)
- Oracle Retail Integration Bus (RIB)

Technical Concepts

The implementer should understand the following technical concepts:

- Oracle 11g database administration
- UNIX system administration, shell scripts, and job scheduling
- Performance constraints based on the retailer's integrated application infrastructure
- Technical architecture for RWMS
- Retailer's hierarchical (SKU/store/day) data
- Terminal Server administration in managing user accounts
- BI Publisher administration in configuring user accounts, setting security, database connections, and printers

Workspace Navigation

Standard Buttons

Located at the top of the workspace. The standard buttons are enabled based on the work you have done or the selections you make in the workspace.

Table 1–1 Standard Button Descriptions

Image	Button	Description
Clear	Clear	Clears data and allows a new query
Exit	Exit	Closes the current window
Query	Query/Provide Dropdowns	Display available query entry dropdowns
Search	Search	Search
Cancel	Delete/Cancel Query	Exit Screen
Help	Help	Provides user help

List of Values (LOV) Button

Some fields need to filter a large amount of information. To help you select the information, use the LOV button.

Table 1–2 LOV Button Descriptions

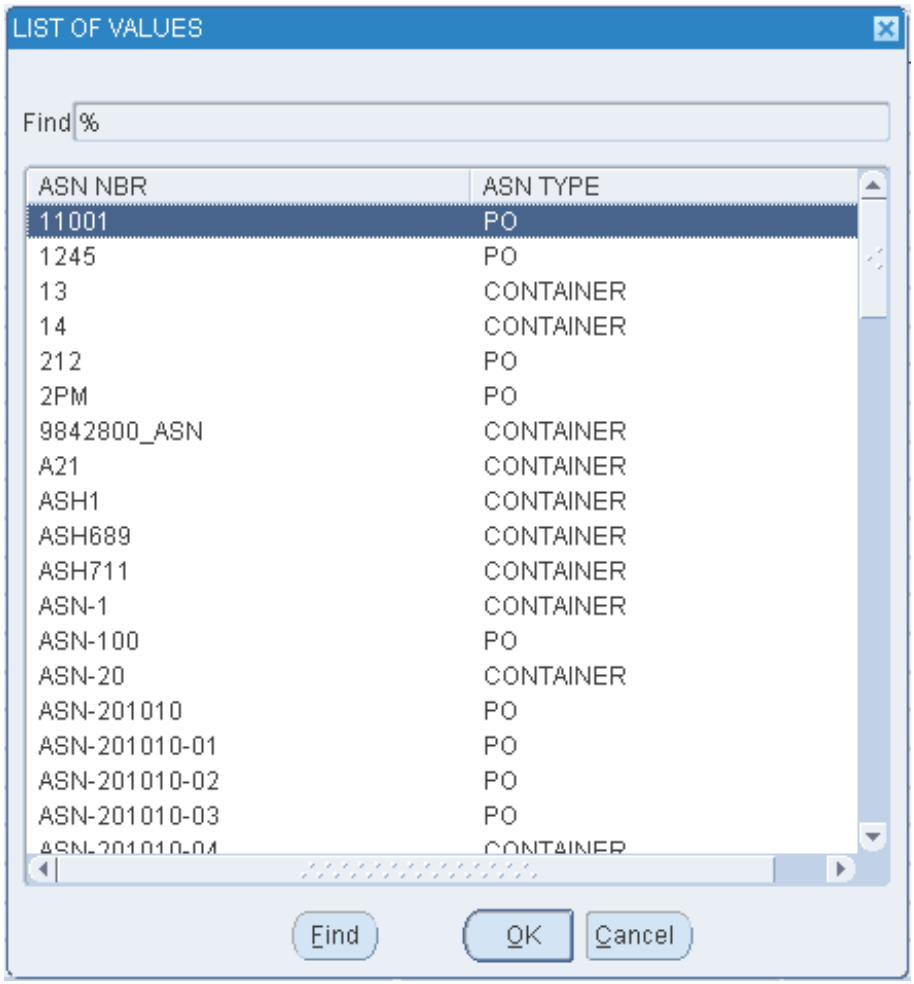
Image	Button	Description
	LOV buttons	Allows you to pick from a list of valid data that is used in the field. LOV buttons only allow you to make one selection.

The list of values window displays returned values and a paging mechanism. To view additional sets of information, select from the list on the left side.

Using LOV Buttons

1. Click the LOV button next to a text field. The list of values window opens. The total number of values appears on the footer of the window.

Figure 1–1 List of Values Window



Note: You can enter partial information into the drop-down Find field and click **Find**, a partial list of values is returned that matches the entered information. If a complete valid value is entered in a field that has an LOV button associated to it, then the list of values window is not be displayed.

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2. Select a value. Page as necessary to find the desired value.
3. Click **OK**. The field is automatically filled in with the selected value.

2

Pre-Implementation Checklist

This chapter provides a high-level overview of the process required for a successful installation of the Oracle Retail Warehouse Management System (RWMS) application. For complete step-by-step installation details, see the *Oracle Retail Warehouse Management System Installation Guide*.

This chapter contains the following sections:

Application Data Setup

New Distribution Center (DC) Setup

When RWMS is installed it automatically creates a Facility ID of PR with a Destination ID of 01 as a default. The client can change this Destination ID in the Facility Setup Editor to their desired Facility Number. The Destination used must pre-exist in the Destination Editor/Table downloaded from the host system and it must be classified as Dest Type DC. You must also set the DC_dest_ID in the System Parameter Editor/Table to match this Facility Number.

RWMS allows for multiple facilities to be created in the same instance. Clients create multiple facilities so they can have TEST and QA facilities before finalizing all of the configuration in the Production Facility.

To make a Copy of the Production Facility utilize the Facility Copy Editor found under Setup Administration.

For more information on DC Setup, refer Chapter 6.

System Parameters

Many RWMS configuration options are defined in System Control Parameters (SCPs) which apply to the entire facility. SCPs are set up according to each client's specific process flows.

For more information on System Control Parameters, refer to Chapter 7.

System Access and Security

Accounts and Passwords

All users have their own user ID and password.

Logon standards require that passwords are changed after a predefined number of days have passed. This is controlled by two SCPs:

- password_old : This is the number of days since the last password change; suggests that users change their password.
- password_expire : This is the number of days since the last password change; forces users to change their passwords.

Passwords must be:

- unique
- at least seven characters in length

  The minimum length of the password is controlled by the SCP min_password_ length.
- have a minimum of one alphabet and one numeric character

  This is controlled by the SCP password_complexity. Set to N for numeric only passwords, A for alphabetic only passwords, AN for Alphanumeric only passwords (One alphabet and one number mandatory), ANX for Alphanumeric and any other special character based password (Minimum of one alphabet, one number and one special character (punctuation) mandatory) and X for any character based password. ANX is the suggested and the strongest setting. Any other setting will leave the system prone to brute force attacks.
- different from the user name

Passwords are case-sensitive.

Note: The passwords are reset to the respective User IDs. This password must be changed immediately upon login.

If an invalid password is used during login, the account gets locked after a few attempts. The number of attempts after which an account gets locked is set by the SCP max_invld_login_cnt. The account can be reset by the system administrator. If the account of the system administrator gets locked, it can be reset using a script rwms_ reset_app_user_pwd.sh or using the User Interface. See *Oracle Retail Warehouse Management System UI User Guide* for more details.

User Roles

Standard RWMS security is based on the concept of privilege levels. Each user and RWMS function is assigned a privilege level (1-9). Users only have access to functions that are assigned to a privilege level less than or equal to their own privilege level.

For example, a user assigned privilege level 3 only has access to functions with a privilege level of 1, 2 or 3.

It is the responsibility of each client to set the privilege level of each screen in RWMS and then set the privilege level of each user in RWMS. It is critical that specific screens

are set at high (9) privilege levels to prevent general users from accessing system setup screens. For example, the SCP Editor, User Editor, and Menu Editor should be set at privilege level 9 to protect global control settings.

Application Function/User Role Matrix

There are over 390 functions in RWMS. A full screen user process flow needs to be completed to ensure that all functions are assigned to the correct classification of users.

Check List for Setting Up a Warehouse

1. Create the Facility ID to be used for your production environment.
2. Ensure the DEST ID is created that represents the DC. (Destination Editor).

   Some fields are required when creating new destinations. Client will need to create additional data such as carrier, service, and route before finalizing destinations.
3. Ensure the SCP. DC_dest_ID is updated with the DEST ID chosen for the DC.
4. Create the facility type for the new facility.
5. Create the new facility.
6. For System Control Parameters (SCP), review periodically and update as the data for the facility is being created.

Setting Up the Data

1. Create Users/User Groups that will be involved in the creation/setup of the environment.
2. Associate proper privileges to users created in Step 1.

   Note: Warehouse users can be defined later in the process.

3. Define Menus/Privileges.
4. Set Working Days. Ensure to include the appointment start/end time and interval
5. Define location types.
6. Define Zones and Aisles.
7. Define locations (reserve, doors, staging, forward picking locations, put to store locations, and so forth).
8. If Task Management and/or Labor Management is enabled, Define Reference Points, Reference Point Mapping, and Location Reference associations.
9. Define Equipment Classes and Equipment.
10. Define receiving and shipping doors.
11. Define Unit Pick Systems.
12. If applicable, set up Put To Store and 3rd Party Systems.
13. Define Printer and Print queues.
14. Configure Cubiscan device if the facility needs to capture the item dimensions and weight during receiving.

15. Review all System Control Parameters and make adjustments as needed to optimize your process flows.

Vendor/Item/Destination/Stock Order Setup

1. Validate Vendor download from Host.
2. Define additional RWMS Item Attributes in the Item Default Editor at the Department, Class or Subclass Level before item download.
3. Validate Item download from Host. Perform additional item definition required to operate Distribution Center by using Item Master Editor.
4. Validate Purchase Order download from Host.
5. Validate Destination (Store, DC, Virtual) download from Host. Perform additional destination definition required to operate Distribution Center by using Destination Editor.
6. Validate Stock Order download from host.

Inventory Management

1. Define Putaway Plans. Define Zone sequence and Fill Method (Empty, Same, Different).
2. Define Cycle Count Plans.
3. Choose a replenishment method from among ROP, Preplanned and Top Off and define the same.
4. Review and create/define Inventory Adjustment Codes, Disposition codes correlating with the Host System.
5. Review and update Transaction Codes, Stock Order Info Upload Codes.
6. Define Trouble Codes for Appointments, Containers.
7. Define WIP Codes.

Activity Setup

1. Review the activities available in RWMS and make configuration changes as needed.Defining Activity Rules enables Task Management.
2. Enable Task Management at the Activity level. Defining Activity Rules further refines Task Management.
3. Enable Labor Management at the Activity level.
4. Assign Activities to the Items.
5. Assign Activities to Locations.Make sure all locations have XYZ coordinates and all reference points are defined.
6. Assign Activities to Equipment.
7. Create Activity Groups if utilizing Task Management.
8. Associate Activity Groups to Users.

Outbound Management

1. Validate Destination download from host completed.
2. Define Carrier Codes.
3. Define Routes.
4. Define Carrier/Service/Routes.
5. Define Trailers.

3

Technical Architecture

RWMS Technology Stack

RWMS is an N-tier, web-architected warehouse management system consisting of a client tier, a middle tier, and a data tier. The client tier contains a PC client browser (for example, Internet Explorer) and handheld devices. The server tier contains WebLogic Server (RWMS is Oracle forms based application deployed as a J2EE application inside the WebLogic Server). The data tier consists of an Oracle database.

Advantages of the Architecture

The N-tier architecture allows for the encapsulation of business logic, shielding the client from the complexity of the back-end system. Any given tier need not be concerned with the internal functional tasks of any other tier.

Table 3–1 lists a summary of the advantages of an N-tier architectural design.

Table 3–1 Advantages of an N-tier Architectural Design

Design Advantage	Description
Scalability	Hardware and software can be added to meet retailer requirements for each of the tiers.
Maintainability	The separation of presentation, business logic, and data makes the software cleaner, more maintainable, and easier to modify.
Cost effectiveness	Open source market-proven technology is utilized, while object-oriented design increases reusability for faster development and deployment.
Ease of integration	The reuse of business objects and function allows for faster integration to enterprise subsystems. N-tier architecture has become an industry standard.
High availability	Middleware is designed to run in a clustered environment or on a low-cost blade server.
Endurance	Multi-tiered physically distributed architecture extends the life of the system.
Flexibility	The system allocates resources dynamically based on the workload.

Logical Architecture

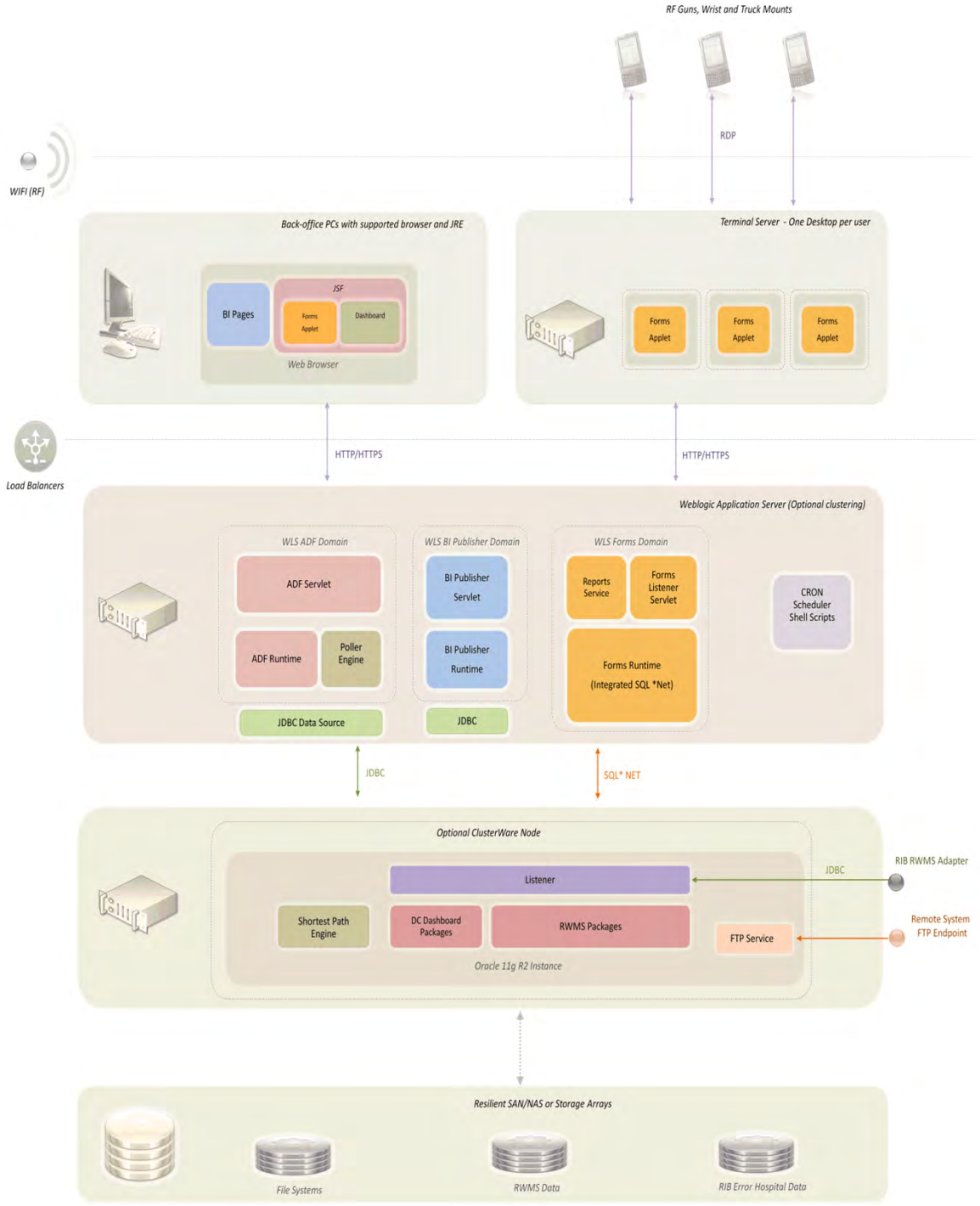
In order to support some features, components are added to the RWMS technology stack from the Oracle Fusion and Application Development Framework (ADF).

These are positioned with the existing component infrastructure (such as Oracle Forms) in the context of N tiered software architectures that incorporates the concerns

of integration as part of a bigger co-operating process architecture implemented across a retail enterprise.

N-tiered architecture diagrams typically illustrate layers of components positioned by the functionality they support based on user interactions, process logic, or data persistence. The following diagram illustrates the logical architecture of the RWMS solution and positions key infrastructure components against the layered software stack.

Figure 3–1 Logical Architecture



The main characteristics of the solution can be summarized from a layer by layer perspective as follows:

User Interaction Layer

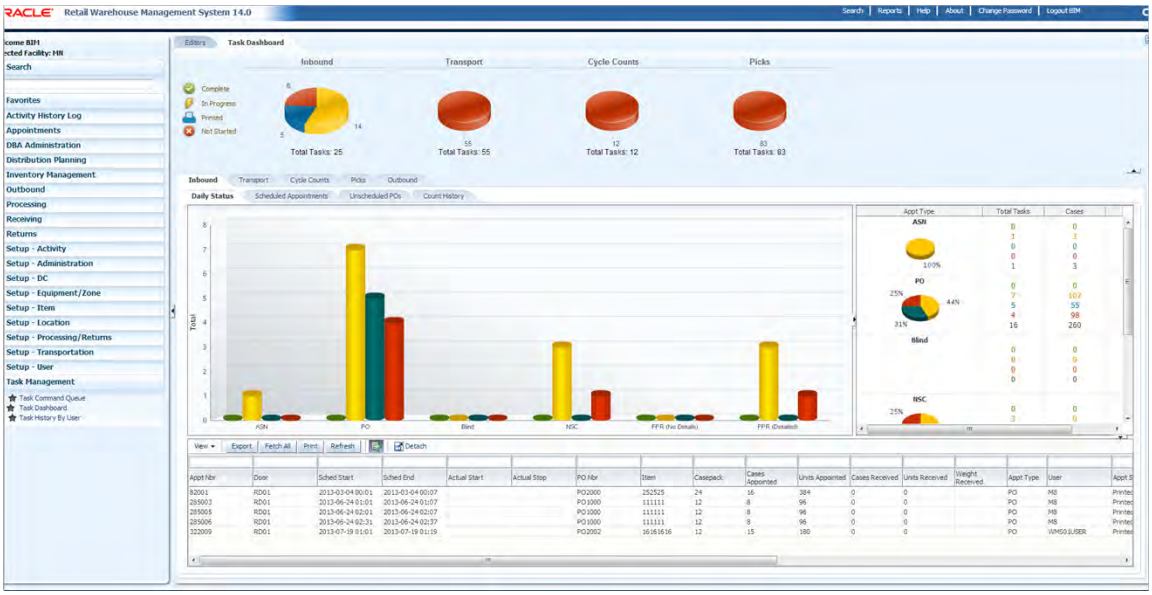
Desktop User Interaction

The top most layer of the stack illustrates the main access points of the application by users of the system. All application specific access is provided through certified browsers with appropriate JRE (for applets) and JavaScript capabilities. The JRE is required to support Forms Applets within the browser pages.

RWMS provides a Java Server Faces container for desktop browsers. This container embeds Forms Applets, ADF visual components (including HTML5 markup) and BI Publisher web pages as additional components. The embedded components communicate in the container through the use of JavaScript events and code with the exception that BI publisher launches in a separate web page tab or window within the browser.

The use of ADF/JSF for the web tier enables the use of server beans that can be bound to UI controls and have enabled the implementation of a shared memory model based operational Dashboard for warehouses to show the state of tasks in facilities.

Figure 3–2 RWMS Enhanced Navigation Activity Monitor Dashboard



RF Screen User Interaction

Given that RF and other industrial wireless devices do not generally support Java VMs and only provide basic HTML browser capabilities, the RWMS adopts the use of Microsoft Terminal Server configurations to host RF user Forms sessions.

These sessions are presented to the devices through the use of Remote Desktop Protocol (RDP) clients that are installed locally together with the virtual desktop sessions by the Terminal Servers.

Business/Process Layer

The application server tier of the solution uses Oracle WebLogic servers to host the processing components of the solution. Individual domains (which may optionally support clustered server nodes) support the following components:

ADF Server Components (Including Dashboard Polling Engine)

The ADF components support an enhanced navigation browser experience that integrates the different web technologies (HTML, JSF, Form Applets and ADF graphing components) to co-exist and co-operate in a single seamless user interface.

The ADF components are installed as a Web Application in WebLogic's servlet container and provide the following capabilities:

- Server side beans to support authentication, session management and Dashboard processing logic.
- Localization for specific user languages.
- ADF View Objects that provide access to the Dashboard when users drill down into the graphs presented in the application.

Business Intelligence Publisher (BIP)

RWMS uses Oracle Business Intelligence Publisher (BIP) to meet customers printing and reporting needs. BIP is a reporting and publishing application that enables you to extract data from multiple data sources, create a template to lay out the data in a report, and publish the report to numerous output formats. BI Publisher also enables you to schedule reports and deliver the reports to any delivery channel required by your business.

The BIP components are installed in WebLogic servers within their own domain.

Oracle Forms Components

Oracle Forms Runtime and Listener components are installed in a separate WebLogic domain to support the main RWMS screens as applets as in previous releases.

Scheduled Batch Scripts

The RWMS application supports scheduled batch jobs that are implemented as shell scripts under the control of a Unix CRON daemon. These are typically hosted by the WebLogic server's host OS environment.

Persistence Layer

Apart from the database objects, schemas and libraries required by RWMS, the persistence tier (implemented with Oracle 11g R2) also supports a Java based Shortest Path engine that is able to calculate and cache optimum paths through the facility from one location to another through Reference Point rules defined in the schema. This feature is extensively used by the task management capabilities of the solution and is placed in the persistence layer to minimize latency.

Integration to External Systems

The RWMS application supports two main external integration points. External systems invoke and transfer data to staging tables through an FTP service running within the DB instance or use the Retail Information Bus (RIB) to dispatch JMS messages.

RWMS supports service enabling at either a database level (where the DB side logic can be exposed as Web Service endpoints) or through the Oracle Retail Service Bus (RSB - not illustrated). RSB has an internal routing and transformation mechanism that bridges it with RIB.

Physical Architecture

The Oracle Retail Warehouse Management System is validated to support clustered implementations of servers. The clustering can be implemented at any of the three tiers of the solution:

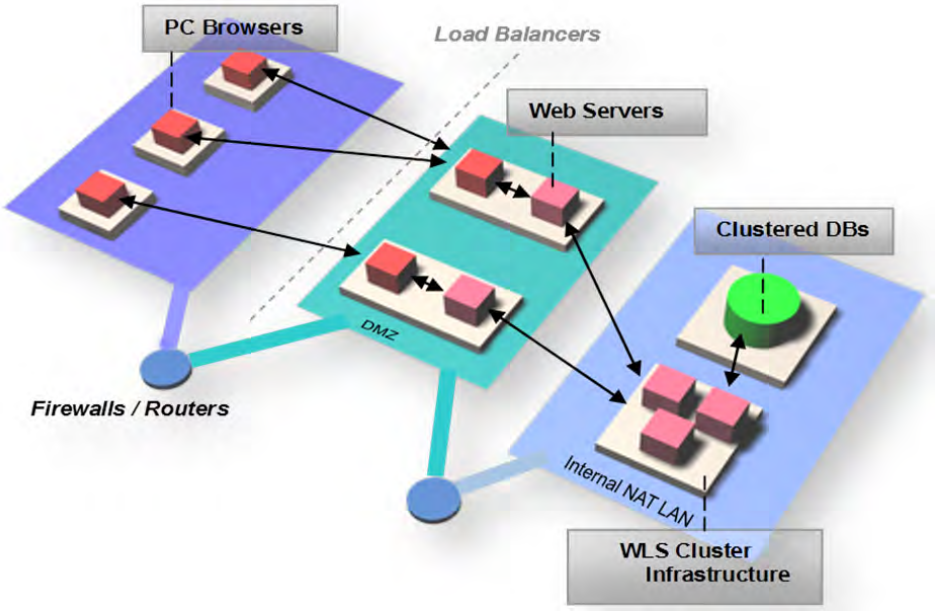
- Terminal Server nodes to scale RF user requirements.
- WebLogic clusters to support more desktop users and business processing capacity.
- Database clusters using RAC and Clusterware to improve availability.

These requirements vary according to the needs of the customer based on where they would like to position hosts and data persistence components but generally uses a scaling approach that is common for N-Tiered web applications.

Most current RWMS implementations place all the hosts within a warehouse and only support remote access connections across WAN links. However, the rapidly increasing availability of bandwidth allows more flexibility in the physical deployments and makes it possible to position hosts more centrally in data centers based on operational and management requirements.

Figure 3–3 illustrates a 3D perspective of a typical production deployment of WebLogic and database clusters in the context of public facing Web traffic. While this may not strictly apply to RWMS (given it is not public facing), the implementation pattern still applies.

Figure 3–3 Host Physical Deployment Options



The blue substrates show LANs as planes on which hosts (grey boxes) are connected. The LANs are interconnected by layer 2 and 3 switching and routing components together with more specific placements of firewalls and load balancers to scale incoming web traffic.

The components on these hosts are illustrated as cubes or cylinders dependent on their functional capability in terms of a three tiered architecture. The colors have meaning in this perspective; red for presentation tiers, pink for business components and green for persistence.

Web traffic is typically scaled using a load balancing configuration that manages web session specific paths to application or web server clusters depending on the security level of the overall configuration.

In this case, a separate tier of web servers is implemented with proxies to the WebLogic servers. In most deployments of RWMS, this additional tier of web servers is not a requirement but the terminal servers play a similar functional role in the physical architecture.

The database and application server infrastructure is typically implemented on the same high speed LAN infrastructure as illustrated.

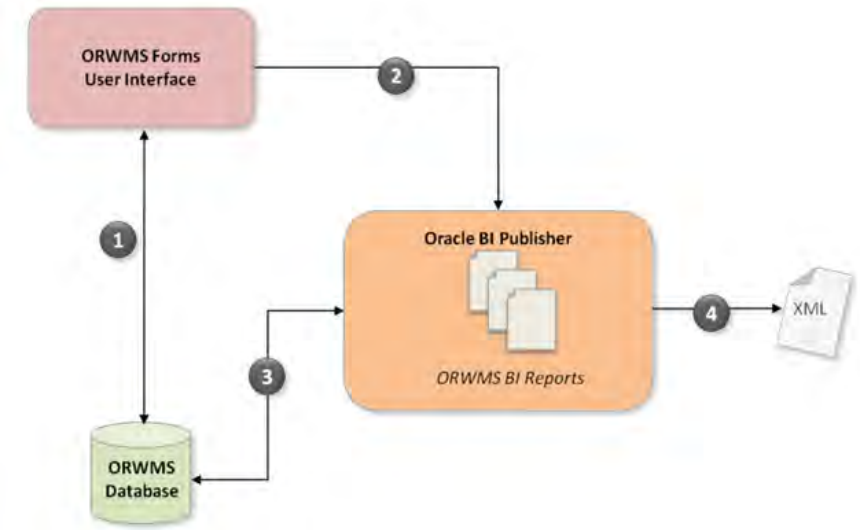
Printing Architecture

RWMS makes exclusive use of BIP for reporting and printing. The product uses BIP as the first stage of a print rendering pipeline that outputs XML documents to consuming devices or applications.

The BIP tools are therefore the focus of queries to the RWMS schema and it is recommended that third party printing solutions consuming BIP XML outputs avoid making direct queries to the DB themselves as this results in un-manageable complexity in the solution.

The following block diagram outlines the high level sequence of operations for a print request in RWMS.

Figure 3–4 RWMS Reporting and Printing Block Diagram



The main characteristics of the sequences can be summarized as follows:

1. The user presses a print button, function key, or performs some other action through the Forms user interface in either a mobile or desktop screen. RWMS then acquires some standard parameters such as the logical name of the report, selected printer name, warehouse ID and the print label group number.
2. Using these request parameters, RWMS constructs a report request and routes the request using an HTTP request to the pre-configured Reporting Tool URL (which points to the BI Publisher installation URL).

3. BI Publisher identifies the report and queries the database accordingly. It then formats the data and sends the report to a destination (in this case, a logical name of a printer that is pre-configured on BI Publisher). The internal BIP scheduler may also be configured to automatically invoke reports based on timed schedules that are configurable by the user.
4. BI Publisher then populates the output XML and applies filters before forwarding the output to the appropriate destination. Any print failures are reported on BI Publisher's scheduler log.

The XML output from BIP serves as a clear point of demarcation between RWMS and third party printing solutions. RWMS ships with predefined BI report templates that may be modified by customers to meet their own specific needs. Modifications to these templates will result in different XML output documents that the third party printing solution must also adapt.

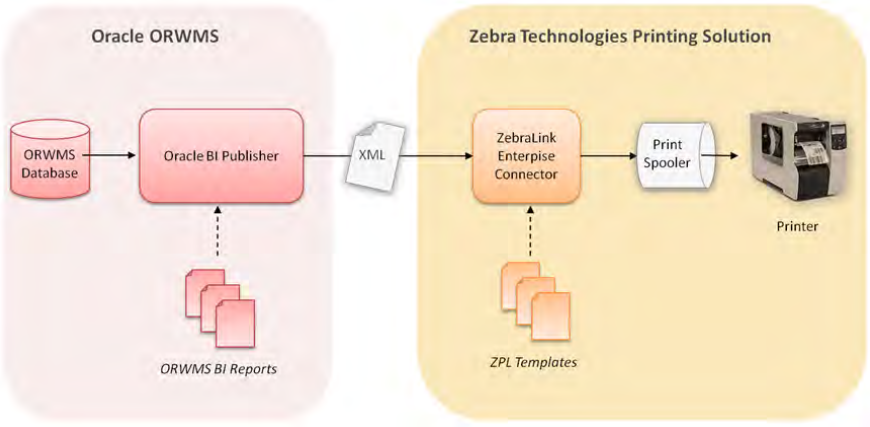
The RWMS printing solution may be used in conjunction with Zebra Technologies barcode printing software and hardware offerings. The ZebraLink Enterprise Connector Printing Solution enables convenient, accurate barcode and radio frequency identification label printing.

It is important to note that ZEC is a third-party software component that does not come packaged with RWMS. It is also important to note that upon installation and licensing of ZEC, the label templates required for base functionality are already available for download from Zebra Technologies.

When using the ZebraLink Enterprise Connector, RWMS's BIP component forwards report requests to Zebra label and LAN/Shared barcode printers that support ZPL. The ZebraLink Enterprise Connector has the ability to parse and interpret the XML passed to it by BIP. Label formats supporting various applications can be loaded into the Zebra Enterprise Connector's ZPL repository, facilitating XML printing from Oracle BI Publisher.

The rendering pipeline between RWMS's BIP components and ZEC is illustrated below and shows the relationship between the BIP and RWMS templates.

Figure 3–5 RWMS and ZEC Print Rendering Pipeline



The main characteristics of the pipeline can be summarized as follows:

- The BIP are responsible for invoking the appropriate SQL or RWMS stored procedures according to the report being requested.
- The XML output from the BIP component is a clear demarcation point between Zebra components and RWMS.

- The output XML document is consumed by the ZEC which applies the corresponding ZPL template to the XML to render the final output for the printer
- The output is spooled to the standard operating systems print spooler.

4

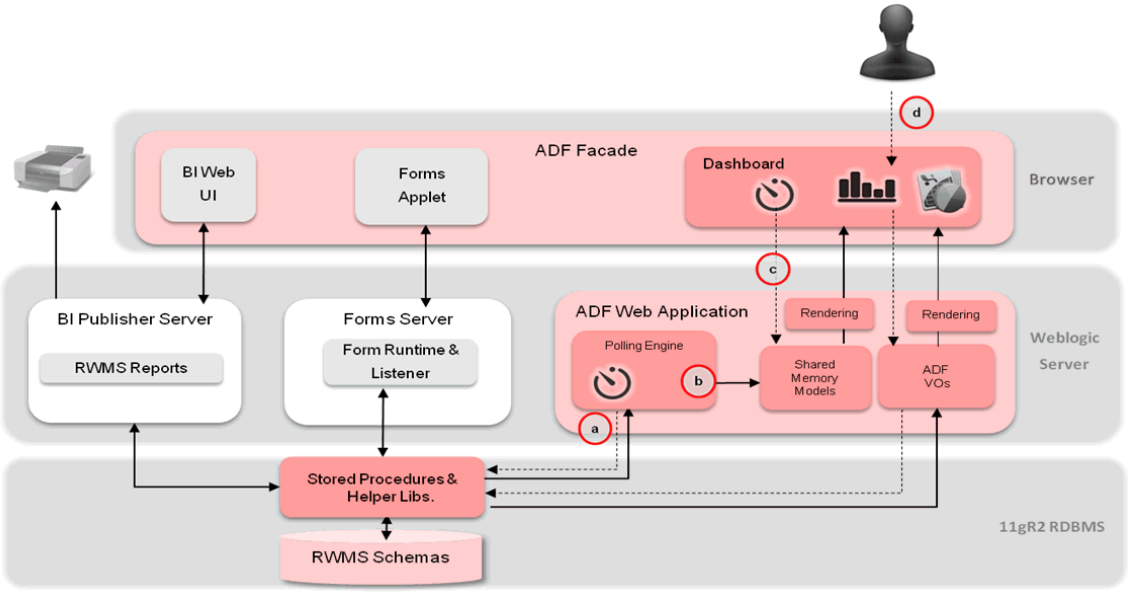
Dashboards

The Activity Monitor is an embedded part of the Enhanced Navigation (EN) web application.

Summary of Flows

Figure 4–1 shows the different components of the solution within the context of a three tiered platform and applications architecture.

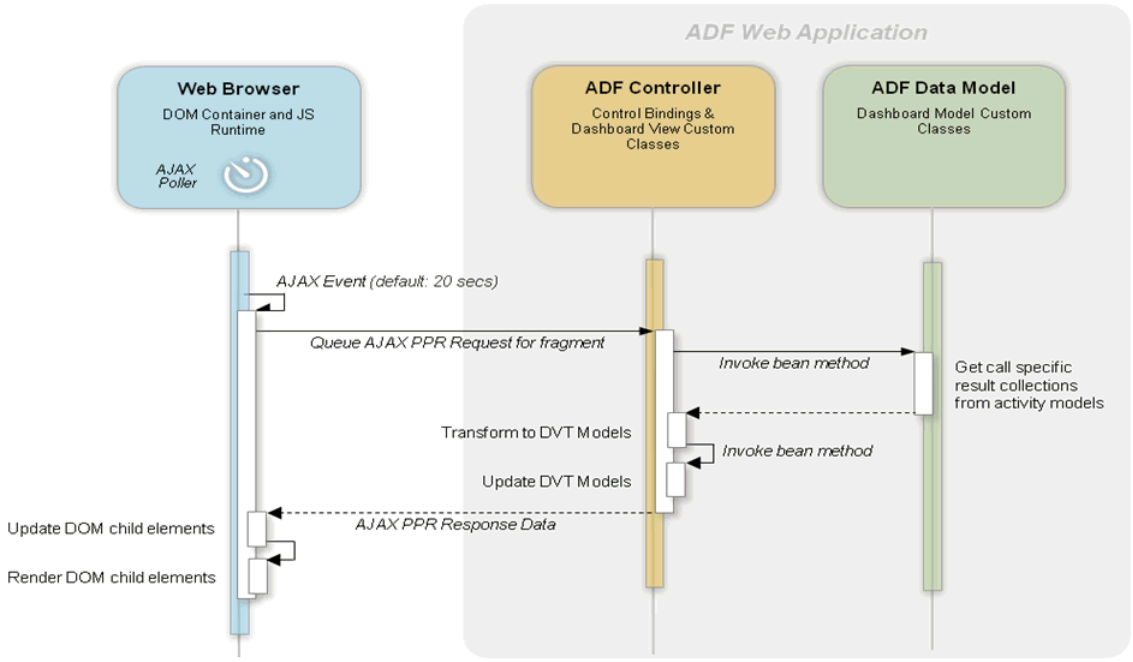
Figure 4–1 Different Components of the Dashboard



The solution implements on a dual tiered polling approach to refreshing user displays and the ADF DVT components within them. These are labelled in Figure with labels (a) through (d) which can be categorized as:

Main Poll Process (a) and (b)

Figure illustrates this process in more detail.

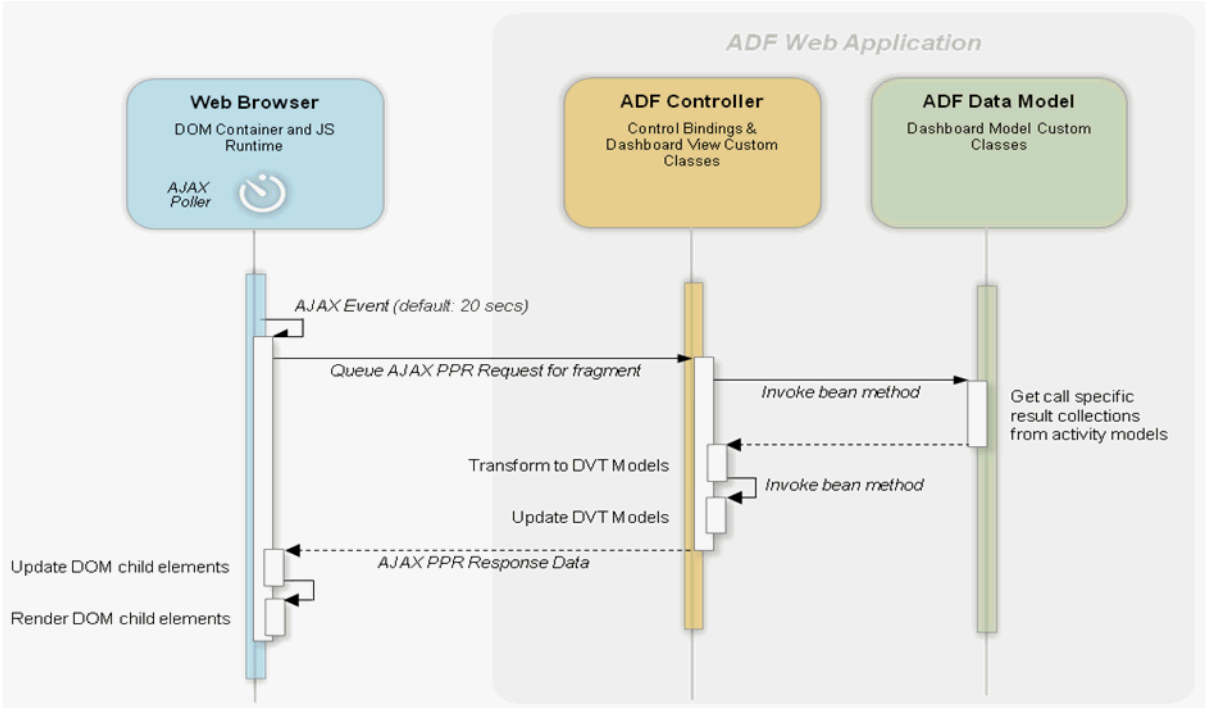


- A Timer event triggers a worker class to call a Poller object's run()method. This event is generated by a timer thread that is maintained at the context of the entire web application and therefore facilitates the process to execute independently of user sessions.
- After synchronizing the server timestamps with the database, a sequence of function calls are invoked to the database Dashboard Helper packaged functions which respond with summary count records that update a shared Java object graph. The object graph maintains tasks counts that are shared across user sessions and used to refresh views dynamically.
- Summaries of historical records are also processed in the same call sequence. They are all read on the initial poll, but filtered to return and process just the current day's records in subsequent poll cycles.

Automatic Browser Refresh using ADF Faces Poll Operations (c)

The normal ADF rendering life cycle produces the appropriate views for the Dashboard in a supported web browser. The browser refreshes these views using client side AJAX poll operations that call the shared object model for data from the server's managed beans using ADF binding references on the various view objects like graphs and tables.

Figure 4–2 Automatic Browser Refresh Sequence



There is no direct interaction required from the view layer components with the database to render summary pies, graphs and tables with the appropriate data. Instead, the managed beans transform the counts held by object instances in the memory model to the appropriate formats and classes required by each type of widget on each page.

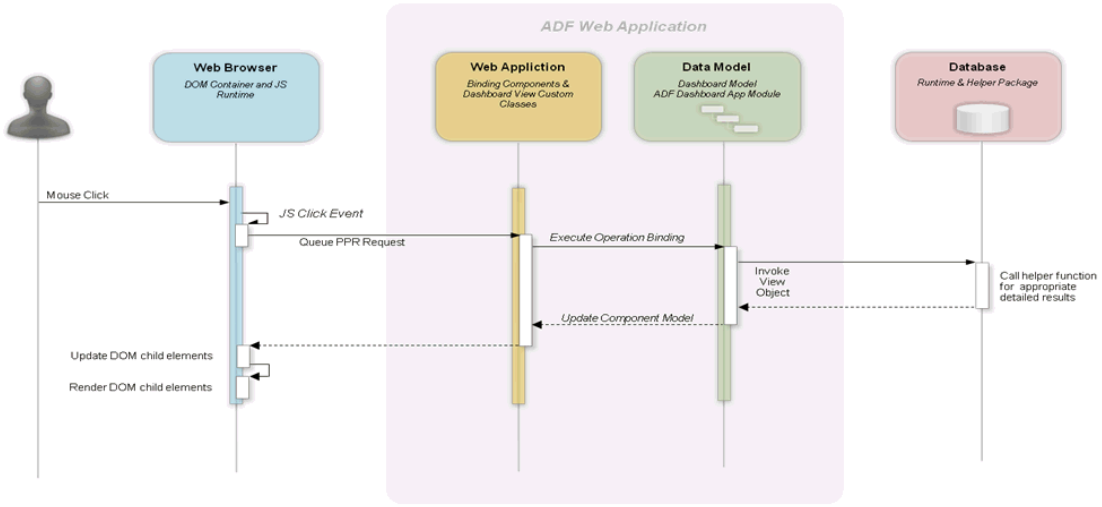
The shared object model therefore supports much better scaling without placing additional load on the server because the main poll cycle is delegated to a single background thread.

Collectively, flows (a) through (c) form the overall polling process that keeps the views in the Dashboards in sync across all user sessions.

User Drill Down Interactions (d)

When users click on a summary graph or table for additional details for export tables, the following sequence on interactions occurs between the various component actors in the different layers of the solution.

Figure 4–3 User Drill Down Interactions Sequence



This is out of the box behavior that uses ADF request/response actions with dynamic components and is covered in depth in the Fusion development guides for JSF components. The sequence can be summarized as follows:

- A mouse click is propagated to the appropriate backing bean of the page fragment through a JavaScript event and a PPR action is queued for the server.
- The backing bean invokes the appropriate handler code to call an Iterator Binding in the page definition of the fragment.
- This in turn. Invokes the underlying VO instance that calls the appropriate Helper function within its query body. The WHERE and ORDER BY clauses in the VO query handle the parameterisation of the specific entity data that was clicked filtering the required result set.
- The Iterator binding is updated which in turn updates the component model of the export table and sends the response back to the client browser.
- The client updates the Document Object Model (DOM) child elements and then renders the output.

Activity Monitor Runtime Configuration

The Activity Monitor is an embedded part of the Enhanced Navigation (EN) web application and therefore inherits various elements from it. This section summarizes what is inherited and outlines Dashboard specific parts of the configuration.

Inherited Features

The following items are inherited from the EN deployment:

- Environment Setup and Technical Stack
- Security including roles and privileges
- Localization features
- Configuration Settings - with the addition of settings for poll frequencies covered in the following section

Specific Configurations for Activity Monitor Polling

The following are the application.properties file values to control the operation of the server and client poll cycles:

Figure 4–4 Application.properties File Values

```
#Dashboard DB polling frequency in millis
dashboard.poll=40000

#AJAX polling frequency for browser calls to shared Dashboard server model in millis
ajax.poll=20000
```

- The dashboard.poll property determines the frequency that the Timer thread uses to drive the main poll process for the shared object model in milliseconds. Values less than 10 seconds are ignored and default to 40 seconds. The timer generates events after the completion of the last poll process and is therefore independent of the data set sizes returned.
- The ajax.poll property is bound to JSF Poll operation components that use AJAX to sequence PPR requests to refresh pages. Again, values less than 10000 milliseconds default back 20 seconds.

Database Dashboard Helper Package

Unlike the standardized formats for result sets used by the Polling engine, the View Objects for drill downs are specific to the structure of the export tables in each of the Dashboard views.

Customers can implement their own underlying queries in the Database Helper functions to meet their own requirements as long as the column formats and naming conventions are adhered to.

All API functions are streamlined to use output column name formats outlined below. These reflect the underlying Sql data types:

- output_valueNN for VARCHAR2 values where NN can be in the range 01..10
- output_numberNN for NUMBER values where NN can be in the range 01..10
- output_dateNN for DATE values where NN can be in the range 01..10

The TD operates by executing queries against functions maintained by the Helper package to both collect summary data by the main server polling process, and to support user specific export data based on the user mouse selections.

- **Summary Data Functions** - used to update the shared memory model that is in turn used to render the dynamic JSF components in user views. The query wrappers perform the correct ordering and filtering of values with the appropriate ORDER BY clauses to optimize parsing for the shared model updates.

  For example the following SQL code snippet is used to collect all summary data for active tasks for Transport, Cycle Counts and Picks:

Figure 4–5 Sample SQL Code Snippet

```
SELECT 'ACTIVE' POLLTYPE,                                --Dataset type internal indicator
  output_value01 FACILITY,
  output_value02 LABEL,
  output_value03 STATE,
  output_value04 ACTIVITY,
  output_number01 TOTAL,
  output_number02 PALLETS,
  output_number03 CARTONS,
  output_number04 UNITS
FROM TABLE(dashboard_helper.get_active_tasks_data()) -- Helper API call
ORDER BY facility,                                       -- Ordering for block mode parsing
  activity,
  state,
  label
```

All wrapper queries are embedded in the compiled ADF WebApp distribution and are invisible to customized Dashboard Helper implementations.

- **Drill Down Data Functions** - used by ADF VOs to populate exportable output tables. VOs are view specific and defined for each export table.

  The drill down functions of the API that provide view specific detailed outputs do not require any input parameter values in the call. Each related VO query provides the appropriate parameterization for the call based on what is being clicked by the user.

  For example, the following SQL code snippet is defined as the query for the DailyApptSummaryView VO that is used to populate the daily appointments export table when a user clicks the summary graph on the same page.

Figure 4–6 Sample SQL Code Snippet

```
SELECT * from (
SELECT output_value01 FACILITY,
  output_value02 TASK,
  output_value03 ACTIVITY,
  output_value04 STATE,
  output_value05 CREATED,
  output_value06 STARTED,
  output_value07 ENDED,
  NVL(output_value08,'-') ZONE,
  NVL(output_value09,'-') WAVE,
  NVL(output_value10,'-') DESTINATION,
  NVL(output_number01,0) PALLETS,
  NVL(output_number02,0) CARTONS,
  NVL(output_number03,0) UNITS,
  output_value11 ATTRIBUTE,
  NVL( output_value12,'-') LOCATION
FROM table ( dashboard_helper.get_active_tasks_detail_data()))
WHERE FACILITY = :f  and ACTIVITY IN ('U_PICK','UP_PICK','U_PICK_3RD','U_REPLEN','UP_REPLEN','U_REPLEN_3RD','PTS_UNIT')
AND ((:w IS NULL) OR (wave=:w))
ORDER BY FACILITY, ACTIVITY, STATE, TASK
```

Table 4–1 describes the individual functions supported by the Dashboard Helper API.

Table 4–1 Functions Supported by Dashboard Helper API

Function Type	Function Name	Returned data
Summary	get_active_tasks_data()	Summary task counts for Transport, Cycle Counts and all Pick types
	get_daily_appt_data()	Summary data for the daily appointments
	get_sched_appt_data()	Summary scheduled appointments
	get_unsched_po_data()	Summary of unscheduled PO
	get_open_trailer_data()	Summary of open trailers
	get_task_duration_data()	Summary of task durations
	get_appt_hist_data()	Summary of historical appointment data
	get_asn_out_hist_data()	Summary of ASN history records
	get_task_hist_data()	Summary of historical records for Transport, Cycle Counts and all Pick types
Detailed	get_active_tasks_detail_data()	Detailed task data for Transport, Cycle Counts and all Pick types
	get_task_hist_detail_data()	Task details for historical records for Transport, Cycle Counts and all Pick types
	get_daily_appt_detail_data()	Task details for daily appointments
	get_sched_appt_detail_data()	Task details for scheduled appointments
	get_unsched_po_detail_data()	Task details for unscheduled PO
	get_appt_hist_detail_data()	Task details for historical appointment data
	get_outbound_hist_detail_data()	Task details for ASN history records
	get_open_trailer_detail_data()	Task details for open trailers

Table 4–2 shows the standardized structure for summary data function outputs:

Table 4–2 Standardized Structure for Summary Data Function Outputs

Query clause and SQL Type	GROUP BY as VARCHAR2				Counts as NUMBER(INT)			
TD Model Attribute Names	**FACILITY**	**LABEL**	**STATE**	**ACTIVITY**	**TOTAL**	**PALLETS**	**CARTONS**	**UNITS**
Output Columns / **Function Name**	**output_ value01**	**output_ value02**	**output_ value03**	**output_ value04**	**output_ number01**	**output_ number02**	**output_ number03**	**output_ number04**
get_ active_ tasks_ data()	Facility ID	Value for grouped views For example, Zones names or Wave numbers. Null wave values should output 'ROP'	CO, IP or NS	Activity codes for Transport, Cycle Counts and Picks	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units
get_daily_ appt_ data()	Facility ID	Grouped by value of APPT_ STATUS value to support categorization of PRINTED values in the Dashboard	CO, IP or NS	Activity codes for Appointments	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units
get_ sched_ appt_ data()	Facility ID	Appt. timestamp value formatted as YYYY-MM-DD	CO, IP or NS	Activity codes for Appointments (excluding BLIND activities)	Total tasks	0	Total appointed container count	Total appointed unit count
get_ unsched_ po_data()	Facility ID	Not before date value formatted as YYYY-MM-DD	CO, IP or NS	Activity code PO_ VOL	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units
get_open_ trailer_ data()	Facility ID	TRAILER_ID values	CO, IP or NS	Activity code OPEN_ TRAILERS	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units

Table 4–2 (Cont.) Standardized Structure for Summary Data Function Outputs

Query clause and SQL Type	GROUP BY as VARCHAR2				Counts as NUMBER(INT)			
TD Model Attribute Names	**FACILITY**	**LABEL**	**STATE**	**ACTIVITY**	**TOTAL**	**PALLETS**	**CARTONS**	**UNITS**
Output Columns / **Function Name**	**output_ value01**	**output_ value02**	**output_ value03**	**output_ value04**	**output_ number01**	**output_ number02**	**output_ number03**	**output_ number04**
get_task_ duration_ data()	Facility ID	Time bucket in hours. Currently set to 1, 2, 3, 4, 5, 6, 7, 8, 12, 16, 20, 24, 48, 72 , >72	CO	Activity codes for Transport, Cycle Counts and Picks (See Table 3)	Total task count per time bucket	0	0	0
get_appt_ hist_ data()	Facility ID	End timestamp using format YYYY-MM-DD	CO	Activity codes for Appointments	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units
get_asn_ out_hist_ data()	Facility ID	End timestamp using format YYYY-MM-DD	CO	Activity code ASN_ OUT	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units
get_task_ hist_ data()	Facility ID	End timestamp using format YYYY-MM-DD	CO	Activity codes for Transport, Cycle Counts and Picks (See Table 3)	Total tasks	Total Pallets	Total Cartons (Cases)	Total Units

Table 4–3 shows the structure of detail data function outputs.

Table 4–3 Structure of Detail Data Function Outputs

Function / Column	get_active_tasks_detail_data()	get_task_hist_detail_data()	get_daily_appt_detail_data()	get_sched_appt_detail_data()	get_unsched_po_detail_data()	get_appt_hist_detail_data()	get_outbound_hist_detail_data()	get_open_trailer_detail_data()
output_value01	FACILITY	FACILITY	FACILITY	FACILITY	FACILITY	FACILITY	FACILITY	FACILITY
output_value02	TASK	TASK	DOOR_ID	DOOR_ID	TRAILER	DOOR_ID	TRAILER	TRAILER_ID
output_value03	ACTIVITY	ACTIVITY	APPT_STATUS	APPT_STATUS	SHIPPED	CREATED	SHIPPED	CONTAINER_ID
output_value04	STATE	STATE	LABELED_RECEIVING	LABELED_RECEIVING	DESTINATION	APPT_START_TS	DESTINATION	LOCATION_ID
output_value05	CREATED	CREATED	TRAILER_ID	TRAILER_ID	DOOR	APPT_END_TS	DOOR	LOAD_TS
output_value06	STARTED	STARTED	DELIVERY_MODE	DELIVERY_MODE	BOL_NBR	ACTUAL_START_TS	BOL_NBR	CONTAINER_STATUS
output_value07	ENDED	ENDED	CARRIER_CODE	CARRIER_CODE	ASN_NBR	ACTUAL_END_TS	ASN_NBR	DESTINATION
output_value08	ZONE	ZONE	LOAD_TYPE	LOAD_TYPE	EST_ARR_DATE	STARTED	EST_ARR_DATE	FINAL_LOCATION_ID
output_value09	WAVE	WAVE	APPT_TYPE	APPT_TYPE	CARRIER	ENDED	CARRIER	CARRIER_CODE
output_value10	DESTINATION	DESTINATION	USER_ID	USER_ID	CONTAINERS	APPT_STATUS	CONTAINERS	SERVICE_CODE
output_value11	ATTRIBUTE (User)	ATTRIBUTE (User)	PO_NBR	PO_NBR	UNITS	LABELED_RECEIVING	UNITS	ROUTE
output_value12	LOCATION	LOCATION	ITEM_ID	ITEM_ID	PALLETS	TRAILER_ID	PALLETS	TRAILER_STATUS
output_value13				BULK_FLAG		DELIVERY_MODE		MASTER_CONTAINER_ID
output_value14			STATE	STATE		CARRIER_CODE		
output_value15			ACTIVITY	ACTIVITY		LOAD_TYPE		
output_value16			APPT_NBR			APPT_TYPE		
output_value17			WAVE_NBR			USER_ID		
output_value18			SCHD_NBR			PO_NBR		

Table 4–3 (Cont.) Structure of Detail Data Function Outputs

Function / Column	get_active_tasks_detail_data()	get_task_hist_detail_data()	get_daily_appt_detail_data()	get_sched_appt_detail_data()	get_unsched_po_detail_data()	get_appt_hist_detail_data()	get_outbound_hist_detail_data()	get_open_trailer_detail_data()
output_value19			CASEPACK			ITEM_ID		
output_value20			APPTD_CONTAINER_QTY			STATE		
output_value21			APPTD_UNIT_QTY			ACTIVITY		
output_number01	PALLETS	PALLETS	RCVD_CONTAINER_QTY	APPT_NBR		APPT_NBR		
output_number02	CARTONS	CARTONS	RCVD_UNIT_QTY	WAVE_NBR		WAVE_NBR		
output_number03	UNITS	UNITS	RECEIPT_WEIGHT	SCHD_NBR		SCHD_NBR		
output_number04				CASEPACK		CASEPACK		
output_number05				APPTD_CONTAINER_QTY		APPTD_CONTAINER_QTY		
output_number06				APPTD_UNIT_QTY		APPTD_UNIT_QTY		
output_number07				RCVD_CONTAINER_QTY		RCVD_CONTAINER_QTY		
output_number08				RCVD_UNIT_QTY		RCVD_UNIT_QTY		
output_number09				RECEIPT_WEIGHT		RECEIPT_WEIGHT		
output_date01			CREATED	CREATION_TS				
output_date02			APPT_START_TS	APPT_START_TS				

Table 4–3 (Cont.) Structure of Detail Data Function Outputs

Function / Column	get_active_tasks_detail_data()	get_task_hist_detail_data()	get_daily_appt_detail_data()	get_sched_appt_detail_data()	get_unsched_po_detail_data()	get_appt_hist_detail_data()	get_outbound_hist_detail_data()	get_open_trailer_detail_data()
output_date03			APPT_END_TS	APPT_END_TS				
output_date04			ACTUAL_START_TS and STARTED					
output_date05			ACTUAL_END_TS and ENDED					

Table 4–4 shows valid task activity codes in result sets from helper API.

Table 4–4 Valid Task Activity Codes in Result Sets from Helper API

Tabs	Internal Subcategory Codes	Valid Activity Codes	Activity Description
Inbound	APPOINTMENTS	ASN	ASN Appointments
		PO	Purchase Orders
		NSC	NSC Appointments
		FPR_WDET	FPR (Detailed) Appointments
		FPR_WODET	FPR (No Details) Appointments
		BLIND	Blind Appointments
	PO VOLUME	PO_VOL	Future PO Volumes
Transport	MOVES	C_MOVE	Case Moves
		P_MOVE	Pallet Moves
	PUTAWAYS	C_PUTAWAY	Case Putaways
		P_PUTAWAY	Pallet Putaways
Cycle Counts	CYCLE_COUNTS	AC	Audit Counted
		MM	Manually Marked
		SS	System Selected

Table 4–4 (Cont.) Valid Task Activity Codes in Result Sets from Helper API

Tabs	Internal Subcategory Codes	Valid Activity Codes	Activity Description
Picks	UNIT	U_PICK	Less than Case Picks
		UP_PICK	UP Picks
		U_PICK_3RD	3rd Party Picks
		U_REPLEN	U Replenishments
		UP_REPLEN	UP Replenishments
		U_REPLEN_3RD	3rd Party Replenishments
		PTS_UNIT	Unit PTS
	CASE	C_PICK	Case Picks
		CD_REPLEN	CD Replen.
		CP_REPLEN	CP Replen.
		CR_REPLEN	CR Replen.
		CT_REPLEN_R	CT Replen.
		PTS_CASE	Case PTS
	FORWARD_CASE	CF_PICK	CF Picks
		CB_PICK	CB Picks
		CE_REPLEN	CE Replen.
		CL_REPLEN	CL Replen.
		CO_REPLEN	CO Replen.
		CS_REPLEN	CS Replen.
		CT_REPLEN_F	CT Replen.
		C3_REPLEN	C3 Replen.
	BULK	B_PICK	Bulk Picks
		BD_REPLEN	BD Replen.
		BP_REPLEN	BP Replen.
		BR_REPLEN	BR Replen.
		BT_REPLEN	BT Replen.
		PR_REPLEN	PR Replen.
		PL_REPLEN	PL Replen.
		PT_REPLEN	PT Replen.
Outbound	PAST THROUGHPUT	THROUGHPUT	ASN History
	OPEN TRAILERS	OPEN_TRAILERS	Open Trailer counts

Table 4–5 shows valid state codes in result sets from helper API.

Table 4–5 Valid State Codes in Result Sets from Helper API

Task State	Valid State Codes
Not Started	NS
In Progress	IP
Completed	CO

5

Configurable Application Parameters

The RWMS Enhanced Navigation web application requires few configurable parameters to run. These parameters are set up in a file called application.properties. This file should be available to the WebLogic server during startup, and hence, its path should be placed in the server startup list.

The following parameters are created automatically by the installer from the forms server information provided during installation:

- forms.codebase.url
- forms.server.url
- forms.javascript.url.

Table 5–1 provides the complete list and description of the parameters.

Table 5–1 Application Parameters

Parameter	Description
ajax.poll	Ajax polling frequency for browser calls to the shared dashboard server model, in milliseconds. The default value is 20000.
batch.timeout	Batch script timeout before server thread is terminated. A -1 means will run indefinitely. Defaults value is -1.
busy.delay.mobile	Specifies the time in milliseconds before a wait icon appears. Defaults to 2500
dashboard.poll	Dashboard database polling frequency, in milliseconds. The default value is 40000.
dashboard.poll.delay	Dashboard database polling delay of first request, in milliseconds. Default value is 10000.
dashboard.poll.idle.interval	Dashboard database polling frequency in idle mode, in milliseconds.
default.locale	Language code used in RWMS to translate the login page. The default value is en.
forms.codebase.url	Path of the forms proxy applet. For example, forms/java
forms.javascript.source	Path of the forms_ie.js file required by the forms runtime. For example, http://[myhost]:[myport]//forms/frmjscript/forms_ie.js
forms.redirect.url	Path of the forms applet. For example, http://[myhost]:[myport]/forms/java
forms.server.url	The URL of the forms server. For example, /forms/lservlet?ifcfs=/forms/frmservlet?config=myconfig&ifsessid=formsapp

Table 5–1 (Cont.) Application Parameters

Parameter	Description
global.app.version	Specifies the application version number. For example, 15.0.0.0
help.url	URL of the help pages, which may be installed on a separate machine.
reports.url	URL of the BI Publisher standalone installation.
session.identifier.length	Specifies the length of the alpha numeric session key generated by the system during login. A default value of 6 is used. The recommended value is 8.

6

Basic Data Setup

The RWMS Setup Modules contain editors and system control parameters that allow you to configure your installation of RWMS to meet your process flow needs. The configuration of these editors and setting of the system control parameters is performed by system administrators and/or expert users.

All of the topics included in this chapter are covered in greater detail in the *Oracle Retail Warehouse Management System UI User Guide*. The *Oracle Retail Warehouse Management System UI User Guide* provides screen by screen detail on how to create, modify, display, and delete records in each editor.

This chapter lists the editors in a sequenced order that permits the person who implements to prepare the system for going live. It also provides instructions on how to create records in each editor.

It is recommended that upon installation of the software, the interface mapping of all upload and downloads with the host management system as well as any 3rd party integrations is immediately started. While this process is proceeding many of the RWMS Configuration Editors can be defined since there are no dependencies.

Working Days Editor

The Working Days Editor allows you to define the working days and appointment window within each working day for your specific facility. Upon installation of the RWMS software a range of working days must be defined for the software to function. From the Working Day Editor you can jump to the Shift Editor by clicking **View Shifts**. The definition of shifts is optional in RWMS.

Working Days Editor Window

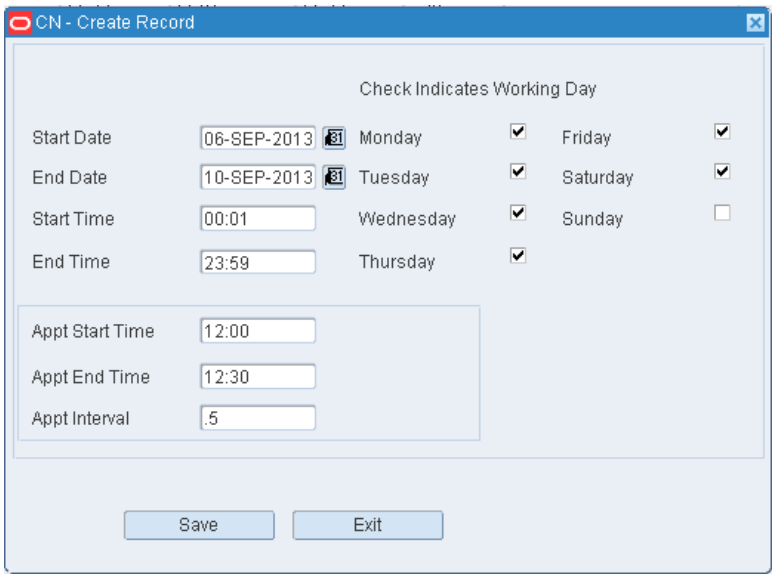
To access the Working Days Editor window, navigate to Setup - Administration -> Working Days Editor. The Working Days Editor window opens.

Figure 6–1 Working Days Editor Window

Add One or More Days

1. On the Working Days Editor window, click **Create Record**. The Create window opens.

Figure 6–2 Create Record Window



2. To add one date, enter the same date in both the Start Date and End Date fields. To add a range of dates, enter the start date and end date in their respective fields.
3. Use the check boxes to indicate the working days over a calendar range.
4. In the Start Time and End Time fields, enter the times when the work day begins and ends. Use 24 hour international standard notation.
5. Enter Appt Start Time and Appt End Time as necessary.
6. Click **Save** to save the changes and close the Create window.

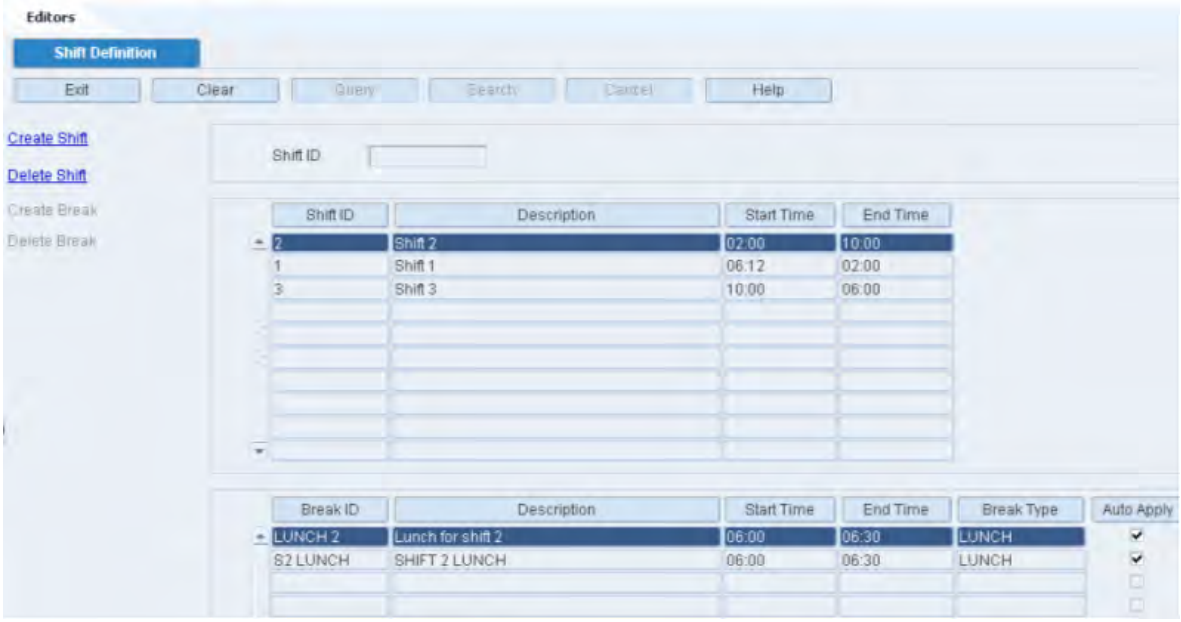
Shift Definition

The Shift Definition Editor is used to define and view the working shifts within your facility. Shifts are allowed to overlap exactly or partially as long as there is a unique shift number and name. Shifts can also span calendar days.

Shift Definition Window

To access the Shift Definition window, navigate to Setup - DC -> Shift Definition. The Shift Definition window opens.

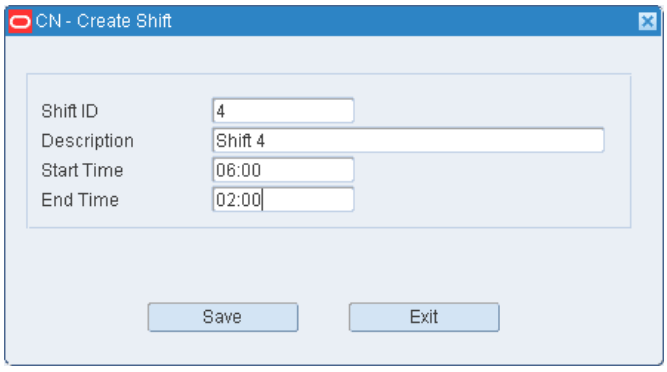
Figure 6–3 Shift Definition Window



Add a Shift Definition

1. On the Shift Definition window, click any cell in the shift block (upper block). The Create Shift link gets activated.
2. Click **Create Shift**. The Create Shift window opens.

Figure 6–4 Create Shift Window



3. In the Shift ID filed, enter the Shift name (alpha numeric up to 10 digits).
4. In the Description field, enter the long description of the shift.

5. In the Start Time field, enter the time when the shift starts (military time).
6. In the End Time field, enter the time when the shift ends (military time).
7. Click **Save** to save the changes and close the Create Shift window.

Code Translator Editor

The Code Translator Editor allows you to associate a long description for the system defined codes. These codes are defined while coding the system and users cannot add or delete these codes.

It is not required to change any of these codes before startup. The code descriptions can be changed after going live based on user preferences.

Code Translator Editor Window

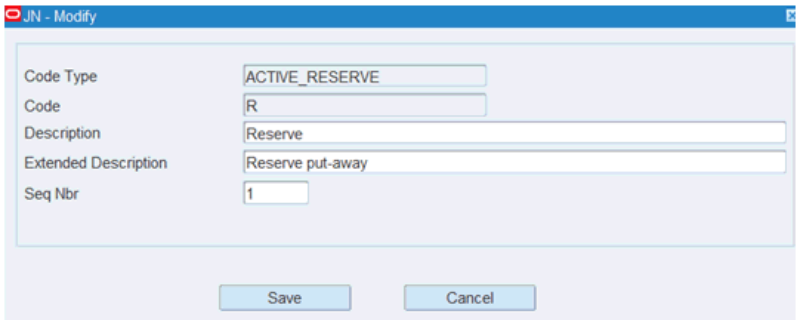
To access the Code Translator Editor, navigate to Setup - Administration -> Code Translator Editor. The Code Translator Editor window opens.

Figure 6–5 Code Translator Editor Window

Edit Translation Codes

1. On the Code Translation Editor window, double-click the code that you want to edit. The Modify window opens.

Figure 6–6 Modify Window



2. Edit the Description, Extended Description and Sequence Number as needed.
3. Click **Save** to save any changes.

Currency Editor

The Currency Editor allows you add, modify, and delete currency codes in the system. The system provides the ability to format each currency. Currency information is used only for printing prices on tickets (hang-tags, full size sticky, half size sticky, etc).

If ticketing is not part of your operation you can bypass Currency Configuration.

Currency Editor Window

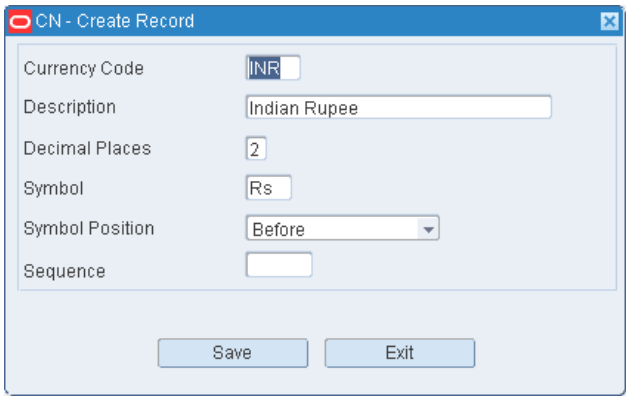
To access the Currency Editor, navigate to Setup - Administration -> Currency Editor. The current currency codes appear in the Currency Editor window.

Figure 6–7 Currency Editor Window

Add a Currency Code

1. On the Currency Editor window, click **Create Record**. The Create Record window opens.

Figure 6–8 Create Record Window



2. In the Currency Code and Description fields, enter the code and description for the currency.
3. In the Decimal Places field, enter the number of decimal places used in the currency. The number may 0, 1, or 2.
4. In the Symbol field, enter the symbol used for the currency. (For example: $ for US dollars).
5. In the Sequence field, enter a number that represents where the currency code is printed on tickets.

6. In the Before or After field, enter B (before) or A (after) to indicate whether the symbol should appear before or after monetary amounts.
7. Click **Save** to save the changes and close the Create Record window.

Cycle Count Planning

The Cycle Count Planning Editor allows you to define the cycle count plans utilized in your warehouse. You can indicate the frequency (in days) for each cycle count plan. The system will automatically mark each location in the facility within the number of days specified by the cycle count plan. Users can also use the Mark Cycle Count window to manually mark locations. When inventory discrepancies are found during picking and replenishment the system automatically marks these locations as manually marked and these locations have higher priority than system marked locations.

Cycle Counts By Location

Specify how often, in days, the entire distribution center should be counted. Each day, a number of locations are automatically marked for counting. For example, if there are 1000 locations and the frequency is 100 days, RWMS marks 10 locations every day for counting.

To set up cycle counts by location, the system parameter, cycle_count_type, must be set to location. The parameter, cycle_count_period, must be set to the desired number of days.

Cycle Counts by Zone

Specify how often, in days, the locations within each zone are counted. The system automatically marks the locations for cycle counting. Different zones can have different cycle count frequencies.

To set up cycle counts by zone, the system parameter, cycle_count_type, must be set to zone. Cycle count plans must be defined in the Cycle Count Planning window. On the Zone Editor window, select the appropriate cycle count plan for the zone.

Cycle Counts by Item

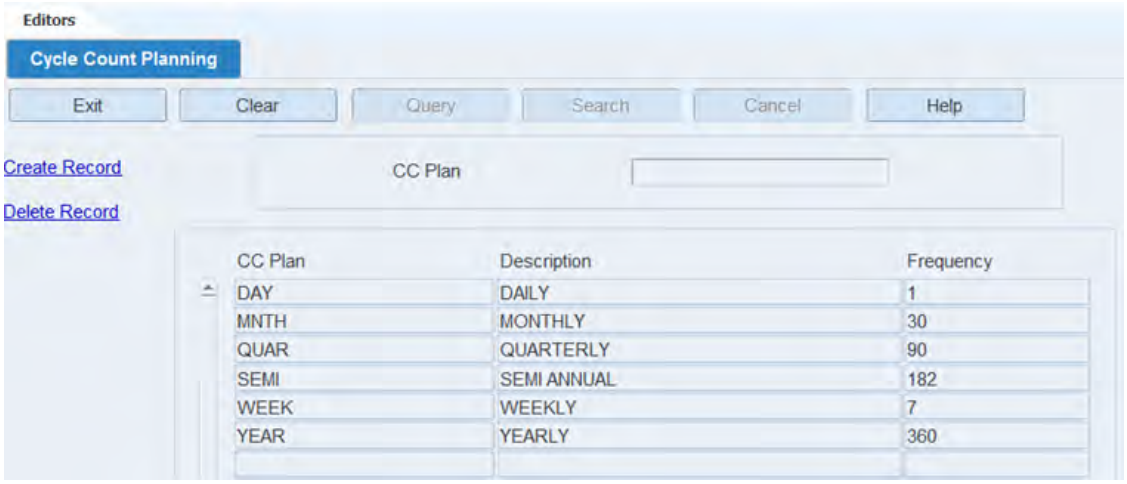
Specify how often, in days, the locations containing the specified item are counted. The system automatically marks the location for cycle counting. If the location contains an assortment of items, all items within the location must be counted. Different items can have different cycle count frequencies. Note that if a location contains an assortment of items, the location may be marked for counting more frequently than desired, since cycle counts may overlap each other.

To set up cycle counts by item, the system parameter, cycle_count_type, must be set to item. On the Cycle Count Planning window, define the cycle count plans. On the Item Master Editor window, select the appropriate cycle count plan for the item.

Cycle Count Planning Window

From the main menu, select Setup Processing/Returns > Cycle Count Planning. The Cycle Count Planning window opens.

Figure 6–9 Cycle Count Planning Window



Add a Plan

1. On the Cycle Count Planning window, click **Create Record**. The Create Record window opens.

Figure 6–10 Create Record Window

2. In the CC Plan and Description fields, enter the name and description of the plan.
3. In the Frequency field, enter how often, in days, that the cycle count must be performed.
4. Click **Save** to save the changes and close the Create Record window.

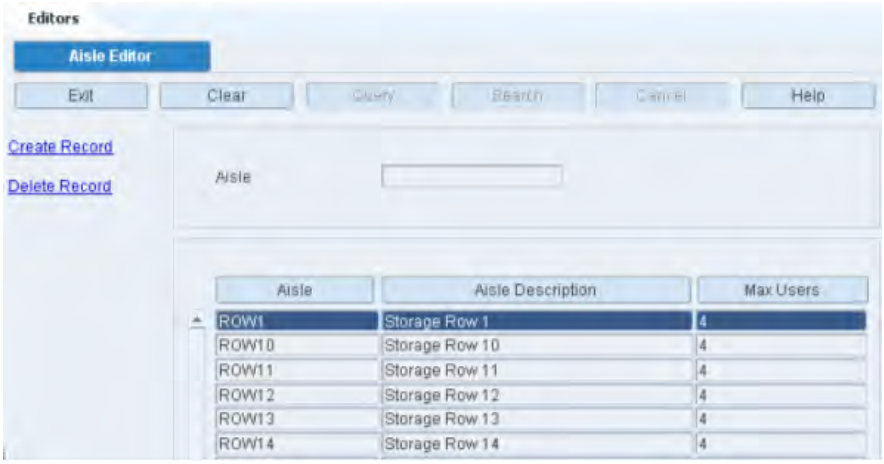
Aisle Editor

The Aisle Editor allows you to create and review the aisles within your facility. An Aisle is defined as a walking or driving path (forklift) between storage or pick locations.

Aisle Editor Window

To access the Aisle Editor, navigate to Setup - DC > Aisle Editor. The Aisle Editor window opens.

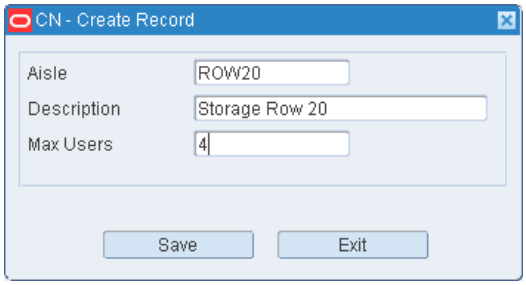
Figure 6–11 Aisle Editor Window



Add an Aisle

1. On the Aisle Editor window, click **Create Record**. The Create Record window opens.

Figure 6–12 Create Record Window



2. In the Aisle Field, enter the aisle designation (Alpha numeric up to 10 digits).
3. In the Description field, enter the desired long description for the aisle.
4. In the Max Users field, enter the maximum number of users that can be in the aisle at the same time. This is used in task management to prevent too many users being in the same aisle at the same time which reduces productivity.
5. Click **Save** to save any changes and close the Create Record window.

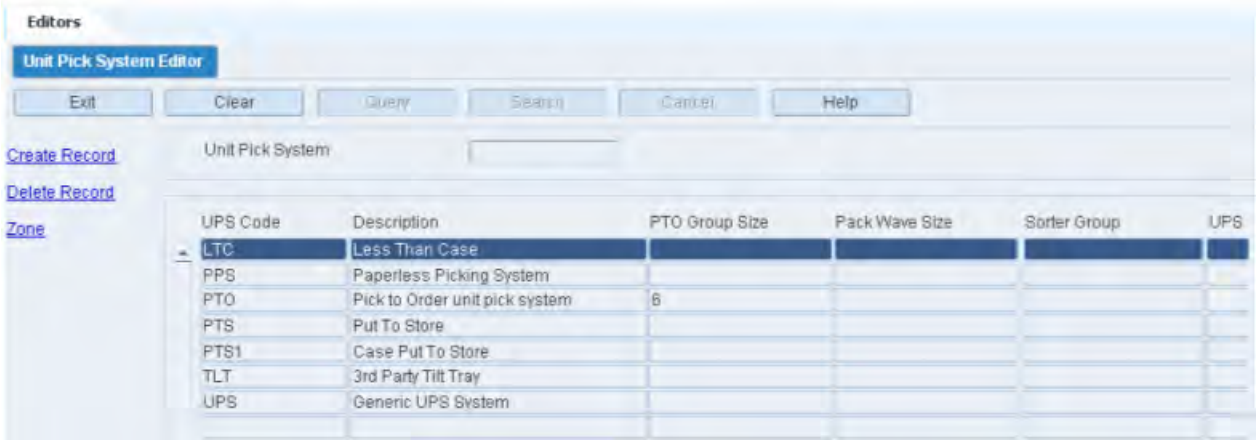
Unit Pick System Editor

The Unit Pick System Editor is used to define and view the various unit pick system used in your facility (less than case, put to store unit, tilt tray, and so on).

Unit Pick System Editor Window

To access Unit Pick System Editor, navigate to Setup - DC -> Unit Pick System Editor. The Unit Pick System Editor window opens.

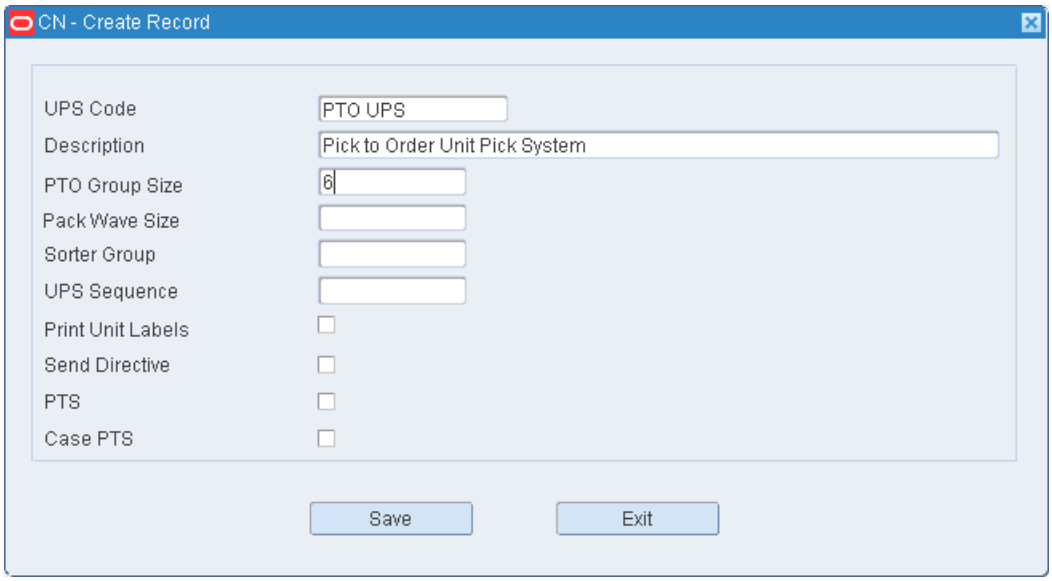
Figure 6–13 Unit Pick System Editor Window



Add a Unit Pick System

1. On the Unit Pick System Editor window, click **Create Record**. The Create Record window opens.

Figure 6–14 Create Record Window



2. In the UPS Code and Description fields, enter a code and description for the UPS.
3. In the PTO Group Size field, enter the size of the PTO Group performed by the UPS, or click the LOV button and select the activity.
4. In the Pack Wave Size field, enter the number of groups that are permitted in a pack wave.
5. In the Sorter Group field, enter the sorter group if the UPS is a sorter system.
6. In the UPS Sequence field, enter the order in which this UPS should be accessed within its defined sorter group.
7. In the Print Unit Labels field, enter Y (Yes) or N (No) to indicate whether unit labels should be printed for each unit pick group.
8. In the PTS field, select the check box if the UPS is a put to store system.

9. Click **Save** to save the changes and close the Create Record window.

Container Type Editor

The Container Type Editor allows you to define a master list of container types. You can enter the dimensions, tare weight, and unit cost. You also indicate how a container is determined to be full. The volume types are:

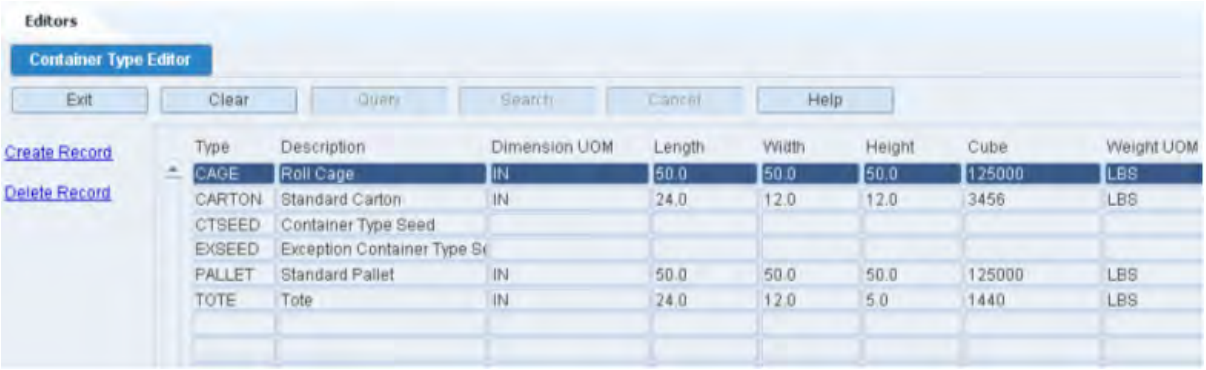
- Cube: The container is full when it reaches its cubic capacity.
- Unit: The container is full when the maximum number of standard units are placed in it.

A container is defined as something that holds merchandise and/or other containers. A container might be a tote, pallet, carton, trolley, hanger set, tanker, and so on.

Container Type Editor Window

To access the Container Type Editor, navigate to Setup - DC -> Container Type Editor. The current container types appear in the Container Type Editor window.

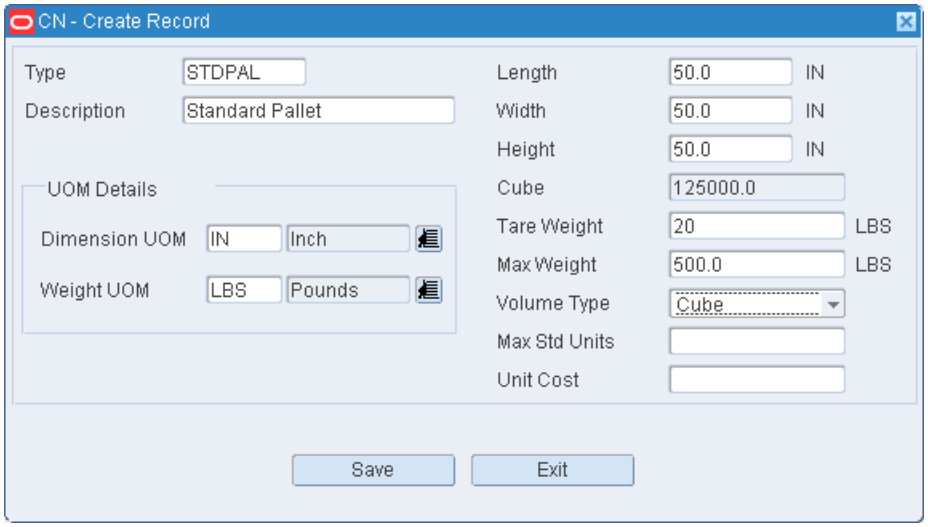
Figure 6–15 Container Type Editor Window



Add a Container Type

1. On the Container Type Editor window, click **Create Record**. The Create Record window opens.

Figure 6–16 Create Record Window



2. In the Type and Description fields, enter the code and description for the container type.
3. Enter the UOM details in the Dimension UOM and Weight UOM in the UOM Details block.
4. In the Length, Width, and Height fields, enter the dimensions of the container.
5. In the Tare Weight field, enter the weight of the empty container.
6. In the Volume Type field, enter Unit or Cube to indicate the method used to determine whether a container is full.
7. If the Volume Type is Unit, enter the number of standard units that would fill a container in the Max Std Units field.
8. In the Max Weight field, enter the maximum weight that the container type can hold.
9. In the Unit Cost field, enter the cost per unit.
10. Click **Save** to save the changes and close the Create Record window.

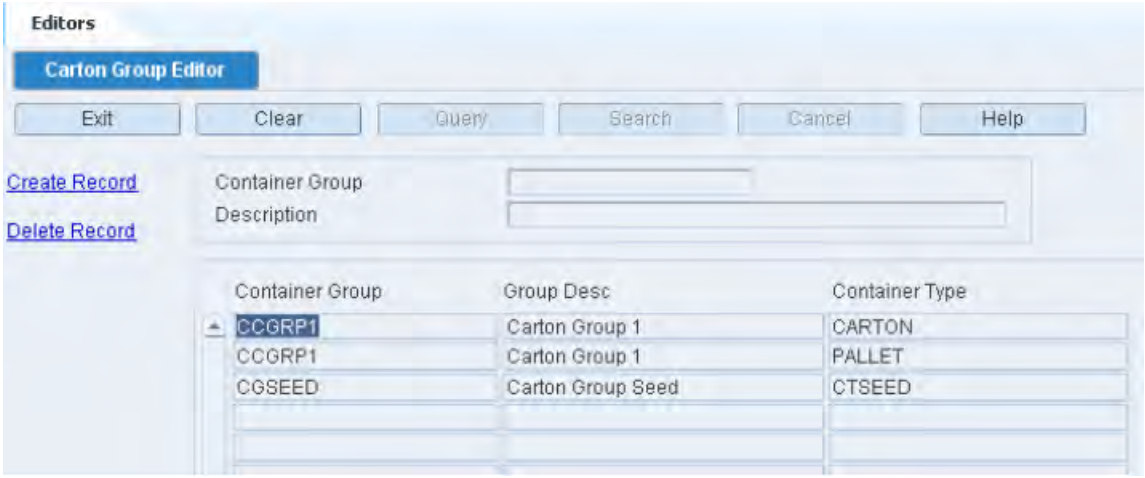
Carton Group Editor

The Carton Group Editor allows you to create and view the different types of cartons (containers) used in your warehouse operation.

Carton Group Editor Window

To access Carton Group Editor, navigate to Setup - DC -> Carton Group Editor. The Carton Group Editor window opens.

Figure 6–17 Carton Group Editor Window

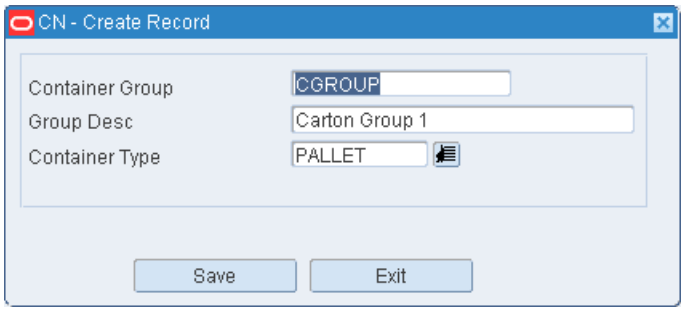


Add a Carton Group

You can also use this procedure to add another container type to an existing carton group.

1. On the Carton Group Editor window, click **Create Record**. The Create Record window opens.

Figure 6–18 Create Record Window



2. In the Container Group and Group Desc fields, enter a code and description for the carton group.
3. In the Container Type field, enter the code of the container type that you want to associate with the carton group, or click the LOV button and select the container type.
4. Click **Save** to save the changes and close the Create Record window.

Outbound Container Editor

The Outbound Container Editor allows you to define and review the outbound container types used within your facility. These container types are used for consumer direct shipments and require the amount of collateral and dunnage that will be added to the container.

Outbound Container Editor Window

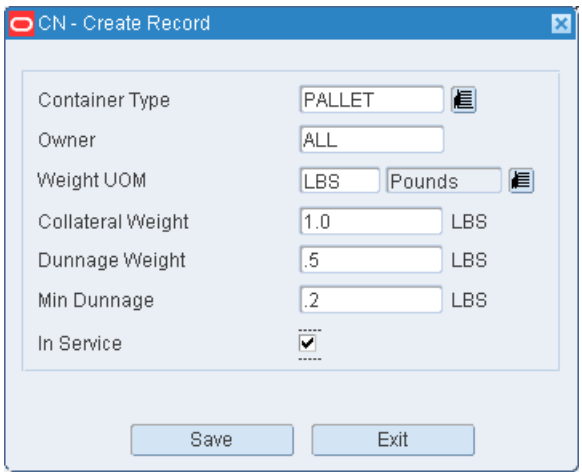
To access the Outbound Container Editor, navigate to Setup - DC -> Outbound Container Editor. The current outbound container types appear in the Outbound Container Editor window.

Figure 6–19 Outbound Container Editor Window

Add an Outbound Container Type

1. On the Outbound Container Editor window, click **Create Record**. The Create Record window opens.

Figure 6–20 Create Record Window



2. In the Container Type field, enter the ID of a container type, or click the LOV button and select the container type.
3. In the Owner field, enter the name of an owner if applicable. Otherwise, enter ALL.
4. In the Collateral Wgt field, enter the weight of advertisements, flyers, or other such materials that are expected to be included in the container.
5. In the Dunnage Wgt field, enter the weight of the packing materials.
6. In the Min Dunnage Wgt field, enter the least amount of dunnage expected.
7. In the In Service field, enter Y (Yes) to place the outbound container type in service. Otherwise, enter N (No).
8. Click **Save** to save the changes and close the Create Record window.

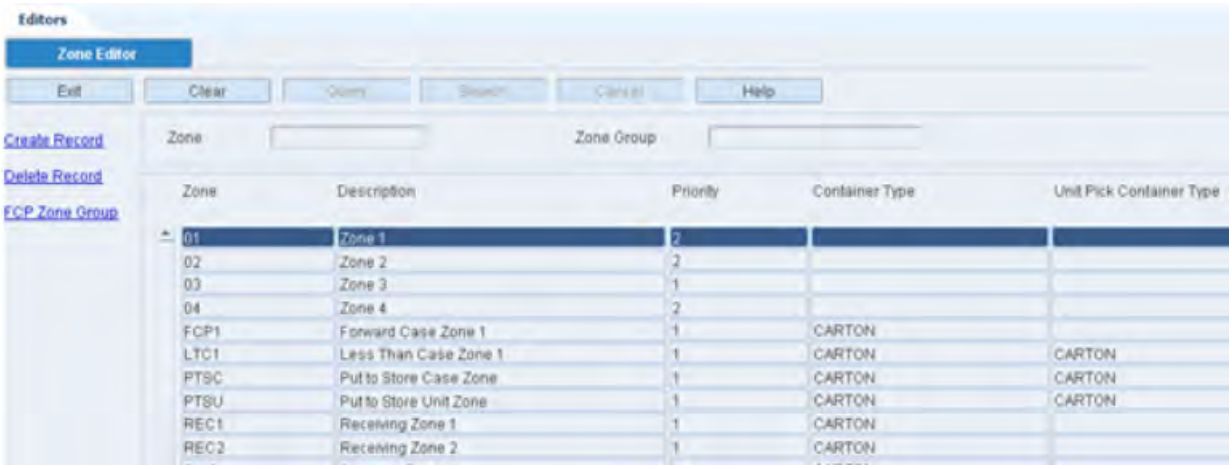
Zone Editor

The Zone Editor allows you to define and view the operational zones used within your facility. These zones can then be attached to putaway, locations and cycle count plans to further optimize those activities.

Zone Editor Window

From the main menu, select Setup Equipment/Zone > Zone Editor. The Zone Editor window opens.

Figure 6–21 Zone Editor Window



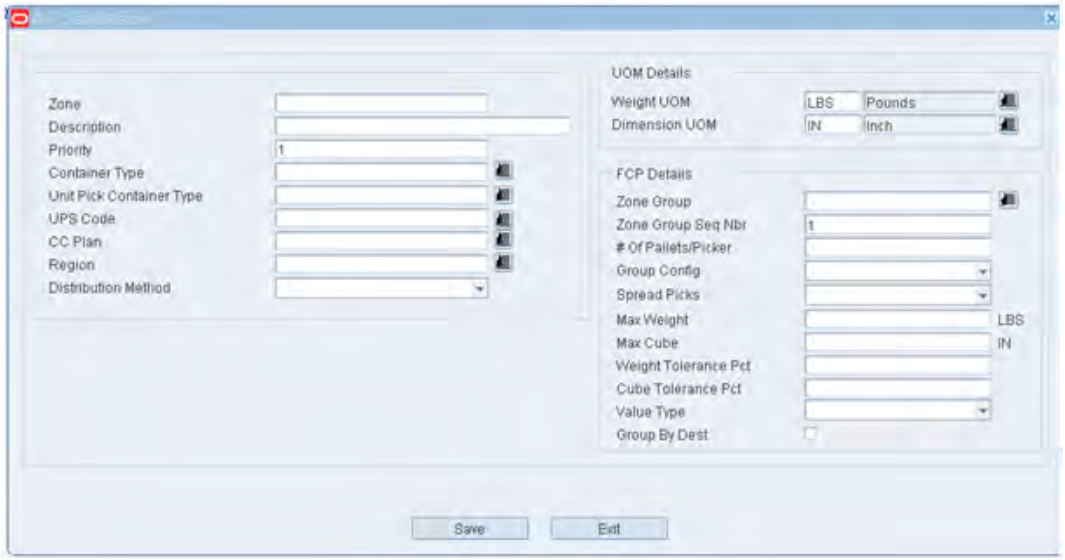
Note: You can also access this window from the Location Editor window.

Add a Zone

To add a zone:

1. On the Zone Editor window, click **Create Record**. The Create Record window opens.

Figure 6–22 Create Record Window



2. In the Zone and Description fields, enter your desired zone name and description for the zone.
3. In the Priority field, enter the priority for this zone that will be used for picking.
4. In the Container Type field, select from the LOV, the type of container (pallet, roll cage, and so on) used for case picking or forward case picking.
5. In the Unit Pick Container Type field, select from the LOV, the type of container (tote, carton, and so on) used for unit picking.
6. In the UPS Code field, select from the LOV, the Unit Pick System used in this zone to perform unit picks.
7. In the Cycle Count Plan field, select the Cycle Count Plan that will be used in this zone.
8. In the Region Field (informational only), select from the LOV, the region in which this zone exists.
9. In the Distribution Method, select either Pick Clean (space) or Efficiency (speed):
   - Pick to clean means the software will attempt to empty as many locations as possible when performing picks and replenishment. This may mean the operators visit more locations.
   - Efficiency means to select as few locations as possible to get inventory required for picks and replenishments.
10. In the Weight UOM field, select the appropriate weight Unit of Measure for this zone.
11. In the Dimension UOM field, select the appropriate dimension Unit of Measure for this zone.

> **Note:** The following fields are all specific to Forward Case Pick locations (FCP Details).

12. In the Zone Group field, select from the LOV, the Forward Case Pick Zone Group desired. The assignment of the FCP Zone group to this Zone means that Forward Case Picking is done in this zone as well as other zones. The FCP Zone group allows the pickers to cross over forward pick zones/locations with the same pick to container (pallet).
13. In the Zone Group Sequence Number field, enter the sequence when you want this zone picked. In other words, if the Zone Group allows picking from zones 1 through 3 you can force picking in zone 2 first by making zone 2's sequence number 1.
14. In the number of pickers per pallet field, enter the number of pick to pallets that will be used per user. This would normally be one unless the equipment (forklift, and so on) utilized can handle multiple pallets at same time.
15. In the group configuration field, select either minimum stop or maximum pallet:
    - Minimum Stop means that when the next pick will not fit (cubed out) on the pallet, the pallet is declared full and you will not leap frog to another location to try to fit additional picks on the pallet.
    - Maximum Pallet means keep moving through the pick path skipping locations as needed until the pallet is full (cubed out) or the path has come to an end.
16. In the Spread Picks field, select either case, location, or off:
    - Spreading by case means placing each new individual case picked on alternating pallets.
    - Spread by location means placing all cases from a given location on one pallet and then placing the next location's cases on to another pallet.
    - When spreading is turned off, the user can manually select the pallet for the pick.
17. In the Maximum Weight field, enter the maximum amount of weight allowed on the pallet for that specific zone.
18. In the Maximum Cube field, enter the maximum amount of cube allowed on the pallet for that specific zone.
19. In the Weight Tolerance field, enter a percentage of weight you will allow the pallet to be under or over and still be considered full. For example, if the maximum weight for this zone is 400 pounds and you have a 5% weight tolerance, the pallet would be considered full if between 380 and 420 pounds.
20. In the Cube Tolerance field, enter a percentage of cube you will allow the pallet to be under or over and still be considered full. For example, if the maximum cube for this zone is 500 and you have a 10% weight tolerance, the pallet would be considered full if between 450 and 550.
21. In the Value Type field, select either amount or percent:
    - If you select amount, this means the values in the maximum weight and maximum cube fields are absolute numbers and not percentages.
    - If you select percentage, this means the values in the maximum weight and cube fields are percentages.
22. Click **Group by Destination** flag if you want your pallets grouped by destination (store).
23. Click **Save** to save the changes and close the Create Record window.

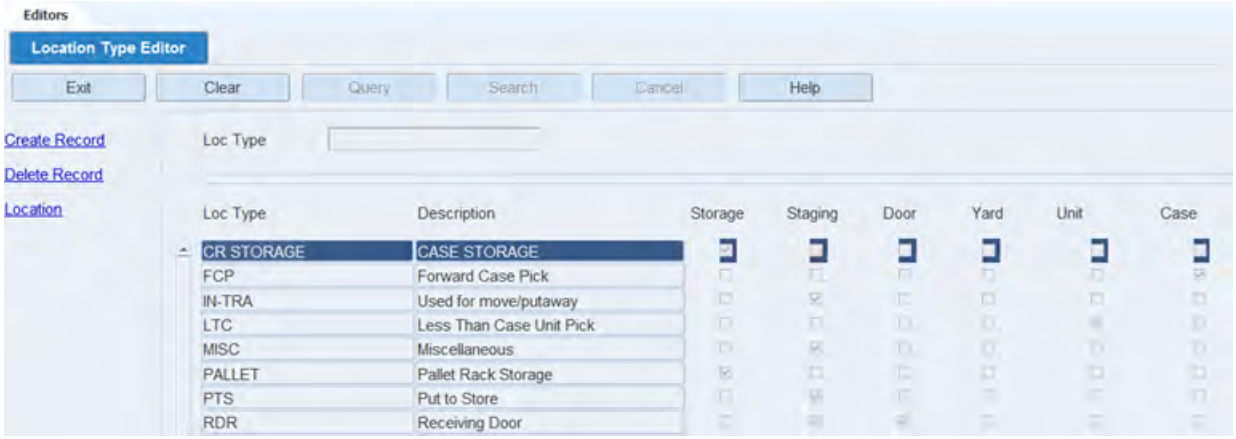
Location Type Editor

The Location Type Editor allows you to define and view the location types in your warehouse. For each location type defined, you must provide the dimensions and container capacity. Location types are used to group locations that share common physical characteristics.

Location Type Editor Window

From the main menu, select Setup Location > Location Type Editor. The Location Type Editor window opens

Figure 6–23 Location Type Editor window

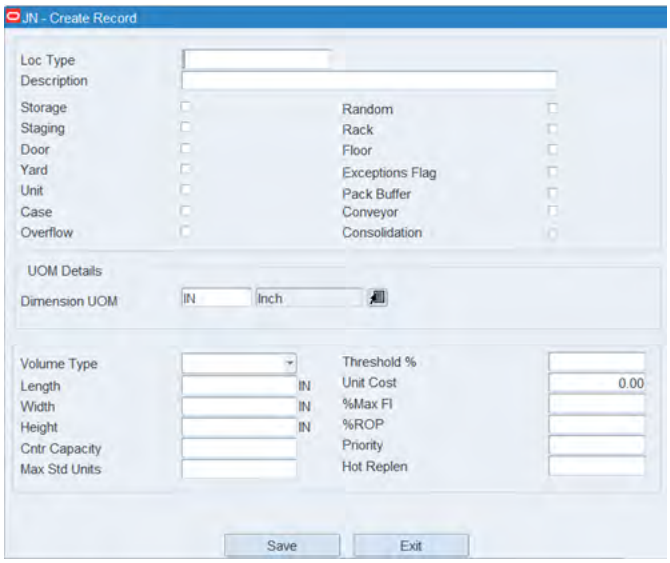


Note: You can also access this window from the Location Editor window.

Add a Location Type

1. On the Location Type Editor window, click **Create Record**. The Create Record window opens.

Figure 6–24 Create Record Window



2. In the Loc Type and Description fields, enter a name and description for the location type.
3. Select the check box next to each physical characteristic that applies to the location type.
4. In the Volume Type field, enter either Cube or Unit as the determining factor for space availability.
   - If Unit, enter the maximum number of standard units in the Max Std Units field.
   - If Cube, enter the length, width, and height in the appropriate fields.
5. In the Cntr Capacity field, enter the number of containers that fit at the location type.
6. In the Threshold % field, enter the maximum utilization percentage.
7. In the Unit Cost field, enter the cost of storage per unit.
8. In the % Max Fill and % ROP fields, enter the percentages for 1) filling locations beyond the baseline capacity and 2) triggering reorders. These pertain to unit pick locations that are set up as auto-slottable.
9. In the Priority (% Priority ROP Task) field, enter the percentage of capacity at which replenishment tasks become a higher priority. This pertains to unit pick locations.
10. In the Hot Rep (% Hot Replenishment) field, enter the percentage of capacity at which to trigger hot replenishment requests. This pertains to unit pick locations that are set up as auto-slottable.
11. Click **Save** to save the changes and close the Create Record window.

Activity Editor

The Activity Editor contains all of the core activities that are supported by RWMS. An activity is defined as any task that requires both physical and logical action. It allows the user to see if the activity is task management enabled, and if yes, set the priority of

the task and the priority threshold. It also allows you to turn on Labor Management for supported Activities as long as the System Parameter Enable Labor Management is set to Y.

About Activities

Activities are classified as:

- Basic Activity: A basic activity is an activity that can only be performed one way with no variations.
- Basic Extended Activity: Basic extended activities are those activities where the system provides variations on how to perform the activity such as radio frequency versus paper, system generated label versus generic labels, and so on.

All Radio Frequency windows in the application and a limited number of GUI windows are defined as unique activities. The following is the limited list of GUI windows defined as activities:

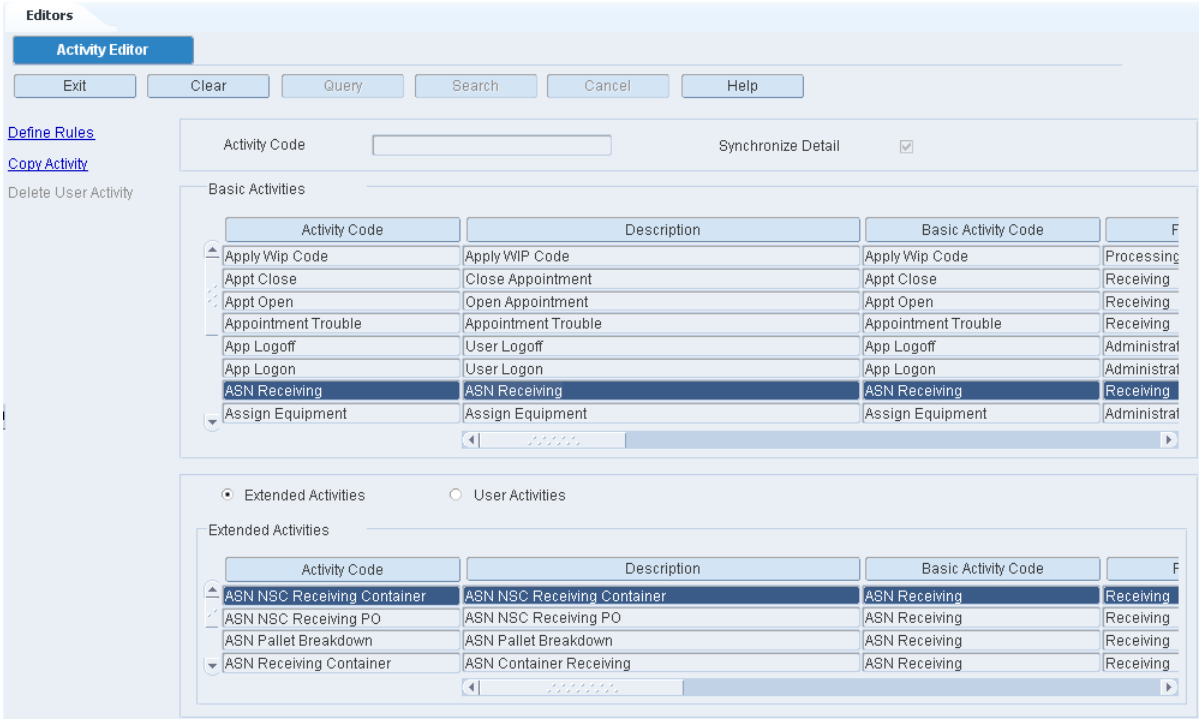
- Apply WIP Code
- Confirm Paper Pick to Belt
- Confirm Paper Pick to Pallet
- Confirm Paper Unit Pick
- Container Checking
- Electronic Return Processing
- Inventory Edit by Container
- Order Consolidation
- Packing
- Paper Return Processing
- Quality Assurance
- Resolve Trouble
- Ticketing

Activity Editor Window

The Activity Editor window is used to capture and store all data interactions for the activities listed in this editor. For example, when a Bulk Pick is performed, the following details are captured: Entry into window, Location ID, Container ID, Quantity, Done key and Exit key.

To maintain activities, navigate to Setup - Activity -> Activity Editor. The Activity Editor window opens.

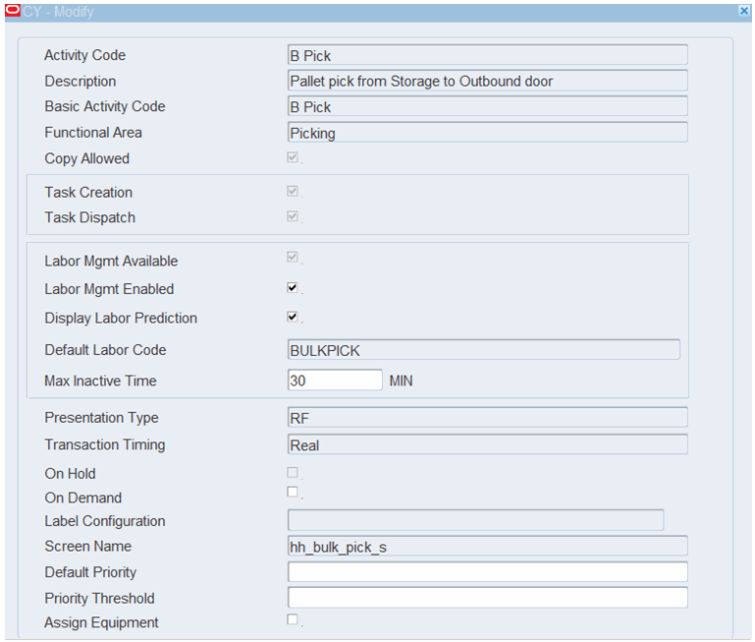
Figure 6–25 Activity Editor Window



Edit an Activity

1. On the Activity Editor window, double-click the activity code that you want to edit. The Modify window opens.

Figure 6–26 Modify Window



2. The following fields are pre-populated and you cannot edit them:
   - Activity Code: is the name of the system supported activity.

- Description: is the long description for the activity.
- Basic Activity Code: the only time this will not match the activity code field is when you copy an existing activity and create a user defined activity. The new activity code performs the exact same functions as the original activity code.
- Functional Area: identifies the type of activity (receiving, transport, picking, replenishment, cycle count, shipping) where the activity is actually performed.
- Copy Allowed: this flag is enabled when the user is allowed to copy an existing activity to create a new user activity.
- Task Creation: this flag indicates that this activity appears on the Task Command Queue.
- Task Dispatch: this flag indicates that the task appears in the RF Task Administration window and allow for interleaving with the use of an activity group.
- Labor Mgmt Available: this flag indicates if Labor Management is supported within the application for this activity. If checked this activity can calculate Labor Standards.
- Default Labor Code: this is the Labor Code currently marked as default from the Labor Template Editor.
- Presentation Type: this indicates how the activity can be performed (RF, GUI, Paper).
- Transaction Timing: this indicates when the activity is generated (real time or post).
- On Hold: this flag indicates whether a replenishment activity can be placed on hold until the location reaches it reorder point. This field is checked if the On Hold functionality is supported for the specific activity and blank if not supported.

3. Labor Management Enabled check box allows you to enable this specific activity for Labor Standards creation.
4. The Display Labor Prediction check box allows you to see the Predicted Labor Standard on the RF windows for those activities that are Labor Management Enabled. enable_labor_mgmt is set off at the SCP level or theThe Labor Standard Prediction check box is unavailable if the Labor Mgmt Enabled is set to off at the activity level.
5. Max Inactive Time is the amount of time a user can go inactive on the RF session before the system asks *What is your current location*. This is used by Labor Management for travel calculations.
6. Check the On Demand check box to print labels on demand instead of printing them all at once. This option allows you to request a specific number of labels from a printer on the warehouse floor. This flag is disabled for unsupported activities and enabled for supported activities. The default setting for enabled activities is blank meaning do not print on demand.
7. The Label Configuration field is populated from the Label Configuration Editor and the valid values are PRINT_WITH_WAVE and PRINT_ON_DEMAND.
8. The Screen Name field displays the technical screen name and cannot be edited.
9. Set the Default Priority. This is the numeric priority (ranging from 1 to 99) assigned by the user to an activity when the activity is first created. This field is

enabled for all activities supported by task management and disabled for all other activities.

Note: An activity with Default Priority set to 1 is more important than an activity with Default Priority set to 99.

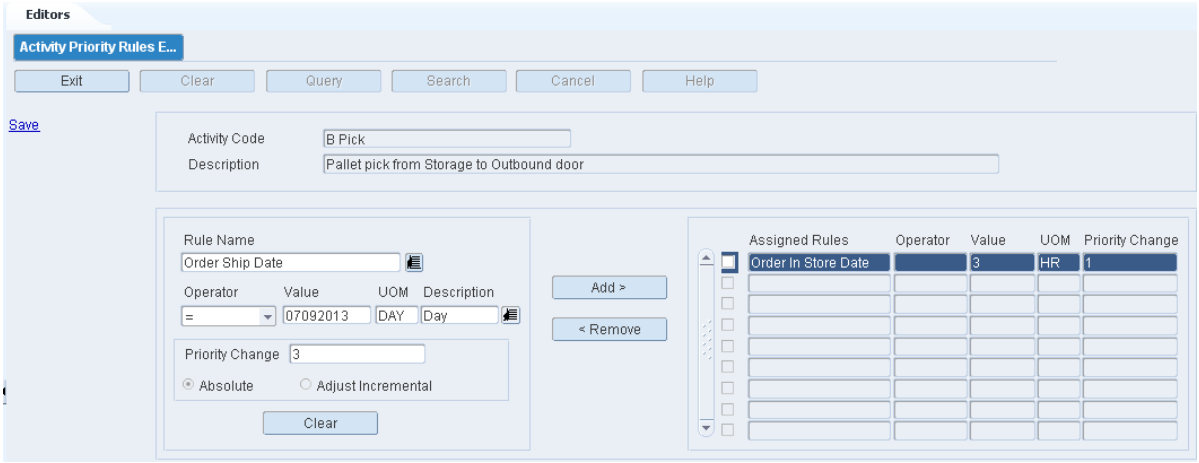
10. Set the Priority Threshold. This is the numeric priority where proximity (distance) takes precedence over priority. For example, if the priority threshold is set to 4, any activity with a priority 1 to a priority 4 is done in priority order. That is, all priority 1 activities done first, followed by all priority 2 activities, followed by all 3 activities and priority 4 activities. At the point where the system starts performing activities with priority 5 or above the system looks for the activities that are closest to the current location of the user.
11. Check the Assign Equipment Flag as necessary. This flag is checked when the activity requires equipment (forklift, turret truck, cherry picker, etc) to perform the activity.
12. Click **Save** to save the changes and close the Modify window.

Define Rules for a Supported Activity

RWMS, when installed has rules for specific activities that can be defined (turned on). A rule is defined as a condition that triggers an action when it occurs. You can define the conditions that make the rule true and the resulting priority change.

1. On the Activity Editor window, select an activity, click **Define Rules**. The Activity Priority Rules Editor window opens.

Figure 6–27 Activity Priority Rules Editor Window



2. Validate that correct activity code has been selected by viewing the top block.
3. In the Rule Name field, select the rule using the LOV.
4. In the Operator field, select an operator for the rule (=, <, >). For rules that do not require an operator this field is disabled.
5. In the Value field, enter the value that triggers the rule.
6. In the UOM (Unit of Measure) field click the LOV button and select the desired UOM for this rule.

7. In the Priority Change field, enter the number to raise the priority of the task if the rule is met. The lower the number the higher the priority. Based on the rule selection, the priority change is either absolute or incremental.

   Absolute means the priority changes from its current default priority to the new priority.

   Incremental means the priority changes from its current default priority and gets reduced by the incremental number. For example, if default priority is 10 and incremental change is 3, the new priority is 7.

   Note: If the rule Task Age is defined for the activity and Adjust Incremental option is selected, then the default priority is changed after the time period specified in Task Age rule.

8. Click Add. The rule moves to the Assigned Rules table.
9. Click Save to save the change and close the Activity Priority Rules Editor window.

Delete a Defined Rule

1. On the Activity Editor, place the cursor on the desired activity and click **Define Rules** to open the Activity Priority Rules Editor.
2. On the Activity Priority Rules Editor, place a check mark next to the rule you want to delete (disable).
3. Click **Remove**. The rule is removed from the Assigned Rules table.
4. Click **Save** to save the rules and close the window.

Table 6–1 Supported Rules

Activity Code	Rule Name	Description
BD_REPLEN	FPL_QTY_VS_ROP_2	Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
BD_REPLEN	FPL_QTY_IS_ZERO_ WITH_DIST_QTY	FPL is Empty with pending Distributed Qty, Calculation: Unit Qty = 0, Demand Qty>0
BD_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
BD_REPLEN	FPL_QTY_VS_CAPACITY_ 2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BD_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
BD_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-order Point Qty
BD_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
BD_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
BD_REPLEN	FPL_QTY_VS_CAPACITY_ 1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BP_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
BR_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
BR_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
BR_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BR_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BR_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
BR_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
BR_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
BR_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
BR_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
BT_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
BT_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
BT_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BT_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
BT_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
BT_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
BT_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
BT_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
BT_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
B_PICK	TRAILER_OPENED	Opened Trailer
B_PICK	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
B_PICK	ORDER_SHIP_DATE	Ship Date for an order is within the specified time range
B_PICK	ORDER_IN_STORE_DATE	In Store Date for an order is within the specified time range
CD_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
CD_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
CD_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CD_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CD_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
CD_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CD_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
CD_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CD_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CE_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
CE_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
CE_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CE_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CE_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CE_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CE_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
CE_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
CE_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CF_PICK	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CF_PICK	ORDER_SHIP_DATE	Ship Date for an order is within the specified time range
CF_PICK	ORDER_IN_STORE_DATE	In Store Date for an order is within the specified time range
CF_PICK	TRAILER_OPENED	Opened Trailer
CO_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CO_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CO_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CO_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CO_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
CO_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
CO_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
CO_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CO_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
CP_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CR_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
CR_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CR_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CR_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CR_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CR_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
CR_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CR_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
CR_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
CS_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CT_REPLEN	FPL_QTY_VS_CAPACITY_2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CT_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CT_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
CT_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
CT_REPLEN	FPL_QTY_IS_ZERO_WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
CT_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
CT_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
CT_REPLEN	FPL_QTY_VS_CAPACITY_1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
CT_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CYCLE_COUNT	CYCLE_COUNT_MM_AUDIT	Location Manually Marked for a Cycle Count - with an Audit
CYCLE_COUNT	CYCLE_COUNT_MM_NO_AUDIT	Location Manually Marked for a Cycle Count - without an Audit
CYCLE_COUNT	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
CYCLE_COUNT	CYCLE_COUNT_SS	Location selected by the System for a Cycle Count
C_PICK	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
C_PICK	ORDER_SHIP_DATE	Ship Date for an order is within the specified time range
C_PICK	ORDER_IN_STORE_DATE	In Store Date for an order is within the specified time range
C_PICK	TRAILER_OPENED	Opened Trailer
LOAD_ CONTAINER	ORDER_IN_STORE_DATE	In Store Date for an order is within the specified time range
LOAD_ CONTAINER	ORDER_SHIP_DATE	Ship Date for an order is within the specified time range
LOAD_ CONTAINER	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
LOAD_ CONTAINER	TRAILER_OPENED	Opened Trailer
PL_REPLEN	FPL_QTY_VS_CAPACITY_ 1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
PL_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
PL_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
PL_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
PL_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
PL_REPLEN	FPL_QTY_VS_CAPACITY_ 2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
PL_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
PL_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
PL_REPLEN	FPL_QTY_IS_ZERO_ WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
PR_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
PR_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
PR_REPLEN	FPL_QTY_VS_CAPACITY_ 2	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
PR_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
PR_REPLEN	FPL_QTY_IS_ZERO_ WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
PR_REPLEN	FPL_QTY_VS_CAPACITY_ 1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
PR_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
PR_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
PR_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
PT_REPLEN	FPL_QTY_VS_ROP_2	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
PT_REPLEN	FPL_QTY_VS_ROP_1	FPL Unit Qty vs. Re-Order Qty as a percentage. Calculation: (Unit Qty / Re-order Qty)*100
PT_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
PT_REPLEN	FPL_QTY_IS_ZERO_ WITH_DIST_QTY	FPL is Empty with pending Distributed Qty. Calculation: Unit Qty = 0, Demand Qty>0
PT_REPLEN	FPL_QTY_IS_ZERO	FPL is Empty. Calculation: Unit Qty = 0
PT_REPLEN	FPL_QTY_LESS_DIST_QTY	FPL Unit Qty is less than Distributed Qty. Calculation: Demand Qty > Unit Qty
PT_REPLEN	FPL_QTY_REACH_ROP	FPL Qty is less than or equal to Re-Order Point Qty
PT_REPLEN	FPL_QTY_VS_CAPACITY_ 1	FPL Unit Qty vs. Capacity as a percentage. Calculation: (Unit Qty / Capacity)*100
PT_REPLEN	FPL_QTY_VS_CAPACITY_ 2	FPL Unit Qty vs. Capacity specified as a percentage. Calculation: (Unit Qty / Capacity)*100
TRANSPORT_ MOVE	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
TRANSPORT_ MOVE	BBD_ITEM	Best Before Date Item for the item is within specified time interval
TRANSPORT_ MOVE	NO_INVENTORY_FPL	No inventory in any of the forward picking locations (FPL) - Case or Unit
TRANSPORT_ MOVE	NO_INVENTORY	No inventory in the facility/building
TRANSPORT_ MOVE	TRAILER_OPENED	Opened Trailer
TRANSPORT_ MOVE	CID_TO_EXTERNAL_DEST	Container Assigned External Destination
TRANSPORT_ MOVE	CID_TO_INTERNAL_DEST	Container Assigned Internal Destination
TRANSPORT_ MOVE	NO_INVENTORY_ RESERVE	No Inventory in Reserve
TRANSPORT_ PUTAWAY	NO_INVENTORY_FPL	No inventory in any of the forward picking locations (FPL) - Case or Unit
TRANSPORT_ PUTAWAY	NO_INVENTORY_ RESERVE	No Inventory in Reserve
TRANSPORT_ PUTAWAY	NO_INVENTORY	No inventory in the facility/building
TRANSPORT_ PUTAWAY	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
TRANSPORT_ PUTAWAY	TRAILER_OPENED	Opened Trailer
TRANSPORT_ PUTAWAY	BBD_ITEM	Best Before Date Item for the item is within specified time interval
UP_REPLEN	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally
U_PICK	TASK_AGE	Elevate the priority of aging tasks after a specified time interval incrementally

Table 6–1 (Cont.) Supported Rules

Activity Code	Rule Name	Description
U_PICK	ORDER_IN_STORE_DATE	In Store Date for an order is within the specified time range
U_PICK	ORDER_SHIP_DATE	Ship Date for an order is within the specified time range
U_PICK	TRAILER_OPENED	Opened Trailer

Equipment Class Editor

The Equipment Class Editor allows you to maintain a master list of equipment classes. An equipment class is used to group equipment with similar characteristics. At the class level, you define the number of pallets and maximum weight that the equipment is designed to handle, the vertical reach of the equipment, and the horizontal and vertical clearance required by the equipment.

You can access the Equipment Editor window in order to define the pieces of equipment that are members of the equipment class.

Once the equipment classes are defined, you can assign them at the following levels: location class, location, item class, item configuration, and activity.

The use of equipment classes is optional in RWMS. Equipment classes are required, however, if you activate Task Management and/or Labor Management.

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Dimension fields are set based on your DISP_DIMEN_UOM setting (DISP_MAX_VERT_REACH, DISP_MAX_HORZ_REACH, DISP_VERT_OVERHEAD, and DISP_HORZ_OVERHEAD).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Weight field is set based on your DISP_WEIGHT_UOM setting (DISP_MAX_WEIGHT).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Speed fields are set based on your DISP_SPEED_UOM setting (DISP_VERT_LIFT_LOADED_SPEED, DISP_VERT_LIFT_UNLOADED_SPEED, DISP_VERT_DROP_LOADED_SPEED, DISP_VERT_DROP_UNLOADED_SPEED, DISP_HORZ_LOADED_SPEED, DISP_HORZ_UNLOADED_SPEED).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Dimension fields are set based on your SYS_DIMEN_UOM setting (MAX_VERT_REACH, MAX_HORZ_REACH, VERT_OVERHEAD, and HORZ_OVERHEAD).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Weight field are set based on your SYS_WEIGHT_UOM setting (MAX_WEIGHT).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Speed fields are set based on your SYS_SPEED_UOM setting (VERT_LIFT_LOADED_SPEED, VERT_LIFT_UNLOADED_SPEED, VERT_DROP_LOADED_SPEED, VERT_DROP_UNLOADED_SPEED, HORZ_LOADED_SPEED, and HORZ_UNLOADED_SPEED).

Equipment Class Editor Window

From the main menu, select Setup Equipment/Zone > Equipment Class Editor. The Equipment Class Editor window opens.

Note: You can access the Equipment Editor window from the Equipment Class Editor window. On the Equipment Class Editor window, click the Equipment link to access the Equipment Editor window.

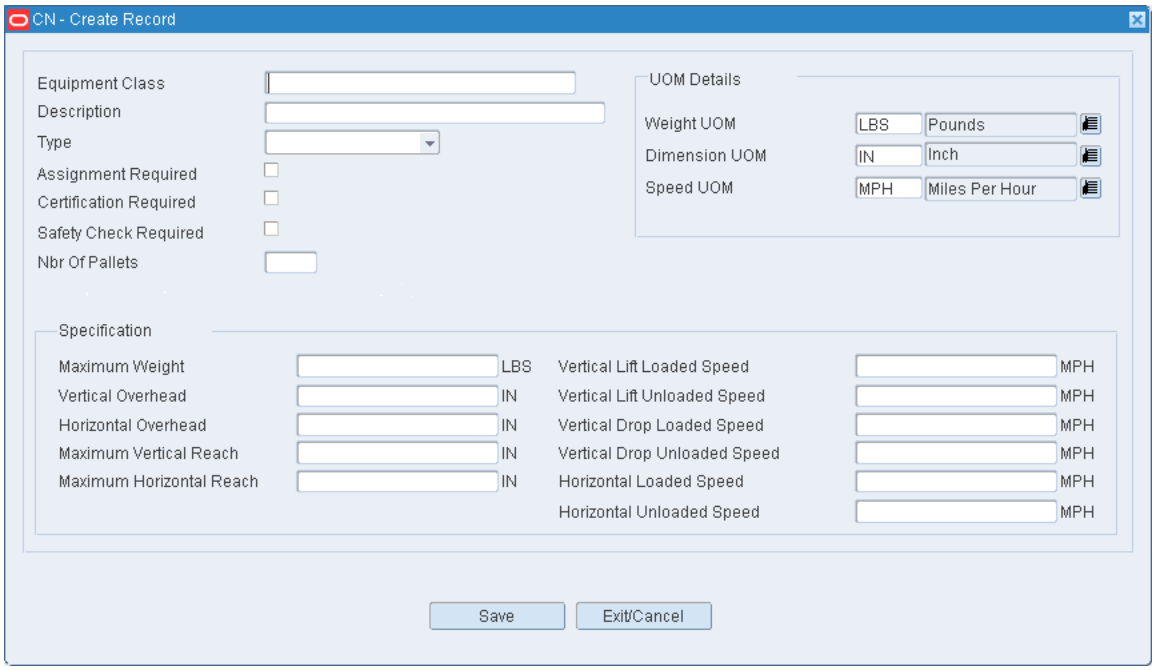
Figure 6–28 Equipment Class Editor Window

Add an Equipment Class

To add an equipment class:

1. On the Equipment Class Editor window, click **Create Record**. The Create Record window opens.

Figure 6–29 Create Record Window



2. In the Equipment Class and Description fields, enter a name and a description for the equipment class.

3. In the Type field, select one of the device categories (Handheld, Truckmount, or Wristmount) or select Vehicle. Vehicle is used for all material handling equipment such as Forklifts, Turret Trucks, and Cherry Pickers.
4. In the Assignment Required Field, set the flag to ON if using task management. When this flag is set to yes, the system validates that the tasks dispatched to this user can be performed by the equipment class assigned to the user.
5. In the Certification Required field, set the flag to ON if the user needs to be trained and receive a certification letter before operating this class of equipment.
6. In the Nbr of Pallets field, enter the maximum number of pallets that the equipment is designed to handle.
7. In the Maximum Weight field, enter the maximum weight that the equipment is designed to carry.
8. In the Vertical Overhead field, enter the vertical clearance required by the equipment.
9. In the Horizontal Overhead field, enter the horizontal clearance required by the equipment.
10. In the Maximum Vertical Reach field, enter the maximum height to which the equipment can extend.
11. In the Maximum Horizontal Reach field, enter the maximum reach to which the equipment can extend.
12. In the Vertical Lift Loaded Speed field, enter the normal speed for raising the forks/deck when carrying a pallet. This is a future use field for Labor Management.
13. In the Vertical Lift Unloaded Speed field, enter the normal speed for raising the forks/deck when empty. This is a future use field for Labor Management.
14. In the Vertical Drop Loaded Speed field, enter the normal speed for lowering the forks/deck when carrying a pallet. This is a future use field for Labor Management.
15. In the Vertical Drop Unloaded Speed field, enter the normal speed for lowering the forks/deck when empty. This is a future use field for Labor Management.
16. In the Horizontal Loaded Speed field, enter the normal speed of the equipment when moving with a loaded pallet. This is a future use field for Labor Management.
17. In the Horizontal Unloaded Speed field, enter the normal speed of the equipment when moving empty. This is a future use field for Labor Management.
18. In the Weight UOM field, select the appropriate weight Unit of Measure for your specific facility.
19. In the Dimension UOM field, select the appropriate dimension Unit of Measure for your specific facility.
20. In the Speed UOM field, select the appropriate speed Unit of Measure for your specific facility.
21. Click **Save** to save the changes and close the Add/Modify window.

Equipment Editor

The Equipment Editor window allows you to identify each piece of equipment with a unique ID and description. The equipment can then be associated with an equipment class. When the association is confirmed, the characteristics of the equipment class are copied to the specific equipment ID. You can then edit the characteristics for each specific piece of equipment (For example, the speed of one forklift brand is different than another brand).

When equipment is assigned to an activity, RWMS compares the location height and weight restrictions to the height and weight capabilities of the actual piece of equipment being proposed to complete the activity. If the equipment does not match the restriction criteria, then it cannot be assigned to the activity.

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Dimension fields are set based on your DISP_DIMEN_UOM setting (DISP_MAX_VERT_REACH, DISP_MAX_HORZ_REACH, DISP_VERT_OVERHEAD, and DISP_HORZ_OVERHEAD).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Weight field is set based on your DISP_WEIGHT_UOM setting (DISP_MAX_WEIGHT).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Display Speed fields are set based on your DISP_SPEED_UOM setting (DISP_VERT_LIFT_LOADED_SPEED, DISP_VERT_LIFT_UNLOADED_SPEED, DISP_VERT_DROP_LOADED_SPEED, DISP_VERT_DROP_UNLOADED_SPEED, DISP_HORZ_LOADED_SPEED, DISP_HORZ_UNLOADED_SPEED).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Dimension fields are set based on your SYS_DIMEN_UOM setting (MAX_VERT_REACH, MAX_HORZ_REACH, VERT_OVERHEAD, and HORZ_OVERHEAD).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Weight fields are set based on your SYS_WEIGHT_UOM setting (MAX_WEIGHT).

When using an import tool (For example, Microsoft Excel) to load Equipment Classes into RWMS make sure your Speed fields are set based on your SYS_SPEED_UOM setting (VERT_LIFT_LOADED_SPEED, VERT_LIFT_UNLOADED_SPEED, VERT_DROP_LOADED_SPEED, VERT_DROP_UNLOADED_SPEED, HORZ_LOADED_SPEED, and HORZ_UNLOADED_SPEED).

Equipment Editor Window

From the main menu, select Setup Equipment/Zone > Equipment Editor. The Equipment Editor window opens.

Figure 6–30 Equipment Editor Window

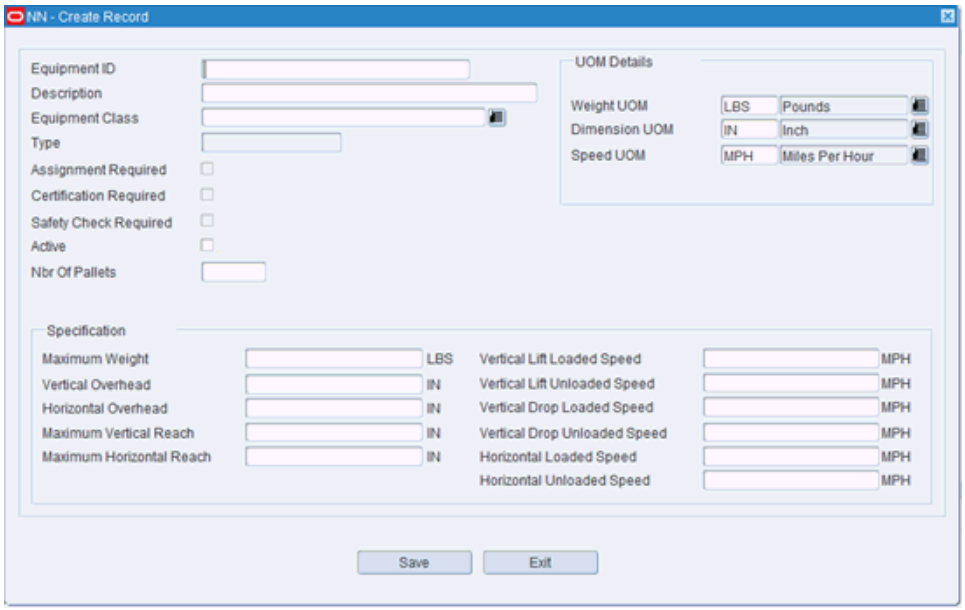
Note: You can also access this window from the Equipment Class window.

Add Equipment

To add equipment:

1. On the Equipment Editor window, click **Create Record**. The Create Record window opens.

Figure 6–31 Create Record Window



2. In the Equipment ID and Description fields, enter an ID and description for the equipment ID.
3. In the Equipment Class field, enter the desired equipment class or select an Equipment Class from the LOV. When a class is selected all of the values from the class are inherited at the Equipment ID level. After the inherited information is displayed, the specific fields may then be edited at the equipment ID level:

- The Type field is inherited from the Equipment Class and cannot be edited.
- The Assignment Required field is inherited from the Equipment Class and cannot be edited.
- The Certification Required field is inherited from the Equipment Class and cannot be edited
- The Safety Check field is inherited from the Equipment Class and cannot be edited.

Note: All of the following fields are inherited from the Equipment Class, but can be edited.

---

4. In the Nbr of Pallets field, enter the maximum number of pallets that the equipment is designed to handle.
5. In the Maximum Weight field, enter the maximum weight that the equipment is designed to carry.
6. In the Vertical Overhead field, enter the vertical clearance required by the equipment.
7. Click **Save** to save the changes and close the Create Record window.
8. In the Horizontal Overhead field, enter the horizontal clearance required by the equipment.
9. In the Maximum Vertical Reach field, enter the maximum height to which the equipment can extend.
10. In the Maximum Horizontal Reach field, enter the maximum reach to which the equipment can extend.
11. In the Vertical Lift Loaded Speed field, enter the normal speed for raising the forks/deck when carrying a pallet. This is a future use field for Labor Management.
12. In the Vertical Lift Unloaded Speed field, enter the normal speed for raising the forks/deck when empty. This is a future use field for Labor Management.
13. In the Vertical Drop Loaded Speed field, enter the normal speed for lowering the forks/deck when carrying a pallet. This is a future use field for Labor Management.
14. In the Vertical Drop Unloaded Speed field, enter the normal speed for lowering the forks/deck when empty. This is a future use field for Labor Management.
15. In the Horizontal Loaded Speed field, enter the normal speed of the equipment when moving with a loaded pallet. This is a future use field for Labor Management.
16. In the Horizontal Unloaded Speed field, enter the normal speed of the equipment when moving empty. This is a future use field for Labor Management.
17. In the Weight UOM field, select the appropriate weight Unit of Measure for your specific facility.
18. In the Dimension UOM field, select the appropriate dimension Unit of Measure for your specific facility.
19. In the Speed UOM field, select the appropriate speed Unit of Measure for your specific facility.

20. Click **Save** to save the changes and close the Add/Modify window.

Attribute Type Editor

The Attribute Type Editor allows you to maintain a master list of attribute types. You can choose which operations are required when attributes are applied to activities, item classes, items, location classes, and locations. The operations include:

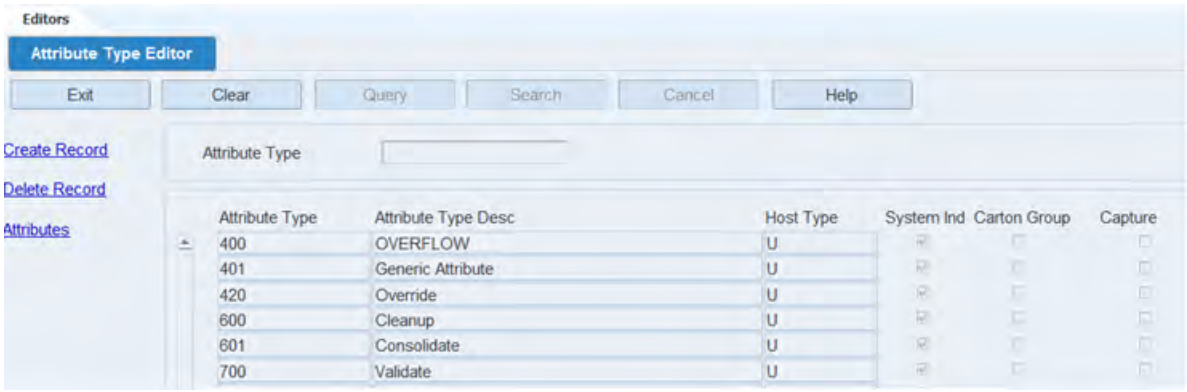
- Capture: The attribute requires a user to obtain specific information about an item, such as UPC and Item ID.
- Validate: The attribute requires a user to verify that the information provided by the system in a field is correct.
- Match: Both an item and a location must have the same attribute in order for the item to be stored in the location. For example, an item requiring refrigeration can only be stored in a refrigerated location. Match attributes apply only to putaway and move activities.

You can access the Attribute Editor in order to maintain the attributes associated with the selected attribute type.

Attribute Type Editor Window

From the main menu, select Setup Processing/Returns > Attribute Type Editor. The Attribute Type Editor window opens.

Figure 6–32 Attribute Type Editor Window

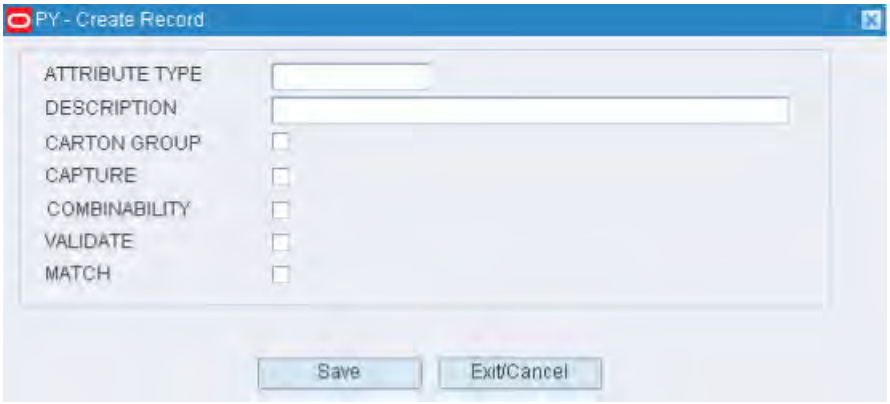


Note: You can also access this window from the following windows: Attribute Editor, Item Attribute Editor, Attribute Default Editor, and Location Attribute Editor.

Add an Attribute Type

1. On the Attribute Type Editor window, click **Create Record**. The Create Record window opens.

Figure 6–33 Create Record Window



2. In the Attribute Type and Description fields, enter an ID and description for the attribute type.
3. Select the Carton Group check box if the attribute type pertains to cartonization.
4. Select the Combinability check box if the attribute type pertains to combinability restrictions.
5. Select the check box next to the operations that you want to associate with the attribute type.
6. Click **Save** to save the changes and close the Create Record window.

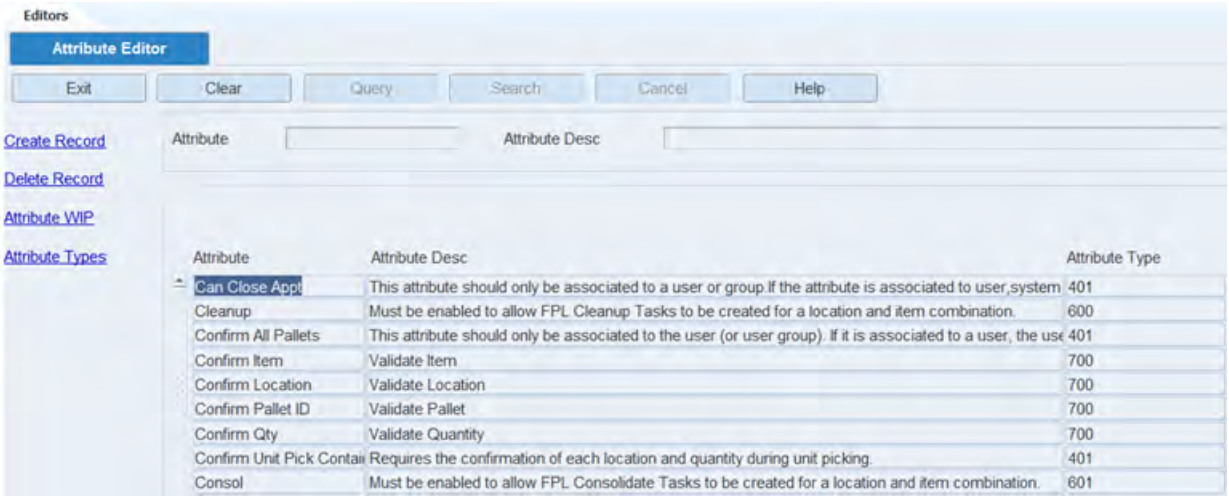
Attribute Editor

The Attribute Editor allows you to view the master list of attributes. The system also allows for the creation and deletion of user attributes. Attributes inherit the characteristics of the attribute type that is associated with them. At the attribute level, you restrict the availability of an attribute to one or more classes (item, location, equipment, and user).

Attribute Editor Window

From the main menu, select Setup Processing/Returns > Attribute Editor. The current attributes appear in the Attribute Editor window.

Figure 6–34 Attribute Editor Window

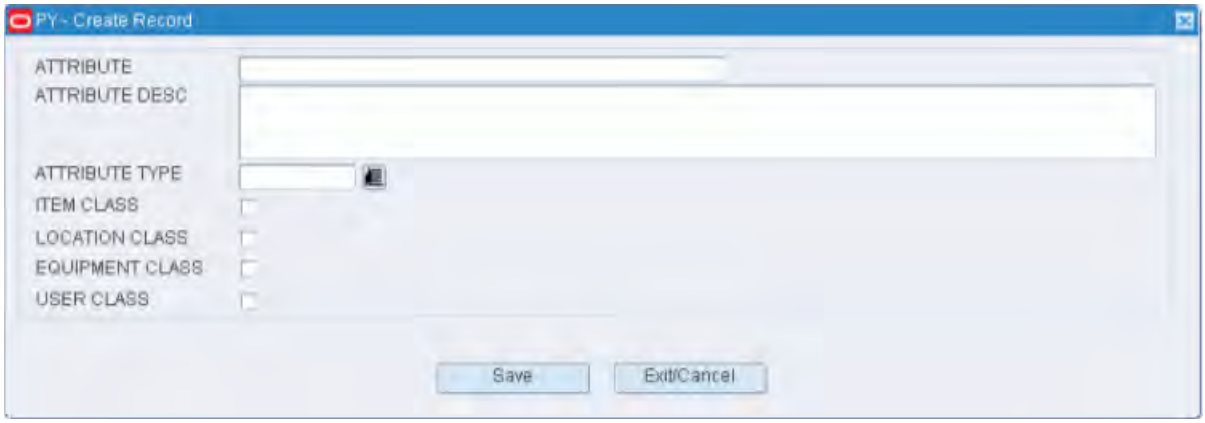


Note: You can also access this window from the Attribute Type Editor window.

Add an Attribute

1. On the Attribute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–35 Create Record Window



2. In the Attribute and Attribute Desc fields, enter an ID and description for the attribute.
3. In the Attribute Type field, enter the ID for the attribute type that you want to associate with the attribute, or click the LOV button and select the attribute type.
4. Select the check box next to each class that want to make the attribute available for.
5. Click **Save** to save the changes and close the Create Record window.

Attribute Definitions

CAN_CLOSE_APPT (User Attribute for FPR only)

When this attribute is applied to a user it gives them the permission to close FPR RF appointments. If not applied the RF user is unable to close the appointment.

CLEANUP (Item, Location Attribute)

When this attribute is applied to an item and a forward location RWMS creates the cleanup tasks based on rules defined in the cleanup editor.

CONFIRM_ALL_PALLETS (User Attribute for FPR only)

When this attribute is applied to a user the F5 - Select All function key is displayed in the FPR Confirm Receipt window. It allows all generic pallets to be selected at once.

CONFIRM_ITEM (Item, Location, Activity Attribute)

When this attribute is applied to the item, location, and Forward Case Picking activity RWMS will not prompt for the confirmation of the item. When the attribute is not applied to the item, location and activity then the user is required to confirm the item during the picking activity.

CONFIRM_LOCATION (Item, Location, Activity Attribute)

When this attribute is applied to the item, location, and Forward Case Picking activity RWMS will not prompt for the confirmation of the location. The Confirm Location field is pre-populated. When the attribute is not applied to the item, location, and activity then the user is required to confirm the location during the picking activity.

CONFIRM_PALLET_ID (Item, Location, Activity Attribute)

When this attribute is applied to the item, location, and Forward Case Picking activity RWMS will not prompt for the confirmation of the pallet ID. The Confirm Pallet ID field is pre-populated. When the attribute is not applied to the item, location and activity then the user is required to confirm the pallet ID during the picking activity.

CONFIRM_QTY (Item, Location, Activity Attribute)

When this attribute is applied to the item, location, and Forward Case Picking activity RWMS will not prompt for the confirmation of the quantity to be picked. The Confirm QTY field is pre-populated. When the attribute is not applied to the item, location, and activity then the user is required to confirm the quantity during the picking activity.

CONFIRM_UNIT_PICK_CONTAINER (Item, Location, User Attribute for Unit Picking only)

When this attribute is applied to the item, location, and user when performing unit picking, the location, the container ID and the quantity will need to be confirmed for each unit pick. If not applied, the pick from location is confirmed, and then each container and quantity are displayed for all picks associated to the container ID's enter and are completed as one pick. No confirmation is required for each container and quantity.

CONSOL (Item, Location Attribute)

When this attribute is applied to the item and forward pick location RWMS creates consolidation tasks for the forward picking locations. This is used by the forward pick location cleanup editor.

CONTAINER_SWAPPING (User, Item, Location Attribute for Bulk Picking only)

When this attribute is applied to a user, item, and the location, during the bulk picking activity a pallet can be swapped for the intended pallet. The pallet swapped must the same item, same quantity, and same inventory status as the previously selected pallet. When not applied, the pallet distributed must be picked.

CONTAINER_WEIGHT (Activity and Item Attribute)

When this attribute is applied to the activity and item the user is asked to enter the weight of each container/pallet during the RF receiving activity. This attribute applies to all receiving types. If the weight entered for the container/pallet exceeds the receiving tolerance (plus or minus) for that item the user receives either a soft warning or a hard stop.

CURSOR LOCATION ID (FPR Activity Attribute)

When this attribute is applied to the FPR activity the cursor begins in the Location ID field in the Create Appointment Detail window. When the attribute is not applied the cursor begins in the Pallet ID field.

DISP_CC_TYPE (User Attribute)

When this attribute is applied to a user the RF cycle count window displays the type of cycle count being performed (SS - System Selected, MM - Manually Marked, AC - Audit Count).

FPR_BYPASS_APPORTIONMENT (FPR Activity Attribute)

When this attribute is applied to the FPR activity the Bypass Apportionment flag is automatically set to Yes in the create FPR appointment header window. The GUI user has the ability to toggle the flag for each appointment. This flag should be checked when receiving merchandise from trusted vendors who deliver complete shipments. When checked the number of sub-pallets created by pre-distribution is significantly reduced saving labor.

FPR_SKIP_LABEL_CASE_PTS (FPR Activity Attribute)

When this attribute is applied to the FPR activity RWMS will not create a new formatted label for pallets going to Case Put to Store. Instead, RWMS assigns the internal destination to the original generic label applied during the receiving activity.

FPR_SKIP_LABEL_STOCK (FPR Activity Attribute)

When this attribute is applied to the FPR activity RWMS will not create a new formatted label for pallets going to Stock (storage). Instead, RWMS assigns the internal destination to the original generic label applied during the receiving activity.

ITEM_CONFIRM_ALL (Activity and Item Attribute)

When this attribute is applied to the receiving activities and the item, the user is asked to validate the Item ID, UPC or OCC codes during the RF receiving activity. This attribute applies to all receiving types except Flexible Pallet Receiving.

ITEM_CONFIRM_UPC (Item Activity Attribute)

When this attribute is applied to the receiving activities and the item, the user is asked to validate the UPC or OCC codes during the RF receiving activity. This attribute applies to all receiving types except Flexible Pallet Receiving.

ITEM_DIM_ UPDATE_NEW (FPR Activity Attribute)

When this attribute is applied to the FPR activity RWMS only prompts for dimension confirmation on new items. The attribute looks at the New Item flag on the Item Master Table.

ITEM_DIM_ UPDATE_WHEN_ALL_1 (FPR Activity Attribute)

When this attribute is applied to the FPR activity RWMS prompts for dimension confirmation when the length, width, height, and weight of the case and unit are defined as 1.

ITEM_WEIGHT (Item Activity Attribute)

When this attribute is applied to the item and the Forward Case Picking activity the RF user is prompted to capture the weight of the item.When performing RF Forward Case Picking, after confirming the quantity and the pallet id, the RF User is prompted to enter the ITEM_WEIGHT to be captured, prior to the drop-off.

When this attribute is not applied to the item and the activity, then there is no prompt for the item weight and the container is received normally. Likewise, when not applied to the Forward Case Picking windows, the RF User is not prompted for the item weight during the picking activity.

LINE_WEIGHT (Item Activity Attribute)

When this attribute is applied to a catch weight item and to the Catch Weight Receiving activity, the RF user is requested to capture the total weight of the item (all pallets/containers) received prior to the closing of the appointment. This attribute can be applied to all RF Receiving activities except Flexible pallet Receiving. RWMS applies an average weight to each pallet/container and the last pallet/container records the additional overage/shortage.

When this attribute is not applied to the item and activity, the receiving activity is executed as normal receiving.

LOCK_DIMENSIONS (User Activity Attribute for Receiving)

When this attribute is applied to the user, the RF Unload Check window will not permit dimension updates. When the attribute is not applied, the user is able to modify the item or case dimension during the receiving activity. This attribute does not apply to Flexible Pallet Receiving.

LOT_NBR (Item, Activity Attribute)

When this attribute is applied to the item and Receiving activities or Forward Case activities, the RF user is prompted to capture the lot number of the item. A popup window is displayed for the RF user to enter the lot number. This can be applied to all RF Receiving windows and to the Forward Case Picking window. When this attribute is not applied the lot number is not captured.

LTC_ITEM_CONFIRM (Location Attribute)

When this attribute is attached to the LTC Location, the window field header displays CONFIRM ITEM ID/UPC and the user must confirm the Item ID/UPC.

LTC_ITEM_LOCATION_CONFIRM (Location Attribute)

When this attribute is attached to the LTC Location, the screen field header displays CONFIRM ITEM ID/UPC or LOCATION and the user must confirm the Item ID/UPC or the Location.

OVERFLOW (Item, Location Attribute)

When this attribute is applied to the location and the item, then overflow processing is enabled for the forward picking locations through the distribution activities/picking when confirming the final location.

OVERRIDE (Item, User Attribute)

When this attribute is applied to the item and user, and the OVERRIDE SCP is set to Y then the RF putaway window allows the user to override the suggested putaway location. If the attributes are not applied to the item and user, and the SCP parameter OVERRIDE is set to N then the suggested location cannot be overridden.

PACK_SCAN_UPC_NOT_REQD (User Attribute)

When this attribute is attached to the user, it allows the user to confirm the item ID quantity through manual quantity entry even when an RWMS resident UPC exists for the item ID.

PREDIST_ALLOCATE_ONE_FIRST (Item, Activity Attribute for Receiving)

When this attribute is applied to the item and Receiving activity then the purchase order is distributed in the pre-distribution logic allocating one case to each destination first, looping until all is allocated. This is for all types of receiving except NSC receiving.

PREDIST_WT_ROUND_ROBIN (Item, Activity Attribute)

When this attribute is applied to the item and Receiving activity, then the purchase order is distributed by weighted round robin for the PREDIST order based on the priority field on the STOCK_ORDER and then on the STOCK_ALLOCATION. This is for all types of receiving except NSC receiving.

PREPLAN_FILL_TO_CAP (Item, Location Attribute)

When this attribute is applied to the item and location the pre-planned replenishment activity will distribute to the location's capacity. When this attribute is not applied, distribution can send inventory above location capacity to meet store demand. This may block aisles.

PREPLAN_PICK_ONLY (Item, Location Attribute)

When this attribute is applied to the item and location the pre-planned replenishment activity restricts the preplan replenishments to the PICK_QTY. When this attribute is not applied, distribution can send inventory above the pick quantity to the location.

REC_ABOVE_APPOINTED (User Attribute)

When this attribute is applied to the user it allows RF receiving of more than the appointed quantity but limited by the PO/item tolerances. If the unit tolerance is set to E the user receives a hard stop at tolerance and when set to C the user receives soft messages for every container over tolerance. This attribute applies to FRP with Details and NSC appointments only.

REC_ADD_DTL_ALLOWED (FPR Activity, User Attribute)

When this attribute is applied to the FPR activity and user RWMS allows the RF user to receive items on the Purchase Order being received which are not included in the appointment details. This attribute only applies to FRP with Detail appointments.

REC_BLIND_ALLOWED (FPR and User Attribute)

When this attribute is applied to the FPR activity and user, RWMS displays the F6 = Create Appointment function key on the RF Initiate Unload window. When the user presses F6 stay can create a Blind Appointment and receipt.

SCAN_LABELS_FLAG (Activity Attribute)

When this attribute is applied to the FPR activity it checks the Scan Case Label flag on the create appointment header window. The GUI user has the ability to toggle the flag for each appointment. When checked requests the RF user to scan each individual container during the receiving activity.

SIZE_REPLEN_TO_CAPACITY (Item, Location Attribute)

When this attribute is applied to the item and location the distribution activity resizes the replenishment to the location capacity. This attribute is part of the Chunking functionality of distribution. When this attribute is not applied, distribution sends inventor to the location based on the normal ROP or PREPLAN replenishment activity.

Note: This attribute will not work in combination with the PREPLAN_PICK_ONLY attribute.

SIZE_REPLEN_TO_RELEASE (Item, Location Attribute)

When this attribute is applied to the item and location the distribution activity resizes the replenishment to difference between the location capacity and release quantity. This attribute is part of the Chunking functionality of distribution.

Note: This attribute will not work in combination with the PREPLAN_PICK_ONLY and SUBSTITUTE_PICK attributes.

SUBSTITUTE_PICK (User, Activity Attribute)

When this attribute is applied to the user and pick activity RWMS directs the RF picker to an alternate location to complete a shorted pick. This attribute applies to forward case picking, unit picking, and bulk picking out of reserve. When the attribute is not applied no alternate locations will be suggested and the pick remains short.

TO_LOCATION (Item, Location, Activity Attribute)

When this attribute is applied to the item, location and Forward Case Pick activity RWMS will not prompt for the confirmation of the TO LOCATION that the pallet is being dropped off at. The TO LOCATION field is pre-populated. When the attribute is not applied to the item, location and activity then the user is required to confirm the TO LOCATION during the picking activity.

Location Class Editor

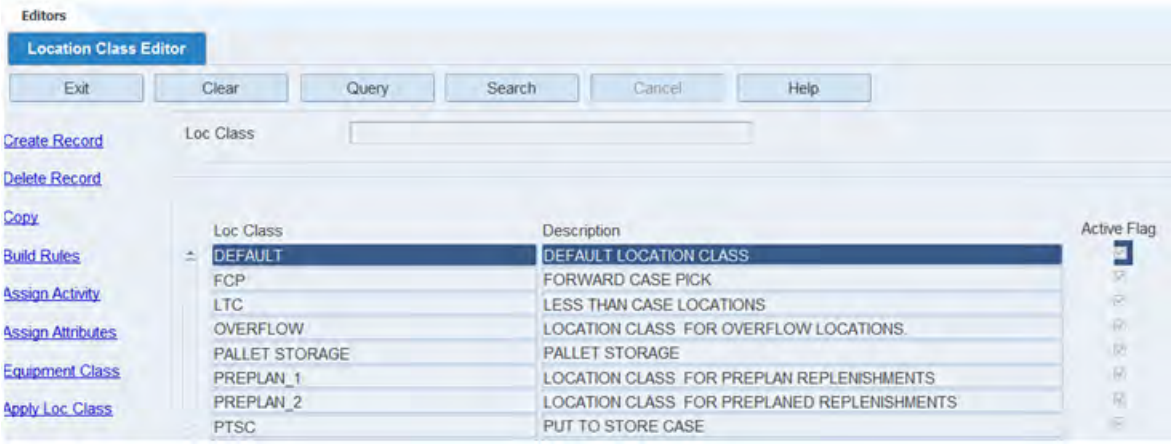
The Location Class Editor allows you to define and view location classes. A location class is used to group locations with similar processing needs. You define the rules of the class in order to determine which locations should belong to the class. Locations that match those rules inherit the default characteristics, activities, and equipment classes that were assigned to the location class.

You can access the Apply Location Class window in order to assign locations to the location class. The default characteristics, activities, and equipment classes of the location class are then applied to the selected locations.

Location Class Editor Window

From the main menu, select Setup Location > Location Class Editor. The Location Class Editor window opens.

Figure 6–36 Location Class Editor Window



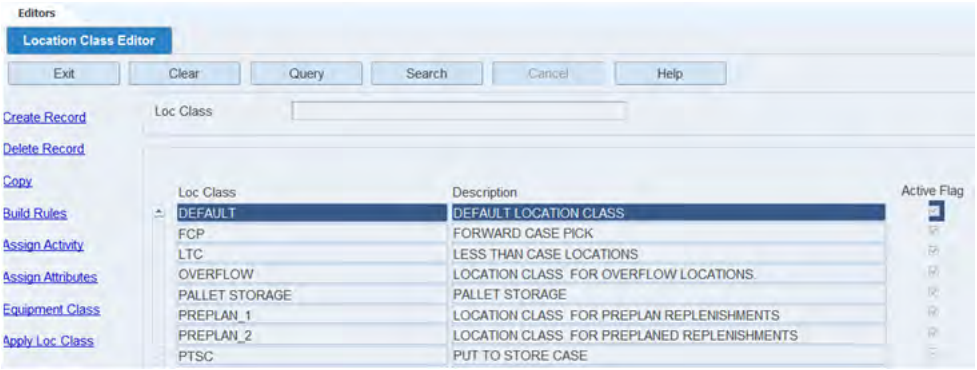
Add a Location Class

1. On the Location Class Editor window, click **Create Record**. The Create Record window opens.
2. In the Loc Class and Description fields, enter the name and description for the location class.
3. To indicate whether the location class should be made available for use, select or clear the Active Flag check box.
4. Click **Save** to save any changes and close the Create Record window.
5. Set up the following as necessary:
   - Build rules
   - Default characteristics
   - Activities
   - Equipment classes

Build Location Class Rules

From the main menu, select Setup Location > Location Class Editor. The Location Class Editor window opens.

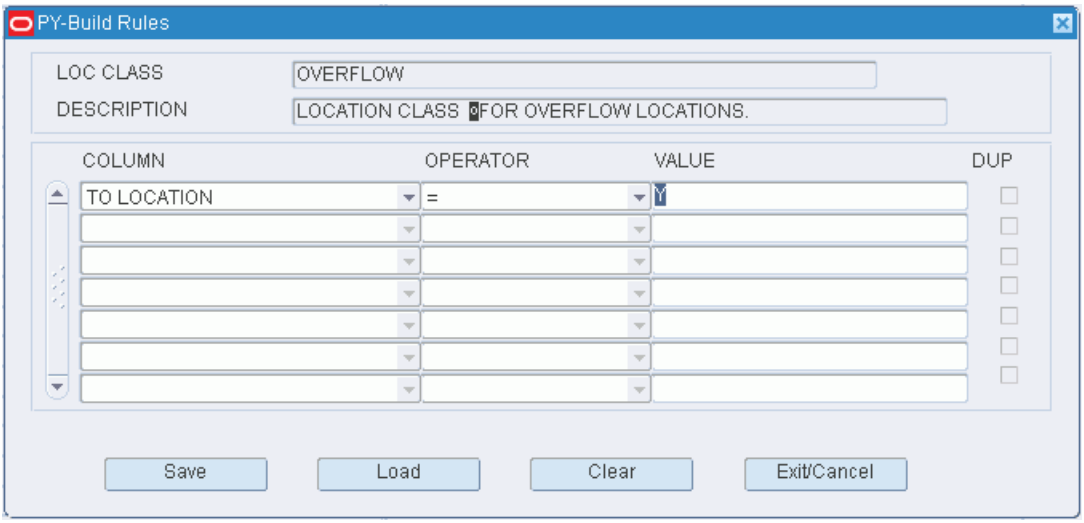
Figure 6–37 Location Class Editor Window



Build the Rules for a Location Class

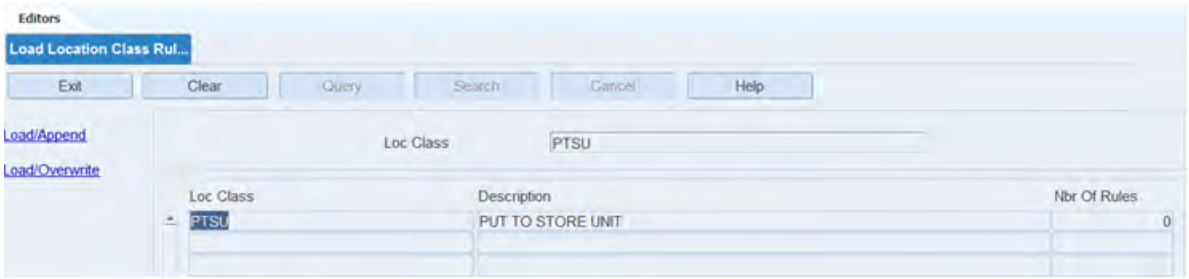
1. On the Location Class Editor window, select the location class that you want to edit.
2. Click **Build Rules**. The Build Rules window opens.

Figure 6–38 Build Rules Window



3. Define the rules for selecting the members of the location class:
   a. In the Column fields, select the limiting factors.
   b. In the Operator fields, select the relational operators.
   c. In the Value fields, enter the values of the limiting factors.
4. [Optional] To copy the rules from another location class:
   a. On the Build Rules window, click **Load**. The Load Location Class Rules window opens.

Figure 6–39 Load Location Class Rules Window



b. Select the location class whose rules you want to copy.

Note: To view the rules for a location class, double-click the desired location class. The rules appear in the Location Class Rules View Only window.

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c. Click **Load/Append** to add the rules to any existing rules, or click **Load/Overwrite** to replace any existing rules with the selected rules. You are returned to the Build Rules window.

d. If by appending the rules any duplicates occur, the Dup check box is selected next to the duplicate. Select the duplicate rule and click **Clear** to remove it.

5. Click **Save** to save the rules and close the Build Rules window.

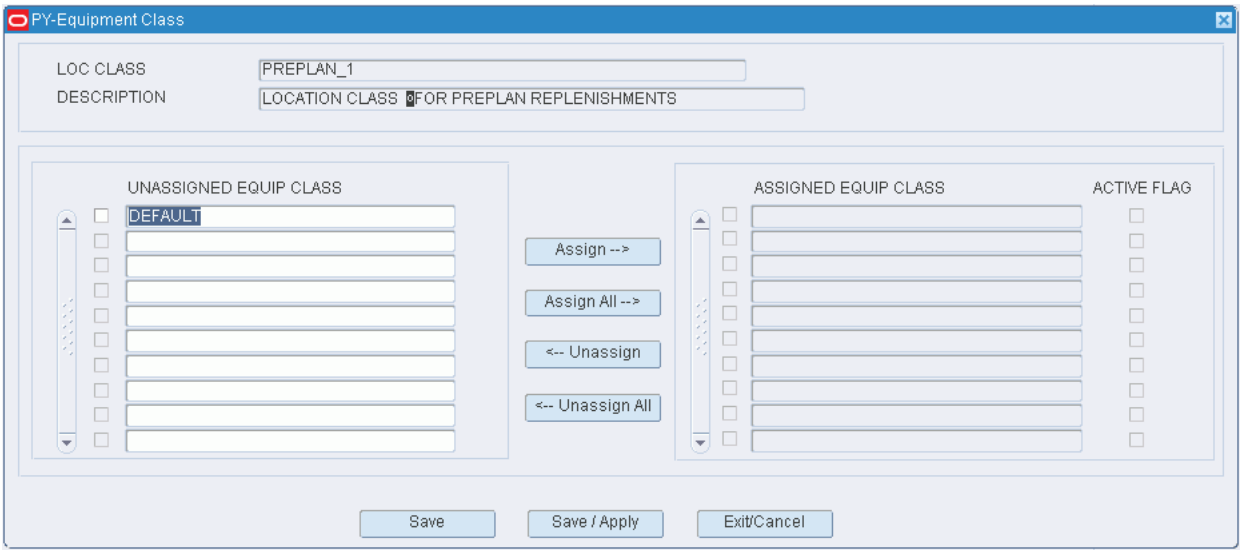
Assign Location Class Equipment Classes

From the main menu, select Setup Location> Location Class Editor. The Location Class Editor window opens.

Assign Equipment Classes

1. On the Location Class Editor window, select the location class that you want to edit.
2. Click **Equipment Class**. The Equipment Class window opens.

Figure 6–40 Assign Equipment Class Window



3. To assign equipment classes:
   a. Select the check box next to the desired equipment classes on the Unassigned Equip Class table.
   b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Class table.
4. To remove assigned equipment classes:
   a. Select the check box next to the desired equipment classes on the Assigned Equip Class table.
   b. Click **Unassign**. The selected equipment classes are moved to the Unassigned Equip Class table.
5. To make the assigned equipment classes available to users, select the Active check box next to the appropriate equipment classes.
6. [Optional] To apply the equipment classes to all locations that are currently assigned to the location class, click **Save/Apply**.
7. Click **Save** to save any changes and close the Equipment Class window.

Note: In the Assign Equipment Class window, you can 1) click **Assign All** to move all equipment classes to the Assigned Equip Class table or 2) click **Unassign All** to move all equipment classes to the Unassigned Equip Class table. All equipment classes are moved whether or not the check boxes are selected.

Assign Location Class Activities

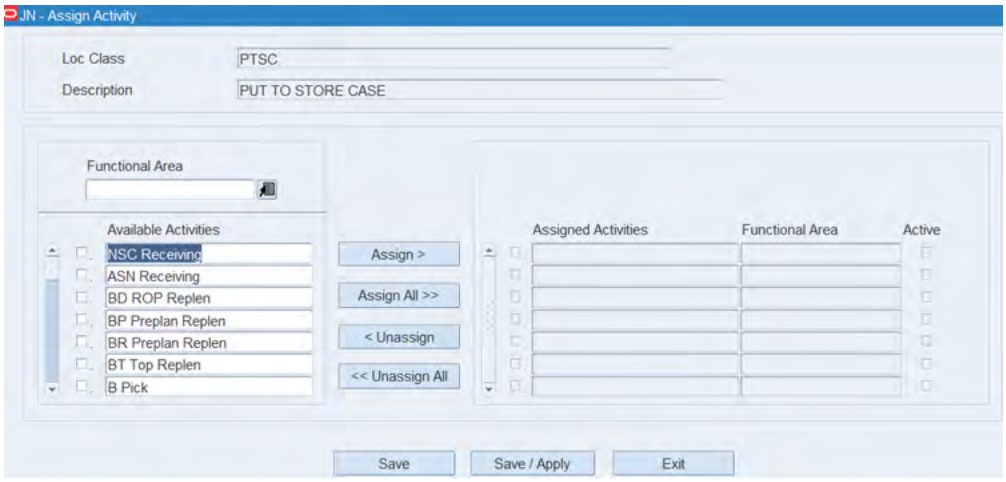
From the main menu, select Setup Location> Location Class Editor. The Location Class Editor window opens.

Assign Activities

1. On the Location Class Editor window, select the location class that you want to edit.

2. Click **Assign Activity**. The Assign Activity window opens.

Figure 6–41 Assign Activity Window



3. [Optional] To filter the activities listed in the Available Activities table, enter the name of activity type in the Activity Type field, or click the LOV button and select the activity type.
4. To assign activities:
   a. Select the check box next to the desired activities on the Available Activities table.
   b. Click **Assign**. The selected activities are moved to the Assigned Activities table.
5. To remove assigned activities:
   a. Select the check box next to the desired activities on the Assigned Activities table.
   b. Click **Unassign**. The selected activities are moved to the Available Activities table.
6. A location class may have multiple activities. Select the Primary check box next to the assigned activities which are considered to be the primary activities.
7. [Optional] To apply the activities to the locations that are currently assigned to the location class, click **Save/Apply**.
8. Click **Save** to save any changes and close the Assign Activity window.

Note: In the Assign Activity window, you can 1) click **Assign All** to move all activities to the Assigned Activities table or 2) click **Unassign All** to move all activities to the Available Activities table. All activities are moved whether or not the check boxes are selected.

Reference Point Editor

The Reference Point Editor allows you to define reference points throughout the warehouse which define your actual travel paths.

Reference points are used to 1) map distances between fixed points on a grid and 2) calculate distances between physical locations and fixed points on the grid. The goal is to define the best paths for moving merchandise throughout the site.

Reference points are required if you use XYZ functionality.

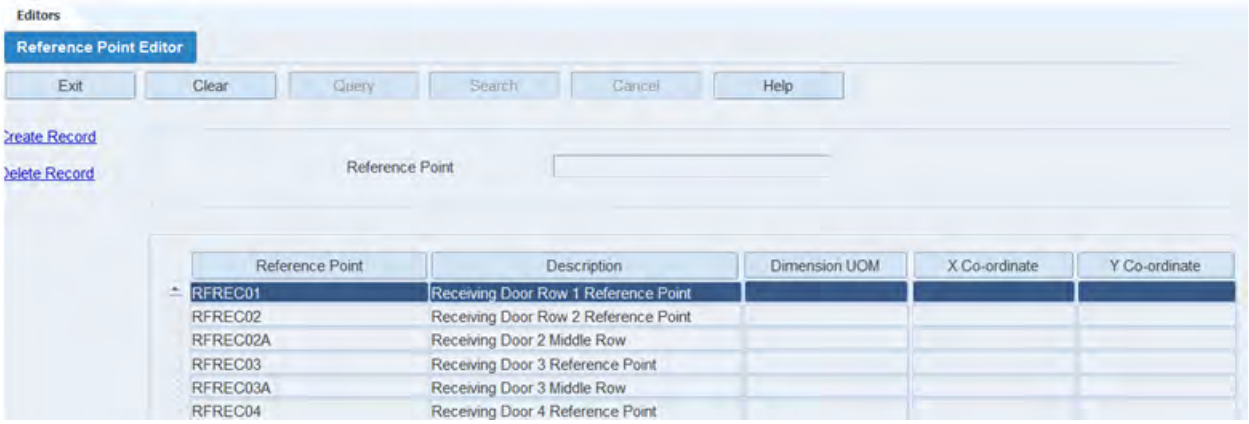
When using an import tool (For example, Microsoft Excel) to load Reference Points into RWMS make sure your display X, Y, Z fields are set based on your DISP_DIM_UOM setting (DISP_X_COORDINATE, DISP_Y_COORDINATE, DISP_Z_COORDINATE).

When using an import tool (For example, Microsoft Excel) to load Reference Points into RWMS make sure your X, Y, Z fields are set based on your SYS_DIMEN_UOM setting (X_COORDINATE, Y_COORDINATE, Z_COORDINATE).

Reference Point Editor Window

From the main menu, select Setup Location > Reference Point Editor. The Reference Point Editor window opens.

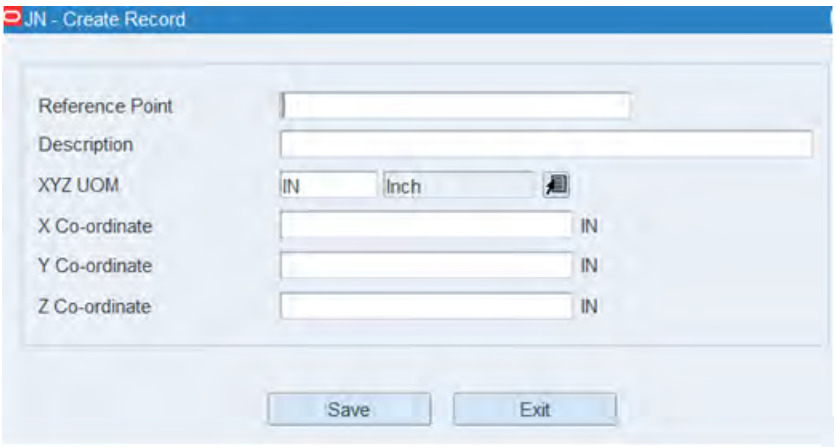
Figure 6–42 Reference Point Editor Window



Add a Reference Point

1. On the Reference Point Editor window, click **Create Record**. The Create Record window opens.

Figure 6–43 Reference Point Editor Window > Create Record Window



2. In the Reference Point and Description fields, enter the ID and description for the reference point.
3. In the X Coordinate and Y Coordinate fields, enter the position of the reference point in relation to an anchor point in the building.
4. Click **Save** to save the changes and close the Create Record window.

Reference Point Map Editor

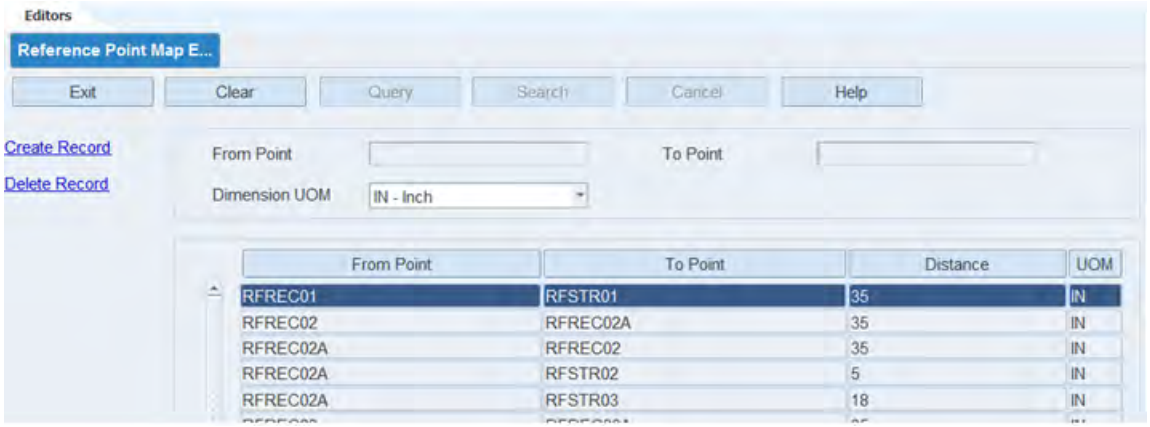
The Reference Point Mapping Editor allows you to associate reference points to other reference points that are in clear sight of each other. The distance between the reference points is automatically calculated by the system be using the X, Y, Z coordinates.

Note: The location references between the location and the reference points must be defined to ensure proper calculation for transports. If this is not defined, an error is shown when calculating the travel paths.

Reference Point Map Editor Window

From the main menu, select Setup Location > Reference Point Map Editor. The Reference Point Map Editor window opens.

Figure 6–44 Reference Point Map Editor Window



Map the Distance Between Two Reference Points

1. On the Reference Point Mapping Editor window, click **Create Record**. The Create Record window opens.

Figure 6–45 Create Record Window

2. In the From Point and To Point fields, enter the IDs of the reference points to be mapped.
3. The Distance between the two reference points will be calculated by the system.
4. Indicate if equipment can travel two ways between reference points by clicking Bi-Directional.
5. Click **Save** to save the changes and close the Create Record window.

Location Editor

The Location Editor allows you to define and view the locations required within the distribution center. Specific locations are then associated to a location class, location type, and zone. If desired you can also define putaway, pick, and cycle count sequences. If task management is enabled X, Y, Z coordinates must be defined to minimize the distance traveled to the next available task.

The status of a location may be:

- Hold: The location cannot be used for putaway, but merchandise may be picked or moved out.
- Out-Service: The location cannot be used for putaway, and nothing can be distributed from it either.
- OK: The location can be used for moving, putaway, and picking.

Although activities and equipment classes may be assigned to the location at the location class level, you can edit the assigned activities and equipment classes at the location level.

You have access to the following windows:

- Location Type Editor: Displays the physical characteristics and purpose of the location at the location type level.
- Forward Pick Location Editor: Displays the items associated with the location if the location is a unit pick location or forward case pick location.
- Zone Editor: Displays details at the zone level for a selected location.
- Location Attribute Editor: Displays the attributes that are associated with the location.
- Apply Location Class: Allows you to apply default characteristics, activities, and equipment classes of a location class to the location.

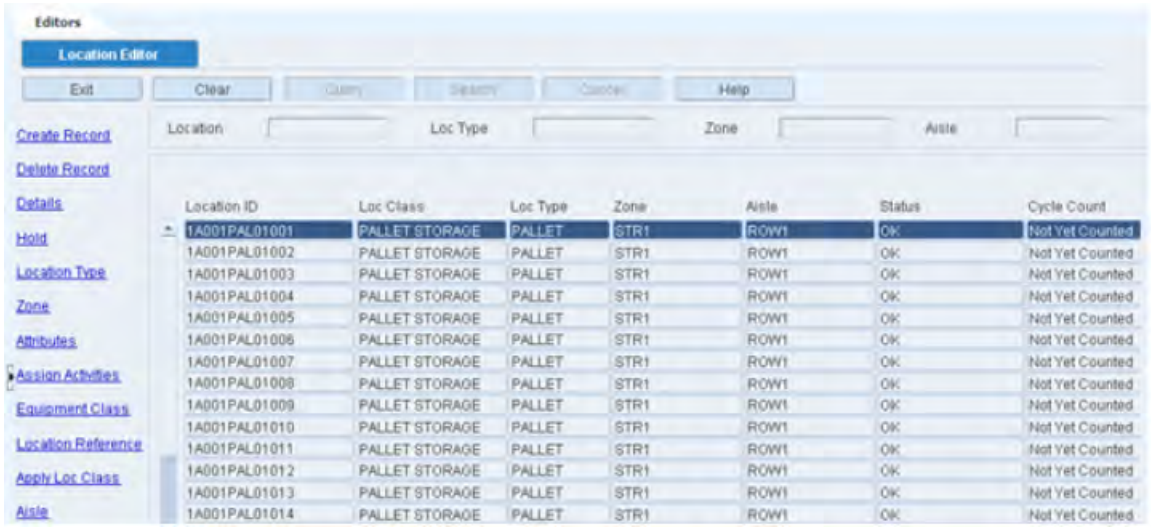
When using an import tool (For example, Microsoft Excel) to load Locations into RWMS make sure your display X, Y, Z fields are set based on your DISP_DIM_UOM setting (DISP_X_COORDINATE, DISP_Y_COORDINATE, DISP_Z_COORDINATE, DISP_ALT_X_COORDINATE, DISP_ALT_Y_COORDINATE, and DISP_ALT_Z_COORDINATE).

When using an import tool (For example, Microsoft Excel) to load Locations into RWMS make sure your X, Y, Z fields are set based on your SYS_DIMEN_UOM setting (X_COORDINATE, Y_COORDINATE, Z_COORDINATE, ALT_X_COORDINATE, ALT_Y_COORDINATE, and ALT_Z_COORDINATE).

Location Editor Window

From the main menu, select Setup Location > Location Editor. The Location Editor window opens.

Figure 6–46 Location Editor Window

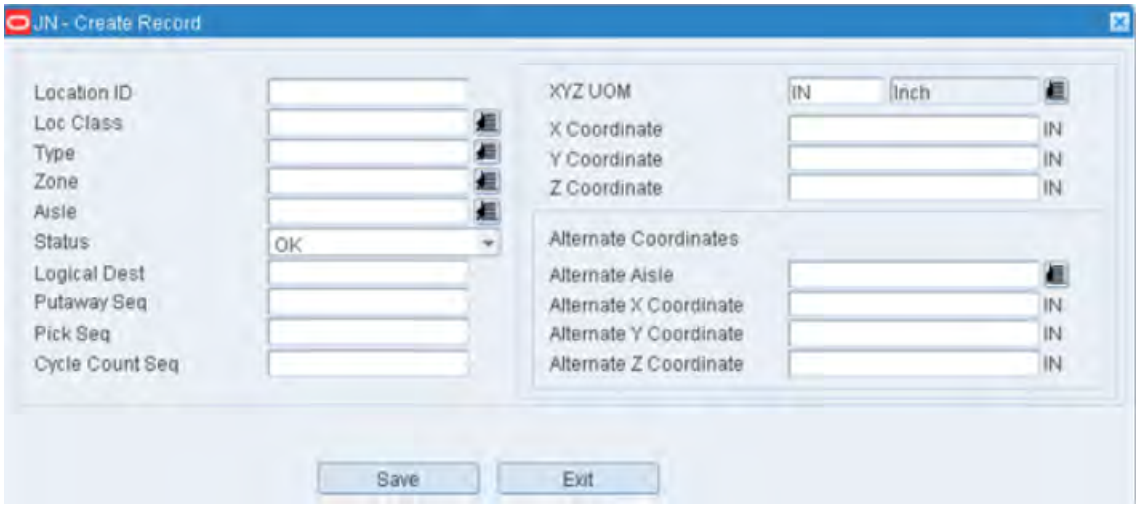


Note: You can also access this window from the Location Type Editor window.

Adding a Location

1. On the Location Editor window, click **Create Record**. The Create Record window opens.

Figure 6–47 Create Record Window



2. In the Location ID field, enter the ID of the location.
3. In the Loc Class field, enter or select the location class that you want to associate with the location.
4. In the Type field, enter or select the location type that you want to associate with the location.
5. In the Zone field, enter or select the zone that you want to associate with the location.
6. In the Aisle field, enter or select the aisle that you want to associate with the location.
7. In the Status field, edit the status of the location if other than OK.
8. In the Logical Dest field (optional), enter the conveyor destination if needed. This associates a conveyor or sorter divert with this location.
9. In the Putaway Seq, Pick Seq and Cycle Count Seq fields, enter the sequence number for putaway, pick and cycle count purposes. When filled out, these fields override the normal location sequence and allow you to perform these activities in any order you wish.

> **Note:** If the sequence number is not unique, then the priority is by sequence number and location ID.

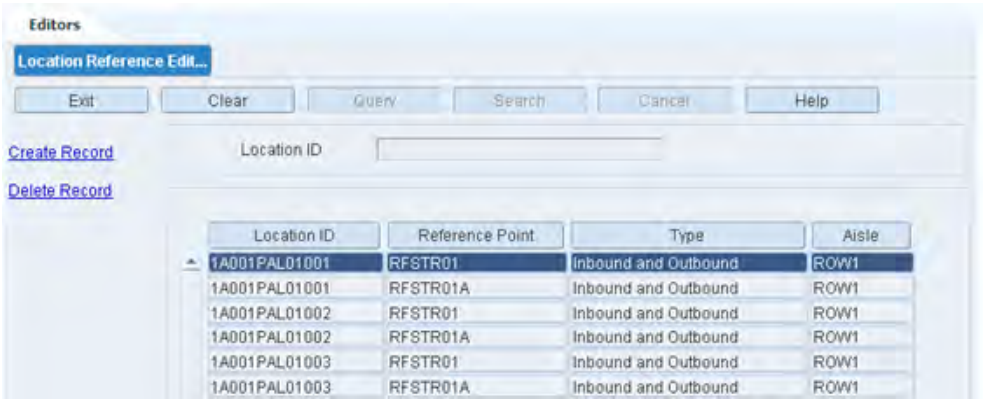
10. In the XYZ UOM field, select the UOM being used to measure the dimensions of the locations (Example - Inch or feet).
11. In the X, Y, and Z Coordinate fields, enter the coordinates of the location. These coordinates are often loaded using an Excel spreadsheet.
12. In the Alternate Aisle field (optional), enter or select the Alternate Aisle used to replenish flow rack (pallet or case). This is used when the replenishment occurs in one aisle but the picking occurs in another aisle.
13. In the Alternate X Coordinate field (optional), enter or select the Alternate X Coordinate used to replenish flow rack (pallet or case). This is used when the replenishment occurs in one aisle but the picking occurs in another aisle.

14. In the Alternate Y Coordinate field (optional), enter or select the Alternate Y Coordinate used to replenish flow rack (pallet or case). This is used when the replenishment occurs in one aisle but the picking occurs in another aisle.
15. In the Alternate Z Coordinate field (optional), enter or select the Alternate Z Coordinate used to replenish flow rack (pallet or case). This is used when the replenishment occurs in one aisle but the picking occurs in another aisle.
16. Click **Save** to save the changes and close the Create Record window.

Location Reference Editor

The Location Reference Editor allows you to define the reference points that can be seen (clear path) from a location. This association allows RWMS to calculate the distance that must be traveled to each location based on true travel paths and not as the crow flies.

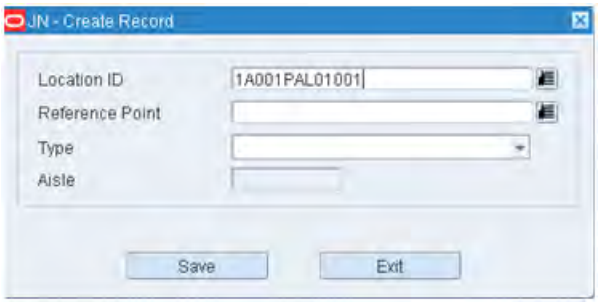
Figure 6–48 Location Reference Editor Window



Add a Location Reference Point

1. On the Reference Editor window, click **Create Record**. The Create Record window opens.

Figure 6–49 Create Record Window



2. Enter a Location ID or click the LOV button and select the location ID.
3. Enter a Reference Point, or click the LOV button and select the location ID.
4. Select a Type. The type field indicates if the reference point is used for only specific directions of travel:
   - Inbound Only

- Outbound Only
- Inbound and Outbound
- Alternate Inbound Only
- Alternate Outbound Only
- Alternate Inbound and Outbound

5. Click **Save** to create the new record.

   The Aisle field is for information only and will be populated automatically when a location is saved to a reference point. The Aisle is connected to the location in the Location Editor.

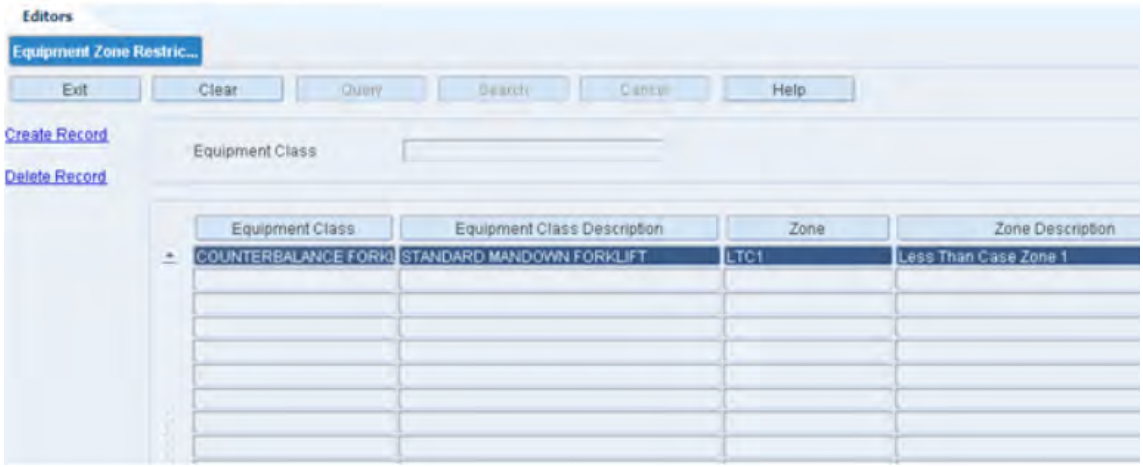
Equipment/Zone Restriction Editor

The Equipment Zone Restriction Editor allows you to define zones where equipment cannot operate within. This is often necessary when the material handling equipment prevents the use of specific equipment types (forklifts, cherry pickers, and so on).

Restrict Equipment Classes from Zones

From the main menu, select Setup Equipment/Zone Setup > Equipment Zone Restrictions Editor. The Equipment Zone Restriction Editor window opens.

Figure 6–50 Equipment Zone Restriction Editor Window

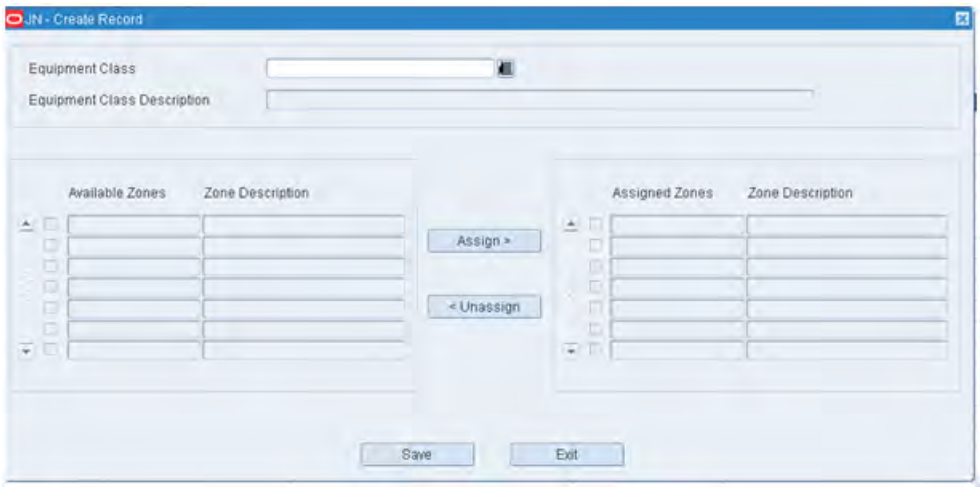


Add an Equipment Zone Restriction

To add an equipment zone restriction:

1. On the Equipment Zone Restriction Editor window, click **Create Record**. The Create Record window opens.

Figure 6–51 Create Record Window



2. In the Equipment Class field, enter the Equipment Class or click the LOV button and select the class. When the Equipment Class is selected, the system will populate all the available zones that can be restricted.
3. To restrict zones, place a check next to the zones on right side of window and then click **Assign** to place them on the left side of the window.
4. Click **Save** to save the changes and close the Create Record window.

Location Attribute Editor

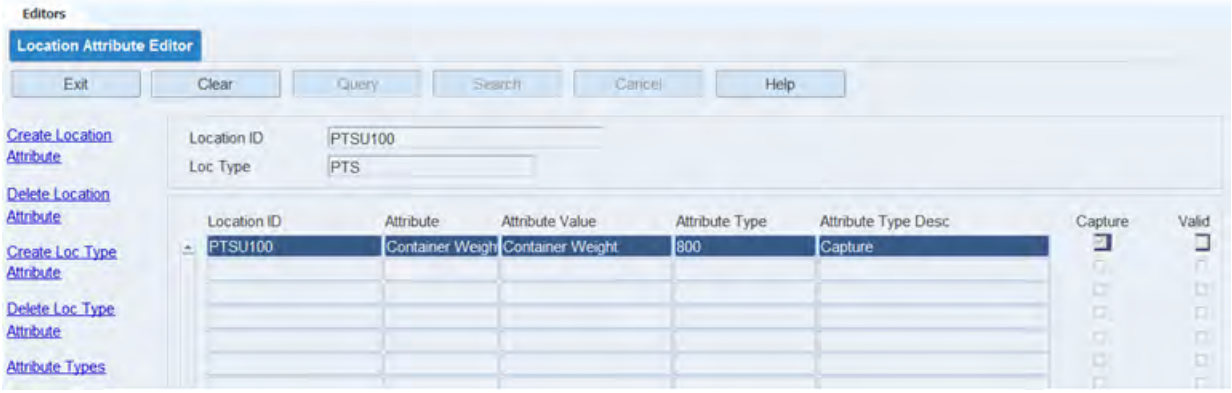
The Location Attribute Editor allows you to assign attributes to a location or to all locations of the same type. Your choices are restricted to those attributes that have been marked as available for location classes.

Location Attribute Editor Window

You can access the Attribute Type Editor window in order to edit the attribute type that is associated with an attribute.

From the main menu, select Setup Location> Location Attribute Editor. The Location Attribute Editor window opens.

Figure 6–52 Location Attribute Editor Window

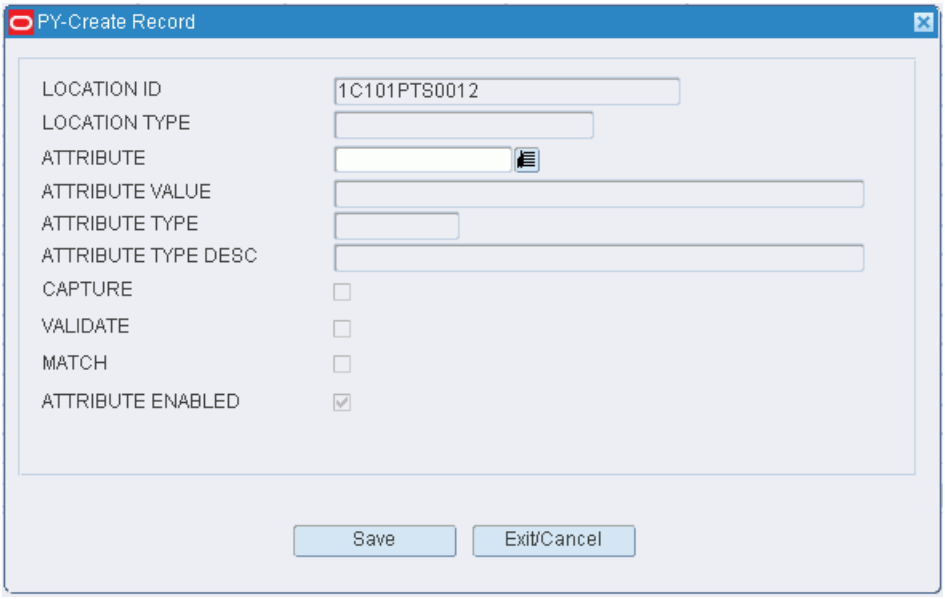


Note: You can also access this window from the Location Editor window.

Assign an Attribute to a Location

1. On the Location Attribute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–53 Create Record Window



2. In the Attribute field, enter the ID of the attribute that you want to associate with the current location, or click the LOV button and select the attribute.

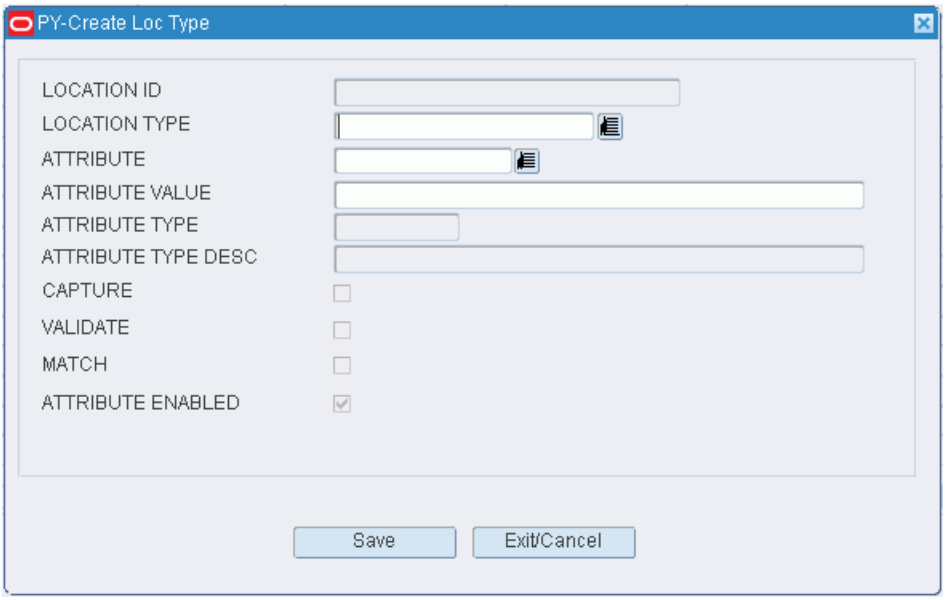
Note: If no location was identified on the Location Attribute Editor window, enter the ID of the location in the Location ID field on the Create Record window.

3. To make the location attribute available to users, select the Attribute Enabled check box.
4. Click **Save** to save the changes and close the Create Record window.

Assign an Attribute to Multiple Locations

1. On the Location Attribute Editor window, click **Create Loc Type**. The Create Loc Type window opens.

Figure 6–54 Create Loc Type Window



2. In the Attribute field, enter the ID of the attribute that you want to associate with the current location type, or click the LOV button and select the attribute.

   Note: If no location type was identified on the Location Attribute Editor window, enter the ID of the location type in the Location Type field on the Create Loc Type window.

3. To make the location attribute available to users, select the Attribute Enabled check box.
4. Click **Save** to save the changes and close the Create Loc Type window.

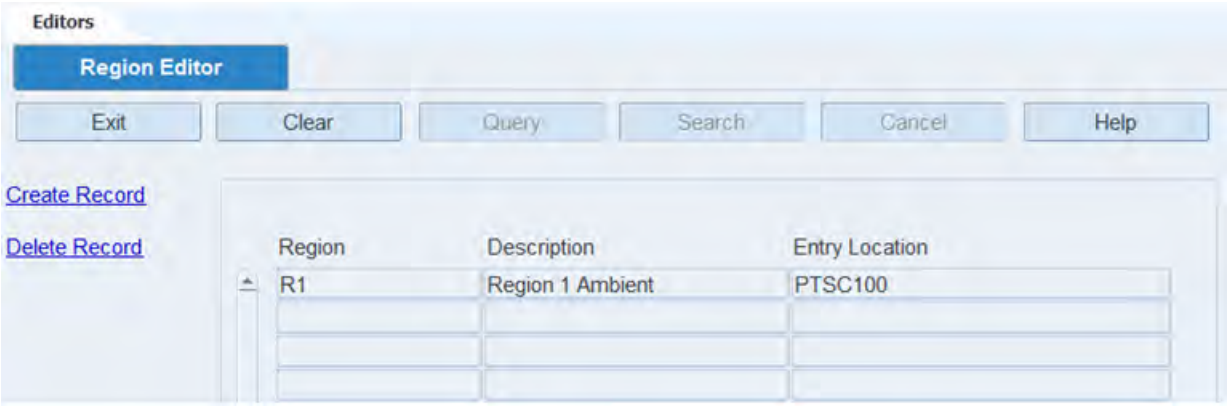
Region Editor

The Region Editor allows you to define and review the regions (group of zones) used within your facility. The definition of regions is optional and is only used when conveyor is used in reserve storage.

Region Editor Window

To access the Region Editor, navigate to Setup - DC -> Region Editor. The current regions appear in the Region Editor window.

Figure 6–55 Region Editor Window



Add a Region

1. On the Region Editor window, click **Create Record**. The Create Record window opens.

Figure 6–56 Create Record Window

2. In the Region field, enter a code for the region.
3. In the Description field, enter a description of the region.
4. In the Entry Location field, enter the ID of the location where containers enter the region.
5. Click **Save** to save the changes and close the Create Record window.

Carrier Editor

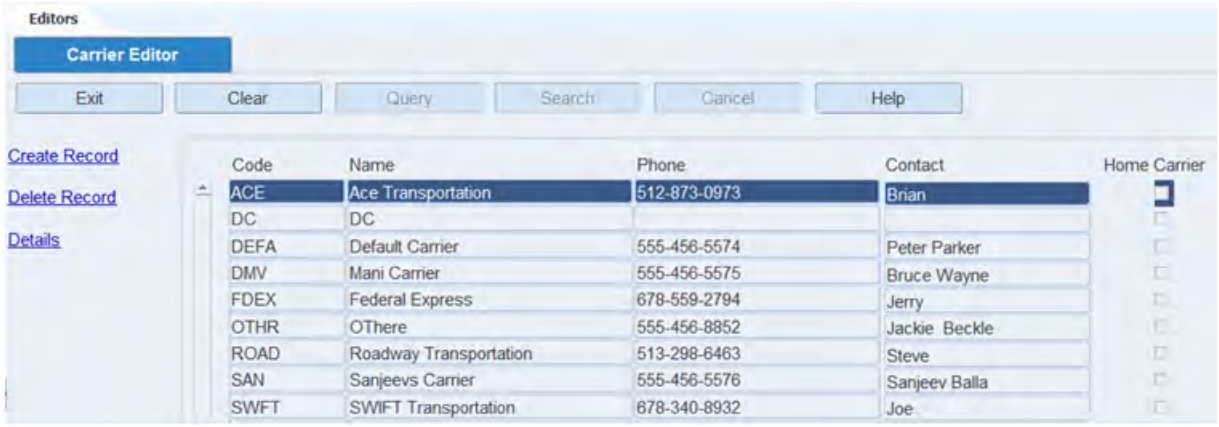
The Carrier Editor allows you to maintain a master list of carriers including the names and telephone numbers of contact persons.

You can access the Carrier Service Route Editor by clicking **Details** to view the defined service routes for a carrier.

Carrier Editor Window

From the main menu, select Setup Transportation > Carrier Editor. The current carriers appear in the Carrier Editor window.

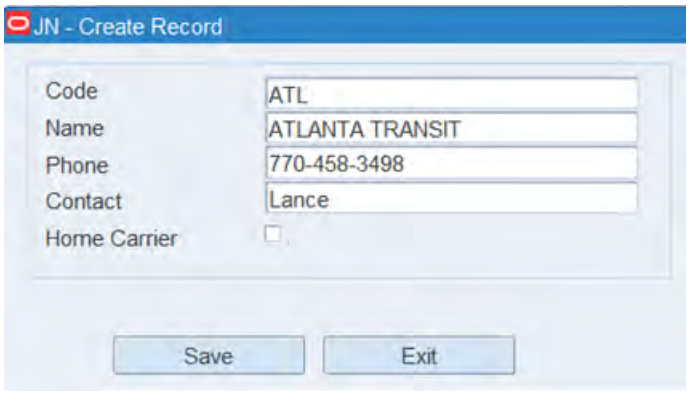
Figure 6–57 Carrier Editor Window



Add a Carrier

1. On the Carrier Editor window, click **Create Record**. The Create Record window opens.

Figure 6–58 Create Record Window



2. In the Code and Name fields, enter the code and name for the carrier.
3. In the Phone field, enter the telephone number of the carrier.
4. In the Contact field, enter the name of the contact person.
5. Click **Save** to save the changes and close the Create Record window.

Route Editor

The Route Editor allows you to define the shipping routes for the warehouse. You can indicate whether the route is active or inactive.

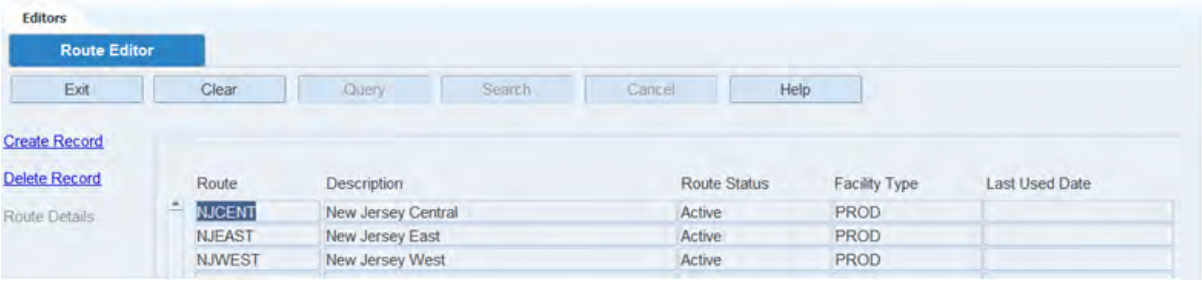
After routes are identified, you can use them to:

- Assign routes by day
- Assign destinations and load sequences to routes
- View route assignments by day

Route Editor Window

From the main menu, select Setup Transportation > Route Editor. The current routes appear in the Route Editor window.

Figure 6–59 Route Editor Window



Add a Route

1. On the Route Editor window, click **Create Record**. The Create Record window opens.

Figure 6–60 Create Record Window

2. In the Route field, enter the name of the route.
3. In the Route Status field, select the status of the route. The status may be:
   - Active: Places the route in service.
   - Inactive: Takes the route out of service.
4. In the Description field, enter the description of the route.
5. Click **Save** to save the changes and close the Create Record window.

Carrier Service Route Editor

The Carrier Service Route Editor allows you to define the level of service and the routes for each Carrier.

Carrier Service Route Editor Window

From the main menu, select Setup Transportation > Carrier Service Route Editor. The Carrier Service Route Editor window opens.

Figure 6–61 Carrier Service Route Editor Window

Note: You can also access this window from the Carrier Editor window.

Add a Service Route

1. On the Carrier Service Route Editor window, click **Create Record**. The Create Record window opens.

Figure 6–62 Create Record Window

2. In the Service field, enter a code for the service.
3. In the Route field, enter the route, or click the LOV button and select the route.
4. In the Location ID field, enter the ID of the staging or door location, or click the LOV button and select the location.
5. In the Default field, enter D for a default route or E for a default expedite route as necessary.

Note: You may be prompted to overwrite an existing default or default expedite route. Click Yes or No as necessary. Only one default route and one expedite route is permitted per facility.

6. Click **Save** to save the changes and close the Create Record window.

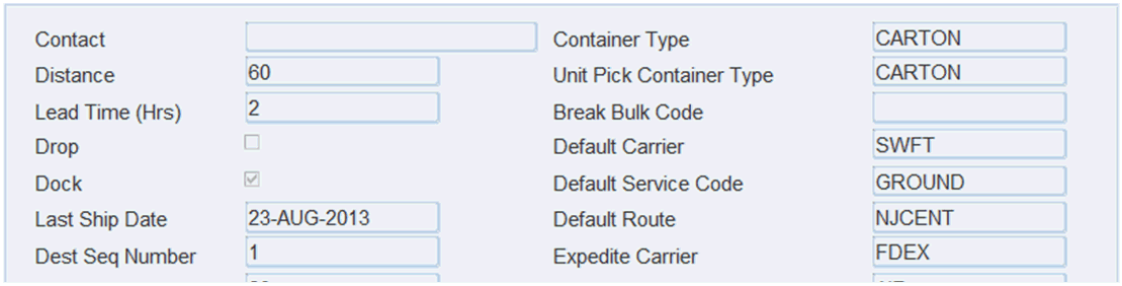
Destination Editor (Stores)

The Destination Editor allows you to view destinations downloaded from the host management system. RWMS does allow the creation and deletion of destinations within the application but this is not a normal process.

The types of destinations that you might enter include the distribution center (DC), internal processing areas, finisher/repair locations, Retail Stores, and Virtual Stores for Consumer Direct.

After the destination is downloaded from the host system additional warehouse processing characteristics must be configured to enable the shipping activity. The fields are shown below:

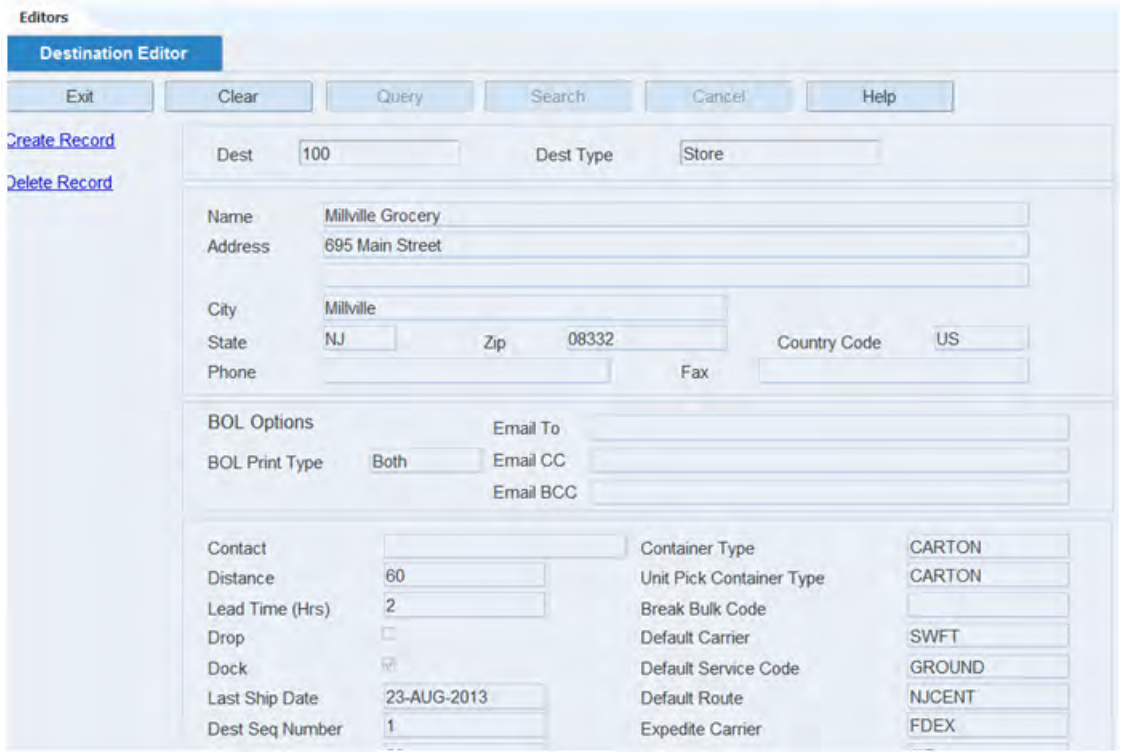
Figure 6–63 Warehouse Processing Characteristics



Destination Editor Window

From the main menu, select Setup Transportation > Destination Editor. The Ship Destination Editor window opens.

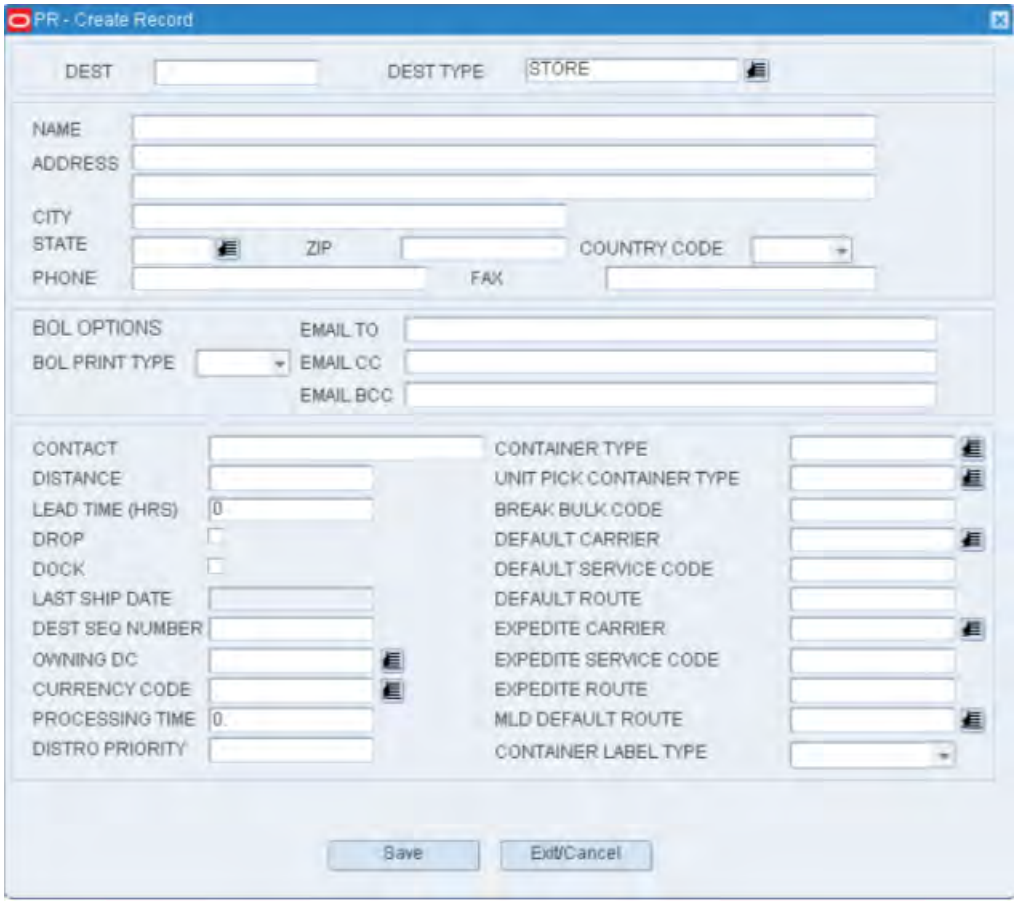
Figure 6–64 Destination Editor Window



Add a Destination

1. On the Ship Destination Editor window, click **Create Record**. The Create Record window opens.

Figure 6–65 Create Record Window



2. In the Destination field, enter an ID for the destination.
3. In the Destination Type field, enter the type of destination, or click the LOV button and select the destination type.
4. In the Name and Address block, enter the name, address, telephone, and fax in the appropriate fields.
5. In the Detail block, enter or select the appropriate details for the destination.
6. Click **Save** to save the changes and close the Create Record window.

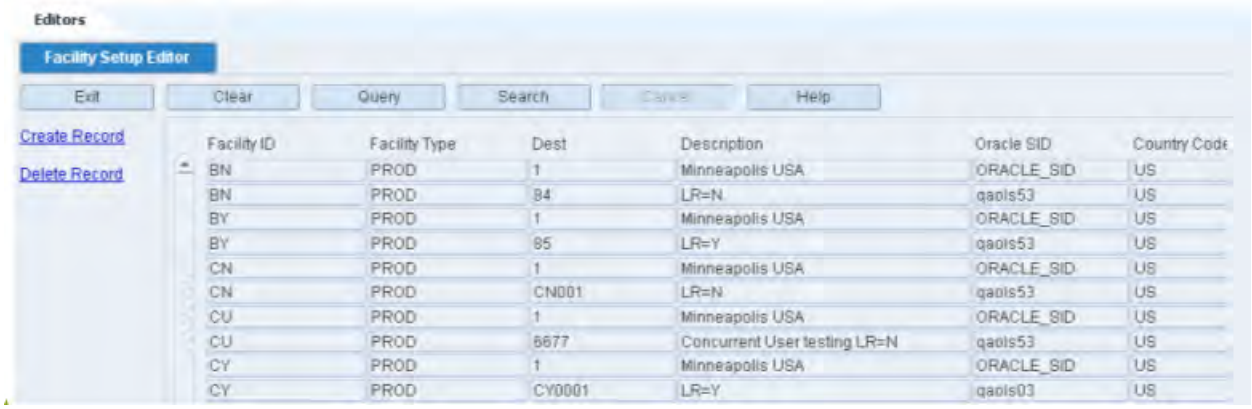
Facility Setup Editor

The Facility Setup Editor window allows you to create and maintain facilities. You can edit the following parameters for a facility: type, country, or labeled reserve attributes. It is recommended that three facilities be set up in RWMS: Production (PR), Testing (TS), and Training (TR). The Production facility is pre-installed in RWMS and cannot be deleted. The user chooses the appropriate facility when logging on to the system. Any changes they make to the system are applied to the selected facility only.

Facility Setup Editor Window

To access the Facility Setup Editor, navigate to Setup - Administration -> Facility Setup Editor. The current facilities appear in the Facility Setup Editor window.

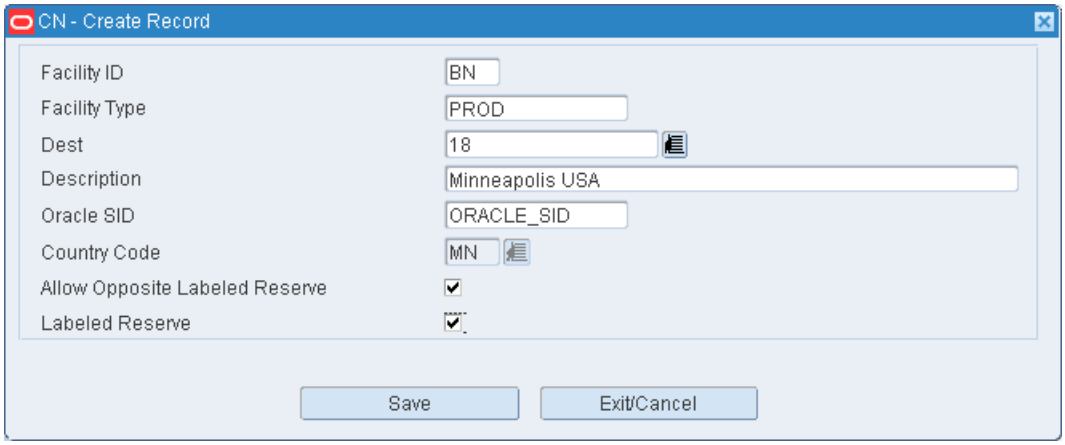
Figure 6–66 Facility Setup Editor Window



Add a Facility

1. On the Facility Setup Editor window, click **Create Record**. The Create Record window opens.

Figure 6–67 Create Record Window



2. In the Facility field, enter the ID of the facility.
3. In the Facility Type field, enter the code for the type of facility.
4. In the Dest field, enter the destination ID of the distribution center, or click the LOV button and select the destination.
5. In the Description field, enter a description of the facility.
6. In the Oracle SID field, enter the Oracle system ID of the facility.
7. In the Country Code field, enter the code for the country in which the facility is located, or click the LOV button and select the country.
8. In the Allow Opposite Labeled Reserve field, enter Y (Yes) or N (No) to indicate whether the facility accepts shipments from a facility that uses opposite labeled reserve.

9. In the Labeled Reserve field, enter Y (Yes) or N (No) to indicate whether the facility uses labeled reserve functionality.
10. Click **Save** to save the changes and close the Create Record window.

Facility Copy Editor

The Facility Copy Editor allows you to copy a facility and create a new facility in RWMS. When you copy a facility, you copy the data from an existing facility. You cannot delete the facilities that were installed with the system. You can, however, delete facilities that were added by users provided that the Delete Allowed option was selected for the facility upon setup.

Before making a copy of a facility you must first complete two steps:

1. Make sure the Dest ID of the new facility (copy to) exists in the Destination Table of the old facility (copy from).
2. Make sure to create the New Facility (copy to) in the Facility Setup Editor.

Facility Copy Editor Window

To access the Facility Copy Editor, navigate to Setup - Administration -> Facility Copy Editor. The current facilities appear in the Facility Copy Editor window.

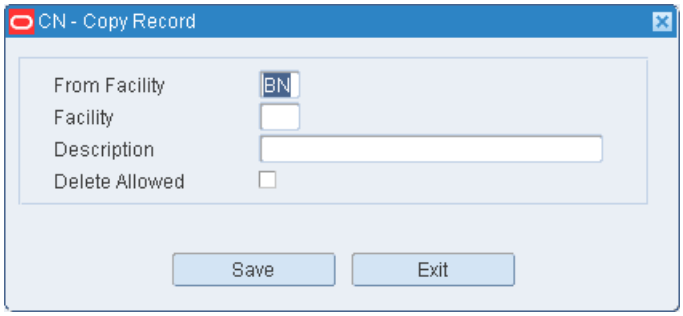
Figure 6–68 Facility Copy Editor Window

Add a Facility

Note: At least one facility must already be set up in the system, as new facilities are copied from an existing facility.

1. On the Facility Copy Editor window, click **Copy Record**. The Copy Record window opens.

Figure 6–69 Copy Record Window



2. In the From Facility field, enter the ID of the facility to be copied.
3. In the Facility and Description fields, enter the ID and name of the new facility.
4. In the Delete Allowed field, enter Y (Yes) if the facility may be deleted. Otherwise, enter N (No).
5. Click **Save** to save the changes and close the Copy Record window.

Load Type Editor

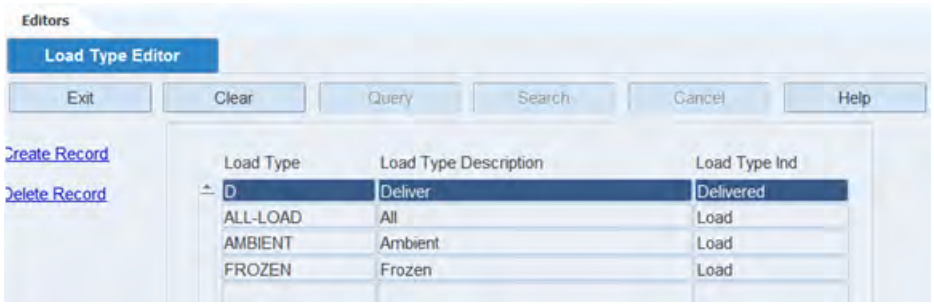
The Load Type Editor allows you to define inbound trailer load types. Load types are user definable and usually include such types as refrigerated, ambient, hazmat, hanging, and so on. You can define load types at the item and appointment level. Each receiving door may be associated with one or more load types. In order for the system to recommend best fit doors for users, load types can be defined for doors.

The Load Type Editor can also be used to define the Mode Type. Mode Type indicates the transportation mode being used for delivery. The Mode Type, when the Load Type indicator is Delivered is defined by one character in value. The values are user definable and usually include such types as A for air, T for trailer, O for ocean-liner, and so on.

Load Type Editor Window

From the main menu, select Setup Transportation > Load Type Editor. The current load types and descriptions appear in the Load Type Editor window.

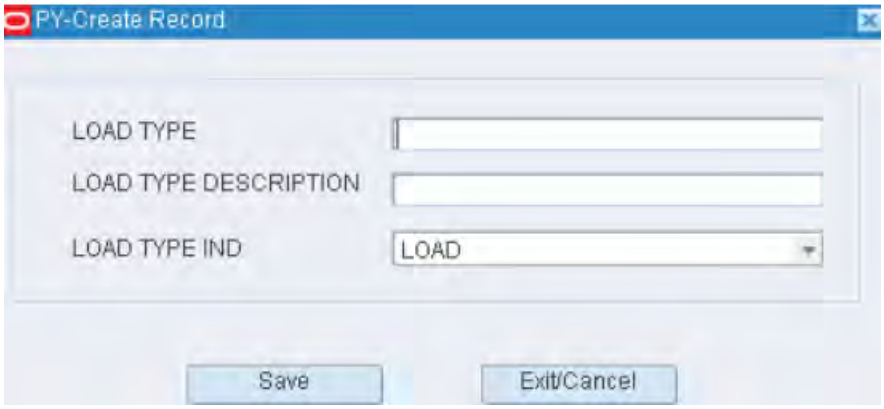
Figure 6–70 Load Type Editor Window



Add a Load

1. On the Load Type Editor window, click **Create Record**. The Create Record window opens.

Figure 6–71 Create Record Window



2. Enter the Load Type, description, and the Load Type Indicator fields.
3. Click **Save** to save the changes and close the Create Record window.

Door Editor

The Door Editor allows you to maintain shipping and receiving doors. Before setting up a door, be sure a location ID (with type as Shipping Door or Receiving Door) exists for the door as every door must be identified as a location. You can indicate whether a door is used for shipping, receiving, or both. You can also indicate the type of merchandise handled at a door, such as hanging, flat, shoe, or all.

The status of the door may be Available, Out of Service, Blocked, or Busy. You can change the status from Available to Out of Service and back to Available as necessary.

Each receiving door may be associated with one or more load types. Load types are defined at the item level and can also be at the appointment level. In order for the system to recommend best fit doors for inbound trailers, the load types need to be defined.

Door Editor Window

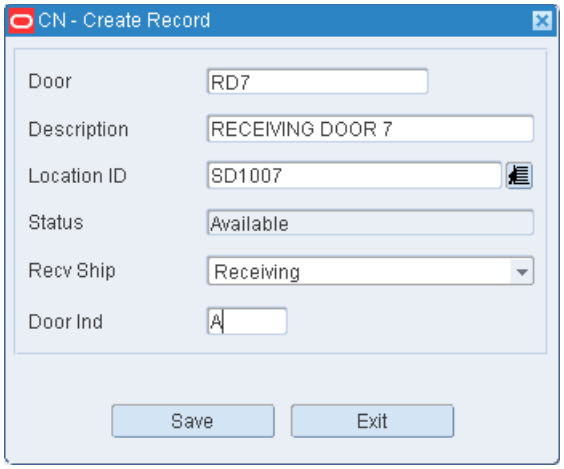
To access the Door Editor, navigate to Setup - DC -> Door Editor. The current doors appear in the Door Editor window.

Figure 6–72 Door Editor Window

Add a Door

1. On the Door Editor window, click **Create Record**. The Create Record window opens.

Figure 6–73 Create Record Window



2. In the Door field, enter the ID for the door.
3. In the Location ID field, enter the ID of the door's location, or click the LOV button and select the location.
4. In the Recv Ship field, enter the code for the door's function. The function may be R (Receiving), S (Shipping), or X (Both).
5. In the Door Ind field, enter the code for the type of merchandise handled at the door. The type may be H (Hanging), F (Flat), S (Shoe), or A (All).
6. Click **Save** to save the changes and close the Create Record window.

Door Zone Editor

Each receiving door may be associated with one or more zones. When recommending/prioritizing doors for receiving appointments, the system considers item put-away zones for items on the appointment and select doors based on the number of items with matching zones.

The Door Zone Editor window allows the user to create or delete a door zone record.

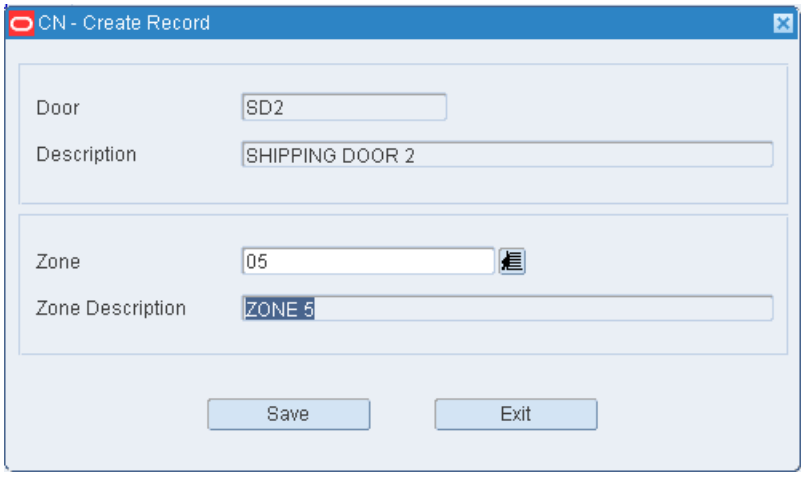
On the Door Editor window, select a door and click **Zones**. The Door Zone Editor window opens.

Figure 6–74 Door Zone Editor Window

Create Record

1. On the Door Zone Editor window, click Create Record. The Create Record window opens.

Figure 6–75 Create Record Window



2. Click the LOV button and select the zone.
3. Click **Save** to save any changes and close the Create Record window.

Door Load Type Editor

The Door Load Type Editor window allows the user to set load types per door.

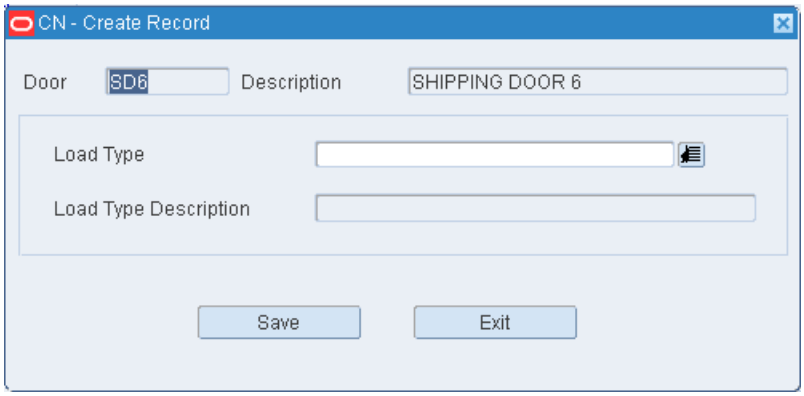
On the Door Editor window, select a door and click **Load Types**. The Door Load Type Editor window opens.

Figure 6–76 Door Load Type Editor Window

Create Record

1. On the Door Load Type Editor window, double-click the door that you want to create. The Create Record window opens.

Figure 6–77 Create Record Window



2. Click the LOV button and select the load type.
3. Click **Save** to save any changes and close the Create Record window.

Putaway Plan Editor

The Putaway Plan Editor allows you to define and view putaway plans. By clicking **Plan Detail**, you can create the actual putaway plan zone sequence with putaway methods (empty, same, different).

Putaway Plan Editor Window

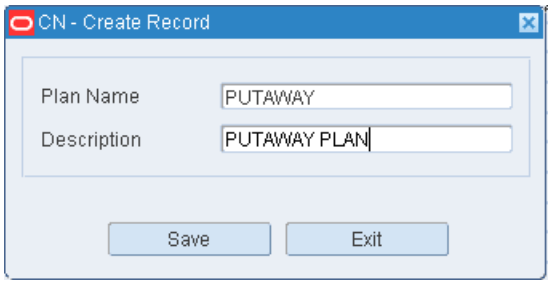
To access the Putaway Plan Editor, navigate to Setup - DC -> Putaway Plan Editor. The current putaway plans appear in the Putaway Plan Editor window.

Figure 6–78 Putaway Plan Editor Window

Add a Plan or Plan Details

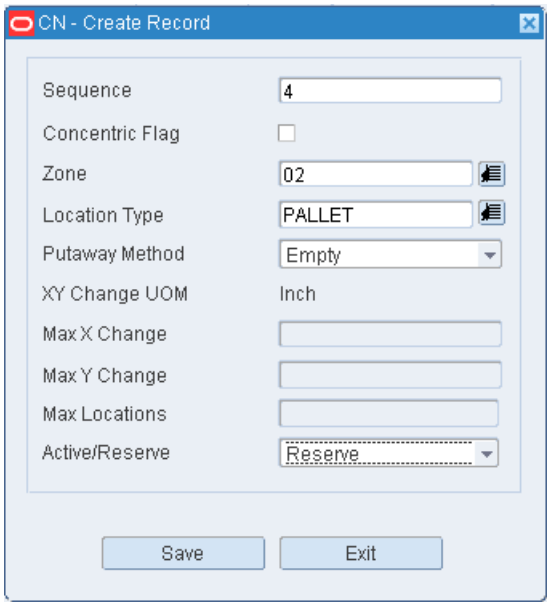
1. On the Putaway Plan Editor window, click **Create Record**. The Create Record window opens.

Figure 6–79 Create Record Window



2. In the Plan Name field, enter the name of the plan.
3. In the Description field, enter the description of the plan.
4. Click **Save** to save the changes and close the Create Record window.
5. To add details to the plan:
   a. Select a plan and click **Plan Detail**. The detail window opens.
   b. Click **Create Record**. The Create Record window opens.

Figure 6–80 Create Record Window



c. In the Sequence field, enter the number of the step.

d. If the plan step uses concentric logic, enter Y in the Concentric field.

e. In the Zone field, enter the ID of the zone, or click the LOV button and select the zone.

f. In the Location Type field, enter the code for the location type, or click the LOV button and select the location type.

g. In the Putaway Method field, enter the name of the appropriate method. The method may be: Putaway to empty location (EMP), Putaway to location with same item/case pack/lot (SAM), or Putaway to location with different item/case pack/lot (DIF).

h. In the Max X Change field, enter the maximum amount that the X coordinate can vary by.

i. In the Max Y Change field, enter the maximum amount that the Y coordinate can vary by.

Note: The Max X Change and the Max Y Change fields are available only when you are using concentric logic.

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j. In the Max Locations field, enter the maximum number of locations that must be filled using the detail step.

k. In the Active/Reserve field, indicate whether the plan is for reserve locations (R) or active picking locations (A). Enter A or R as necessary.

l. Click **Save** to save the changes and close the Create Record window.

6. Click **Exit** to close the detail window.

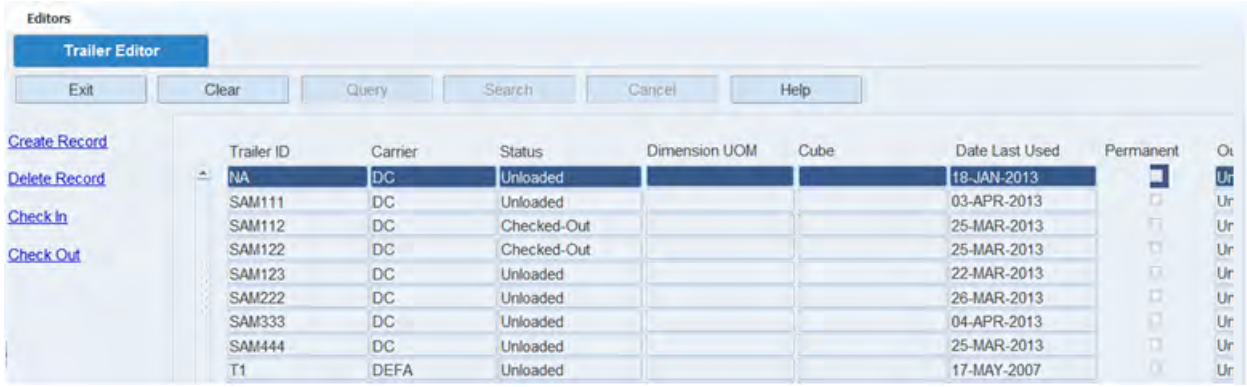
Trailer Editor

The Trailer Editor allows you to define and view a fleet of trailers. The editor shows the status of each trailer and allows you to specify the carrier and cubic capacity of the trailer. You can also check in or check out the trailer from the yard.

Trailer Editor Window

From the main menu, select Setup Transportation > Trailer Editor. The Trailer Editor window opens.

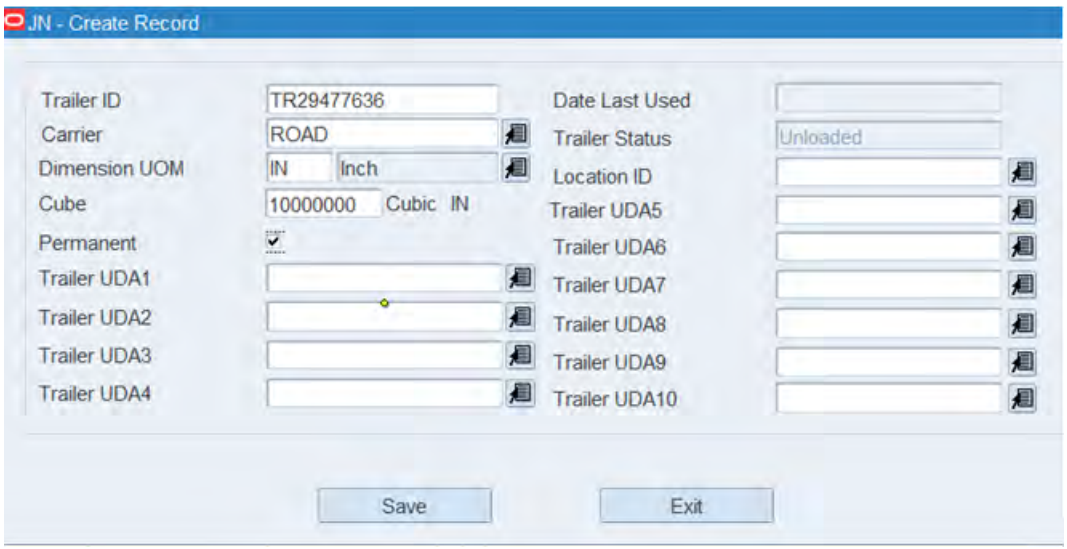
Figure 6–81 Trailer Editor Window



Add a Trailer

1. On the Trailer Editor window, click **Create Record**. The Create Record window opens.

Figure 6–82 Create Record Window



2. In the Trailer ID field, enter the ID of the trailer.
3. In the Carrier field, enter the code for the carrier, or click the LOV button and select the carrier.
4. In the Cube field, enter the cubic capacity of the trailer.

5. If the trailer record should be saved after the trailer is checked out of the DC, select the Permanent check box.
6. In the Location ID field, enter the ID of the yard location, or click the LOV button and select the location.
7. In the Trailer UDA 1 - 10 fields, enter the UDA ID, or click the LOV button and select the UDA.
8. Click **Save** to save the changes and close the Create Record window.

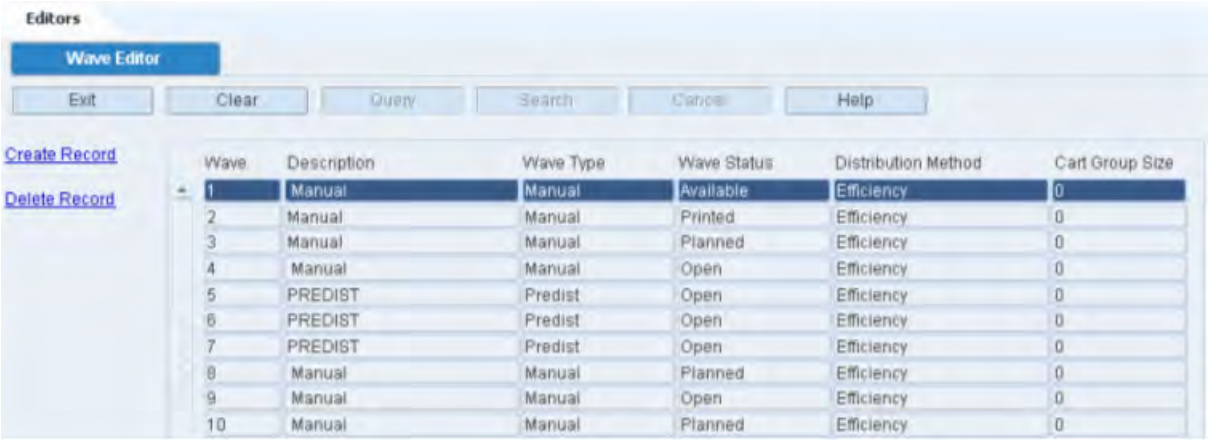
Wave Editor

The Wave Editor allows you to create new waves, define the wave type, and select a distribution method. For existing waves, you can view their current status and delete them if not used.

Wave Editor Window

To maintain waves, navigate to Distribution Planning -> Wave Editor. The current waves appear in the Wave Editor window.

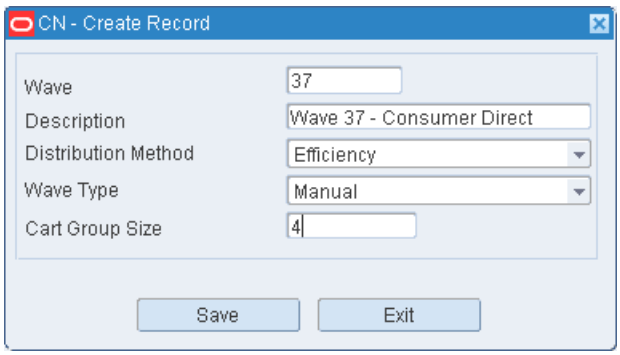
Figure 6–83 Wave Editor Window



Add a Wave

1. On the Wave Editor window, click **Create Record**. The Create Record window opens.

Figure 6–84 Create Record Window



2. In the Wave field, enter a unique wave number.
3. In the Description field, enter a description for the wave.
4. In the Distribution Method field, select the appropriate method.
5. In the Wave Type field, select the type of wave.
6. In the Cart Group Size field, enter the number of containers to group in a wave.

> **Note:** A group refers to the maximum number of customer orders that can be picked as a group at one time on the wave. The Cart Group Size field controls the group size for only those orders which will be fulfilled using the Cart Unit Picking method.

7. Click **Save** to save the changes and close the Create Record window.

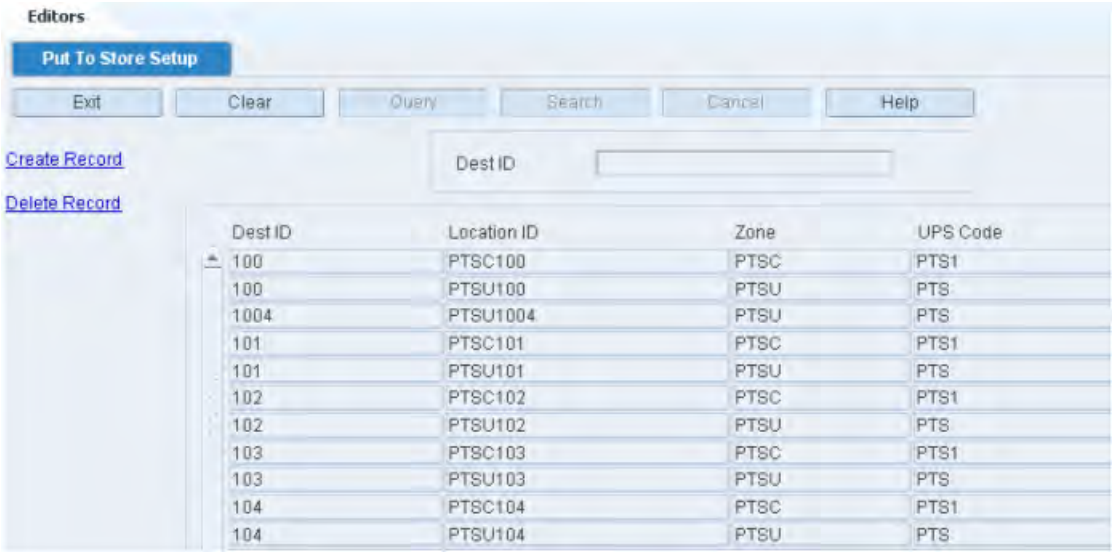
Put To Store Setup

The Put to Store Setup window allows you to assign destinations (stores) to fixed put to store picking locations.

Put to Store Setup Window

To access the Put To Store Setup window, navigate to Setup - DC -> Put To Store Setup. The Put To Store Setup window opens.

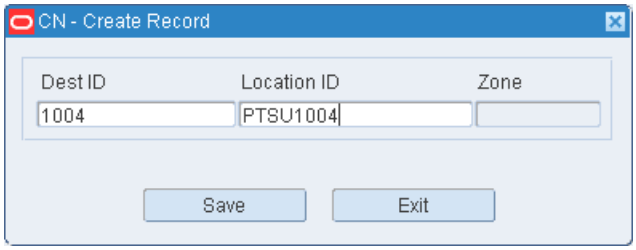
Figure 6–85 Put To Store Setup Window



Add a Put To Store Location

1. On the Put to Store Location Setup window, click **Create Record**. The Create Record window opens.

Figure 6–86 Create Record Window



2. In the Dest ID field, enter the ID of the destination (store).
3. In the Location field, enter the ID of the location.
4. Click **Save** to save the changes and close the Create Record window.

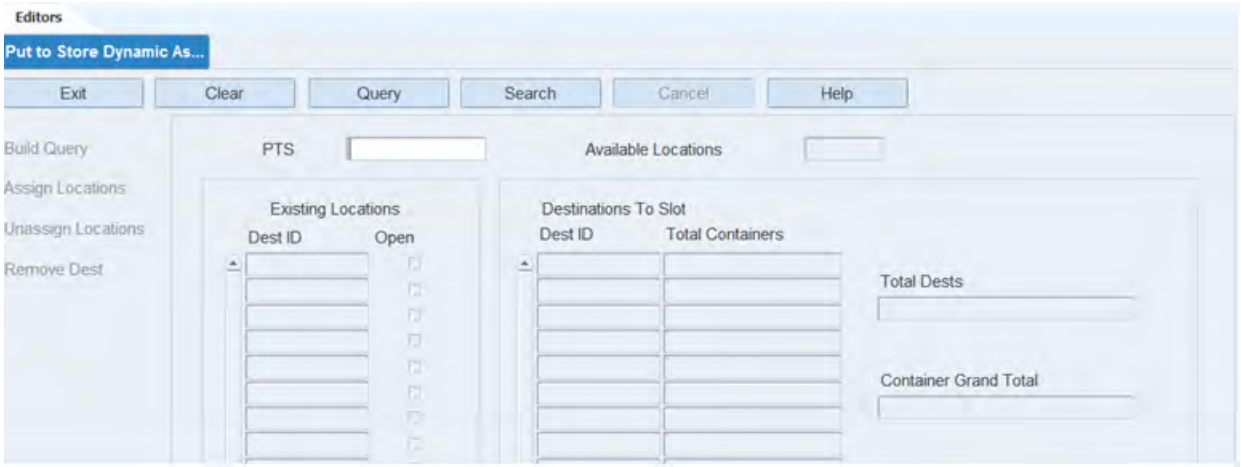
Put To Store Dynamic Assignment

The Put to Store Dynamic Assignment Editor allows you to define and review a series of locations that can be dynamically assigned to a store each time a new wave is released.

Put to Store Dynamic Assignment Editor Window

To access the Put to Store Dynamic Assignment Editor, navigate to Setup - DC -> Put To Store Dynamic Assignment. The current location/store assignments appear in the Put to Store Dynamic Assignment window.

Figure 6–87 Put To Store Dynamic Assignment Window



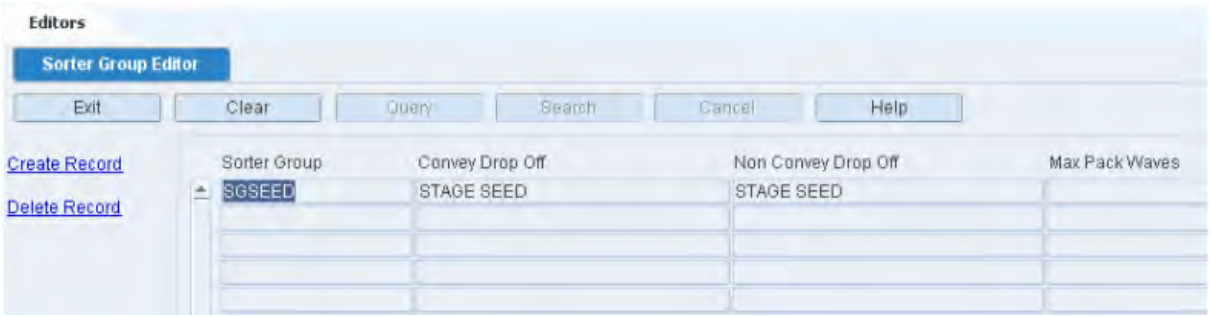
Sorter Group Editor

The Sorter Group Editor is used to define and view the sorter groups within your facility. This editor allows you to define the conveyor dropoff location, non-conveyor dropoff location, and maximum number of pack wave allowed to be processed within this group.

Sorter Group Editor Window

To access the Sorter Group Editor, navigate to Setup - DC -> Sorter Group Editor. The current sorter groups appear in the Sorter Group Editor window.

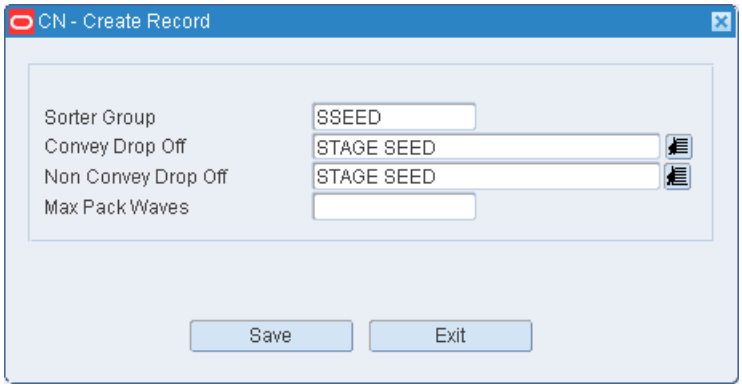
Figure 6–88 Sorter Group Editor Window



Add a Sorter Group

1. On the Sorter Group Editor window, click **Create Record**. The Create Record window opens.

Figure 6–89 Create Record Window



2. In the Sorter Group field, enter a name for the group.
3. In the Convey Dropoff field, enter the ID of the location where conveyable merchandise should be dropped off, or click the LOV button and select the location.
4. In the Non-convey Dropoff field, enter the ID of the location where non-conveyable merchandise should be dropped off, or click the LOV and select the location.
5. In the Max Packwaves field, enter the maximum number of pack waves to be distributed for each pick wave.
6. Click **Save** to save the changes and close the Create Record window.

Activity Attribute Editor

The Activity Attribute Editor allows you to associate and view the attributes assigned to each activity.

Activity Attribute Editor Window

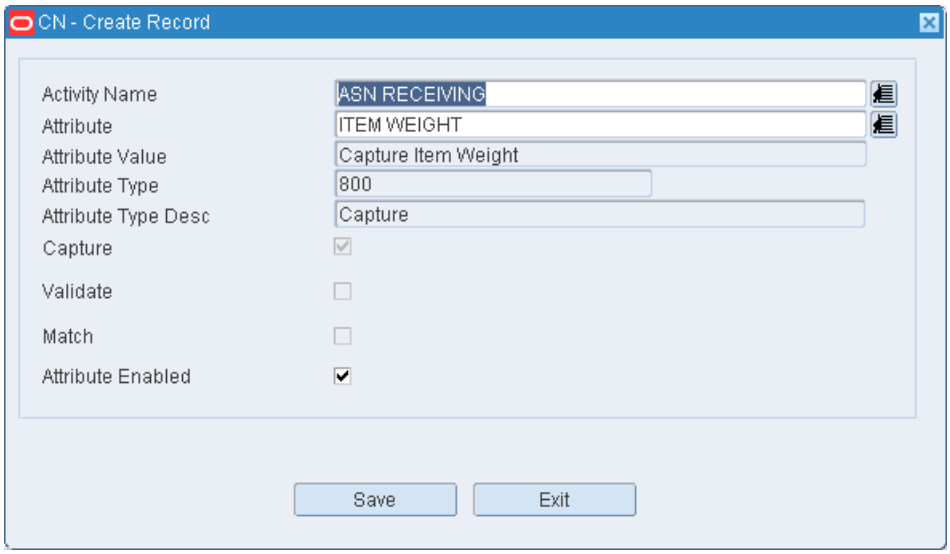
To maintain activity attributes, navigate to Setup - Activity -> Activity Attribute Editor. The Activity Attribute Editor window opens.

Figure 6–90 Activity Attribute Editor Window

Assign an Attribute to an Activity

1. On the Activity Attribute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–91 Create Record Window



2. In the Attribute Name field, enter the name of the activity or click the LOV button and select the activity.
3. In the Attribute field, enter the ID of the attribute you want to associate with the current activity, or click the LOV button and select the attribute.
4. To make the activity attribute available to users, select the Attribute Enabled check box.
5. Click **Save** to save the changes and close the Create Record window.

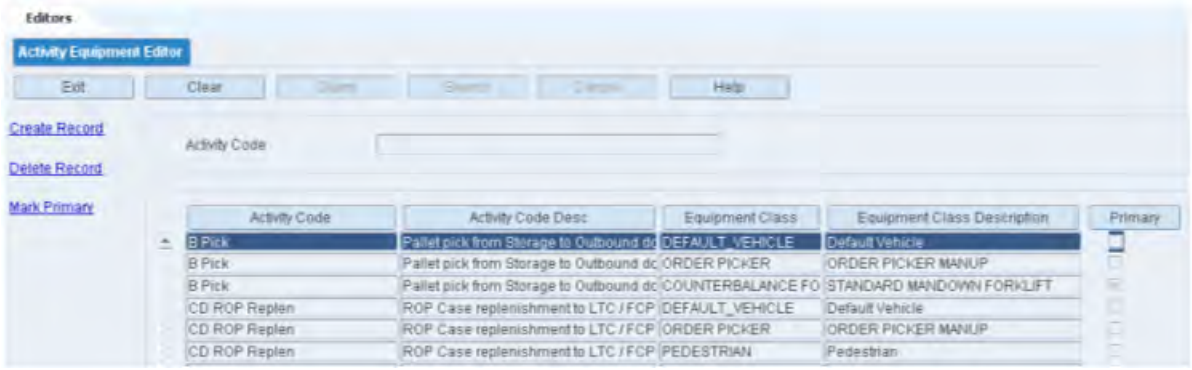
Activity Equipment Editor

The Activity Equipment Editor allows you to associate one or more equipment classes to an activity. The system requires that one Equipment Class be designated as primary.

Activity Equipment Editor Window

To access the Activity Equipment Editor window, navigate to Setup - Activity -> Activity Equipment Editor. The Activity Equipment Editor window opens.

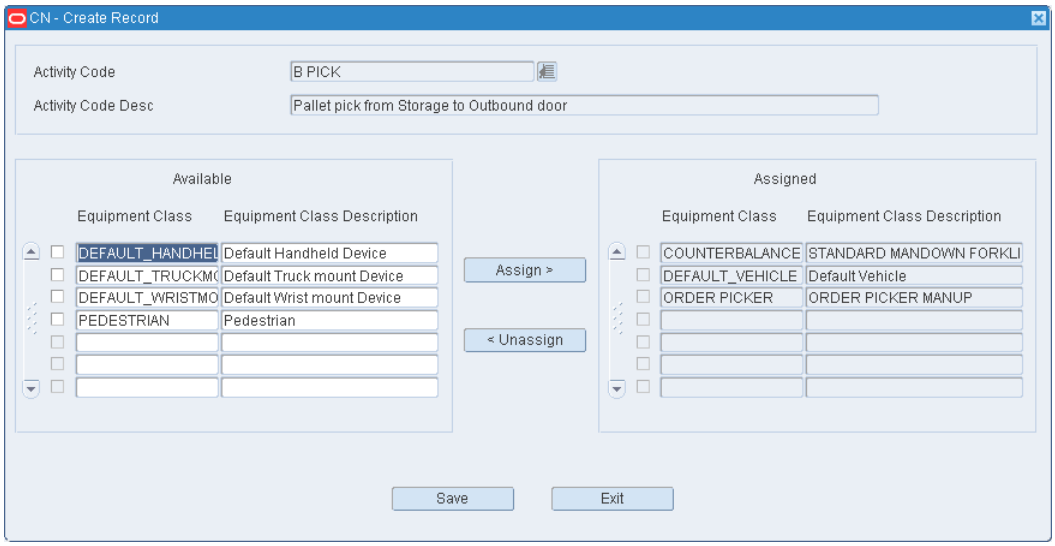
Figure 6–92 Activity Equipment Editor Window



Add an Activity Equipment Assignment

1. On the Activity Equipment Editor window, click **Create Record**. The Create Record window opens.

Figure 6–93 Create Record Window



2. In the Activity Code field, enter the code for the activity, or click the LOV button and select the activity. When the Activity Code is selected the system automatically displays the Activity Code Description and the Available Equipment Classes with their descriptions.
3. To add an Equipment Class to an Activity, place a check next to the Equipment Class on right side of window and then click **Assign** to place them on the left side of the window.
4. To remove an Equipment Class from an Activity, place a check next to the Equipment Class on the left side of the window and then click **Unassign** to place them on the right side of the window.
5. Click **Save** to save the changes and close the Create Record window.

Activity Group Editor

An Activity Group is a group of one or more defined activities which are given a group name. One activity can make up an entire group. The same activity can exist in multiple groups.

The Activity Group Editor allows you to group individual activities to allow activity interleaving.

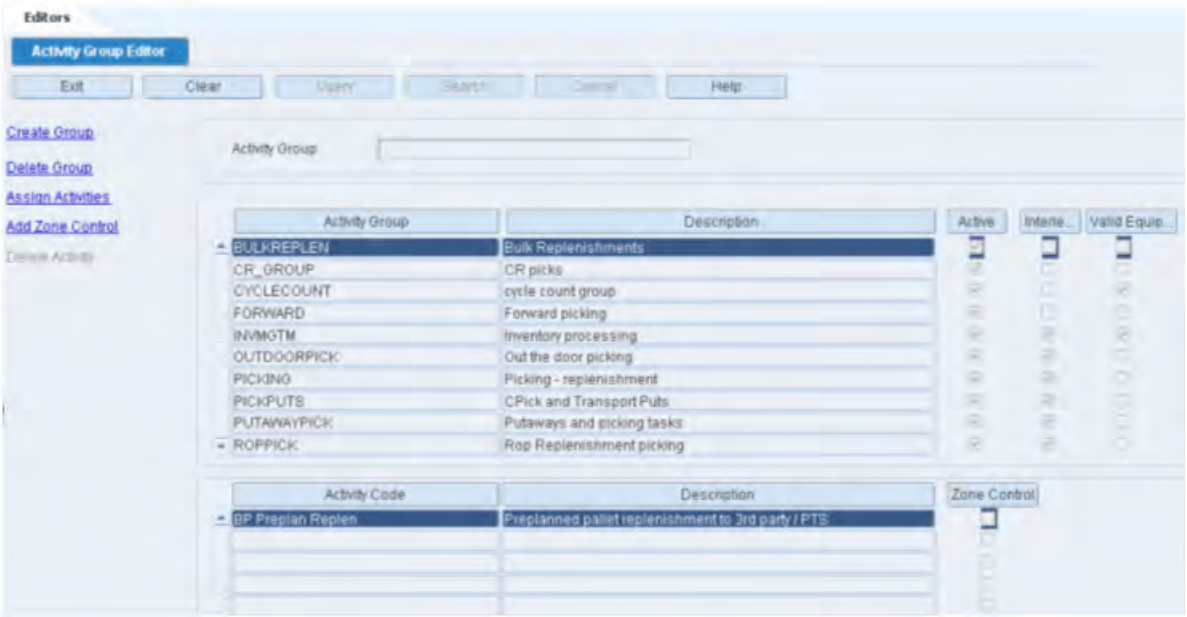
The Zone Control Editor, which is accessible through the Activity Group Editor, allows you to define home zones for each activity in the group. If zone control is not defined, the activities with lowest priority and nearest proximity order are assigned to those users with permission to perform the activity across all available zones. If zone control is defined, the outstanding activities in the zone are sequenced according to the priority before assigning them to the users.

Activity groups and zone control do not determine the priority for an activity. The assignment of zone control to an activity in an activity group limits where the user assigned to that activity group can perform the activity.

Activity Group Editor Window

To access the Activity Group Editor window, navigate to Setup - Activity -> Activity Group Editor. The Activity Group Editor window opens.

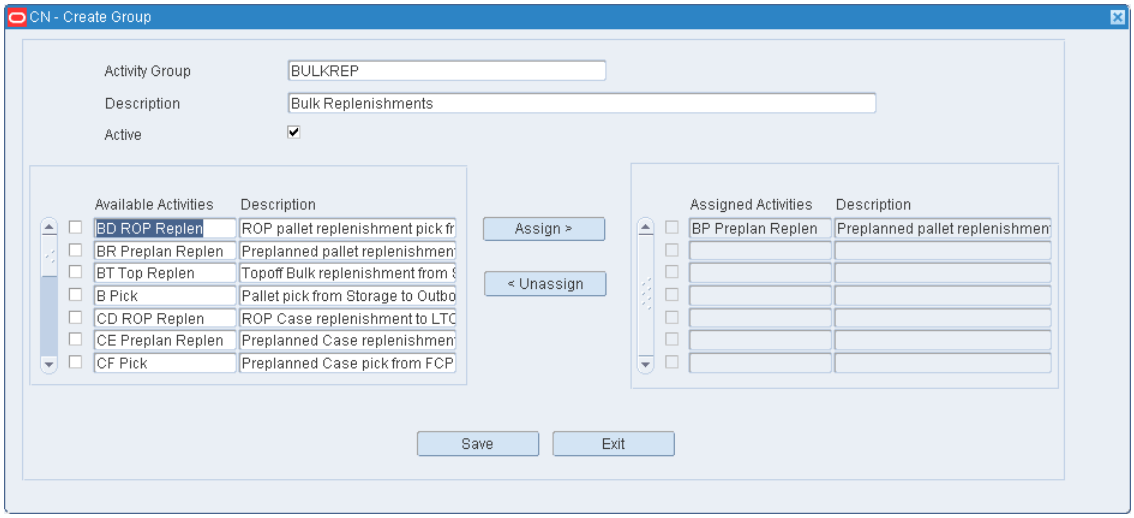
Figure 6–94 Activity Group Editor Window



Add an Activity Group

1. On the Activity Group Editor window, click **Create Group**. The Create Group window opens.

Figure 6–95 Create Group Window



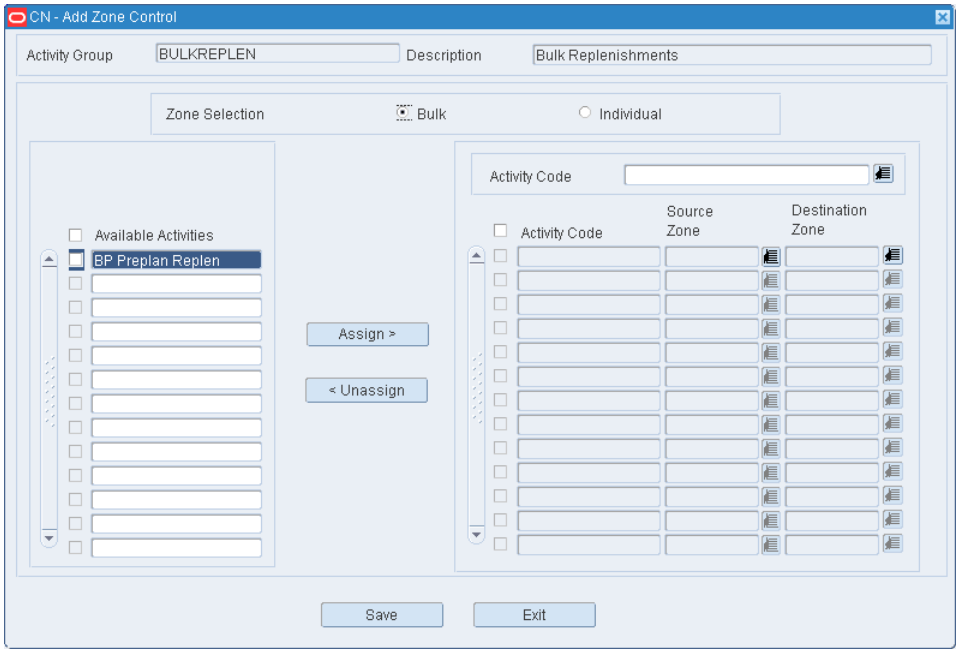
2. In the Activity Group field, enter the code for a new activity group.
3. In the Description field, enter the description of the task group.
4. Select the Active check box to make the group active.
5. To assign activities to the activity group, select the activities from the Available Activities table using the check box and move them to Assigned Activities table using the **Assign** button.
6. To remove the activities from the Assigned Activities table, select the activities using the check box and remove them using the **Unassign** button.
7. Click **Save** to save the changes and close the Create Record window.

Add Zone Control to an Activity

> **Note:** To access the Zone Control Editor window, you can also double-click the Activity Code displayed for the selected Activity Group.

1. On the Activity Group Editor window, select the activity for which zones must be assigned.
2. Click **Add Zone Control** link. The Zone Control Editor window is displayed.

Figure 6–96 Zone Control Editor Window



3. On the Zone Control Editor window, select the activity from the Available Activities table using the check box and move it to Activity table using the **Assign** button.
4. Select the Source Zone and Destination Zone for the activity using the LOVs.
5. Click **Save** to save the changes and exit the Zone Control Editor window.

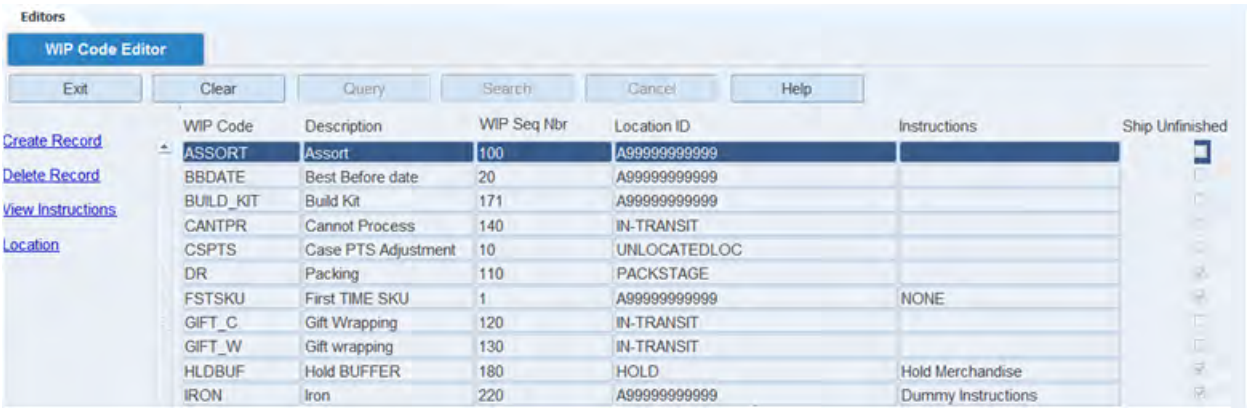
WIP Code Editor

The WIP Code Editor allows you to define new WIP codes and view all existing WIP codes (both user defined and system seeded). WIP codes get associated with containers. They are used to direct the containers to the appropriate locations where value added services can be applied.

WIP Code Editor Window

From the main menu, select Setup Processing/Returns > WIP Code Editor. The current WIP codes appear in the WIP Code Editor window.

Figure 6–97 Wip Code Editor Window

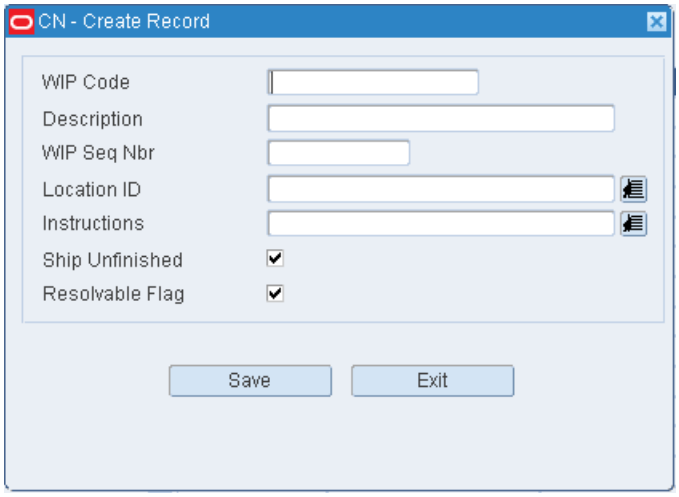


Note: To view the instructions for a WIP code in a separate window, select the WIP code and click **View Instructions**.

Add a WIP Code

1. On the WIP Code Editor window, click **Create Record**. The Create Record window opens.

Figure 6–98 Create Record Window



2. In the WIP Code and Description fields, enter a code and description for the WIP.

3. In the Location ID field, enter the ID of the location where the activity takes place, or click the LOV button and select the location.
4. In the Activity field, enter the code for the activity associated with the WIP, or click the LOV button and select the activity.
5. In the Instructions field, enter instructions for the activity if it pertains to gift wrapping or personalization.
6. In the Ship Unfinished field, enter Y (Yes) if merchandise may be shipped even if the WIP is not processed or N (No) if the WIP must be processed.
7. Click **Save** to save the changes and close the Create Record window.

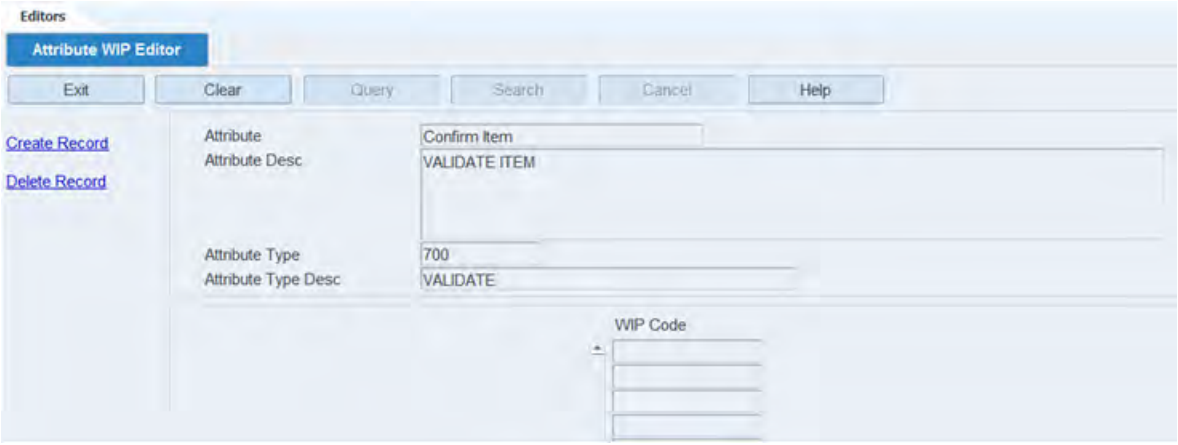
Attribute WIP Editor

The Attribute WIP Editor allows you to assign WIP codes to attributes. Attributes with WIP codes are usually assigned to items that require some kind of value added service at the distribution center.

Attribute WIP Editor Window

From the main menu, select Setup Processing/Returns > Attribute WIP Editor. The Attribute WIP Editor window opens.

Figure 6–99 Attribute WIP Editor Window



Note: You can also access this window from the Attribute Editor window and the Item Attribute Editor window.

Add a WIP Code

1. On the Attribute WIP Editor window, click **Create Record**. The Create Record window opens.

Figure 6–100 Create Record Window

2. In the WIP Code field, enter the desired WIP code, or click the LOV button and select the WIP code.
3. Click **Save** to save the changes and close the Create record window.

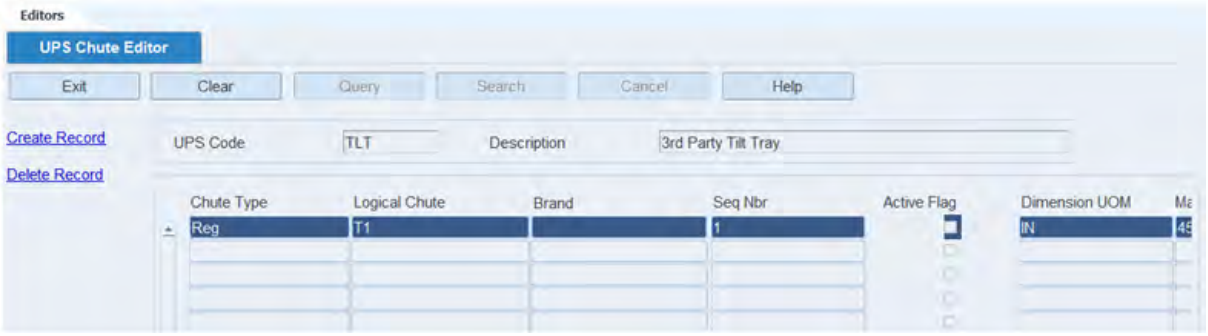
UPS Chute Editor

The UPS Chute Editor allows you to maintain a list of chutes for each sorter (Bombay, tilt-tray, and so on). A sequence number must be assigned to each chute in order to set the priority for filling chutes during a pack wave. You can designate maximum capacities by cube, unit, and order for a pack wave and indicate whether a chute is out of service.

UPS Chute Editor Window

To access the UPS Chute Editor, navigate to Setup - DC -> UPS Chute Editor. The UPS Chute Editor window opens.

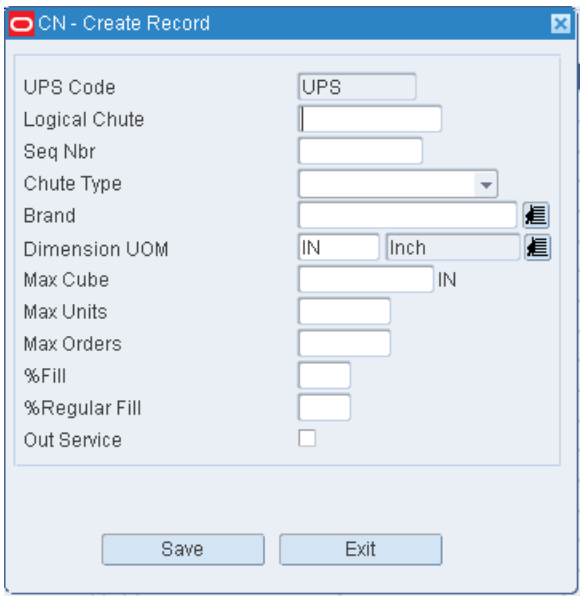
Figure 6–101 UPS Chute Editor Window



Add a UPS Chute

1. On the UPS Chute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–102 Create Record Window



2. In the Logical Chute field, enter the name of the chute.
3. In the Seq Nbr field, enter the sequence in which the chute is to be filled in relation to other chutes in the sorter.
4. If you want to dedicate the chute to a specific brand, enter the brand name in the Brand field.
5. In the Max Cube, Max Units, and Max Orders fields, enter the maximum cubic, unit, and order capacities of the chute for one pack wave.
6. In the % Fill field, enter the percentage at which the chute is considered full for a pack wave.
7. In the % Reg Fill, enter the percentage of regular orders allowed in the chute. If the chute type is Regular, this percentage must equal the percentage in the % Fill field.
8. If you want to place the chute out of service, select the Out Srvc check box.
9. Click **Save** to save the changes and close the Create Record window.

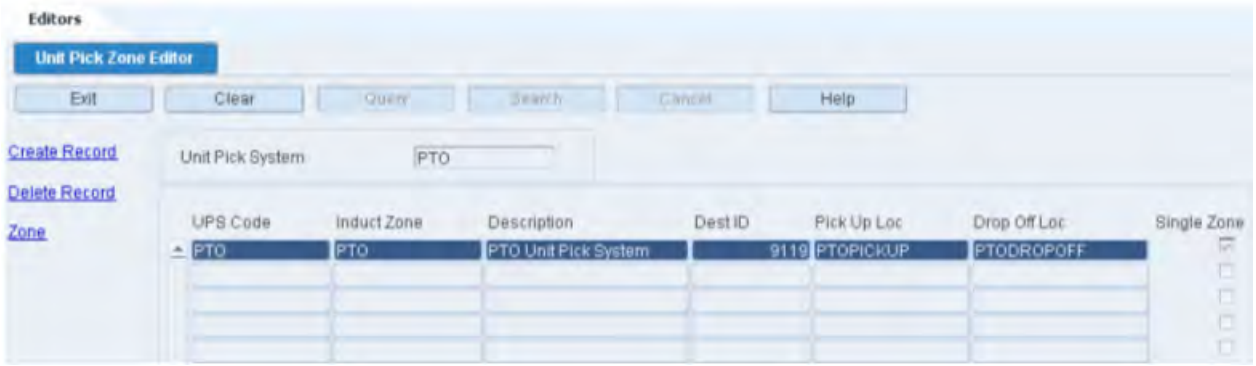
Unit Pick Zone Editor

The Unit Pick Zone Editor allows you to associate induction zones for each unit pick system (UPS).

Unit Pick Zone Editor Window

On the Unit Pick System Editor window, select a UPS and click **Zone**. The induct zones for the selected UPS appear in the Unit Pick Zone Editor window.

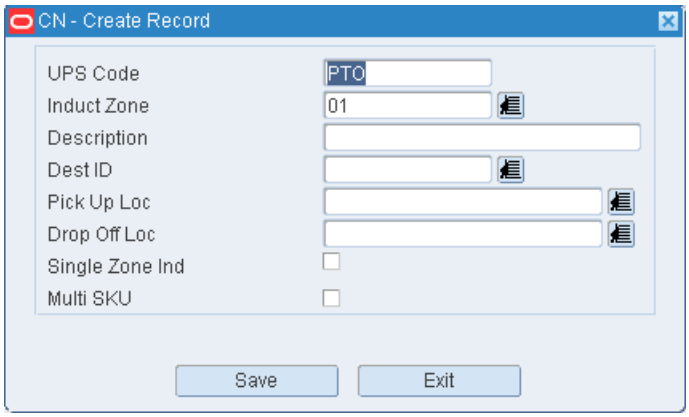
Figure 6–103 Unit Pick Zone Editor Window



Add a Destination

1. On the Unit Pick Zone Editor window, click **Create Record**. The Create Record window opens.

Figure 6–104 Create Record Window



2. In the Induct Zone field, enter the ID of the induct zone.
3. In the Dest ID field, enter the ID of the destination, or click the LOV button and select the destination.
4. Click **Save** to save the changes and close the Create Record window.

FCP Zone Group Editor

The FCP Zone Group Editor window can be used to link individual zones together for forward case picking. By grouping zones, shared characteristics and processes may be

assigned across several zones in order to establish a more efficient picking path for forward case picking.

FCP Zone Group Editor Window

From the main menu, select Setup Equipment/Zone Setup > FCP Zone Group Editor. The FCP Zone Group Editor window opens.

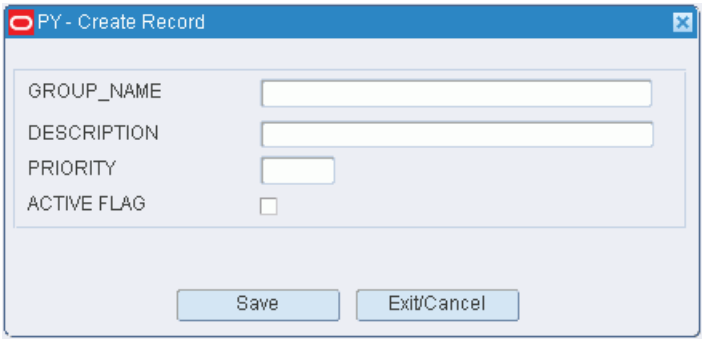
Figure 6–105 FCP Zone Group Editor Window

Add an FCP Zone Group

To add an FCP zone group:

1. On the Zone Group Editor window, click **Create Record**. The Create Record window opens.

Figure 6–106 Create Record Window



2. In the Group Name and Description fields, enter a name and description for the zone group.
3. In the Priority field, enter the priority level of the zone group for picking activities.
4. To make the zone group available to users, select the Active Flag check box.
5. Click **Save** to save the changes and close the Create Record window.

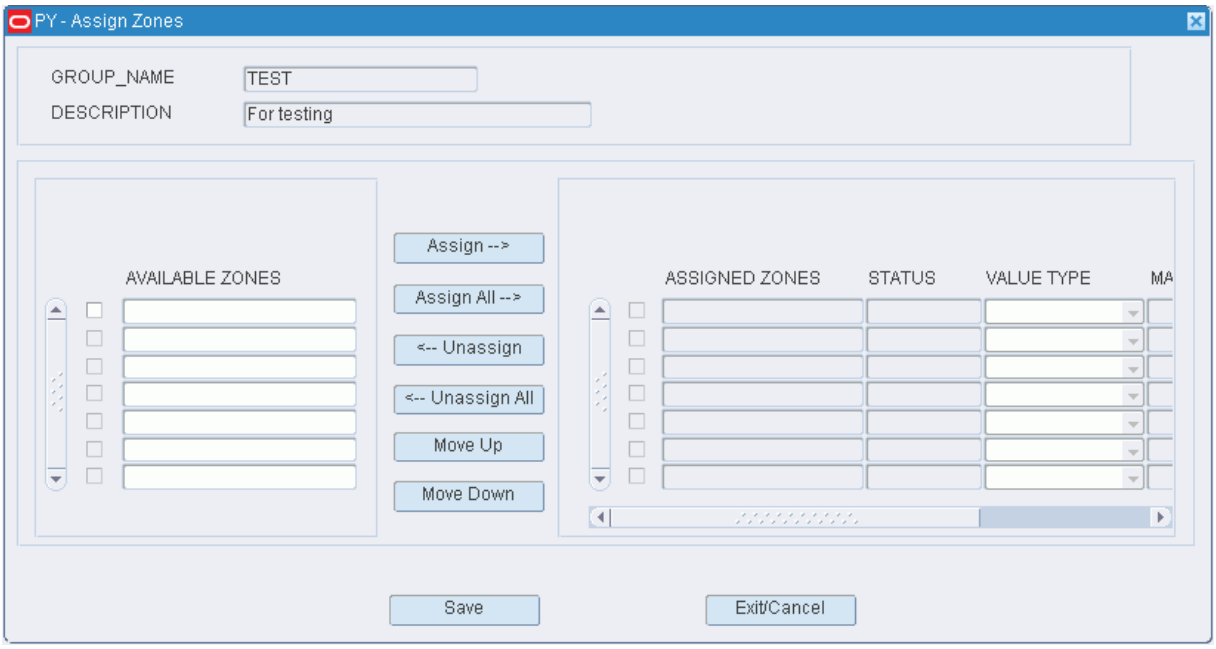
Assign Zones to an FCP Zone Group

To assign zones to an FCP zone group:

1. On the Zone Group Editor window, select the zone group that you want to edit.

2. Click **Assign Zones**. The Assign Zones window opens.

Figure 6–107 Assign Zones Window



3. To assign zones:
   a. Select the check box next to the desired zones on the Available Zones table.
   b. Click **Assign**. The selected zones are moved to the Assigned Zones table.
4. To remove assigned zones:
   a. Select the check box next to the desired zones on the Assigned Zones table.
   b. Click **Unassign**. The selected zones are moved to the Available Zones table.
5. Click **Save** to save any changes and close the Assign Zones window.

Note: In the Assign Zones window, you can click **Assign All** to move all zones to the Assigned Zones table or **Unassign All** to move all zones to the Available Zones table. All zones are moved whether or not the check boxes are selected.

Resequence the Zones in an FCP Zone Group

To resequence the zones in an FCP zone group:

1. On the Zone Group Editor window, select the zone group that you want to edit.
2. Click **Assign Zones**. The available and assigned zones for the zone group are displayed in the Assign Zones window.
3. To resequence the assigned zones:
   a. Select the zone to be moved.
   b. To move the zone closer to the top of the list, click **Move Up**.
   c. To move the zone closer to the bottom of the list, click **Move Down**.

4. Click **Save** to save any changes and close the Assign Zones window.

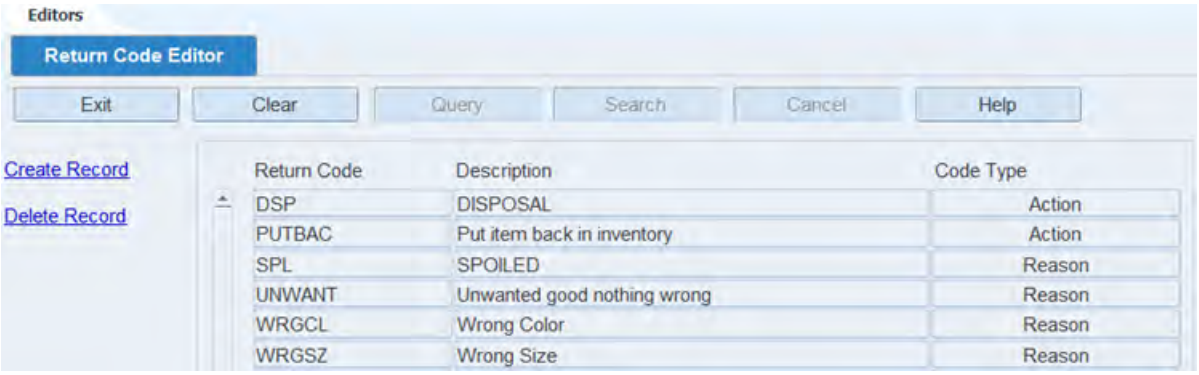
Return Code Editor

The Return Code Editor allows you to view, add, and delete user defined return codes that are applied to containers when returned to vendor.

Return Code Editor Window

From the main menu, select Setup Processing/Returns > Return Code Editor. The current return codes appear in the Return Code Editor window.

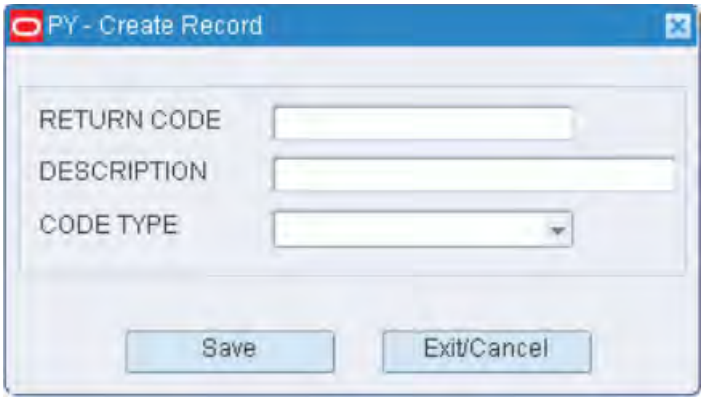
Figure 6–108 Return Code Editor Window



Add a Return Code

1. On the Return Code Editor window, click **Create Record**. The Create Record window opens.

Figure 6–109 Create Record Window



2. In the Return Code field, enter a code for the return.
3. In the Description field, enter a description for the return. The description states either the reason for the return or the action to be taken with the returned merchandise.
4. In the Code Type field, enter A for an action code or R for a reason code.
5. Click **Save** to save the change and close the Create Record window.

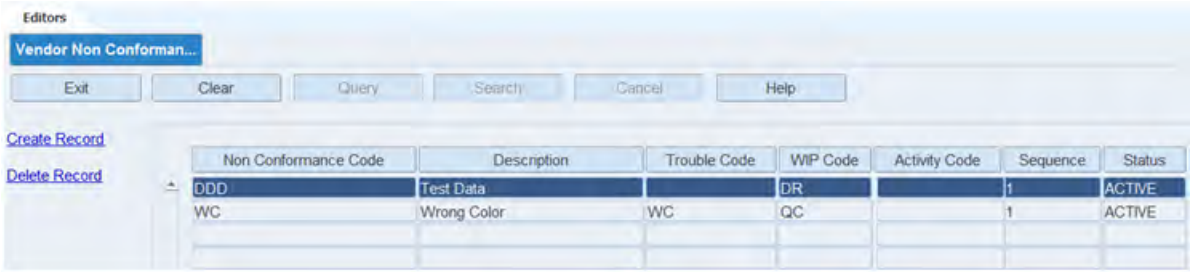
Vendor Non Conformance Code Editor

The Vendor Non Conformance Codes Editor allows you to define and view a list of vendor non conformance codes. You can describe a vendor non conformance code and associate it with a trouble code, WIP code and an activity code.

Vendor Non Conformance Code Editor Window

From the main menu, select Setup Processing/Returns > Vendor Non Conformance Code Editor. The current codes appear in the Vendor Non Conformance Code Editor window.

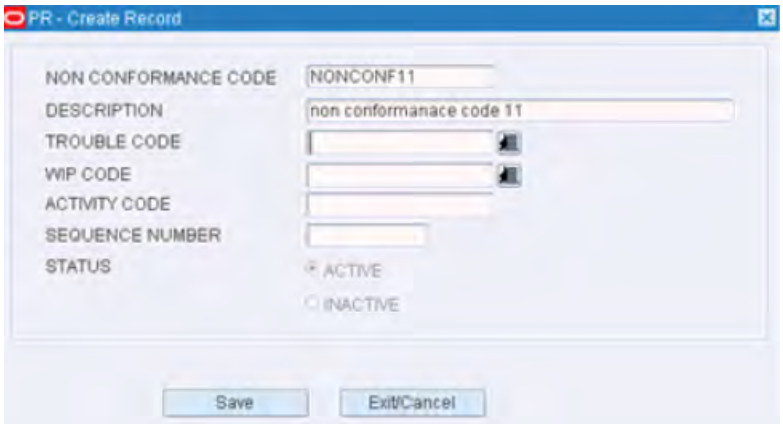
Figure 6–110 Vendor Non Conformance Code Editor Window



Add a Non Conformance Code

1. On the **Vendor Non Conformance Code Editor** window, click **Create Record**. The Create Record window opens.

Figure 6–111 Create Record Window



2. In the Non Conformance Code field, enter a code for the trouble.
3. In the Description field, enter a description for the non conformance code.
4. In the Trouble Code field, enter the trouble code that you want to associate with the vendor non conformance code, or click the LOV button and select the trouble code.

   If the trouble code is associated with a WIP code, the WIP Code and Activity Code fields are automatically updated.
5. In the WIP Code field, enter the WIP code that you want to associate with the non conformance code, or click the LOV button and select the WIP code.

The Activity Code field is automatically updated with the activity code associated with the WIP code.

6. In the Sequence Number field, enter the sequence number for the non conformance code.

Note: The Trouble Code, WIP Code, Activity Code, and Sequence Number fields are optional.

7. Click **Save** to save the change and close the Create Record window.

Note: A new Vendor Non Conformance code is always created in **Active** mode by default. Edit the Vendor Non Conformance code to change it to Inactive mode.

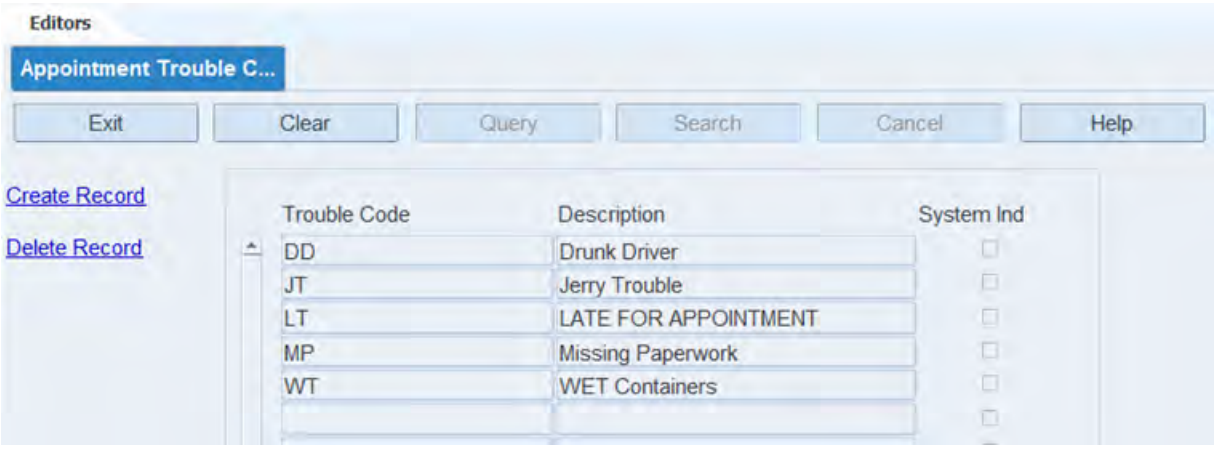
Appointment Trouble Code Editor

The Appointment Trouble Codes Editor allows you to define a master list of Trouble Codes that can be applied to appointments. The trouble codes are used to document problems that are noticed when an appointment is received. No processing is performed for these trouble codes, but applying the trouble codes serves as documentation about vendor performance.

Appointment Trouble Code Editor Window

From the main menu, select Setup Processing/Returns> Appointment Trouble Codes Editor. The current trouble codes appear in the Appointment Trouble Codes Editor window.

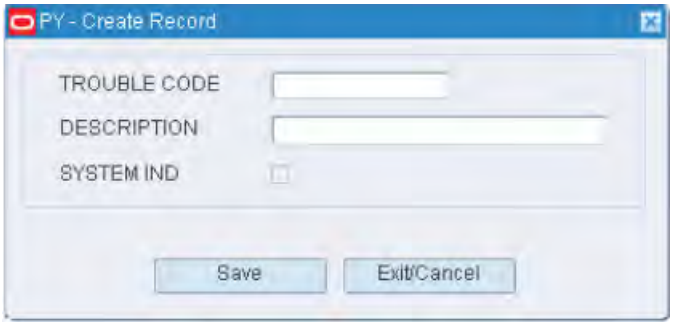
Figure 6–112 Appointment Trouble Codes Editor Window



Add a Trouble Code

1. On the Appointment Trouble Codes Editor window, click **Create Record**. The Create Record window opens.

Figure 6–113 Create Record Window



2. In the Trouble Code field, enter a code for the trouble.
3. In the Description field, enter a description for the trouble.
4. Click **Save** to save the change and close the Create Record window.

Container Trouble Code Editor

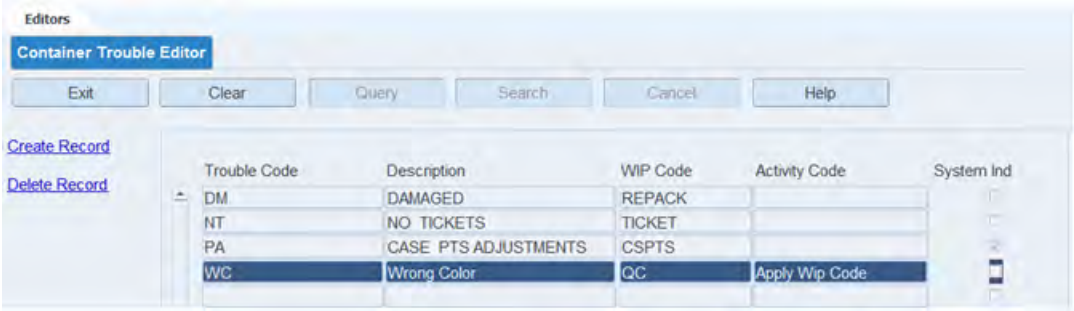
The Container Trouble Code Editor allows you to maintain a master list of trouble codes that can be applied to containers. The trouble codes document problems that are noticed when a container is received or processed in some other way.

You can associate a WIP code and an activity with a trouble code. When the trouble code is applied to a container, its WIP code is automatically applied to the container. The container is then directed to the appropriate rework area.

Container Trouble Code Editor Window

From the main menu, select Setup Processing/Returns > Container Trouble Editor. The current trouble codes appear in the Container Trouble Editor window.

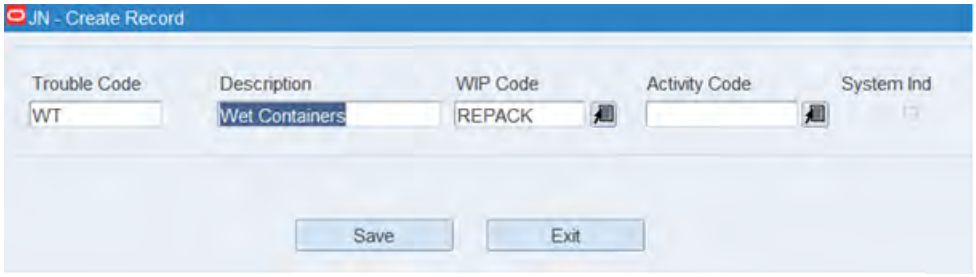
Figure 6–114 Container Trouble Editor Window



Add a Trouble Code

1. On the Container Trouble Editor window, click **Create Record**. The Create Record window opens.

Figure 6–115 Create Record Window



2. In the Trouble Code field, enter a code for the trouble.
3. In the Description field, enter a description for the trouble.
4. In the WIP Code field, enter the WIP code that you want to associate with the trouble code, or click the LOV button and select the WIP code.
5. In the Activity Code field, enter the activity code that you want to associated with the trouble code, or click the LOV button and select the activity code.

> **Note:** WIP codes and activity codes are optional.

6. Click **Save** to save the change and close the Create Record window.

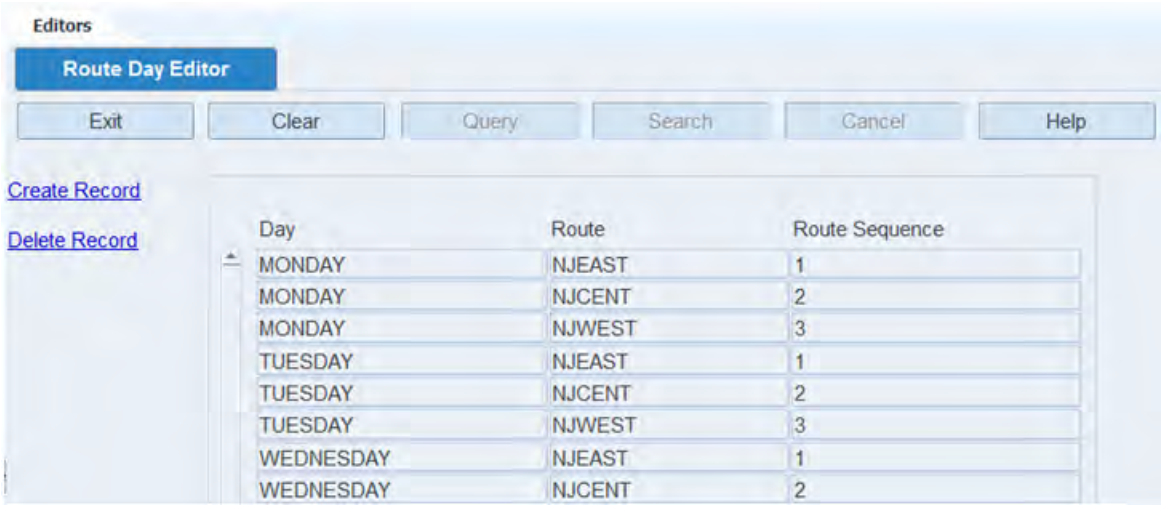
Route Day Editor

The Route Day Editor allows you to assign routes to days of the week. Several routes may run on a particular day. A sequence number is used to logically order the routes.

Route Day Editor Window

From the main menu, select Setup Transportation > Route Day Editor. The Route Day Editor window opens.

Figure 6–116 Route Day Editor Window



Add a Route

1. On the Route Day Editor window, click **Create Record**. The Create Record window opens.

Figure 6–117 Create Record Window

2. In the Day field, enter the day of the week, or click the calendar button and select the day.
3. In the Route field, enter the route, or click the LOV button and select the route.
4. In the Route Sequence field, enter a number to indicate the order in which the route must be run on the selected day.
5. Click **Save** to save the changes and close the Create Record window.

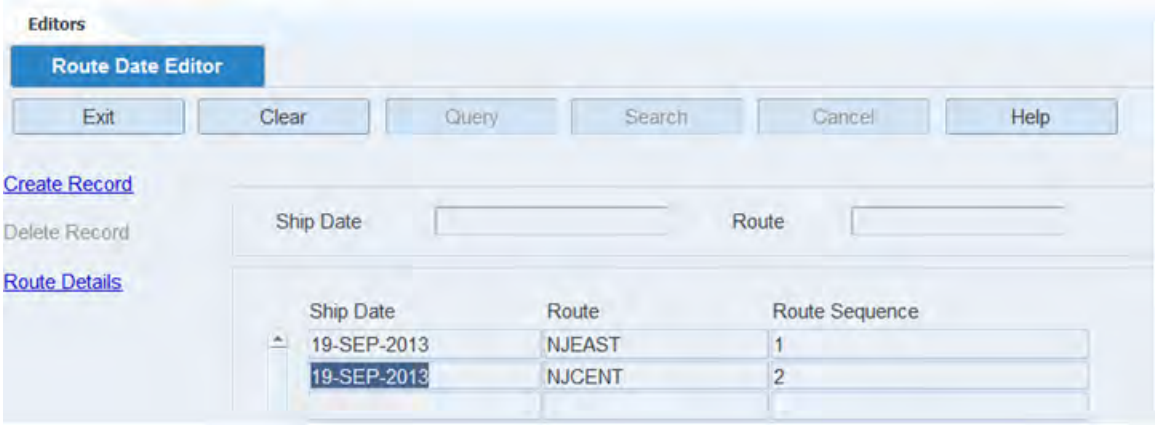
Route Date Editor

The Route Date Editor allows you to assign routes to a specific date. Several routes may run on a particular date. A sequence number is used to logically order the routes.

Route Date Editor Window

From the main menu, select Setup Transportation > Route Date Editor. The current routes appear in the Route Date Editor window.

Figure 6–118 Route Date Editor Window



Add a Route

1. On the Route Date Editor window, click **Create Record**. The Create Record window opens.

Figure 6–119 Create Record Window

2. In the Ship Date field, enter the date, or click the calendar button and select the date.
3. In the Route field, enter the route, or click the LOV button and select the route.
4. In the Route Sequence field, enter a number to indicate the order in which the route must be run on the selected date.
5. Click **Save** to save the changes and close the Create Record window.

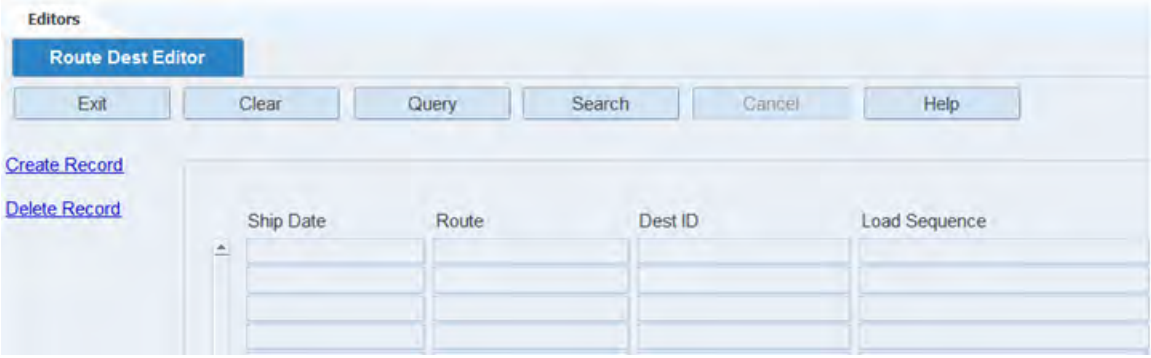
Route Destination Editor

The Route Destination Editor window allows you to assign destinations and load sequences to routes. A route may have several destinations. The sequence number indicates a logical order for loading merchandise that must be shipped to multiple destinations.

Route Destination Editor Window

From the main menu, select Setup Transportation > Route Destination Editor. The current route destinations appear in the Route Destination Editor window.

Figure 6–120 Route Destination Editor Window



Add a Route Destination

1. On the Route Destination Editor window, click **Create Record**. The Create Record window opens.

Figure 6–121 Create Record Window

2. In the Ship Date field, enter the date to ship the merchandise, or click the calendar button and select a date.

> **Note:** If you use a third-party routing system, the ship date is filled in automatically.

3. In the Route field, enter the route, or click the LOV button and select the route.
4. In the Destination ID field, enter the ID of the destination, or click the LOV button and select the destination.
5. In the Load Sequence field, enter the sequence in which merchandise for the specified destination should be loaded.
6. Click **Save** to save the changes and close the Create Record window.

Bill of Materials Editor

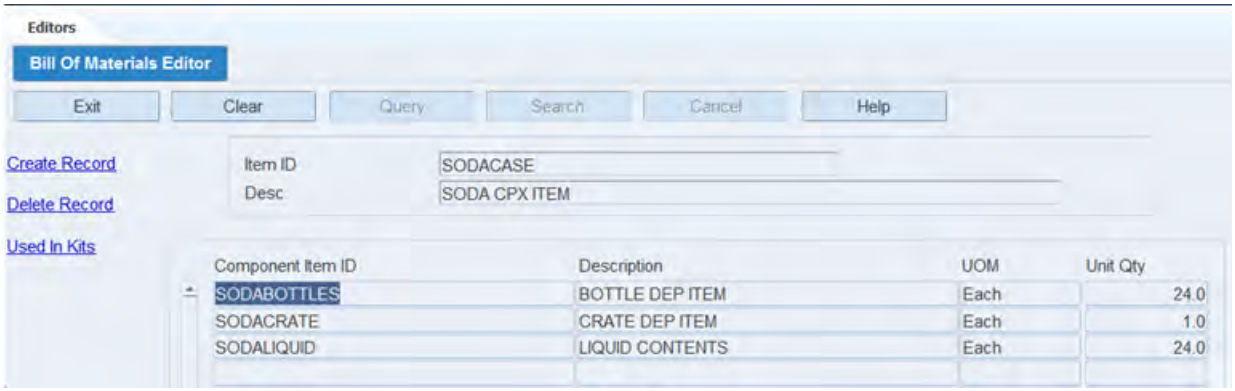
The Bill of Materials Editor window allows you to view, add, and delete the component items found in kits. The initial bill of materials is received from a host system.

You can access the Used In Kits window in order to view which kits a component item is a member of.

Bill of Materials Editor Window

From the main menu, select Setup Processing/Returns > Bill of Materials Editor. The Bill of Materials Editor window opens.

Figure 6–122 Bill of Materials Editor Window

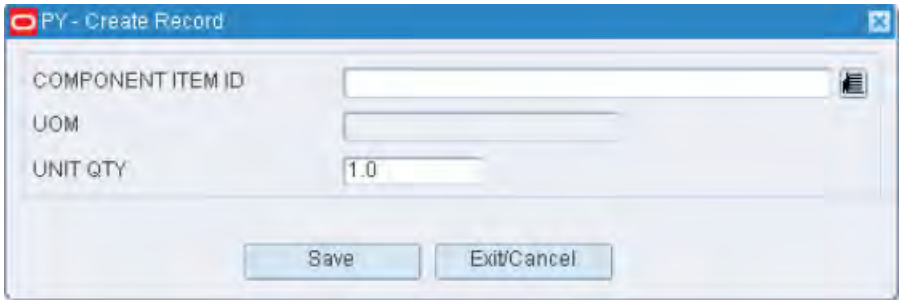


Note: You can also access this window from the Item Master Editor window.

Add a Component Item

1. On the Bill of Materials Editor window, click **Create Record**. The Create Record window opens.

Figure 6–123 Create Record Window



2. In the Component Item ID field, enter the ID of the component item, or click the LOV button and select the component item.
3. In the Unit Qty field, enter the required number of units.
4. Click **Save** to save the changes and close the Create Record window.

Vendor Editor

The Vendor Editor allows you to view the vendors downloaded from the host system. Once downloaded, users can edit sampling and frequency percentages. You can also indicate whether the catch weight process may be bypassed when containers are received from the vendor.

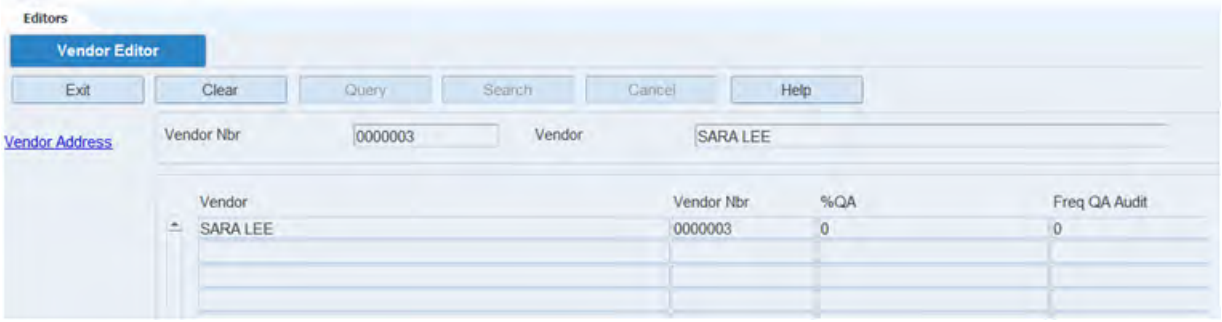
If you enter quality audit (QA) and vendor audit (VA) details, the appropriate WIP codes are automatically assigned to inbound containers from the vendor. You can enter the following information about quality audits and vendor audits:

- Frequency: Percentage of shipments to be audited.
- Percent sampling: Percentage of each shipment to be audited.

Vendor Editor Window

From the main menu, select Setup Item > Vendor Editor. The Vendor Editor window opens.

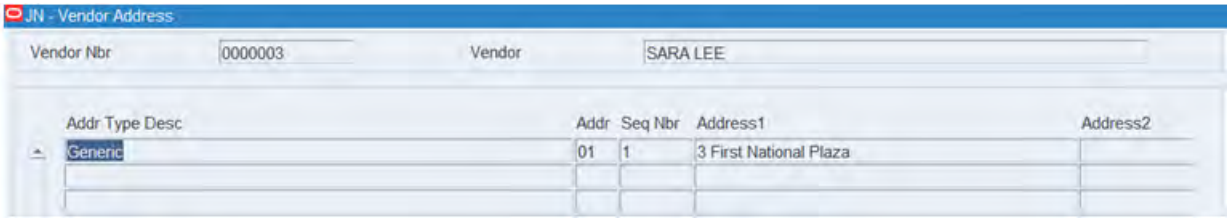
Figure 6–124 Vendor Editor Window



View Addresses

1. On the Vendor Editor window, select the vendor that you want to view in detail.
2. Click **Vendor Address**. The vendor's addresses appear in the Vendor Address window.

Figure 6–125 Vendor Address Window

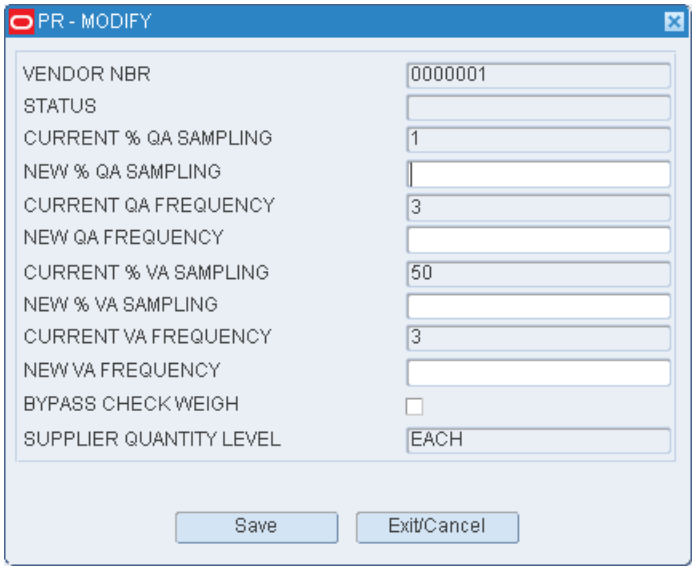


3. Click **Exit/Cancel** to close the Vendor Address window.

Edit Vendor Audits

1. On the Vendor Editor window, double-click the vendor that you want to edit. The Modify window opens.

Figure 6–126 Modify Window



2. Enter sampling and frequency percentages in the appropriate fields.

   Note: Frequency indicates the percentage of shipments to be audited. Sampling indicates the percentage of each shipment to be audited.

3. To bypass weighing containers from the vendor, select the Bypass Check Weigh check box as necessary.
4. Click **Save** to save the changes and close the Modify window.

Table Field Ownership Editor

The Table Field Ownership Editor allows you to indicate whether the fields describing an item are owned by RWMS or by the host system.

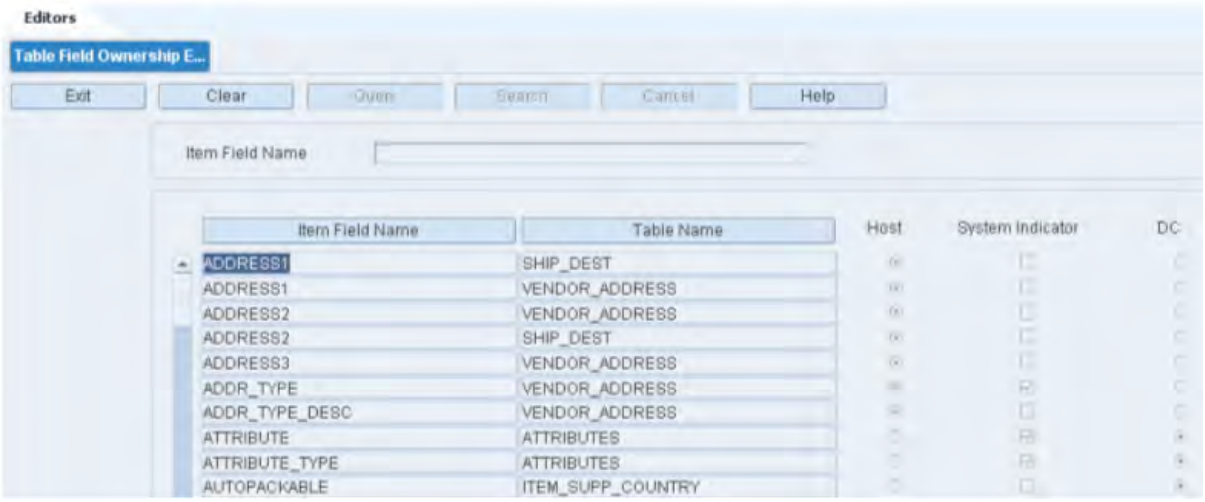
The scenarios pertaining to field ownership are:

- If a field is required by the host and is also a primary key in RWMS, it is automatically marked as owned by the host and the system indicator is selected. You cannot change the ownership of the field to the distribution center (DC).
- If a field is normally owned by the host but is not a primary key in RWMS, it is automatically marked as owned by the host, but the system indicator is not selected. You can change the ownership to the DC.
- All other fields may be marked as owned by the DC. If a field is owned by the DC, it is protected from modifications that are received from the host.

Table Field Ownership Editor Window

To access the Table Field Ownership Editor, navigate to Setup - Administration -> Table Field Ownership Editor. The Table Field Ownership window is displayed.

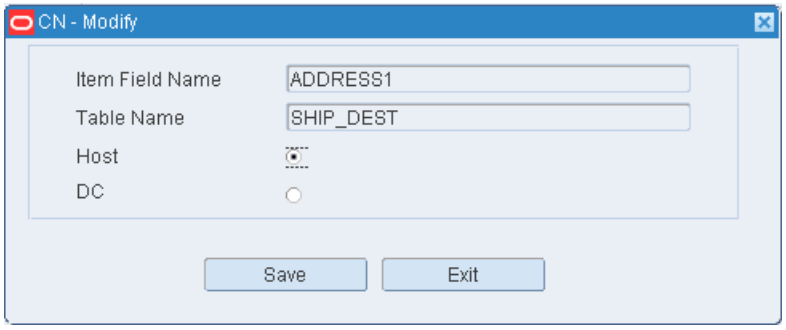
Figure 6–127 Table Field Ownership Editor Window



Modify an Item Field

1. On the Table Field Ownership Editor window, double-click the Item Field Name you want to edit. The Modify window opens.

Figure 6–128 Modify Window



2. Check the DC field as necessary.
3. Click **Save** to save the change and close the Modify window.

Item Default Editor

The Item Default Editor allows you to set up and apply default characteristics for items at the department, class, subclass, or vendor style level. These characteristics are imperative to DC processing and are often not maintained by the host system.

The characteristics include user defined attributes, dimensions, and handling instructions.

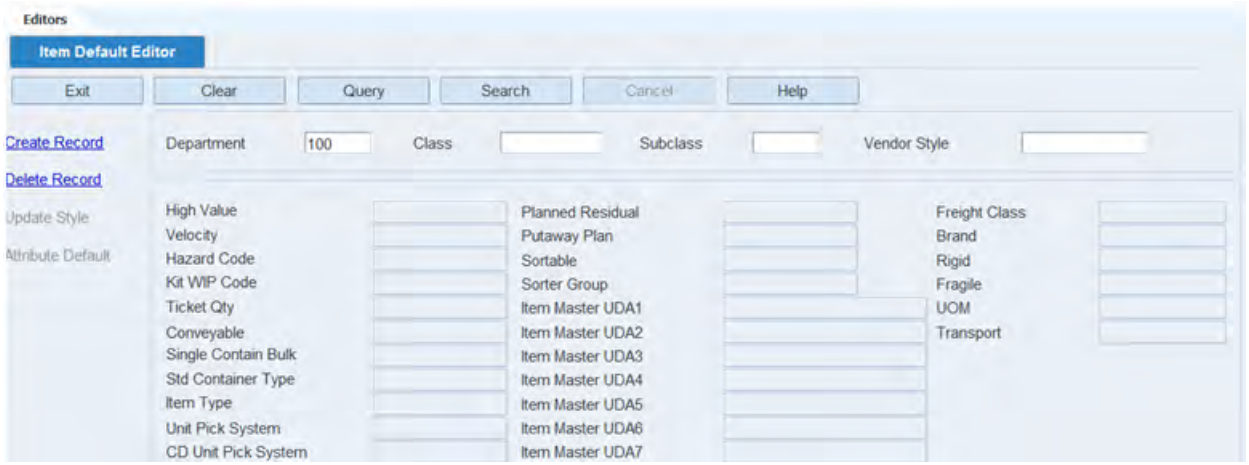
An item inherits the item defaults that were set at the lowest level. For example: If item defaults are set up for department 1000, all classes, subclasses, and vendor styles in department 1000 inherit the same item defaults. If item defaults are set up for class 4000 in department 1000, all subclasses in department 1000/class 4000 inherit the class level defaults instead of the department level defaults.

You can access the Attribute Default Editor window in order to define the default attributes.

Item Default Editor Window

From the main menu, select Setup Item > Item Default Editor. The Item Default Editor window opens.

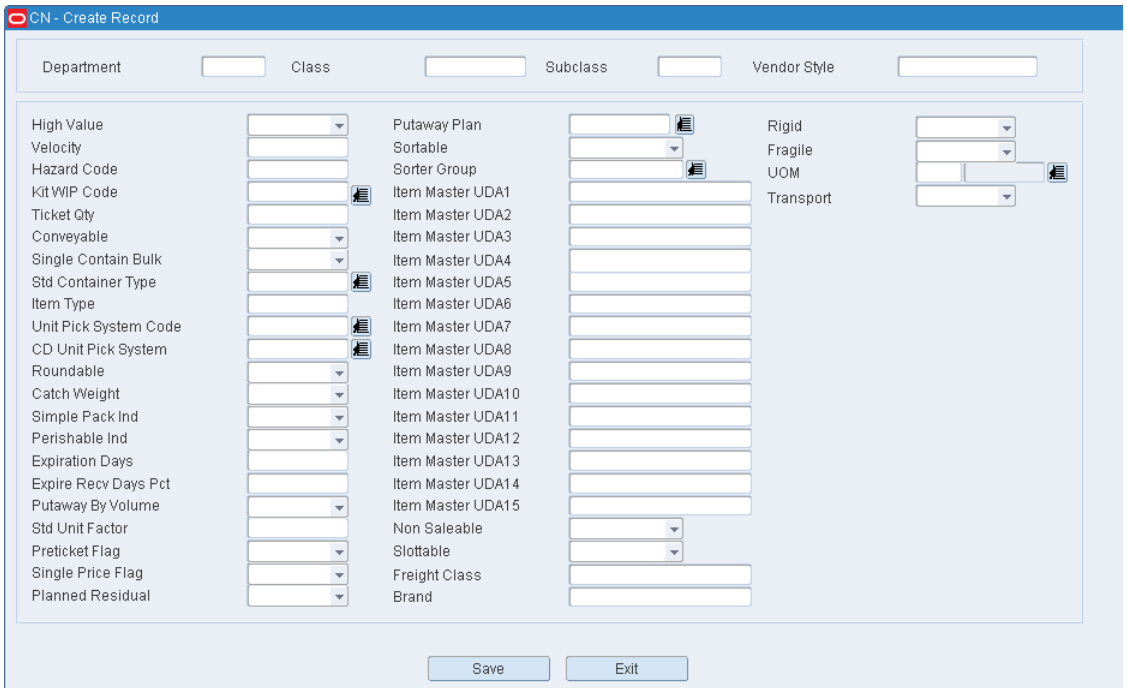
Figure 6–129 Item Default Editor Window



Add Item Defaults

1. On the Item Default Editor window, click **Create Record**. The Create Record window opens.

Figure 6–130 Create Record Window



2. In the Department, Class, Subclass, and Vendor Style fields, enter the IDs for the merchandise levels that you want to set up.
3. Enter details in the required fields:

a. Single Container Bulk: Enter Y (Yes) or N (No) to indicate whether the item is a single container bulk item.

b. In the Unit Pick System Code field, enter the code for the unit pick system or click the LOV button and select the unit pick system.

c. In the CD Unit Pick System field, enter the code for the CD unit pick system or click the LOV button and select the code.

d. In the Roundable field, enter Y (Yes) or N (No) to indicate that the quantity may be rounded to the nearest case when replenished.

e. In the Catch Weight field, enter Y (Yes) or N (No) to indicate whether the item must be weighed upon receipt.

f. In the Perishable Ind field, enter Y (Yes) or N (No) to indicate whether the item is perishable.

g. In the Preticket Flag field, enter Y (Yes) or N (No) to indicate whether the item must ticketed upon receipt.

h. In the Single Price Flag field, enter Y (Yes) or N (No) to indicate whether the item has a single currency ticket.

i. In the Planned Residual field, enter Y (Yes) or N (No) to indicate whether the residuals are to be returned to stock.

4. Enter any additional details as necessary.

5. Click **Save** to save the changes and close the Create Record window. The changes are applied to all items within the selected merchandise hierarchy.

6. If changes are made to defaults for a vendor style, click **Update Style**. The changes are applied to the items associated with the vendor style.

Item Class Editor

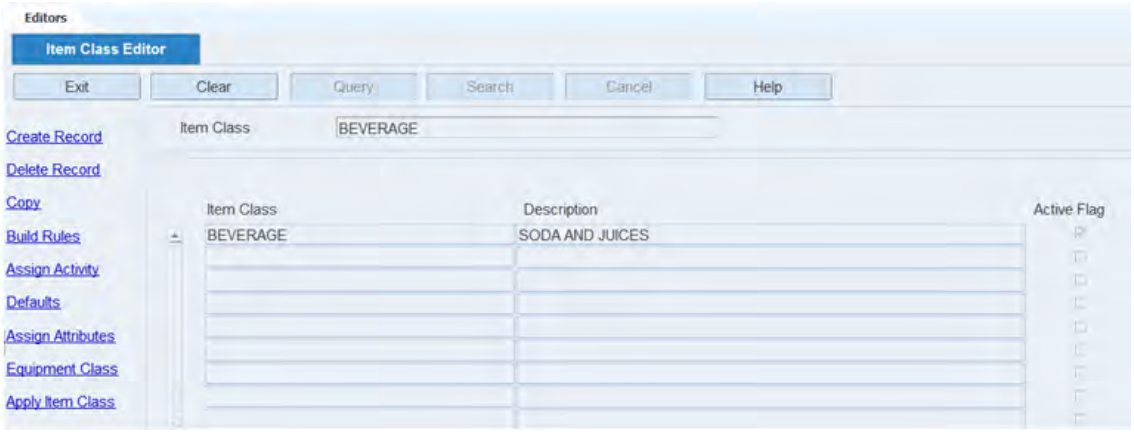
The Item Class Editor allows you to view, add, or delete item classes. An item class is used to group items with similar processing needs. You define the rules of the class in order to determine which items should belong to the class. As items are received from a host system, RWMS determines which item class the item belongs to. Items that match the rules inherit the default characteristics, attributes, activities, and equipment classes that were assigned to the item class. The activities and equipment classes are applied at the item configuration level.

You can access the Apply Item Class window in order to assign items to the item class. The default characteristics, attributes, activities, and equipment classes of the item class are then applied to the selected items.

Item Class Editor Window

From the main menu, select Setup Item > Item Class Editor. The Item Class Editor window opens.

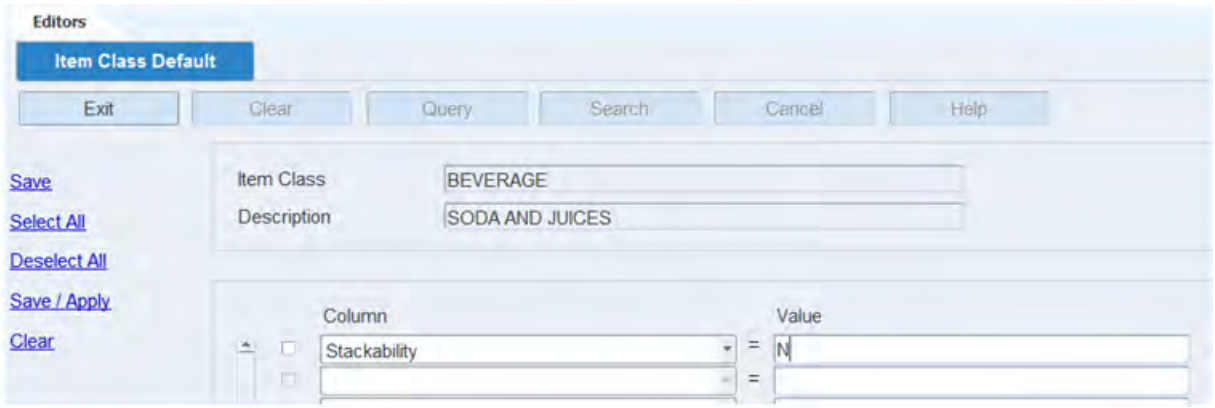
Figure 6–131 Item Class Editor Window



Assign Defaults

1. On the Item Class Editor window, select the item class that you want to edit.
2. Click **Defaults**. The Item Class Default window opens.

Figure 6–132 Item Class Default Window

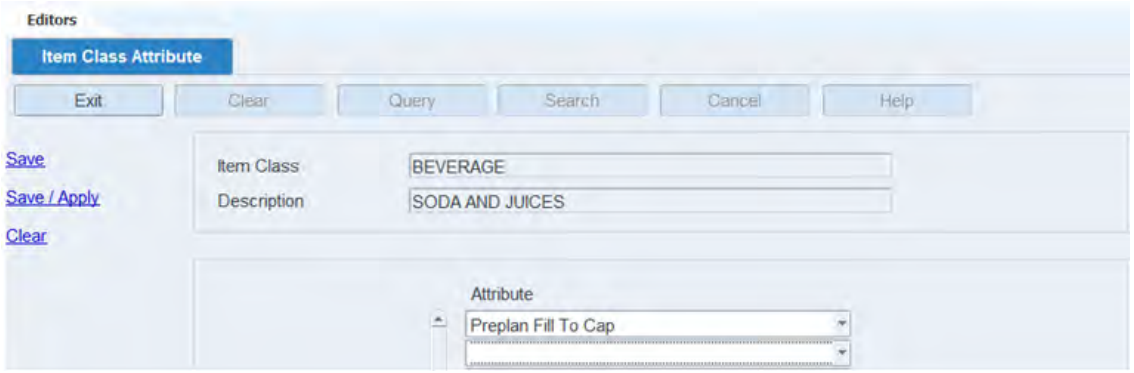


3. To add a default:
   a. In the Column field, select the desired characteristic from the drop-down list.
   b. In the Value field, enter the values of the characteristic.
4. To remove a default:
   a. Select the desired characteristic.
   b. Click **Clear**. The record is removed from the table.
5. [Optional] To apply the defaults to the items that are currently assigned to the item class, click **Save/Apply**.
6. Click **Save** to save the defaults and close the Item Class Default window.

Assign Attributes

1. On the Item Class Editor window, select the item class that you want to edit.
2. Click **Assign Attributes.** The Item Class Attributes window opens.

Figure 6–133 Item Class Attribute Window



3. To assign attributes, select an attribute from the drop-down lists.
4. Click **Save** to save any changes and close the Attributes window.

Assign Equipment Classes

From the main menu, select Setup Item > Item Class Editor. The Item Class Editor window opens.

Figure 6–134 Item Class Editor Window

Note: This window is also accessible from the New Item Inquiry window.

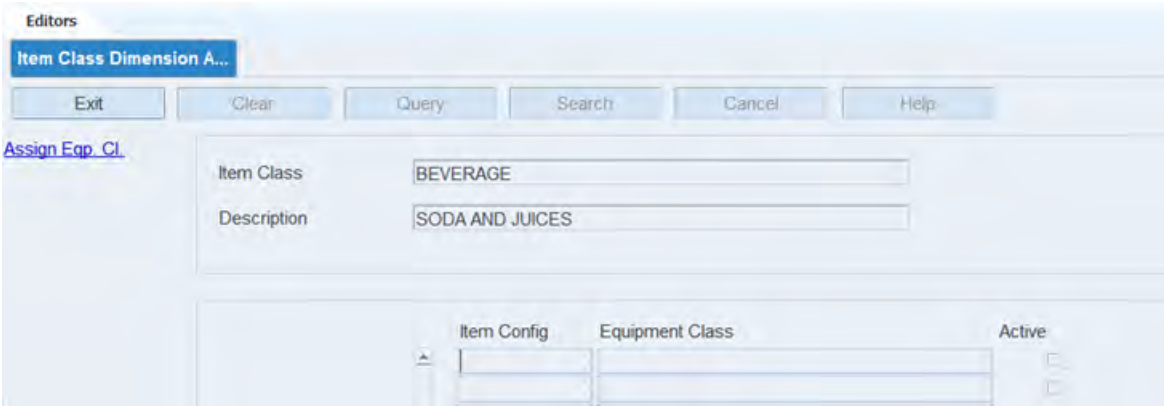
Display All Item Classes

Click **Search**.

Assign Equipment Classes

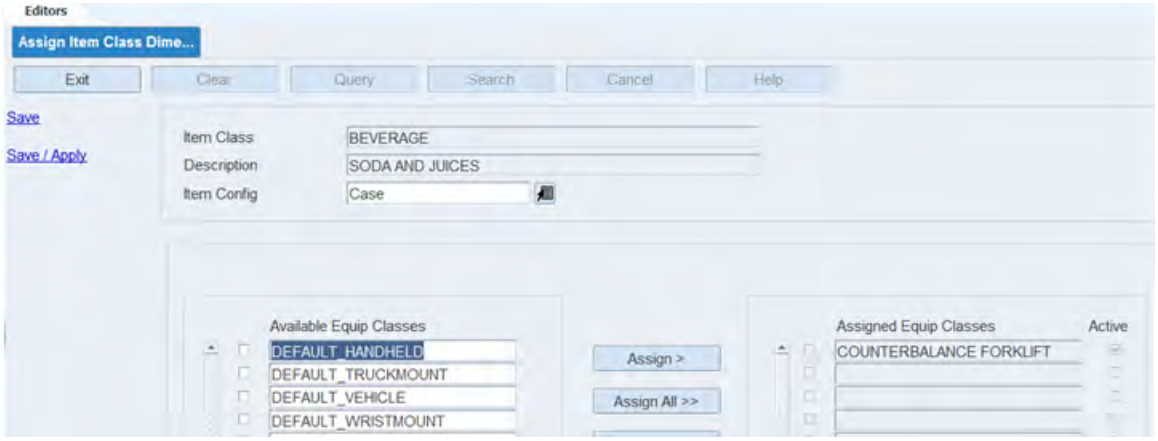
1. On the Item Class Editor window, select the item class that you want to edit.
2. Click **Equipment Class**. The current assignments appear on the Item Class Dimension Activity Equipment window.

Figure 6–135 Item Class Dimension Activity Equipment Window



3. Click **Assign Eqp Cl**. The Assign Item Class Dimension Activity Equipment window opens.

Figure 6–136 Assign Item Class Dimension Activity Equipment Window



4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available equipment classes appear.
5. To assign equipment classes:
   a. Select the check box next to the desired equipment classes on the Available Equip Classes table.
   b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Classes table.
6. To remove assigned equipment classes:
   a. Select the check box next to the desired equipment classes on the Assigned Equip Classes table.

b. Click **Unassign**. The selected equipment classes are moved to the Available Equip Class table.

7. To make the assigned equipment classes available to users, select the Active check box next to the appropriate equipment classes.
8. [Optional] To apply the equipment classes to all items that are currently assigned to the item class, click **Save/Apply**.
9. Click **Save** to save any changes and close the Assign Item Class Config Equipment Class window.
10. Click **Exit/Cancel** to close the Item Class Config Equipment Class window.

Note: In the Assign Item Class Config Equipment Class window, you can 1) click **Assign All** to move all equipment classes to the Assigned Equip Classes table or 2) click **Unassign All** to move all equipment classes to the Available Equip Classes table. All equipment classes are moved whether or not the check boxes are selected.

Assign Activities

From the main menu, select Setup Item > Item Class Editor. The Item Class Editor window opens.

Figure 6–137 Item Class Editor Window

Note: This window is also accessible from the New Item Inquiry window.

Display All Item Classes

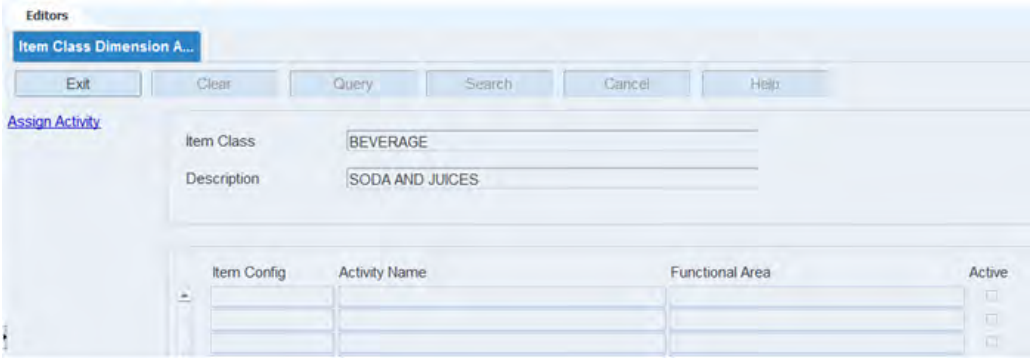
Click **Search**.

Assign Activities

1. On the Item Class Editor window, select the item class that you want to edit.

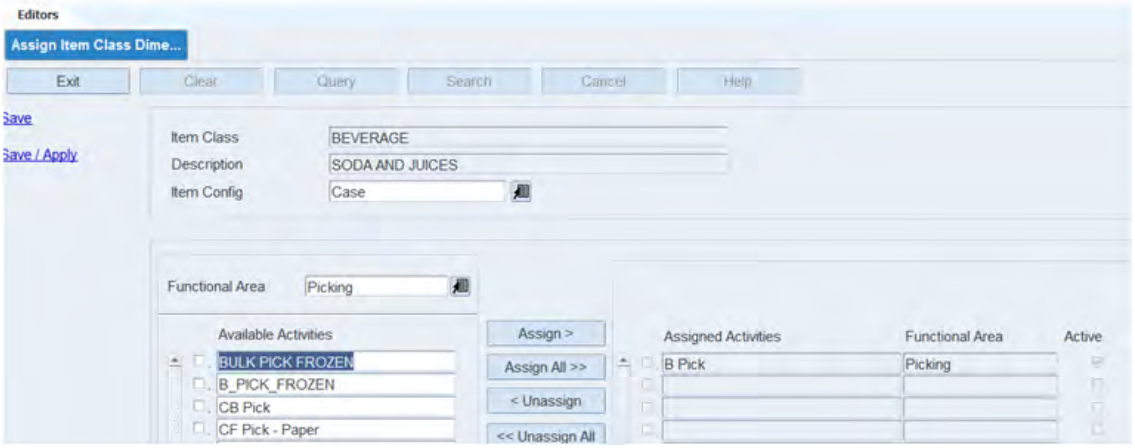
2. Click **Assign Activity**. The current assignments appear on the Item Class Config Activity window.

Figure 6–138 Item Class Config Activity Window



3. Click **Assign Activities**. The Assign Item Class Dimension Activity Equipment window opens.

Figure 6–139 Assign Item Class Dimension Activity Equipment Window



4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available activities appear.
5. [Optional] To filter the activities listed in the Available Activities table, enter the name of functional area in the Functional Area field, or click the LOV button and select the functional area.
6. To assign activities:
   a. Select the check box next to the desired activities on the Available Activities table.
   b. Click **Assign**. The selected activities are moved to the Assigned Activities table.
7. To remove assigned activities:
   a. Select the check box next to the desired activities on the Assigned Activities table.

b. Click **Unassign**. The selected activities are moved to the Available Activities table.

8. To make the assigned activities available to users, select the Active check box next to the appropriate activities.
9. [Optional] To apply the activities to all items that are currently assigned to the item class, click **Save/Apply**.
10. Click **Save** to save any changes and close the Assign Item Class Dimension Activity Equipment window.
11. Click **Exit/Cancel** to close the Item Class Config Activity window.

Note: In the Assign Item Class Config Activities window, you can 1) click **Assign All** to move all activities to the Assigned Activities table or 2) click **Unassign All** to move all activities to the Available Activities table. All activities are moved whether or not the check boxes are selected.

Resequence the Activities

1. On the Item Class Editor window, select the item class that you want to edit.
2. Click **Assign Activity**. The current assignments appear on the Item Class Config Activity window.
3. Click **Assign Activity**. The Assign Item Class Config Activity window opens.
4. In the Item Config field, enter the ID of the item configuration that you want to edit, or click the LOV button and select the item configuration. The available and assigned activities appear.
5. To resequence the assigned activities:
   a. Select the activity to be moved.
   b. To move the activity closer to the top of the list, click **Move Up**.
   c. To move the activity closer to the bottom of the list, click **Move Down**.
6. Click **Save** to save any changes and close the Assign Item Class Config Activities window.
7. Click **Exit/Cancel** to close the Item Class Config Activity window.

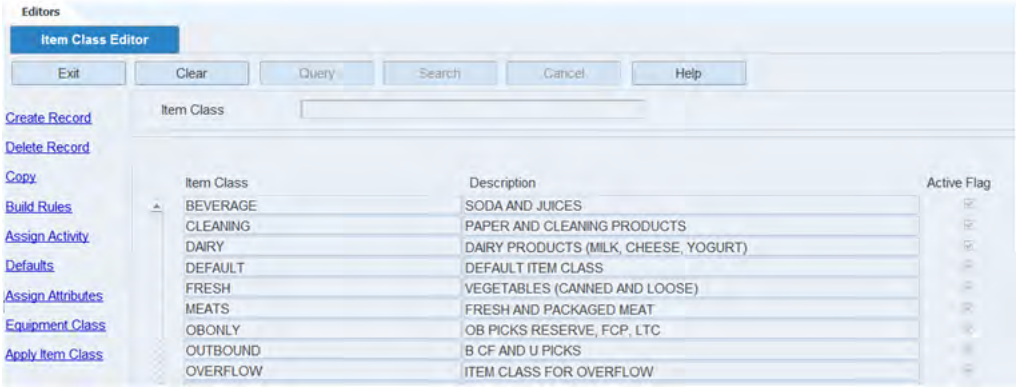
Exit the Item Class Editor Window

Click **Exit** to close the window.

Build Item Class Rules

From the main menu, select Setup Item > Item Class Editor. The Item Class Editor window opens.

Figure 6–140 Item Class Editor Window



Display All Item Classes

Click **Search**.

Build Rules for an Item Class

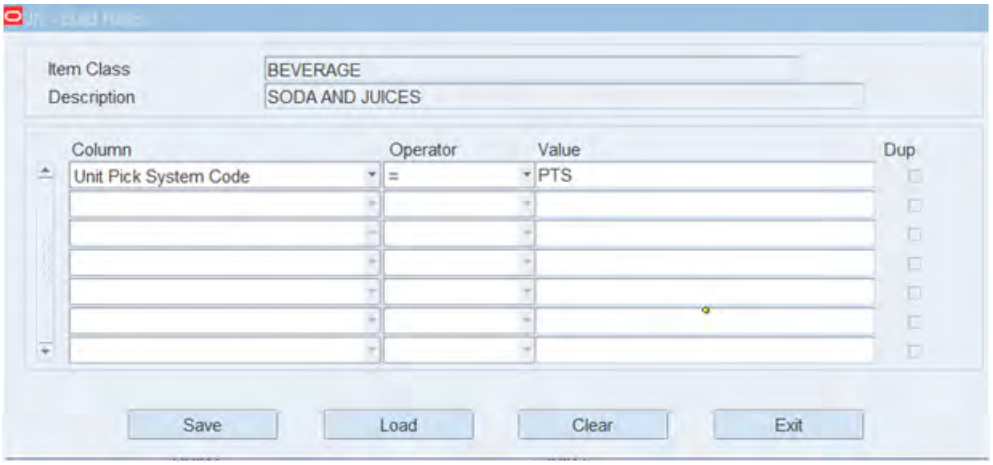
The Load Item Class Rules window allows you to build and apply the rules defined for this specific item class:

- Load/Append: Add the defined rules to any rules that may already exist for the current item class.
- Load/Overwrite: Replace any rules that may already exist.

The number of rules that each item class has opens on the Load Item Class Rules window. Double-click on an item class in order to see the rules for that item class.

1. On the Item Class Editor window, select the item class that you want to edit.
2. Click **Build Rules**. The Build Rules window opens.

Figure 6–141 Build Rules Window

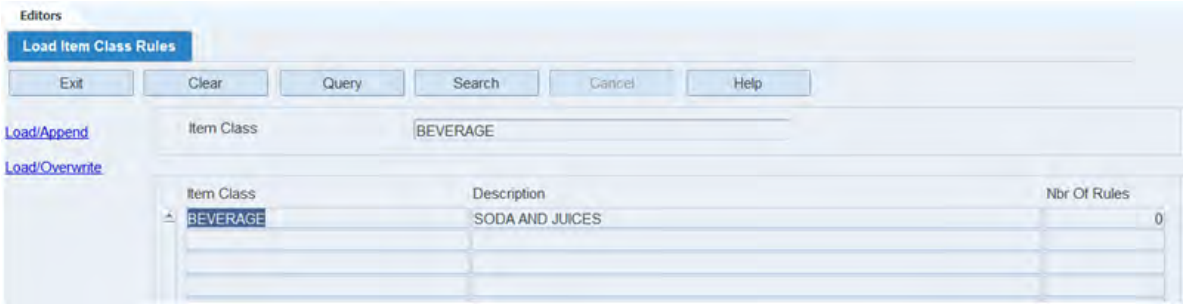


3. Define the rules for selecting the members of the item class:
   a. In the Column fields, select the limiting factors.
   b. In the Operator fields, select the relational operators.
   c. In the Value fields, enter the values of the limiting factors.

4. [Optional] To copy the rules from another item class:

   a. On the Build Rules window, click **Load**. The Load Item Class Rules window opens.

Figure 6–142 Load Item Class Rules Window



   b. Select the item class whose rules you want to copy.

> **Note:** To view the rules for an item class, double-click the desired item class. The rules appear in the Item Class Rules View Only window.

   c. Click **Load/Append** to add the rules to any existing rules, or click Load/Overwrite to replace any existing rules with the selected rules. You are returned to the Build Rules window.

   d. If by appending the rules any duplicates occur, the Dup check box is selected next to the duplicate. Select the duplicate rule and click Clear to remove it.

5. Click **Save** to save the rules and close the Build Rules window.

Exit the Item Class Editor Window

Click **Exit** to close the window.

Item Class Editor

From the main menu, select Setup Item > Item Class Editor. The Item Class Editor window opens.

Figure 6–143 Item Class Editor Window

Note: This window is also accessible from the New Item Inquiry window.

Display all Item Classes

Click **Search**.

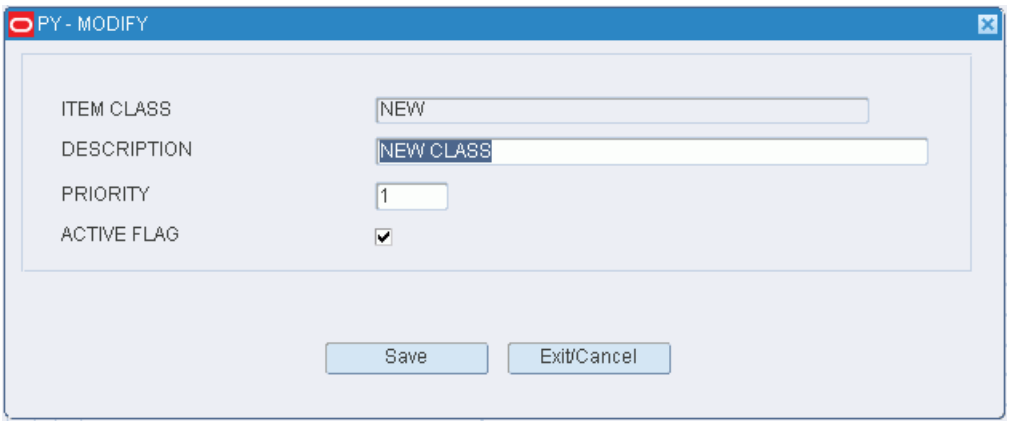
Display an Item Class

1. If any item classes are currently displayed, click **Clear**.
2. Click **Query**.
3. In the Item Class query field, enter the name of the item class, or click the LOV button and select the item class.
4. Click **Search**. The item class that matches the search criterion opens.

Edit an Item Class

1. On the Item Class Editor window, double-click the item class that you want to edit. The Modify window opens.

Figure 6–144 Modify Window



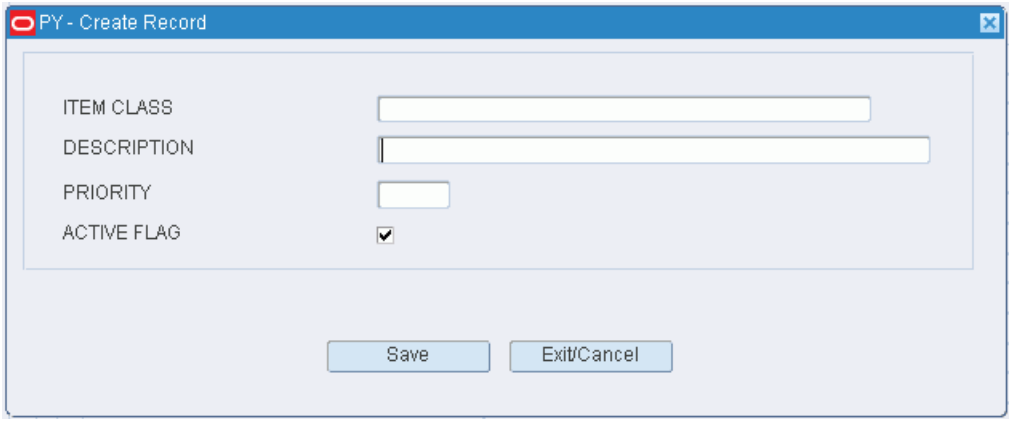
Note: You cannot edit an item class if the system indicator is selected.

2. Edit the description, priority, and active status of the item class as necessary.
3. Click **Save** to save any changes and close the Modify window.

Add an Item Class

1. On the Item Class Editor window, click **Create Record**. The Create Record window opens.

Figure 6–145 Create Record Window



2. In the Item Class and Description fields, enter a name and description for the item class.
3. In the Priority field, enter the order in which the item class should be applied to an item when more than one item class may be applied.
4. To indicate whether the item class should be made available for use, select or clear the Active Flag check box.
5. Click **Save** to save any changes and close the Create Record window.

Item Master Editor

The Item Master Editor allows you to view and edit all item IDs currently defined in RWMS. These items comprise the merchandise that is supported at the distribution center. Items may be entered manually, but they are generally received from a host system.

After the item is added to the system, you can access the following windows in order to view or maintain additional details:

- Item Supplier Editor: View vendors, origin countries, and item configurations. Edit the TI (tier) and HI (height) for pallets in the distribution center. Maintain item configurations, including dimensions, equipment classes, and activities.
- Item UPC Inquiry: View universal product codes (UPC).
- Item Attribute Editor: Maintain item attributes and attribute types.
- Item Differentiator Inquiry: View item diff groups and diffs.
- Bill of Materials Editor: Maintain the component items of a kit.
- Currency Price: View retail prices in multiple currencies if tickets for an item contain multiple currencies.

For Labor Management you must set the following the two fields in the Item Master:

- Average Unit Pick Grab Quantity
- Average Case Pick Grab Quantity

In the Average Unit Pick Grab Quantity field, enter the average number of units a picker can grab at one time from a pick location. For example, if you are picking individual cell phones, how many phones can you grab in one handful. If you can grab 3 each time then enter the value 3 in this field. The entered value is divided into the pick quantity to determine how many grab elements to apply in the Labor standard Calculation. The system will always default this value to 1.

```
Formula:
Number of Cell Phones to pick = 12
Divided by Average Unit Pick Grab Qty = 3
Grab Element Applied to Labor Standard = 4 times
```

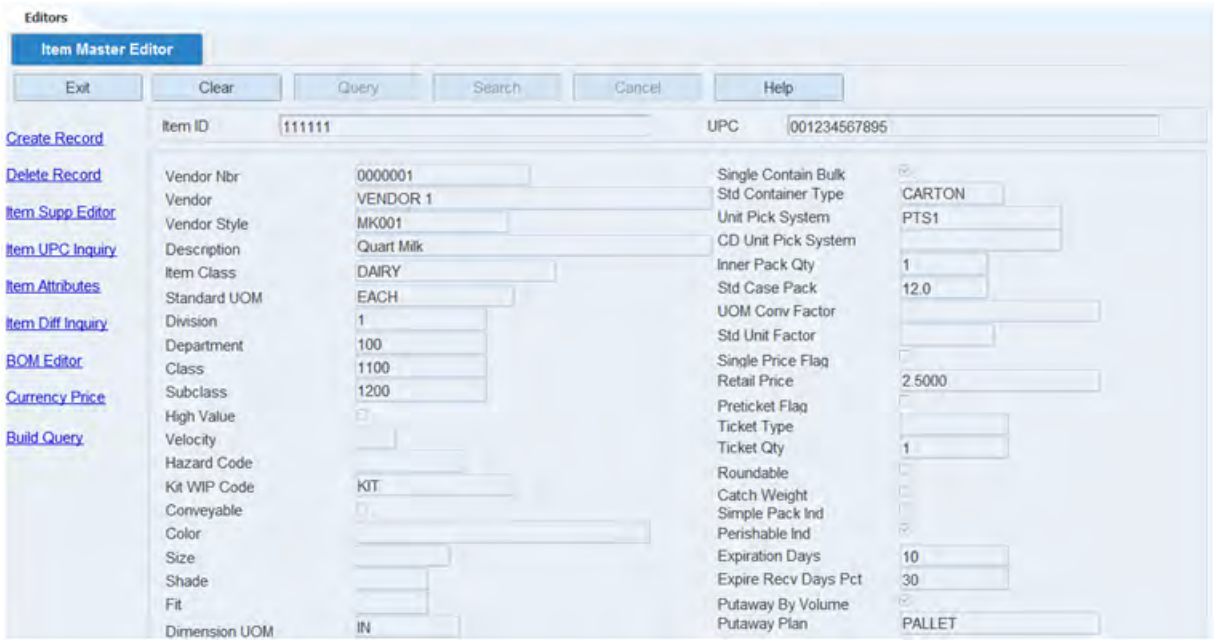
In the Average Case Pick Grab Quantity field, enter the average number of cases a picker can grab at one time from a pick location. For example, if you are picking cases of cell phones, how many cell phone cases can you grab at one time. If you can grab 2 cases each time then enter the value 2 in this field. The entered value is divided into the pick quantity to determine how many grab elements to apply in the Labor standard Calculation. The system will always default this value to 1.

```
Formula:
Number of Cell Phones cases to pick = 9
Divided by Average Case Pick Grab Qty = 2
Grab Element Applied to Labor Standard = 5 times
```

Item Master Editor Window

From the main menu, select Setup Item > Item Master Editor. The Item Master Editor window opens.

Figure 6–146 Item Master Editor Window

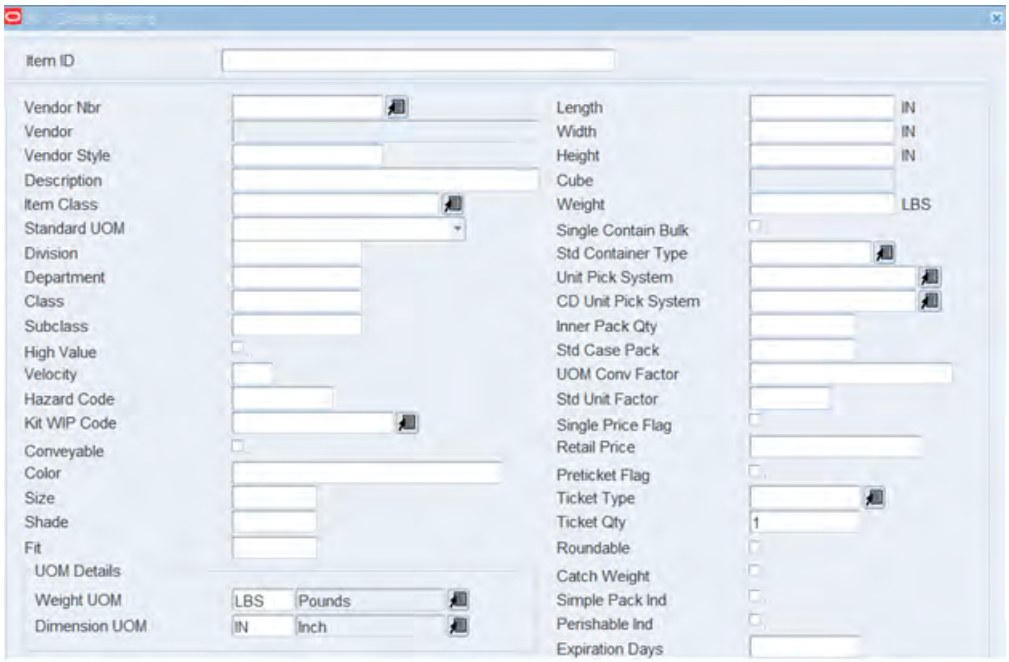


Note: You can also access this window from the Quality Assurance window.

Add an Item

1. On the Item Master Editor window, click **Create Record**. The Create Record window opens.

Figure 6–147 Create Record Window



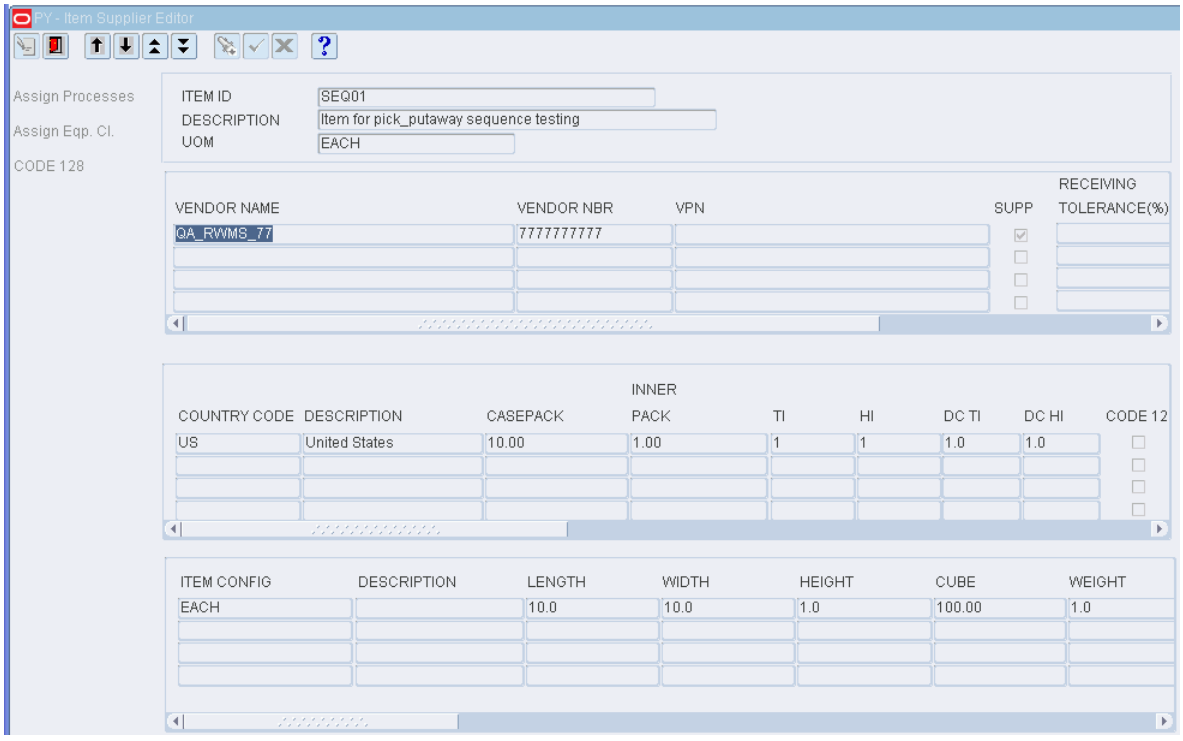
2. In the Item ID field, enter the ID of the item.

3. Enter the following required information:
   a. In the Vendor Nbr field, enter the vendor number, of click the LOV button and select the vendor.
   b. In the Description field, enter a description of the item.
   c. In the Standard UOM field, enter the standard unit of measure, or click the LOV button and select the standard UOM.
   d. In the Unit Pick System field, enter the code for the unit pick system or click the LOV button and select the unit pick system.
   e. In the Distribution Method field, indicate how merchandise is to be handled for distribution.
   f. In the Replen Dist Method field, indicate how merchandise is to be replenished.
4. Enter any additional details as necessary.
5. Click **Save** to save the changes and close the Create Record window.

Item Supplier Editor

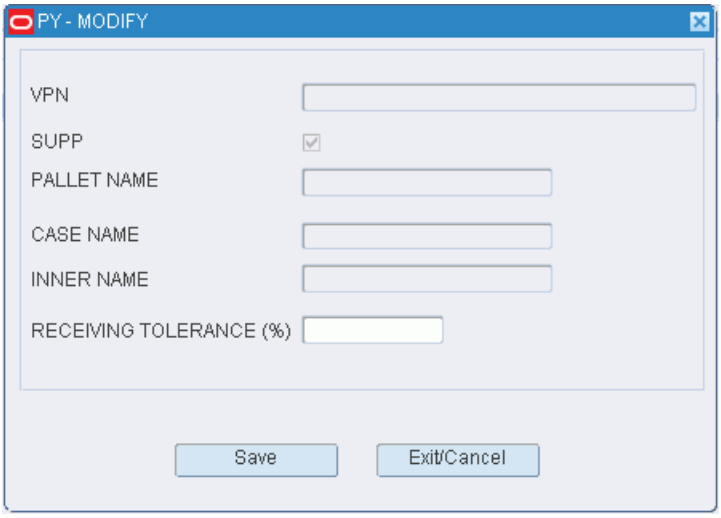
1. On the Item Master Editor window, select an item and click Item Supplier Editor. The Item Supplier Editor window opens.

Figure 6–148 Item Supplier Editor Window



2. Select the data and double-click. The Modify window opens.

Figure 6–149 Modify Window



3. Edit the enabled fields as required. Click Save to save the changes.

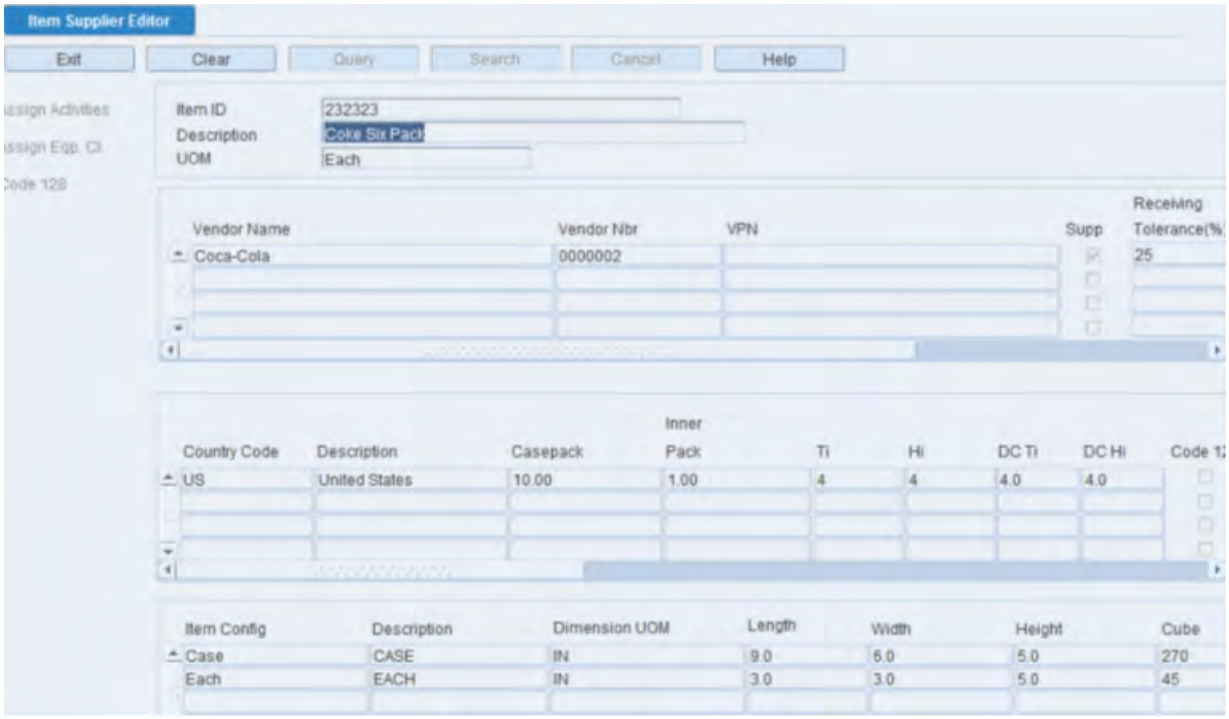
Item Supplier Editor

The Item Supplier Editor allows you to view the suppliers, origin countries, and item configurations for an item. You can edit the TI (tier) and HI (height) measurements by origin country. You can edit the dimensions, weight, and velocity by item configuration. Equipment classes and activities may be assigned at the item configuration level.

Item Supplier Editor Window

From the main menu, select Setup Item > Item Supplier Editor. The Item Supplier Editor window opens

Figure 6–150 Item Supplier Editor Window



Note: You can also access this window from the Item Master Editor window and the Item Master Inquiry window.

Display the Suppliers of an Item

1. If the suppliers of an item are currently displayed, click **Clear**.
2. Click **Query**.
3. In the Item ID query field, enter the item ID, or click the LOV button and select an item.
4. Click **Search**. The suppliers of the selected item appear.

View Origin Countries and Item Configurations

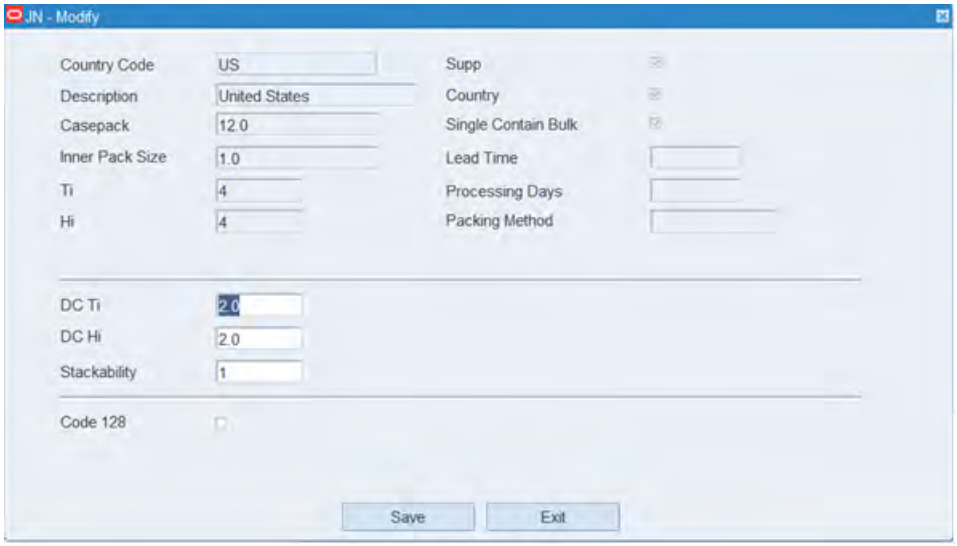
Note: There are three tables on this window. They are referred to as the Vendor table, Origin Country table, and Item Configuration table.

1. On the Item Supplier Editor window, select a vendor. The origin countries for the item/vendor appear in the Origin Country table.
2. Select an origin country. The item configurations for the item/vendor/origin country appear in the Item Configuration table.

Edit Ti and HI Measurements

1. On the Item Supplier Editor window, double-click the origin country that you want to edit. The Modify Record window opens.

Figure 6–151 Modify Window

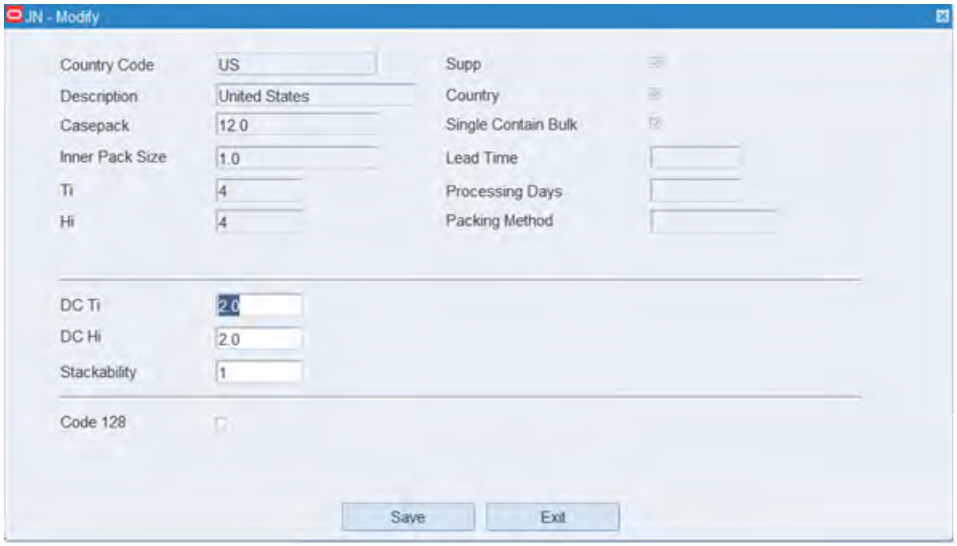


2. Edit the DC TI and DC HI fields as necessary.
3. Click **Save** to save the changes and close the Modify Record window.

Edit an Item Configuration

1. On the Item Supplier Editor window, double-click the item configuration that you want to edit. The Modify Record window opens.

Figure 6–152 Modify Window



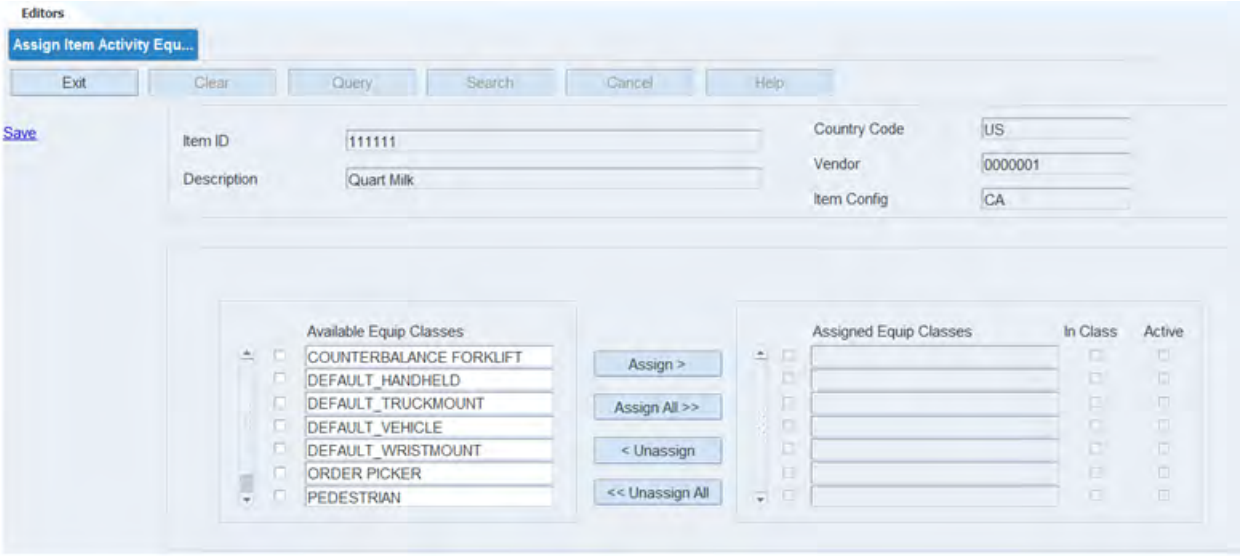
2. Edit the dimensions, weight, and velocity as necessary.
3. Click **Save** to save the changes and close the Modify Record window.

Assign Equipment Classes

1. On the Item Supplier Editor window, select the item configuration that you want to edit.

2. Click **Assign Eqp Cl**. The Assign Item Dimension Activity Equipment window opens.

Figure 6–153 Assign Item Dimension Activity Equipment Window



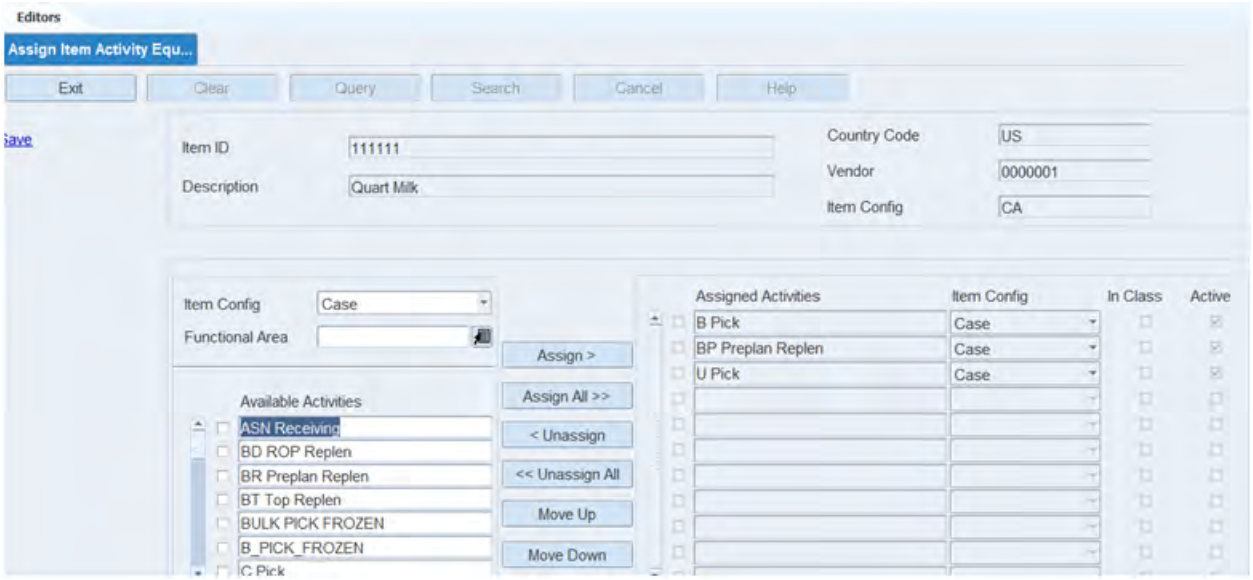
3. To assign equipment classes:
   a. Select the check box next to the desired equipment classes on the Available Equip Classes table.
   b. Click **Assign**. The selected equipment classes are moved to the Assigned Equip Classes table.
4. To remove assigned equipment classes:
   a. Select the check box next to the desired equipment classes on the Assigned Equip Classes table.
   b. Click **Unassign**. The selected equipment classes are moved to the Available Equip Class table.
5. To make the assigned equipment classes available to users, select the Active check box next to the appropriate equipment classes.
6. Click **Save** to save any changes and close the Assign Item Config Equipment window.

Note: In the Assign Item Config Equipment window, you can 1) click **Assign All** to move all equipment classes to the Assigned Equip Classes table or 2) click **Unassign All** to move all equipment classes to the Available Equip Classes table. All equipment classes are moved whether or not the check boxes are selected.

Assign Activities

1. On the Item Supplier Editor window, select the item configuration that you want to edit.
2. Click **Assign Activities**. The Assign Item Dimension Activity Equipment window opens.

Figure 6–154 Assign Item Dimension Activity Equipment Window



3. [Optional] To filter the activities listed in the Available Activities table, enter the functional area in the Functional Area field, or click the LOV button and select the functional area.
4. To assign activities:
   a. Select the check box next to the desired activities on the Available Activities table.
   b. Click **Assign**. The selected activities are moved to the Assigned Activities table.
5. To remove assigned activities:
   a. Select the check box next to the desired activities on the Assigned Activities table.
   b. Click **Unassign**. The selected activities are moved to the Available Activities table.
6. To make the assigned activities available to users, select the Active check box next to the appropriate activities.
7. To assign activities for another item configuration, select the desired item configuration from the Item Config drop-down list. Repeat the previous steps.
8. Click **Save** to save any changes and close the Assign Item Dimension Activity Equipment window.

Note: In the Assign Item Dimension Activity Equipment window, you can 1) click **Assign All** to move all activities to the Assigned Activities table or 2) click **Unassign All** to move all activities to the Available Activities table. All activities are moved whether or not the check boxes are selected.

Resequence the Activities

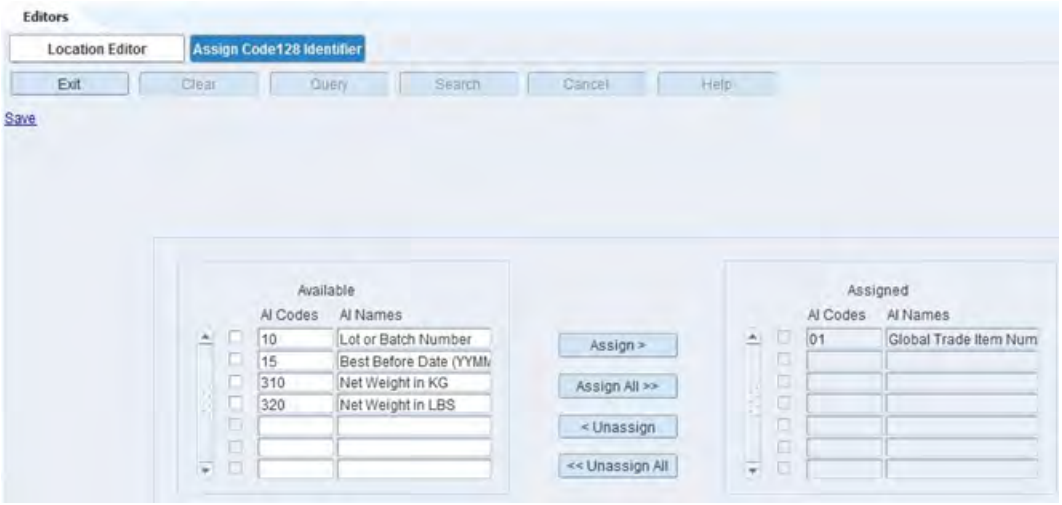
1. On the Item Supplier Editor window, select the item configuration that you want to edit.

2. Click **Assign Activities**. The Assign Item Dimension Activity Equipment window opens.
3. To resequence the assigned activities:
   a. Select the activity to be moved.
   b. To move the activity closer to the top of the list, click **Move Up**.
   c. To move the activity closer to the bottom of the list, click **Move Down**.
4. Click **Save** to save any changes and close the Assign Item Dimension Activity Equipment window.

Assign Code 128

1. On the Item Supplier Editor window, select the item configuration that you want to edit.
2. Click **Code 128**. The Assign Code128 Identifier window opens.

Figure 6–155 Assign Code128 Identifier Window



3. To assign activities:
   a. Select the check box next to the desired AI on the Available table.
   b. Click **Assign**. The selected activities are moved to the Assigned AI table.
4. To remove assigned activities:
   a. Select the check box next to the desired AI on the Assigned AI table.
   b. Click **Unassign**. The selected activities are moved to the Available AI table.
5. Click **Save** to save any changes and close the Assign Code128 Identifier window.

Note: In the Assign Code128 Identifier window, you can 1) click **Assign All** to move all activities to the Assigned AI table or 2) click **Unassign All** to move all activities to the Available AI table. All identifiers are moved whether or not the check boxes are selected.

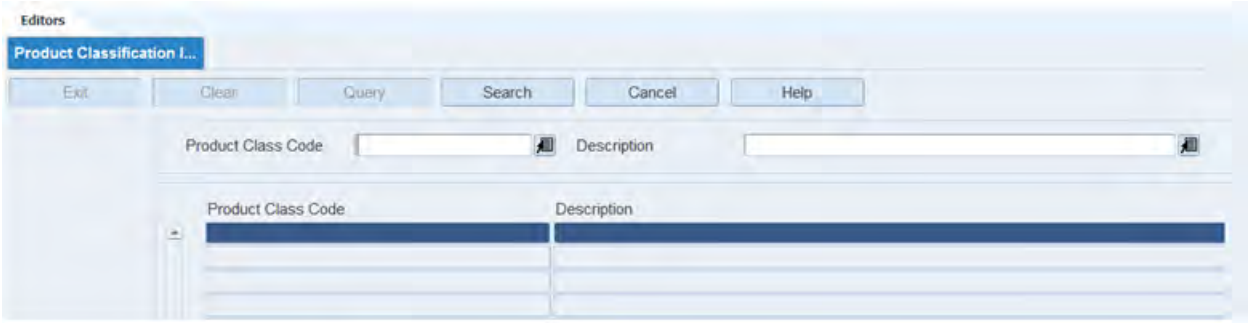
Product Classification Inquiry

The Product Classification Inquiry window is used to view the Product Classification Codes in RWMS. The product Classification Codes are published by the host system and consumed by RWMS. As this is an Inquiry window, no functionality other than view is available.

Product Classification Inquiry Window

From the main menu, select Setup Item > Product Classification Inquiry. The Product Classification Inquiry window opens.

Figure 6–156 Product Classification Inquiry Window



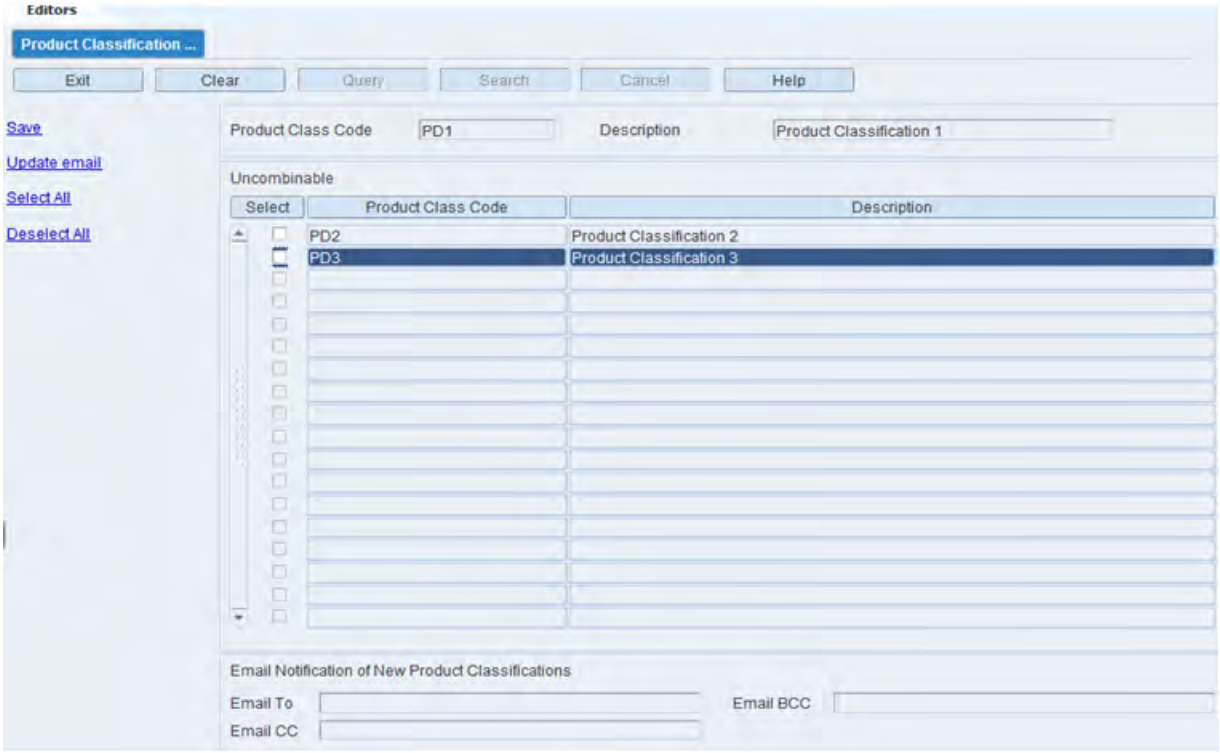
Product Classification Matrix

The Product Classification Matrix window allows a user to link specific Product Classifications that cannot be placed (combined) in the same container (case or tote). An example would be food with Clorox.

Product Classification Matrix Window

From the main menu, select Setup Item > Product Classification Matrix. The Product Classification Matrix window opens.

Figure 6–157 Product Classification Matrix Window



Display a Product Class Code and Its Uncombinable Product Class Codes

1. Enter or select a Product Class Code from the LOV.
2. Click **Search**.

   The system will display all of the Product Class Codes that are currently defined as not combinable with the Product Class Code entered at the top of window (header).

Select All

The Select all link is provided so a user may select all Product Class Codes except the one in the header record. The system will automatically place a check next to each of these class codes. If you want all of these class codes to not be combinable with the header class code, click **Save**. If you want to deselect some class codes, click on the class codes in the select column to deselect them. When finished, click **Save**.

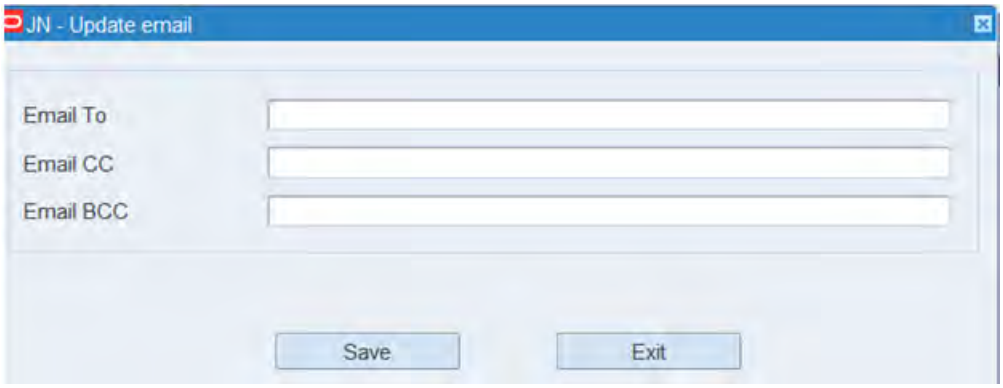
Deselect All

The Deselect all link is provided so a user may deselect all Product Class Codes except the one in the header record. The system will automatically remove the check next to each of the class codes. Click **Save** to update the system.

Update Email

The Update Email button will take you a window where you can enter an email address. When an email address is entered here the system will trigger an email every time a new product classification code is downloaded from the host management system.

Figure 6–158 Update Email Window



Item Attributes Editor

The Item Attribute Editor allows you to assign attributes to an item. Your choices are restricted to those attributes that have been marked as available for item classes.

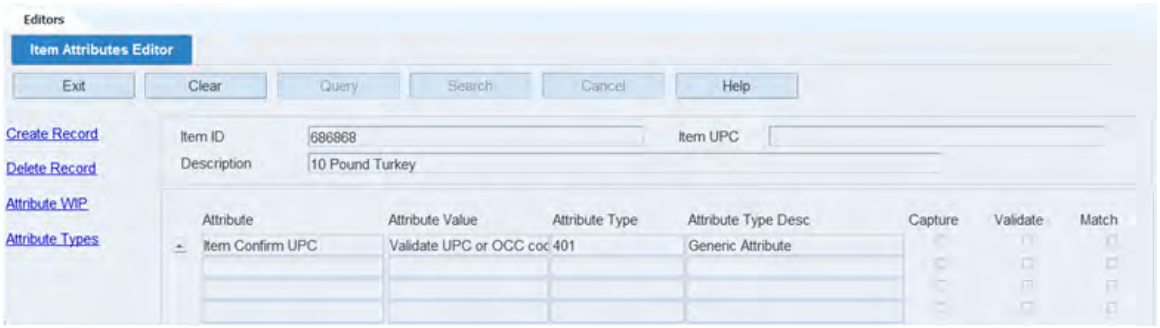
From this editor, you can access the Attribute WIP Editor window in order to assign WIP codes to an attribute.

From this editor, you can access the Attribute Type Editor window in order to edit the attribute type that is associated with an attribute.

Item Attribute Editor Window

From the main menu, select Setup Item > Item Attributes Editor. The Item Attributes Editor window opens.

Figure 6–159 Item Attributes Editor Window

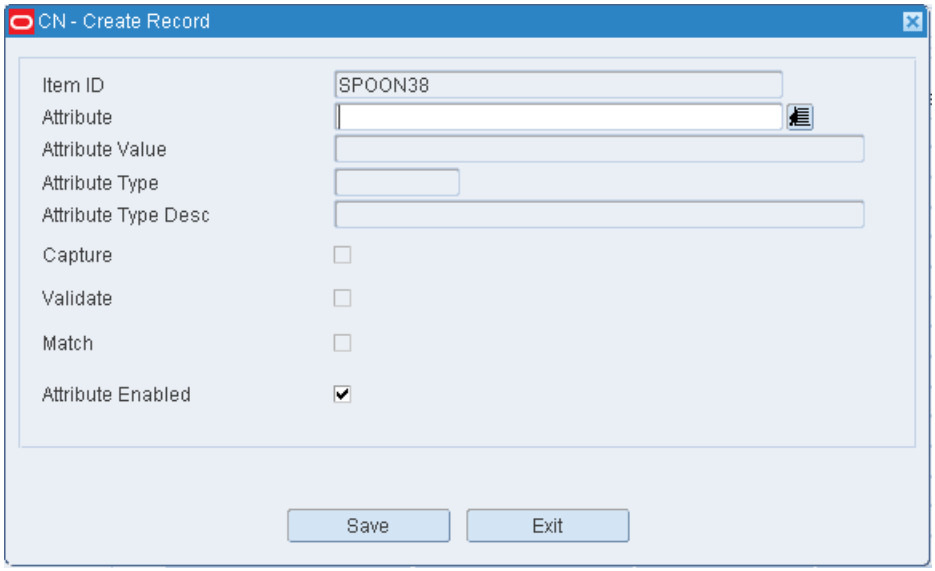


Note: You can also access this window from the following windows: Item Master Editor, Item Master Inquiry, and Quality Assurance.

Assign an Attribute to an Item

1. On the Item Attribute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–160 Create Record Window



2. In the Attribute field, enter the ID of the attribute that you want to associate with the current item, or click the LOV button and select the attribute.

   Note: If no item was identified on the Item Attribute Editor window, enter the ID of the item in the Item ID field on the Create Record window.

3. To make the item attribute available to users, select the Attribute Enabled check box.
4. Click **Save** to save the changes and close the Create Record window.

Forward Pick Location Editor

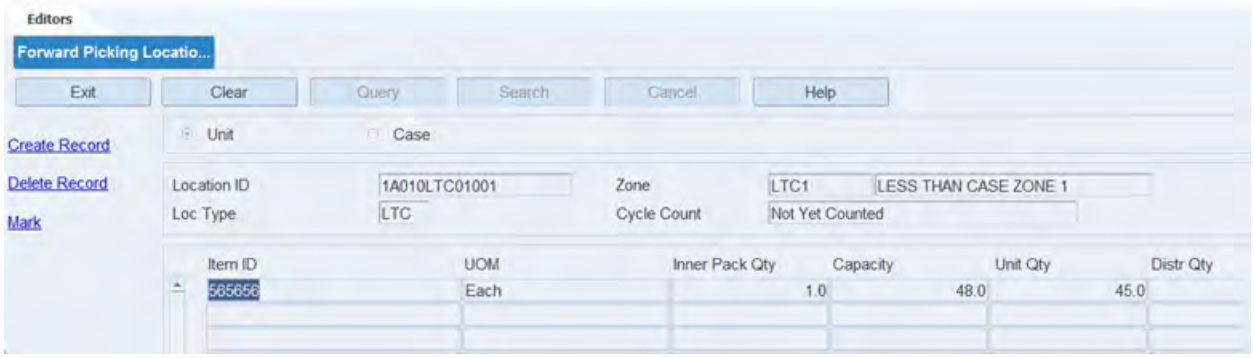
The Forward Pick Location Editor allows you to associate items to available forward pick locations. Depending on the option you choose, you can define unit pick or forward case pick locations. You can also mark the location for cycle count.

Note: The pick_from_loc_detail table is only partially used. The populated table data fields are required for the current Forward Picking functionality. The remaining fields may be used for future expansion.

Forward Pick Location Editor Window

From the main menu, select Setup Location > Forward Picking Location Editor. The Forward Pick Location Editor window opens.

Figure 6–161 Forward Picking Location Editor Window

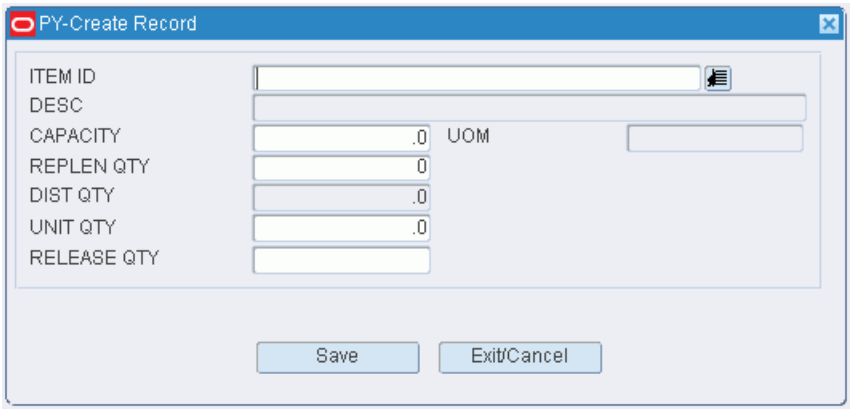


Note: You can also access this window from the Location Editor window. On the Location Editor window, the Location Type must pertain to unit picks or forward case picks.

Add an Item to a Forward Pick Location

1. Display the location you want to add the item to.
2. On the Forward Pick Location Editor window, click **Create Record**. The Create Record window opens.

Figure 6–162 Create Record Window



3. In the Item ID field, enter the ID of the item, or click the LOV button and select the item.
4. In the Capacity field:
   - [Unit option] Enter the capacity of the location measured in max units.
   - [Case option] Enter the capacity of the location measured in max number of cases.
5. In the Replen Qty field,
   - [Unit option] Enter the max units at which replenishment is triggered.
   - [Case option] Enter the max cases at which replenishment is triggered.

Note: Reorder point replenishment must be enabled.

6. In the Qty field:
   - [Unit option] Enter the number of standard units currently stocked at the location.
   - [Case option] In the Case Qty field, enter the number of cases currently stocked at the location.
7. [Case option] In the Casepack field, enter the number of standard units packed in a case.
8. In the Release Qty field, enter the quantity at which replenishment tasks begin.

   Note: This field is used for Time Release replenishment methods.

9. If the location can be filled beyond capacity:
   - In the Overflow Pct field, enter the percentage over capacity allowed.
   - In the Overflow Amt field, enter the quantity over capacity allowed.

   Note: You can assign either percentage or quantity. The Overflow fields are available if the Overflow attribute has been assigned to the location.

10. Click **Save** to save the changes and close the Create Record window.

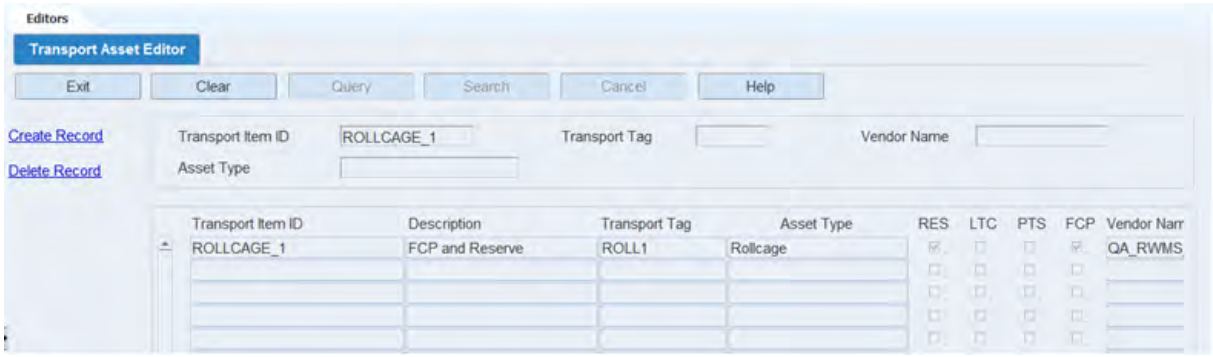
Transport Asset Editor

The Transport Asset Editor is used to create transport assets. This editor allows the user to assign an item ID to a transport asset as well as assigning an asset type and ID.

Transport Asset Editor Window

From the main menu, select Setup Item > Transport Asset Editor. The Transport Asset Editor window opens.

Figure 6–163 Transport Asset Editor Window



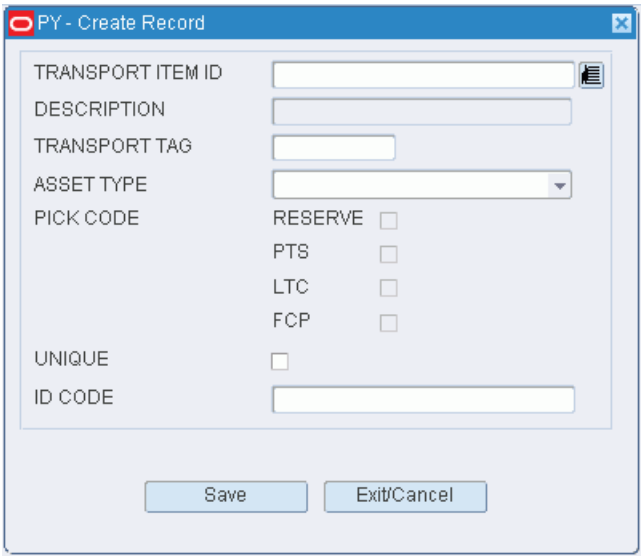
Create an Item

Note: In order to set up an item as a transport asset, that item must be identified as a transport asset on the item_master table.

To create a Transport Asset item:

1. Click **Create Record**. The Create Record window opens.

Figure 6–164 Create Record Window



2. Enter the Transport Item ID.
3. Enter the Description.
4. Enter the Transport Tag.
5. Enter the Asset Type.
6. Select a Pick Code.
7. Select if it is a unique item, if applicable.
8. Enter the ID Code.
9. Click **Save**.
10. Click **Exit**. The Transport Asset Editor window reappears.

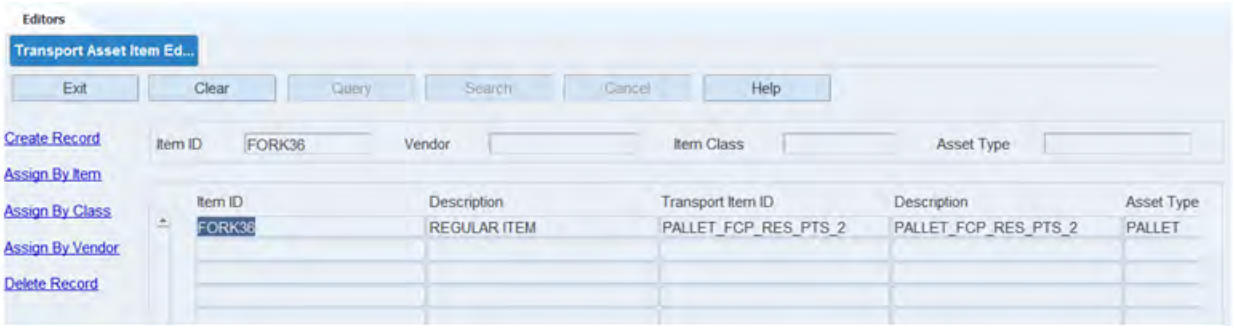
Transport Asset Item Editor

The Transport Asset Item Editor is used associate a regular merchandise item to a transport asset item.

Transport Asset Item Editor Window

From the main menu, select Setup Item > Transport Asset Item Editor. The Transport Asset Item Editor window opens.

Figure 6–165 Transport Asset Item Editor Window



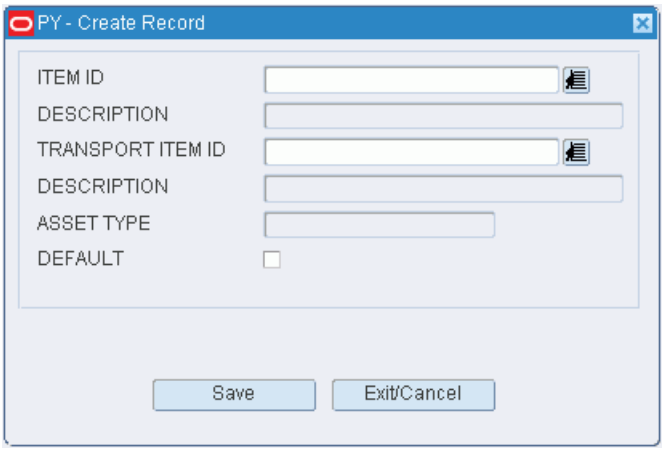
Create a Transport Asset to Item Association

Note: Before associating a transport asset to an item, that transport asset must be set up properly (see 'Create a Transport Asset' section).

To create a transport asset item:

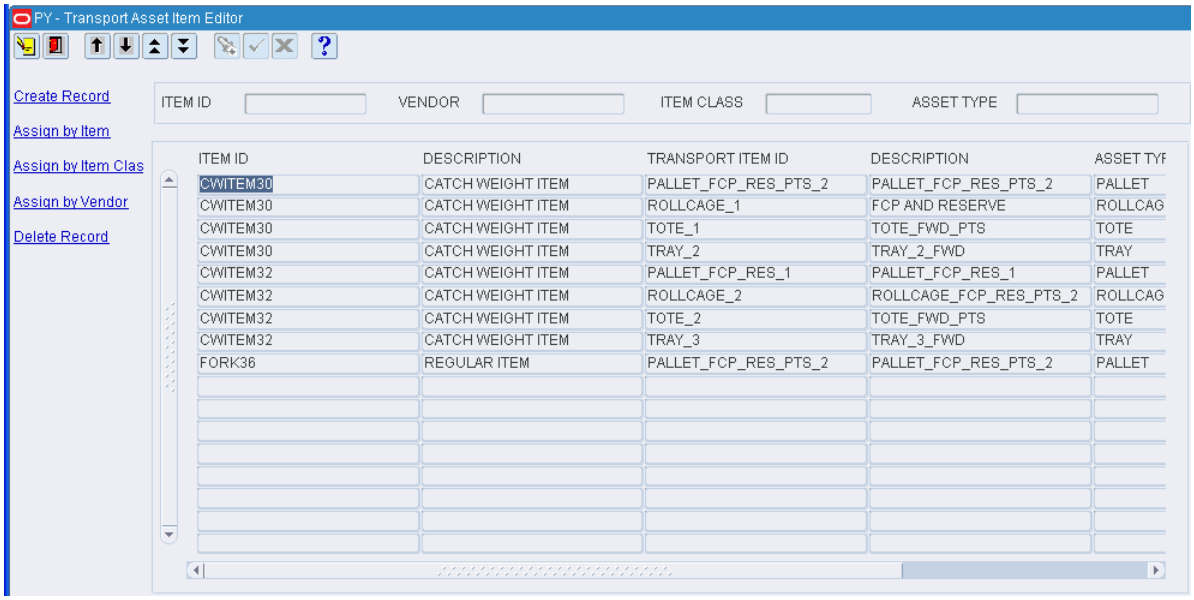
1. Click **Create Record**. The Create Record window opens.

Figure 6–166 Create Record



2. Enter the Item ID.
3. Enter the Description.
4. Enter the Transport Item ID.
5. Enter the Description.
6. Enter the Asset Type.
7. Select if it is a default item, if applicable.
8. Click **Save**.
9. Click **Exit**. The Transport Asset Item Editor window reappears.

Figure 6–167 Transport Asset Item Editor Window

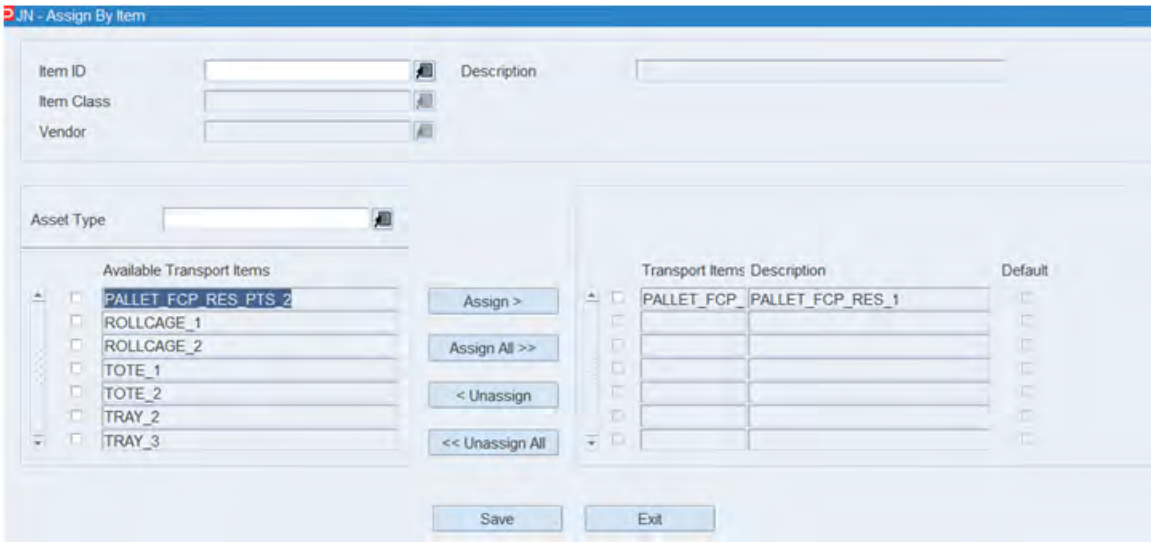


Assign by Item/Item Class/Vendor

To assign by item:

1. Click **Assign by Item** or **Assign by Item Class** or **Assign by Vendor**. The Assign Transport Items window opens.

Figure 6–168 Assign Transport Items Window



2. Enter the Item ID, if applicable.
3. Enter the Description, if applicable.
4. Enter the Item Class, if applicable.
5. Enter the Vendor, if applicable.
6. Enter the Asset Type, if applicable.
7. Select the available transport items to assign and click **Assign**.
8. Click **Save**.
9. Click **Exit**. The Transport Asset Item Editor window reappears.

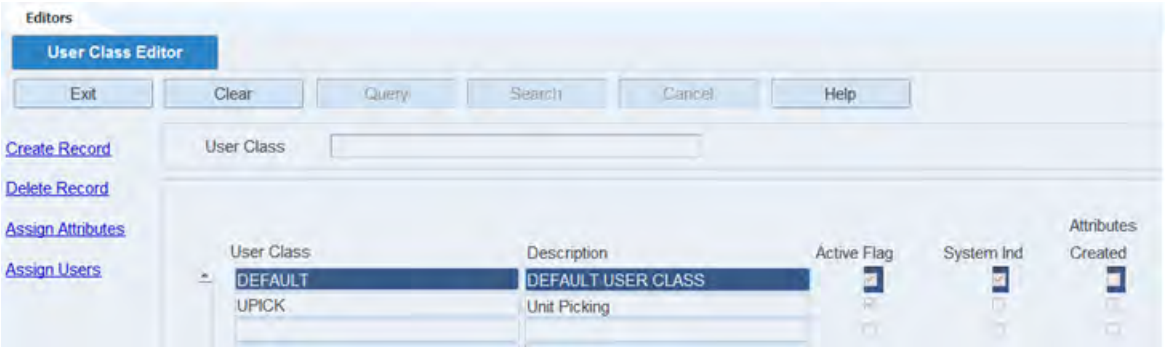
User Class Editor

The User Class Editor allows you to define and view user classes. A user class is used to group users who are likely to perform the same activities. After defining the user class, you assign the appropriate attributes to a user class and you can assign users to a user class.

User Class Editor Window

From the main menu, select Setup User > User Class Editor. The User Class Editor window opens.

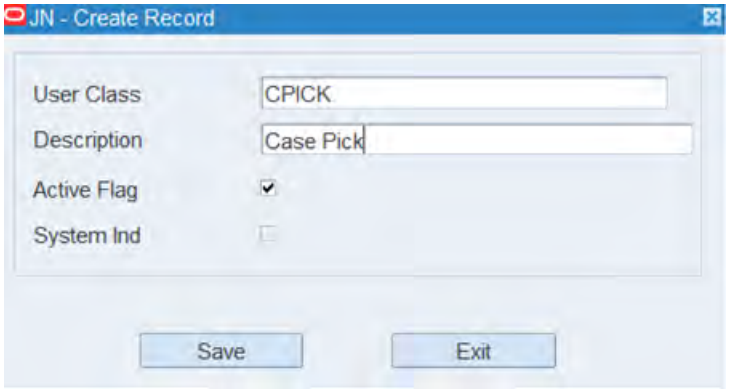
Figure 6–169 User Class Editor Window



Add a User Class

1. On the User Class Editor window, click **Create Record**. The Create Record window opens.

Figure 6–170 Create Record Window

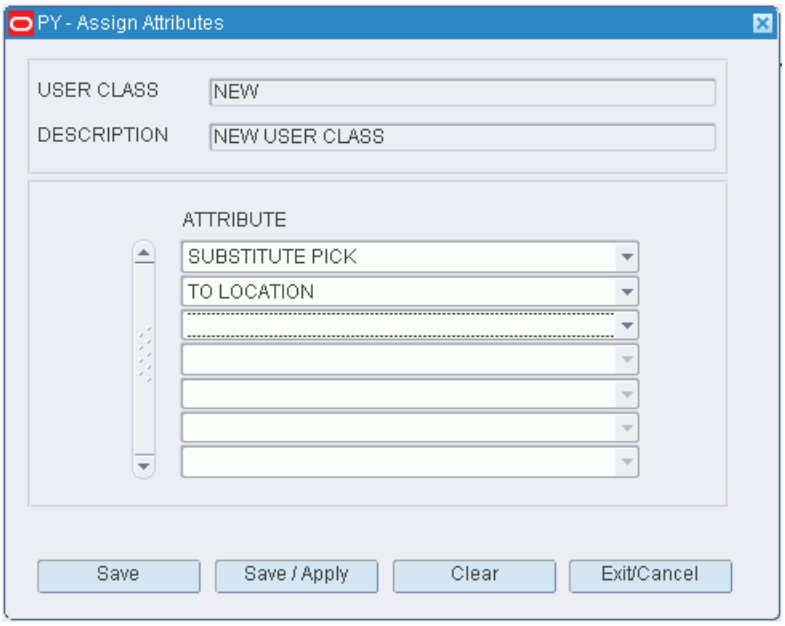


2. In the User Class and Description fields, enter a name and description for the user class.
3. To make the user class available to users, select the Active Flag check box.
4. Click **Save** to save the changes and close the Create Record window.

Assign Attributes

1. On the User Class Editor window, select the user class that you want to edit.
2. Click **Assign Attributes.** The Assign Attributes window opens.

Figure 6–171 Assign Attributes Window

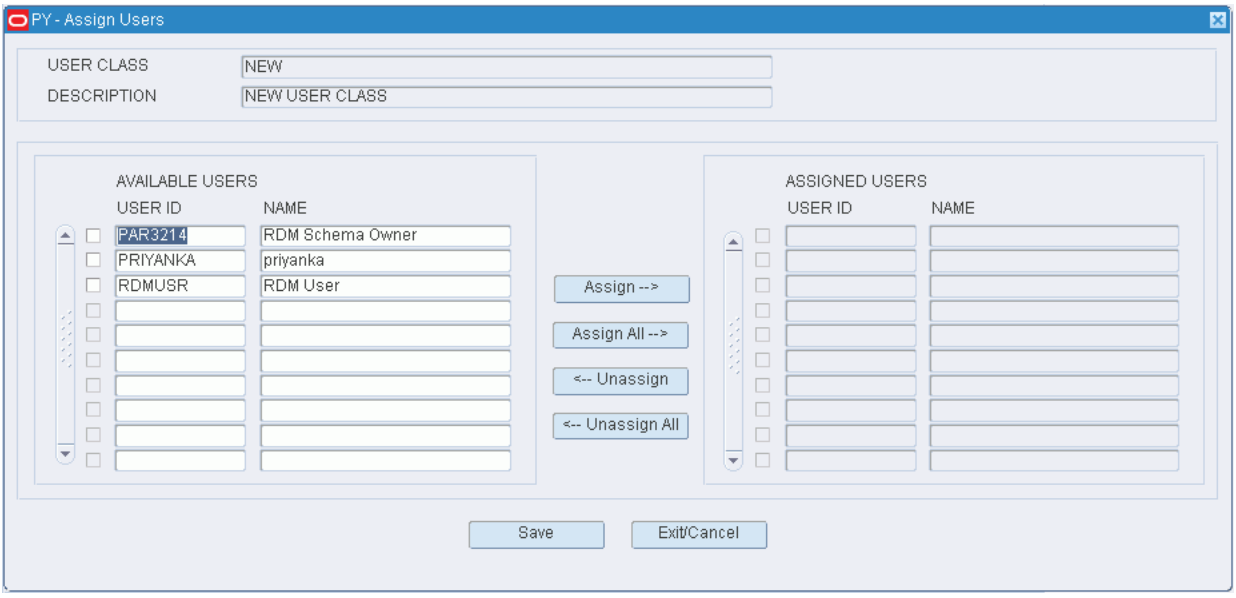


3. To assign attributes, select an attribute from the drop-down lists.
4. Click **Save** to save any changes and close the Attributes window.

Assign Users to a User Class

1. On the User Class Editor window, select the user class that you want to edit.
2. Click **Assign Users**. The Assign Users window opens.

Figure 6–172 Assign Users Window



3. To assign users:
   a. Select the check box next to the desired user on the Available Users table.
   b. Click **Assign**. The selected users are moved to the Assigned Users table.
4. To remove assigned users:
   a. Select the check box next to the desired users on the Assigned Users table.
   b. Click **Unassign**. The selected users are moved to the Available Users table.
5. Click **Save** to save any changes and close the Assign User to Class window.

> **Note:** In the Assign User to Class window, you can 1) click Assign All to move all users to the Assigned Users table or 2) click Unassign All to move all users to the Available Users table. All users are moved whether or not the check boxes are selected.

User Editor

The User Editor allows you to set up User Names and Passwords for each distinct RWMS facility. Within this editor, you can also define the user's window privilege level, user class, base language, default work shift, and task accept mode. The user inherits all the activities that were assigned to the user class.

User Editor Window

From the main menu, select Setup User > User Editor. The current users appear in the User Editor window.

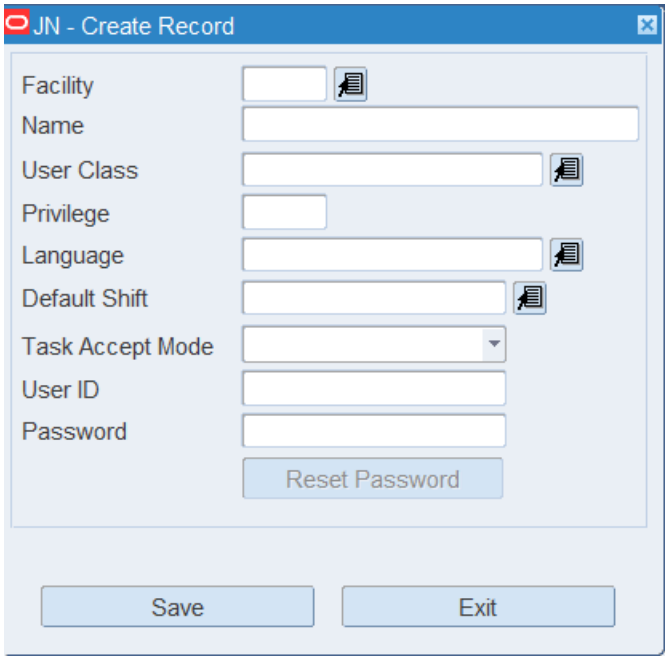
Figure 6–173 User Editor Window

Add a User

To add a user:

1. On the User Editor window, click **Create Record**. The Create Record window opens.

Figure 6–174 Create Record Window



2. In the Facility field, enter the ID of the facility, or click the LOV button and select the facility.
3. In the Name field, enter the name of the user.
4. In the User Class field, enter the ID of the user class to which the user belongs, or click the LOV button and select the user class.
5. In the Privilege field, enter the privilege level for the user. The user privilege is compared to the privilege assigned to each window in the menu editor to determine whether a user has access to a window. For example, if a user is created with a privilege of 5 and a window has a privilege of 7, that specific user will not be able to use that window.
6. In the Language field, enter the code for the user's language preference, or click the LOV button and select the language.
7. In the Default Shift field, enter the default shift for the user, or click the **LOV** button and select the shift.
8. In the Task Accept Mode, click the LOV button and select Always, Change, or Never:
   - Always means that when using the RF Task Administration window, the system will always ask the user to accept the next activity (task) being assigned.
   - Change means that when using the RF Task Administration window, the system will only ask the user to accept the new activity (task) when the activity is different than the previously activity completed. In other words, if the user just completed a putaway and the next activity suggested is bulk picking, the system will ask the user to accept the new assignment.
   - Never means that when using the RF Task Administration window, the system never asks the user to accept the next task. This setting is used for experienced workers who can transition from one activity to another seamlessly.

9. In the User ID and Password fields, enter the user ID and password that the user must use in order to log in to RWMS.

   The password field is a non-editable field and the user's initial password is created by the system. When the user first signs onto the system, the system will prompt the user to create a new password that will replace the system-generated password.

10. Click **Save** to save the changes and close the Create Record window.

User Equipment Class Editor

The User Equipment Class Editor allows you to associate a user to one or more Equipment Classes within your facility. Once a user is assigned to an Equipment Class, that user is authorized to use that class of equipment to perform activities that require that type of equipment.

User Equipment Class Editor Window

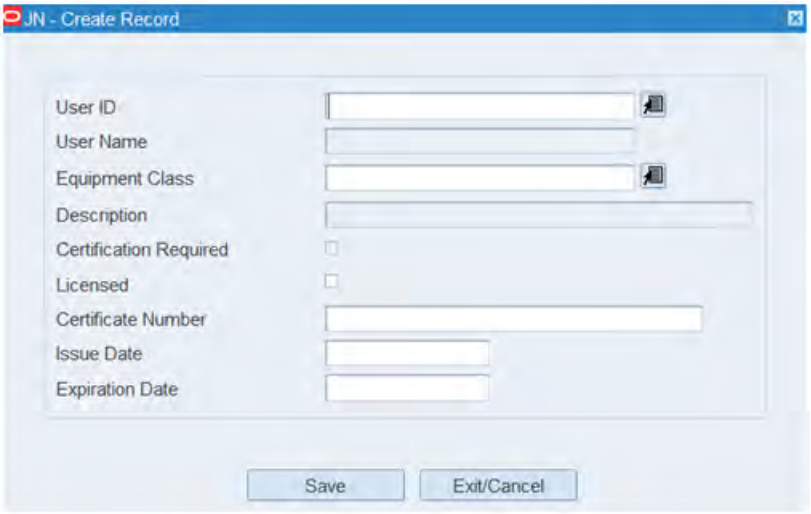
From the main menu, select Setup User > User Equipment Class Editor. The User Equipment Class Editor window opens.

Figure 6–175 User Equipment Class Editor Window

Add an Equipment Class to a User

1. On the User Equipment Class Editor window, click **Create Record**. The Create Record window opens.

Figure 6–176 Create Record Window



2. In the User ID Field, enter the desired User ID or select from the LOV. After making your selection, click **Enter** and the full User Name will be auto-populated.
3. In the Equipment Class Field, enter the desired Equipment Class or select from the LOV. After making your selection, click **Enter** and the full description of the user class will be auto-populated.
4. The Certification Required flag is non-editable and is set in the Equipment Class Editor.
5. In the Licensed Field, click on the box if you are licensed to drive this class of equipment.
6. In the Certificate Number Field, enter the certificate number earned for this equipment class.
7. In the Issue Date field, enter the issue date that appears on the actual certificate.
8. In the Expiration Date field, enter the expiration date that appears on the actual certificate.
9. Click **Save** to save all entries and close the Create window.

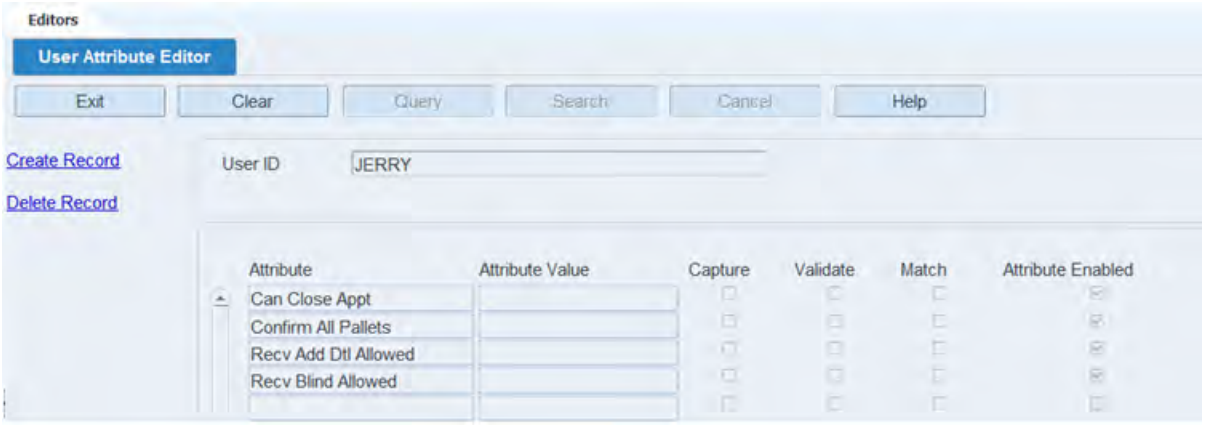
User Attribute Editor

The User Attribute Editor allows you to assign and view attributes to a user. Your choices are restricted to those attributes that have been marked as available for user classes.

User Attribute Editor Window

From the main menu, select Setup User > User Attribute Editor. The User Attributes Editor window opens.

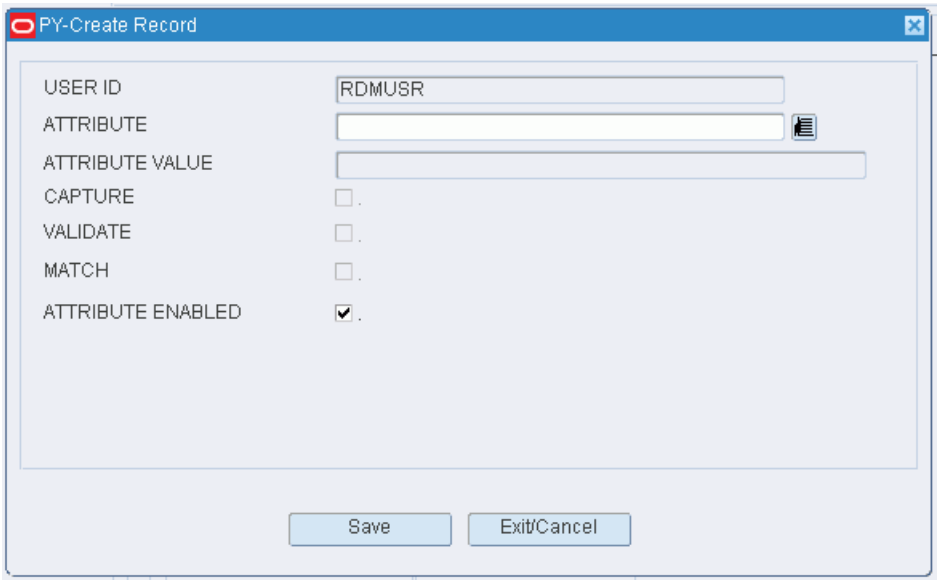
Figure 6–177 User Attributes Editor Window



Add a User Attribute

1. On the User Attribute Editor window, click **Create Record**. The Create Record window opens.

Figure 6–178 Create Record Window



2. Enter appropriate information in the fields.
3. Click **Save** to save the changes and close the Create Record window.

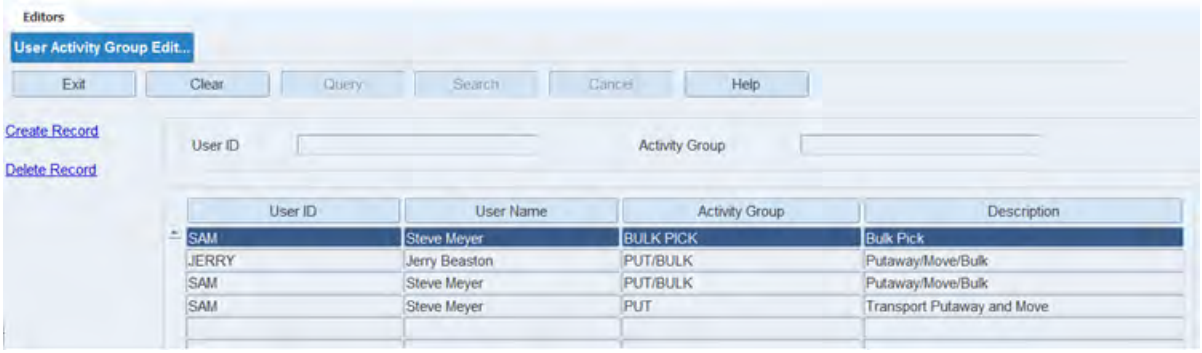
User Activity Group Editor

The User Activity Group Editor window is used to assign one or more activity groups to a specific user. If only one activity group is assigned to a user, that activity group gets pre-populated when they sign on to an RF window. If more than one activity group is assigned to a user, then the user has to select the activity group desired.

User Activity Group Window

From the main menu, select Setup User > User Activity Group Editor. The User Activity Group Editor window opens.

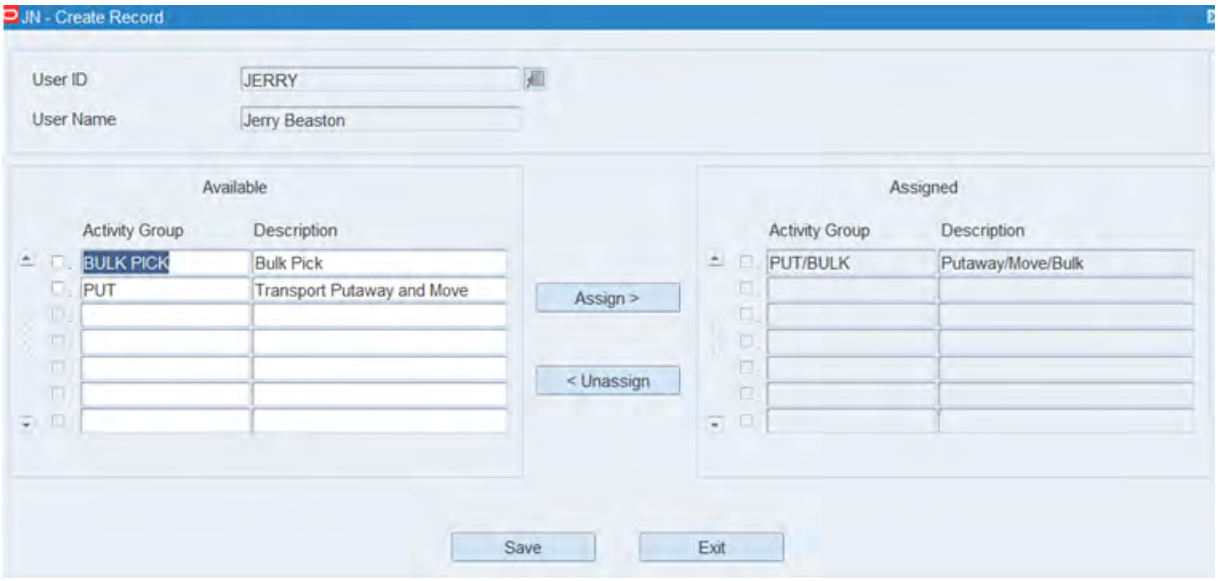
Figure 6–179 User Activity Group Editor Window



Add an Assignment

1. On the User Activity Group Editor window, click **Create Record**. The Create Record window opens.

Figure 6–180 Create Record Window



2. To assign an activity group to a user, from the Available table, select the Activity Group using the check box and click Assign.
3. To unassign an activity group from a user, from the Assigned table, select the Activity Group using the check box and click Unassign.
4. Click **Save** to save the changes and close the Create Record window.

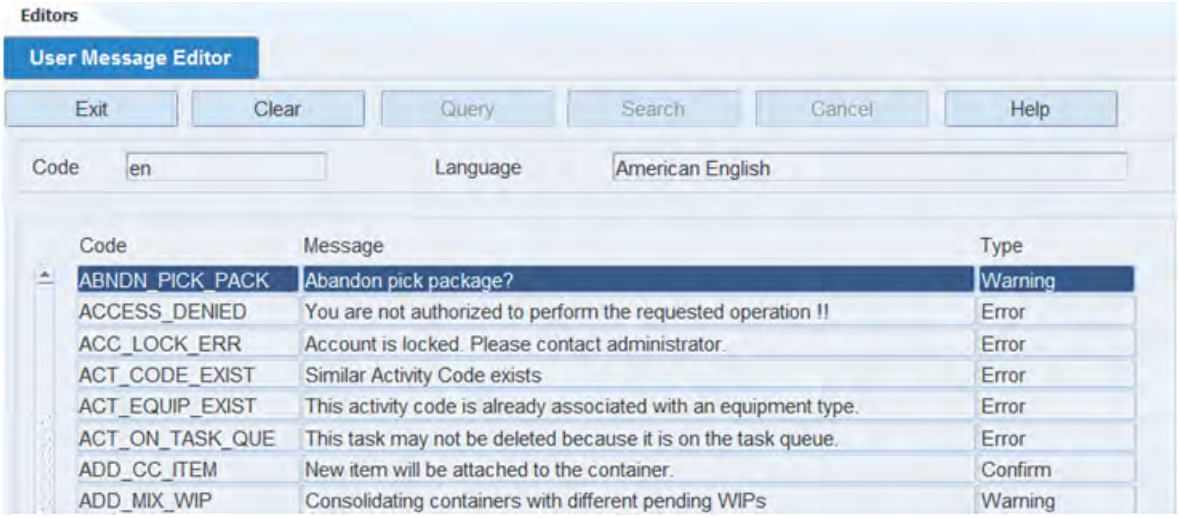
User Message Editor

The User Message Editor allows you to view the system message codes in RWMS and modify the displayed message if needed. The message is displayed in the language associated to the user ID.

User Message Editor Window

From the main menu, select Setup User > User Message Editor. The User Message Editor window opens.

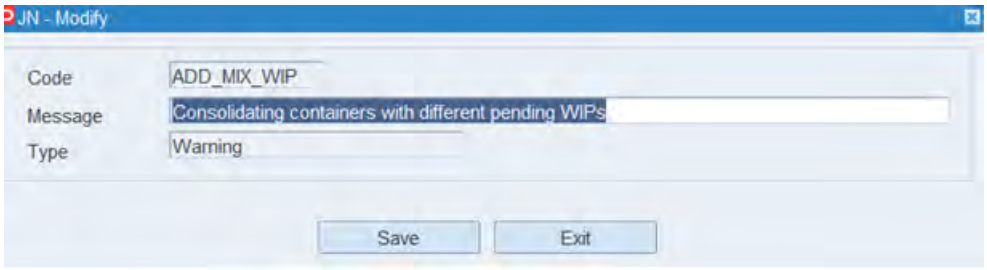
Figure 6–181 User Message Editor Window



Edit a Translation

1. On the User Message Editor window, double-click the message that you want to edit. The Modify window opens.

Figure 6–182 Modify Window



2. Edit the message and type as necessary.
3. Click **Save** to save any changes and close the Modify window.

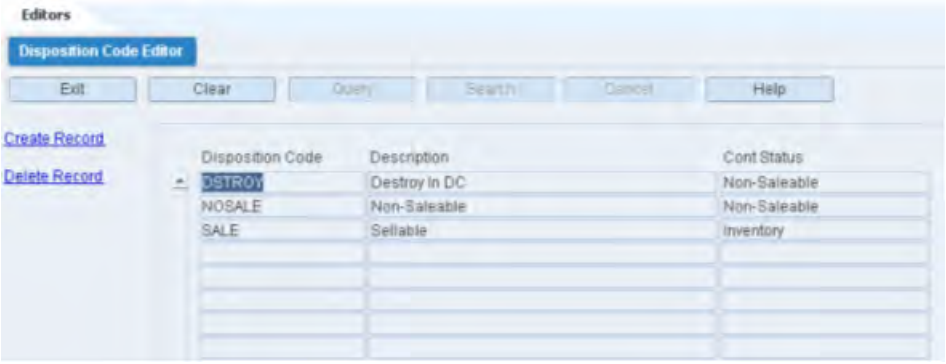
Disposition Code Editor

The Disposition Code Editor allows you to add, modify, and delete inventory disposition codes used for returns. These codes are user definable but must be synchronized with your host management system and/or Order Orchestration System. Disposition codes indicate what is to be done with merchandise that is returned by the customer.

Disposition Code Editor Window

To access the Disposition Code Editor, navigate to Setup - Administration -> Disposition Code Editor. The current disposition codes appear in the Disposition Editor window.

Figure 6–183 Disposition Code Editor Window



Add a Disposition Code

1. On the Disposition Code Editor window, click **Create Record**. The Create Record window opens.

Figure 6–184 Create Record Window

2. In the Disposition Code and Description fields, enter a code and description for the disposition.
3. In the Cont Status field, enter the status of containers associated with the disposition code. The status may be I (Inventory) or N (Nonsaleable).
4. Click **Save** to save the changes and close the Create Record window.

Inventory Adjustment Reason Code Editor

The Inventory Adjustment Reason Code Editor allows you to associate user-defined reason codes with reason codes defined in RWMS. Inventory Adjustment Reason codes are codes that provide a description as to why the adjustment is being made.

The user defined reason codes must synchronize with the reason codes on the host system.

Inventory Adjustment Reason Code Editor Window

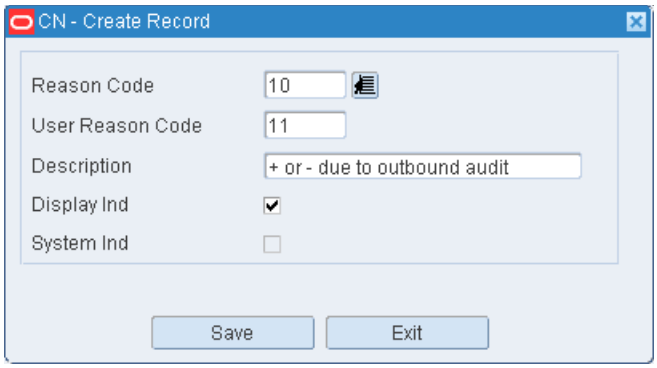
To access the Inventory Adjustment Reason Code Editor, navigate to Setup - Administration -> Inventory Adjustment Reason Code Editor. The current reason codes appear in the Inventory Adjustment Reason Code Editor window.

Figure 6–185 Inventory Adjustment Reason Code Editor Window

Add a Reason Code

1. On the Inventory Adjustment Reason Code Editor window, click **Create Record**. The Create Record window opens.

Figure 6–186 Create Record Window



2. In the Reason Code field, enter a reason code that you want to translate, or click the LOV button and select the reason code.
3. In the User Reason Code and Description fields, enter a user-defined code and description for the reason.
4. To allow users to view the reason code in the LOV, select the Display Ind check box.
5. Click **Save** to save the changes and close the Create Record window.

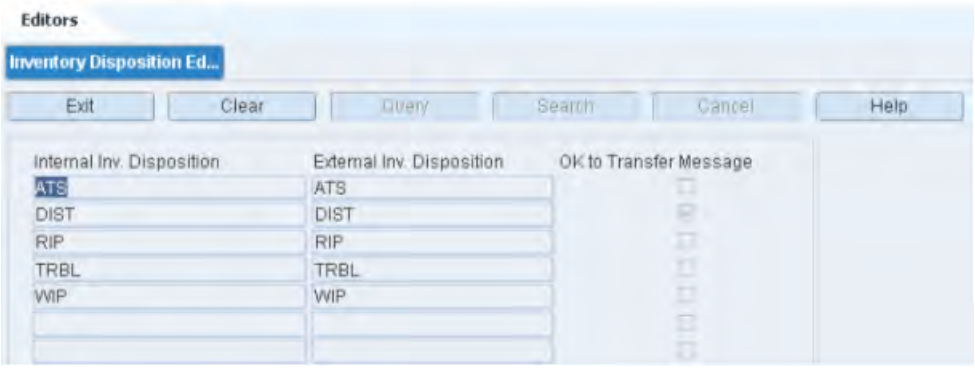
Inventory Disposition Editor

The Inventory Disposition Editor allows you to associate external (host system) inventory disposition codes with disposition codes provided by RWMS. In addition to translating the RWMS system code, you can indicate whether a message should be transmitted in order to notify the host system of the change.

Inventory Disposition Editor Window

To access the Inventory Disposition Editor, navigate to Setup - Administration -> Inventory Disposition Editor. The current codes appear in the Inventory Disposition Editor window.

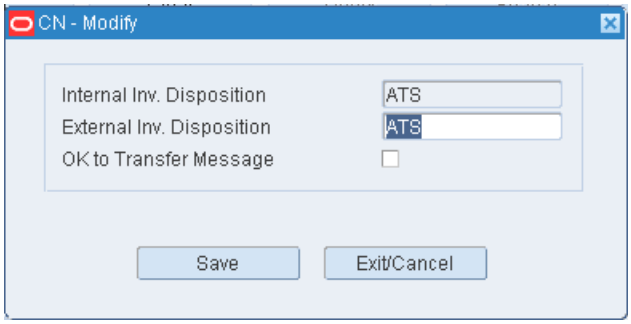
Figure 6–187 Inventory Disposition Editor Window



Edit a Disposition Code

1. On the Inventory Disposition Editor window, double-click the code that you want to edit. The Modify window opens.

Figure 6–188 Modify Window



2. Edit the External Inv Disposition field as necessary.
3. To indicate that a message should be sent to the host system, select the OK to Transfer Message check box.
4. Click **Save** to save any changes and close the Modify window.

Menu Editor

The Menu Editor allows you to view the system supported Menu's and associate a user defined menu title, user privilege level, and the order in which this menu option should appear on main menu.

Menu Editor Window

To access the Menu Editor, navigate to Setup - Administration -> Menu Editor. The menu options appear in the Menu Editor window.

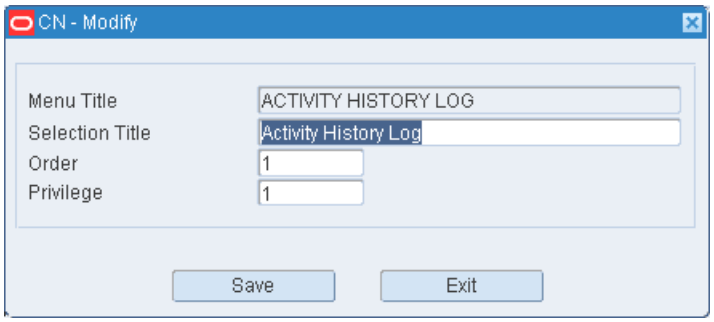
Figure 6–189 Menu Editor Window

Note: You can also access this window from the Supported Language window.

Edit a Translation

1. On the Menu Editor window, double-click the menu option that you want to edit. The Modify window opens.

Figure 6–190 Modify Window



2. Edit the title, its order on the menu, and its user privilege level as necessary.
3. Click **Save** to save any changes and close the Modify window.

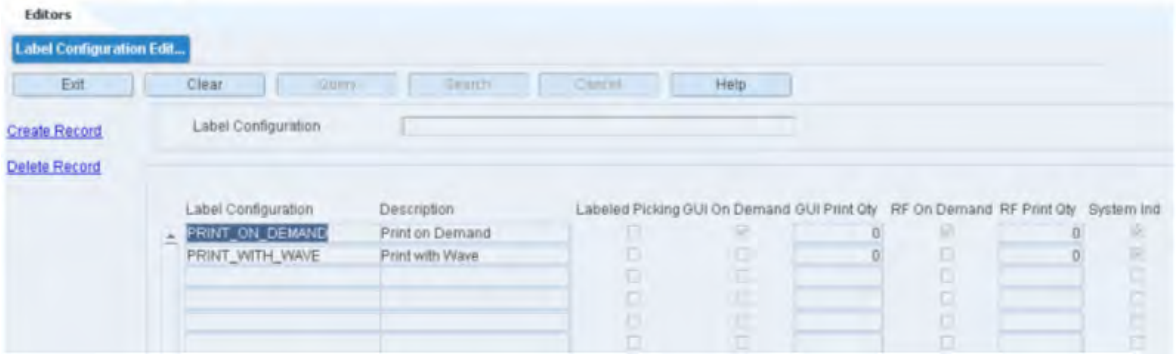
Label Configuration Editor

The Label Configuration Editor allows you to maintain a list of label configurations. A label configuration provides the system with the instructions needed to print the correct label type to the desired printer.

Label Configuration Editor Window

To access the Label Configuration Editor, navigate to Setup - Administration > Label Configuration Editor. The Label Configuration Editor window opens.

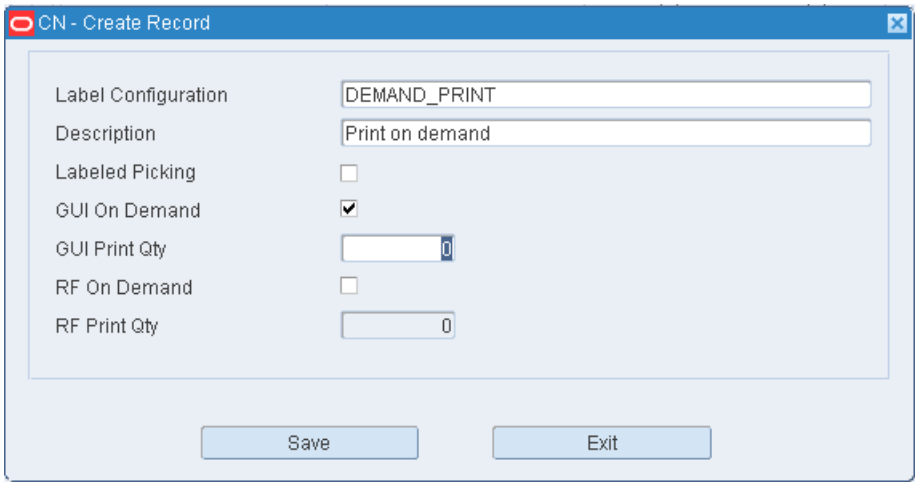
Figure 6–191 Label Configuration Editor Window



Add a Label Configuration

1. On the Label Configuration Editor window, click **Create Record**. The Create Record window opens.

Figure 6–192 Create Record Window



2. In the Label Configuration and Description fields, enter a name and description for the label configuration.
3. Select Labeled Picking if necessary for the task.
4. Select GUI on Demand if you prefer that labels be printed for a GUI user only when requested.
5. In the GUI Print Qty field, enter the number to be printed.
6. Select RF on Demand if you prefer that labels be printed for an RF user only when requested.
7. In the RF Print Qty field, enter the number to be printed.
8. Click **Save** to save the changes and close the Create Record window.

Print Queue Editor

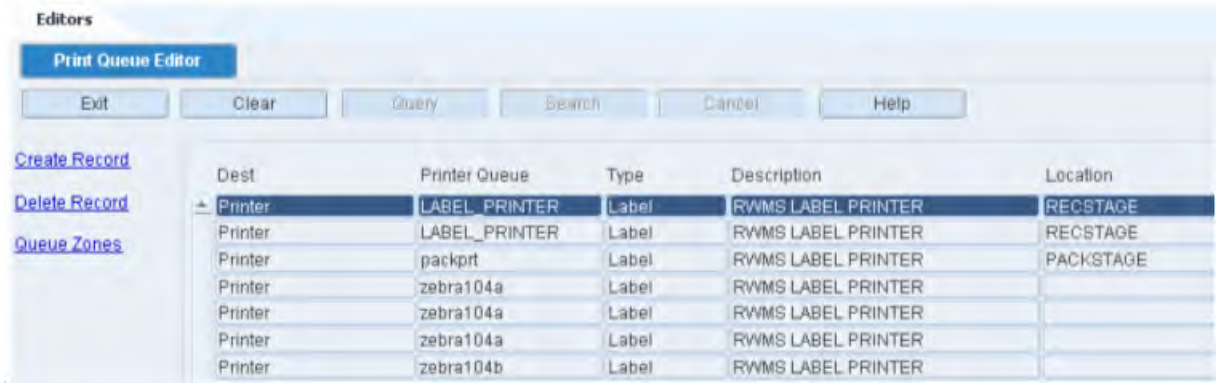
The Print Queue Editor allows you to maintain a list of network printers to which reports and labels may be sent for printing.

You can enter multiple print queues, but only one file queue and one screen queue may be entered. Output may be directed to the following destinations:

- Screen: Output opens on the monitor.
- File: Output is saved to a file.
- Printer: Output is directed to the designated printer.

To access the Print Queue Editor window, navigate to Setup - Administration -> Print Queue Editor. The current print queues appear in the Print Queue Editor window.

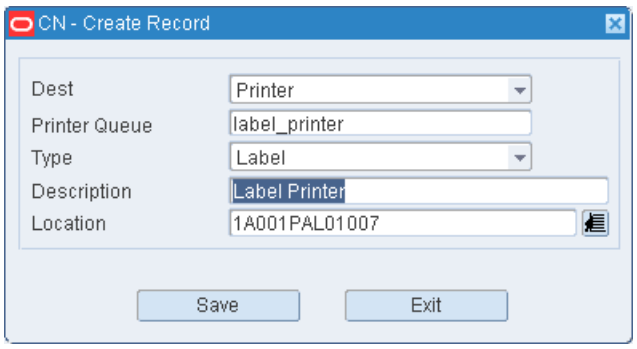
Figure 6–193 Print Queue Editor Window



Add a Print Queue

1. On the Print Queue Editor window, click **Create Record**. The Create Record window opens.

Figure 6–194 Create Record Window



2. In the Dest field, enter the destination. The destination may be Printer, File, or Screen.
3. In the Queue field, enter the name of the print queue. If the Destination is File or Screen, the Queue defaults to None.
4. In the Description field, enter the description of the print queue.
5. In the Location field, enter the location ID of the printer or click the LOV to select a location.
6. Click **Save** to save the changes and close the Create Record window.

Stock Order Upload Code Editor

The Stock Order Upload Code Editor allows you to associate external Stock Order Upload Codes used by the host system to existing Codes provided by RWMS. In addition to translating the system code, you can indicate whether a message should be transmitted in order to notify the host system of the change.

Stock Order Upload Code Editor Window

To access the Stock Order Upload Code Editor, navigate to Setup - Administration -> Stock Order Upload Code Editor. The current codes appear in the Stock Order Upload Code Editor window.

Figure 6–195 Stock Order Upload Code Editor Window

Edit a Stock Order Upload Code

1. On the Stock Order Upload Code Editor window, double-click the code that you want to edit. The Modify window opens.

Figure 6–196 Modify Window

2. Edit the translated upload code as necessary.
3. To indicate that a message should be sent to the host system, select the Generate Message check box.
4. Click **Save** to save any changes and close the Modify window.

Supported Language Editor

The Supported Language Editor allows you to view a list of language codes supported by the system. After a language is identified, you can access the following windows in order to translate a variety of system elements:

- Translation Editor: Displays the field labels used in RWMS.
- User Message Editor: Displays the user messages found in RWMS.
- Menu Editor: Displays the menu options used in RWMS.

Users will see field labels, user messages, and menu options in the language that is associated with their user IDs.

Supported Language Editor Window

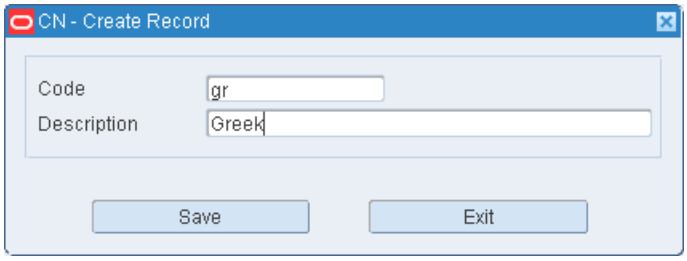
To access the Supported Language Editor window, navigate to Setup - Administration -> Supported Language Editor. The current language codes appear in the Supported Language window.

Figure 6–197 Supported Language Editor Window

Add a Language Code

1. On the Supported Language window, click **Create Record**. The Create Record window opens.

Figure 6–198 Create Record



2. In the Code field, enter the standard code for the language.
3. In the Description field, enter the name of the language.
4. Click **Save** to save the changes and close the Create Record window.

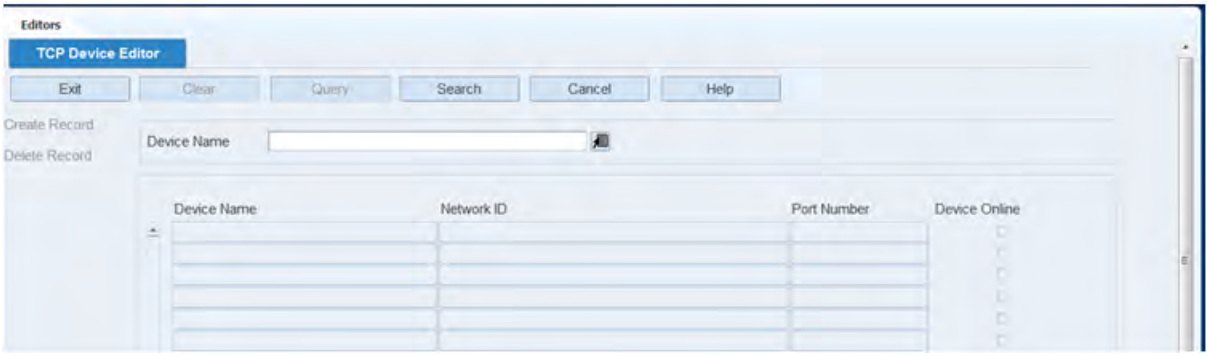
TCP Device Editor

The TCP Device Editor allows you to set up an interface between RWMS and a Cubiscan device. Cubiscan devices provide RWMS with the dimensional and weight information needed to optimize loads for packing and shipment.

TCP Device Editor Window

To access the TCP Device Editor, navigate to Setup - Administration -> TCP Device Editor. The TCP Device Editor window opens.

Figure 6–199 TCP Device Editor Window



Add a TCP Device

1. Click **Create Record**. The Create Record window opens.
2. In the Device Name field, enter the ID of the device you want to interface with.
3. In the Network ID field, enter the network ID the device is using.
4. In the Port Number field, enter the port the device is using.
5. If the device is online, select the Device Online check box.
6. In the Timeout field, enter the amount of time before the connection is lost.
7. Click **Save** to save your changes and close the Create Record window.

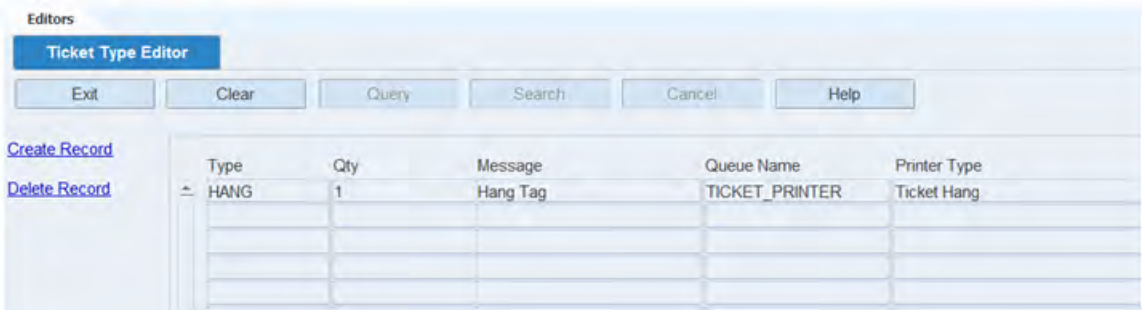
Ticket Type Editor

The Ticket Type Editor allows you to define and view a list of ticket types. You can enter a message, the maximum quantity, and printer information.

Ticket Type Editor Window

To access the Ticket Type Editor window, navigate to Setup - Administration -> Ticket Type Editor. The current ticket types appear in the Ticket Type Editor window.

Figure 6–200 Ticket Type Editor Window



Add a Ticket Type

1. On the Ticket Type Editor window, click **Create Record**. The Create Record window opens.
2. In the Type field, enter the code for the ticket type.
3. In the Message field, enter the message to be printed with the ticket.
4. In the Ticket Qty field, enter the number of tickets to be printed.
5. In the Queue Name field, enter the name of the print queue, or click the LOV button and select the print queue.
6. In the Printer Type field, enter the name of the printer.
7. Click **Save** to save the changes and close the Create Record window.

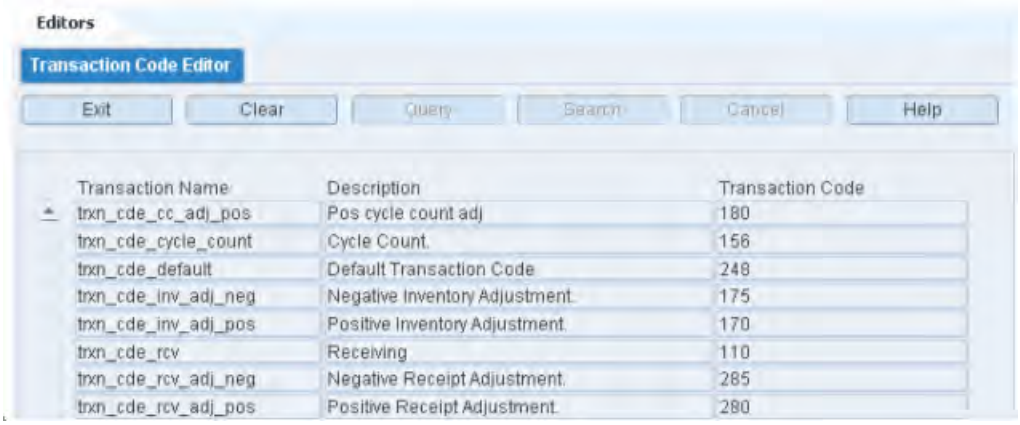
Transaction Code Editor

The Transaction Code Editor allows you to view the RWMS supported inventory transaction names and codes. The user can change the code for a transaction name to match a code in the connected host management system.

Transaction Code Editor Window

To access the Transaction Code Editor window, navigate to Setup - Administration -> Transaction Code Editor. The current transaction codes appear in the Transaction Code Editor window.

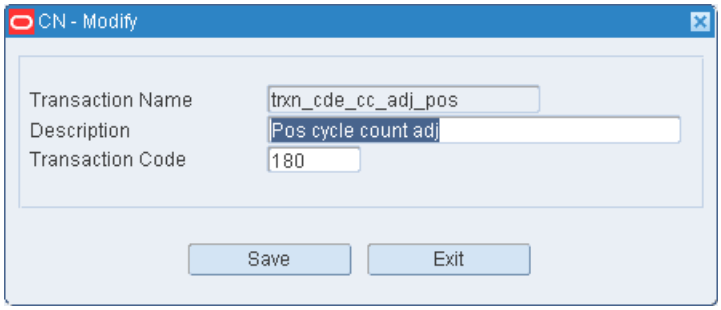
Figure 6–201 Transaction Code Editor Window



Edit a Transaction Code

1. On the Transaction Code Editor window, double-click the transaction code that you want to edit. The Modify window opens.

Figure 6–202 Modify Window



2. Edit the description and transaction code as necessary.
3. Click **Save** to save the change and close the Modify window.

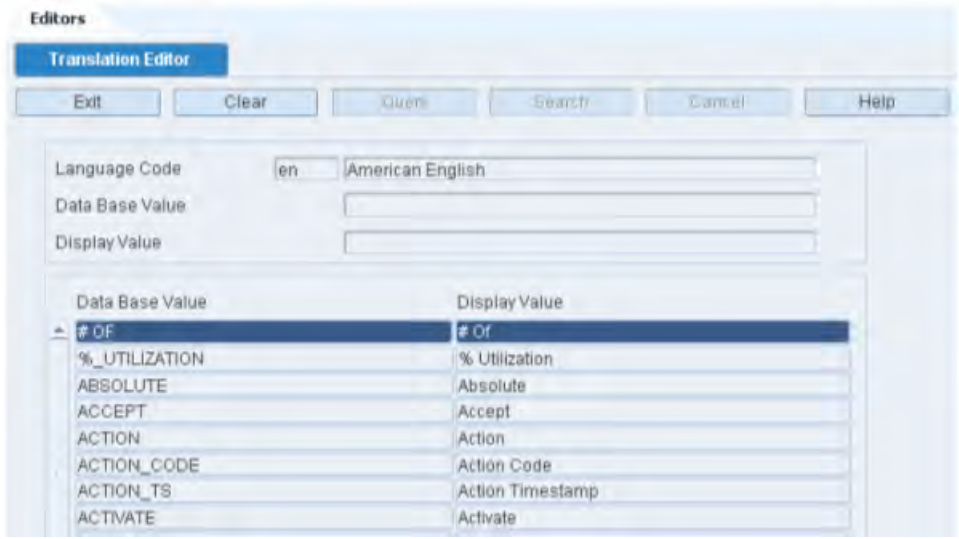
Translation Editor

The Translation Editor allows you to view the data base values in English and then the translated value in the language selected. Users can modify the translated value if necessary.

Translation Editor Window

To access the Translation Editor, navigate to Setup - Administration -> Translation Editor. The Translation Editor window opens.

Figure 6–203 Translation Editor Window

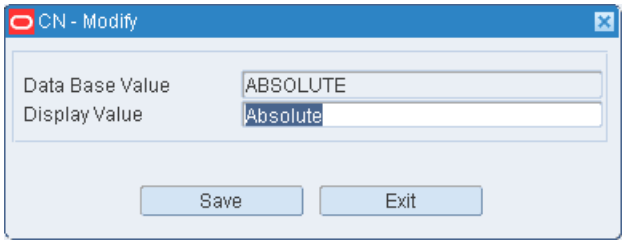


Note: You can also access this window from the Supported Language window.

Edit a Translation

1. On the Translation Editor window, double-click the value that you want to edit. The Modify window opens.

Figure 6–204 Modify Window



2. Edit the value as necessary.
3. Click **Save** to save any changes and close the Modify window.

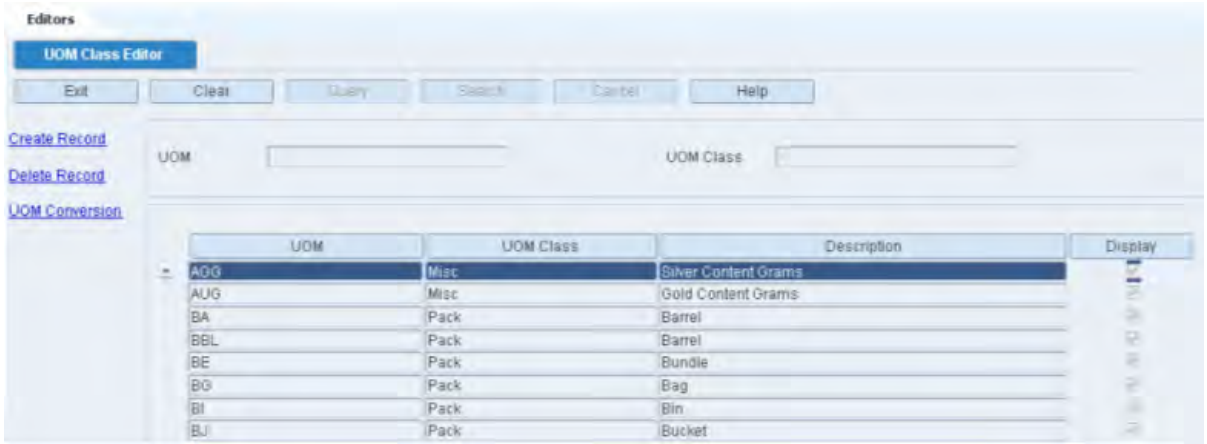
UOM Class Editor

Unit of Measure (UOM) classes represent groups of units of measure with similar characteristics. The UOM Class Editor allows for the creation and viewing of UOM Classes and their associated specific Units of Measure. RWMS is delivered with a standard list of Oracle UOM classes (Area, Configuration, Dimension, LVolume, Mass, Miscellaneous, Pack, Qty, Speed, Time, and Volume). The Editor allows for the creation of new UOMs that can be associated to existing UOM classes. User created UOMs are the only UOMs that can get deleted.

UOM Class Editor Window

To access the UOM Class Editor, navigate to Setup - Administration -> UOM Class Editor. The UOM Class Editor window opens.

Figure 6–205 Uom Class Editor Window



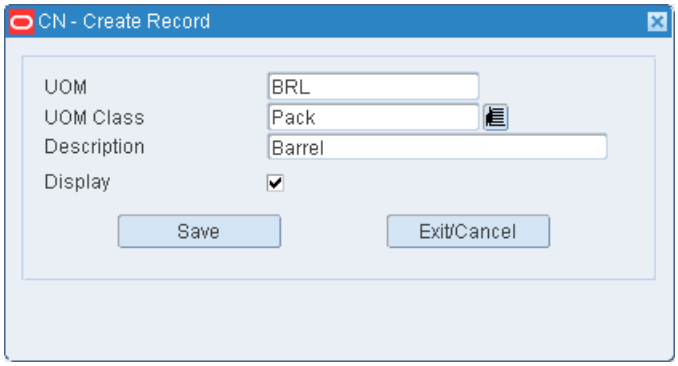
Edit a UOM Class

The system does not allow for the modification of existing UOM Classes. If the UOM class was created by a user it can be deleted.

Add a New UOM to an Existing UOM Class

1. On the UOM Class Editor window, click **Create Record**. The Create Record window opens.

Figure 6–206 Create Record Window



2. In the UOM field, enter the name of the Unit of Measure being created.
3. In the UOM Class field, enter the UOM Class or click the LOV button and select the UOM Class desired. The system will not allow the creation of a new UOM Class.
4. In the Description field, enter the specific description of the UOM.
5. In the Display field. Click **Yes** to display the UOM.
6. Click **Save** to save the changes and close the Create Record window

UOM Conversion Editor

The UOM Conversion Editor allows you to view the From UOM and the To UOM with the mathematical factor required for conversion.

UOM Conversion Editor Window

To access the UOM Conversion Editor, navigate to Setup - Administration -> UOM Conversion Editor. The UOM Conversion Editor window opens.

Figure 6–207 UOM Conversion Editor Window

Create a UOM Conversion

The System allows you to create a UOM Conversion only if it was not provided with the installation of the application.

System Parameters Editor

The System Parameters Editor allows you to view and modify the supported system parameters. System Parameters are individual value settings that change how activities are performed in the warehouse. Each warehouse facility must review and set the system parameters based on their desired process flow.

System parameters are grouped by functional area. If a parameter may be used in more than one functional area, it is grouped with the most affected area. You can choose to display system parameters by description or by functional area. All functional areas associated to an SCP are listed.

Users can only modify the current value of the parameter if the parameter's allow_user_edit is set to Y. Users cannot edit the functional area or edit if the parameter will be used by the system.

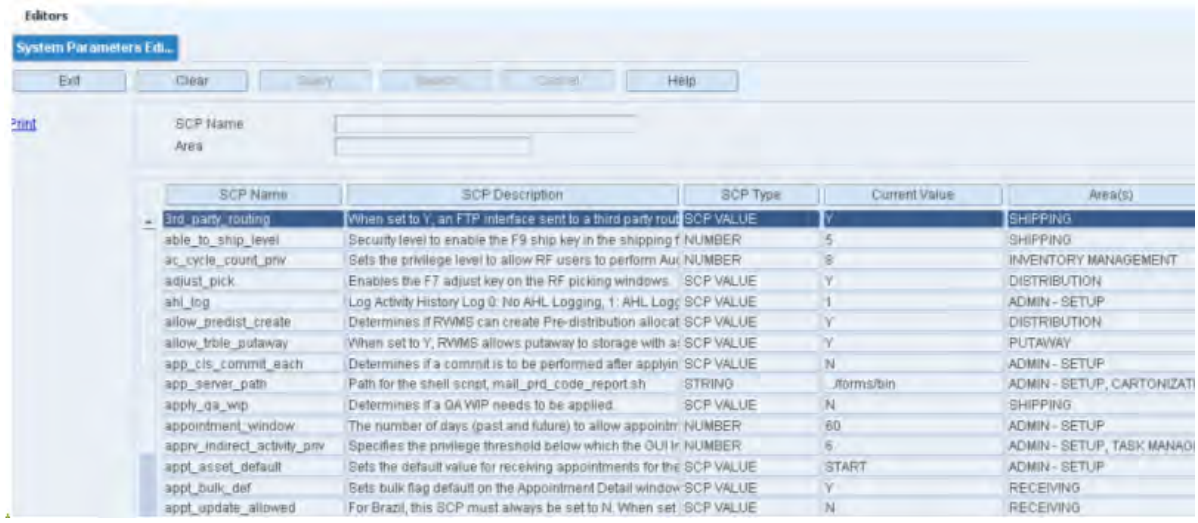
System parameters are defined when installed. You cannot add or delete a parameter. You can edit the current value, the functional area, and whether or not the parameter should be used by the system when allow_user_edit is set to Y.

Only users with a high privilege level (privilege level 8 and 9) may edit system parameters.

System Parameters Editor Window

To access the System Parameters Editor, navigate to Setup - Administration -> System Parameters Editor. The System Parameters Editor window opens.

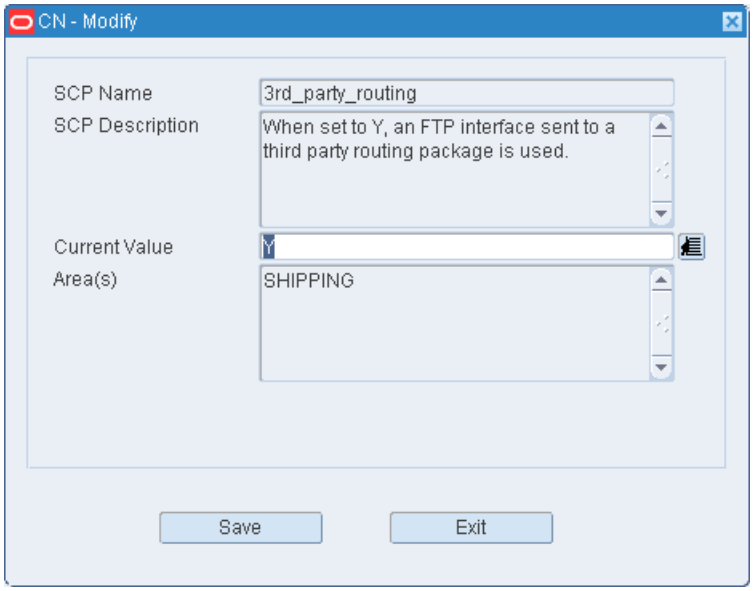
Figure 6–208 System Parameters Editor Window



Edit System Parameters

1. On the System Parameters Editor window, double-click the system parameter that you want to edit. The Modify window opens.

Figure 6–209 Modify Window



2. Edit the current value as necessary.
3. Click **Save** to save any changes and close the Modify window.

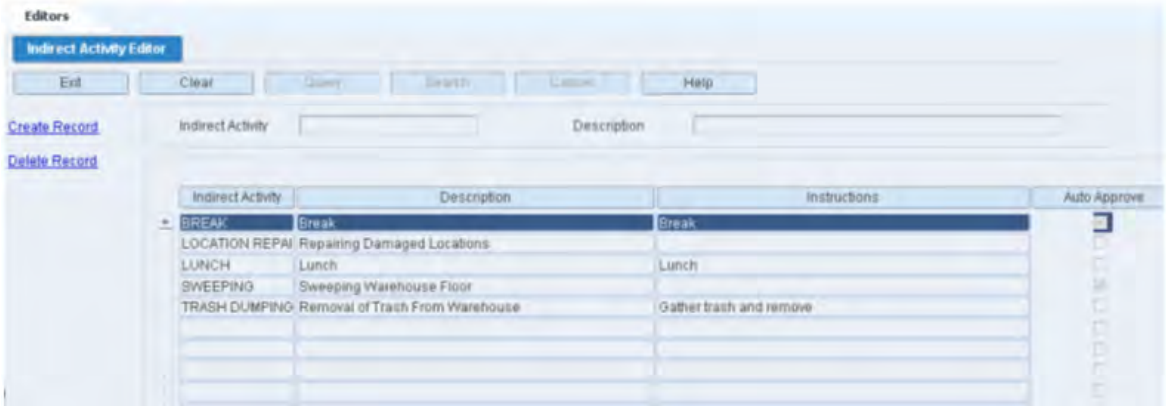
Indirect Activity Editor

The Indirect Activity Editor allows you to define activities that are not normally tracked by the application. These Indirect Activities are normally performed by users without the use of a GUI or RF window, for example: sweeping, facility maintenance, housekeeping, lunch, breaks. Once these Indirect Activities are defined, the application provides additional windows to capture the User ID, Start Time, and End Time for each Indirect Activity so the actual time spent on these activities can be reported.

Indirect Activity Editor Window

To access the Indirect Activity Editor, navigate to Setup - Activity -> Indirect Activity Editor. The Indirect Activity Editor window opens.

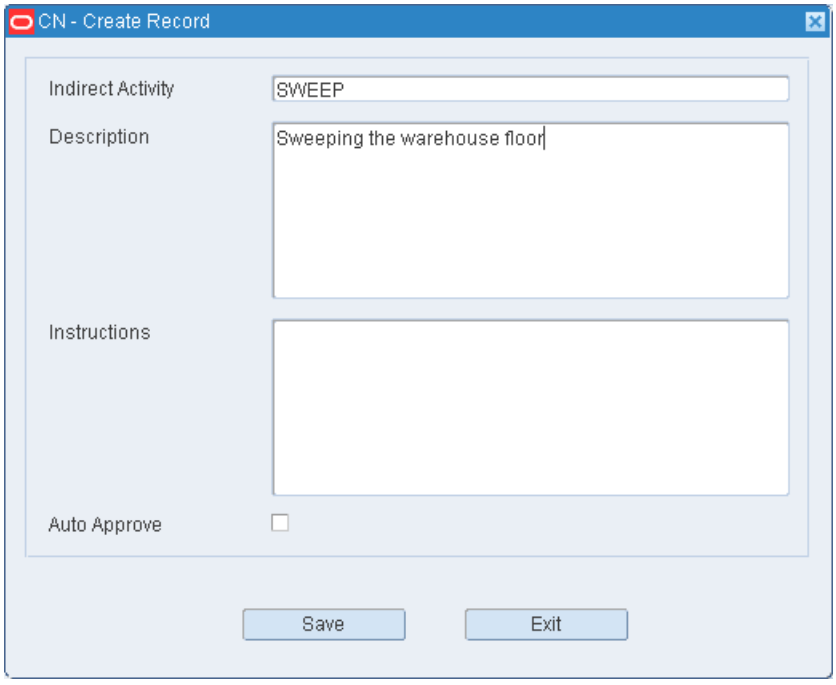
Figure 6–210 Indirect Activity Editor Window



Create an Indirect Activity

1. On the Indirect Activity Editor window, click **Create Record**. The Create Record window opens.

Figure 6–211 Create Record Window



2. In the Indirect Activity field, enter a name for the indirect activity.
3. In the Description field, enter the long description for the indirect activity.
4. In the Instructions field, enter the user instructions on how to perform the indirect activity.
5. In the Auto Approve field, check the flag if the indirect activity is approved without manager approval. If this indirect activity requires manager approval leave this flag unchecked. The Auto Approve flag is unchecked by default.

Note: The indirect activities can be approved by the manager using the Indirect Task Maintenance window.

6. Click **Save** to save the changes and close the Create Record window.

Indirect Task Maintenance

The Indirect Task Maintenance window allows you to assign a defined indirect activity to a user ID and indicate a start and stop time. A manager or a supervisor can assign a specific user to an indirect activity and indicate a start time.

You can view the indirect activities assigned to your user ID. The actual start and end time for that activity can then be entered. The activity can be started before or after the suggested start time.

Note: Any RF indirect activity started also is displayed on the Indirect Task Maintenance window and can be finished (by entering the stop time).

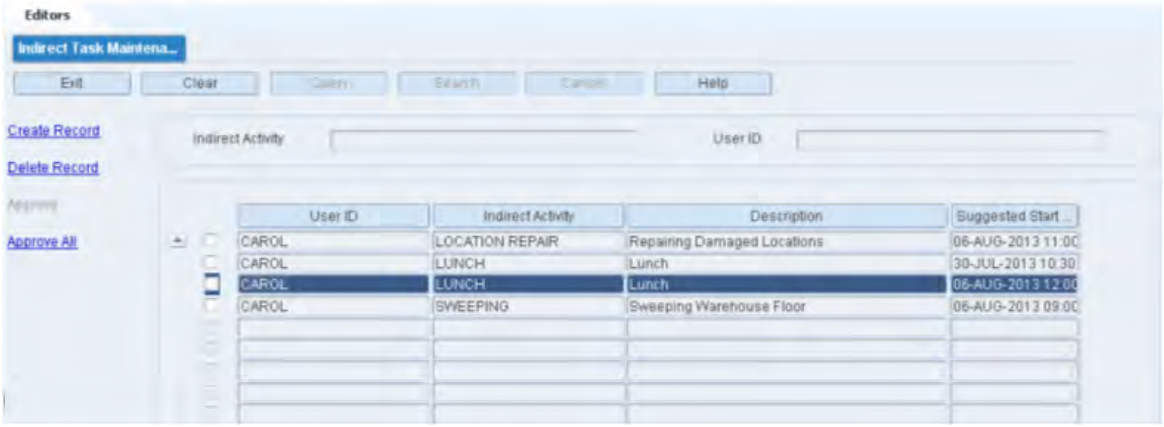
The Indirect Task Maintenance window works for two different security levels. For employees, the Approved Flag column is disabled. For managers and supervisors, the Approved Flag column is enabled. The manager/supervisor can modify the start time, stop time, and Approved Flag check box. When approved, the activity is written to the Activity History file and then deleted from this editor.

Indirect Task Maintenance Window

To access the Indirect Task Maintenance Editor window, navigate to Setup - Activity -> Indirect Task Maintenance. The Indirect Task Maintenance Editor window opens.

Note: An employee can update/create/delete only his own record. Managers/Supervisors can update records for all users till the indirect activities are approved.

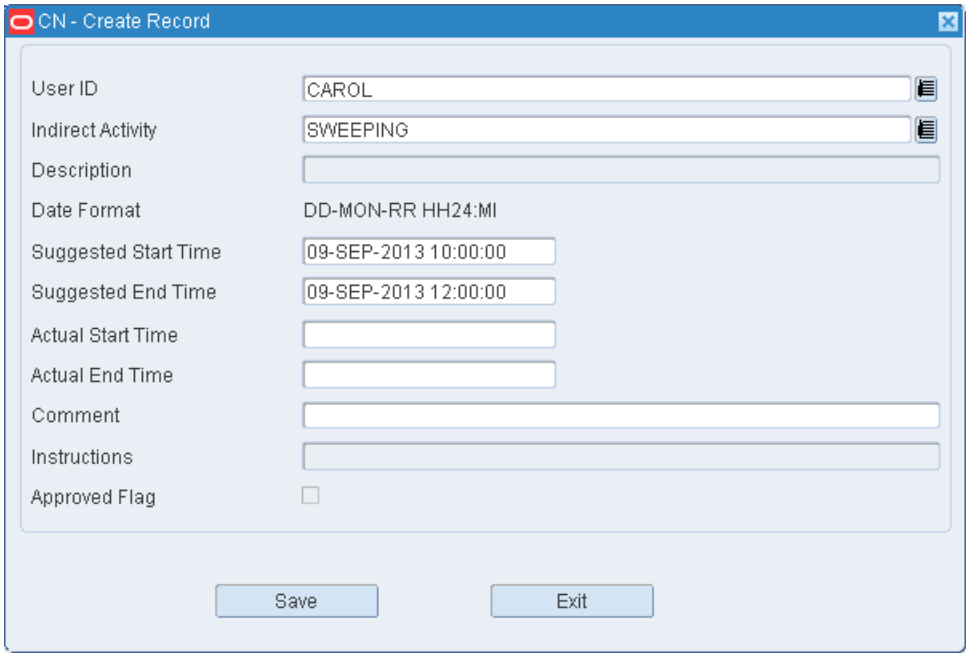
Figure 6–212 Indirect Task Maintenance Window



Create an Indirect Activity Assignment

1. On the Indirect Task Maintenance window, click **Create Record**. The Create Record window opens.

Figure 6–213 Create Record Window



2. In the User ID field, enter the user ID, or click the LOV button and select the user ID.
3. In the Indirect Activity field, enter the name of the indirect activity, or click the **LOV** and select the indirect activity.
4. Enter the values in the Suggested Start Time, Suggested End Time, Comment fields.

> **Note:** The dates in the Suggested Start Time and Suggested End Time fields must be future dates.

5. Click **Save** to save the changes and close the Create Record window.

Approve an Indirect Activity

> **Note:**
>
> - You can approve an indirect activity only if a record is updated with Actual Start Time and Actual End Time, and the Approve link is enabled. The Actual Start Time and Actual End Time dates must be past dates or the current system date.
> - Only managers and supervisors can approve a record.

1. On the Indirect Task Maintenance window, select the check box for a record or multiple records and click **Approve**.

2. To approve all the records, click **Approve All**.

Note: Approve All option approves only those records which are ready for approval. The other records are skipped.

Top off Rules Editor

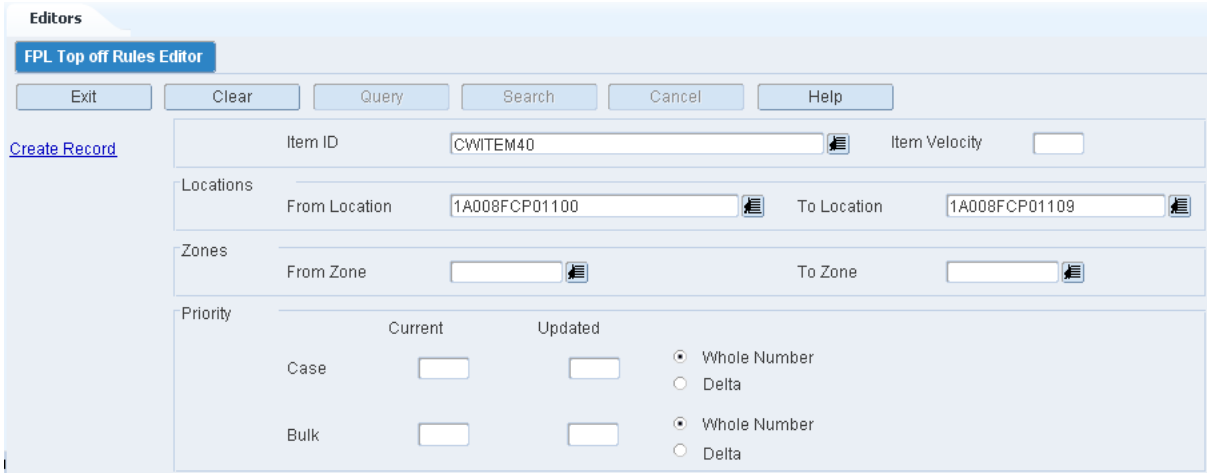
The Topoff Rules Editor allows you to enter a request for top-off replenishment at forward pick locations. You can include any of the following parameters in the request: item, velocity, location range, zone range, and priority by case or bulk. Replenishment tasks are generated in the system for the eligible forward pick locations.

To access the Top Off Rules Editor, navigate to Setup - DC -> Top off Rules Editor. The

Top Off Rules Editor Window

Top off Rules Editor window opens.

Figure 6–214 Top Off Rules Editor Window



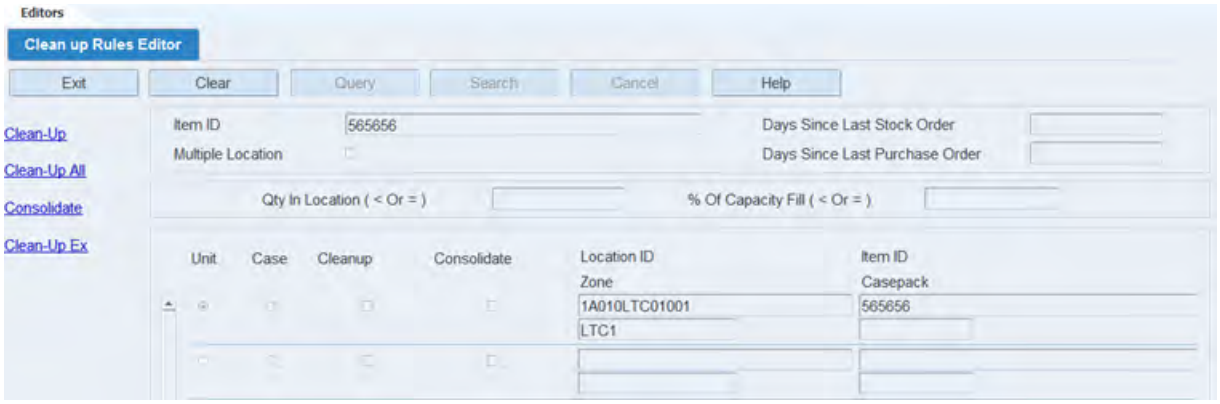
Create a Request

1. On the Topoff Rules Editor window, enter criteria in the necessary fields. You can restrict the request by the following criteria:
   - Item: In the Item ID field, enter the ID of the item, or click the LOV button and select the item.
   - Velocity: In the Item Velocity field, enter the desired velocity.
   - Location range: In the From Location and To Location fields, enter the location IDs, or click the LOV buttons and select the locations.
   - Zone range: In the From Zone and To Zone fields, enter the zone IDs, or click the LOV buttons and select the zones.
   - Priority: Select either the Whole Number or the Delta option for either cases or bulk. If you select Whole Number, enter the new priority number in the appropriate Updated field. If you select Delta, enter the number to be subtracted from the Current priority.
2. Click **Create Record**. The request is submitted for processing.

Clean Up Rules Editor

From the main menu, select Setup Processing/Returns > Cleanup Rules Editor. The Forward Pick Location Cleanup Editor window opens.

Figure 6–215 Clean Up Rules Editor Window



Request Cleanup for One Location

1. On the Forward Pick Location Cleanup Editor window, select a location that is eligible for cleanup.

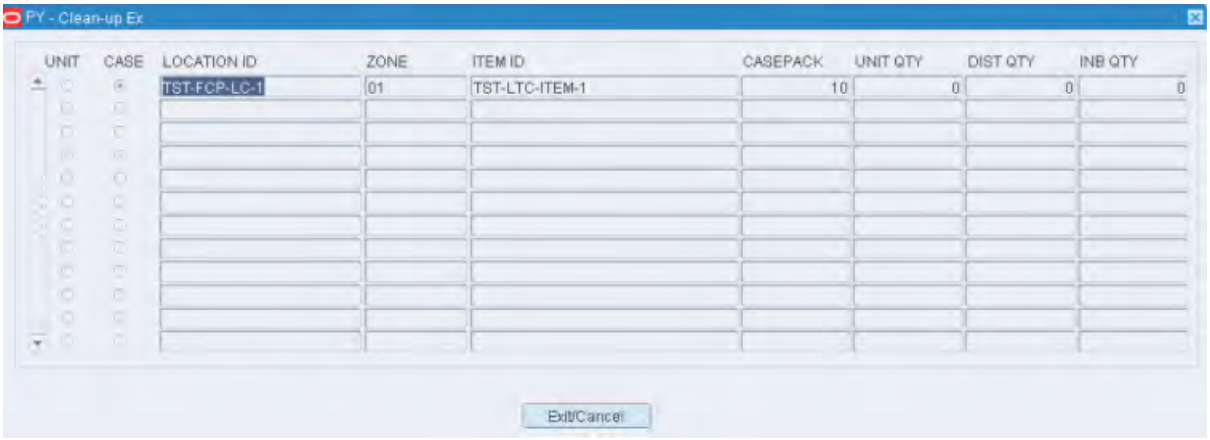
   Note: The Cleanup check box must be selected and the record cannot be grayed out.

2. Click **Cleanup**. The record becomes grayed out which indicates that a cleanup request now exists for the location.

Request Cleanup for Multiple Locations

1. On the Forward Pick Location Cleanup Editor window, click **Clean-up All**.
2. When prompted to confirm the cleanup request, click **Yes**.
3. If prompted about exceptions to the cleanup request, click **Yes**.
4. Click **CL Excep**. The locations that do not meet the conditions for cleanup appear in the Cleanup Exceptions window.

Figure 6–216 Cleanup Exceptions Window



5. Click **Exit/Cancel** to close the Cleanup Exceptions window.

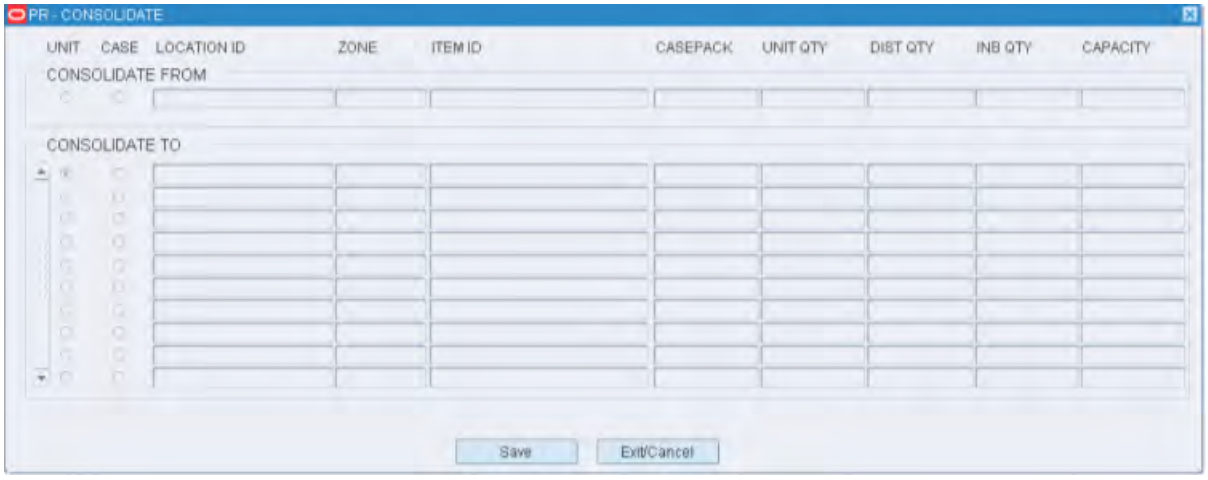
Request Consolidation

1. On the Forward Pick Location Cleanup Editor window, select a location that is eligible for consolidation.

> **Note:** The Consolidate check box must be selected and the record cannot be grayed out.

2. Click **Consolidate**. The locations that are eligible for consolidation with the selected location appear in the Consolidate to Locations window.

Figure 6–217 Consolidate To Locations Window



3. Select the location that you want to consolidate to and click **Save**.
4. When prompted to confirm the consolidation request, click **Yes**.

Labor Elements Editor

The Labor Elements Editor will be used to define individual (atomic) elements that can be assigned to labor standard templates. The Element Editor will be seeded upon

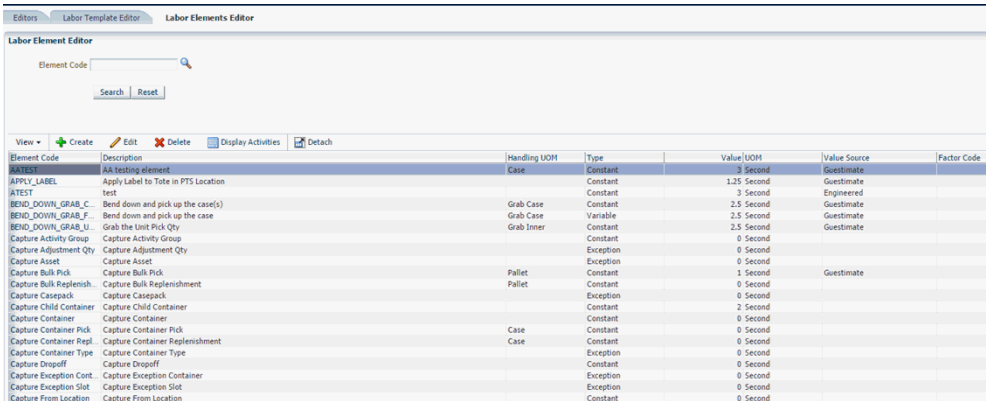
installation with all system elements and exception elements for all supported activities. The Element Editor will also support the creation and deletion of user defined elements. Each element will have a unique element code with associated description and will indicate Element Handling UOM (units, cases, pallets, etc.). This editor will serve as a master library of elements and the same element can be utilized in as many labor standards as required. Many of the elements are repeated across activities.

For both the system and exception elements the user will be able to edit the time allotted (constant or variable value) to complete the element.

Labor Elements Editor Window

To access the Labor Elements Editor, navigate to Setup - Labor Management then Labor Elements. The Labor Elements Editor window opens.

Figure 6–218 Labor Elements Editor Window

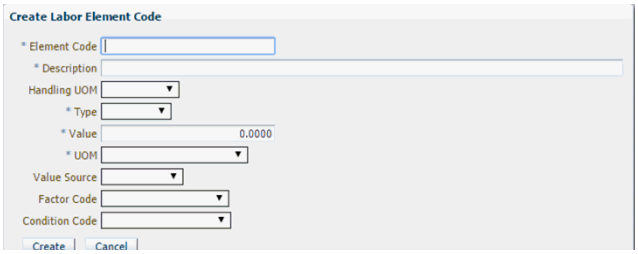


Add a Labor Element

1. On the Labor Elements Editor click the **Create** icon on the tool bar. The Create Record window opens.

> **Note:** The system can only create User Defined Elements. Users cannot create or delete System and or Exception Elements.

Figure 6–219 Create Record Window



2. In the Element Code field, enter the short code name for this element.
3. In the Description field, enter the long description for this element.
4. In the Handling UOM field, select the unit of measure for the Element (Inner, Cases, Pallets, Grab Case, Grab Inner). This may or may not match the UOM for the entire Activity. This field is optional.

5. In the Type field, enter the valid type either constant or variable. This is information only.
6. In the Value field, enter the amount of time allotted to perform this Element for any Activity where the element is assigned.
7. In the UOM field, enter the time Unit of Measure assigned to each element for recording purposes. The Valid Entries are: Time Measurement Unit's (TMU's), seconds, or minutes.
8. In the Value Source field, select how the time element was derived (informational only). The valid choices are historical, guestimation, engineered, and studied.
9. In the Factor Code field, select any factor code that needs to be applied to this element. A factor code contains an SQL statement that when true either adds a constant time or a percent of time to the existing element. For example if the factor said if the container weight is greater than 25 pounds add 2 seconds to the picking element.
10. In the Condition Code field, select any condition code that needs to be applied to the user element. An example of a condition is Hazmat. So if during pick the assigned task is for a hazmat item then add additional time.
11. Click **Create** to save any changes and close the Create Record window.

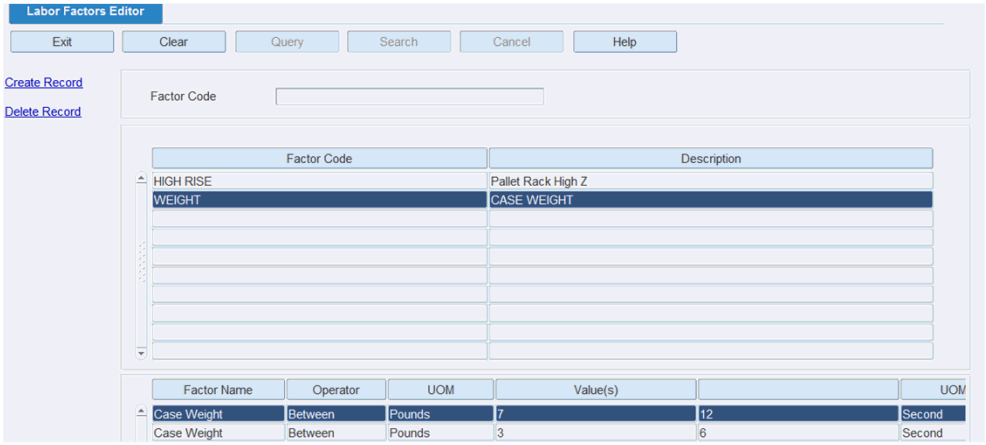
Labor Factors Editor

The Labor Factors Editor is used to define additional factors that must be applied to elements to account for product or location characteristics. The following factors will be seeded into the RWMS as valid choices: Item ID, Item Cube, Item Weight, Case Cube, Case Weight, Fragile, Z Coordinate, Zone, and Location Type. The factor(s) must be added to the normal time of the variable time of that element to create the adjusted normal time.

Labor Factors Editor Window

To access the Labor Factors Editor, navigate to Setup Labor Management then Labor Factors Editor. The Labor Factors Editor window opens.

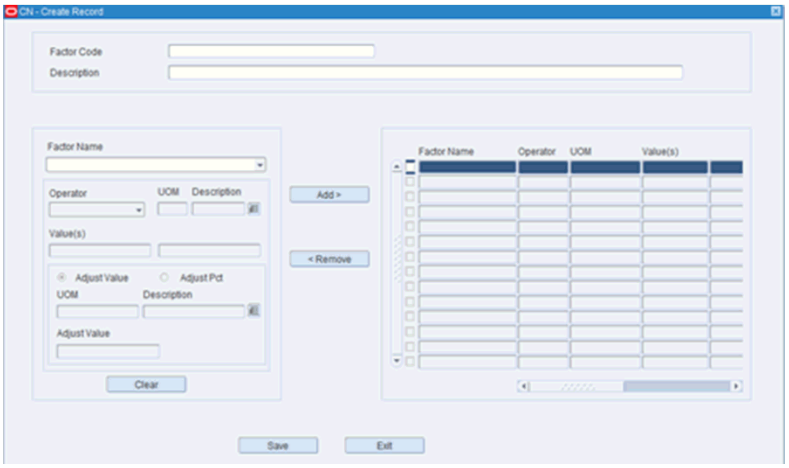
Figure 6–220 Labor Factors Editor Window



Add a Labor Factor

1. On the Labor Factors Editor window, click **Create Record**. The Create Record window opens.

Figure 6–221 Create Record Window



2. In the Factor Code field, enter your user defined Factor Code.
3. In the Description field, enter the long description for the Factor Code.
4. In the Factor Name field, select from the LOV. The following factors will be seeded into the RWMS as valid choices: Item ID, Item Cube, Item Weight, Case Cube, Case Weight, Fragile, Z Coordinate, Zone, and Location Type.
5. In the Operator field, select from the LOV your desired operator. The following are the valid choices for Operators: =, >, <, Like, <>, >=, <=, Is Not Null, Is Null, Between, and In.
6. In the Unit of Measure field, select the desired UOM. The valid values differ based on the factors selected.
7. In the Value field, enter the Value that will be used by the system to determine if the operator is true which then will apply any adjusted value or percent.
8. In the Second Value field, enter the Second Value that will be used by the system if the operator is defined as between.
9. In the UOM field, enter the UOM of the adjusted Value. The valid values are minute, second, or TMU.
10. In the Adjusted Value field, enter the numeric value to be added to the base element when the factor is true.
11. In the Adjusted Percent field, enter the percentage to multiply the base element when the factor is true.
12. Click **Add** to add this formula to the Factor Code.
13. Repeat steps 4 through 12 to add more Factor name to the existing Factor Code.
14. When finished click **Save** to save the changes and close the Create Record window.

Labor Conditions Editor

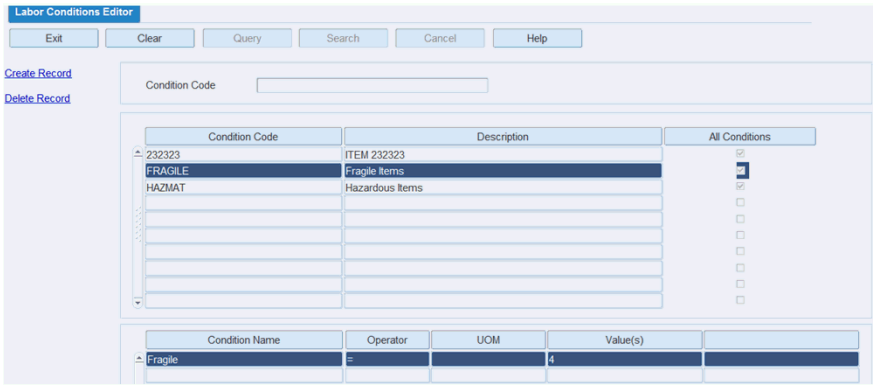
The Labor Conditions Editor will be used to define conditions that will be applied to elements. The definition of a condition is a situation that is true sometimes but not all the time. Conditions can only be associated to user defined elements. When the condition occurs the system will apply the time value for the element. If not true the time value will not be included in the calculation.

The following conditional choices will be seeded into the RWMS: Aisle ID, Case Cube, Case Height, Case Length, Case Width, Case Weight, Class, Consumer Direct, Department, Destination ID, Destination Type, Division, Equipment Class, Equipment Type, Fragile, Hazmat, High Value Indicator, Item Cube, Item Height, Item Length, Item Width, Item Weight, Item ID, Item Master UD's, Location ID, Location Type, Perishable, Pre-ticket Flag, Product Class Code, and Zone.

Labor Conditions Editor Window

To access the Labor Conditions Editor, navigate to Setup Labor Management then Labor Conditions Editor. The current Labor Conditions appear in the Labor Conditions Editor window.

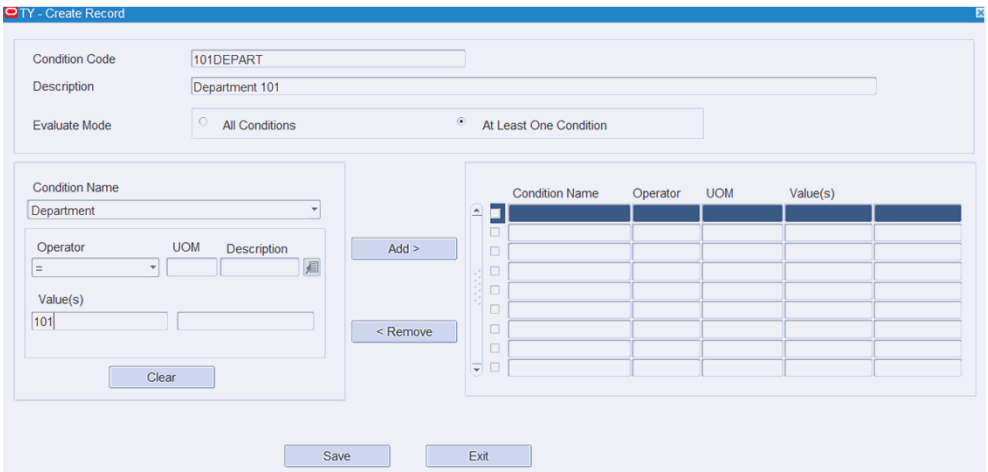
Figure 6–222 Labor Conditions Editor Window



Add a Condition Code

1. On the Labor Conditions Editor window, click **Create Record**. The Create Record window opens.

Figure 6–223 Create Record Window



2. In the Condition Code field, enter your user defined Condition Code.
3. In the Description field, enter the long description for the Condition Code.
4. In the Evaluate Mode field, select either the All Conditions or At Least One Condition option. All Conditions means that all conditions defined for the condition code must be true to apply the additional value. At Least One Condition means that only one condition of many defined for the condition code must be true to apply the additional value.
5. In the Condition Name field, select from the LOV. The following conditions will be seeded into the RWMS as valid choices: Aisle ID, Case Cube, Case Height, Case Length, Case Width, Case Weight, Class, Consumer Direct, Department, Destination ID, Destination Type, Division, Equipment Class, Equipment Type, Fragile, Hazmat, High Value Indicator, Item Cube, Item Height, Item Length, Item Width, Item Weight, Item ID, Item Master UD's, Location ID, Location Type, Perishable, Pre-ticket Flag, Product Class Code, and Zone.
6. In the Operator field, select from the LOV your desired operator. The following are the valid choices for Operators: =, >, <, Like, <>, >=, <=, Is Not Null, Is Null, Between, and In.
7. In the Unit of Measure field, select the desired UOM. The valid values will differ based on condition selected. Also some conditions will not require a UOM.
8. In the Value field, enter the Value that will be used by the system to determine if the operator is true. The second value field is only required when the between operator is selected.
9. Click **Add** to add this formula to the Condition Code.
10. Repeat steps 4 through 8 to add more Condition Name to the existing Condition Code.
11. When finished click **Save** to save the changes and close the Create Record window.

Labor Allowance Editor

The Labor Allowance Editor (Personal, Fatigue, Delay, and Contingency) is where the client can define time allowances (additional grace time) that can be added to standards at the element or Global level. PFD allowance is the adjustment done to the normal time to obtain the standard time for the purpose to recover the lost time due to personal needs, fatigue, and unavoidable delays. By providing a small increase to the normal time in each cycle, the worker can still be able to cover lost time and complete the work assigned to him/her.

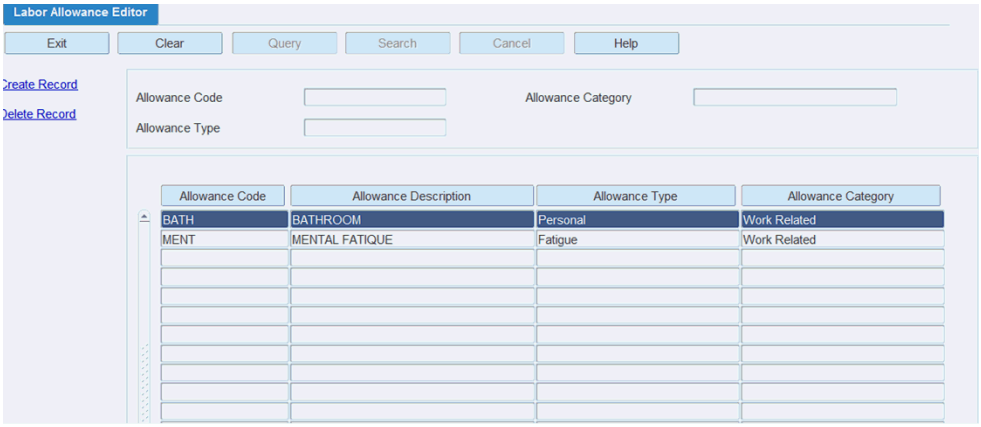
Allowances are further defined by type of interruption: (1) the interruption related to work (2) the interruption not related to work. For example, machine breakdown, rest break to overcome fatigue and receiving instruction from the manager are the interruption related to work, but personal needs, lunch break and personal calls are the interruption not related to work.

Note: Employee Training is also supported as an Allowance within RWMS.

Labor Allowance Editor Window

To access the Labor Allowance Editor, navigate to Setup Labor Management then Labor Allowance Editor. The current allowances appear in the Labor Allowance Editor window.

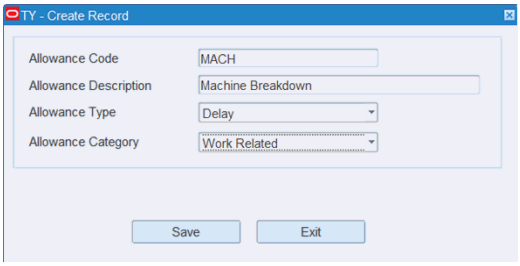
Figure 6–224 Labor Allowance Editor Window



Add an Allowance Code

1. On the Labor Allowance Editor window, click **Create Record**. The Create Record window opens.

Figure 6–225 Create Record Window



2. In the Allowance Code field, enter the user defined Allowance Code
3. In the Allowance Description field, enter the long description for the Allowance Code.
4. In the Allowance Type field, select the type from the LOV. The valid values are: Personal, Fatigue, Delay, and Contingency (catch all).
5. In the Allowance Category field, select the type from the LOV. The valid values are: Work Related and Non-Work Related.
6. Click **Save** to save the changes and close the Create Record window.

Labor Codes Zone Editor

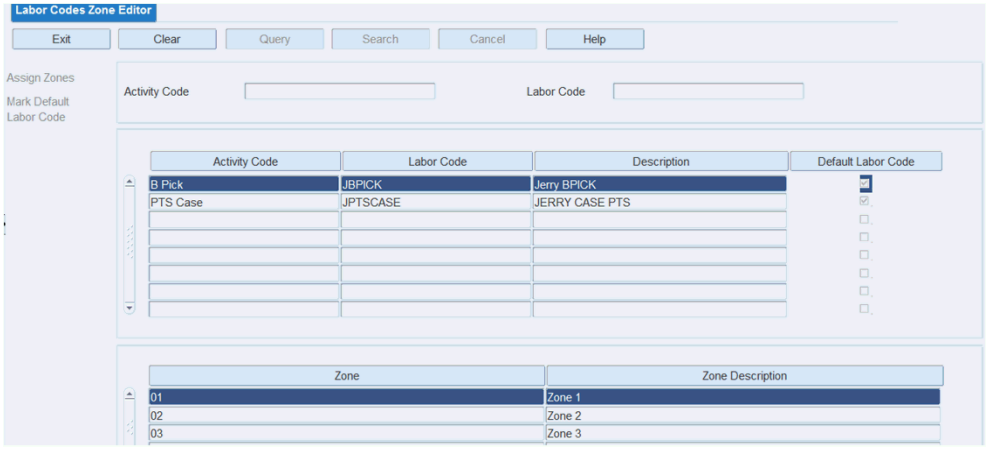
The Labor Codes Zone Editor allows you to assign specific Labor Codes to specific zones in the warehouse. If you have the need for different labor standards for the same activity you first create multiple labor codes for that activity in the Labor Template Editor. Once multiple labor codes are created, you can set one labor code as the default in the Labor Codes Zone Editor. After assigning one labor code per activity as default,

you then can assign the non-default labor codes to desired zones. All zones undefined in the Labor Code Zone Editor will utilize the default labor code. You can also click **Mark Default Labor Code** to switch a labor code from non-default to default. This functionality is often utilized where zones have different climate or material handing conditions.

Labor Codes Zone Editor Window

To access the Labor Codes Zone Editor, navigate to Setup Labor Management then Labor Codes Zone Editor. The current Zone assignments appear in the Labor Codes Zone Editor window.

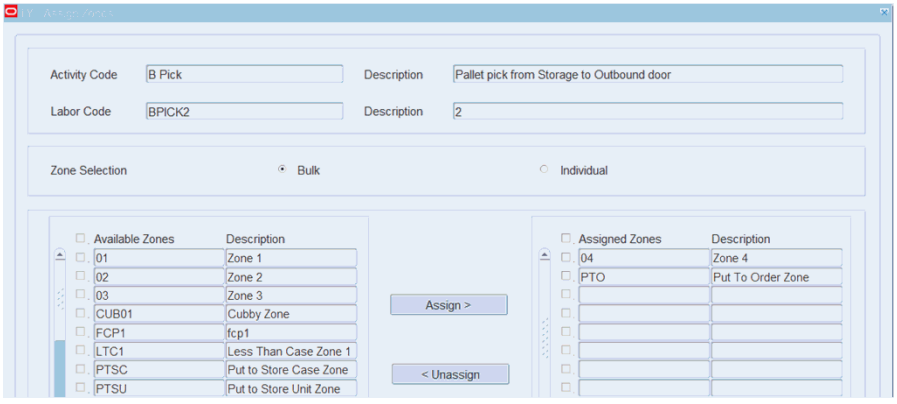
Figure 6–226 Labor Codes Zone Editor Window



Create Zone Assignments

1. On the Labor Codes Zone Editor window, select the non-default labor code and then click **Assign Zones**. The Assign Zones window opens.

Figure 6–227 Assign Zones Window

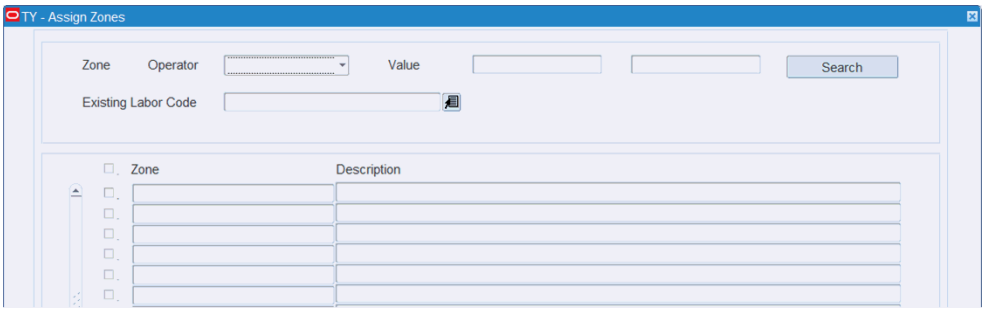


2. First selection whether you want to add zones by bulk (range) or individually, click the appropriate radial button.
3. If you want to add zones individually then click on the Individual Radial button which will enable the available Zones check box column.
    a. Place a check mark next to the available zones that you want to assign to this labor code and then press the **Assign** button.

b. After all of your desired zones appear in the Assigned Zones window (on right) click **Save**.

4. If you want to add zones by bulk, click **Bulk** and then **Assign**. This opens the Assign Zone by Range Window as shown in Figure 6–228.

Figure 6–228 Assign Zone by Range Window



a. Now select your operator from the LOV. The valid choices are: =, >, <, Like, <>, >=, <=, Between, and In.

b. Now enter the range of zones in the Value Fields and click **Search**. The zones in desired range appear in the bottom of the window.

c. If the zones displayed are all correct then place a check mark in the Zone field and click **Save**.

d. If some of the zones displayed are correct and some not correct place a check mark in the box near the correct zones and click **Save**.

5. Click **Save** to save any changes and close the Assign Zone window.

Labor Template Editor

The Labor Template Editor will be used to create a Labor Standard for a specified (supported) activity. RWMS supports multiple labor codes for the same activity code but applies them at zone level. When the user selects an Activity Code in the Labor Template Editor the system automatically imports the system and exception elements related to that activity code. The user can supplement these seeded elements with user defined elements to capture physical elements needed to complete the Labor Standard. For each element (seeded or user defined) time factors must be defined which when totaled provide the engineered time standard which is then compared to actual task time. For each Labor code defined RWMS provides the following:

- System Seeded Elements (core system elements and exception system elements)
- Ability to define User Elements (free form)
- Ability to define element loops (recurring elements)
- Ability to set frequency on user defined elements level
- Ability to set factors at element level
- Ability to set conditions on user defined elements
- Ability to set PFD allowances at both the element and global level
- Ability to set time values on all elements (system, system exception, and user defined)
- Ability to set a training allowance at global and or activity level.

Since RWMS controls the travel during Activity completion, travel time is calculated in the background and then added to the engineered standard. Travel elements utilize the specific equipment speed and the X, Y, Z distance between tasks to give an exact allotted time that gets added to the standard.

The following is a list of additional controls on the Labor Template editor:

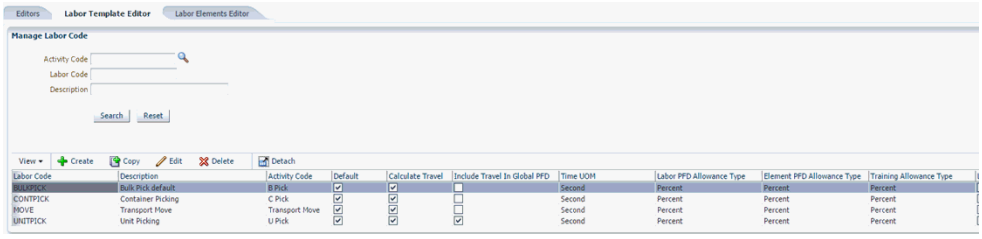
- Calculate Travel Check Box - When checked this means that background distance time speed calculations will be added to your engineered standard. We strongly recommend this box always be checked when Labor Management is being used. When un-checked this means travel is not calculated at all.
- Include Travel in Global PFD - When checked this means the travel calculations are added to the element total time before Global PFD allowances are calculated. When un-checked this means the Global PFD allowance is only calculated against the element total time minus any travel time.
- Log Labor Std Calculation - When checked this means the system will write labor standard records in both the LABOR_MGMT_CALC_LOG and LABOR_MGMT_CALC_LOG DETAIL tables. When unchecked the system will not write records to either table but records totals in task log.

> **Note:** The System Parameter LABOR_MGMT_LOG must also be set to 1.

Labor Template Editor Window

To access the Labor Template Editor, navigate to Setup Labor Management then Labor Template Editor. The current saved Templates appear in the Labor Template Editor window.

Figure 6–229 Labor Template Editor Window

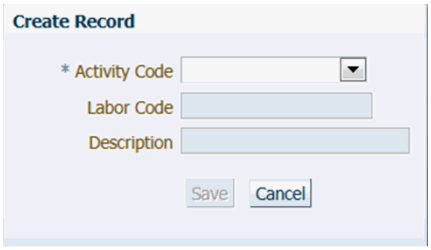


Create Record

1. On the Labor Template Editor window, click the **Create** icon and the Create Record window opens.

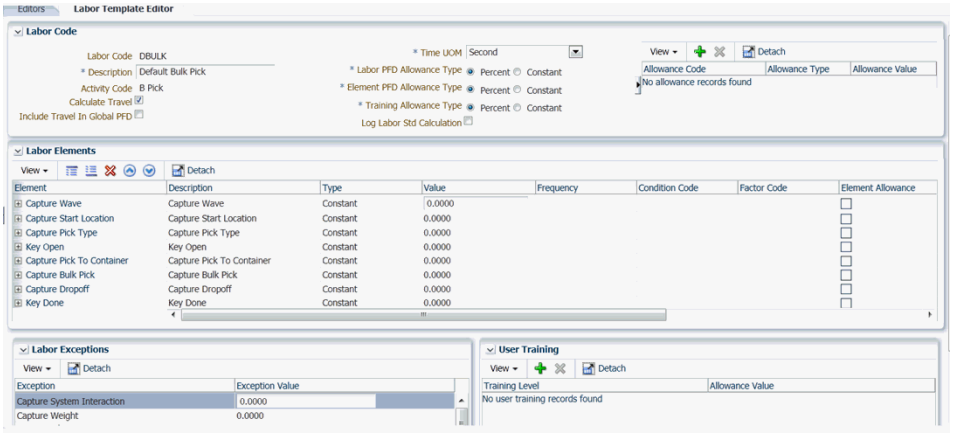
> **Note:** You can copy a Labor Code to create a new Labor Code by clicking the Copy Record icon.

Figure 6–230 Create Record Window



2. Select your desired activity from the list of supported Activities.
3. Enter your User Defined Labor Code
4. Enter the Long Description for the Labor Code.
5. Click **Save** to open the Label Template Worksheet shown in Figure 6–231.

Figure 6–231 Label Template Worksheet Window

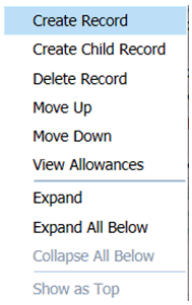


Steps for creating a Complete Labor Template are as follows:

1. When the template first opens the following is auto-populated by RWMS:
   - Labor Code - User Defined
   - Description -Long Description associated to Labor Code
   - Calculate Travel flag is set to Y (defaulted) meaning the system will calculate travel time in the background and apply it to the engineered time standard.
   - The Time UOM is defaulted to Seconds. The other valid values are Minutes or TMU's.
   - All Allowances are defaulted to percentage. These can be edited to Constant if the user wishes. We strongly suggest using percentage.
   - All System Elements are imported based on Activity assigned to Labor Code. These elements are sequenced as they occur during RF processing.
   - All Exception Elements are imported based on Activity assigned to Labor Code.

2. Add User Define Elements (physical motion) by placing your cursor on the element where you want add a record. At this time, right click your mouse and select either Create Record or Create Child Record. If the User Defined Element added only happens once and does not recur while processing the activity use **Create Record**. If the User Defined Element recurs while processing the activity use **Create Child Record**. At any time you can move an element up or down in the sequence by right clicking your mouse and selecting these options.

Figure 6–232 Options

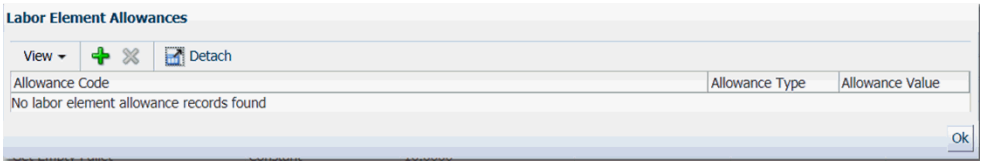


3. Now apply time values to all elements (System, User Defined, and Exception) by clicking on each record in the Value column.

> **Note:** Some elements may already have a time value imported from the Elements Editor. This value can be used or can be modified.

4. Now set your frequency for user defined elements. If the element always occurs the value will be one. If the element only happens X number of times then put the X value in the Frequency column.
5. Now set your condition codes on User Defined Elements that require conditions.
6. Next go back through the elements and add Factor Codes where they apply by clicking on the **Factor Code** column at the element level.
7. If you want to apply PDF allowances at the Element Level double click the element and add the allowance and type. You cannot add PDF allowances to Exception Elements.

Figure 6–233 Labor Element Allowances Window

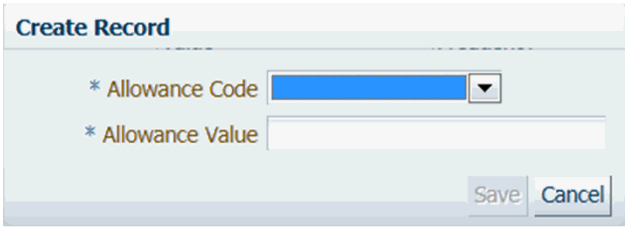


8. Now set the following Global Flags as desired.
   - Calculate Travel Check Box
   - Include Travel in Global PFD
   - Log Labor Std Calculation

- Set you Time UOM to Minute, Second, or TMU. The most used time setting is seconds or TMU's. TMU's are mostly used where clients have engineers on staff and are using Engineered Standards for pay incentives.
- Set you allowances (Global, Element, and Training) to Percentage based or a Constant value. The Global and Training Allowances are best set at Percentage while the Element Allowance can utilize either setting.

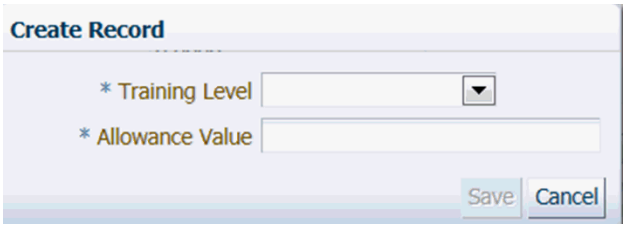
9. Now define any Global Allowances that you want applied to this Labor Code (upper right hand corner). Click the **Create** icon to open the Create Record window.
   a. Click the list of Value icon to select the Allowance Code you want to assign.
   b. Enter the value (percentage or constant) that you want to be added to the standard. This amount of time is applied to the total of the normal standard time.
   c. You can add as many Allowances to the Labor Code as desired.

Figure 6–234 Create Record Window



10. Now define any Training Allowances that you want applied to this Labor Code (lower right hand corner). Click **Create Icon +** to open the Create Record window.
    a. Click the **LOV** icon to select the Training Level you want to assign.
    b. Enter the value (percentage or constant) that you want to be added to the standard. This amount of time is applied to the total of the normal standard time.

Figure 6–235 Create Record Window



11. Click **Save** to save the Labor Code Template.

Z Coordinate Rules Editor

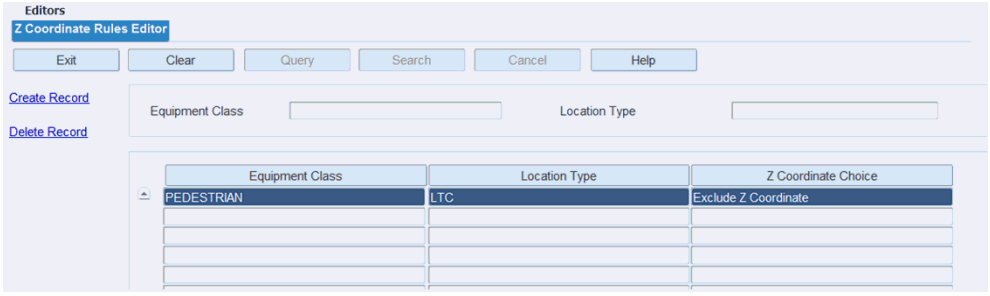
The Z Coordinate Rules Editor provides the user with three unique Z calculation choices that get applied to the Labor Standard. For each equipment class location type combination, the user can specify how the Z coordinate is used in determining the travel distance applied to the Labor Standard. The valid Choices are:

- Include Z coordinate - this means that for every location visited during the activity the Z coordinate is utilized in the travel distance calculation. In other words, at each location and reference point you must go up to the Z coordinate and return back to the floor before going to the next location. This is used most often in pallet picks and pallet transports (move/putaway).
- Exclude Z coordinate - this means that for every location visited during the activity the Z coordinate is not utilized in the travel distance calculation. In other words, as you go from location to location and from reference point to reference point the Z coordinate is not added into the travel distance calculation applied to the Labor Standard. This is used most often in unit pick module configurations.
- Delta Only - this means that for every location and reference point visited during the activity the difference between Z coordinates is utilized in the travel distance calculation. In other words, if the first location is at Z level "30 feet" and the next location is a Z level "20 feet" the system will utilize the delta of 10 feet in the calculation. The Delta Only choice is designed for situations where man up equipment is used like case picking. However, the travel calculation does mandate that the man up equipment return to floor level at each reference point (turns and tunnels) for safety reasons.

Z Coordinate Rules Editor Window

To access the Z Coordinate Rules Editor, navigate to Setup Labor Management then Z Coordinate Rules Editor. The Z Coordinate Rules Editor window opens.

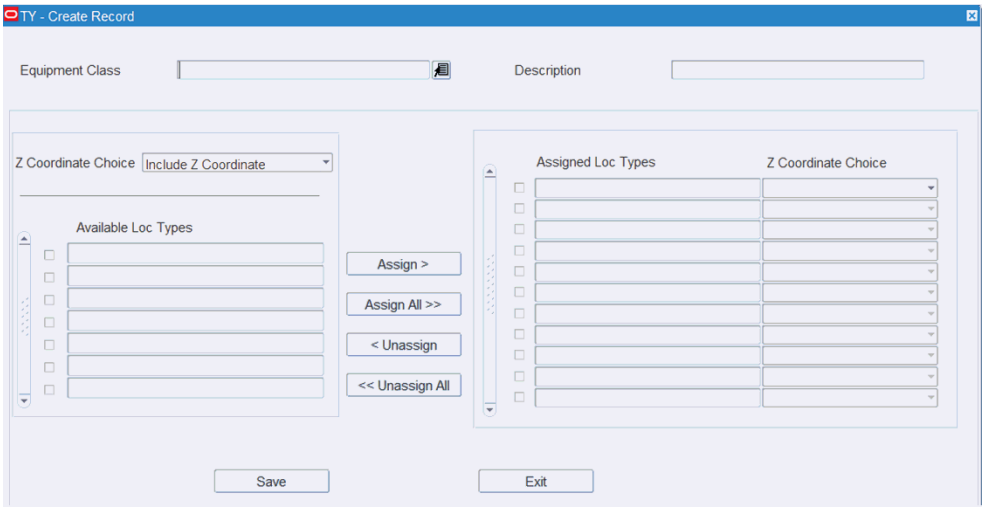
Figure 6–236 Z Coordinate Rules Editor Window



Add a Z Coordinate Rule

1. On the Z Coordinate rules Editor, click **Create**. The Create Record window opens.

Figure 6–237 Create Record Window



2. In the Equipment Class field, enter the desired Equipment Class or select it from the LOV.
3. In the Z Coordinate Choice field, select from the LOV (include Z coordinate, exclude Z coordinate, or Delta only).
4. Click the left panel to get a list of available Location Types.
5. Place a check mark next to the Location Type you want to associate with the equipment Class and click **Assign**. You can select all Location Types by placing cursor in left panel and clicking **Assign All**.
6. Click **Save** to save record and close the Create Record window.

User Training Editor

The User Training Editor allows you to define the training level (skill) for an employee at either the global level or the individual activity level. The valid values for training are: Beginner, Intermediate, and Expert. This information is only used in the Labor Management Template when you assign a Training Allowance.

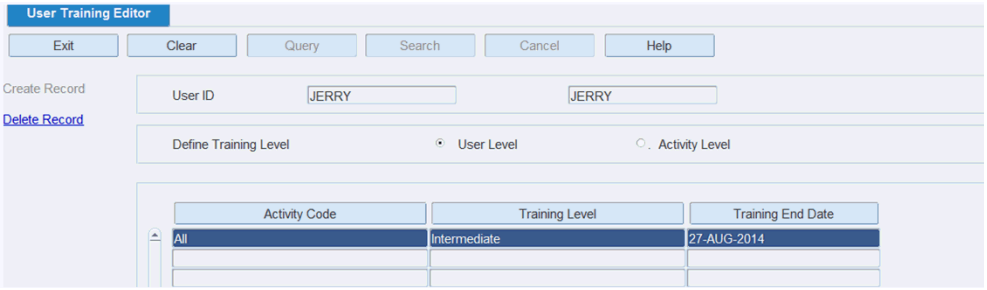
When a training allowance is set in the Labor Management Template the system then looks at this editor to determine if the user performing the activity has a matching training level and then it applies the training allowance to the Labor Standard.

For each user the system supports the entry of a Training End Date. The training allowance will be given up to this date (inclusive) but after that date the user assumed to be an expert and the allowance is not given from that time forward.

User Training Editor Window

To access the User Training Editor, navigate to Setup User then User Training Editor.

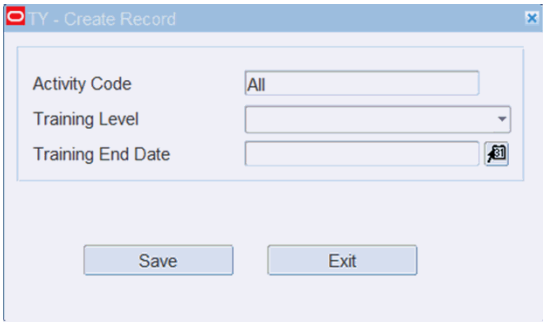
Figure 6–238 User Training Editor Window



Add a Training Level to an Employee

1. On the User Training Editor, enter or select the desired User ID and click **Search**.
2. Define whether you want to set the training level at the user level (for all activities labor managed) or at the specific Activity level by selecting the appropriate option.
3. Click **Create Record** to open the Create Record window.

Figure 6–239 Create Record Window



4. In the Activity code field, select the activity from the LOV included in the activity group. If you applied training at the User Level this field will not be editable and will have the word ALL automatically inserted.
5. In the Training Level field, select your training level for this User ID (employee). The valid values are Beginner, Intermediate, and Expert.
6. In the Training End Date field, select the Date where the employee has successfully completed training. When this date is reached the User ID (employee) will no longer get a training allowance in the Labor Standard Calculation
7. Click **Save** to save the changes and close the Create Record window.

7

System Control Parameters

This chapter describes the system control parameters.

List of System Control Parameters

Table 7–1 lists the different System Control Parameters.

Note: SCP VALUE under the SCP TYPE column indicates that there are a distinct set of values available for the SCP.

Table 7–1 List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
3rd_party_ routing	When set to Y, an FTP interface sent to a third party routing package is used.	SCP VALUE			SHIPPING
able_to_ship_ level	Security level to enable the F9 ship key in the shipping form.	NUMBER	1	9	SHIPPING
ac_cycle_ count_priv	Sets the privilege level to allow RF users to perform Audit Counts.If your privilege level is equal to or greater than this SCP you can perform Audit Counts.	NUMBER	0	9	INVENTORY MANAGEMENT, CYCLE COUNT
adjust_pick	Enables the F7 adjust key on the RF picking windows.	SCP VALUE			DISTRIBUTION
ahl_log	Log Activity History Log 0: No AHL Logging, 1: AHL Logging through SQL insert.	SCP VALUE			ADMIN - SETUP
allow_predist_ create	Determines if RWMS can create Pre-distribution allocations. When set to Y, RWMS allows the creation of PREDIST stock orders in the Create Stock Order window under the Distribution Planning Module.	SCP VALUE			DISTRIBUTION
allow_trble_ putaway	When set to Y, RWMS allows putaway to storage with associated trouble codes.	SCP VALUE			PUTAWAY
app_cls_ commit_each	Determines if a commit is to be performed after applying/unapplying each item or location class.	SCP VALUE			ADMIN - SETUP

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
apply_qa_wip	Determines if a QA WIP needs to be applied.	SCP VALUE			WIP CODES
appointment_ window	The number of days (past and future) to allow appointments to be active. Used in the Schedule Appointment window and purge_ appointments_ b.sh.	NUMBER	1	999	ADMIN - SETUP, RECEIVING
apprv_indirect_ activity_priv	Specifies the privilege threshold below which the GUI Indirect Activities window works in USER mode. If priv of logged in user is greater than or equal to scp value then the window shows up in Manager Mode.	NUMBER	1	9	ADMIN - SETUP, TASK MANAGEMENT
appt_asset_ default	Sets the default value for receiving appointments for the capture of asset tracking. Specifies how you are prompted to enter assets during receiving. During: you are prompted for asset quantities after each item is received that is associated with asset tracking. End: enter at end before closing appointment. Start: user prompted to enter assets at beginning of appointment.	SCP VALUE			ADMIN - SETUP, RECEIVING
appt_bulk_def	Sets bulk flag default on the Appointment Detail window.	SCP VALUE			RECEIVING
appt_cal_ major_scale	Sets the default major time axis in the Appointment Calendar.	SCP VALUE			RECEIVING
appt_cal_ minor_scale	Sets the default minor time axis in the Appointment Calendar.	SCP VALUE			RECEIVING
appt_update_ allowed	For Brazil, this SCP must always be set to N. When set to N, RWMS does not allow you to add or delete line items but allows you to modify or add different casepacks as long as the total unit quantity per line item equals the original downloaded quantities. When set to Y, normal appointment detail modifications are allowed.	SCP VALUE			RECEIVING
asset_tracking	For transport asset tracking. When enabled, RWMS supports tracking of transport asset inventory and enables the messaging from RWMS to communicate asset movements to the host. When Asset tracking is set to Y, RWMS tracks transport assets.	SCP VALUE			ADMIN - SETUP, RECEIVING
assortment_ wip_code	WIP code applied when inbound container has an assortment item. Parent Item with child SKUs.	WIP CODE			WIP CODES
ats_calc_incl_ dist	When set to Y, distributed inventory is kept in the Available to Sell bucket in the output generated by inv_ disposition_upload.sh script.	SCP VALUE			INVENTORY MANAGEMENT

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
auto_induct	When set to Y, groups assigned to the first pack wave have the Active Pick flag set to Y, indicating that this pack wave is staged in the UPS for picking. If put_to_order is enabled, allocation data is sent to the UPS for only those allocations deemed active within the UPS. If put to destination is enabled, all allocations are downloaded at one time.	SCP VALUE			DISTRIBUTION
autopack	Assigned name to the autopack sorter.	STRING			DISTRIBUTION
back_order_ flag	Indicates whether to retain stock orders when the inventory is exhausted. Used in the distribution process.	SCP VALUE			DISTRIBUTION
best_before_ wip	Used to automatically apply a WIP code to a container requiring a best before date (perishable indicator set in Item Master).	WIP CODE			WIP CODES, RECEIVING
bld_mix_dest_ sku_pal	When set to Y, building of mixed destination pallets (Distributed) is allowed.	SCP VALUE			DISTRIBUTION
blind_bulk_ receiving	When set to Y, RWMS generated Receiving labels do not print any container quantities or unit quantities on bulk container labels. It also does not pre-populate the carton quantity on the RF receiving window when receiving bulk pallets. When set to N, the carton and unit quantity appears on the labels and RF.	SCP VALUE			RECEIVING
break_by_wip_ con	When set to Y, the distribution process creates separate Master Pick Labels for each group of WIP codes for conveyable cartons.	SCP VALUE			DISTRIBUTION
break_by_wip_ non_con	When set to Y, the distribution process creates separate Master Pick Labels for each group of WIP codes for non-conveyable cartons.	SCP VALUE			DISTRIBUTION
carton_store_ putwy	Default putway plan used for cases having an item with no putaway plan defined on the item master.	PUTAWAY			PUTAWAY
case_pts_ security	Defines minimum user security level that can process a inventory adjustment without supervisor approval. Applies only to Case PTS.	NUMBER	1	9	INVENTORY MANAGEMENT
cd_back_order_ flag	For Consumer direct picks it indicates whether to retain stock orders when the inventory is exhausted. Used in the distribution process.	SCP VALUE			DISTRIBUTION, CONSUMER DIRECT
cd_bulk_pick_ dropoff	The bulk picking dropoff location for consumer direct picks.	LOCATION			LOC or LOC TYPE, PICKING, CONSUMER DIRECT

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
cd_case_pick_ dropoff	The case picking dropoff location for consumer direct picks.	LOCATIO N			LOC or LOC TYPE, PICKING, CONSUMER DIRECT
cd_consolidate_ dropoff	Location where the containers eligible for order consolidation can be staged before being moved to consolidation locations for each distro.	LOCATIO N			LOC or LOC TYPE, CONSUMER DIRECT
cd_consolidate_ flag	Used in the stock_order table for consumer direct orders for virtual stores. If the stock order consume has the field consolidate as null, the default value will be populated from SCP into the stock order record.	SCP VALUE			ADMIN - SETUP, DISTRIBUTION, CONSUMER DIRECT
cd_consolidate_ processing_loc	Location where the order consolidation is performed. Containers location is auto-updated to this location when scanned on the Order Consolidation window.	LOCATIO N			LOC or LOC TYPE, CONSUMER DIRECT
cd_fcp_pick_ dropoff	The fcp picking dropoff location for consumer direct picks.	LOCATIO N			LOC or LOC TYPE, CONSUMER DIRECT
cd_labeled_ picking	For consumer direct,when set to Y, RWMS generates a picking label packet and a report. When set to N, RWMS assumes labeless picking and only generates a report.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT
cd_labeled_tote	For consumer direct,if set to Y, labels for Unit picks prints even when labeled_picking = N.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT
cd_pick_by_ loc_flag_con	For consumer direct,when set to Y, RWMS is picking by location and allows mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT
cd_pick_by_ loc_flag_non	For consumer direct,when set to Y, RWMS is picking by location and allows mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
cd_unit_pick_ dropoff	The unit picking dropoff location for consumer direct picks.	LOCATIO N			LOC or LOC TYPE, CONSUMER DIRECT
cd_xzone_case_ picking	For consumer direct case picking,when set to Y, the distribution process creates pick across multiple zones for the same distribution. When set to N, cross-zone picking, for the same distribution, is denied.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT
cd_xzone_unit_ picking	For consumer direct unit picking,when set to Y, the distribution process creates pick across multiple zones for the same distribution. When set to N, cross-zone picking, for the same distribution, is denied.	SCP VALUE			DISTRIBUTION, PICKING, CONSUMER DIRECT
clear_user	When set to Y, clears the user name from the C pick allowing another user to proceed with operation. When set to N, the user name is still associated with the pick and that individual must finish the operation.	SCP VALUE			INVENTORY MANAGEMENT, PICKING, TASK MANAGEMENT
cltp_prg_delay	The amount of time, in seconds, to retain the Container Label to Print file before clearing it.	NUMBER	1	600	PRINTER - LABELS
company_nbr	Company number to send to PPS.	NUMBER	0	9	ADMIN - SETUP
consolidate_ pend_wip	When set to Y, RWMS allows the consolidation of WIP codes, when building pallets.	SCP VALUE			WIP CODES
container_ format	Indicates that the container identifier number is compliant with UCC128 or is generic with embedded destination ID (DEFAULT).	SCP VALUE			PRINTER - LABELS
cs_rsv_loc_type	User Defined location type for case reserve.	LOC TYPE			LOC OR LOC TYPE
cs_rsv_priority	Priority used in distribution to pull merchandise from case.	NUMBER	1	3	DISTRIBUTION - PLANNING
cubiscan	Set to Y when using a TCP/IP connection to a Cubiscan device.	SCP VALUE			RECEIVING
cycle_count_ period	Number of days to cycle count the entire DC. Used in schedule_cycle_ count_b.sh.	NUMBER	1	365	INVENTORY MANAGEMENT, CYCLE COUNT
cycle_count_ type	Defines how the DC wants to count inventory, either by item, location or zone. Used when schedule cycle count runs in cron (System Scheduled Cycle Count).	SCP VALUE			INVENTORY MANAGEMENT, CYCLE COUNT
DC_dest_ID	Destination ID of the DC. Must be in the Ship Dest table. Used in reports (for DC return address) and to show what containers are stock (dest_ ID=DC).	DEST ID			ADMIN - SETUP

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
debug_flag	Used in determining the data value inserted into the Error Log error message field during exception handling.	SCP VALUE			TECHNICAL
def_appt_type	Allows you to specify the most frequently used receiving type in the Create Appointment Header window reducing selection time. Valid Values: 0 = Blank, 1 = FPR with Details,, 2 = FPR without Details, 3 = PO, , 4 = ASN, 5 = NSC, 6=ASN/NSC.	SCP VALUE			ADMIN - SETUP, RECEIVING
def_cc_min_ tol_qty	Only used when the CC MIN TOLERANCE QTY is not defined on the Item Master. Allows you to set a cycle count minimum unit tolerance quantity at the global level to determine whether an inventory adjustment is allowed immediately or an Audit Count must be performed. If the difference between the system count and cycle count exceeded the cycle count tolerance percent, then RWMS checks to see if the difference between the system count and cycle count is equal to or less than the minimum tolerance unit quantity. If the difference is equal to or less than the minimum unit quantity then RWMS immediately posts an inventory adjustment. If the difference exceeds the minimum unit quantity then RWMS marks that location for an Audit Count and does not make an inventory adjustment until the Audit Count is completed.	NUMBER	0	9999	INVENTORY MANAGEMENT, CYCLE COUNT
def_cc_ tolerance_pct	Only used when the CC TOLERANCE PCT is not set on the Item Master. It allows you to set a cycle count tolerance percentage at the global level to determine whether an inventory adjustment is allowed immediately or an Audit Count must be performed. If the difference between the original system quantity and the cycle count quantity is within the tolerance percentage, it allows the inventory adjustment immediately. If the difference exceeds the tolerance percentage then check the def_cc_ min_tol_qty.	NUMBER	0	999	INVENTORY MANAGEMENT, CYCLE COUNT
def_random_ putaway	Default putaway plan for random replenishment.	PUTAWAY			PUTAWAY
def_rollback_ alloc	Sets the rollback allocation flag on the stock order header for RWMS generated stock orders.	SCP VALUE			DISTRIBUTION

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
def_sa_priority	Sets the priority of the stock allocation detail records if the host management system does not download a priority or the value is NULL.	NUMBER	0	9	DISTRIBUTION
def_ship_label_size	Default label size to be printed from the RF Print Ship Label window. The label size field is modifiable by the user (toggle).	SCP VALUE			PRINTER - LABELS, SHIPPING
def_so_priority	Sets the priority of the stock order header records if the host management system does not download a priority or the value is NULL.	NUMBER	0	9	DISTRIBUTION
def_task_priority	This SCP specifies the default PRIORITY of a task for an activity, when a priority value is not defined for an activty.	NUMBER	1	99	ADMIN - SETUP, TASK MANAGEMENT
def_task_priority_threshold	This SCP specifies the default PRIORITY THRESHOLD of a task for an activity, when a priority threshold value is not defined for an activty. The threshold value specifies when proximity takes precedence over priority.	NUMBER	1	99	ADMIN - SETUP, TASK MANAGEMENT
def_work_day_end	Default working day end. Used in Working Days Editor.	TIME			ADMIN - SETUP
def_work_day_start	Default working day start. Used in Working Days Editor.	TIME			ADMIN - SETUP
default_carton_group	Carton group used in cartonization if none is defined for the item.	CARTON GROUP			ADMIN - SETUP
default_cc_plan	Default cycle count plan to be set during item master download if none is specified.	CC PLAN			INVENTORY MANAGEMENT, CYCLE COUNT
default_dc_cont_type	Default pallet size used for the dimension and cube calculation during receiving processing and case and forward case picking.	CONT TYPE			RECEIVING, PICKING
default_dist_type	Distribution Type for the Select Stock Order window. The field is modifiable to the user.	SCP VALUE			DISTRIBUTION
default_kitting_wip	WIP code when creating an item that is defined as a kit.	WIP CODE			WIP CODES
default_language	Used to display the labels in the RF Login window. This is also used to print the labels in Label Reports.	LANGUAGE			ADMIN - SETUP
default_order_level	Type of saved query for order selection. FULL: Every line in query has to match. ORDER: If any line matches, RWMS shows all distribution lines. LINE: Only distributions that match display.	SCP VALUE			DISTRIBUTION - PLANNING

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
default_order_type	Determines how downloaded stock orders are processed. WAVE uses the pre-defined Shipping Schedule and proceeds without intervention. AUTOMATIC does not require destinations to have a pre-defined Shipping Schedule, but does proceed without intervention. MANUAL allows intervention by selecting orders to be included in a wave. PO: allocation of merchandise is tied to a specific PO. PREDIST: allocations that have pre-distributed merchandise.	SCP VALUE			DISTRIBUTION - PLANNING
default_putaway	Default putaway plan to be set during item master download if none is specified.	PUTAWAY			PUTAWAY
default_trailer_cube	Default size of a trailer. Used in the Schedule Appointment window when a new trailer is scheduled. Used to calculate and display the percentage filled of a trailer on the Shipping Status.	NUMBER	100	1E+07	SHIPPING
default_ups	Default Unit Pick System code for Item Master download.	UNIT PICK			ITEM SETUP
delete_pfl	When set to Y, and unit quantity in the from location is 0, RWMS deletes the location record once the merchandise moves out. User override is provided on the FPL Move window.	SCP VALUE			ACTIVE - RANDOM, INVENTORY MANAGEMENT
deposit_item_detail	For transport asset tracking. When deposit_ item_detail is set to Y, RWMS itemizes the deposit assets based on predefined relationships in all inventory messages (receipts, inventory adjustment, return to vendor, shipments, inventory balance). When set to N, RWMS does not communicate the deposit assets with the content item in inventory messages. When set to N, it is assumed that the host system can calculate the deposit assets.	SCP VALUE			ADMIN - SETUP
dflt_labeled_rcving	Defaults the labeled flag on the appointment header record. When set to Y, RWMS creates formatted labels. When set to N, RWMS expects you to provide generic labels. This flag is editable on the appointment header.	SCP VALUE			ADMIN - SETUP, RECEIVING
display_item_id	Used in the multi-item UPC functionality. If set to Y, item information, which matches the UPC code, displays when the item_id is scanned. When set to N, only the UPC code displays in the field.	SCP VALUE			ADMIN - SETUP

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
display_ standard	When this parameter is set to Y, the user can invoke RF Labor Standard Review window to review the performance against system calculated labor standard. When this parameter is set N, the user will not be allowed to invoke the RF Labor Standard Review window.	SCP VALUE			LABOR MANAGEMENT
distrib_unfin_ wip	When set to Y, RWMS allows allocation of merchandise from a pallet that has unfinished WIP codes associated with it.	SCP VALUE			DISTRIBUTION, WIP CODES
distribute_ partial	When set to Y, RWMS processes partial distribution of a dye lot. The maximum amount of a single dye lot is distributed even if only a partial fulfillment of the order. If N, the distribution is skipped.	SCP VALUE			DISTRIBUTION
drop_off_ convey	Suggested drop-off location for pallet and case picking for conveyable merchandise.	LOCATIO N			LOC OR LOC TYPE
dynamic_ random_slot	Determine whether distribution should create a random slot for active picking when needed.	SCP VALUE			ACTIVE - RANDOM
enable_kitting	When set to Y, the Distribution process builds Kit Build directives for Master Items that have a Stock Allocation but no Inventory to satisify the order.	SCP VALUE			PROCESS, DISTRIBUTION
enable_labor_ mgmt	When this parameter is set to Y, RWMS will calculate labor standards for any activity that has a defined Labor Code and Labor Management Enabled is set to Y. When this parameter is set to N, RWMS will never calculate labor standards even when an activity has a defined Labor Code and Labor Management Enabled is set to Y or N.	SCP VALUE			LABOR MANAGEMENT
entry_limit	Maximum adjustment quantity on a unit basis per user.	NUMBER	1	9999	ADMIN - SETUP, INVENTORY MANAGEMENT
exceed_ capacity	Allows chutes to be overfilled during the waving process.	SCP VALUE			DISTRIBUTION - PLANNING
exception_ cont_type	Default container type used during cartonization if no defined container types hold items.	CONT TYPE			ADMIN - SETUP
exceptions_ stage	Area specified in building (location) where exception packages are sent for consolidation. Used in an automated sorter environment/configuration.	LOCATIO N			LOC OR LOC TYPE
fcp_random_ act_stg	Staging location for replenishments to random forward case locations.	LOCATIO N			LOC OR LOC TYPE

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
fcp_random_ dest_id	Destination ID for replenishments to random forward case locations.	DEST ID			ADMIN - SETUP, INTERNAL DEST ID
first_time_sku	WIP code applied to first time SKU containers during receiving.	WIP CODE			WIP CODES, RECEIVING
fixed_replen_ wave	When set to Y, RWMS groups all replenishment picks into Wave 1. When set to N, RWMS associates replenishment picks with the wave that originated the need.	SCP VALUE			DISTRIBUTION - PLANNING
FNC1_ASCII	Designates the end of string character that is used to determine the last character of variable length fields in EAN 128 bar codes used during receiving.	STRING			ADMIN - SETUP, RECEIVING
fpl_replen_ dest_id	Destination identifier used for replenishing of Forward Pick Locations when replenishment method is pre-planned.	DEST ID			ADMIN - SETUP, INTERNAL DEST ID
fpr_conf_nbr_ hrs	Controls how long a FPR confirmation group stays open. Once the defined amount of time passes, RWMS removes a users ID and the group number from the pallets previously identified for receiving. The value is in hours and can accept decimals.	NUMBER	0	8	ADMIN - SETUP, RECEIVING
fpr_limit_to_ tihi	Provides warnings when you exceed the defined Distribution Center TI/HI for a pallet when using Flexible Pallet Receiving.Valid Values: N= no warnings, C= soft warning, E = hard stop.	SCP VALUE			ADMIN - SETUP, RECEIVING
fstsku_bypass_ fl	Indicates to conveyor system to weigh or not weigh a carton with first time SKU WIP applied.	SCP VALUE			PROCESS, RECEIVING
hashing_ algorithm	Oracle alogorithm that will be used for hashing passwords and sending details from ADF to Oracle Forms. Select hashing algorithm availble in Oracle package DBMS_CRYPTO. For example, algorithm could be DBMS_ CRYPTO.HASH_SH1.	STRING			SECURITY
hold_first_ time_sku	WIP applied to all like containers for items where one container has first time SKU WIP applied.	SCP VALUE			PROCESS, RECEIVING
hot_replen_ fulfill	Determines level at which hot replenishments are directed toward forward pick locations.If set to Y, it always directs hot Replens to forward locations if the entire container fits in the slot. If set to N, it only directs hot putaways if the forward location is below the replenishment level.	SCP VALUE			PUTAWAY

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
hot_replen_ putaway	When set to Y, putaway looks for Unit Replenishment opportunities.	SCP VALUE			PUTAWAY
hot_replen_ recvg	When set to Y, receiving allocation process looks for Unit Replenishment opportunities. When set to N, receiving allocation process functions as normal.	SCP VALUE			RECEIVING, PUTAWAY
in_transit_loc	Location of containers in process. Used in Move, Putaway, and Picking windows.	LOCATIO N			LOC OR LOC TYPE
incl_xdock_ appt_zone	Used during the appointment creation process to recommend the best fit door. When set to Y, RWMS checks for the existence of PREDIST stock allocations and uses the PTS induct zone for items with allocations. Based on the unit pick system code assigned to the item. If set to N, cross-dock items are ignored.	SCP VALUE			ADMIN - SETUP, RECEIVING
interface_tcp_ flag	Indicates the use of a TCP/IP interface with a conveyor system. (Future RWMS use).	SCP VALUE			DISTRIBUTION
kitting_ activity_code	Activity code associated with kitting against which statistics are collected.	WIP CODE			ACTIVITY CODE
label_printer_ font	Specifies the desired font that should be used for label reports.	STRING			PRINTER - LABELS
labelBulkRepln Child	Use for bulk type picks for conveyable items only. When set to Y, bulk replenishment and bulk out the door picks, cases are labelled and dropped at the CONVEYOR with the exception of replenishment picks destined to Case PTS. When set to N, case labels are not printed and the pallet is dropped at the forward pick location when a replenishment pick and at the ship door location when an out the door pick.	SCP VALUE			DISTRIBUTION
labeled_picking	When set to Y, RWMS generates a picking label packet and a report. When set to N, RWMS assumes labeless picking and only generates a report.	SCP VALUE			DISTRIBUTION, PICKING
labeled_ receiving	When set to Y, RWMS creates formatted receiving labels. When set to N, RWMS expects you to provide generic receiving labels.	SCP VALUE			RECEIVING
labeled_reserve	When set to Y, RWMS tracks each container in reserve storage with a separate identifying label. When set to N, only master containers in reserve are labeled.	SCP VALUE			DISTRIBUTION, PUTAWAY, RECEIVING
labeled_tote	If set to Y, labels for Unit picks prints even when labeled_picking = N.	SCP VALUE			ADMIN - SETUP

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
labor_mgmt_log	When this parameter is set to 1, RWMS will log the calculated labor standards in labor_mgmt_calc_log and labor_mgmt_calc_log_details tables. When this parameter is set to 0, RWMS will not log the calculated labor standards in labor_mgmt_calc_log and labor_mgmt_calc_log_details tables.	SCP VALUE			LABOR MANAGEMENT
labor_mgmt_predict_log	Log Labor Management Standards Predictive Calculation 0: No Logging, 1: Logging for Labor Code whose calculation log flag is Y	SCP VALUE			LABOR MANAGEMENT
load_sequencing	When set to Y, RWMS sorts picks with respect to the defined route/destination load sequence. When set to N, RWMS sorts according to distribution number sequence.	SCP VALUE			SHIPPING
loading_max_nbr_cids	Allows you to define how many pallets/containers can be scanned onto a forklift at one time for loading into an outbound trailer.	NUMBER	1	999	SHIPPING
loc_brazil_auto_recv	Only used when local_brazil = Y. When set to Y, RWMS automatically receives (in the background) containers not physically received. At the same time, offsetting entries are made in the inventory adjustment table to remove the inventory. RWMS views this merchandise as received and immediately lost.	SCP VALUE			RECEIVING, LOCALIZATION
local_brazil	Must be set to enable Brazil functionality.	SCP VALUE			LOCALIZATION
log_interface_error	Determines whether RWMS interface APIs log an error using the log_oracle_error function when an error occurs.Note: This must be set to N in an enterprise environment because of Oracle distributed processing and support for AUTONOMOUS TRANSACTIONS.	SCP VALUE			ADMIN - SETUP
LTC	Unit Pick System Code associated to the RF Unit Picking (Stationary SKU) (LTC and ltc code refer to the same operation of Less Than Case picking).	UNIT PICK			DISTRIBUTION
ltc_code	Unit Pick System Code associated to the RF Unit Picking (Stationary SKU) (LTC and ltc code refer to the same operation of Less Than Case picking).	UNIT PICK			DISTRIBUTION
ltc_staging_loc	Location ID for replenishment drop-off going into LTC.	LOCATION			LOC OR LOC TYPE
max_gen_labels	Defines the maximum quantity of generic labels that can be specified on the Reprint/Null Labels window.	NUMBER	1	2000	ADMIN - SETUP, PRINTER - LABELS

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
max_inactive_time_in_aisle	Specifies how long (since last activity for a user) to keep user in an aisle before it is assumed that he has walked out of the AISLE. The value is specified in minutes.	NUMBER	0	1440	ADMIN - SETUP, TASK MANAGEMENT
max_invld_login_cnt	The number of allowable times a user can incorrectly enter the password into the application.	NUMBER	2	9	SECURITY
max_wave_nbr	Maximum wave number allowed to be maintained in the distribution windows.	NUMBER	1	999	DISTRIBUTION - PLANNING
max_wave_rows	Maximum number of orders/rows that may be retrieved from a specific query. This number is used when you do not include the max number as part of a query.	NUMBER	1	10000	DISTRIBUTION - PLANNING
metrics_purge_days	Time duration used when deleting records in the distribution_metrics and unfilled_allocations tables based upon the wave end ts.	NUMBER	1	999	ADMIN - SETUP, DISTRIBUTION
min_auto_wave	The lowest wave number used by RWMS when assigning orders. RWMS assigns any orders retrieved by a specific query to the first wave with the status of AVAIL, type of MANUAL and greater than or equal to the min_auto_number.	NUMBER	1	999	DISTRIBUTION - PLANNING
min_password_length	The minimum number of characters required for a user password.	NUMBER	3	20	SECURITY
mixed_dest_id	Destination ID where containers holding merchandise for different destinations are sent for separation.	DEST ID			ADMIN - SETUP, INTERNAL DEST ID
mixed_wip_stage_loc	Location identifier at which containers with different WIP codes are staged for separation.	LOCATION			LOC OR LOC TYPE
mm_allow_distrib	Determines whether or not distribution is allowed to distribute from manually marked locations.	SCP VALUE			DISTRIBUTION, INVENTORY MANAGEMENT
MM_Cycle_Count_Priv	User Privilege to execute Cycle Count on Manually Marked (MM) Location.	NUMBER	1	9	INVENTORY MANAGEMENT, CYCLE COUNT
mm_sec_level_gu	To restrict user from marking Cycle Count if user privilege level is less than the SCP value in the GUI window.	NUMBER	1	9	ADMIN - SETUP, INVENTORY MANAGEMENT
mm_sec_level_rf	To restrict user from marking Cycle Count if user privilege level is less then the SCP value in the RF window.	NUMBER	1	9	ADMIN - SETUP, INVENTORY MANAGEMENT
mms_location	The warehouse location that designates the manifest mailing location.	LOCATION			SHIPPING

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
multi_open_ manifest	When set to Y, indicates that multiple destinations can be actively loaded into a single trailer simultaneously.	SCP VALUE			SHIPPING
multi_sku_wip	WIP code applied to inbound container that contains more than one container item record.	WIP CODE			WIP CODES
nbr_divert_w_ putawy	Used with conveyor receiving where received containers are conveyed to a Putaway area. The number is the amount of containers diverted to each Putaway lane (represents a pallet). Note: This was for the Walmart/Gap versions and is not effective for other versions.	SCP VALUE			PUTAWAY
nbr_items_ pallet	Maximum number of items per pallet, in putaway logic.	NUMBER	1	999999999	PUTAWAY
oflow_replen_ dest_id	Destination ID for replenishments to Overflow forward picking locations.	DEST ID			ADMIN - SETUP, INTERNAL DEST ID
order_line_ number	Y setting indicates that orders are being tracked at the order line level.	SCP VALUE			DISTRIBUTION - PLANNING
order_set_stage	Location in facility where outbound cartons are directed to have order sets printed.	LOCATIO N			LOC OR LOC TYPE
order_status_ upload	Y setting indicates order status information is uploaded to the host.	SCP VALUE			DISTRIBUTION, INVENTORY MANAGEMENT
outb_ship_label	Y setting indicates outbound cartons/pallets are directed to a PRINT and APPLY location for the application of a shipping label. N setting indicates outbound cartons/pallets are shipped with the generic picking label.	SCP VALUE			SHIPPING
outbound_qa_ wip	WIP code to apply for cartons assigned to Outbound QA.	WIP CODE			WIP CODES
overage_entry_ reqd	When set to Y, RWMS displays the RF Overages window before closing any type of appointment. The overages are written to the Overages to Upload file not the Receipt to Upload file. When set to N, RWMS captures overages during the normal receiving process and uploads them in the normal receipt to upload.	SCP VALUE			RECEIVING
override	Y setting indicates Allows user to override the suggested location in reserve storage. N setting indicates Denies the ability to override a suggested location in reserve storage.	SCP VALUE			PUTAWAY
pack_wave_ stage	Staging location where cartons are sent to await induction into a unit sorter.	LOCATIO N			LOC OR LOC TYPE

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
packing_slip_ qty	Specifies the number of packing slips to be generated.	NUMBER	0	9	PRINTER - LABELS
pallet_flow_ loc_type	User defined location type for pallet flow reserve.	LOC TYPE			LOC OR LOC TYPE
pallet_flow_ priority	Priority used during distribution to pull merchandise from case reserve.	NUMBER	1	3	DISTRIBUTION - PLANNING
pallet_rsv_loc_ type	User-defined location type for pallet reserve.	LOC TYPE			LOC OR LOC TYPE
pallet_rsv_ priority	Priority used during distribution to pull merchandise from case reserve.	NUMBER	1	3	DISTRIBUTION - PLANNING
pallet_store_ putwy	Default putway plan used for pallets having items with no putaway plan defined in the item master and the number of items on the palllet is less than SCP.nbr_items_pallet.	PUTAWA Y			PUTAWAY
pallet_tare_ height	This number is used in the calculation of the rigid cube pallet height during the putaway process. This number is added to the system pallet height to determine if the pallet will fit into a candidate putaway location. For example: if value 4 is entered and sys_ dimen_uom is set at inches then it will calculate 4 inches; if sys_dimen_uom is set at centimeters it will calculate 4 centimeters.	NUMBER	1	999	PUTAWAY
parse_publish	Y/N, Y= When publishing XML messages, parse the message prior to sending.	SCP VALUE			RIB
password_ complexity	Set to "N" for numeric only passwords, "A" for alphabetic only passwords, "AN" for Alphanumeric only passwords (One alphabet and one number mandatory), "ANX" for Alphanumeric and any other special character based password (Minimum of one alphabet , one number and one special character(Punctuation) mandatory) and X for any character based password. "ANX" is the suggested and the strongest setting. Any other setting will leave the system prone to brute force attacks.	STRING			SECURITY
password_ expire	Number of days since the last password change; forces users to change their password.	NUMBER	1	365	ADMIN - SETUP, SECURITY
password_old	Number of days since the last password change; suggests that users change their password.	NUMBER	1	365	ADMIN - SETUP, SECURITY

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
pbl_pick_to_ reserve	When set to Y, causes RWMS to generate a distribution detail record to download to the Pick-By-Light system, which causes the excess units to be re-boxed and returned to inventory. This parameter is applicable only when the pps_round_ up flag is set to N	SCP VALUE			DISTRIBUTION - PPS
pbl_replen_ dest_id	Default destination assigned for replenishment to the PPS system.	DEST ID			DISTRIBUTION - PPS
pend_first_ time_sku	Cartons of an item on a receipt to be held on the receiving dock until the first time SKU WIP is removed.	WIP CODE			WIP CODES
pick_audit_ queue	Line printer queue where the Pick Audit List prints.	PRINTER			PRINTER - LABELS
pick_bulk_case	Allows Bulk picking of single cases on Existing pallets. Excludes Single Container Bulk = Y mechandise. When set to Y, a bulk pick is generated instead of a case pick when the container quantity is 1 and the item_ master/single_contain_bulk = N	SCP VALUE			DISTRIBUTION
pick_by_loc_ flag_con	When set to Y, RWMS is picking by location and allows mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of conveyable cartons of varying destinations onto a single pallet during Container Picking.	SCP VALUE			DISTRIBUTION, PICKING
pick_by_loc_ flag_non	When set to Y, RWMS is picking by location and allows mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking. When set to N, RWMS is picking by destination and does not allow mixing of non-conveyable cartons of varying destinations onto a single pallet during Container Picking.	SCP VALUE			DISTRIBUTION, PICKING
pick_existing	Determines whether or not to include the inbound quantity associated to a forward pick location when determining amount of units available for picking.	SCP VALUE			DISTRIBUTION
pick_label_ queue	Label printer queue where the pick labels prints.	PRINTER			PRINTER - LABELS
pnad_isd_lead_ time	Pick not after date/In store date lead time.	NUMBER	1	999	SHIPPING

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
po_pack	Used for transport asset tracking. When set to Y, RWMS does not expect to see the deposit components on the purchase order and assumes PO information is at a master pack level. If set to N, RWMS expects to see the deposit components on the purchase order. Communication of the detail goes back to the host as the receipt is determined by the deposit_item_ detail SCP.	SCP VALUE			ADMIN - SETUP
pod_break_ group	Used for Print on Demand functionality. Determines if pickers can specify a quantity of bulk pallet labels that is not evenly divisible by the pallet group size. If set to Y and a pallet group is broken, the next print job first prints the remaining pallets from the broken group before printing new groups. If set to N, only full group quantities can be printed.	SCP VALUE			PICKING
pod_nbr_ groups	Used for Print on Demand functionality. It defines the maximum number of pallet groups that RWMS allows you to request for printing.	NUMBER	1	999	PICKING
populate_cont_ weight	Determines whether or not calculated container weights are pre-populated to the RF windows when receiving appointments (all types).	SCP VALUE			RECEIVING
PPS	Unit Pick System Code associated to a Paperless Picking System (PPS and pps code refer to the same paperless picking system).	UNIT PICK			DISTRIBUTION - PPS
pps_code	Unit Pick System Code associated to a Paperless Picking System (PPS and ppsxcode refer to the same paperless picking system).	UNIT PICK			DISTRIBUTION - PPS
pps_drop_off_ loc	Location where containers bound for PPS are dropped off.	LOCATIO N			DISTRIBUTION - PPS
PPS_flag	Indicates whether PPS is turned on. Used in the distribution and picking processes.	SCP VALUE			DISTRIBUTION - PPS
pps_pick_up_ loc	Location at which RWMS picks up cartons packed by PPS.	LOCATIO N			DISTRIBUTION - PPS
pps_round_up	When set to Y, the distribution process increases (round up) the distribution evenly across the destinations to consume the excess. When set to N, the process does not exceed the requested quantity. The parameter pbl_pick_to_reserve is applicable only when the pps_round_up flag is set to Y.	SCP VALUE			DISTRIBUTION - PPS

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
pre_manifest_bol	Default sequence number for pre manifest BOLs. Used in the Conveyor Cutoff and Ship Trailer windows.	NUMBER	10000	99999	SHIPPING
predist_timeout_sec	The time duration that the predist receiving labels print program should wait before resubmitting if a receiving process conflict is occurring for a PO and Item.	NUMBER	0	30	ADMIN - SETUP, RECEIVING
prepack_wip_dest	Internal Destination ID for containers with the WIP code of Prepack.	DEST ID			LOC or LOC TYPE
preplan_unit_replen	Used in determining hot replen functionality. If set to Y, for case receiving putaway this will allow a single case to overfill a forward unit location when less than a case is needed. If set to N, then no overfilling of the location will occur.	SCP VALUE			RECEIVING, PUTAWAY
print_and_apply	Location where print and apply labels occurs.	LOCATION			LOC or LOC TYPE, SHIPPING
print_locale_bi	The BI Publisher language code that is used for Reports.	STRING			ADMIN - SETUP
pts_adj_trbl_code	Trouble code applied to cartons with PTS adjustments when you do not have the required security level to approve adjustments in case PTS.	TRANSACTION CODE			INVENTORY MANAGEMENT
pts_ctn_max_days	Number of days before open Put To Store carton is flagged for closure.	NUMBER	0	9999	DISTRIBUTION - PTS
pts_loc_type	Default location type for Put To Store.	LOC TYPE			LOC OR LOC TYPE
putaway_stage_loc	Location ID used to determine the appropriate inventory location. This location is assigned as the final location of a container when destined for inventory.	LOCATION			LOC OR LOC TYPE, PUTAWAY
qa_bypass_fl	Indicates if sortation system should weigh an inbound carton that has a QA WIP applied.	SCP VALUE			PROCESS
qa_to_active	Allow cartons with QA WIPs to be sent directly to active. Works in conjunction with hot_replen_recvg.	SCP VALUE			ACTIVE - RANDOM
qa_wip_code	WIP code to be applied to cartons that need an inbound QA.	WIP CODE			WIP CODES
qc_audit_queue	Printer queue where the Quality Audit prints.	PRINTER			PRINTER - LABELS
qlty_activity_code	Activity Code for the Quality Audit operation.	ACTIVITY CODE			ACTIVITY CODE
quality_wip_code	Defined WIP code applied to cartons during the Pre-receiving Process to mark for Quality Audit.	WIP CODE			WIP CODES

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
random_ active_stage	Staging location where replenishment containers for random active are placed.	LOCATIO N			LOC or LOC TYPE, PICKING
random_repln_ dest_id	Destination ID for Random Acgtive Locations.	DEST ID			ADMIN - SETUP, INTERNAL DEST ID
rdm_debug_ close	A configuration setting used by developers when executing the rdm_ debug package.	SCP VALUE			TECHNICAL
rdm_debug_ dir00	The location of the debug file used by developers when executing the rdm_ debug package.	STRING			TECHNICAL
rdm_debug_ dir01	The location of the debug file used by developers when executing the rdm_ debug package.	STRING			TECHNICAL
reassign_wip	Defined WIP code that reassigns a group of containers from a single destination to another single destination.	WIP CODE			WIP CODES
rec_cases_per_ hour	This value is used to calculate the expected unloading time for appointment lines received at the CARTON level.	NUMBER	1	9999999	ADMIN - SETUP, RECEIVING
rec_pallet_per_ hour	This value is used to calculate the expected unloading time for appointment lines received at the PALLET level.	NUMBER	1	9999999	ADMIN - SETUP, RECEIVING
receipt_adj_ nbr_hrs	Determines how many hours after closing an appointment that you allow a receipt adjustment through the container checking window. If set to 12 hours, the container checking window allows both container quantity and unit quantity adjustments up to 12 hours after close of appointment.	NUMBER	0	999	INVENTORY MANAGEMENT, RECEIVING
receipt_level	Determines the level at which the receipt uploads are processed.Valid Values:A = Appointment, C = Container.	SCP VALUE			ADMIN - SETUP, RECEIVING
recv_adjust_ allowed	Determines if the adjustment type will be a receipt adjustment or inventory adjustment.	SCP VALUE			LOCALIZATION, RECEIVING
recv_audit_ queue	Line printer queue where the Receiving Audit List prints.	PRINTER			PRINTER - LABELS
recv_label_ queue	Printer queue where the Receiving Label Package is printed.	PRINTER			PRINTER - LABELS

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
recv_pnad_ config	Determines whether a soft message or hard stop is provided during RF receiving when the Best Before Date does not provide enough processing time (wave, pick, and ship) to reach the stores before expiration.Valid Values: C = soft warning, E = hard stop.	SCP VALUE			RECEIVING
recv_receipt_ queue	Label printer queue where the receiving labels print.	PRINTER			PRINTER - LABELS
recv_rnad_ config	Determines whether a soft message or hard stop is provided during RF receiving when the Best Before Date does not provide enough processing time (receive, wave, pick, and ship) to reach the stores before expiration. Valid Values: C = soft warning, E = hard stop.	SCP VALUE			RECEIVING
recv_schedule_ nbr	Used solely for Brazil and determines whether an NF schedule is downloaded from another system to provide appointment details.When set to Y, RWMS requires a schedule to be selected on the appointment detail window.	SCP VALUE			RECEIVING
recv_tolerance_ unit	Determines whether a soft message or hard stop is provided when the unit quantity appointed is greater than the original PO quantity plus receiving tolerance percentage.The Receiving Tolerance percentage is set in the Item Supplier Editor.Valid Values: C = soft warning, E = hard stop.	SCP VALUE			RECEIVING
recv_tolerance_ wgt	Determines whether a soft message or hard stop is provided when the weight of a specific container exceeds the receiving tolerance percent. The Receiving Tolerance percentage is set in the Item Supplier Editor.Valid Values: C = soft warning, E = hard stop.	SCP VALUE			RECEIVING
reg_pack_chute	Chute designator for regular packing chutes.	STRING			DISTRIBUTION - PLANNING
replenishment_ level	When a unit picking location is expected to drop below this value, multiplied by its unit capacity, RWMS generates a replenishment pick. This is used when a forward picking location is not assigned a specific replenishment level. It is also the default level used on the startup/convert RF windows.	NUMBER	0	1	DISTRIBUTION - REPLEN
reprint_label_ queue	Printer queue where the labels generated by the Reprint/Null Labels window are printed.	PRINTER			PRINTER - LABELS

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
reticketing_ wip_code	Defined WIP code denoting containers that need new retail price tags.	WIP CODE			WIP CODES
return_to_ vendor_loc	Location ID that identifies the location where return to vendor processing takes place.	LOCATIO N			RETURNS
return_wip	Defined WIP codes that denote a returned container.	WIP CODE			RETURNS
returns_ location	Location ID that identifies the location where returns processing takes place.	LOCATIO N			RETURNS
rf_asn_position	Determines the starting position for display of the ASN Number on the RF windows.	NUMBER	1	30	ADMIN - SETUP
rf_item_ position	Determines the starting position for display of the item ID on the RF windows.	NUMBER	1	20	ADMIN - SETUP
rop_use_distr_ qty	Determines whether the distributed quantity in a forward pick location or less than case location is considered when creating an ROP replenishment. When set to Y, RWMS triggers a replenishment when the Owned inventory (actual inventory in location + inbound Inventory - distributed inventory) is less than the replenishment quantity in that location. When set to N, RWMS triggers a replenishment when the Owned inventory (actual inventory + inbound inventory) is less than the replenishment quantity for that location.	SCP VALUE			DISTRIBUTION - REPLEN
routing_purge_ days	Time duration used when deleting records in the Route_Dest and Route_ Date tables based upon the ship date.	NUMBER	1	999	ADMIN - SETUP, SHIPPING
ship_bol_queue	Line printer queue where the Bill Of Lading prints.	PRINTER			PRINTER - LABELS
ship_door_scan	When set to Y, this forces you to scan both the door and the container ID when loading containers in shipping.	SCP VALUE			SHIPPING
ship_label_ queue	Printer queue where shipping labels print.	PRINTER			PRINTER - LABELS
ship_logical_ pallet	Logical Pallet in Shipping.	SCP VALUE			SHIPPING
ship_seal_ required	Flag that allows the DC to specify if the seal number is required when shipping.	SCP VALUE			SHIPPING
ship_stage	Default location used the CSR table when creating routes using third party routing package. This location is used if the routing package cannot supply a staging location.	LOCATIO N			LOC or LOC TYPE, SHIPPING

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
ship_unique_seal	Y indicates that each seal number must be unique.	SCP VALUE			SHIPPING
ship_warn_close	Flag that indicates that you receive shipping warnings when closing the trailer if yet to be loaded merchandise still exists in the DC.	SCP VALUE			SHIPPING
ship_warn_pt_b	Y indicates that you receive a warning of the existence of pending Bulk (B) picks for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_pt_c	Y indicates that you receive a warning of the existence of pending Container (C) picks for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_pt_cb	Y indicates that you receive a warning of the existence of pending Forward Case Pick (FCP) to Belt to Outbound (CB) picks for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_pt_cf	Y indicates that you receive a warning of the existence of pending FCP to Pallet to Outbound (CF) picks for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_pt_u	Y indicates that you receive a warning of the existence of pending Unit (U) picks for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_pts	Y indicates that you receive a warning of the existence of closed PTS cartons still residing in the PTS area for one or more destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_ship	Flag that indicates that you receive shipping warnings when shipping the trailer if yet to be loaded merchandise still exists in the DC.	SCP VALUE			SHIPPING
ship_warn_status_d	Y indicates that you receive a warning of the existence of containers with a Distributed status for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
ship_warn_status_p	Y indicates that you receive a warning of the existence of containers with a Pending Pick status for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
ship_warn_ status_t	Y indicates that you receive a warning of the existence of containers with a Troubled status for one or more of the destinations associated to the trailer being processed.	SCP VALUE			SHIPPING
singles_sorter_ group	Sorter group defined for Singles processing.	SORTER GROUP			DISTRIBUTION - PLANNING
smtp_domain	The domain name for e-mailing the BOL and manifest.	STRING			TECHNICAL
smtp_host	The host name for e-mailing the BOL and Manifest.	STRING			TECHNICAL
smtp_port	The port for e-mailing the BOL and manifest.	NUMBER	1	999999999	TECHNICAL
success_msg_ fade	The time duration SUCCESSFUL OPERATION message should be displayed.	NUMBER	-1	10	ADMIN - SETUP
sys_dimen_ uom	The unit of measure class that will be used in the system for recording dimensions (length, width, height).	UOM			UOM CONTROL
sys_speed_uom	The unit of measure class that will be used in the system for recording speed.	UOM			UOM CONTROL
sys_time_uom	The unit of measure class that will be used in the system for recording times.	UOM			UOM CONTROL
sys_weight_ uom	The unit of measure class that will be used in the system for recording weights.	UOM			UOM CONTROL
task_log	Create Task Log entries to track user work. Valid values are 0:(No logging), 1:(Capture task log headers only), 2:(Capture task log headers and associated details).	SCP VALUE			ADMIN - SETUP
ticketing_wip_ code	WIP code to apply for ticketing processing.	WIP CODE			WIP CODES
tote_stage	Staging location where totes are built to pallet using the Build Tote Pallet window.	LOCATIO N			LOC OR LOC TYPE
trans_wip_in_ to_out	Determines whether any inbound work orders associated to a PO/Item should be applied to cross-docked containers and processed as outbound work orders.	SCP VALUE			PROCESS, WIP CODES
transport_ balance	When Transport_balance is set to Y, RWMS sends the inventory balance of transport assets to the host. When set to N, RWMS does not send the inventory balance of transport assets to the host.	SCP VALUE			ADMIN - SETUP

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
ucc_container_app_id	Specific_business ID for use with UCC128 label generation. Value to use when creating an UCC128-compliant carton serial number.	STRING			ADMIN - SETUP, PRINTER - LABELS
ucc_container_org_id	Value to use when creating an UCC128-compliant carton serial number.	STRING			ADMIN - SETUP, PRINTER - LABELS
ucc_manufacturer_id	Value to use when creating an UCC128-compliant carton serial number.	STRING			ADMIN - SETUP, PRINTER - LABELS
ulc	User License Code - In tables not displayed in software.	STRING			TECHNICAL
unit_block_dist_flag	When set to Y, RWMS distributes units in Block. Block indicates that shortages are borne by the lower priority destinations. When set to N, RWMS distributes units in Round Robin. Round Robin spreads shortages proportionally among all destinations. Used in the distribution process for LTC locations only.	SCP VALUE			DISTRIBUTION - ACTIVE
unit_pick_lbl_queue	Printer queue where packing slip prints. Used in the Select Orders window for unit picks only.	PRINTER			PRINTER - LABELS
unknown_item	Item ID of unknown merchandise. Used in the Build Container window.	ITEM			ITEM SETUP
unknown_vendor	The vendor used for DC to DC shipments and for Store back to DC shipments.The unknown vendor must be set up in RMS as well.	VENDOR			ITEM SETUP, RECEIVING
unlocated_location	Location of lost containers, those that cannot be found during a cycle count. Used in the Count Location window.	LOCATION			LOC OR LOC TYPE
upld_convert_inv_adj	When set to Y, RWMS uploads an inventory adjustment when converting inventory to inventory during startup.	SCP VALUE			INVENTORY MANAGEMENT
use_item_dimensions	Used in cubing for forward case distribution. Y indicates Item Master dimensions used. N indicates Item Supplier dimensions used.	SCP VALUE			DISTRIBUTION
va_wip_code	WIP code used for when Vendor Assurance.	WIP CODE			WIP CODES
vas_error_capture	Y indicates captures user ID for VAS errors. Pertains to auditing of outbound containers in a Consumer Direct world.	SCP VALUE			PROCESS
version_number	Number of the System version.	STRING			ADMIN - SETUP
weigh_wip_code	Defined WIP code that assigns a WIP code to weigh merchandise that has a catch weight.	WIP CODE			WIP CODES

Table 7–1 (Cont.) List of System Control Parameters

SCP_NAME	DESCRIPTION	SCP TYPE	SCP MIN VALUE	SCP MAX VALUE	AREA
work_on_ saturday	When set to Y, RWMS sets Saturday as a working day. Used in the Working Days Editor.	SCP VALUE			ADMIN - SETUP
work_on_ sunday	When set to Y, RWMS sets Sunday as a working day. Used in the Working Days Editor.	SCP VALUE			ADMIN - SETUP
wt_round_ robin_post	Used for unit pick locations only and the Unit_Block_ Dist_Flag must be set to Y. When set to Y, RWMS distributes units in Block. Block indicates that shortages are borne by lower priority destinations.	SCP VALUE			DISTRIBUTION
xzone_bulk_ picking	Applies when label picking equals N only. If set to Y, when you scan a starting location and there are no bulk picks in that zone, it suggests picks from a subsequent zone. If set to N, it does not suggest picks from the next zone.	SCP VALUE			DISTRIBUTION, PICKING
xzone_pick	When set to Y, the distribution process creates pick across multiple zones for the same distribution. When set to N, cross-zone picking, for the same distribution, is denied.	SCP VALUE			DISTRIBUTION, PICKING
xzonegrp_ fcpgen_pick	For FCP to pallet with generic labels. When a user scans a location to begin this type of picking, we need to know whether to look in all zones and zone groups for a pick or restrict only to the zone/zone group for the scanned location. When set to Y, we look all over. When set to N, we only look in the zone or zone group for the location that was scanned as the start loc.	SCP VALUE			DISTRIBUTION, PICKING

8

RWMS Integration

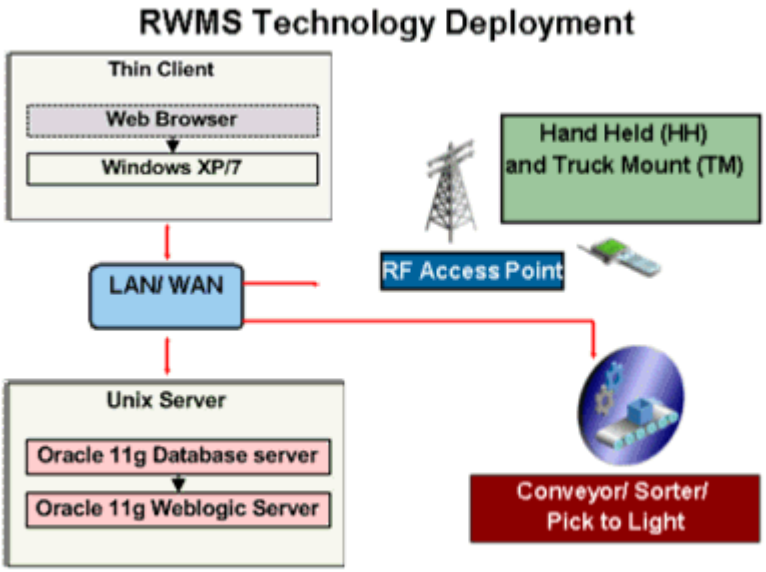
This chapter illustrates the integration between various Oracle Retail products and databases that RWMS interacts with as well as the overall dataflow among the products. The accompanying explanations are written from a system-to-system perspective, illustrating the movement of data.

RWMS Deployment

RWMS uses the Unix Server, Oracle 11g Database, and WebLogic Server. Figure 8–1 shows how the client is connected to the entire network. This also enables RWMS with Radio Frequency, through the Hand Held device.

Note: For LAN/WAN, you can be remotely located from the server and connect using a WAN.

Figure 8–1 RWMS Deployment



Integration with RIB

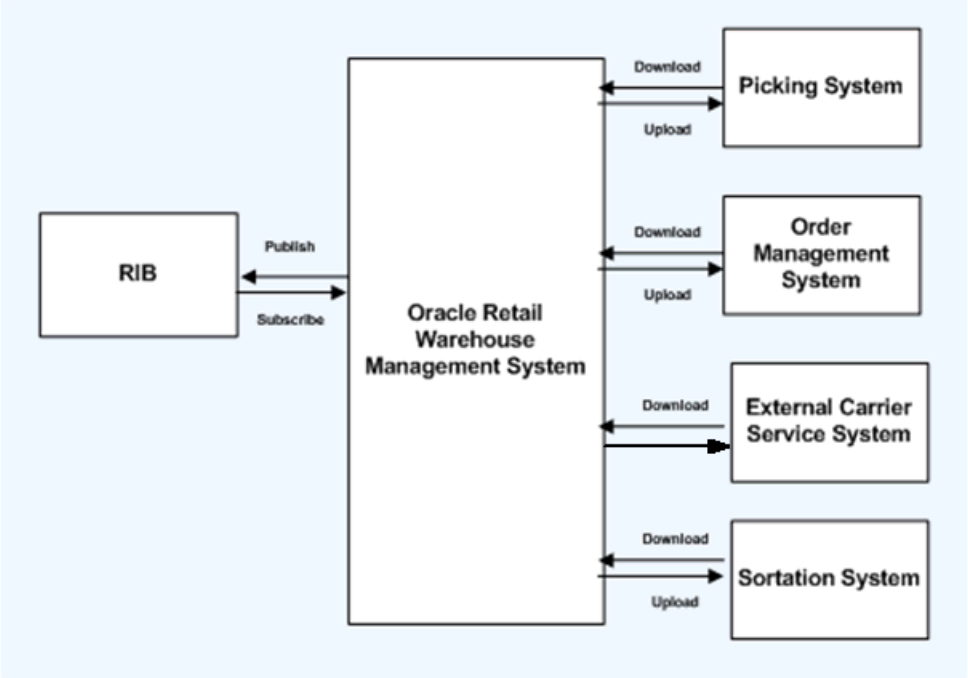
This section provides a functional overview of how RWMS integrates with other systems like the Oracle Retail Merchandising System (RMS), Oracle Retail Store Inventory Management (SIM), and Oracle Retail Integration Bus (RIB).

RWMS communicates with the rest of the application suite through RIB. This makes RWMS fully integrated with the Oracle suite of applications. RIB uses a publish and subscribe architecture which allows applications to produce messages and accept messages.

The application that is sending information to other applications publishes the message through RIB, and other applications in the suite can subscribe to it, to receive that message.

Data Integration Flow

Figure 8–2 Data Integration Flow



Functional Description of RIB Objects

Table 8–1 describes the functional role that messages play with regard to RWMS functionality. The table illustrates the RWMS publishing and subscription messages to and from RIB. For additional information, see the Oracle Retail Integration Bus Operations Guide and other RIB documentation.

Table 8–1 Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Outbound			
ASN Inbound	Publication ASNIn_pub	RMS, SIM	These messages are used by RWMS to communicate the ASNs created within RWMS to RMS.
Advanced Shipping Notice (Out)	Publication ASNOut_pub	RMS	These messages are responsible for communicating shipment information for the product shipped between DCs. This information includes contents of each shipped container at the item level.
Pending Returns	Publication PendRtrn_pub	External, RMS	RWMS communicates the processed Customer Returns Information to external Order Management System (OMS). The OMS may then in turn publish this information to the host system. This message contains RMA_nbr, cust_order_nbr, item_id, unit_qty, reason_code, action_code of the merchandise that have been processed for return in the warehouse.
Inventory Adjustments	Publication InvAdjust_pub	RMS	RWMS and Store systems publish inventory adjustment data in messages to RIB. The data in the messages include disposition codes for quantities of items for one location.
Return To Vendor	Publication RTV_ pub	RMS	RTV information is published by the external system and placed on RIB. RMS subscribes to the RTV information and places the information onto RMS tables depending on the validity of the records enclosed within the message.
Receipts	Publication Receiving_pub	RMS	Receiving consists of appointment and receipt messages that are published to RIB for RMS.
Stock Order Status	Publication SOStatus_pub	RMS,SIM	A stock order status message contains line items, or detail, of a ship order. Each line item has an associated stock order status. RMS subscribes to stock order status to keep transfer and allocation records up to date.
ShipmentInfo	Publication ShipInfo_pub		In Brazil environment, the NF print request message is sent through this message which contains container details.
Returned container receipt	Publication PendRtrnCtnRcpt _pub	RMS, External	RWMS communicates the returned container details when it is received in the warehouse through this message.
Inbound			
ASN Inbound	Subscription ASNIn_sub	RMS, SIM	These messages contain inbound shipment notifications from both vendors (PO shipments) and warehouses (transfer and allocation shipments). In Brazil localized environment, for deliveries coming from other DCs or Stores, there are still ASNs in the system. ORFM sends a secondary ASN with schedule information for these deliveries through the normal ASN interface. They are also marked as MODIFY messages.
Delivery Slot	Subscription rib-rwms.DlvySlt _sub	RMS	This message is communicated by RMS and consists of the delivery slot information, which is needed by transfers and other shipment transactions.
Differentiators (Groups)	Subscription DiffGrp_sub	RMS	These messages are used to communicate differentiator IDs from RMS to RWMS.

Table 8–1 (Cont.) Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Differentiators (Detail)	Subscription Diffs_sub		Differentiators allow users to further distinguish items. RMS publishes these differentiators as messages to RIB, RWMS subscribes to these messages to create and modify the differentiators in warehouses.
Work Order (Outbound)	Subscription rib-rwms.WOIn_sub	RMS	Outbound Work Order data is published only upon approval of the associated transfer. As such, all work order activity, transformation and packing data are contained in the same message. RMS and RWMS Work Orders are not integrated from a functional standpoint. RWMS Work Orders work from WIP Code(s) and RMS Work Orders do not.
Work Order (Inbound)	Subscription rib-rwms.WOOut_sub	RMS	RMS publishes work order messages. A work order provides direction to RWMS about work that needs to be completed on items contained in a recent purchase order. RMS publishes new work order messages soon after it publishes the purchase order message. RMS and RWMS Work Orders are not integrated from a functional standpoint. RWMS Work Orders work from WIP Code(s) and RMS Work Orders do not.
Vendor	Subscription rib-rwms.Vendor_sub	SIM	RMS publishes vendor (supplier) and vendor address messages to RIB. Vendor address types for returns, orders, and invoices are published. RWMS subscribes to and consumes vendor information.
User Defined Attributes (UDAs)	Subscription rib-rwms.UDAs_sub	SIM	RMS publishes messages about user-defined attributes (UDAs) to RIB. UDAs provide a method for defining attributes and associating the attributes with specific items. UDAs are useful for informational and reporting purposes.
Items	Subscription rib-rwms.Item_sub	RMS	These are messages communicated by RMS that contain all approved items records, including header information, item/supplier, and item/supp/country details, and item/ticket information. The item/supplier/manufacturer and the Item/Supplier/Dimension information also gets published to RWMS by this message family as part of this release.
Stock Order (Allocations and Transfers)	Subscription rib-rwms.StockOrder_sub	SIM	RMS publishes transfer and allocation messages. Both of these are transformed by TAFRs to stock order messages, which are subscribed to by RWMS for fulfillment. The messages are routed to the correct warehouse based on facility type and location.

Table 8–1 (Cont.) Functional Descriptions of RIB Messages

Functional area	Subscription/ Publication	Integration to Products	Description
Locations	Subscription rib-rwms.Locations_sub	RMS	RWMS subscribes to Location Messages after they have been processed and converted by a TAFR. Location messages are known as Ship Dest in RWMS, and are used to create and maintain Ship Destination records. These records are used to indicate to the warehouse where to ship merchandise and what method/carrier to use. RWMS subscribes E type (External Finisher) as a valid destination. A location with dest_type as VIRTUAL is created when stock_holding_ind='N',store_type='C'.
Purchase Order	Subscription rib-rwms.Order_sub	RMS	These messages contain approved, direct to store purchase orders.
PO Schedule	Subscription rib-rwms. POSchedule_sub	ORFM	These messages contain schedule nbr; PO, item, quantity and ASN details.The details are subscribed and insert into RWMS schedule and schedule_detail tables.
Seed Data	Subscription rib-rwms	RMS	RWMS consumes the product classification code that has been published in the seed data from RMS.
Pending Returns	Subscription	External	This message which is downloaded from external order management system contains RMA nbr, cust_order_nbr,item_id,unit_qty of the merchandise being returned to the warehouse.
ItemLoc	Subscription rib-rwms ItemLoc_sub	RMS	This message contains the returnable_ind for the items in the warehouse.

RWMS RIB Components

Each section includes information concerning the architecture of the integration method and the data that is being passed back and forth.

Integration using RIB

RWMS can integrate with other Oracle Retail products (such as RMS and SIM) through RIB. RIB utilizes publish and subscribe (pub/sub) messaging paradigm with some guarantee of delivery for a message. In a pub/sub messaging system, an adapter publishes a message to the integration bus that is then forwarded to one or more subscribers. The publishing adapter does not know, nor care, how many subscribers are waiting for the message, what types of adapters the subscribers are, what the subscribers current states are (running/down), or where the subscribers are located. Delivering the message to all subscribing adapters is the responsibility of the integration bus.

See the *Oracle Retail Integration Bus Operations Guide* and other RIB-related documentation for additional information.

RWMS Message Subscription Process

The RIB architecture utilizes a uniform structure. The following is a description of the methods used by the subscription process:

- The RWMS adapter recognizes that a message with the specific name with a prefix of RDMSUB (for example, RDMSUB_LOC for Location subscription) exists on RIB.
- The adapter calls the public PL/SQL procedure to 'consume' the message. The public consume procedure is named:

  ```
  RDMSUB_XXXX.CONSUME
  ```

  This procedure accepts an Oracle Object containing the message information along with the message type (for example, Locationcre/Locationmod/Locationdel). It calls sub_xxxx.process_message to process the message and based on the information received back, it returns a status_code and error_message. When a message is successfully consumed the status_code returns an S and the error_message is null. The status code might return with an error code if the message processing failed and the error_message contains the error text.
- The consume procedure calls process_message to perform the subscription process:

  ```
  SUB_XXXX.PROCESS_MESSAGE
  ```

  This procedure is the engine of the message processing. It performs all the validation, additional processing, and data changes (Inserts, Updates, and Deletes) by calling other private functions and procedures.

  Note: Detailed information is provided in the corresponding component section of the specific subscription.

RWMS Message Publication Process

The RIB architecture utilizes a uniform structure. The following is a description of the methods used by the Publish process:

- The RWMS receives a publish request from RIB. Publisher messages all have a prefix of RDMMFM (for example, RDMMFM_RECEIVING for publishing appointments/receipts). These are the Message Family Managers (MFM).
- The MFM calls the public PL/SQL procedure to create the message to publish. The public procedure is named:

  ```
  PUB_XXXX
  ```

  This procedure accepts inputs such as facility_type/dc_dest_id/pub_seq. It returns an Oracle Object containing the message information along with the message type (for example, AppointCre for creating appointments). It also returns an error_message if the publication of the message failed. When the message is published successfully, the error_message is null. In several messages, messages are aggregated for bulk processing. This may be based on valid business criteria or simply based on 'max details to publish' as defined in the rib_settings table.

  Note: Detailed information is provided in the corresponding component section of the specific subscription.

  RWMS is also the subscriber to messages published by third party systems.

Subscription Components

The following types of subscriptions are available:

- Vendor Subscription
- Location Subscription
- Item Subscription
- UDA Subscription
- Differentiator Subscription
- Purchase Order Subscription
- Inbound Work Order Subscription
- Inbound ASN Subscription
- Stock Order Subscription
- Outbound Work Order Subscription
- Pending Returns Subscription
- PO Schedule Subscription
- Seed Data Subscription
- ItemLoc Subscription
- Third Party Shipment Subscription

Vendor Subscription

Vendor messages are used by RWMS to create and maintain Vendor and Vendor Address information. Vendor messages are published by a host system.

Vendor Information is used by RWMS in the inbound processing of Purchase Orders, Items, Receiving, Returns, and RTV.

This family of messages is considered to be Foundation Data. Foundation Data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Vendor Message Structure

The Vendor family of messages can create, modify, and delete Vendor records as well as create, modify, and delete Vendor Addresses. All of the message types are composed of the following sections:

- Message header - This is data about the Vendor, including the Number and the Name, as well as the auditing and sampling requirements for received product.
- Address record - Address Type (for example, Billing, Shipping), Primary Indicator, and basic address information.

Vendor Message Components

The following is a description of the Vendor message components:

- Name of the Consume method: RDMSUB_VENDOR
- Name of the Process Message method: SUB_VENDOR

Note: For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Vendor messages belong to the Vendor message family. The structure of the message depends on the message type to be performed. Table 8–2 lists each message, the structure, and the associated Rib_Object.

Table 8–2 Vendor Message Family

Message	Structure	RIB_Object Type
Vendor Create (VDR_ALL)	Header and Address	Rib_VendorDesc_Rec
Vendor Modify (VDR_MOD)	Header only	Rib_VendorHdrDesc_Rec
Vendor Delete (VDR_DEL)	Header only	Rib_VendorRef_Rec
Vendor Address Create (VDRD_ADD)	Address only	Rib_VendorAddrDesc_Rec
Vendor Address Modify (VDRD_ MOD)	Address only	Rib_VendorAddrDesc_Rec
Vendor Address Delete (VDRD_DEL)	Address only	Rib_VendorAddrRef_Rec

Primary Vendor Tables

The following are the primary tables in RWMS that hold Vendor data:

- VENDOR
- VENDOR_ADDRESS

Note: Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Location Subscription

Location messages, known as Ship Destination to RWMS, are used by RWMS to create and maintain Ship Destination records.

Ship Destination information is used by the warehouse to know where to ship merchandise and what methods/carriers to use.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Location Message Structure

The Location or Ship Dest family of messages can create, modify and delete Ship Dest records. Ship Dest messages includes a Destination Identifier, address information, Carrier Information, Currency Codes, Country Codes, Store Type, and Stock Holding Indicator.

Location Message Components

The following is a description of the Location message components:

- Name of the Consume method: RDMSUB_LOC

- Name of the Process Message method: SUB_LOC

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Location messages belong to the Location message family. The structure of the message depends on the message type to be performed. Table 8–3 lists each message, the structure, and the associated Rib_Object.

Table 8–3 Location Message Family

Message	Structure	RIB_Object Type
Location Create (LOCATIONCRE)	Header only	Rib_LocationDesc_Rec
Location Modify (LOCATIONMOD)	Header only	Rib_LocationDesc_Rec
Location Delete (LOCATIONDEL)	Header only	Rib_LocationRef_Rec

Primary Location Tables

The following are the primary tables in RWMS that hold Location data:

- SHIP_DEST

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Item Subscription

The Item messages are used by RWMS to create and maintain Item and Item supporting information. Item messages are published by a host system.

Items represent the actual merchandise that is received and shipped from the warehouse. The Item messages provide detail information about the merchandise including the Vendor, dimensions, and user-defined attributes.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Item Message Structure

The Item family of messages can create, modify, and delete Item Master and related sub Item table records. The Item messages consist of the following areas: Item, Supplier Information, Attributes, Differentiators, Bill of Materials, and UPC. A brief description of each node is provided below.

- **Item** - This is data about the Item itself including Vendor, Description, basic dimensions, and weight. Also included in the Item node is the Item Differentiator information which provides a cross reference between the Item and the Differentiator/Differentiator Group tables.
- **Item Supplier** - The list of suppliers for list item including the primary supplier indicator.

- **Item Supplier Country** - The list of countries for each supplier, including the primary country indicator. Additional information includes Inner Pack Size and TI/HI.
- **Item Supplier Country Dimensions** - The list of dimensions by object type (EACH, CARTON) by country.
- **Item Attributes** - The cross reference information between the Item and Attributes/Attribute Types.
- **Bill of Materials** - Information to relate the Master Item to the Component Items when creating pack items.
- **Item UPC** - Information to relate the Item to a UPC code.

Item Message Components

The following is a description of the Item message components:

- Name of the Consume method: RDMSUB_ITEMS
- Name of the Process Message method: SUB_ITEMS

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Item messages belong to the Item message family. The structure of the message depends on the message type to be performed. Table 8–4 lists each message, the structure, and the associated Rib_Object.

Table 8–4 Item Message Family

Message	Structure	RIB_Object Type
Item Create (ITEMCRE)	Header and all details	Rib_ItemDesc_Rec
Item Modify (ITEMHDRMOD)	Header only	Rib_ItemHdrDesc_Rec
Item Delete (ITEMDEL)	Header only	Rib_ItemRef_Rec
BOM Create (ITEMBOMCRE)	BOM detail only	Rib_ItemBOMDesc_Rec
BOM Modify (ITEMBOMMOD)	BOM detail only	Rib_ItemBOMDesc_Rec
BOM Delete (ITEMBOMDEL)	BOM detail only	Rib_ItemBOMRef_Rec
UPC Create (ITEMUPCCRE)	UPC detail only	Rib_ItemUPCDesc_Rec
UPC Modify (ITEMUPCMOD)	UPC detail only	Rib_ItemUPCDesc_Rec
UPC Delete (ITEMUPCDEL)	UPC detail only	Rib_ItemUPCRef_Rec
UDA List of Values Create (ITEMUDALOVCRE)	UDA List of Values detail only	Rib_ItemUDALOVDesc_Rec
UDA List of Values Modify (ITEMUDALOVMOD)	UDA List of Values detail only	Rib_ItemUDALOVDesc_Rec
UDA List of Values Delete (ITEMUDALOVDEL)	UDA List of Values detail only	Rib_ItemUDALOVRef_Rec
Item Supplier Create (ITEMSUPCRE)	Item Supplier detail only	Rib_ItemSupDesc_Rec

Table 8–4 (Cont.) Item Message Family

Message	Structure	RIB_Object Type
Item Supplier Modify (ITEMSUPMOD)	Item Supplier detail only	Rib_ItemSupDesc_Rec
Item Supplier Delete (ITEMSUPDEL)	Item Supplier detail only	Rib_ItemSupRef_Rec
Item Supplier Country Create (ITEMSUPCTYCRE)	Item Supplier Country Detail only	Rib_ItemSupCtyDesc_Rec
Item Supplier Country Modify (ITEMSUPCTYMOD)	Item Supplier Country Detail only	Rib_ItemSupCtyDesc_Rec
Item Supplier Country Delete (ITEMSUPCTYDEL)	Item Supplier Country Detail only	Rib_ItemSupCtyRef_Rec
Item Supplier Country Dimension Create (ITEMISCDIMCRE)	Item Supplier Country Dimension detail only	Rib_ISCDimDesc_Rec
Item Supplier Country Dimension Modify (ITEMISCDIMMOD)	Item Supplier Country Dimension detail only	Rib_ISCDimDesc_Rec
Item Supplier Country Dimension Delete (ITEMISCDIMDEL)	Item Supplier Country Dimension detail only	Rib_ISCDimRef_Rec

Primary Item Tables

The following are the primary tables in RWMS that hold Item data:

- ITEM_MASTER
- ITEM_SUPPLIER
- ITEM_SUPP_COUNTRY
- ITEM_SUPP_COUNTRY_DIM
- BILL_OF_MATERIALS
- ITEM_UPC
- ITEM_ATTRIBUTES

Note: Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

UDA Subscription

UDA Information, known in RWMS as Attributes and Attribute Types, is used to allow the user to define additional attributes for an Item. For example, for a cotton T-shirt, an Attribute of COTTON, meaning Cotton Short Sleeve T-Shirt, can be created and related to an Item through the Item Attribute table (see the ITEM subscription documentation for more information concerning the Item Attribute message).

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

UDA Message Structure

The UDA family of messages consists of two message types: UDA (Attribute Types) and UDA Values (Attributes). Both messages are single node structures.

- UDA Type - This message includes the UDA Identifier and Description.
- UDA Value Type - This message includes the UDA Value Identifier and Description and the UDA Identifier.

UDA Message Components

The following is a description of the UDA message components:

- Name of the Consume method: RDMSUB_UDAS.
- Name of the Process Message method: SUB_UDAS.

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All UDA messages belong to the UDA message family. The structure of the message depends on the message type to be performed. Table 8–5 lists each message, the structure, and the associated Rib_Object.

Table 8–5 UDA Message Family

Message	Structure	RIB_Object Type
UDA Create (UDACRE)	Header only	Rib_UDADesc_Rec
UDA Modify (UDAMOD)	Header only	Rib_UDADesc_Rec
UDA Delete (UDADEL)	Header only	Rib_UDARef_Rec
UDA Detail Create (UDAVALCRE)	Detail only	Rib_UDAVALDesc_Rec
UDA Detail Modify (UDAVALMOD)	Detail only	Rib_UDAVALDesc_Rec
UDA Detail Delete (UDAVALDEL)	Detail only	Rib_UDAVALRef_Rec

Primary UDA Tables

The following are the primary tables in RWMS that hold UDA data:

- ATTRIBUTES
- ATTRIBUTE_TYPE

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Differentiator Subscription

Differentiators and Differentiator Groups are created and then associated to Items through the Item Differentiator table. (See the ITEM subscription documentation for more information concerning the Item Differentiator message.) This information allows the user further characterize and group Items.

This family of messages is considered to be Foundation Data. Foundation Data indicates that the data is used as the basis for building other data models and is routed to every RWMS installation in the enterprise.

Differentiator Message Structure

The Differentiator family of messages consists of three message types: Differentiators, Differentiator Groups, and Differentiator Group Details. All of these messages are single node structures.

- **Differentiator Type** - This message includes a Differentiator Identifier, Description, and Type.
- **Differentiator Group Type** - This message includes a Differentiator Group Identifier, Group Description, and Type.
- **Differentiator Group Details Type** - This message includes the Differentiator Identifier, Differentiator Group Identifier, and Description.

Differentiator Message Components

The following is a description of the Differentiator message components:

- Name of the Consume methods: RDMSUB_DIFFS, RDMSUB_DIFFGRP
- Name of the Process Message methods: SUB_DIFFS, SUB_DIFFGRP

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Differentiator messages belong to the Differentiator message family. The structure of the message depends on the message type to be performed. Table 8–6 lists each message, the structure, and the associated Rib_Object:

Table 8–6 Differentiator Message Family

Message	Structure	RIB_Object Type
Differentiator Create (DIFFCRE)	Header only	Rib_DiffDesc_Rec
Differentiator Modify (DIFFMOD)	Header only	Rib_DiffDesc_Rec
Differentiator Delete (DIFFDEL)	Header only	Rib_DiffRef_Rec
Differentiator Group Create (DIFFGRPCRE)	Header only	Rib_DiffGrpHdrDesc_Rec
Differentiator Group Modify (DIFFGRPMOD)	Header only	Rib_DiffGrpHdrDesc_Rec
Differentiator Group Delete (DIFFGRPDEL)	Header only	Rib_DiffGrpRef_Rec
Differentiator Group Detail Create (DIFFGRPDTLCRE)	Detail only	Rib_DiffGrpDtlDesc_Rec
Differentiator Group Detail Modify (DIFFGRPDTLMOD)	Detail only	Rib_DiffGrpDtlDesc_Rec
Differentiator Group Detail Delete (DIFFGRPDTLDEL)	Detail only	Rib_DiffGrpDtlRef_Rec

Primary Differentiator Tables

The following are the primary tables in RWMS that holds Differentiator data:

- DIFFERENTIATOR
- DIFFERENTIATOR_GROUP
- DIFF_GROUP_DETAIL

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Purchase Order Subscription

Purchase Order (PO) messages are used by RWMS to create and maintain PO and PO Detail information. Purchase Order messages are published by a host system.

Purchase Order messages authorize a warehouse to be able receive merchandise from a Vendor. These messages provide information to the warehouse about the amount of each item that can be received into the warehouse as well as acceptable date ranges for delivery.

The Purchase Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Purchase Order Message Structure

The Purchase Order family of messages can create, modify, and delete Purchase Order records, as well as create, modify, and delete Purchase Order details. All of the message types are composed of the following sections:

Purchase Order Message Components

The following is a description of the Purchase Order message components:

- Name of the Consume methods: RDMSUB_ORDER
- Name of the Process Message methods: SUB_PO

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All PO messages belong to the PO message family. The structure of the message depends on the message type to be performed. Table 8–7 lists each message, the structure, and the associated Rib_Object:

Table 8–7 PO Message Family

Message	Structure	RIB_Object Type
Purchase Order Create (POPhysCre)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Modify (POPhysMod)	Header only	Rib_PoPhyDesc_Rec
Purchase Order Delete (POPhysDel)	Header only	Rib_PoRef_Rec
Purchase Order Detail Create (PODtlPhysCre)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Detail Modify (PODtlPhysMod)	Header and Detail	Rib_PoPhyDesc_Rec
Purchase Order Detail Delete (PODtlPhysDel)	Detail only	Rib_PoDtlRef_Rec

Primary Purchase Order Tables

The following are the primary tables in RWMS that hold PO data:

- PO
- PO_DETAIL

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Inbound Work Order Subscription

> **Note:** RMS and RWMS Work Orders are not integrated from a functional standpoint. RWMS Work Orders work from WIP Code(s) and RMS Work Orders do not.

Inbound Work Order messages are used by RWMS to create and maintain work order information. Inbound Work Order messages are published by a host system.

Inbound Work Order messages represent a request for the warehouse to perform work on the merchandise before it is shipped to the stores or customers.

The Inbound Work Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Inbound Work Order Message Structure

The Inbound Work Order family of messages can create, modify, and delete Inbound Work Order records. The message includes the following information: Item, WIP Code, Sequence, and Instructions.

Inbound Work Order Message Components

The following is a description of the Inbound Work Order message components:

- Name of the Consume methods: RDMSUB_WOIN
- Name of the Process Message methods: SUB_WOIN

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Inbound Work Order messages belong to the Inbound Work Order message family. The structure of the message depends on the message type to be performed. Table 8–8 lists each message, the structure, and the associated Rib_Object:

Table 8–8 Inbound Work Order Message Family

Message	Structure	RIB_Object Type
Inbound Work Order Create (INBDWOCre)	Header only	Rib_WOInDesc_Rec
Inbound Work Order Modify (INBDWOMod)	Header only	Rib_WOInDesc_Rec

Table 8–8 (Cont.) Inbound Work Order Message Family

Message	Structure	RIB_Object Type
Inbound Work Order Delete (INBDWODel)	Header only	Rib_WOInRef_Rec

Primary Inbound Work Order Tables

The following are the primary tables in RWMS that hold Inbound Work Order data:

- INBOUND_WORK_ORDER

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Inbound ASN Subscription

Inbound Advanced Ship Notice (ASN) messages are used by RWMS to create and maintain Advanced Shipment Information within the system. Inbound ASN messages are published by an outside Vendor or by another warehouse or SIM through the publication and transformation on an Outbound ASN.

Inbound ASN messages represent an ASN of incoming merchandise. These messages provide information to the warehouse about the amount of each item that is coming to the DC.

The Inbound ASN messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Inbound ASN Message Structure

The Inbound ASN messages come in two styles depending on the type. PO Type ASNs provide information about the Items being shipped to the warehouse. Carton (C) and Tare (T) ASNs also provide item and carton information. The two structures share common nodes, detailed below:

- **Message header** - ASN Number, Type, Carrier.
- **POrecord** - Purchase Order information.
- **Carton** - Container Identifier, dimensions (for Carton and Tare type ASNs).
- **Items** - Details about all items in the Container.

Inbound ASN Message Components

The following is a description of the BOL message components:

- Name of the Consume methods: RDMSUB_ASNIN
- Name of the Process Message methods: SUB_ASN

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All ASN messages belong to the ASN message family. The structure of the message depends on the message type to be performed. Table 8–9 lists each message, the structure, and the associated Rib_Object:

Table 8–9 ASN Message Family

Message	Structure	RIB_Object Type
ASN Inbound PO Create (ASNINPOCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound PO Modify (ASNINPOMod)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound PO Delete (ASNINPODel)	Header only	Rib_ASNInRef_Rec
ASN Inbound Container Create (ASNINCTNCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound Container Modify (ASNINCTNCre)	Header and Detail	Rib_ASNInDesc_Rec
ASN Inbound Container Delete (ASNINCTNCre)	Header only	Rib_ASNInRef_Rec

Primary Inbound ASN Tables

The following are the primary tables in RWMS that hold ASN data:

- ASN
- ASN_ITEM
- CONTAINER
- CONTAINER_ITEM
- PO
- PO_DETAIL

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Stock Order Subscription

Stock Order messages are used by RWMS to create and maintain stock order, stock allocation, and component ticketing information. Stock Order messages are published by a host system.

Stock Order messages represent a request for merchandise to be sent to another location. These messages provide information to the warehouse about the amount of each item that needs to processed and shipped to the provided destination. They also provide billing and shipping address information Consumer Direct orders.

The Stock Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Stock Order Message Structure

The Stock Order family of messages can create, modify, and delete Stock Order records, as well as create, modify, and delete Stock Orders details, Stock Allocation, and Component Ticketing. All of the message types are composed of the following sections:

- **Message header** - This is data about the Stock Order including billing and shipping information, picking dates, and cartonization information.
- **Allocation record** - Requested Items, Destinations, and quantities.
- **Component ticketing record** - Master and Component Item relationships.

Stock Order Message Components

The following is a description of the Stock Order message components:

- Name of the Consume methods: RDMSUB_SO
- Name of the Process Message methods: SUB_SO

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Stock Order messages belong to the Stock Order message family. The structure of the message depends on the message type to be performed. Table 8–10 lists each message, the structure, and the associated Rib_Object:

Table 8–10 Stock Order Message Family

Message	Structure	RIB_Object Type
Stock Order Create (SOCRE)	Header and Detail	Rib_SoDesc_Rec
Stock Order Modify (SOMOD)	Header only	Rib_SoDesc_Rec
Stock Order Delete (SODEL)	Header only	Rib_SoRef_Rec
Stock Allocation Create (SODCRE)	Header and Detail	Rib_SoDesc_Rec
Stock Allocation Modify (SODMOD)	Header and Detail	Rib_SoDesc_Rec
Stock Allocation Delete (SODDEL)	Detail only	Rib_SoDtlRef_Rec

Primary Stock Order Tables

The following are the primary tables in RWMS that hold Stock Order data:

- STOCK_ORDER
- STOCK_ALLOCATION
- COMPONENT_TICKETING
- STOCK_ALLOCATION_CID

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Outbound Work Order Subscription

> **Note:** RMS and RWMS Work Orders are not integrated from a functional standpoint. RWMS Work Orders work from WIP Code(s) and RMS Work Orders do not.

Outbound Work Order messages are used by RWMS to create and maintain work order information. Outbound Work Order messages are published by a host system.

Outbound Work Order messages represent a request to the warehouse to perform work on the merchandise before it is shipped to the stores or customers.

The Outbound Work Order messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

Outbound Work Order Message Structure

The Outbound Work Order family of messages can create, modify, and delete Outbound Work Order records. The message includes the following information: distribution, destination, item, WIP sequence number, WIP code, personalization, instructions, order line number, and the auto complete flag.

Outbound Work Order Message Components

The following is a description of the Outbound Work Order message components:

- Name of the Consume methods: RDMSUB_WOOUT
- Name of the Process Message methods: SUB_WOOUT

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Outbound Work Order messages belong to the Outbound Work Order message family. The structure of the message depends on the message type to be performed. Table 8–11 lists each message, the structure, and the associated Rib_Object:

Table 8–11 Outbound Work Order Message Family

Message	Structure	RIB_Object Type
Outbound Work Order Create (OUTBDWOCre)	Header and Detail	Rib_WoOutDesc_Rec
Outbound Work Order Modify (OUTBDWOMod)	Header and Detail	Rib_WoOutDesc_Rec
Outbound Work Order Delete (OUTBDWODel)	Header only	Rib_WoOutRef_Rec

Primary Outbound Work Order Tables

The following descriptions are for the primary tables in RWMS that hold Outbound Work Order data:

- OUTBOUND_WORK_ORDER

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Pending Returns Subscription

Pending Return subscription messages are used by RWMS to create and maintain Electronic Returns information. Pending Returns messages are published by an external OMS system (Order Management System).

These represent a notification to the warehouse of merchandise that is being returned to the warehouse. These messages provide information to the warehouse about the quantity of each item that is being returned and also the reason for their return.

RWMS subscribes to these messages through the API in the package-PendingReturnsServiceProviderI.pkg.

Pending Returns Message Structure

The Pending Returns family of messages can:

- create, modify Pending Returns records.
- Create, modify, and delete Pending Returns details.
- Create, modify Return reason codes. The reason codes are deleted when their corresponding pending return detail record is deleted.

Pending Return Header

This is the data about the RMA Number, Customer Order Number, Expected Receipt Date.

Pending Return Detail

The Line Item no, Item_id and quantity.

Return Reason Codes

This holds the reason_codes against which the line item is being returned.

Pending Returns Message Components

The following is a description of the Pending Returns message components:

- Name of the RWMS API that can be called by the external system: PendingReturnsServiceProviderI.pkg
- Name of the Process Message methods: SUB_PENDRETURN

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All Pending Return messages belong to the Pending Returns message family. The structure of the message depends on the message type to be performed. Table 8–12 lists each message, the structure, and the associated Rib_Object:

Table 8–12 Pending Return Messages Family

Message	Structure	RIB_Object Type
Pending Returns Create (CRE)	Header, Detail, Reason_codes	Rib_PendRtrnDesc_Rec
Pending Returns Modify (MOD)	Header, Detail or Reason_code	Rib_PendRtrnDesc_Rec
Pending Returns Detail Delete (DEL)	Detail only	Rib_PendRtrnRef_Rec

Primary Pending Returns Tables

The following are the primary tables in RWMS that hold Pending Returns data:

- PENDING_RETURNS
- PENDING_RETURNS_DETAIL

- RET_LINE_ITEM_REASON_CODES

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

PO Schedule Subscription

PO Schedule messages are used by RWMS to create and maintain Schedule information. Schedule messages are published by ORFM.

PO Schedule messages represent a notification to the warehouse of merchandise that NF has been created from ORFM. These messages provide information to the warehouse about the PO, ASN and Item details.

The PO Schedule messages are specific to a particular warehouse instance and therefore contain routing information so that the bus can guarantee successful delivery of the message to the appropriate DC.

PO Schedule Message Structure

The PO Schedule family of messages can create.PO Schedule records as well as create PO Schedule details. All of the message types are composed of the following sections:

- Message header - This is data about the Schedule Number, Physical WH
- Detail record - The requisition nbr, requisition type, item and consolidated_ quantity

PO Schedule Message Components

The following is a description of the PO Schedule message components:

- Name of the Consume methods: RDMSUB_PO_SCHD
- Name of the Process Message methods: SUB_PO_SCHD

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

All PO Schedule messages belong to the POSchedule message family. The structure of the message depends on the message type to be performed. Table 8–13 lists each message, the structure, and the associated Rib_Object:

Table 8–13 PO Schedule Messages Family

Message	Structure	RIB_Object Type
PO Schedule Create (k_PO_SCHD_CRE)	Header and Detail	RIB_ POScheduleDesc_ REC
PO Schedule	Header and Detail	RIB_POSchedule_ REC
PO Schedule Detail	Detail only	RIB_POScheduleDtl_ REC

Primary Schedule Tables

The following are the primary tables in RWMS that hold Schedule data:

- SCHEDULE
- SCHEDULE_DETAIL

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Seed Data Subscription

RWMS subscribes to the product classification codes (combinability codes) from the seed data that is published from RMS

Seed Data Message Structure

The seed data family of messages can create codes,update their description code description and also delete the codes if they have not been associated to an item.RWMS consumes the codes which have code type as 'PCLA'. It has the following structure:

- Message header - This is the data about the code_type ,code, code description

Seed Data Message Components

The following is a description of the SKU Optimization message components:

- Name of the Consume methods: RDMSUB_SEEDDATA
- Name of the Process Message methods: SUB_SEED_DATA

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

Table 8–14 lists each message, the structure, and the associated Rib_Object:

Table 8–14 Seed Data Messages Family

Message	Structure	RIB_Object Type
Create (CODEDTLCRE)	Header	RIB_CodeDtlDesc_REC
Modify (CODEDTLMOD)	Header	RIB_CodeDtlDesc_REC
Delete (CODEDTLDEL)	Header	RIB_CodeDtlDesc_REC

Primary Tables

The following descriptions are for the primary tables in RWMS that hold Product Classification data:

- COMBINABILITY_CODE

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

ItemLoc Subscription

Item Loc messages are used by RWMS to set the returnable_ind flag on item_master.It is published from RMS. RWMS consumes only the returnable_ind in the RIB_ ItemLocPhys_REC record of the message

Item Loc Message Structure

The message type is composed of the following sections:

- Message header - Contains the item_id
- Detail record - contains the location, returnable_ind values that are consumed by RWMS. RWMS consumes these values when the location in the message is the DC dest_id

ItemLoc Message Components

The following is a description of the message components:

- Name of the Consume methods: RDMSUB_ITEMLOC
- Name of the Process Message methods: SUB_ITEM_LOC

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

The message belongs to the ItemLoc message family. Table 8–15 lists each message, the structure, and the associated Rib_Object:

Table 8–15 ItemLoc Messages Family

Message	Structure	RIB_Object Type
Create (ITEMLOCCRE)	Header and Detail	RIB_ItemLocDesc_REC
MOD(ITEMLOCMOD)	Header and Detail	RIB_ItemLocDesc_REC

Primary Tables

The following are the primary tables in RWMS that hold third part ship container data:

- ITEM_MASTER

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Third Party Shipment Subscription

RWMS subscribes to the shipment information from external system for containers shipped through them. This information is then updated in RWMS tables. This is done through the RWMS API in the package ShippingManifestSelectionServi.pkg. Information regarding manifest and close/shipped containers is received in RWMS.

Message Structure

Separate messages are present for container (M)anifest and Manifest Close information. They have the following structure:

- Container Manifest message(RIB_ManifestTrackDesc_REC): This contains information about the containers that are Manifested.It contains shipment_id,container_id,carrier_code,carrier_service_code,carrier_tracking_number.
- Manifest close message header(RIB_ManifestCloseVo_REC) : This contains information of the closed/shipped manifest. It contains carrier_code, carrier_service_code, ship_date.

Message Components

The following is a description of the message components:

- Name of the Consume methods: ShippingManifestSelectionServi.manifestInfo, ShippingManifestSelectionServi.closeManifest
- Name of the Process Message methods: sub_mms_Manifest_Status ,sub_mms_Manifest_close

> **Note:** For a general description of the Consume and Process Message methods, refer to the preceding RWMS Message subscription process section of this document.

Message Summary

Table 8–16 lists each message, the structure, and the associated Rib_Object.

Table 8–16 Messages Family

Message	Structure	RIB_Object Type
Manifest	Header	RIB_ManifestTrackDesc_REC
Close	Header	RIB_ManifestCloseVo_REC

Primary Tables

The following are the primary tables in RWMS that hold third part ship container data:

- CONTAINER
- MANIFEST
- BOL_TO_UPLOAD

> **Note:** Detailed descriptions of these tables are in the *Oracle Retail Warehouse Management System Data Model* document.

Publish Components

The following types of publishing components are available:

- Inbound ASN Publish
- Appointments/Receipts Publish
- Stock Order Status Publish
- Outbound ASN Publish
- Inventory Adjustments Publish
- Pending Returns Publish

- Return to Vendor Publish

Inbound ASN Publish

RWMS is responsible for communicating Inbound ASN Information to the Host System. Inbound ASN is defined as ASN Information originating in the RWMS System. Inbound ASNs can be Container or PO Type ASNs. PO Type ASNs detail item information is received at a unit level, not container level information. Container Type Inbound ASNs detail item information is received at a container level. Container information includes Container ID, Destinations, Distro Number, Unit Quantity, PO, and Item.

Inbound ASN messages are communicated to the Host once it is appointed. The entire hierarchical message is sent. To modify an ASN, the ASN must not be associated to an Appointment. Once modified, the entire hierarchical message is resent.

Inbound ASN Tables

The RWMS tables are populated when a record is recreated in the RWMS windows. These are the tables that stage the ASN records to be published:

- *ASN_UPLOAD*
- *ASN_ITEM_UPLOAD*
- *ASN_CONT_UPLOAD*
- *ASN_PO_UPLOAD*

Inbound ASN Message Components

The following is a description of the Inbound ASN message components:

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

- Name of the GetNxt methods: RDMMFM_ASNIN.getnxt
- Name of the message builder procedure: PUB_INBOUND_ASN

Message Summary

All Inbound ASN messages belong to the Inbound ASN message family. The structure of the message depends on the message type to be performed. Table 8–17 lists each message, the structure, and the associated Rib_Object:

Table 8–17 Inbound ASN Messages Family

Message	Structure	RIB_Object Type
Advance Shipping Notice Create (ASNInCre)	Header and Detail	Rib_ASNInDesc_Rec
Advance Shipping Notice Delete (ASNInDel)	Header only	Rib_ASNInRef_Rec

State Diagram

Figure 8–3 Inbound ASN Messages State Diagram

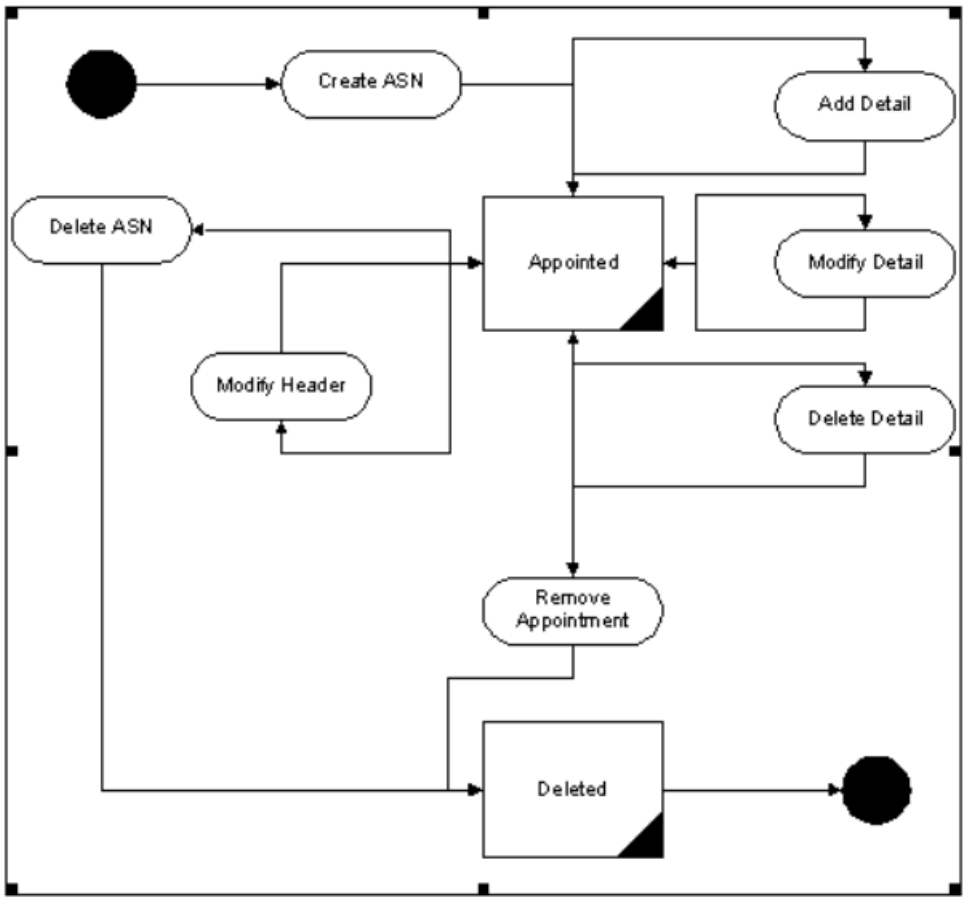


Table 8–18 Create Inbound ASN Messages

Item	Action
Prerequisites	Must be an ASN appointment and a valid ASN.
Activity Detail	Assign the ASN to an Appointment.
Messages	When Inbound ASN Messages are created, the Inbound ASN Create data is inserted into the ASN_Upload table. The Inbound ASN Create message is a hierarchical message containing a full snapshot of the Inbound ASN Message at the time the ASN was appointed.

Table 8–19 Delete Inbound ASN Messages

Item	Action
Prerequisites	Must be an ASN appointment and a valid ASN.
Activity Detail	Remove the ASN from the Appointment.

Table 8–19 (Cont.) Delete Inbound ASN Messages

Item	Action
Messages	When Inbound ASN Delete Messages are created, the Inbound ASN Delete data is inserted into the ASN_Upload table. The Inbound ASN Create message is a hierarchical message containing a full snapshot of the Inbound ASN Message at the time the ASN was appointed.

Triggers

None.

Appointments/Receipts Publish

RWMS is responsible for communicating Appointment Information to the Host System. Appointment information consists of the Appointment Number, PO Information, Item Details, Scheduled Units, and as well as ASN Information when related to an ASN.

Appointment messages are transmitted to the Host once the Appointment is scheduled. Once scheduled, Appointment messages are communicated at the addition, modification, or deletion of a detail, a modification of the header information such as arrival time, or at Open, Close, and Deletion of the appointment.

RWMS is responsible for communicating Receipt Information to the Host System.

Receipt information is at the container level. It is uploaded to the host when the container is received (container level) or when the appointment is closed (appointment level) depending on an RWMS system parameter. Receipt Info Upload includes appointment information, item number, ASN number if applicable, quantity, purchase order number, disposition changes, and type of receipt.

Receipt types include:

- Initial Receipt
- Adjustment to an already uploaded receipt

Both types of receipts contain the same information listed above.

Receipt/Appointment Tables

The RWMS tables are populated when a record is created in RWMS. These are the tables that stage the Receipts and Appointments:

- APPT_DETAIL_TO_UPLOAD
- APPT_HEADER_TO_UPLOAD
- RECEIPT_TO_UPLOAD
- OVERAGES_TO_UPLOAD

Receipt/Appointment Message Components

The following is a description of the Receipt/Appointment message components:

- Name of the GetNxt methods: RDMMFM_RECEIVING.getnxt
- Name of the message builder procedures: PUB_RECEIPT and PUB_APPOINTMENT

Note: For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

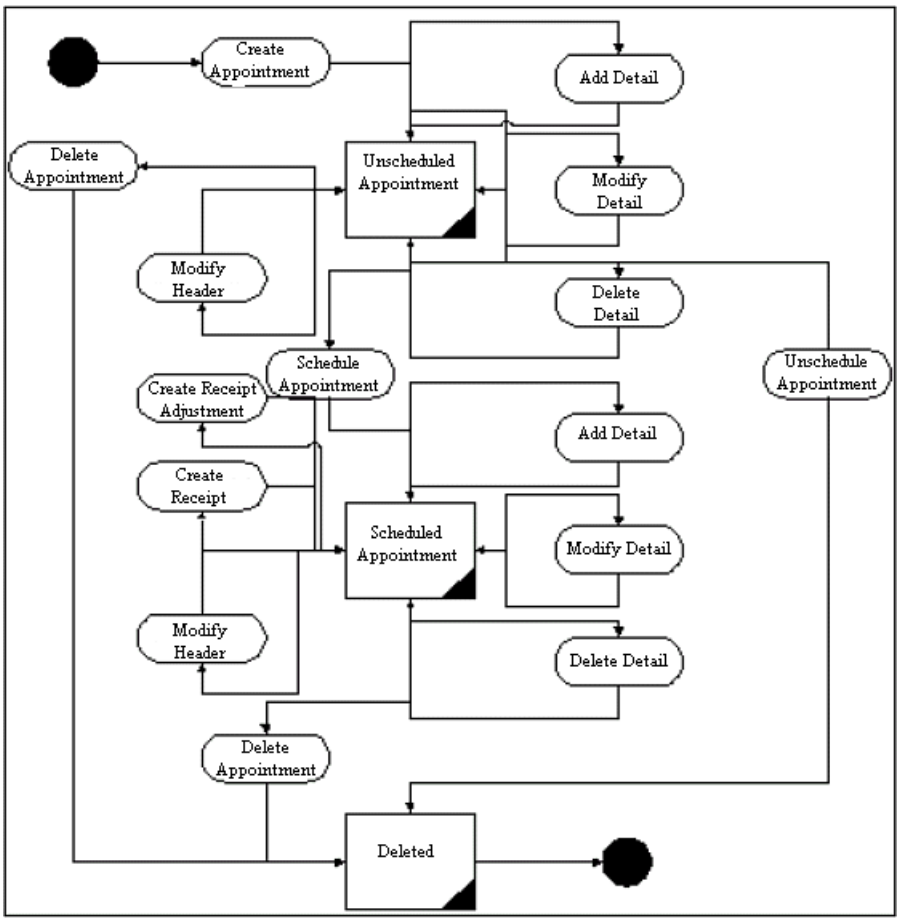
All Receipt and Appointment messages belong to the Receipt message family. The structure of the message depends on the message type to be performed. Table 8–20 lists each message, the structure, and the associated Rib_Object:

Table 8–20 Receipt Message Family

Message	Structure	RIB_Object Type
Appointment Create (AppointCre)	Header and Detail	Rib_AppointDesc_Rec
Appointment Modify (AppointMod)	Header only	Rib_AppointDesc_Rec
Appointment Delete (AppointDel)	Header only	Rib_AppointRef_Rec
Appointment Detail Create (AppointDtlCre)	Header and Detail	Rib_AppointDesc_Rec
Appointment Detail Modify (AppointDtlMod)	Header and Detail	Rib_AppointDesc_Rec
Appointment Detail Delete (AppointDtlDel)	Header and Detail	Rib_AppointDtlRef_Rec

State Diagram

Figure 8–4 Appointments State Diagram



Appointment Create

Item	Action
Prerequisites	A valid door and trailer must exist to create an appointment.
Activity Detail	None.
Messages	When Appointment Create Messages are created, the Appointment Create data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Create message is a hierarchical message containing a full snapshot of the Appointment Message at the time the first appointment detail record is added.

Appointment Modify

Item	Action
Prerequisites	Appointment must exist.
Activity Detail	Change the Door, Appointment Time Stamp.

Item	Action
Messages	When Appointment Modify Messages are created, the Appointment Modify data is inserted into the Appt_Header_To_Upload table. The Appointment Modify message is a flat message containing a full snapshot of the Appointment Modify Message at the time the appointment status is changed.

Appointment Delete

Item	Action
Prerequisites	Appointment must exist and be in the appropriate status.
Activity Detail	Cascade deletes to any associated detail tables.
Messages	When Appointment Delete Messages are created, the Appointment Delete data is inserted into the Appt_Header_To_Upload table. The Appointment Delete message is a flat message containing the Appointment Number that was deleted.

Appointment Detail Create

Item	Action
Prerequisites	Valid appointment header and a valid PO and Item. If related to an ASN, the ASN must be valid.
Activity Detail	None.
Messages	When Appointment Detail Create Messages are created, the Appointment Detail Create data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Create message is a flat message containing a full snapshot of the Appointment Detail Create Message at the time the appointment detail is created.

Appointment Detail Modify

Item	Action
Prerequisites	Appointment detail record must exist in the appropriate status.
Activity Detail	Appropriate checks made to maintain data integrity.
Messages	When Appointment Detail Modify Messages are created, the Appointment Detail Modify data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Modify message is a flat message containing a full snapshot of the Appointment Detail Modify Message at the time the appointment detail was modified changed.

Appointment Detail Delete

Item	Action
Prerequisites	Appointment detail record must exist in the appropriate status.
Activity Detail	None.

Item	Action
Messages	When Appointment Detail Delete Messages are created, the Appointment Detail Delete data is inserted into the Appt_Header_To_Upload/Appt_Detail_To_Upload table. The Appointment Detail Delete message is a flat message containing a full snapshot of the Appointment Detail Delete Message at the time the appointment detail was created.

Create Receipt

Item	Action
Prerequisites	Valid appointment must exist.
Activity Detail	Receipt of Container creates a Receipt to upload.
Messages	When a receipt is created, the Receipt Create data is inserted into the Receipt_To_Upload table. The Receipt Create message is a flat message containing a full snapshot of the receipt at the time the receipt is created. If you enter any overage/damage information, the data is inserted into overages_to_upload table.

Create Receipt Adjustment

Item	Action
Prerequisites	Container is received and the initial receipt upload is sent.
Activity Detail	Each container is individually checked using RWMS. functionality.
Messages	When a receipt adjustment is created, the Receipt Adjustment data is inserted into the Receipt_To_Upload table. The Receipt Adjustment message is a flat message containing a full snapshot of the receipt adjustment at the time the receipt adjustment is created.

Triggers

None.

Stock Order Status Publish

RWMS is responsible for communicating Stock Order status Information to the Host System. RWMS generates stock order status information upon detection of specific changes to a stock order.

These statuses include:

- Successful Insert
- Successful Delete
- Store Reassign
- Detail Selected
- Detail Unselected
- Pick Created
- Pick Deleted

- Return to Stock
- Cartonization Complete
- Cartonization Reversed
- Expired Stock Order
- No Inventory

Information includes distribution number, distribution type, item information, and quantities, and status.

Stock Order Status Tables

The RWMS tables are populated when a record is created in RWMS. This is the table that stages the Stock Order Status records to be published:

- STOCK_ORDER_INFO_UPLOAD

Stock Order Info Upload Message Components

The following is a description of the Stock Order Status message components:

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

- Name of the GetNxt methods: RDMMFM_SOSTATUS.getnxt
- Name of the message builder procedures: PUB_STOCKORDER_STATUS

Message Summary

All Stock Order Status messages belong to the Stock Order Status message family. The structure of the message depends on the message type to be performed. Table 8–21 lists each message, the structure, and the associated Rib_Object:

Table 8–21 Stock Order Message Family

Message	Structure	RIB_Object Type
Stock Order Create (SOStatusCre)	Header and Detail	Rib_SOStatusDesc_Rec

State Diagram

Figure 8–5 Create Stock Order State Diagram

Create Stock Order Info Messages

Item	Action
Prerequisites	Valid distribution number.
Activity Detail	Generate throughout the system per normal use of the system.
Messages	When Stock Order Info Messages are created, the Stock Order Info Create data is inserted into the Stock_Order_Info_Upload table. The Stock Order Info Create message is a flat message containing a full snapshot of the Stock Order Info Messages at the time the inventory was affected.

Triggers

None.

Outbound ASN Publish

RWMS is responsible for communicating Outbound ASN Information to the Host System.

Outbound ASN Information consists of ASN Information, BOL Number, Manifest Information, including Trailer and Carrier, Container Information including Items, Unit Quantities, Container ID, Destination, and Distribution Information.

For physical Store shipments an outbound ASN is generated for a distinct Shipping Trailer/Destination.

Outbound ASN Tables

The RWMS tables are populated when a record is recreated in the RWMS windows. This is the table that stages the Outbound ASN records to be published:

- BOL_TO_UPLOAD
- MANIFEST

Outbound ASN Message Components

The following is a description of the Outbound ASN message components:

- Name of the GetNxt methods: RDMMFM_ASNOUT.getnxt
- Name of the message builder procedures: PUB_OUTBOUND_ASN

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Outbound ASN messages belong to the Outbound ASN message family. The structure of the message depends on the message type to be performed. Table 8–22 lists each message, the structure, and the associated Rib_Object:

Table 8–22 Outbound ASN Message Family

Message	Structure	RIB_Object Type
Outbound ASN Create (ASNOutCre)	Header and Detail	Rib_ASNOutDesc_Rec

State Diagram

Figure 8–6 Create Outbound ASN Messages State Diagram

Create Outbound ASN Messages

Item	Action
Prerequisites	Trailer must be in a Shipped Status.
Activity Detail	None.
Messages	When Outbound ASN Messages are created, the Outbound ASN Create data is inserted into the BOL_To_Upload table. The Outbound ASN Create message is a hierarchical message containing a full snapshot of the Outbound ASN Message at the time the shipment was created.

Triggers

None.

Inventory Adjustments Publish

RWMS is responsible for communicating Inventory Adjustments Information to the Host System.

Inventory Adjustments can be categorized as true inventory adjustments or inventory disposition changes.

True inventory adjustments are adjusting the actual quantity of the inventory available. Inventory disposition is changing the status of the inventory (for example, from unavailable to sell, to available to sell). True inventory adjustments must always have a disposition change; however, the user may have an inventory disposition without a true inventory adjustment.

Inventory Disposition statuses include:

- Receipt in Process (RIP)
- Available to Sell (ATS)
- Pending WIP on Inventory (WIP code is included)
- Trouble (Trouble code is included)
- Distributed

The user can define alternate statuses to be uploaded to the host through an RWMS defined editor.

Inventory Adjustments Tables

The RWMS tables are populated when a record is recreated in the RWMS windows. This is the table that stages the Inventory Adjustment records to be published:

- INV_ADJUSTMENT_TO_UPLOAD

Inventory Adjustment Message Components

The following is a description of the Inventory Adjustment message components:

- Name of the GetNxt methods: RDMMFM_INVADJUST.getnxt.
- Name of the message builder procedures: PUB_INVENTORY_ADJUSTMENT.

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Inventory Adjustment messages belong to the Inventory Adjustment message family. The structure of the message depends on the message type to be performed. Table 8–23 lists each message, the structure, and the associated Rib_Object:

Table 8–23 Inventory Adjustment Message Family

Message	Structure	RIB_Object Type
Inventory Adjustment Create (InvAdjustCre)	Header and Detail	Rib_InvAdjustDesc_Rec

State Diagram

Figure 8–7 Create Inventory Adjustments State Diagram

Create Inventory Adjustments

Item	Action
Prerequisites	None.
Activity Detail	Inventory adjustments are created throughout the entire system as a result of normal processing.
Messages	When an Inventory Adjustments is created, the Inventory Adjustments Create data is inserted into the Inv_Adjustment_To_Upload table. The Inventory Adjustments Create message is a flat message containing a full snapshot of the Inventory Adjustments at the time the Inventory Adjustments is created.

Triggers

None.

Inventory Balance Upload

When requested, RWMS uploads an image of the current inventory. The format of the inventory balance record is as follows:

Table 8–24 Format of Inventory Balance Record

Field Description	Template	Description
Location (DC)	X (10)	Destination ID of the DC.
Transaction Date/Time	YYYYMMDDHHMI	Date of run.
Item ID	X (25)	Item identifier.
Available Units	N (8) v N (4)	Units available for distribution.
Distributed Units	N (8) v N (4)	Units distributed includes: Units distributed but not yet picked. Units picked but not yet manifested. Units manifested but not yet shipped.
Received Units	N (8) v N (4)	Units received but not put away.
Total Units	N (8) v N (4)	Sum of all units that physically exist: container status of: I, D, M, R, T, X.
Available Weight	N (8) v N (4)	Weight available for distribution of catch weight items.
Distributed Weight	N (8) v N (4)	Weight distributed includes: Weight distributed but not yet picked. Weight picked but not yet manifested. Weight manifested but not yet shipped. Values only for catch weight items.
Received Weight	N (8) v N (4)	Weight received but not putaway for catch weight items.
Total Weight	N (8) v N (4)	Sum of all weight that physically exists: container status of: I, D, M, R, T, X. For catch weight items.

Pending Returns Publish

RWMS is responsible for communicating Customer Returns Information to the Host System.

RWMS provides the capability to process item level customer return information. Information to the host upon completion of the process includes: item information, unit quantity information, the RMA number when applicable, Customer order number when applicable, reason codes, action codes, and possibly replacement items and replacement quantities. The host may send no reason code or action code for the return, or there may be one or more reason and action codes sent from the host.

Pending Returns Tables

The RWMS tables are populated when a record is created in RWMS. This is the table that stages the Pending Returns records to be published:

- RETURNS_RECEIPT_UPLOAD

Pending Returns Message Components

The following is a description of the Customer Returns message components:

- Name of the GetNxt methods: RDMMFM_PENDRETURN.getnxt
- Name of the message builder procedures: PUB_CUSTOMER_RETURNS, PUB_PENDRETURN_RECEIPT

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Returns messages belong to the Pending Return message family. The structure of the message depends on the message type to be performed. Table 8–25 lists each message, the structure, and the associated Rib_Object:

Table 8–25 Customer Return Message Family

Message	Structure	RIB_Object Type
Customer Return Create (RTRNComplete)	Header and Details	RIB_PendRtrnDesc_REC

State Diagram

Figure 8–8 Create Customer Returns State Diagram

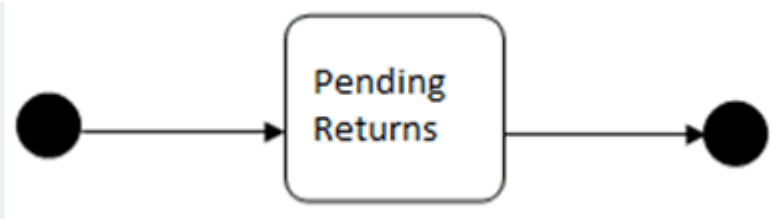


Table 8–26 Create Customer Returns

Item	Action
Prerequisites	Valid pending return data present in pending_returns and pending_returns_detail table.
Activity Detail	There is no activity details, once the message is processed there are no modifications.
Messages	When a Customer Return is created, the Customer Returns Create data is inserted into the Returns_Upload table. The Customer Returns Create message is a hierarchical message containing a full snapshot of the Customer Returns at the time the Customer Returns is created.

Triggers

None.

Table 8–27 Customer Return Message Family

Message	Structure	RIB_Object Type
Pending Return Create (RTRNRCPTNNotify)	Header and Details	RIB_PendRtrnCtnRcpt_REC

Table 8–28 Create Pending Returns

Item	Action
Prerequisites	No prerequisites.
Activity Detail	There is no activity details, once the message is processed there are no modifications.
Messages	When a Pending Return is created, data is inserted into the return_receipt_upload table. The Pending Returns Create message is a flat message containing a full snapshot.

Triggers

None.

Return to Vendor Publish

RWMS is responsible for communicating RTV Information to the Host System. RTV information is sent to the Host when the DC chooses to return merchandise to the Vendor. Information includes Return Authorization Numbers, Vendor Information including address, Item and Quantity Information, and Inventory Disposition Statuses.

RTV Tables

The RWMS tables are populated when a record is posted in RWMS. These are the tables that stage the Return to Vendor records to be published:

- INV_ADJUSTMENT_TO_UPLOAD
- RTV

Return to Vendor Message Components

The following is a description of the Return to Vendor message components:

- Name of the GetNxt methods: RDMMFM_RTV.getnxt
- Name of the message builder procedures: PUB_RETURN_TO_VENDOR

> **Note:** For a general description of the GetNxt and message builder methods, refer to the preceding RWMS Message publication process section of this document.

Message Summary

All Return to Vendor messages belong to the Return to Vendor message family. The structure of the message depends on the message type to be performed. Table 8–29 lists each message, the structure, and the associated Rib_Object.

Table 8–29 Return to Vendor Message Family

Message	Structure	RIB_Object Type
Return To Vendor Create (RTVCre)	Header only	Rib_RTVDesc_Rec

State Diagram

Figure 8–9 Create RTV Messages State Diagram

Create RTV Messages

Item	Action
Prerequisites	Container must be in the appropriate status.
Activity Detail	All pending WIPs and Troubles are cleared prior to RTV.
Messages	When RTV Messages are created, the RTV Create data is inserted into the Stock_Order_Info_Upload table. The RTV Create message is a flat message containing a full snapshot of the RTV Messages at the time the inventory was affected.

Triggers

None.

Acronyms and Terms used in RIB Components

The following section introduces the acronyms and terms used in RIB Components.

Acronyms

These acronyms are used throughout this section:

- **ASCII** – American National Standard Code for Information Interchange
- **ASN** – Advance Shipment Notice
- **DC** – Distribution Center
- **PO** – Purchase Order
- **SKU** – Stock Keeping Unit

Terms

These terms are used throughout this section:

- **Appointment** – A scheduled arrival of in-bound merchandise.

- **ASN** – Advance Shipment Notice. A Host Download that provides either a list of containers and their contents, or a set of PO/Item/Destinations.
- **Container** – A type of receptacle (such as a carton, pallet, tote, roll cage.) that contains items and/or other containers.
- **Destination** – The ultimate source for containers. This covers out-bound destinations, including the DC itself and internal replenishment. This is also referred to as the shipping destination. For consumer direct order fulfillment, this field is used to specify the shipment method or parcel carrier service.
- **Download** – Any data file coming into RWMS.
- **Field** – An individual data element within a record.
- **File** – The mechanism by which batch data is transferred. These are ASCII files.
- **Future Use** – The field is not currently used in RWMS, but may be used in a future release.
- **Host** – The controlling computer system. Often housed at corporate headquarters.
- **Item** – A specified part number, SKU, and so on.
- **Optional** – The field is used for information purposes and is not required.
- **Pre-distribution** – Allocation of merchandise in advance of receipt to facilitate flow through or cross-dock upon arrival, bypassing storage, and going directly to break case picking area or shipping.
- **Purchase Order** – The list of items and quantities authorized to receive from a specific vendor.
- **Record** – A single line of data in a file.
- **RIB** – Oracle Retail Integration Bus.
- **Upload** – Any data file going out from RWMS to another system.
- **Vendor** – A supplier of in-bound goods. Each PO is assigned to a vendor.

9

Internationalization

Internationalization is the process of creating software that can be translated more easily. Changes to the code are not specific to any particular market. This chapter describes configuration settings and features of the software that ensure that the base application can handle multiple languages.

Oracle Retail applications have been internationalized to support multiple languages.

RWMS supports and displays languages other than English, but does not have the full capability of supporting multi-byte languages. RWMS is dependent on RF devices that have limitations on the amount of data that can be displayed.

Translation

Translation is the process of interpreting and adapting text from one language into another. Although the code itself is not translated, components of the application that are translated include the following:

- Graphical user interface (GUI)
- Error messages
- Reports

The following components are not translated:

- Documentation (online help, release notes, installation guide, user guide, operations guide)
- Batch programs and messages
- Log files
- Configuration tools
- Demonstration data
- Training materials

The user interface has been translated into the following languages:

Table 9–1 Languages and Language Codes

Language	Language Code
American English	en
Chinese (Simplified)	zh
Chinese (Traditional)	zh_TW
Croatian	hr

Table 9–1 (Cont.) Languages and Language Codes

Language	Language Code
Dutch	nl
French	fr
German	de
Greek	el
Hungarian	hu
Italian	it
Japanese	ja
Korean	ko
Polish	pl
Portuguese (Brazilian)	pt
Russian	ru
Spanish	es
Swedish	sv
Turkish	tr

RWMS Enhanced Navigation application uses two translation mechanisms:

- For the embedded oracle forms, translation of the boiler texts is achieved through database tables as described in detail in the following section.
- For the ADF web application, translation is achieved through J2EE techniques, i.e., translatable language property files. The localization files have a base name called uiresources_xx where xx represents the user language code.
  - The localization files are placed in the build project under rwms web application source code.
  - Translation of the login page is achieved through a configurable property default_locale which is set by the customer in the application.properties file placed in the server classpath.
  - Each web page (.jspx file) will contain a <f:view> tag which will have the locale for the entire page. All page fragments which get loaded at runtime will use the same locale for translation.
  - During application login, the authenticated user's language code is fetched from the DMS_USER table and is set at the ADF context. The base name of the resource bundle also gets set at the ADF context and is used for picking up the correct language bundle file.
  - To add a new supported language, a new entry has to be added to the SUPPORTED_LANGUAGE table. Translated texts for the menu and the boiler texts for forms need to be added to DMS_LANGUAGE_MENU, TRANSLATOR, USER_LANGUAGE_MESSAGE and CODE_TRANSLATOR tables. A new entry for the language code needs to be made in the faces-config.xml file under <supported_locales> tag and the translated language property file needs to be added to the build project under rwms webapp. The application ear file needs to be redeployed in order to bring the new locale into effect. Once this is done, a new application user can be created with the newly created locale to verify the translation.

BI Publisher Reports Translation

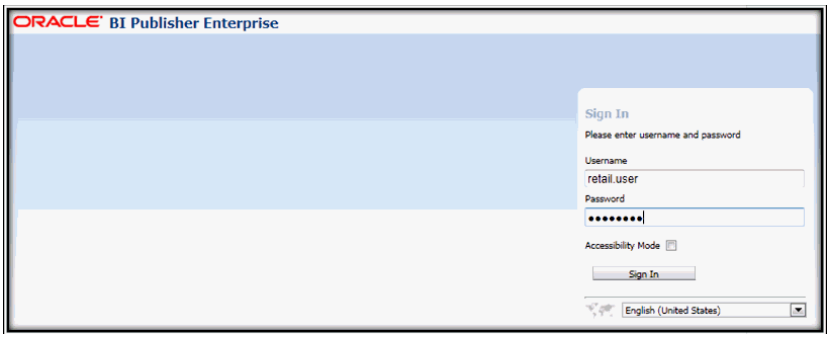
- When displayed/printed from RWMS Application, all the label reports are translated using the language in System Control Parameter default_language. Label reports do not have language specific XLF files.
- When displayed/printed from RWMS Application, all other reports are translated using the language in System Control Parameter print_locale_bi. For these reports the language specific XLF files need to be uploaded for each report.
- User can log into BI Publisher and directly view the report. In this case the locale of the BI User is used for translation except for Label reports which will always use the language in System Control Parameter default_language.

Uploading XLF files in BI Publisher

Perform the following steps to upload a XLF file:

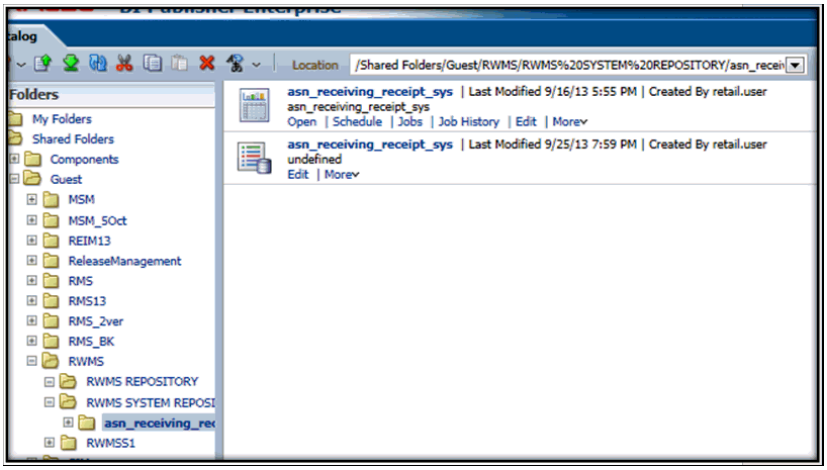
1. Login to BI Publisher Application.

Figure 9–1 Login



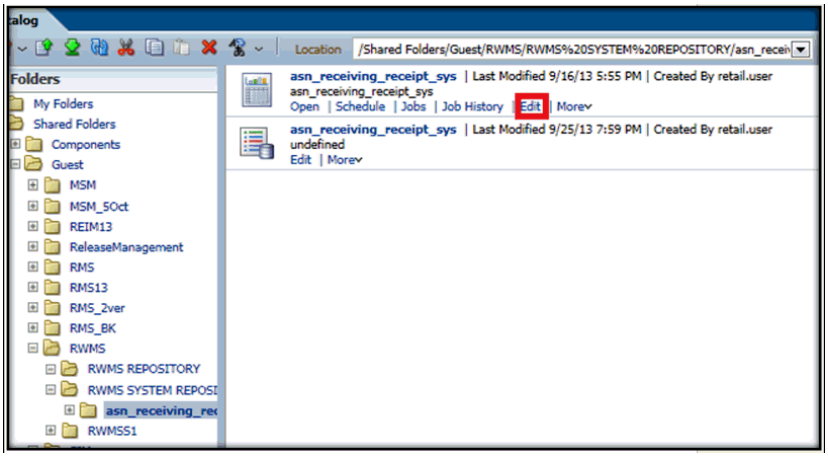
2. Select a report in RWMS System Repository or RWMS Repository. All the reports in RWMS Repository can be viewed using only BI Publisher.

Figure 9–2 Select Report



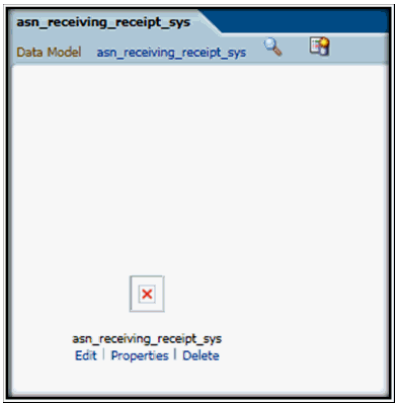
3. Click **Edit** link.

Figure 9–3 Edit



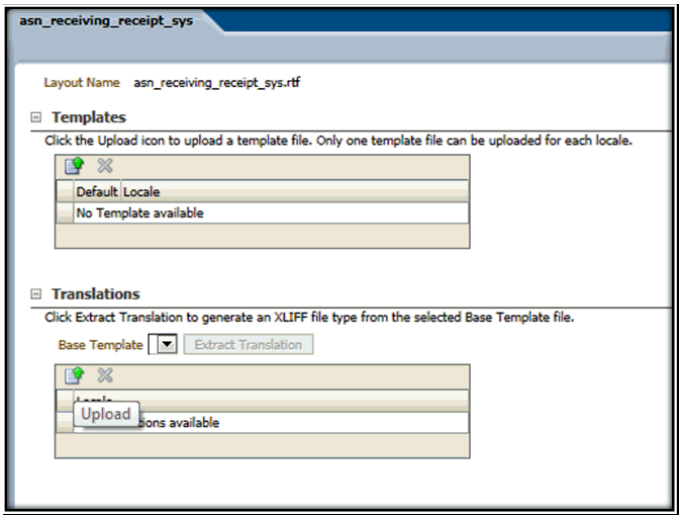
4. Click **Properties** link.

Figure 9–4 Properties



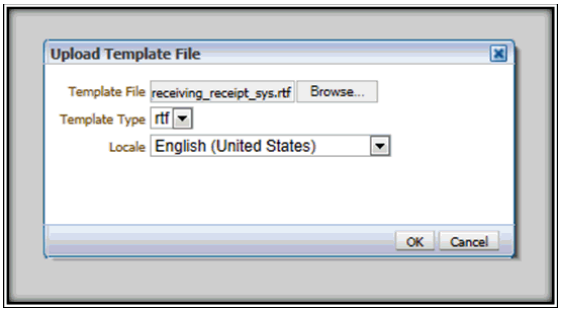
5. If no Templates are available, then click **Upload** button under Templates.

Figure 9–5 Upload



6. Select the default RTF file. For example, for asn_receiving_receipt_sys report, the default RTF file is asn_receiving_receipt_sys.rtf. Select Locale as English. Click **OK**.

Figure 9–6 Select Default RTF

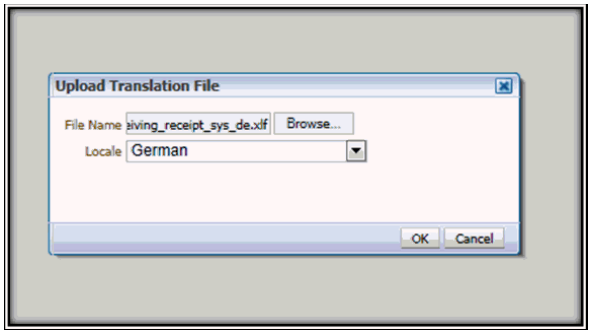


7. Click **Upload** button under Translations.

8. Select the Locale and the XLF file and click **OK**.

   The last two characters in the XLF file name denote the language. Below de stands for German.

Figure 9–7 Select Locale



RWMS Tables

RWMS stores translated text for each installed language in four main tables shown in Table 9–2.

Table 9–2 Internationalization Tables

Table	Description
SUPPORTED_LANGUAGE	Contains the list of supported languages
DMS_LANGUAGE_MENU	Contains the strings for the menus
TRANSLATOR	Contains the strings for the forms
USER_LANGUAGE_MESSAGE	Contains the strings for the messages and alert
CODE_TRANSLATOR	Contains the strings for translating codes and reports

Table 9–3 describes the DMS_LANGUAGE_MENU table. Table 9–4 shows an example of the DMS_LANGUAGE_MENU table.

Table 9–3 DMS_LANGUAGE_MENU Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
MENU_NAME	Name of the parent menu that the option is on
OPTION_TITLE	Title of the option (as seen as on the menu)
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
OPTION_TEXT	Text of the option

Table 9–4 Example of DMS_LANGUAGE_MENU Table

FACILITY_ID	MENU_NAME	OPTION_TITLE	LANGUAGE_CODE	OPTION_TEXT
PR	ITEM_SETUP_MENU	Transport Asset Editor	en (American English)	Transport Asset Editor

Table 9–4 (Cont.) Example of DMS_LANGUAGE_MENU Table

FACILITY_ID	MENU_NAME	OPTION_TITLE	LANGUAGE_CODE	OPTION_TEXT
PR	ITEM_SETUP_MENU	Transport Asset Editor	fr (French)	Editeur transport élément d'actif
PR	DISTRIBUTION_MENU	Order Query Editor	en	Order Query Editor
PR	DISTRIBUTION_MENU	Order Query Editor	fr	Editeur demande commande

Table 9–5 describes the TRANSLATOR table. Table 9–6 shows an example of the TRANSLATOR table.

Table 9–5 TRANSLATOR Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
DATA_BASE_VALUE	Indicates the database value for a field to be translated
DISPLAY_VALUE	Indicates the value that is displayed

Table 9–6 Example of TRANSLATOR Table

FACILITY_ID	LANGUAGE_CODE	DATA_BASE_VALUE	DISPLAY_VALUE
PR	en (American English)	APPROVE	Approve
PR	fr (French)	APPROVE	Approuver
PR	en	PRODUCT	Product
PR	fr	PRODUCT	Produit

Table 9–7 describes the USER_LANGUAGE_MESSAGE table. Table 9–8 shows an example of the USER_LANGUAGE_MESSAGE table.

Table 9–7 USER_LANGUAGE_MESSAGE Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
MESSAGE_CODE	A code that uniquely identifies a user message
MESSAGE_TEXT	An explanation of the user message (related to MESSAGE_CODE) which is used as the on-screen prompt for the message

Table 9–8 Example of USER_LANGUAGE_MESSAGE Table

FACILITY_ID	LANGUAGE_CODE	MESSAGE_CODE	MESSAGE_TEXT
PR	en (American English)	ITEM_NOT_AVAIL	Required item not available.

Table 9–8 (Cont.) Example of USER_LANGUAGE_MESSAGE Table

FACILITY_ID	LANGUAGE_CODE	MESSAGE_CODE	MESSAGE_TEXT
PR	fr (French)	ITEM_NOT_AVAIL	Article requis non disponible.
PR	en	DUP_WAVE_ITEM	Item already exists from a different wave.
PR	fr	DUP_WAVE_ITEM	Article existe déjà pour une rafale différente.

Table 9–9 describes the CODE_TRANSLATOR table. Table 9–10 shows an example of the CODE_TRANSLATOR table.

Table 9–9 CODE_TRANSLATOR Table

Column Name	Description
FACILITY_ID	A unique identifier for an operating facility
CODE_TYPE	Used to determine what type of code it is and provide a way to distinguish what translation value has to be acquired when the codes are the same
CODE	What the application uses in its background processing
LANGUAGE_CODE	Used to separate code descriptions and extended descriptions from each other based on language
CODE_DESCRIPTION	A translated version of what the code is; used to display a short meaningful description of what it is to the users
EXTENDED_DESCRIPTION	A translated version of what the code is in more detail
CODE_SEQ	Provides a mechanism in which managers can reorder the lists that the codes are displayed in

Table 9–10 Example of CODE_TRANSLATOR Table

FACILITY_ ID	CODE_TYPE	CODE	LANGUAGE_ CODE	CODE_ DESCRIPTION	EXTENDED_ DESCRIPTION	CODE_ SEQ
PR	ATTRIBUTES	CONFIRM_LOCATION	en (American English)	CONFIRM LOCATION	Validate Location	8
PR	ATTRIBUTES	CONFIRM_LOCATION	fr (French)	CONFIRMER SITE	Validation site	8
PR	ATTRIBUTES	LOT_NBR	en	LOT NBR	Lot Number	16
PR	ATTRIBUTES	LOT_NBR	fr	N° LOT	N° du lot	16

Glossary

Adjustment

Made to the on-hand inventory balance. Measured in units of a particular item.

Allocation

The reservation of inventory for a specific use, usually an order. Inventory is allocated from a specific stock container.

ASCII

American Standard Code for Information Interchange: The universal standard for the numerical codes computers use to represent all upper and lower-case letters, numbers, and punctuation.

ASN

Advance Shipping Notice. Detailed data from the vendor which identifies the expected delivery of merchandise. In addition to standard data, the data may include container id, specific container content and the container store destination.

Availability

The difference between the quantity of on hand merchandise and the quantity that has been allocated to orders.

Back order

The portion of an order that cannot be filled with current inventory.

BOL

Bill of Lading. A document that accompanies a shipment and describes the shipment's contents. The bill of lading covers the pieces shipped to a single destination. It may include the piece count, weight by item ID, and distribution number, and lists both the shipper's and the consignee's name and address.

Bulk container

A container holding other containers, such as a pallet of cartons.

Carrier

The company responsible for delivering incoming material to the DC or for delivering shipments to ship destinations. This includes company owned trucks.

CC

Cycle Count.

Container

A container that can hold merchandise and/or other containers. This includes pallet, tote, carton, trolley, and hanger set.

Cross Dock

Movement of merchandise directly from receiving to shipping without putting it away.

Cycle counting

The process of counting inventory locations and comparing the counts with the inventory records. Cycle count locations are selected randomly by the system and may also be manually marked.

DAS

Delegated Administration Services.

DC

Distribution Center. Also called Warehouse or Facility.

Distribution

The process of assigning Stock Order/Allocations to specific inventory, and creating a pick directive.

Divert lane

In a conveyor sortation system, one of the lanes to which merchandise is directed.

Download

The transmission of data files from one computer system to another computer system.

EDI

Electronic Data Interface.

Facility

Facility, also called Warehouse or Distribution center (DC).

FCP

Forward Case Pick.

First expired, first out

The selection of the inventory to expire first, based on Pick Not After Date.

First-in, first-out

The selection of the oldest inventory, based on the date received into the DC.

Flow-through

Movement of merchandise directly from receiving to a pick system to shipping without putting it away.

GOH

Garments on Hanger. Apparel merchandise that arrives at the DC already hanging. The merchandise occasionally arrives flat in cartons and is hung in the DC.

Hold

A logical restriction enforced by the system, which prohibits merchandise from being putaway into a location.

Host

A computer system that transmits downloads to the Oracle Retail Warehouse Management System. Typically Oracle Retail Merchandising System (RMS).

Incoming inspection

The inspection of newly arrived material at a DC.

In-transit

The location of a container that is in transit to a specific location within the DC.

Inventory

The merchandise owned by the DC. All received goods that have yet to be shipped.

Inventory control

The team responsible for accurate inventory balances/records with the DC.

Item

Merchandise inventoried at the DC. Items are usually represented by an item ID.

Label

A slip of paper attached to a container providing container identification. Many labels are adhesive backed paper, which carry information (such as its identifying number and a description), with some of the information in bar-coded form and some of it in human readable form.

LDAP

Lightweight Directory Access Protocol. An Internet protocol that uses e-mail and other programs to look up information from a server.

LDIF

LDAP Data Interchange Format. A standard plain text data interchange format for representing LDAP directory content and update requests.

Location

A specific place within a DC, which is uniquely identified and used to store inventory. Every container within the DC must be in a location or on another container. Yard locations for trailers are also supported.

Location type

A method of identifying specific location characteristic for grouping of like locations.

LOV

List of Values.

LTC

Less than Case.

Manifest

A list of merchandise on a trailer for the shipment.

Move

The movement of inventory from one location to another within the DC. A move may or may not be directed by RWMS.

MSRP

Manufacturer's Suggested Retail Price.

OCI

Oracle Call Interface.

OHS

Oracle HTTP Server.

OID

Oracle Internet Directory.

ORW

Oracle Retail Workspace.

OSSA

Oracle Software Security Assurance.

OSSO

Oracle Single Sign-On.

Picking

The process of physically selecting and moving the merchandise to complete a pick directive. The merchandise may be picked from a storage or forward location. Picking feeds other downstream processes and does not directly result in reducing the inventory facility's total on-hand inventory.

PO

Purchase Order. A formal request for a vendor to supply specific merchandise in exchange for a set amount of funds. In the warehouse arena, the PO is issued by the Host system and communicated to RWMS.

Pre-distribution

The allocation of incoming goods directly to a ship destination. This drives the crossdock and flow-through processes.

PTS

Put to Store. This is a Unit Pick system within RWMS.

Putaway

The action of transporting received goods to a storage location.

QA

Quality Assurance.

Receipt

A collection of containers that have been received on a single Appointment.

Receiving

The physical processing of newly arrived containers in the DC. The processing occurs after the creation of an Appointment. and the unloading of the containers.

Replenish

The directed movement of merchandise from a storage location to forward location or a third party pick system.

RF

Radio Frequency.

RIB

Oracle Retail Integration Bus.

RMS

Oracle Retail Merchandising System.

ROP

Re-Order Point. An replenishment methodology whereby the location is refilled based on that location hitting a minimum inventory level.

RTV

Return to Vendor.

RWMS

Retail Warehouse Management System.

Scan

To read and decode a bar code symbol.

Scanner

A device used to read bar codes.

SCP

System Control Parameters.

Security

Functionality that limits window access to users of a certain security level.

Ship destination

A designated location address that RWMS may ship merchandise to. A ship destination may be another DC, a store, or a finisher/repair facility.

Shipping

The physical process of transferring possession of merchandise to a carrier for delivery to a ship destination.

SIM

Oracle Retail Store Inventory Management.

SKU

Stock Keeping Unit.

SSO

Single Sign-On.

Staging location

Is a location type whereby the merchandise is ineligible for distribution. Staging locations are many times a working area, such as Receiving or Work In Process (WIP).

Stock

Same as merchandise inventory.

TLT

Any automated picking sorter.

Unit

One inventoried piece.

Unit picking location

A location from which Unit picks are made. May be referred to as a Grab. Unit picking locations are replenished from storage locations.

UOM

Unit Of Measure.

UPC

Universal Product Code. A symbology designed specifically for the retail industry and its suppliers consisting of a series of vertical bars of variable width that may be scanned to identify the item.

Upload

The transmission of data from RWMS to another computer system.

UPS

Unit Pick Systems.

URL

Uniform Resource Locator.

Utilization

The degree to which effective use is made of an item. In particular: space utilization measures the proportion of the space used in a DC during a given period of time.

Velocity

The speed with which an item moves through the DC. May also be part of inventory turns.

Wave

A group of stock orders/transfers selected to be distributed together. The group of stock orders/transfers are selected from data returned from executed queries.

Zone

A subdivision of the DC used for grouping locations.

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